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Adventures in Middle-earth Player's Guide offers new races, classes, backgrounds and virtues, allowing you to create Middle-earth themed characters. It supplies new rules for Journeys, so much at the heart of Middle-earth stories.

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the pdf and the physical version when purchasing either from Cubicle 7's e-shop or from the physical stores participating in the Bits & Mortar programme.

~~Review of Adventures in Middle-earth Player's Guide ...~~

Adventures in Middle-Earth is a tabletop role-playing game published by Cubicle 7. It is set in J. R. R. Tolkien's Middle-earth, in the time between The Hobbit and The Lord of the Rings. It is a redesigned version of The One Ring Roleplaying Game that is compatible with the fifth edition rules of Dungeons & Dragons, via the Open Game License. It was released in 2016, and won the Origins Award for Best RPG in 2018. Cubicle 7 announced on 27 November 2019 that they would cease publishing The One R

~~Adventures in Middle-earth - Wikipedia~~

This will be my starting Campaign in Middle Earth using the new Adventures in Middle Earth game. It uses the base D&D 5e system with new classes and cultures for backgrounds. Based five years after the end of the Hobbit and the killing of Smaug the players will be starting on an epic adventure of their own.

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Smaug 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, K

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The Rhovanion Region Guide is an invaluable resource for Adventures in Middle-earth further describing the lands of the River and the Forest - the rolling Vales of Anduin and the trackless forest of Mirkwood. It expands on the descriptions given in the core Guides, offering new sanctuaries and new perils for Player-heroes to discover. 2003

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The Loremaster's guide to Adventures in Middle-earth, the equivalent of the dnd 5e dungeon master's guide. Since this book uses the OGL 5e rule set, the book expands on what is already known from the official dungeon master's guide and adds new rules also recycled from 'The One Ring'.

~~Adventures in Middle Earth: Loremaster's Guide by Amanda ...~~

The Journey rules are amazing. Think instead of a wandering monster table, a sandbox-style, wandering adventure table. The Audience and Fellowship rules also really help to immerse the players into Middle-earth and promote a player driven story.

~~Amazon.com: Customer reviews: Adventures in Middle Earth ...~~

The quest that began in the Player's Guide continues in this lavishly illustrated, hardcover Adventures in Middle-earth™ Loremaster's Guide. Packed with setting information, Loremaster guidance and expanded rules, this volume is an invaluable resource for your games.

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Adventures in Middle-Earth consists of your typical Player's Guide and Loremaster's Guide. These are the two core books necessary to run the game at a bare minimum. If you are a player, you would only need the Player's Guide. As a loremaster however, you will need both books in order to have the resources necessary for any kind of adventure.

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