Lifstan, son of Leiknir

Your father was a smith. When you were a child, the sound of the hammer ringing in his forge was as music to your ears. One day, when the city of Dale was finally rebuilt and the entrance to the Lonely Mountain opened once again, your father brought you to see the forges of the Mountain-folk. There, you have seen the work of the Dwarf-smiths of old, weapons and armour that could help restore and protect the new kingdom.

From that day you have always strove to fight back the darkness and the enemies that lie in wait in the deep places of the world...

Why Lifstan begins the game at Woodmen-town:

You were forbidden by your father from answering Bard's call until you delivered a message to the elders of Woodmen-town. You did it, parted company with his father's men who left some days ago and now you want to get back.
**Character Name:** Lifstan, son of Leiknir

- **Strength:** 15 (+2)
- **Dexterity:** 12 (+1)
- **Constitution:** 13 (+1)
- **Intelligence:** 11 (+0)
- **Wisdom:** 8 (+1)
- **Charisma:** 16 (+3)
- **Shadow:** Permanent

**Proficiencies:**
- Inspiration
- Proficiency Bonus

**Saving Throws:***
- +4 Strength
- +1 Dexterity
- +3 Constitution
- +0 Intelligence
- +1 Wisdom
- +1 Charisma

**Skills:**
- Acrobatics (Dex)
- Animal Handling (Wis)
- Athletics (Str)
- Deception (Cha)
- History (Int)
- Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- Lore (Int)
- Medicine (Wis)
- Nature (Int)
- Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- Shadow Lore (Int)
- Sleight of Hand (Dex)
- Stealth (Dex)
- Survival (Wis)
- Reputation (Int)

**Armor Class:** 15

**Initiative:** +1

**Speed:** 30 feet

**Armour Class:**
- 1d10 per Warrior level

**Name:**
- Broadsword +4 1d8+2 slashing
- Short Bow* +5 1d6+1 piercing

*You can shoot your short bow 80 feet, or up to 320 feet with Disadvantage on the attack roll.

**Attack:** Archery. You gain a +2 bonus to attack rolls you make with ranged weapons. This benefit is included in your ranged weapon bonus.

**Equipment:**
- Ring mail, shield, broadsword, short bow with a quiver of 20 arrows, fur-lined travelling cloak, travelling gear for the current season, bedroll, backpack, comfortable boots, rope and amulet of a raven’s feather.

**Character Traits:**
- **Distinctive Quality:** Adventurous. You enjoy seeking out new challenges and experiences.
- **Specialty:** Burglary. Finding what you seek often means finding a way into places you’re not supposed to be.
- **Hope:** I know that the Shadow will tremble the day we recover a lost relic.
- **Fear:** I’m certain that when I find what I am looking for that it will be something that was better left alone.

**Features, Traits, and Virtues:**
- **Lore of the Lost:** When you hear about a new region or ruin for the first time, you probably know at least a bit of lore about it and where you can likely find even more information. (See page 140)
- **Second Wind:** On your turn, use a bonus action to regain hit points equal to 1d10 + your Warrior level. You must finish a short or long rest before you can use it again. (See page 92)

- **Cultural Virtue:** Swordmaster. You have learned to fight defensively using your weapon to full advantage. When fighting with either a broadsword or a long sword you add your Proficiency Bonus to your AC.

**Other Proficiencies & Languages:**
- Proficiencies: All armour, shields, simple weapons, martial weapons.
- Languages: You can speak, read, and write Dalish – an archaic version of the Common Speech.
- Clear Eyed: You have proficiency in the Insight skill. (See page 33)
Beran of the Mountains

You were born into a family of shepherds and hunters near the eastern edge of the Misty Mountains. Since you were a child you felt a great fascination for the high and snowy peaks, and spent most of your time climbing and looking for new paths over the mountains. After you met Beorn and embraced his cause, you chose to protect any friendly traveller that finds himself journeying through the mountain passes in these times of growing peril.

Why Beran begins the game at Woodmen-town:

You came down from the mountains to see what he could do in the wider world to help people. You heard tell of Bard’s Proclamation, and want to reach Lake-town. Your wandering has brought you to Woodmen-town. You’re not sure which way to go to get to Lake-town.
Strength: 16 (+3)
Dexterity: 14 (+2)
Constitution: 12 (+1)
Intelligence: 10 (+0)
Wisdom: 9 (+1)
Charisma: 14 (+2)

saving throws
- +3 Strength
- +4 Dexterity
- +1 Constitution
- +0 Intelligence
- -1 Wisdom
- -1 Corruption
- +4 Charisma

Proficiency Bonus: +2

current hit points

hit dice: 9d8

temporary hit points

misereable

Armour Class: 14 (16 with Shield)
Initiative: +2
Speed: 30 feet

Attacks
- Short Sword: +5 1d8+2 slashing
- Dagger*: +5 1d6+3 piercing
- Great Bow**: +2 1d8+2 piercing

*You can throw your dagger 20 feet, or up to 60 feet with Disadvantage on the attack roll.
**You can shoot your great bow 150 feet, or up to 600 feet with Disadvantage on the attack roll.

equipment
- Brightly coloured travelling cloak,
- travelling gear for the current season,
- backpack, belt, dagger, boots,
- necklace of orc-teeth, short sword,
- great bow with a quiver of 20 arrows,
- leather corslet and shield.

skills
- +2 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +5 Athletics (Str)
- +2 Deception (Cha)
- +0 Insight (Int)
- +4 Intimidation (Cha)
- +0 Investigation (Int)
- +1 Medicine (Wis)
- +0 Nature (Int)
- +1 Perception (Wis)
- +2 Performance (Cha)
- +2 Persuasion (Cha)
- +0 Reputation (Wis)
- +0 Shadow lore (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +1 Survival (Wis)
- +2 Traditions (Int)

Passive Perception (Wisdom)

other proficiencies & languages
Proficiencies: Light armour, shields, simple weapons, broadswords, long swords, and short swords.
Languages: You can speak the Vale of Anduin Tongue – an archaic version of the Common Speech, closely related to Dalish.

Angry: You have proficiency in Intimidation.
(Already marked, see page 35)

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

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

Hope
I would place myself in danger for a friend.

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

Inseparable. You are always close at hand when your master is concerned, though your presence is often ignored. (See page 121)
Warden’s Gift. You can inspire others. You have one Gift Die (d6) which you can grant to another hero. The can use it on an ability check, attack roll or saving throw. (See page 87)
Ever Watchful. You can make a DC 12 Intelligence (Investigation) check to learn local rumours and about the high and mighty. (See page 87)

Cultural Virtue: Night-goer. At night you can slip into a dream-like state to explore the area within three days of travel as a spirit bear. Any damage you take in bear form is transferred to you when you awake, and you must take a long rest before you use this ability again. (See pages 102-103)

Feats, Traits, and Virtues

Standard of Living: Martial
When you were a child, your father went north to find the hoard of an ancient Dragon and never returned. In his absence, you honed your skills preparing to follow him on the road to adventure and now you think the day has arrived to take up the challenge: you are clever, well-equipped and without fear - you are ready to go and seek what secret treasures are still hidden in the remote corners of the world.

Why Beli begins the game at Woodmen-town:

You crossed Mirkwood with a group of traders out of Erebor, performing menial tasks for them. They headed North, you decided to head south in search of adventure. Now you have heard Bard’s proclamation and wish to hurry homeward to help.
### Character Name: Beli

**Class & Level:** Treasure Hunter 1  
**Background:** The Harrowed  
**Culture:** Dwarves of the Lonely Mountain  
**Shadow Weakness:** Dragon-sickness  
**Experience Points:**

### Character Traits

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

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

- **Tape:**
  - I am destined to strike a mortal blow against the Shadow.

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

### Features, Traps, and Virtues

- **Foreknowledge:** Your dreams often grant you riddles, verses and visions that not only directly aid you on your quest but also tangentially give you an insight into people and places that may only be peripherally related to your dream. (See page 129)

- **Nightvision:** You can see in up to 60 feet in dim light as if it was bright light but cannot see in the dark. (See page 40)

- **Dwarven Resilience:** You have Advantage on saving throws against poison, and you have Resistance against poison damage.

- **Intelligence (Cunning):** Whenever you make an ability check related to the origin of stonework, you are considered proficient in the History skill and add double your Proficiency Bonus to the check. (See page 40)

- **Expertise:** You double your Proficiency Bonus for Intimidation and Riddle. The benefit is already included in your scores. (See page 77)

### Cultural Virtue:
- None.

### Saving Throws

- **Strength:** +1  
- **Dexterity:** +2  
- **Constitution:** +3  
- **Intelligence:** +1  
- **Wisdom:** +0  
- **Charisma:** +1  
- **Dexterity:** +4  
- **Constitution:** +3  
- **Intelligence:** +3  
- **Wisdom:** +0  
- **Charisma:** +1

### Current Hit Points

- **Hit Points:** 1d8 per Treasure Hunter Level

### Temporary Hit Points

- **Hit Points:** 10

### Death Saves

- **Successes:** 0  
- **Failures:** 1

### Hit Dice

- **Standard of Living:** Rich
- **Equipment:**
  - Leather jerkin, short sword, short bow with a quiver of 20 arrows, two daggers, fur-lined travelling cloak, travelling gear for the current season, bedroll, ornamented walking stick, backpack, comfortable boots, a gold coin from the hoard of Smaug the Magnificent, a fine beard comb and mirror.

### Languages

- **You can speak, read, and write Dalish, the tongue of the Bardings. You can also speak, read and write the secret language of your people, which has never been shared with any others.**

### Other Proficiencies & Languages

- **Proficiencies:** Light armour, shields, axes, simple weapons, broadswords, great axes, warhammers; miner’s tools, smith’s tools, thieves’ tools.

- **Languages:** You can speak, read, and write Dalish, the tongue of the Bardings. You can also speak, read and write the secret language of your people, which has never been shared with any others.

- **Dwarven Combat Training, Tool Proficiency, Road Wisdom:** See proficiencies above. (page 40)
Caranthiel

Many decades have passed since the last time you left the halls of your King to once again breathe the air of what used to be Greenwood the Great. In the hallowed silence of your underground dwelling you studied the lives of those who fought the darkness before your time, secretly hoping that you would return to see the Moon wane on a world already free from the Shadow. But your dreams were obviously just that, dreams.

What was waiting for you was a place much darker than your King’s dusky palace, and it will take more than the red torch-light of your folk to cleanse Mirkwood once and for all. But you have resolved that you can be the light that chases away the shadows, and you will teach others how to do the same.

Why Caranthiel begins the game at Woodmen-town:

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

**Proficiencies:** Light armour, simple weapons, broadswords; herbalism kit, smith’s tools.

**Languages:** You can speak the old language of your people, the Woodland tongue, along with the ability to speak, read, and write Sindarin. You can also speak the Common Tongue.

**The Eyes of Elves:** You have proficiency in the Perception skill, already marked (see page 43)

**A Whisper Through The Leaves:** You are proficient in Stealth. (see page 43)

<table>
<thead>
<tr>
<th>Name</th>
<th>Agile Bonus</th>
<th>Damage/Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spear*</td>
<td>+2</td>
<td>1d6 piercing†</td>
</tr>
<tr>
<td>Dagger**</td>
<td>+4</td>
<td>1d4+2 piercing</td>
</tr>
<tr>
<td>Short Bow***</td>
<td>+4</td>
<td>1d6-2 piercing</td>
</tr>
</tbody>
</table>

† Versatile: 1d8 piercing damage if you wield the spear with two hands.

* You can throw your spear 20 feet, or up to 60 feet with Disadvantage on the attack roll.

** You can throw your dagger 20 feet, or up to 60 feet with Disadvantage on the attack roll.

*** You can shoot your short bow 80 feet, or up to 320 feet with Disadvantage on the attack roll.

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### Equipment

- Leather jerkin, spear, short bow and quiver of 20 arrows, grey traveling cloak, traveling gear for the current season, backpack, belt dagger, boots, a white jewel on a chain of silver, healing kit and smith’s tools.

### Character Traits

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

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

- **Tape:** Only by joining forces can we hope to push back the Shadow.

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

### Features, Traits, and Virtues

- **Sigil of your Master:** As an emissary you are entitled to a certain consideration amongst foreign peoples. (See page 126)

- **Night Vision:** You can see in dim light to 60 feet as if it was bright light and in normal darkness as if there was dim light. (See page 43)

- **Elvish Dreams:** You remain aware while 'sleeping' and require only four hours of rest per night. (See page 43)

- **Hands of the Healer:** You have one Healing Die (d8). You can touch a creature to heal them for the die plus your Wisdom modifier or spend 10 minutes with them to heal 1d8+2. You can instead remove the Frightened, Paralysed, Poisoned, Stunned or Unconscious condition. (See page 64)

- **News from Afar:** You start the Adventuring phase knowing events of important and rumours. Once per Adventuring phase you can add +5 to an ability check to learn more. (See page 64)

- **Tongues of Many Peoples:** You know a little of many languages and can hold simple conversations with most peoples. (See page 64)

- **Cultural Virtue:** None.
Trotter

You left your peaceful life in the Shire when you ran away to find Gandalf, the Conjuror, after he paid a visit to your family at your coming of age party. He tried to convince you to turn back, but as you stubbornly refused, he caught something in your eyes that convinced him to let you have your way. You spent many weeks with him, until he deemed you ready to find your own path.

The dreams you had in the Shire are now your plans for the future: you want to light your broken-stemmed pipe in the halls of Beorn the Shapeshifter and walk side by side with the Wizard Radagast in the fenced garth of Rhosgobel, you want to visit the royal palace of Dale and see the throne of the King under the Mountain.

Why Trotter begins the game at Woodmen-town:

You have spent a year working your way Eastwards. King Bard’s summons reached you at The Old Ford, and you have resolved to head to Lake-town. You’ve dropped into Woodmen-town to resupply before heading onward.
### Character Name: Trotter

**Class & Level:** Wanderer 1  
**Background:** Hobbits of the Shire  
**Shadow Weakness:** Wandering madness

**Strength:** 8  
**Dexterity:** 16  
**Constitution:** 15  
**Intelligence:** 10  
**Wisdom:** 13  
**Charisma:** 13

**Inspiration**

**Proficiency Bonus**

**Saving Throws**
- +2 Strength
- +3 Dexterity
- +4 Constitution
- +2 Intelligence
- +0 Wisdom
- +0 Corruption
- +1 Charisma

**Skills**
- +3 Acrobatics (Dex)
- +3 Animal Handling (Wis)
- +1 Athletics (Str)
- +1 Deception (Cha)
- +0 History (Int)
- +1 Insight (Wis)
- +0 Investigation (Int)
- +1 Medicine (Wis)
- +0 Nature (Int)
- +3 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- +0 Religion (Int)
- +0 Stealth (Dex)
- +3 Survival (Wis)
- +2 Tactician (Int)

**Hit Dice**

**Current Hit Points**
- Hit Point Maximum: 12

**Temporary Hit Points**

**Death Saves**

**Equipment**
- Corslet of mail, short sword, shield, short bow with a quiver of 20 arrows, fur-lined travelling cloak, travelling gear for the current season, bedroll, backpack, comfortable boots, a fine walking stick, pipe and pipeweed.

**Passive Perception (Wisdom):** 13

**Other Proficiencies & Languages**

- **Proficiencies:** Light armour, medium armour, shields, simple weapons, martial weapons, pipes, cartographer’s tools.
- **Languages:** You can speak, read, and write the Common Speech.
- **Noble Pursuits, Hobbit Elusiveness:** These proficiencies are included above. (See page 47)

**Character Traits**

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

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

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

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

**Features, Traits, and Virtues**

- **Weather Lore.** As a seasoned traveller you have an uncanny ability to predict the weather. (See page 133)
- **Resilient.** You have Advantage on saving throws against Corruption. (See page 47)
- **Unobtrusive.** You can hide behind creatures only one size larger than you. (See page 47)
- **Known Lands.** When in your chosen regions, the DC of personal Journey Event tests is at -2. If you’re the Guide and travelling in your regions, the Peril Rating is reduced by 2. You have Advantage for Blighted areas. You cannot get lost. You know at least one place in each region to take a long rest. You have Advantage on Stealth checks in the region. When tracking others, you know their numbers and when they passed through. (See page 82)
- **Ways of the Wild.** You have Advantage on Survival checks to track others in the wilderness.
- **Cultural Virtue:** None.
the Bride

You were born west of the Great River, in one of the villages nearest the mountains. You were scarcely fifteen when you first saw him, he who would become your groom, at a folk-moot held at Mountain hall, in a time when the Orcs were sorely threatening your people. Only a few months later you moved across the river to be near him, as he was from the folk dwelling in the forest. As you waited for your wedding, you learned how to seek a prey among the trees, and your love for the hunt rivalled that for your future husband.

One night, only a handful of days before your wedding-day, he left with a company of men from the village, refusing to bring you with him and giving no explanations. Only his faithful hound returned, grievously wounded. When the elders of the village saw the claw marks on the hound they shook their heads, speaking of the dreaded Beast of Mirkwood...

Why The Bride begins the game at Woodmen-town:

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

**Strength** 15
**Dexterity** 15
**Constitution** 13
** Intelligence** 9
** Wisdom** 11
**Charisma** 12

**Passive Perception (Wisdom)** 14

**Inspiration**
**Proficiency Bonus**

**saving throws**
- +4 Strength
- +2 Dexterity
- +2 Constitution
- +1 Wisdom
- +1 Charisma

**skills**
- +2 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- +2 Athletics (Str)
- +1 Deception (Cha)
- +1 History (Int)
- +1 Insight (Wis)
- +3 Intimidation (Cha)
- +1 Investigation (Int)
- +1 Lore (Int)
- +2 Medicine (Wis)
- +1 Nature (Int)
- +4 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- +1 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +2 Survival (Wis)
- +1 Stealth of Shadows (Int)

**Saving Throws**
- Strength
- Dexterity
- Constitution
- Wisdom
- Intelligence
- Charisma

**Corruption**

**Charisma**

**Shadow**

**Permanent**

**equipment**
- Hide armour, great axe, travelling cloak, travelling gear for the current season, belt dagger and a hunting trap.

**Attacks**
- **Great Axe** +4 1d12+2 slashing
- **Dagger** +4 1d4+2 piercing

*You can throw your dagger 20 feet, or up to 60 feet with Disadvantage on the attack roll.*

**Hit Dice**
- 1d12 per Slayer level

**Death Saves**
- Successes
  - 0
  - 0
  - 0
- Failures
  - 1
  - 0

**Armour Class**
- (13 without armour)

**Initiative**
- +2

**Speed**
- 30 feet

**current hit points**
- Constitution
- 13

**Temporary Hit Points**
- 0

**Miserable**

**Temporary Hit Points**
- 0

**Striker**
- 1d12 per Slayer level

**Permanent**

**Other Proficiencies & Languages**
- **Proficiencies:** Light armour, medium armour, shields, simple weapons, martial weapons.
- **Languages:** You can speak the Vale of Anduin Tongue – an archaic version of the Common Speech, closely related to Dalish.

**Charisma Traits**
- **Distinctive Quality:** Grim. You can't conceal your misery and it makes others uneasy around you.
- **Speciality:** Leech-craft. The Company brought you along because you are the only one who can patch them up when they invariably run into trouble.
- **Tape:** I know that one day I shall rest by my fire again.
- **Tope:** Fate hates me; I am constantly tossed into these dangerous situations in the hopes that the world will finally be rid of me!

**Features, Traits, and Virtues**
- **Pathetic and Bedraggled.** As long as you are not threatening, strangers will take pity on you and give you a warm place to sleep for the night, hot food and a bit of comfort. (See page 138)
- **Battle fury.** You can enter a Battle-fury as a bonus action. You gain Advantage on Strength checks and saving throws. When you use a melee attack, you gain +2 to the damage roll. You have Resistance to bludgeoning, piercing and slashing damage while the Battle-fury lasts (1 minute duration). (See page 72)
- **Unarmoured Defence.** While you are not wearing any armour, your Armour Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit. (See page 73)

**Cultural Virtue: Hound of Mirkwood.** You have trained a wolfhound to be your loyal companion. It has AC 14, Perception +5, 4 hit points. It has Advantage on Perception checks that rely on hearing and smell, and a passive Perception of 15. You gain Advantage on Perception checks of your own and double your Proficiency Bonus (already indicated). In combat, your Hound can Bite (+5 to hit, 6 (1d6+3) piercing damage), DC 11 Strength saving throw for small or medium creatures, or Disadvantage on next attack but requires your attack to do so. (See page 116)