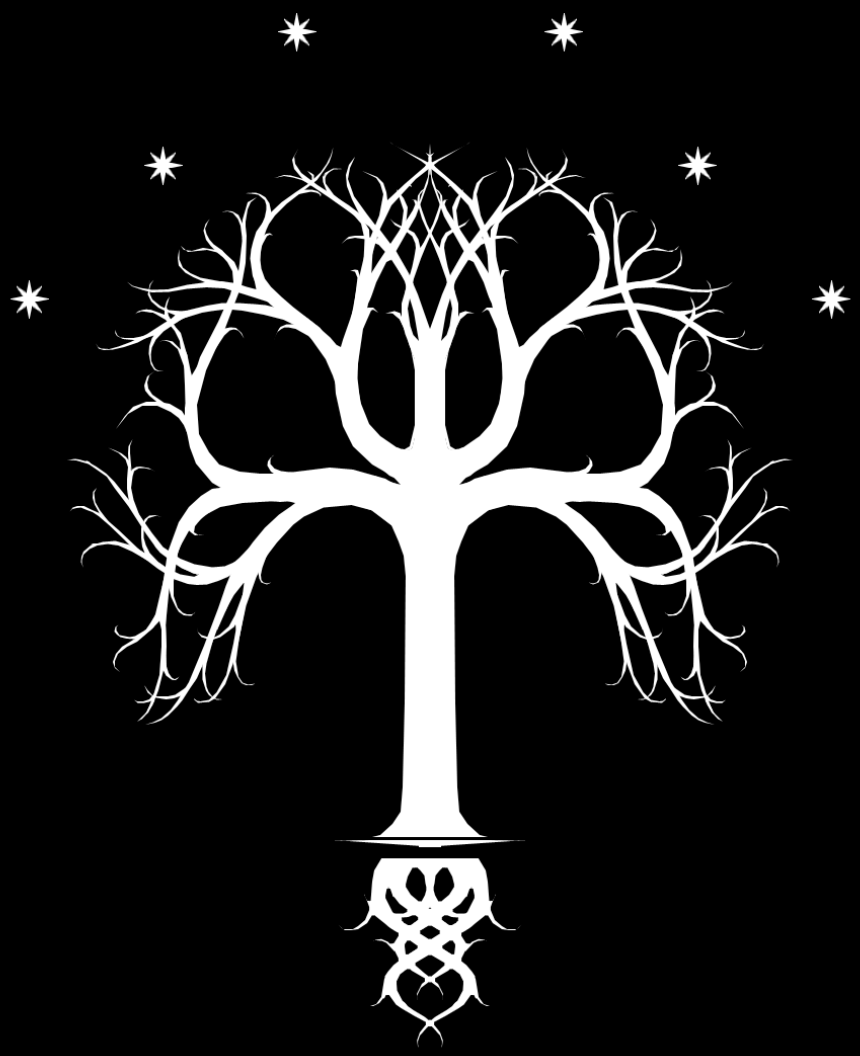
Realm Guard:
Rangers of the North



A Mouse Guard RPG hack

written by Patrick Riegert
concept by Scott Acker

Table of Contents

Introduction & the Dúnedain 3
Lands of Middle-earth 6
Places of Note 9
Conditions & Hazards 14
Conflicts 15
Nature 16
Denizens 17
The Enemy 22
Scale of Might 25
Skills 27
Traits & Gear 28
Recruitment 30
Sample Characters & Mission 36

Credits Due

Mouse Guard Roleplaying Game Design: Luke Crane

Hack Writing, Layout & Rules: Patrick Riegert (Rafe)

Concept & Hack Premise: Scott Acker (Saint&Sinner)

Cover Art & Scale of Might: Morgan Allen
Internal Colour Art: Taizo Bettin

Thanks To: Luke Crane, Doyce Testerman, (damiller)

Character Sheet: (damiller) and Richard "Indy Pete" Evans
http://www.mediafire.com/?ymytfwnizoo

Additional Information
www.burningwheel.org/forum/

Mouse Guard Roleplaying Game content © 2008 Luke Crane. Burning Wheel is a registered trademark ® of Luke Crane.

The Lord of the Rings, characters, places and creatures therein, are trademarks of The Saul Zaentz Company d/b/a Tolkien Enterprises. All rights reserved. *Realm Guard: Rangers of the North* is a not-for-profit roleplaying game book made for private use, and is not intended for sales of any sort. It is in no way affiliated with, or sponsored or approved by, Tolkien Enterprises, the heirs of the estate of J.R.R. Tolkien or any other affiliates or licensees.

Introduction

Realm Guard is a hack for *The Mouse Guard Role-playing Game* and requires *The Mouse Guard Role-playing Game* book to play.

The Fourth Age

The lands of Middle-earth have defeated the Enemy, Sauron, the Dark Lord of Mordor. Aragorn II, son of Arathorn, has been crowned King Elessar Telcontar. Prince Faramir and Lady Eowen abide and rule in Ithilien, under the dark eves of Ephel Dúath, the Mountains of Shadow. Many of the Elves have passed into the West.

The lands have a new king though many know it not. While there is no longer an Enemy in the East, there is much to set aright in Middle-earth. Welcome to *Realm Guard*.

The Dúnedain

You are of the Dúnedain (a Dúnadan), a Ranger of the North and sworn defender of the Reunited Realms and a kinsman of King Elessar.

Rangers keep the lands of Middle-earth safe from minions of the Shadow and other dangers. They rove from the Lost Realm of Arnor, Eriador and Rhovanion in the north to Gondor in the south. They keep their missions quiet for the benefit of the common folk of Middle-earth who know not what may lurk beyond their steps.

Missions

The Rangers of the North undertake numerous missions, including:

Hunting down the creatures of the Shadow (Orcs, etc) which have moved into the wilderlands after the fall of the Dark Lord;

Exploring old settlements to determine if such may be reclaimed;

Clearing and scouting paths between settlements; rescuing those captured or lost in the hinterlands;

Delivering important news;

Escorting folk and assisting trade caravans;

Acting as envoys; and anything else the King or their Captains ask of them.

A Note on Canon

The Fourth Age of Middle-earth is, for the most part, largely unexplored territory. Feel free to make it your own. Will you help retake and resettle Fornost or investigate the ruins of Annúminas? Will a creature of Morgoth arise from Carn Dûm in Angmar to threaten the northern world? Did Sauron leave tokens of power in Dol Guldur? Will you help Prince Faramir to cleanse Minas Morgul of its taint and remake it Minas Ithil as of old? It's up to you!

Referencing Ages

Throughout this book, the Ages referenced will be abreviated: F.A. stands for First Age, S.A. is the Second Age and T.A. refers to the Third Age.

The Dúnedain

Númenor

Long ago, the Númenoreans (Men of the West), in arrogant defiance of the Valar and under the sway of Sauron's subtle lies, decided to claim the immortality of the elves by sailing to war against Aman, the Undying Lands. Elendil and his sons remained faithful to the Eldar and refused. In secret they had built their own fleet. They, along with those who held faith with the elves (the Elendili), sailed east from Númenor and unto the shores of Middle-earth.

Unable to interfere in the affairs of the world, the Valar removed Aman from the world. In the ensuing cataclysm, the great isle of Númenor was cast down, swallowed by the sea. Sauron remained on Númenor when the nation sailed to war and its destruction and the death of his body ever after robbed him of his ability to assume forms fair and charming. Henceforth, he would appear only in his true form as a Dark Lord.

Though destroyed in body, Sauron's spirit fled back to Middle-earth. . .

Gondor and Arnor

Landing upon the shores of Beleriand in Middle-earth, the Elendili founded the nations of Arnor in the north and Gondor in the south. These were the Dúnedain, the last blood of Númenor. Sauron swore to destroy the Dúnedain and amassed great armies to assail the new kingdoms of Arnor and Gondor.

Forming the Last Alliance of Men and Elves, the combined forces of Elendil and the Elf lord Gil-gi-lad defeated Sauron. Isildur, son of Elendil, severed the One Ring from Sauron's hand. Sauron's spirit was vanquished and he fled into the East.

For centuries, the Men of the West prospered and their realms flourished.

Sauron, however, began to grow in strength once more. . .

A Great Plague swept from the East, assaulting the northern realms moreso than the south. Under such ills, the strength of Arnor began to wane. The Witch-King of Angmar, the lord of the Ringwraiths, from his stronghold in Carn Dûm struck against the divided northern realms. After many years of struggle, the Witch-King destroyed Arthedain, the last Realm of the North.

The Rangers of the North

After the fall of Arthedain, a remnant of the decimated Dúnedain of those lands became the Rangers of the North, sworn to harry and harrass the Enemy and to keep what peace they could in the lands of their fathers.

You are the Dúnedain, descendants of the faithful of Númenor in Middle-earth; the long-lived Rangers of the North.

Duties of the Dunedain

While the realms of Middle-earth may be free of Sauron's tyranny, the Enemy and his master, Morgoth, had many servants and set much to ruin and waste. Also, in the wake of the War of the Ring, many nations have lost men, rulers and direction. Indeed, not all who once aided or submitted to Sauron the Deceiver relinquished such ties. . .

Patrolling the Wilds

Even in the Fourth Age, villages, towns and cities are small candles in a vast chamber of darkness. Few venture far from the small regions of their birth and danger may spring from unlooked-for corners of the world. Rangers are no strangers to traveling far, through rough terrain, and are well suited to rooting dangers out and, through their vigilance, quietly keeping the wilds in check.

Hunting the Foe

Of all the tasks the Rangers of the North undertake, in none do they find greater satisfaction than hunting down the foul and evil servants of the Enemy who have done such ill and caused them and their kinsmen such grief: Orcs, Trolls, Wargs, Spiders and even Black Númenoreans.

Mediating Disputes

Though not diplomats, Rangers can be asked to intervene in regional affairs or assist lords in their diplomatic missions. Rangers are often looked upon with suspicion and distrust, but many also grudgingly respect their unrelenting war against the Shadow.

Reclaiming Lost Lands

"Much that once was known has been lost." The ruins of the Arnor sprawl across Eriador, from Ered Luin in the west to the Misty Mountains in the east and from Minhiriath in the south to Forodwaith in the north. Dozens of cities, watchtowers, strongholds and places of note have been lost, forgotten, claimed by servants of the Enemy or sit in ruin.

Pathfinding & Scouting

During the last few centuries of the Third Age, distant travel became a thing seldom attempted. Now, with stability and the presence of peace in Gondor, new paths must be discovered to encourage trade, hasten the spread of news and to unify the realms.

Rescuing the Lost

It is not uncommon for travelers unprepared for the hazards of the road to become lost or be captured. The Dúnedain often seek out those who have gone missing, particularly if they are notable figures. Finding them can sometimes be the easiest part. Should trolls or orcs be involved, freeing them is often the harder!

Safeguarding Travelers

The roads of Middle-earth are long. None who steps upon them knows whence they might be swept. Rangers, as expert woodsmen and travelers, make excellent guides in the wild.

Delivering News

Word in the Shire might travel as swiftly as wildfire, but, throughout the rest of the wide world, news is more prized than gold; few in Tharbad know of the happenings in Dol Amroth or Minas Tirith. It can take a long time for a rumour to find its way to the corners of the world and a great deal longer for a kernel of truth to do so.

Investigating the Strange

Middle-earth is full of wonders, both fey and fell. Whether it is rumours of relics of the ancient world, sightings of unnamed creatures, the findings of tokens of power or news of strange illnesses, it often falls to the stern and cunning Rangers to root out mysteries and oddities.

Other Duties

The Dúnedain are skilled and hardy men and women, dutiful, driven and proud. There is no task they will not accept from their Captain or King.

Lands of Middle-earth

The regions of Middle-earth are diverse and numerous. A few prominent lands and cities, however, stand out and will be elaborated upon here. Regions not spoken for are those under the ruler of others than King Elessar (such as Rohan).

Gondor

Minas Tirith

The White City was originally called Minas Anor, "the Tower of the Sun," when this stronghold was built as a western defense. It became the capital of Gondor after the fall of Osgiliath and its name was changed to Minas Tirith, "Tower of Guard" or "Tower of Watch."

Location/Structure

This city is situated at the base of Mount Mindolluin, the last eastern peak of Ered Nimrais (White Mountains). It is distinctive in that the city rises high in seven tiers, each encircled by a wall. At the height of the city, on the seventh tier, is the Tower of Ecthelion and the White Tree. The Seeing Stone of Minas Anor (a palantír) rests atop the Tower of Ecthalion.

On the lowest level of the city is an inn, Old Guesthouse. Also within the city are the fabled Houses of Healing as well as the tombs for the kings and stewards of Gondor.

Size

City, Men (it is the largest city in Gondor in the beginning of the Fourth Age)

Government

Though once ruled by the line of Dúnedain kings, after the death of Isildur and the lack of heir, the stewards took up rulership but never named themselves kings. Now, Elessar (Aragorn) sits the throne and wears the winged crown of Gondor and Arnor, the Reunited Realms.

Osgiliath

Osgiliath means "Citadel of the Host of Stars." Originally, this city was once the capital of Gondor in which the sons of Elendil had their thrones when Isildur dwelt in Minas Ithil (which became Minas Morgul) and Anárion in Minas Anor (Minas Tirith). The Great Plague which initiated the ruin of the Lost Realm of Arnor devastated the population first of Minas Ithil and then Osgiliath. When Minas Ithil fell to the Ringwraiths and became Minas Morgul, Orcs from Mordor destroyed the Great Bridge and forced the population to move into safer lands to the west.

As the seat of Gondor, Osgiliath also held a palatir at the heart of the city, in the Dome of Stars, but it fell into the Anduin during the Kin-strife.

The city is ruins and has been for centuries. It is deserted by all. Some say ghosts roam the cracked streets and dwell amongst the stone ruins.

Location/Structure

Osgiliath is circular in design with the Great River Anduin cutting through the center. A number of bridges, including the Great Bridge, once united the city, but most were destroyed.

Size

City, Men (a small garrison resides there)

Government

None. It is controlled from Minas Tirith.

Dor-en-Ernil (Dol Amroth)

This ancient city of the Dúnedain is situated in central Gondor, on the shores of the Sundering Sea, on the Belfalas penninsula. Surrounded by numerous estuaries and backed against a southern arm of Ered Nimrais, it is a major port. Even during the T.A., Edhellond (Elf Harbour), the Straight Road, was used by Elves to sail to Aman.

Dol Amroth is not seen as having suffered much of the decadence and fading as other regions of Gondor due to the fact the Princes of Dol Amroth are

of partial Elven blood; they are peredhil, or Half-Elven.

Location/Structure
Dol Amroth is thought to be one of the most fair cities and lands in Gondor and in Middle-earth. Seaward Tower of Tirith Aear is the seat of the Princes of Amroth.

Size
City; Men (Dol Amroth is the second-largest city in Gondor in the Fourth Age)

Government
The Prince of Dol Amroth rules in the city from the Seaward Tower of Tirith Aear. He also sits upon the Council of Gondor. Dol Amroth itself is relatively autonomous as a fief of Gondor.

Eriador

The Shire
The Shire is home of Hobbits, a small folk. It is an idyllic, agrarian realm comprised of the four Farthings. The Westfarthing is the most populous and is where Hobbiton, Bywater and Michel Delving on the White Downs are located.

Location/Structure
The Shire is bounded in the west by the Far Downs and by the Brandywine Bridge in the east; and from the marshes in the south to moors in the north.There are numerous towns within the Shire. The most notable include: Hobbiton, Michel's Delving, Bywater, Tuckborough and Buckland.

Bywater, a short walk east of Hobbiton, has two inns: The Green Dragon and the Ivy Bush. In Stock, in the East Farthing, the Golden Perch is an inn of high repute.

Size
Towns; Hobbits

Government
There is very little formal government in the Shire, though there is a mayor and a thain, a hereditary title established after the fall of Arthedain to hold the king's authority in the Shire. The 32nd Thain is Peregrin Took, in Tuckborough. The mayor's full title is Mayor of Michel Delving.

Bree-land
There are four villages of Bree-land: Bree, Staddle, Combe and Archet. Bree is the largest settlement, mostly populated by Men, as is Archet. Staddle is mostly a Hobbit village, while Combe is populated by both Men and Hobbits. In the Fourth Age, Bree is the last town of Men in the West.

Location/Structure
Bree lies at the junction of the Great East Road and the Greenway, and has a small amount of commercial traffic as a result. The inn, The Prancing Pony, is a mainstay for any visitor. A day's ride east of Bree is the Forbidden Inn.

Size
Towns (Township); Men and Hobbits

Government
Since the fall of Arthedain, the last nation of Arnor, Bree has been self-governed. They live by rules of reason and avoid the troubles abroad.

Imladris (Rivendell)
Rivendell was founded in S.A. when a force led by Elrond, sent from Lindon by Gil-galad, rescued the refugees of Eregion from Sauron's army. While attacked later by the Witch-king of Angmar, Rivendell was protected by the powers of its lord, Elrond Half-Elven, and his ring Vilya. For much of the T.A., it was one of three Elven strongholds. It is a quiet, serene place and is often a sanctuary for those in need of sound counsel and healing.

Location/Structure
Rivendell is located at the edge of a narrow gorge of the river Bruinen, well hidden in the foothills of the Misty Mountains. The nearby Ford of

Bruinen is one of the few approaches to it.

Size
Town; Elves (with few occupants)

Government
After the War of the Ring, Elrond departed Middle-earth. However, his sons, Elladan and Elrohir yet dwell in Rivendell.

Mithlond
Mithlond, the Grey Havens, is a quiet sea-side sanctuary, its stone buildings full of Elven grace and craftsmanship. It was founded at the beginning of the S.A. by the surviving Elves of Beleriand, those who chose to remain on Middle-earth after the wars against Morgoth. It was afterwards used by the Elves to sail for Valinor. The Grey Havens was part of Lindon, the kingdom directly ruled by Gilgalad, the last High King of the Noldor in Middle-earth.

Location/Structure
Mithlond is an Elven port on the Gulf of Lhûn. Mithlond's anchorage is divided into the Harlond (the "south-haven") and the Forlond ("north-haven"), which occupy the southern and northern banks, respectively, of the River Lhûn.

Size
Town; Elves (with few occupants)

Government
It has always been ruled by the Elf lord Círdan, the Shipwright. Though he remains in Middle-earth, it is not known for how long.

Rhovanion

Esgaroth on the Long Lake
Esgaroth is also known as Lake-town. It was established to take advantage of the trade with Erebor and the Elves of Greenwood (Mirkwood).

Location/Structure
As per its name, Lake-town is built of wood upon pilings driven deep into the bed of Long Lake and connected to the mainland with a bridge. It is within but separate from the kingdom of Dale.

Size
Town; Men

Government
The Master of Esgaroth is typically an elected merchant or elder.

Erebor (Lonely Mountain)
Erebor, also called the Lonely Mountain, became the home of the Folk of Durin after they were driven from their ancestral home, Khazad-dûm. It was a prosperous realm for more than an Age, until Smaug, a fire-drake, was drawn there. He killed the Dwarves and took up residence for a few decades before he was slain by Bard of Laketown. The Battle of the Five Armies was fought in the vale below the mountain. While it had few original occupants after that battle, Dwarves from the Iron Hills settled there and Erebor prospered.

Location/Structure
Erebor was delved beneath a single mountain, south of Ered Mithrin (the Grey Mountains). Its gate, from which the Celduin flows, faces south.

Size
City; Dwarves

Government
Thorin III the "Stonehelm" became King Under the Mountain after the death of Dáin II during the War of the Ring.

Places of Note

The North

Angmar

Angmar was founded in the T.A. by the evil Lord of the Ringwraiths, known after as the "Witch-king of Angmar." As Mordor was to Gondor, Angmar was to Arnor. This dark nation was used by the Nazgûl lord to devastate the northern Dúnedain kingdoms of Arnor: Rhudaur, Cardolan and Arthedain.

The Witch-king first conquered Rhudaur, the weakest, and Cardolan next, using the wild Hillmen he had placed in Rhudaur to devastate Cardolan. Arthedain was the last remaining Dúnedain kingdom in Arnor and, though bereft of allies, it struggled on for another 500 years. The end came when Angmar amassed its forces and took the Arthedain capital, Fornost, thereby destroying the last kingdom of the Dúnedain in the North. This event gave rise to the Rangers of the North.

However, a year later, the Gondor army, along with the remaining Dúnedain, the Elves of Lindon, a company of Hobbit archers and Elven forces utterly defeated the forces of Angmar in the Battle of Fornost. However, the Witch-king was not slain and he escaped to Mordor. His kingdom of Angmar dissipated. Arnor, however, was never reclaimed.

Nature

Twists and conditions.

Carn Dûm

This was the capital of Angmar where a race of evil men lived. Carn Dûm was established in the Mountains of Angmar, near Mount Gundabad.

Nature

Twists and conditions.

Nenuial (Lake Evendim)

Lake Evendim is in the Hills of Evendim north of the Shire and is the source of the Baranduin (Brandywine River). When the northern kingdom of Arnor was established in the S.A., the High King Elendil had his seat at Annúminas on its shore.

Annúminas & Fornost

When the northern kingdom of Arnor was established, Elendil had his seat at Annúminas on the shore of Lake Evendim and one of the palantíri was kept there.

Later, in the T.A., the capital was moved to Fornost, and Annúminas began to fall into ruin and was eventually abandoned. When Arthedain fell to the forces of the Witch-king of Angmar, Fornost was also lost. The area is known as Deadman's Dike and Rangers are its sole visitors.

Ettenmoors & Trollshaws

The Ettenmoors are highlands west of the Misty Mountains and north of the Coldfells. Once the nation of Rhudaur, it has become home to Trolls and even Orcs of the Misty Mountains. Many a traveler has become lost in those moors, amongst the crags, and in the Trollshaws, a dense forest of ill repute north of the Great East Road.

Nature

Twists and conditions.

The West

The Old Forest

The Old Forest is one of the few survivors of the primordial forests which covered most of Eriador before the S.A., and it was once the northern edge of one immense forest which reached all the way to Fangorn Forest.

The Hobbits of Buckland believe the trees of the Old Forest are in some manner 'awake,' and hostile. They sway when there is no wind, whisper at night and mislead travelers farther into the forest. Deep within the Old Forest is the Withywindle Valley, a dark and malevolent place which is thought to be the root of all the terrors of the forest.

Nature 6
Twists and conditions.

Barrow-downs

The Barrow-downs were one of the first places where the Dúnedain emigrants from Númenor settled. Later, the Barrow-downs were incorporated in the kingdom of Arnor. The Downs were revered by the Númenoreans because they were rightly recognized as being the first tombs of their ancestors.

During the conflict with Angmar, the Witch-king sent dark spirits and wights to inhabit the region to corrupt the lands and defile the revered crypts. To this day, those barrow-wights remain. . .

Many of the hills are crowned with standing stones and barrows, and a dense fog will sometimes appear to swath the area in a chilling grey mist. It is said many treasures of the Edain (First Men) and Dúnedain lay entombed there in the dusty dark.

Nature 5
Twists and conditions.

Midgewater Marshes

North of the Great East Road, between the Chetwood in the west and the Weather Hills in the east lie the Midgewater Marshes, a difficult swampland. It is plagued by midges, tiny biting flies that swarm around creatures to bite and suck at their blood.

Weathertop

Weathertop is a prominent hill capped by hints of the ancient ruins of the watchtower, Amon Sûl, and is easily seen from the Great East Road. It is the southernmost mount of the Weather Hills. Rangers often mark the tumbled stones of Weathertop to leave messages for their kin. The Weather Hills were the site of the small realm of Cardolan's final stand against the Witch-king of Angmar.

The East

Mirkwood

It was once called the Greenwood, for it was a vast and fair realm of Elves. However, decades before the end of the T.A., a hideous power arose in Dol Guldur in southern Greenwood, and vile creatures and spirits came with it and spread. The forest became dark and twisted but for the far north where the Elves of Thranduil yet held sway.

Besides the Elves, the most notable inhabitants are the vicious Great Spiders and various foul spirits.

Nature 4
Twists and conditions.

Iron Hills

The Iron Hills is one of the seven kingdoms of the Dwarves. It was founded in the T.A. after the Dwarves fled the Grey Mountains to the west because of attacks by Cold-drakes seeking the vast wealth of the mountains.

The Dwarves of the Iron Hills have friendly relations with the Dwarves of Erebor (the Lonely Mountain), who are close kin. Indeed, many settled in Erebor after the Battle of the Five Armies.

Dol Guldur

It was once a green hill named Amon Lanc and the Elves of Greenwood dwelt there. Early in the T.A., the Wise perceived evil growing there. When a fortress was built, it became Dol Guldur, "the Hill of Sorcery," and it was the stronghold of the Necromancer (Sauron).

During the latter part of the T.A., before the War of the Ring, Sauron used this fortress as a base to regain his strenght and attack Lothlórien and the surrounding area. He also chose the site to search for the One Ring, as it lay near the Gladden Fields.

Before the War of the Ring, the Council of the White believed the Necromancer routed but Sauron had left it on purpose and withdrawn to Mor-

dor.

NATURE 7
Twists and conditions.

Brown Lands

This region is on the east side of the Anduin, across from Fangorn Forest. In the F.A., the Entwives settled there and began to make gardens, and taught the Men living there to engage in agriculture. In the S.A., Sauron laid waste to the entire area prior to the Battle of Dagorlad, after which it became known as the Brown Lands. It is described as withered, as if by fire, without any living green thing.

The South

Khazad-dûm (Moria)

Khazad-dûm means "the Dwarrowdelf." In the ancient days upon Middle-earth, it was one of the mightiest of the seven Dwarven holdfasts. In the S.A., it began a more prosperous trade with the Elves of Beleriand and its halls were enriched. However, in the T.A., a Darkness was unleashed and the Dwarrowdelf fell. It has since been named Moria, "the Black Chasm" or "the Black Pit."

At the end of the T.A., by the efforts of the Fellowship of the Ring and Gandalf, one of the Istari, the Darkness, a Balrog, was destroyed. However, its halls are still a great refuge and stronghold for Orcs and Trolls of the Misty Mountains.

NATURE 5
Twists and conditions.

Lothlórien

Lothlórien, "the Dreamland," was once home of the Galadhrim (the People of Galadriel). In the S.A., Elves crossed the Misty Mountains during the War of the Elves and Sauron, which was spurred by the forging of the One Ring. Here by Galadriel were planted the great mallorn trees. By the end of the T.A., Lothlórien was one of three Elven bastions in Middle-earth (Imladris, or Rivendell, being one and the realm of the Wood Elves of Mirkwood being the other).

Caras Galadhon is located in the northern portion of the woods, and was the heart of that realm. For many long centuries, Lothlórien was warded by Galadriel's ring, Nenya. After Galadriel departed into the West after the War of the Ring, Celeborn ruled in Lothlórien. He also settling east of the Anduin and founded East Lórien near Amon Lanc. He dwells there still and with him are numerous other Elves of that realm.

NATURE 4
Twists and conditions.

The Argonath

On the Great River Anduin north of the Fall of Rauros are two stone behemoths on each side of the river at Nen Hithoel: the Argonath, which mark the ancient northern borders of Gondor. The Argonath are statutes hundreds of fathoms tall; one is of Isildur and the other of his brother, Anárion.

Fangorn Forest

This forest is the home of the tree shepherds, the Ents. Fangorn is perhaps one of the oldest forests on Middle-earth and once spread as far as the Old Forest near the Shire. While the Ents rarely range beyond their borders, preferring to wander the roots of the mountains, the Ents, enraged, assaulted Isengard at the end of the T.A. They dismantled Saruman's ghastly industry, killing all the Orcs therein and trapping the Wizard.

Fangorn Forest is a close place; trunks and branches grow thick and little sunlight penetrates the forest. The forest is home to many different kinds of extraordinary trees. Huorns, like Ents but more "tree-ish," live deep in the forest.

NATURE 4
Twists and conditions.

Isengard

Isengard was built around the tower of Orthanc by the Dúnedain in the S.A. It is located at the

northwestern corner of present-day Rohan and was raised to guard the Fords of Isen from enemy incursions. The River Isen begins in the mountains behind Isengard, which form its northern wall. The other three sides are guarded by a large circular wall called the Ring of Isengard.

The black tower of Orthanc stands in the exact center of a shallow bowl of land one mile in diameter, from rim to rim. The Keys of Orthanc are now in the keeping of King Elessar. Orthanc itself was built from four piers of an unknown black stone which were then fused and hardened, and no known weapon can harm it; in the T.A., the Ents themselves could not damage the tower, though the Ring of Isengard and the great gate were destroyed utterly.

During the War of the Ring, under Saruman's stewardship, the Ents let loose the Isen to flood the fields within the Ring of Isengard. The flood waters have lowered but the Ring of Isengard and the inner fields and laneways remain ruined. Isengard is watched over by a few Ents.

Amon Hen & Amon Lhaw

Amon Hen, "the Hill of the Eye," was originally built in the S.A. as a watchtower for the northern borders of Gondor. Upon it stands the Seat of Seeing. Amon Lhaw, "the Hill of the Ear," was built across from Amon Hen. The Seat of Hearing was built thereon. Both are ruins, yet it is said there is still a power that remains.

Nature 5

The Seats can be used to attempt to see many tens of leagues into the distance. Test Lore Master against Nature. Failure: The Ranger becomes Strained or Tired, or could result in a false "vision" or strange or ominous sounds.

Cair Andros

It is an island in the middle of the river Anduin, north of Osgiliath. Its name means "ship of long-foam." Cair Andros was used as a stronghold of Gondor, and it was fortified again to defend Anórien after Ithilien fell to Orcs of Mordor.

The garrison at Cair Andros was maintained until the War of the Ring, but it was defeated and the isle overrun shortly before the Battle of the Pelennor Fields. It was retaken during the King's march upon the Morannon, the Black Gates of Mordor, and once again has a garrison. Upon the isle are the fairest trees of Ithilien, Culumalda, "the golden-red."

Emyn Muil

Emyn Muil is a craggy, impassable highland of jagged rocks and deep fissures located upon both sides of Nen Hithoel, only a short distance north of the great falls, Rauros.

Henneth Annûn

This refuge lies in northern Ithilien, the name of which means "Window of the Sunset." Its name is derived from the fact that it was formed by a cave behind a west-facing waterfall, the "Window-curtain", stated to have been the "fairest of the falls of Ithilien." The cave was excavated by the stream that fed the cascade, which had been since diverted to fall from doubled height; the tunnel has been sealed, except for a concealed entrance along the brink of a deep pool beneath the waterfall.

Henneth Annûn was once used by the Rangers of Ithilien (led by Lord Faramir of Gondor) as a secret refuge during the War of the Ring. It now stands quiet, though Rangers of Ithilien may rest or maintain a watch there.

Nature 5

The refuge is a difficult place to find. Test Scout against Nature to locate the secret entrance as well as the subtle stairs that lead to the caves behind the falls. Failure: possibly an argument conflict with any rangers there who question the presence of the Dúnedain in Ithilien.

Dead Marshes

Once the ancient battlefield of Dagorlad, the Dead Marshes lie northwest of the Morannon, the prin-

cipal entrance to Mordor. Several battles were fought here, most notably the Battle of Dagorlad at the end of the S.A. when the Last Alliance fought the forces of Mordor. Over the years, the battlefield became a marsh, which grew and swallowed up the dead. The Marshes are also known as "the Mere of Dead Faces;" the faces of the ancient dead (Men, Elves and Orcs) seem to peer sightlessly up from out of the brackish waters. Strange corpse-candles float above the waters, mesmorizing the unwary and drawing them into the swamp.

NATURE 6
Twists and conditions.

Minas Morgul

Once it was called Minas Ithil, "the Tower of the Moon." After their defeat in Arnor, the Ringwraiths took Minas Ithil and, afterward, Minas Ithil was occupied by fell creatures and its walls were studded with menacing fortifications. As a result, the city became a foul, evil place and was called Minas Morgul, "the Tower of Black Sorcery." The palantír kept in the tower was captured and later installed at Barad-dûr.

The tower served as the home of the Ringwraiths and was the launching point for attacks from Mordor against the West. At the end of the War of the Ring, the bridge leading to it was thrown down and King Elessar decreed that the tower be destroyed and made clean for seven years and that no man should dwell there.

NATURE 7
Twists and conditions.

Cirith Ungol

Steep, treacherous stairs lead up around Minas Morgul to a reeking tunnel above: Tirech Ungol. The tunnel is the lair of Shelob, greatest of Ungoliant's spider brood. Beyond, the Ungol Pass continues to the Tower of Cirith Ungol. . .

The Tower of Cirith Ungol

This black-stone watchtower is located high in the Mountains of Shadow overlooking Cirith Ungol and Mordor. On a northern horn of stone stands the Tower of Cirith Ungol, built up against the eastern face of the rock. It has three tiers, each set back from the next like steps. The sheer sides face northeast and southeast and form a bastion pointing eastward. At the top of the Tower is a round turret that can be seen above the pass.

It is guarded by the Two Watchers -- hideous statues with vulture heads seated on thrones. The Two Watchers create an invisible barrier between them that prevent any enemy from passing the gate. The tower was once Gondor's easternmost watchtower, build to keep watch on Mordor.

NATURE 7
Twists and conditions.

Conditions

The life of a Ranger is filled with many dangers. The conditions are discussed on p. 123 of *The Mouse Guard RPG*. Note that Strained (below) replaces Sick; it is not in addition to Sick.

Strained

Strained represents mental fatigue and stress. The burdens of the road, hardships and horrors faced and the pressures of obligation can all take their toll on the long-lived Dúnedain.

Being Strained imposes a -1D penalty to Nature, Will, Health and skill tests. This penalty is not applied to Resources and Circles tests, nor to Will and Health tests made to recover.

Strained requires an Ob 4 Will test to overcome. If successful, the Ranger faces and masters the concerns that trouble him and focuses on matters at hand. If the test is failed, the condition persists until the character seeks out the advice and counsel of a friend (another player's character, a family member or his Friend as noted on the character sheet).

A character cannot seek out the counsel of a friend during the GM's Turn unless he wishes to spend two checks to do so.

Hazards

While missions may seem direct and straightforward, they rarely are. Various complications inevitably arise, often from unlooked-for places! There are four general hazards in Realm Guard: Weather, Wilderness, Creatures of the Enemy, and Peoples. By combining issues arising from these hazards, a GM can create a mission worthy of fireside tales.

Weather

While standard weather does not usually impede the activities of the Rangers, more extremeweather can: Heavy rains cover tracks, cause floods and create swamplands; blizzards can create harsh freezing conditions and force travelers to seek alternate paths. Other conditions include sweltering heat, smoke, fog, floods, hail and sleet.

Mundane weather factors into activities related to it. The Seasons act in Realm Guard as they do in *The Mouse Guard RPG*.

Wilderness

In Middle-earth, the roads are few and long. Many that were have been grown over and forgotten. In the dawn of the Fourth Age, though roads are beginning to see more use, the wilds are often the swiftest and only route. However, many a traveler has lost his way in the hinterlands. It takes skill, knowledge and perseverance to find one's way.

Creatures of the Enemy

The destruction of the One Ring broke the backbone of the legions of the Enemy, but hordes of Orcs yet roam through the wilds and dwell in passes and under mountains. Wargs lope through the deep woods and across the highlands. Trolls venture out from their caves under cover of night to strike out at weary travelers and isolated farmsteads. The Enemy has been destroyed, but his servants remain.

Peoples

Not all the troubles in the world are born of the Enemy. Hobbits distrust Big Folk in general while Dwarves may view the War of the Ring as having been caused by the hubris of Men, and they make little separation between the stoic Rangers of the North and any other Men. Many Men see the Rangers of the North as homeless wanderers and vagabonds, and call them stormcrows and bringers of ill news; many want to be left in peace and want no truck with such folk. Those in positions of regional authority might see the Rangers as potential usurpers or fear for their rule or the stability of the region. Even Elves, who know the strength of the Dúnedain, are seeking their own paths in this twilight time and are not often disposed to give counsel or share their camps.

Conflicts

Starting Disposition

Conflict Type	Test Skill	Add to Base
Argument	*Persuader*	Will
Chase	*Scout*	Health
Fight	*Fighter*	Health
Fight Creature[1]	*Hunter*	Health
Journey	*Pathfinder*	Health
Negotiation	*Haggler*	Will
Speech	*Orator*	Will
War	*Militarist or Lore Master*	Will
Other	*Attack skill*	GM's call

[1] A "creature" is any [apparently] low-intelligence and non-humanoid type of creature, such as a kraken, winged beast, warg, great bat, etc. For creatures like dragons, balrogs, ents, etc., which are not humanoid but still quite intelligent, Hunter *or* Fighter is fine. Common sense is key for balanced conflicts.

Which Skill Do I Use?

Conflict Type / Action	Attack	Defend	Feint	Maneuver
Argument	Persuader	Persuader	Persuader or Deceiver	Persuader or Deceiver
Chase	Scout	Pathfinder	Pathfinder	Scout
Fight	Fighter	Fighter	Fighter	Fighter
Fight Creature	Hunter or Fighter	Hunter or Animal Handler	Hunter	Animal Handler or Lore Master
Negotiation	Haggler	Haggler	Deceiver	Deceiver
Journey	Pathfinder	*See MG p. 106*	Pathfinder	*See MG p. 107*
Speech	Orator	Orator	Orator or Deceiver	Orator or Deceiver
War	Militarist or Lore Master	*See MG p. 106*	*See MG p. 107*	Militarist or Lore Master

At first glance, this might seem bland. Remember that Dúnedain Nature descriptors are not specific actions; rather they *provide for situations under which Nature may be used* in the place of a typical ability. For example: An argument with a parent over whether the Ranger should reclaim his ancestral home? Nature (Tradition *and* Family descriptors). A Fight in which a Ranger's comrade or fellow has been killed, or appears to have been killed? Nature (Grief descriptor). What about a rousing eulogy for a great hero to stir the people's hopes? Nature (again, Grief descriptor).

Use your best judgement, and do not allow "Nature mongering."

Nature

The Races of Middle-earth

All the peoples of a race of Middle-earth share a fundamental nature with other brethren of their race, no matter how distant. This Nature is what separates them from the other races and is what makes them distinctly Dúnedain, Men, Elves, Dwarves, and Hobbits.

Information on calculating Nature is provided in the Recruitment chapter.

Dúnadan

As described earlier, the Dúnedain are the scions of Númenor, blessed with long life and greater endurance than their fellow Men. They are descended from exalted lineages, filled with tradition, the losses of which can weigh heavily.

The Nature descriptors for Dúnedain are: *Tradition, Family* and *Grief*.

Man

Although descended of the Edain, most Men have long diluted their blood through the Ages. They are the common and predominant folk of Middle-earth and their sights are set on themselves and their local surroundings.

The Nature descriptors for Men are: *Pride, Community* and *Self-Preservation*.

Elf

First Born, the Elves are immortal, majestic and possessed of a boundless capacity for grace and sorrow. Living throughout the changing Ages -- through times of joy, anguish and serenity -- has a lasting effect on the Eldar.

The Nature descriptors for Elves are: *Fey, Long Memory* and *Desire to Sail Into the West*.

Dwarf

These bearded and stout folk are implacable and have the stone and earth in their bones and the lust for works of wonder and beauty in their blood.

The Nature descriptors for Dwarves are: *Greed, Stubbornness* and *At Home Underground*.

Hobbit

Simple, honest and hard-working, Shire-folk have lived in the four Farthings as long as any can remember and few care to plumb their memories further. Good tilled earth, food, drink, the company of family and friends, a merry tune and a good smoke are what Hobbits live for.

The Nature descriptors for Hobbits are: *Small Folk, Merriment* and *Hard to Crack*.

Denizens

The Rangers of the North

While the Rangers are not an organization but rather a fellowship of kinsmen bound by common lineage and duties, there are yet various stations within Ranger bands. Examples are given here.

King Elessar Telcontar (Aragorn II, son of Arathorn)

Raw Abilities	Rating	Special Abilities	Rating
Nature	6	Resources	10
Will	6	Circles	7
Health	5		

Skills: Fighter 5, Persuader 4, Orator 4, Healer 4, Scout 5, Militarist 3, Rider 4, Wilds-wise 4, Orc-wise 4, Reunited Realms-wise 4, Palantír-wise 3
Traits: Alert (2), Leader (2), Wise (2), Determined (3)
Gear: Andúril (sword), Scepter of Annúminas, Elendilmir (crown), Ring of Barahir

Lord

Raw Abilities	Rating	Special Abilities	Rating
Nature	5	Resources	6
Will	6	Circles	5
Health	3		

Skills: Militarist 4, Orator 4, Deceiver 2, Instructor 4, Fighter 4, Persuader 4, Rider 4, Reunited Realms-wise 3
Traits: Independent (1), Stubborn (1), Brave (1)

Captain

Raw Abilities	Rating	Special Abilities	Rating
Nature	4	Resources	4
Will	5	Circles	4
Health	4		

Skills: Hunter 4, Persuader 4, Fighter 4, Scout 3, Pathfinder 5, Rider 3, Archivist 3, Trails-wise 3
Traits: Hard Worker (1), Quiet (2)

Ranger

Raw Abilities	Rating	Special Abilities	Rating
Nature	4	Resources	4
Will	4	Circles	3
Health	4		

Skills: Miller 4, Fighter 4, Deceiver 2, Pathfinder 4, Hunter 3, Weather Watcher 3, Orc-wise 3
Traits: Stern (1), Tough (1), Stoic (1)

Scout

Raw Abilities	Rating	Special Abilities	Rating
Nature	5	Resources	2
Will	3	Circles	2
Health	5		

Skills: Persuader 2, Fighter 4, Instructor 2, Survivalist 4, Armorer 2, Alchemist 3
Traits: Ranger's Honor (1), Sharp-eyed (1)

Recruit

Raw Abilities	Rating	Special Abilities	Rating
Nature	4	Resources	1
Will	2	Circles	1
Health	6		

Skills: Cartographer 2, Herdsman 3, Orator 2, Scout 3, Healer 2
Traits: Inquisitive (2), Lost (1)

Professions & People

Administrator

Raw Abilities	Rating	Special Abilities	Rating
Nature	3	Resources	6
Will	4	Circles	5
Health	3		

Skills: Administrator 4, Archivist 3, Law-wise 4
Traits: Skeptical (2)

Alchemist

Raw Abilities	Rating	Special Abilities	Rating
Nature	2	Resources	7
Will	6	Circles	4
Health	3		

Skills: Alchemist 5, Healer 3, Herb-wise 3
Traits: Curious (2), Greybeard (2)

Archivist

Raw Abilities	Rating	Special Abilities	Rating
Nature	3	Resources	4
Will	4	Circles	3
Health	3		

Skills: Archivist 5, Administrator 2, Records-wise 3, Archive-wise 4
Traits: Nocturnal (1), Inquisitive (1)

Armorer

Raw Abilities	Rating	Special Abilities	Rating
Nature	3	Resources	4
Will	4	Circles	3
Health	4		

Skills: Armorer 5, Smith 3, Weapon-wise 3, Armor-wise 3, Haggler 4
Traits: Steady Hands (1)

Baker

Raw Abilities	Rating	Special Abilities	Rating
Nature	4	Resources	5
Will	3	Circles	4
Health	4		

Skills: Baker 5, Cook 3, Haggler 4, Bread-wise 4
Traits: Fat (1), Scarred (1)

Bandit

Raw Abilities	Rating	Special Abilities	Rating
Nature	4	Resources	2
Will	2	Circles	3
Health	5		

Skills: Scout 5, Fighter 4, Deceiver 3, Rider 2
Traits: Young (1), Driven (1)

Boatsman

Raw Abilities	Rating	Special Abilities	Rating
Nature	3	Resources	3
Will	4	Circles	4
Health	4		

Skills: Boatcrafter 5, Carpenter 3, River-wise 4
Traits: Fearless (1)

Brewer

Raw Abilities	Rating	Special Abilities	Rating
Nature	4	Resources	5
Will	3	Circles	6
Health	4		

Skills: Brewer 5, Miller 2, Beer-wise 4
Traits: Short (1)

Carpenter

Raw Abilities	Rating	Special Abilities	Rating
Nature	3	Resources	5
Will	4	Circles	3
Health	5		

Skills: Carpenter 5, Stonemason 2, Wood Grain-wise 3, Haggler 4
Traits: Skinny (1)

Cartographer

Raw Abilities	Rating	Special Abilities	Rating
Nature	3	Resources	5
Will	5	Circles	4
Health	2		

Skills: Cartography 5, Archivist 3, Map-wise 4
Traits: Greybeard (2)

Charlatan

Raw Abilities	Rating	Special Abilities	Rating
Nature	4	Resources	4
Will	4	Circles	4
Health	3		

Skills: Deceiver 5, Persuader 3, Oratory 3, Scam-wise 4
Traits: Clever (1)

Cook

Raw Abilities	Rating	Special Abilities	Rating
Nature	5	Resources	3
Will	3	Circles	3
Health	4		

Skills: Cook 5, Farmer 3, Baker 2
Traits: Bitter (1)

Farmer

Raw Abilities	Rating	Special Abilities	Rating
Nature	5	Resources	3
Will	4	Circles	2
Health	4		

Skills: Farmer 5, Scout 2, Seasons-wise 4
Traits: Early Riser (1)

Glazier

Raw Abilities	Rating	Special Abilities	Rating
Nature	3	Resources	3
Will	4	Circles	2
Health	4		

Skills: Glazier 5, Haggler 4, Miller-wise 4
Traits: Thoughtful (1)

Groom / Stableman

Raw Abilities	Rating	Special Abilities	Rating
Nature	5	Resources	3
Will	3	Circles	4
Health	4		

Skills: Animal Handler 5, Herdsman 2, Horse-wise 3, Rumor-wise 3
Traits: Quiet (1)

Healer

Raw Abilities	Rating	Special Abilities	Rating
Nature	4	Resources	6
Will	5	Circles	5
Health	4		

Skills: Healer 5, Alchemist 2, Sickness-wise 4, Herb-wise 3
Traits: Calm (1), Determined (1)

Herdsman

Raw Abilities	Rating	Special Abilities	Rating
Nature	4	Resources	4
Will	4	Circles	3
Health	4		

Skills: Herdsman 5, Animal Handler 3, Animal-wise 4
Traits: Curious (1)

Hermit

Raw Abilities	Rating	Special Abilities	Rating
Nature	2	Resources	1
Will	5	Circles	1
Health	3		

Skills: Survivalist 5, Farmer 3, Cook 2, Strange Happenings-wise 4
Traits: Keen Ear (2)

Hunter

Raw Abilities	Rating	Special Abilities	Rating
Nature	3	Resources	2
Will	4	Circles	2
Health	5		

Skills: Hunter 5, Animal-wise 3, Scout 3, Trail-wise 4
Traits: Natural Bearings (2)

Innkeeper

Raw Abilities	Rating	Special Abilities	Rating
Nature	4	Resources	5
Will	5	Circles	5
Health	3		

Skills: Haggler 4, Persuader 4, Deceiver 2, Eavesdropping-wise 4, Rumor-wise 4
Traits: Extrovert (1), Deep Ear (1)

Laborer

Raw Abilities	Rating	Special Abilities	Rating
Nature	5	Resources	2
Will	2	Circles	1
Health	4		

Skills: Laborer 5, Job-wise 3, Haggler 2
Traits: Rough Hand (1)

Merchant

Raw Abilities	Rating	Special Abilities	Rating
Nature	4	Resources	10
Will	6	Circles	6
Health	4		

Skills: Haggler 5, Administrator 4, Persuader 3, Coin-wise 4, Trade Route-wise 3
Traits: Early Riser (2)

Miller

Raw Abilities	Rating	Special Abilities	Rating
Nature	4	Resources	6
Will	4	Circles	4
Health	4		

Skills: Miller 5, Haggler 3, Brewer 2, Grindstone-wise 4
Traits: Compassionate (1)

Peddler

Raw Abilities	Rating	Special Abilities	Rating
Nature	4	Resources	4
Will	4	Circles	5
Health	3		

Skills: Haggler 5, Orator 3, Trinket-wise 4
Traits: Cunning (1)

Politician

Raw Abilities	Rating	Special Abilities	Rating
Nature	5	Resources	5
Will	6	Circles	6
Health	3		

Skills: Orator 5, Haggler 4, Administrator 3, Half-truth-wise 4
Traits: Quick-Witted (1), Extrovert (1)

Potter

Raw Abilities	Rating	Special Abilities	Rating
Nature	4	Resources	4
Will	4	Circles	3
Health	4		

Skills: Potter 5, Haggler 3, Carpenter 2
Traits: Stoic (1)

Soldier

Raw Abilities	Rating	Special Abilities	Rating
Nature	4	Resources	3
Will	3	Circles	2
Health	5		

Skills: Fighter 5, Scout 3, Duty-wise 4
Traits: Stubborn (1), Defender (1)

Smith

Raw Abilities	Rating	Special Abilities	Rating
Nature	4	Resources	6
Will	4	Circles	4
Health	5		

Skills: Smith 5, Haggler 3, Precious Metals-wise 4
Traits: Fiery (1)

Stonemason

Raw Abilities	Rating	Special Abilities	Rating
Nature	3	Resources	6
Will	4	Circles	4
Health	4		

Skills: Stonemason 5, Miller 3, Laborer 2
Traits: Rough Hand (2)

Teacher

Raw Abilities	Rating	Special Abilities	Rating
Nature	4	Resources	4
Will	5	Circles	4
Health	4		

Skills: Instructor 5, Persuader 4, Complaining-wise 3
Traits: Wise (1)

Thug

Raw Abilities	Rating	Special Abilities	Rating
Nature	3	Resources	2
Will	2	Circles	2
Health	6		

Skills: Fighter 5, Haggler 2, Hometown-wise 4
Traits: Tall (1), Big Hand (2), Jaded (1)

Town Captain

Raw Abilities	Rating	Special Abilities	Rating
Nature	4	Resources	6
Will	5	Circles	5
Health	4		

Skills: Fighter 4, Orator 3, Haggler 4, Instuctor 3, Rider 3, Soldier-wise 3
Traits: Defender (2)

Wanderer

Raw Abilities	Rating	Special Abilities	Rating
Nature	3	Resources	3
Will	4	Circles	2
Health	6		

Skills: Pathfinder 5, Farmer 4, Weather Watcher 3

Traits: Skinny (2)

Weaver

Raw Abilities	Rating	Special Abilities	Rating
Nature	4	Resources	4
Will	4	Circles	3
Health	4		

Skills: Weaver 5, Haggler 4, Cloth-wise 4

Traits: Steady Hand (1)

Allies & Other Creatures

Ent

Ents are giant tree-men, as ancient as the stars. They are also called Shepherds of the Trees. They reside in Fangorn and rarely leave the bounds of that vast forest. They are possessed of an eternal patience and a slow, methodical consideration. Only once or twice in all the Ages of Middle-earth have they been roused to fight but, when they are, they become a storm of righteous devastation.

Ent Nature 10

Remembering Past Days, Striding, Don't Be Hasty, Fierce Awakening

Ent Weapons

Root & Branch -- +2s Attack. Ancient Wood -- +3D Defend.

Great Eagle

Among the most noble guardians of the goodly creatures of the world are the Great Eagles, one of the most ancient of creatures; they soared the skies before even the Elves were born unto the world. In the Fourth Age, Gwaihir the Windlord is lord of the Great Eagles of the Misty Mountains.

Great Eagle Nature 8

Flying, Swift Striking, Protecting, Watching

Great Eagle Weapons

Talons & Beak -- +1s Attack. Strike from Above -- +2D Maneuver.

Beorning

Beornings are great, bearded Men, capable of taking the form of a Bear, who dwell on the western borders of Mirkwood. They are slow to develop trust and prefer seclusion, typically amongst docile animals whom they protect and care for. They remain neutral and rarely side with anyone save those whose pursuits match their own. They despise Orcs and will hunt them mercilessly.

Beorning Nature 7

Distrustful, Solitude, Killing Orcs

Beorning Weapons

Wrathful Swipe -- +1s Attack. Thick Hide -- +1D Defend.

Mearh (Mearas)

These wild horses of Middle-earth are more intelligent, stronger and swifter than standard horses. At a full gallop, their hooves devour miles and yet their rider is borne as if on a wind. Mearas are utterly tireless and their will never flags. They carry only those of the Line of Eorl (Rohirrim lords) and a rare few others whom they allow.

Mearh Nature 6

Running, Grazing, Tireless

The Enemy

Orcs

The most numerous and long-standing enemies of Men, Elves and Dwarves are the foul Orcs. Once Elves captured and taken to Angband, these creatures were tortured and twisted by the dark arts of Morgoth in the Pits of Utumno. Though there are various types of Orcs, they have always been the slaves and foot soldiers of the armies of the Enemy.

Orcs make no homes and fashion very little but weapons and engines of war. They have no regard for anyone but themselves, and even amongst their own ranks, there is turmoil and killing. They conquer regions and make them their own, or dwell under mountains in caverns and tunnels that their crude manipulations adapt to basic, debased uses.

Their Nature descriptors are: *Aggressive, Destroying, Loud* and *Pursuing*.

Goblin (Moria Orc)

Raw Abilities	Rating	Special Abilities	Rating
Nature (Orc)	4	Resources	2
Will	2	Circles	1
Health	4		

Skills: Fighter 3, Laborer 3, Scout 2, Stonemason 2, Hunter 2
Traits: Fearful (1)
Gear: A spear or bow
Note: This stat block counts as 4 goblins together.

Orc (Mordor Orc)

Raw Abilities	Rating	Special Abilities	Rating
Nature (Orc)	4	Resources	2
Will	3	Circles	2
Health	5		

Skills: Fighter 3, Hunter 2, Armorer 2, Scout 3
Traits: Covetous (1), Suspicious (2)
Gear: A sword or bow, (shield,) light armor

Uruk (Uruk-hai)

Raw Abilities	Rating	Special Abilities	Rating
Nature (Orc)	5	Resources	3
Will	5	Circles	3
Health	5		

Skills: Fighter 4, Hunter 3, Deceiver 3
Traits: Cunning (2), Fiery (2)
Gear: A weapon, (shield,) plated armor, Uruk draught

Uruk Captain (Uruk-hai)

Raw Abilities	Rating	Special Abilities	Rating
Nature (Orc)	6	Resources	4
Will	5	Circles	4
Health	6		

Skills: Fighter 5, Hunter 3, Deceiver 3
Traits: Leader (1), Fearless (2), Cunning (1)
Gear: A weapon, (shield,) horn, plated armor, Uruk draught

Trolls

Born of Morgoth's fell and wicked powers, Trolls were made in mockery of the powerful Ents. Trolls, despite their size, often put themselves in the service of Orcs and other great powers.

There are different types of Trolls: Torogs who relish in preying on travelers and nearby, undefended homesteads to fill their cookpots; the Cave-Trolls bred for servitude and strength in war; and the Olog-hai made by Sauron to be cunning and unafraid of the sun.

Torog (Troll)

Nature: Quarrelsome, Capturing, Hoarding, Eating

Raw Abilities	Rating	Special Abilities	Rating
Nature (Torog)	6	Resources	4
Will	2	Circles	1
Health	6		

Skills: Cook 4, Scout 4, Fighter 3, Traveler-wise 4
Traits: Clever (1), Stubborn (1)
Gear: Sacks, cookpot
** sunlight will turn a Torog to stone. Torogs also hoard*

treasure they steal or find on their victims.

Cave-Troll

Nature: Nocturnal, Huge, Obeying, Smashing

Raw Abilities	Rating	Special Abilities	Rating
Nature (CTroll)	8	Resources	1
Will	4	Circles	1
Health	7		

Skills: Fighter 4, Scout 3
Traits: Simple-Minded (1), Bold (1), Stubborn (2)
Gear: Spear
** sunlight will turn a Cave-Troll to stone.*

Olog-hai (War Troll)

Nature: Powerful, Fearless, Huge, Smashing

Raw Abilities	Rating	Special Abilities	Rating
Nature (Olog)	9	Resources	2
Will	5	Circles	2
Health	9		

Skills: Fighter 5, War-wise 3
Traits: Fearless (2), Stone-skinned (2), Fiery (2)
Gear: Black shield, heavy maul
** sunlight does not affect the Olog-hai.*

Balrog

Great demons of shadow and flame, these were Morgoth's chief lieutenants in the ancient wars against the Elves.

Nature: Gigantic, Shadow & Flame, Aggressive, Tormenting

Raw Abilities	Rating	Special Abilities	Rating
Nature (Balrog)	11	Resources	2
Will	9	Circles	5
Health	10		

Skills: Fighter 6, Deceiver 5, Scout 5
Traits: Alert (1), Bold (1), Determined (2), Frightening (2), Tough (2)
Gear: Lash of flame, sword of flame
** immune to non-Tokens of Power weapons.*

Other Enemies

Warg

Vicious large wolves, these creatures are the descendants of Werewolves. They are possessed of a meagre intellect and often align themselves with Orcs, serving as mounts and scouts.

Warg Nature 7

Keen Senses, Pack Hunting, Howling, Gnashing Fangs

Warg Weapons

Gnashing fangs -- as spear and as sword. Loping stride -- +1D Maneuver.

Spider

The Great Spiders are of Ungoliant, a vast evil, old as the world. These Great Spiders are murderous and even capable of a vile chittering speech. They reside in shadowed mountain passes and deep woods.

Spider Nature 6

Patiently Stalking, Poisonous Biting, Web Spinning, Chittering Talk

Spider Weapons

Poisoned Fangs -- +2D to Maneuver. Many-Legged -- +1D to Feint.

Craban & Crow

Crebain are the large, cunning crows of Dunland. They are often used as spies by evil powers.

Crebain/Crow Nature 4

Flying, Spying, Stealing, Screeching

Crebain/Crow Weapons

Wings -- +1D to Maneuver

Great Bat

These bats were bred in Angband as aggressive blood-drinkers. A swarm of them heralded the Orcs and Wargs in the Battle of the Five Armies.

Great Bat Nature 4

Flying, Predator, Swarming, Blood Drinking

Great Bat Weapons

Erratic Flight -- +1D Feint. Vampiric Bite -- +1s Maneuver.

Kraken

Also known as the Watcher in the Water, this foul, reeking creature is an ancient terror that bided its time in the black pools beneath forgotten mountains. It now lies in a still, stinking pool at the Dusk Door of Khazad-dûm.

Kraken Nature 12

Predator, Constricting, Whelming, Waiting

Kraken Weapons

Writhing Tentacles -- +1D Attack. Constricting Grasp -- +1s Attack. Foul Stench -- +1s Maneuver. Submerged Bulk -- +2s Defend.

Wight

Wights are evil spirits, though only sometimes those of the dead. Others have always existed as malign specters. Some have broken faith and are forced to roam or haunt, however dark powers compel many to serve. Wights include Barrow-wights*, evil spirits of Mirkwood unleashed from Dol Guldur, and the Dead Faces of the Dead Marshes.

Wight Nature 9

Luring, Cozening, Corrupting, Envying Flesh

** Barrow-wights have an aversion to the sun. -3D to all actions taken while exposed to daylight.*

Wight Weapons

Enrapturing Deception -- +2s Maneuver. Unnatural Form -- +1s Defend. Corpse Touch -- +1s Attack.

Mûmak

Mûmakil are the great, lumbering war elephants used by the Haradrim. They are also known as Oliphaunts by Hobbits and others.

Mûmak Nature 10

Enormous, Goring, Trampling, Charging

Mûmak Weapons

Goring tusks -- +1s Attack. Trample -- +2D Feint and Maneuver. Thick Hide -- +1D Defend.

Dragon

Born of flame and sorcery, dragons were the gems of Morgoth's armies in ancient days. Of dragons there were two types: great wingless creatures and the winged drakes. Of the latter sort, there were Cold-drakes, who fought with tooth and claw, and Fire-drakes, serpents capable of devastating their foes in a scarlet and green holocaust.

Dragon Nature 13

Hoarding, Gloating, Fire Breathing (or Rending), Flying (or Slithering)

Dragon Weapons

Blasting flames -- +2s Attack. Sword-like fangs and claws -- +2D Attack and Feint. Scaly hide -- +2s Defend. Death from above (or Swift slithering) -- +1D Maneuver.

Scale of Might

While Men are dominant in the 4th Age of Middle-earth, they must contend with all manner of creatures, great both in stature as well as power.

The Scale of Might chart illustrates a ranking that denotes not only the size of a creature in comparison to Men, but the dimension of supernatural power that separates them from the world of Men. A creature's connection to malign or benign might can make a foe, regardless of stature, beyond the abilities of a band of Rangers.

Creatures may kill another creature that is one rank higher, equal to or lower than them on the scale.

Creatures that are two or more ranks higher than you on the scale may not be killed by your hand or blade -- at least not by using Fighter or Hunter.

Creatures that are two ranks higher (or less) may be captured, injured or run off using Fighter or Hunter.

Those creatures that are more than two ranks higher on the scale may only be run off. They may not be captured or injured using Fighter or Hunter.

Ways of War and Lore

Under special circumstances, the Militarist and Lore Master skills may be used to kill, injure or trap creatures of greater power or size.

To War!

Lords and Captains of Men may band forces together and attack en masse to confront a being of ancient might or fey power.

The Militarist skill may be used to engage in a conflict to kill a creature that is two or more steps higher than Men on the Scale of Might.

Such a conflict requires an army of appropriate strength that must somehow be raised during the course of the game, and the raising of such forces ought to be the focus of many excellent conflicts during a session, or spread across a few sessions.

Two steps higher on the scale requires a force of at least 10. Three steps higher on the scale requires a force of at least 100. Four steps up the scale requires a force of 1,000, and a war with a creature five steps higher on the Scale of Might requires 10,000.

However, an army of Men is not the same as an army of Elves, or of Ents! The majority creature type of the force assembled is used to determine the base ranking for the army or band, which in turn is used to measure the number of them needed.

Ancient Knowledge

The Lore Master skill may be used as per p. 224 of the *Mouse Guard RPG*.

A Lore Master may also use his knowledge to advance in effective rank. In order to do so, test Lore Master versus a creature's Nature, with additional ranks given being equal to the margin of success.

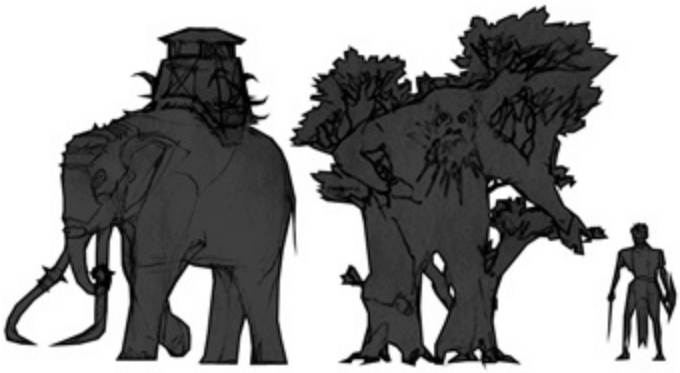
Power Against Power

While the weapons of mundane Men may not be capable of killing, or possibly even injuring, mighty foes, implements and weapons forged with power or made of lost craft can.

Using an appropriate Token of Power (p. 31) in a conflict allows a member of the Ranger band to act as though he was higher on the Scale of Power. Use the highest level Token of Power to determine rank. A level 3 Token of Power, for instance, places the Ranger carrying it at the same rank as an Ent for the purposes of that particular conflict with that Token of Power. A particular weapon will slice into a cave-troll, a lute or horn may cause a wight to recoil, and an ancient diadem might give a Ranger the ability to treat with an Ent.

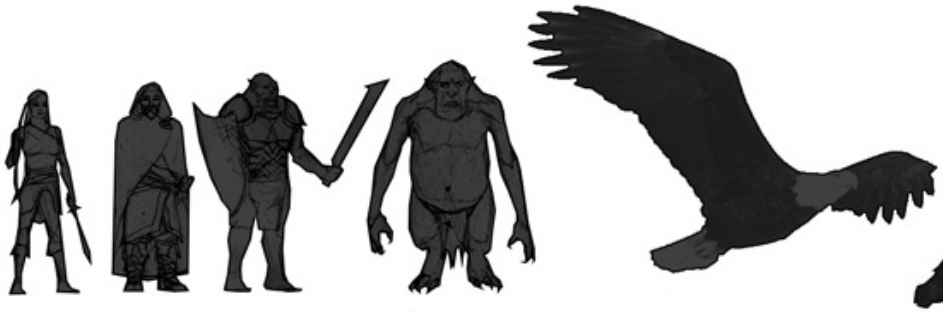
Scale of Might

Balrog, Dragon, Kraken



Mûmak, Ent, Wight

Cave-Troll, Olog-hai, Winged Beast



Elf, Dúnadan, Torog, Great Eagle, Uruk-hai

Man, Dwarf, Orc, Spider, Warg, Mearh

Hobbit, Goblin, Great Bat

Skills

New Skills

Rider

The Rangers of the North use sturdy horses in their fight against the Enemy. Emissaries and scouts use swift horses to spread news and skirt their foes. Rider can also be used in appropriate chase conflicts.

Rider Factors

Type: Ponies, horses, mûmakil, *mearas*
Actions: Hold, flee, stay quiet, trample

Suggested Help for Rider

Animal Handler and appropriate wises

Lore Master

. . . replaces Loremouse. Using their knowledge of mysteries and the arcane, a lore master may communicate with beasts and animals, and discern the Nature of friends and foes.

Nature aspect as per p. 249 of the *Mouse Guard RPG* and not listed here.

Lore Master Factors

Communication (start counting at 2): Birds, mammals, reptiles, fish, intelligent creatures (such as Wargs, Giant Bats, Wights, Mearas, etc.).
Minor Mysteries: You may use Lore Master in conflicts. It may only be assigned to one action (attack, defend, maneuver or feint) in a given conflict and it must be appropriate, such as using a booming voice as the attack action in a speech conflict.
Aid of the Wise: This skill can be used to provide a help die for tests, such as creating light to help another player's Pathfinder test or seeing far to help a Scout test.

Suggested Help for Lore Master

Appropriate wises

New Names for Old Skills

While some old skills no longer have a use in Realm Guard and others have been added, some have simply undergone a name change but remain the same in purpose and function.

Alchemist

. . . replaces Scientist. It can be used in various ways, including the making of medicines and poultrices for Healers to use. *It cannot be used to combat creatures of greater power and stature as Scientist in MG can.* *See Lore Master, p. 32.*

Animal Handler

. . . replaces Insectrist. Using this skill, a person can train and handle horses, dogs and other animals, domesticated or otherwise.

Farmer

. . . replaces Harvester. This skill is used by farmers across Middle-earth. As the Harvester skill states, this skill is used to till the soil, plant seeds and harvest and store crops.

Herdsman

. . . replaces Apiarist. This skill is used by shepherds, farmers and others to milk cows and goats, shear sheep and to manage herds of livestock.

Traits & Gear

New Traits

Stern
The Rangers of the North have endured much hardship. Men of such stern bearing are implacable foes, but they also appear unapproachable and garner little sympathy from common folk.

Student of the Wise
Some Men have a mind to know lost secrets and learn the ways of the Wise. They know much beyond the mundane, but are often mistrusted.

New Names for Old Traits

Greybeard
. . . replaces Oldfur.

Keen Senses
. . . replaces Deep Ear and Sharp-eyed.

Ranger's Honor
. . . replaces Guard's Honor.

Rough Hand
. . . replaces Bigpaw.

Steady Hand
. . . replaces Steady Paw.

Longtail and Sharptooth have no equivalent and are not used.

Weapons & Armor

Weapons
The only change to the listed weapons on p. 117 - 119 of the *Mouse Guard RPG* is that *Hook and Line* is called *Whip*.

Armor
As weapons function to wound and kill, armor seeks to turn aside such strikes and reduce harm to the wearer.

Leather Armor & Chainmail Armor
Leather and Chainmail are as per Light Armor and Heavy Armor, respectively, in the *Mouse Guard RPG* (p. 119).

Plated Armor
+1s to Disposition and Defend actions in a fight. *Clumsy:* -1D to Maneuver and Feint tests in a fight. -1D to Scout and Survivalist tests. *Heavy:* -1D to Health tests to resist fatigue.

Tokens of Power
Tokens of Power consist not only of heirlooms such as rings, belts, horns, weapons and armor but also items fashioned in Ages past whose methods of manufacture have been forgotten. Tokens of Power possess additional benefits that act like trait levels.

When such an item is created by the GM, a skill or specific use must be linked to it and noted, and a level assigned. This is unlike character traits which can have a broad application. Such tokens always have names. For example: Andúril (3, Fighter), the Horn of Gondor (2, +1s disposition fight conflicts), etc. The level acts exactly as a trait level does: a level 1 trait item allows a 1D advantage once per session; a level 2 item allows a 1D advantage on every appropriate check; and a level 3 item allows coward rerolls once per session.

Elven- and Dwarven-crafted items always have a level of 1. This is a mark of superior quality. Also, naming an item does not transform it into a Token of Power!

A Token of Power may be gained in two ways: one is found, or an item is imbued with significance and power through play. In order for an item to evolve into a Token of Power, it must be used in a scene that the group feels is thematically appropriate.

Recruitment

Step Upon the Path

In order to play Realm Guard, one must have a character. When creating characters, read the following sections out loud to all the players. Creating a band of Rangers is a collaborative process; by going through this section together, the players will create a well-rounded band.

Concept

Before beginning, think about the sort of character you want to play. Do you want to play a grizzled veteran or a recruit out to prove himself? Think about what personality and specialties you'd like your character to have.

A Matter of Station

There are five ranks or stations within the Rangers of the North: recruit, scout, veteran, captain and lord. While a lord or lady might be a Ranger, they no longer roam the wilds.

Recruits are new to the way of the Rangers of the North. Scouts are blooded warriors and make up the majority of the Rangers. Veterans are dedicated and responsible for the more complex, delicate or dangerous missions. Captains have proven their mettle and can guide their fellows through hardship. Lords oversee entire regions.

Age & Ability

Your starting Will and Health scores are determined by your station. Choose an age within the ranges given.

Station	Age	Will	Health
Recruit	20-25	2	6
Scout	25-45	3	5
Veteran	40-75	4	4
Captain	50-90	5	4
Lord	80-150	6	3

Dúnadan Nature

All Rangers start with a base Nature of 3. Answer the following questions and adjust your Nature accordingly. No Ranger may begin with Nature 1 or 7.

Should a Ranger's Nature ever be reduced to 1, he he is too uncouth, introverted and obsessed with striking at the Enemy to continue as a disciplined and duty-bound Ranger of the North. Conversely, should a Ranger ever reach Nature 7, has become too immersed in tradition, starting a family, etc., to continue as a Ranger.

- Have you killed a creature of the Enemy or survived something in the wilds that could have killed you?

  If so, decrease Nature by 1. You may not take the Fearful or Young traits.

- Can you trace your lineage back to the Second Age?

  If so, increase Nature by 1.

- Have you ever lost someone close to you?

  If so, increase Nature by 1. You may not take the Innocent trait.

- Do you call the wilds home?

  If so, decrease Nature by 1. You may not take the Open-Minded trait.

- Are you married?

  If so, increase Nature by 1. You may not take the Independent trait.

- Is fighting the Enemy more important than maintaining close ties with friends and family?

  If so, decrease Nature by 1. You may not take the Compassionate trait.

Where Were You Born?

Choose a town, city or region in which your character was born. The residents of each place have their own culture and attitudes. XXXXXXXX

Rhudaur

Formerly the eastern nation of Arnor, it includes Rivendell and all villages between Bree and the Misty Mountains.

Skills: Archivist, Animal Handler, Carpenter
Traits: Calm, Natural Bearings

Bree-land

A quiet area whose populace keeps to their own business.

Skills: Miller, Farmer, Brewer
Traits: Short, Independent

Esgaroth & Dale

The folk of this region ply the lake and river.

Skills: Boatcrafter, Carpenter, Haggler
Traits: Sharp-Eyed, Driven

Gondor

Includes the capital, Lebennin, and Lamedon.

Skills: Archivist, Stonemason, Alchemy
Traits: Brave, Wise

Dor-en-Ernil

Includes Dol Amroth, Belfalas, and Anfalas.

Skills: Rider, Boatcrafter, Orator
Traits: Graceful, Tall

Tharbad

A trade town on the Bruinen and Greenway.

Skills: Haggler, Glazier, Laborer
Traits: Rational, Hard Worker

Sarn Ford

Named for the ford it straddles, this quiet, self-sufficient town trades with the Shire.

Skills: Farmer, Stonemason, Miller
Traits: Steady Hand, Quick-Witted

Rhovanion

This realm includes all the villages and communities on the western border of Mirkwood.

Skills: Baker, Animal Handler, Herdsman
Traits: Stoic, Tough

Choose one skill and one trait from the land in which you were born. You cannot choose a trait during character creation which the answer to a Nature, Resources or Circles question has made you ineligible for, though you may gain such a trait through the course of play.

Life Experience

The following sections will present you with a number of choices. Each time you choose a skill, check it off on your character sheet. You may check a skill multiple times, either from one section or various sections.

Area of Natural Talent

Recruits and Lords choose two. Scouts, Veterans and Captains choose one.

Administrator	Farmer	Pathfinder
Alchemist	Fighter	Persuader
Animal Handler	Glazier	Potter
Archivist	Haggler	Rider
Armorer	Healer	Scout
Baker	Herdsman	Smith
Boatcrafter	Hunter	Stonemason
Brewer	Instructor	Survivalist
Carpenter	Laborer	Weather Watcher
Cartographer	Militarist	Weaver
Cook	Miller	
Deceiver	Orator	

Your Parents' Trade

Recruits choose two; all others choose one. Also, note this skill beside Parents on the character sheet.

Animal Handler	Carpenter	Miller
Archivist	Cartographer	Potter
Armorer	Glazier	Smith
Baker	Farmer	Stonemason
Boatcrafter	Glazier	Weaver
Brewer	Herdsman	

Convincing Others

How do you convince others to help you? Captains and lords choose two; all others choose one.

Deceiver
Orator
Persuader

Apprenticeship

When seeking to join with the Rangers, prospective recruits are assigned to apprentice with masters in Northern communities during the winter and early spring, when many Rangers return from the wilds.

Note the skill chosen from the list below next to Senior Artisan on the character sheet.

Animal Handler	Carpenter	Miller
Archivist	Cartographer	Potter
Armorer	Farmer	Smith
Baker	Glazier	Stonemason
Brewer	Herdsman	Weaver

Mentor Training

After the apprenticeship, the recruit is assigned to a mentor who slowly introduces the recruit to the duties he must face in service of the Realm.

Fighter	Instructor	Survivalist
Healer	Pathfinder	Weather
Hunter	Scout	Watcher

Experience Gained In Service to the Realms

All Rangers have a range of training and experience important to their role in service to King Elessar. You may choose to highly specialize in a few skills or choose to be more well-rounded across a broad base of skills.

Take a number of checks in the following skills based on your station: recruit 3, scout 6, veteran 8, captain 9 and lord 12.

Fighter	Pathfinder	Survivalist
Healer	Rider	Weather
Hunter	Scout	Watcher

Recruits may consider *Laborer* part of the above list.

Scouts may consider *Haggler* part of the above list.

Veterans may consider *Cook* part of the above list.

Captains may consider *Persuader* and *Instructor* part of the above list.

Lords may consider *Orator, Militarist* and *Administrator* part of the above list.

Choose a Specialty

All players, except for recruits, may add one check to a skill from the list below. No two players can have the same skill as their specialty.

Fighter	Instructor	Survivalist
Healer	Pathfinder	Weather
Hunter	Scout	Watcher

Tally

Count the check marks made for each skill and add 1. Those are your total starting ratings for those skills. The maximum rating for a skill is 6.

Knowledge

Wises are a special subset of skills. You start with a number of checks in wises proportionate to your station. These checks may only be spent on wises. Wises are tallied like skills; count the checks and add 1.

Rank	Checks for Wises
Recruit	1
Scout	2
Veteran	3
Captain	4
Lord	6

Realm Guard Wises

Choose from the alphabetical list below or create your own wises as per *Specific Wises* below.

Wises A

Anduin-wise, Angmar-wise, Armor-wise, Arnor-wise

Wises B

Bandit-wise, Bat-wise, Bree-land-wise, Barrow-wise, Beer-wise, Blizzard-wise

Wises C

Captain-wise, Celebrations-wise, Coast-wise, Cold-wise, Craft-wise, Crop-wise, Crow-wise

Wises D

Deadman's Dike-wise, Drought-wise, Dwarf-wise, Dwarven rune-wise

Wises E

Eagle-wise, Elf-wise, Elven sanctuary-wise, Epidemic-wise, Erebor-wise, Escort-wise, Esgaroth-wise

Wises F

Famine-wise, Fireworks-wise, First Age-wise, Flood-wise, Forest-wise, Funeral rites-wise

Wises G-H

Gondor-wise, Governing-wise, Heat-wise, Herb-wise, Herd-wise, Hobbit-wise, Horse-wise

Wises I-L

Inn-wise, Ithilien-wise, Lake-wise, Lord-wise, Lothlórien-wise

Wises M-N

Medicine-wise, Minerals-wise, Mirkwood-wise, Mordor-wise, Moria-wise, Morgul-wise, Mountain-wise, Night-wise

Wises O-P

Open ground-wise, Orc-wise, Orthanc-wise, Palantír-wise, Path-wise, Pipeweed-wise, Poems-wise, Poison-wise

Wises R

Rain-wise, Rebellion-wise, Recipe-wise, Refuge-wise, Reunited Realms-wise, Rhovanion-wise, River-wise, Road-wise, Rohan-wise, Rumor-wise

Wises S

Sea-wise, Second Age-wise, Shield-wise, Ship-wise, Shire-wise, Shore-wise, Snow-wise, Song-wise, Spider-wise, Star-wise, Stream-wise, Swamp-wise

Wises T

Tale-wise, Third Age-wise, Thunderstorm-wise, Tide-wise, Tokens of Power-wise, Tradesman-wise, Trail-wise, Trap-wise, Troll-wise, Tunnel-wise

Wises U-Z

War-wise, Warg-wise, Watchtower-wise, Wight-wise, Wilds-wise, Wine-wise, Wizard-wise

Specific Wises

Players may also create wises based on specific places, creatures or types or groups of people not listed above. For instance, Aglarond-wise would be a specific to that small realm; Ent-wise would be creature specific; and Princes of Dol Amroth-wise would be specific to a group of people. Other wises might include Shire culture-wise or Mearas-wise.

Resources

Resources represents a Ranger's pay or available influence in the area to receive room and board, as well as how resourceful he is with managing his possessions and material goods.

Starting Resources rating is determined by station: recruit 1, scout 2, veteran 3, captain 4 and lord 5.

The following questions can modify that score. It is possible to have a rating 0.

- Do you still practice a trade to help the Rangers maintain their self-sufficiency?

  If so, increase Resources by 1. You must have the skill for the trade in question. You may not start with the Leader trait.

- Are your parents politicians, instructors, innkeepers or merchants?

  If so, increase Resources by 1. Your parents must be of the noted profession.

- Do you like to buy gifts for yourself and your friends?

  If so, decrease Resources by 1.

- Are you thrifty?

  If so, increase Resources by 1. You may not take the Generous trait.

- Have you ever been in debt; or are you generally bad at managing money?

  If so, decrease Resources by 1.

- Do you always pack carefully for a journey, ensuring you have everything you need?

  If so, increase Resources by 1. You may not take the Bold or Fiery traits to start.

Circles

This ability represents who you know and how well connected your character is.

Starting Circles is based on station: recruits start with 1, scouts with 2, veterans and captains with 3, and lords start with 4.

Answer the following questions and adjust your starting rating accordingly. The minimum Circles rating is 1.

- Is your character gregarious? Does he make friends easily?

  If so, increase Circles by 1. You may not take the Bitter or Jaded traits.

- Do you have strong ties to the Rangers, either as a family tradition or through close allies?

  If so, increase Circles by 1. Either your parents must be of the Rangers or your mentor must be family.

- Has your character accomplished some great task for the Rangers? Does he already have a reputation?

  If so, increase Circles by 1.

- Do you have powerful enemies?

  If so, reduce Circles by 1.

- Has your character been convicted of a crime?

  If so, reduce Circles by 1.

- Is your character a loner?

  If so, reduce Circles by 1. You may not take the Extrovert trait.

Dúnadan Traits

Innate Quality

All players get one check from the following list. They can add a check to one gained from their hometown/homeland if they wish.

Bitter	Fearless	Realm's Honor
Bodyguard	Fiery	Rough Hands
Bold	Generous	Sharp-eyed
Brave	Graceful	Short
Calm	Greybeard	Skeptical
Clever	Innocent	Skinny
Compassionate	Jaded	Stern
Cunning	Keen-eared	Stoic
Curious	Leader	Stubborn
Defender	Lost	Suspicious
Determined	Natural	Tall
Driven	Bearings	Thoughtful
Early Riser	Nimble	Tough
Extrovert	Nocturnal	Weather Sense
Fat	Quick-Witted	Wise
Fearful	Quiet	Young

Inherited or Learned

The following is for recruits only and represents the influence one's parents had on the character. Choose one trait from this list.

Brave	Fearless	Rough Hand
Calm	Fiery	Scarred
Clever	Generous	Short
Compassionate	Graceful	Skeptical
Curious	Keen-eared	Skinny
Defender	Lost	Stern
Determined	Natural	Stubborn
Early Riser	Bearings	Suspicious
Extrovert	Nimble	Tall
Fearful	Quick-Witted	Tough

Life on the Road

Captains and lords may choose one trait from the following list. It represents a lesson learned during their time in the wilds as a Ranger of the North.

Bitter	Early Riser	Scarred
Bodyguard	Fearful	Sharp-eyed
Brave	Fearless	Skeptical
Calm	Greybeard	Skinny
Clever	Jaded	Stern
Compassionate	Leader	Stoic
Cunning	Natural	Thoughtful
Curious	Bearings	Tough
Defender	Nocturnal	Weather Sense
Driven	Quiet	Wise

Lineage

Create a lineage (a House) for your character. It may be one of the three Houses of the Edain, though it will more likely be one you create yourself. Base it on names from Lord of the Rings, or be creative and create one from scratch!

Parents

Note the names of your parents, whether they are still alive and, if so, where they live.

Senior Artisan

Write down the name of the senior artisan with whom you were apprenticed.

Mentor

If you are a recruit, your mentor must be another player character of veteran or captain station. For scouts and veterans, it must be an older character and, for captains or lords, it is an NPC or player character with the Greybeard trait.

Friend

Invent a friend and name him. This friend will help you without hesitation. Note his profession or specialty and where he typically resides.

Enemy

Create an enemy for your character. He cannot be "of the Enemey," such as an Orc, but may be a Dúnadan, Dwarf, Elf, Hobbit or Man. Name him and choose a location for him. It is possible for players to choose a common enemy for their characters, if they so decide.

House Insignia

Choose one item that is an heirloom of your House or company. It may be a ring, a necklace, a brooch, a diadem, a weapon, etc. Rangers of the Grey Company, for instance, all wear a silver brooch in the shape of pointed star.

This token is *not* a Token of Power.

First Mission

Before proceeding, discuss what is going on in the game and then return to this final section.

Belief

Write a Belief based on how your character views being a Dúnadan Ranger. A Belief is an overarching ethical or moral stance; an ideal.

Goal

Write a Goal based on the mission that you've been assigned. This is an objective that can be accomplished in the near future.

Instinct

An Instinct is a reaction or constant disposition. It may be conditioned through training or natural to the character.

Gear

Choose a weapon from the list in *The Mouse Guard RPG*, p. 118. Remember that *Hook & Line* is *Whip*.

Do not include backpacks, standard clothing, boots, or other fundamental or common gear. However, you will need to write any armor, if worn, as well as any distinctive gear the character carries.

Starting Rewards

All characters begin the game with one fate point and one persona point.

Sample Characters

Athanir

Athanir is a firm but fair captain. He is a veteran of the War of the Rings and, though brusque, is dedicated and learned. Erothas has been a constant companion of his through the years. Though they do not always see eye to eye, they have great respect for one another and their duty.

Age:	63	Parents:	Athelor, Carpenter
Home:	Rhudaur	Senior:	Baren, Cartographer
Lineage:	House of Ruor	Mentor:	Daegan (Ranger, dead)
Station:	Captain	Enemy:	Thabren, Lord in Anorien
Insignia:	Ring of Ethrand	Friend:	Barliman, Brewer (Bree)

Raw Abilities	Rating	Special Abilities	Rating
Nature	3	Resources	6
Will	5	Circles	4
Health	4		

Belief: Caution is a mark of the Wise.
Goal: I will keep a close watch on Menalor and guard him against danger.
Instinct: Never discard the advice of others.
Skills: Archivist 2, Orator 4, Carpenter 2, Persuader 2, Cartographer 2, Hunter 3, Survivalist 2, Scout 2, Fighter 2, Weather Watcher 3, Rider 3, Troll-wise 2, Arnor-wise 2, Refuge-wise 2, Funeral rites-wise 2
Traits: Leader (1), Calm (1), Wise (1)
Gear: Bow and Gilded Bracers

Erothas

Erothas is a Ranger of the North who helped ward the Shire during the War of the Ring. Though he did not ride to Aragorn's aid, he rendered service to the refugees who came north through Bree and those surroundings. Erothas is known for his quick and sometimes-black wit and is regarded amongst his kindred as a healer and Man of generous spirit.

Age:	51	Parents:	Erothain, Boatcrafter
Home:	Sarn Ford	Senior:	Tella, Weaver
Lineage:	House of Brand	Mentor:	Mordan, Mithlond
Station:	Veteran	Enemy:	Etherelle, Elf, Mistwood
Insignia:	Star of Bran (diadem)	Friend:	Moggot, East Farthing

Raw Abilities	Rating	Special Abilities	Rating
Nature	2	Resources	4
Will	3	Circles	5
Health	5		

Belief: Swift and decisive action is of the utmost importance to those of real heart.
Goal: I will determine whether goblins (Orcs) are behind the troubles in the High Pass.
Instinct: Always try to alleviate the suffering of others.
Skills: Miller 2, Healer 5, Boatcrafter 2, Persuader 2, Cook 2, Fighter 3, Scout 2, Shire-wise 2, Rocky terrain-wise 2, Dwarf-wise 2
Traits: Generous (1), Quick-Witted (1)
Gear: Longsword and Herb Pouch

Menalor

Though a recent recruit to the Rangers of the North, Menalor's family has been long associated with the Rangers. Menalor is a strong-willed and bold warrior. He is loyal to his fellows and wrathful to his enemies. More than anything, he wishes to conduct himself well in Athanir's eyes and be accounted a full Ranger of the North.

Age:	24	Parents:	Melenas, Ranger, Alchemist
Home:	Gondor	Senior:	Dell, Animal Handler
Lineage:	House of Ruor	Mentor:	Athanir, Captain
Station:	Recruit	Enemy:	Dalby, Miller, Rhosgobel
Insignia:	Standard of Ruor	Friend:	Anuwen, Elf, Imladris

Raw Abilities	Rating	Special Abilities	Rating
Nature	3	Resources	3
Will	2	Circles	2
Health	6		

Belief: The Rangers of the North are the most steadfast and true of Men.
Goal: I will prove to my brethren that I can be trusted with accomplishing our mission from the king.
Instinct: Always offer an opinion.
Skills: Alchemist 2, Fighter 5, Pathfinder 4, Armorer 2, Deceiver 2, Animal Handler 2, River-wise 2
Traits: Brave (1), Fiery (1), Sharp-Eyed (1)
Gear: Spear and Belt of Anuwen

Waestorn

A wanderer of the wilds, Waestorn is a great hunter and scout. Raised in Dol Amroth, he loves the smell of the sea air and to hear the cries of birds. He is friends with Athanir and Erothas, and the three have often traveled together, being well matched in spirit and purpose.

Age:	33	Parents:	Wellen and Silla
Home:	Dol-Amroth	Senior:	Huward, Miller
Lineage:	House of Telcor	Mentor:	Carathon, Veteran Ranger
Station:	Scout	Enemy:	Norn, Dwarf, Erebor
Insignia:	Shield of Telcor	Friend:	Faeden, Guard, Dol-Amroth

Raw Abilities	Rating	Special Abilities	Rating
Nature	4	Resources	3
Will	3	Circles	3
Health	5		

Belief: Violence is not the only means of upholding my duty.
Goal: I will visit my sister in Rhosgobel, near Carrock, and bring her news from the south.
Instinct: Always respect Athanir's words of counsel.
Skills: Rider 2, Scout 3, Herdsman 2, Persuader 2, Smith 2, Hunter 4, Fighter 2, Survivalist 3, Haggler 2, Escort-wise 2, Sea-wise 2
Traits: Tall (1), Skeptical (1)
Gear: Shield of Telcor

Sample Mission

Trouble in the High Pass

This is a sample mission, written with notes for a first-time GM or as a convention game.

Note: [I'm talking to you, GM!] Don't read bracketed sections to the players. This is for your information.

This mission is designed for 3-4 players. If you have 3 players, it is advised that you leave Waestorn out of the band.

Mission

Having come south to pay homage to the newly-crowned King Elessar Telcontar (Aragorn, son of Arathorn), your band has stayed for a day in the Old Guesthouse Inn within the first tier of Minas Tirith. On the morning of the second day, a runner is sent to the inn, summoning you to meet with the king in the Tower of Ecthalion.

The king is seated behind an elegant desk within the pristine tower, at the highest point in the city. Behind him are the twin thrones of the Steward and, raised high by many steps, the throne of the king. A page stands nearby, ready to go forth and serve any purpose his liege asks of him. An older man in robes stands at the king's shoulder, sheaves of parchment in his old hands.

As you enter, the king stands and smiles fiercely at you. It seems he is pleased to be freed, if only momentarily, from the routines of rulership. "My brothers! welcome! It has been too long since we have met." He greets you as kinsmen and beckons you to him.

Though joyful at your presence, he settles into matters straight away. "I know you have come idly, my friends, but I have need of your skills."Rumor has come to me that the High Pass crossing of the Misty Mountains has become hazardous. The Beornings know the area well. There is one who lives at the Carrock, near the Old Ford. Seek him out and learn what you may. Go with my blessings, and those of the Reunited Realms of Gondor and Arnor."

Now that you've heard your task, check the Goal for your character. You may keep the Goal of the sample character or change it. Those Goals are:

Athanir: I will keep a close watch on Melanor and guard him against danger.
Menalor: I will prove to my brethren that I can be trusted with accomplishing our mission from the king.
Erothas: I will determine whether goblins (Orcs) are behind the troubles in the High Pass.
Waestorn: I will visit my sister in Rhosgobel, near Carrock, and bring her news from the south.

You set out from Minas Tirith, bidding the White City farewell. It is the early spring and though it is warm now in the south where you are, farther north, in Rhovanion near the Misty Mountains, there is still some snow upon the ground and the rivers run cold from recent thaws.

First Task: The Way to Carrock

In order to find the way from Minas Tirith, an Ob 6 Pathfinder test will be necessary. [Spring Nature]

[Regardless of whether they succeeded or failed, continue reading on. If they failed, tell them that a twist in the story will be happening soon.]

You've been traveling north for three weeks, through lowlands and wooded hills and are now just south of the Gladden River where it meets with Anduin, the Great River. It's getting quite late into the night. As you are looking for a place to camp, you spy a fire up ahead and hear voices.

You come upon three boatmen (Men) on the-

banks of the Anduin, their small cog drawn onto the shore. One's arm is badly injured. Another is dead, his body covered with a bit of sailcloth.

[What happened is up to you, GM. I suggest a simple accident on board their ship: a boom broke loose and struck one in the head while another raised his arm in time to avoid a similar fate, though his arm was broken.]

[This is a chance to allow Erothas to use Healer (Ob 3), if he so wishes. Another - or all of them - may speak moving words over the body of the dead boatman using Nature via the Grief descriptor (Ob 2). Allow this to happen before the next bit. Apply Tired or Angry as a result of any failures.]

The three remaining boatmen gladly invite you to camp with them that night.

Twist (Enemy): Into the Stew!

[This only comes into play if they failed the Pathfinder test, "First Task," above.]

As you're making ready to camp, you hear shuddering boot steps and rumbling laughter behind you. Out of the trees a short distance away, two torogs ("Hobbit"-style trolls) emerge, their bulk framed in starlight shining from the clear sky.

[It ought to be explained to the group that this is the twist resulting in failing the Pathfinder test. It isn't random!]

"Ah!" one laughs. "Some real fare to toss in tha stew pot!"

"They do look mighty tasty, them," says the other, hoisting a few filthy sacks. "Let's chase 'em down!" With gleams in their beady eyes, the 14-foot-tall trolls come bounding towards the shore, intent on snatching up the boatmen and yourselves.

[A chase conflict would work best here, and impress upon the players the power of the trolls should they opt to stand their ground. Either a fight or chaseworks. Regardless, the goal of the torogs is: **Grab all the Men and stick 'em in sacks for our cookpot!**]

Torog (Troll)

Nature: Quarrelsome, Capturing, Hoarding, Eating

Raw Abilities	Rating	Special Abilities	Rating
Nature (Torog)	6	Resources	4
Will	2	Circles	1
Health	6		

Skills: Cook 4, Scout 4, Fighter 3, Traveler-wise 4

Traits: Clever (1), Stubborn (1)

Gear: Sacks, cookpot

* *sunlight will turn a Torog to stone. Torogs also hoard treasure they steal or find on their victims.*

[Tell the players to set their sights high in terms of their goal. If they opt for a chase, "Getting away" won't be good enough. Encourage them to add more to it: "Get away from the trolls, with the boatmen in tow, and keep the trolls looking til the sun rises up and turns them to stone." Shoot high for interesting compromises!]

[On that note, remember to be inventive with compromises here. The trolls have an advantage because they can use their Nature (Capturing) for Attack and Maneuver actions during the conflict and Scout for Defend and Feint. No one can die because of the trolls' goal (catch, not kill). I would advise starting with conditions as a first 'tier' of a compromise (Tired, as well as Injured, if warranted), then have some of the boatmen captured. Build from there, remembering the rules for compromises on p. 115-116 of *The Mouse Guard RPG*.]

[Allow the players a chance, after the outcome of the conflict with the trolls, to get closure on the rest of the night/morning and what occurs with the boatmen. Then carry on.]

The remainder of the journey passes swiftly. You've passed through a number of small villages and are approaching Rhosgobel, a larger village renowne-

das once being home to Radagast the Brown. The buildings are of gray river stone and the rooves clay tiles. People pause in their activities and peer up at you as you walk along the wide, hard-packed dirt streets.

[Here is an opportunity for Waestorn, if he is in the group, to accomplish his goal. If he is not among the band, carry on!]

You continue onwards, having gathered from villagers that there is, indeed, a Beorning who lives near Carrock, just a ways farther north along Anduin, the Great River. His name is Harnbad.

Second Task: . . .Harnbad the Beorning

After a few more hours trekking, as the afternoon sun begins to sink behind the Misty Mountains in the west, you see a modest and clean cabin set amongst a loose copses of trees, under the shadow of a massive finger of stone (the Carrock) on an island of land in the midst of the Great River. Numerous animals, from horses and sheep to deer and birds, meander about the cabin and seem to watch you.

As you approach, a massive, bearded man steps from the trees near the cabin and tells you to stop and explain yourselves.

[Being independent and wary of strangers, invoking the name of the King will do little to humble or impress Harnbad. Ultimately, it will come down to:]

"I've no interest in Rangers, nor their ways," says Harnbad. "Why should I help in your meddling in lands far from your own?"

Beorning Nature 7

Distrustful, Solitude, Killing Orcs

Beorning Weapons

Wrathful Swipe -- +1s Attack. Thick Hide -- +1D Defend.

[I would not recommend another conflict here, as one may develop as a result of their dealings with Harnbad... The best options are Persuader or Orator.]

[If the party fails the Persuader/Orator test, there are two options: 1) If the party used a fight conflict with the trolls instead of doing a chase, apply conditions to them (Strained for the primary speaker and Angry for the rest) due to the rigors of convincing the obstinate Harnbad; or 2) If they used a chase conflict with the trolls, interrupt the parley with a fight conflict... Orcs are on the scene!]

[For the fight conflict, go to 'Twist (Orcs)' below and continue the scene from there.]

[Read the following if Persuader/Orator was successful and ignore the Twist below:]

Harnbad says, "Very well, I will aid you. I see you as true-hearted folk, if queer to these parts. Come inside and make yourselves comfortable by the hearth. I have tasks yet I must do ere night is fully upon us. I will join you soon."

Harnbad returns within an hour and settles down by the fire. He pours you drinks and places bread, a crock of fresh butter and a jar of honey before you. Over supper, he tells you that travelers have, indeed, been having problems. Goblin activities seem heightened, and he has seen the Great Eagles of the mountains soaring high in the air. He would not be surprised if goblins were behind the hazards in the pass, but his duty is to his animals and the lands around Carrock, not to go wandering into the lands of others.

[Now skip down to: **GM's Turn Ends, Players' Turn Begins!** on p. 44.]

Twist (Orcs): Skewer 'Em an' Tan Their Hides, Boys!

As you're attempting to persuade Harnbad of your good intentions and need, there is a raucous howling from the west! A dozen goblins are headed-

towards the trees around the Beorning's homestead. Harnbad snarls bestially and races to the animals gathered outside his home.

They seem to listen to him and he goes into the trees with them. As he disappears from view, you swear you hear the bellowing challenges of a bear and fearful squealing and howling.

A dozen more jeering goblins with torches and clanging weapons are coming towards you, splashing through the shallow waters of the Great River towards you.

Goblin (Moria Orc)

Raw Abilities	Rating	Special Abilities	Rating
Nature (Orc)	4	Resources	2
Will	2	Circles	1
Health	4		

Skills: Fighter 3, Laborer 3, Scout 2, Stonemason 2, Hunter 2
Traits: Fearful (1)
Gear: A spear or bow
Note: This stat block counts as 4 goblins together.

[Here's how we use Moria Orcs (Goblins): As per the stat block note, 1 stat block is actually 4 goblins. This means that a dozen of them equates to only three "individuals," so to speak, or one team. Individually, they are so easily overcome by the might of the Rangers that they are not worth noting; only together do they become courageous enough to strike at travelers.]

After they're dealt with, Harnbad emerges from the woods with a few cuts and bruises.

Harnbad says: "Well, well. I see the tales are true and you Rangers have no love of Orcs and their kind. I will aid you in what small ways I can. Come inside and make yourselves comfortable by the hearth. I have tasks yet I must do ere night is fully upon us. I will join you soon."

Harnbad returns within an hour and settles down by the fire. He pours you drinks and places bread, a crock of fresh butter and a jar of honey before you. Over supper, he tells you that travelers have, indeed, been having problems. Goblin activities seem heightened, and he has seen the Great Eagles of the mountains soaring high in the air. He would not be surprised if goblins were behind the hazards in the pass, but his duty is to his animals and the lands around Carrock, not to go wandering into the lands of others.

[He'll allow anyone to user Healer to help tend his injuries.]

GM's Turn Ends, Players' Turn Begins!

[Explain that the players are now in control and may direct the story in whichever way is sensible. If time allows, it may be entertaining to play out an evening of banter with Harnbad over a few minutes. Advise the players that they have 1 free check to spend, as well as any others earned during the GM's Turn. They can use those checks to recover from conditions, help each other recover from conditions, or to drive the story in whatever direction they like. For instance, Erothas might want to do a Scout -- or Athanir an Orcs-wise -- test to determine if those Orcs were from the Misty Mountains and are, in some way, connected to the problems in High Pass. It's up to them!Remind them of their Goals and tell them they can take actions to accomplish them.]

Continuing the Adventure

There is a very sensical follow-up mission: Investigate the High Pass. I suggest an escort mission that parallels that: Three dwarves from Erebor (the Lonely Mountain) bound for Bree with a wagonload of goods are crossing the Old Ford.

This gives the players lots of room for Goals, as they can be related to the Dwarves, their fellow Rangers or the High Pass.

Happy Adventuring!

Second Session

Hazard #1 (Wilderness): Scout to ensure the roadway is clear (Ob 6) up to and into the pass.

Weather Twist: late spring snows batter the band and the Dwarves as they wind upwards through the narrow pass. Health test (Ob 4).

Hazard #2 (Wilderness): A bridge in the pass may be down, or there was a rockslide in the winter that now blocks the way. A complex test would work nicely here (Laborer, Health, Stonemason, etc).

Enemy Twist: Orcs, or maybe bandits (Men), attack the band, with failure resulting in a condition or conditions, as appropriate.