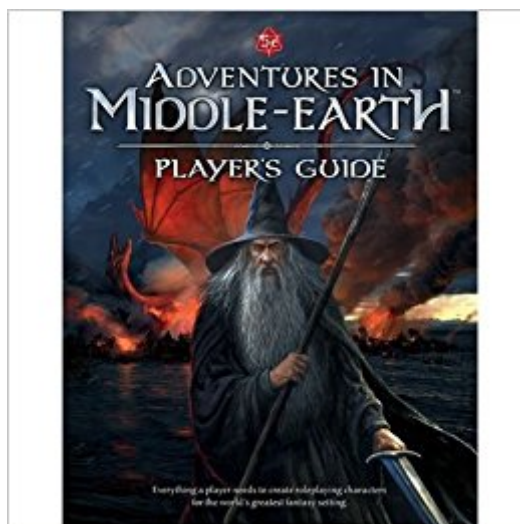


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Adventures In Middle Earth: Player's Guide



Synopsis

D&D 5E: Adventures in Middle-EarthCubicle 7Brand NewSmaug has been defeated, the Battle of Five Armies has been won, and Bilbo has returned to the Shire. But much danger still remains, and from the Orc-holds of the mountains to the dark and corrupt depths of Mirkwood a darkness waits, recovering its strength, laying its plans, and slowly extending its shadow... In Dale, King Bard sends out a call for brave adventurers to journey to Laketown and assist him in restoring the glory of the North. Adventurers come from all the Free Peoples of Wilderland and beyond, all heeding the call to adventure. Spurred on by diverse callings - whether it be the lure of the road, the hunger for ancient lore, or the simple urge to defend hearth and kin, adventurers from across Wilderland are preparing to explore Middle-earth and to battle the rising threat of The Shadow wherever it may be found. The Player's Guide gives you the Middle-earth setting-specific rules and guidance to create your characters and adventure in the world of The Hobbit and The Lord of the Rings using the OGL 5e ruleset. Character creation features Cultures and Classes designed for Middle-earth to help you get deep into the setting from the very start of your adventures. New rules add excitement to your journeys and encounters, and chart the corruption of the Shadow in the unwary or unwise. * 11 Middle-earth specific playable Cultures * 6 New and unique Classes * 13 New Backgrounds custom-made for Middle-earth * Middle-earth appropriate arms and armour * Unique Journey rules * New rules for Corruption * New Audience rules * Rules for The Fellowship Phase * Middle-earth maps (as the end papers) for Players and Loremasters

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Customer Reviews

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Five Armies has been won, and Bilbo has returned to the Shire. But much danger still remains, and from the Orc-holds of the mountains to the dark and corrupt depths of Mirkwood a darkness waits, recovering its strength, laying its plans, and slowly extending its shadow... In Dale, King Bard sends out a call for brave adventurers to journey to Laketown and assist him in restoring the glory of the North. Adventurers come from all the Free Peoples of Wilderland and beyond, all heeding the call to adventure. Spurred on by diverse callings - whether it be the lure of the road, the hunger for ancient lore, or the simple urge to defend hearth and kin, adventurers from across Wilderland are preparing to explore Middle-earth and to battle the rising threat of The Shadow wherever it may be found. The Player's Guide gives you the Middle-earth setting-specific rules and guidance to create your characters and adventure in the world of The Hobbit and The Lord of the Rings using the OGL 5e ruleset. Character creation features Cultures and Classes designed for Middle-earth to help you get deep into the setting from the very start of your adventures. New rules add excitement to your journeys and encounters, and chart the corruption of the Shadow in the unwary or unwise. * 11 Middle-earth specific playable Cultures * 6 New and unique Classes * 13 New Backgrounds custom-made for Middle-earth * Middle-earth appropriate arms and armour * Unique Journey rules * New rules for Corruption * New Audience rules * Rules for The Fellowship Phase * Middle-earth maps (as the end papers) for Players and Loremasters

This is the first OGL book I've ever picked up, and I think it looks fantastic. The art and illustrations are awesome, and the overall presentation is a little professional. There are a few tables, or in-text graphs, that don't fit seamlessly, but overall this is a very well put together project. On the downside, the vendor I had purchased this from sent my copy in an envelope, versus a box, and so my corners were a little banged up. Other than that, the construction of the book is great. Haven't had the opportunity to play with this system yet, but after a quick read through it looks like a lot of fun.

Delightful adaptation of Middle Earth to the 5e system. Highly recommended for fans of either!

After giving this game a thorough read through I can't wait to run it. I'm a big D&D fan, I currently have a 5E game going. I'm also a big Tolkien fan, so I was really looking forward to this game coming out, I'm not disappointed. This is a great adaptation to D&D of the One ring role-playing game. The setting information comes after The Hobbit, but before The Lord of the rings. And takes place in the wildlands area of middle earth. One of the biggest departures from stock D&D is the lack of caster classes. Staying very true to middle earth setting being low magic.

This book is essentially the One Ring rule book written for the D&D 5.0 rule system instead. The art is the same, the organization (as much as possible given the different rule systems) is the same, the time frame and locations used for Middle Earth are the same, and some of the game mechanics even are the same. For me, this book was a godsend because I had tried to run a One Ring campaign and just couldn't keep it going, mainly because of the rules. Don't get me wrong, I think the One Ring rules are awesome, but for me and my players, they just were not very intuitive and learning how the stuff on the character sheet actually relates to the play of the game was a pretty steep learning curve and we eventually just gave up. This book, IMO, takes all the great stuff from the One Ring book which makes the game feel like a Tolkien novel, but uses most of the very familiar D&D 5.0 game mechanics for actual play. As an example, this book includes the Journey Phase of the One Ring game which really makes the players feel like their characters are traveling on a long road of adventure, just like Tolkien's books do. They also took out a lot of the stuff in the standard D&D 5.0 game that makes no sense for a Middle Earth setting. For example, magic is almost nonexistent, long rests are only possible if the characters are in a sanctuary-type environment, etc. The classes will be somewhat familiar with slightly different names, but there are some really interesting more Middle Earth classes, like the Scholar and the Warden, that are quite cool and will give old-time players something new to play with. If you want as pure of a Middle Earth role-playing experience as possible, I would say go with the One Ring rules. There are some things about D&D 5.0 no matter how much you alter the rules that are not very good "fits" for a pure Tolkien experience. However, if you like the comfort of the familiar D&D 5.0 rules (or any version of the game for that matter), while at the same time capturing that feel of a Tolkien novel, I would say go with this book. I am running a limited campaign right now using these rules and am really enjoying it.

The One Ring just did not click with me, so was happy to see a 5e version (which I do like better). This gives you what you need to start with cultures to choose from and 6 classes. I do appreciate the authors attitude of "your table, your game". You want to have plate armor and wizards with fireballs, go for it. I was not a fan of the One Ring journey system, and telling players how they feel. Well, they address this basically tell you to ignore it if you don't like it. It's not a walk back of a system, but a nice acknowledgment. The art is gorgeous, so well done. Sounds like a number of books are planned, to bring 5e and the One Ring linked.

Very well done book. One minor nitpick- the book is about a quarter inch larger wider than all the other 5E books. Then I bought the Loremasters Guide expecting the same thing, but it is back down to regular width. Very weird publishing decision there, and now I have one RPG book out of dozens that sticks out on the shelf. Otherwise a nicely illustrated and written product.

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