



the Leofrings
By
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for
The One Ring
Role-playing Game

Artwork Credits

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- The LEOFRINGS -



HORSEFOLK OF THE ANDUIN VALES

When the Eotheod departed the northlands and migrated onto the plains of Calenardhon, not all were content to simply leave their homes and follow their King. Several groups of riders and their kinfolk chose to remain in the north while others, struck by the sheer beauty of the Eastern Nether Vales, decided that they would travel no further.

Within less than a decade of the departure of the Eotheod, these disparate groups had come to realise that the Vales were no longer the safe haven they had once been when Eorl could put thousands of riders in the field.

The largest group had remained in the vicinity of Framaburg, believing that the stout palisades and deep ditches would protect them from the goblins of the north. They united under a powerful nobleman named Leofr, who had served with distinction under Eorl at the Field of Celebrand, but it was not long before the foul denizens of Gundabad poured forth from their mountain stronghold and forced them to abandon the fortress. They migrated further south and settled in the western part of the Nether Vales where they first adopted the name of Leofringas (People of Leofr). Through time, the term Leofrings would come to be used in reference to all the Horsefolk who dwelt in the southern vales.

Unlike the Eorlingas, these Leofrings chose no King. Leofr realised that for him to claim Kingship would jeopardise such good will as remained towards them in the new Kingdom to the south. King Eorl still considered the Leofrings to be his subjects and thus it was decided that riders would be sent out to each of the extended family groups (Cohorts) to invite their Thanes to sit in a tribal council, to be convened in the ruined town of Dwarrowhall.

Dwarrowhall was built by the Dwarfs of Khazad Dum many years earlier. It had been populated by members of many different Northmen tribes, all living together under the watchful eyes of the 'Longbeards' and farming the lands of the Dimrill Dale.

When Durin's Bane forced the Dwarves to abandon their ancient halls, the Northmen of Dwarrowhall left in their wake, in search of new homes and new markets for their skills and produce. The newly arrived Leofrings claimed the deserted town as their own. This they would make the stronghold of their new homeland and here they would spend the cold months of winter. While most of his folk departed to begin a semi nomadic existence, Leofr and the remainder stayed to fortify the ruins.

Following the death of Eorl, his sons and their descendents showed little interest in the affairs of the Leofrings. The young men might still journey south to join the 'Muster of Rohan' or find wives but the Leofrings became, in effect, an independent people.

As the power of the Shadow grew in Mirkwood, those of the Leofringas who dwelt in the Eastern Nether Vales either migrated west across the Great River or fell under its sway. A number of 'cohorts' traded openly with the servants of the Necromancer and several were rumoured to have entered his service. In the winter of 2940TA, when the Leofringas had gathered at the Dwarrowhall to celebrate the Feast of Yuletide, a horde of Orcs attacked and overwhelmed their defences, driving the survivors south.

The Leofrings are now greatly diminished in number. They still maintain the semi nomadic existence of their Rhovanic ancestors, unlike the Eorlingas, who have adopted a sedentary lifestyle on the fertile grasslands now known as 'The Mark'.



They tend their herds in that area that lies between the Golden Wood and Fangorn as well as in the northernmost regions of the Wold and the Field of Celebrand. A scarce handful remain in the lands of the Western Nether Vales, eking out their existence in the ruins of Dwarrowhall or diligently maintaining a vigil over the Ford of the Leofrings.

Although few in number, the riders of the Leofrings are fearless. They prefer to engage their foes at close quarters, reliant on the strength and manoeuvrability of their steeds to offset any disadvantage in numbers. The swirling melee and the charge are where these warriors gain the honour and reputation they crave. Some few are skilled with the bow, but these weapons are considered less honourable than the tall spears and swords that they wield to devastating effect.

DESCRIPTION

The Leofrings are Northmen of the same stock as the Rohirrim, which is to say that they are tall and brawny, fair of skin and light eyed. They are generally fair haired and the younger men tend to be clean shaven, but sport moustaches. Both sexes wear their hair long. Men favour it loose although veteran warriors often plait the hair at their temples as a mark of their standing. Young girls wear their hair long and loose but older, especially married, women tie theirs in two long plaits. Both of these are customs that date back to the time of their ancestors on the plains of Rhovanion. The most distinctive feature of any warrior of the Leofrings however, is a slightly bow legged gait. The mark of a life spent in the saddle.

STANDARD OF LIVING

The Leofrings possess little in the way of wealth and much of what they had was stolen from them during the sack of Dwarrowhall. Many have little more than the clothes on their back and such possessions as they managed to retain during their flight. Their standard of living is considered to be frugal.

LANGUAGES

Leofrings generally speak the Common Speech (Westron) in addition to the language of the folks of the Vale of Anduin, closely related to Dalish.

LEOFRING ADVENTURERS

Times have rarely been so hard for the people of Leofr. Few of their young people find the time or possess the inclination to pursue the path of the adventurer. Those who do are usually drawn from among those who have lost everything they own, or everyone they held dear to the depredations of Orcs or other servants of the Shadow.

Suggested Callings: Among the Leofrings who find themselves on the path of adventure, it is those who have lost their kith and kin to Orcs, or worse things, who usually take up the calling of the Slayer. Others who have lost all they owned, but retained their families, roam the Wilderland in search of new homes or opportunity and adopt the role of the Wanderer.

Unusual Callings: As a people of no letters, Scholars are a rarity among the Leofrings. Histories and wisdom are passed down through an oral tradition of tales, poetic eddas and songs. The handful of keepers of this accumulated wealth of knowledge are known as Skalds.



WHAT THE THANE SAYS...

• Bardings:

"After the Dragon drove them from their homes, some few came to dwell amongst us at Dwarrowhall. They had learned their smith craft from the Dwarves of the Lonely Mountain and many of our mail shirts and weapons were crafted by their skilful hands. Now that they have returned to Dale, they will be sorely missed."

• Beornings:

"Their Lord is a mighty warrior who, it is said, wanders the vales in the form of a great bear. Their numbers are small, but swell daily as many Woodmen clans give over their allegiance to him. A few cohorts of our own people have sworn fealty to him as well. We missed their spears when the Orcs came to Dwarrowhall."



- **Dwarves of the Lonely Mountain:**

"It is said that Dwarrowhall was built by Dwarves who dwelt in a massive underground city in the nearby mountains. All that I know is that there are no Dwarves there now. I have gazed in wonder on the lake that lies in the Dimrill Dale and have even approached the stair to their old city gates, before being chased away by the foul goblins who now infest that ancient place. I have never laid eyes upon a Dwarf and I feared, until recently, that they may be so diminished in number that I never would. Now I hear that Smaug the Terrible is slain and that there is a King, once more, under the mountain. Strange days we live in."

- **Elves of Mirkwood:**

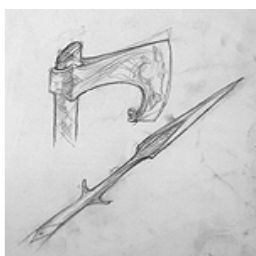
"I know little of them as they stay safe and secret beneath their woodland boughs in the northern reaches of the forest. They are reputed to be fair of form and speech, but merciless in battle with vast armies of spearmen and archers at their King's beck and call. Would that they were our allies but, alas, distance and their rumoured mistrust of mankind makes this impossible."

- **Hobbits of the Shire:**

"I heard a strange tale from a Woodman of Rhosgobel, who heard it from a Barding merchant of Dale. This Woodman told me that the small folk, the 'Holbytlan', have returned to the Anduin Vales. It is, of course, a nonsense. My father told me tales of these 'halflings' and how they once lived along the banks of the Rive Gladden, but they are long since lost to the mists of time. Of course, this Woodman swore the Daleman's words to be true. He said that the 'Holbytlan' operate a hostelry near the Forest Gate and that one of them was somehow involved in the death of the dragon, Smaug."

- **Men of the Lake:**

"A nation of merchants and shopkeepers, they dwell in a great wooden city that floats on the waters of a long lake, lying to the north east of Mirkwood. They are canny traders and capable warriors. I hear that their boats now sail down the rivers as far as the lands of the Easterlings."



- **Woodmen of Wilderland:**

"They are decent people for the most part, although I have heard tales that a few of them have given their allegiance to the Shadow. They breed great hounds, used for hunting and battle and they afford them the same respect that we do our horses. The Brown Wizard dwells among them at the settlement of 'Brown Hay' and they avail of his protection. Would that we had such a powerful patron or ally."

CULTURAL BLESSING

HORSE MASTER

Such is your skill at arms and your horsemanship that you fight just as proficiently when mounted as when afoot.

This blessing enables the character to fight effectively from horseback without spending points of Hope.

- While mounted, the character gains a single (automatic) Combat Advantage Die per Combat Encounter. This extra die represents the tactical advantage that a trained warrior, from a mounted culture, has over his foes
- All melee attacks against opponents on foot use the Favoured Body Attribute for damage determination on greater and extraordinary successes and, if able, the opponent must roll the Feat Die twice and take the lesser result when attacking the mounted character (unless they possess the Shadow Ability: Great Size)

STARTING SKILL SCORES

COMMON SKILLS

Copy the following skill ranks onto the character sheet and underline the favoured skill:

Awe	2	Inspire	1	Persuade	0
<u>Athletics</u>	3	Travel	2	Stealth	0
Awareness	2	Insight	2	Search	1
Explore	1	Healing	0	Hunting	1
Song	1	Courtesy	0	Riddle	1
Craft	1	Battle	2	Lore	1

WEAPON SKILLS

Choose one of the following weapon skill sets, and record it on the character sheet:

- 1) (Swords) 2, Bow 1, Dagger 1
- 2) Tall Spear 2, Sword 1, Dagger 1

SPECIALITIES

Choose two traits from:

Animal Husbandry, Enemy Lore (Orcs),
Horseman, Horse Wrangler, Region Lore
(Anduin Vales), Smith-craft

BACKGROUNDS

1 - GATHER NO MOSS

To roam the Vales with the wind in your hair and the sun upon your face. This is the daily life and heritage of the Leofrings. Whether mounted as an outrider for your 'cohort' or scouting for fresh pastures for the herds, this is the life you had lived until the Orcs came. They attacked your people at Dwarrowhall during the gathering for the festival of Yuletide. Many were slain and many more were dragged off into bondage by these vile denizens of the mountains. Most of those who survived live now on the borders of Rohan, afraid to return to their homeland.

You are not afraid and you hope to gather friends and to cement alliances between all of the free folk of the vales, the better to fend off the followers of the Shadow and permit your kin to return to their homes. You rarely stop in any one place for more than a few days and have found yourself made welcome among the Woodmen of Mirkwood and the followers of Lord Beorn.

Basic Attributes

Body 6, Heart 6, Wits 2

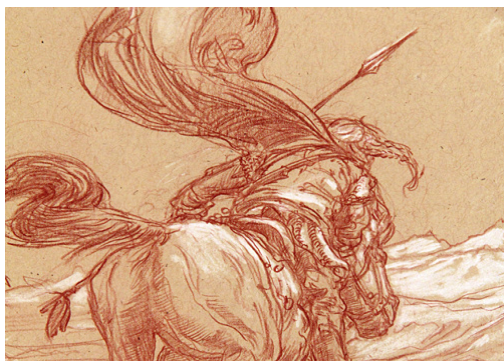
Favoured Skill

Travel

Distinctive Features

(Choose two Traits from those listed)

Adventurous, Curious, Hardy, Honourable, Just, Proud, Vengeful, Wrathful



2 - WARDEN OF THE CROSSING

Despite the abandonment of the Nether Vales by your people, a small garrison of warriors has been left to guard the Ford of the Leofrings. In bygone years, your father had served with this group of men. From him you learned how to observe and listen carefully for approaching danger. "The eastern approaches were the most dangerous", he told you, "but vile goblins occasionally approach from mountains in the west". The men at the ford have often been hard pressed to keep it open, but have yet to fail in their duty. One day, you hope to join this illustrious band.

Basic Attributes

Body 6, Heart 4, Wits 4

Favoured Skill

Awareness

Distinctive Features

(Choose two Traits from those listed)

Adventurous, Hardy, Honourable, Just, Keen-eyed, Patient, Quick of Hearing, Wary

3 - BLOOD, SWEAT AND TEARS

Your father was a Daleman, who had made his living in the town of Dwarrowhall by forging and repairing weapons and armour for the warriors of the Leofrings. Your mother was the only daughter of a local Thane and you had always considered yourself to be of her people, rather than your father's. Oh, how you had envied their freedom to come and go at will, instead of having to work the forge, day in and day out. Now, struggling to simply exist in the ruins of Dwarrowhall, you have heard of the rise of the new Kingdom of Dale. Your father and mother are both gone, slain in the sack of the town, and the prospect of a new life beyond Dwarrowhall has drawn your forth from your mourning.

Basic Attributes

Body 7, Heart 4, Wits 3

Favoured Skill

Craft

Distinctive Features

(Choose two Traits from those listed)

Adventurous, Hardy, Honourable, Just, Patient, Robust, Steadfast, True

4 - TAMER OF HORSES

As long as you can remember, you have had a way with horses. Among the men of your cohort, it was said that you had the skill to soothe a wild horse with a few gestures and gentle words when others would need to break it's spirit to train it. Your cohort has been dispersed and the herd scattered. Perhaps it is time for you to make your way in the world by other means.

Basic Attributes

Body 6, Heart 5, Wits 3

Favoured Skill

Athletics

Distinctive Features

(Choose two Traits from those listed)

Cautious, Clever, Determined, Hardy, Nimble, Patient, Steadfast, True Hearted.

5 - CAMPFIRE TALES

As a people of no letters, the stories and traditions of the Leofrings are passed on by word of mouth, down through the generations. Your family have long been repositories of these oral traditions and the ancient histories of your people are well known to you. Around the night fires of your 'cohort', your father would regale the children with humorous tales to send them off to a contented slumber. In times of strife, he would seek to inspire the men with the heroic tales of Frama, of Leofr and of Eorl the Young. Now, you are driven from your home and your cohort are scattered. With none left to impart your knowledge to, you have decided to create a story of your own.

Basic Attributes

Body 5, Heart 5, Wits 4

Favoured Skill

Lore

Distinctive Features

(Choose two Traits from those listed)

Clever, Cunning, Fair-spoken, Forthright, Honourable, Just, Merry, True-hearted



6 - WARRIOR BORN

Orcs, Wild Wolves and villainous men in the service of the Necromancer. Your people have fought them all and in all of those battles of yesteryear, the names of your forebears are remembered with honour among the captains and champions of the Leofrings.

Your people have been driven forth, but 'you' will not go quietly into exile. You have girt your loins with leather and iron and mounted your steed to bring the wrath of your people to the defilers of your homeland.

Basic Attributes

Body 7, Heart 5, Wits 2

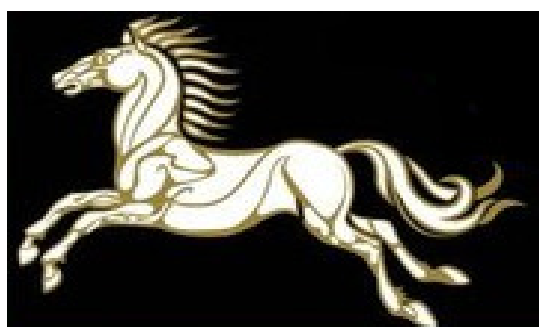
Favoured Skill

Battle

Distinctive Features

(Choose two Traits from those listed)

Bold, Determined, Fierce, Hardened, Honourable, Just, Stern, Wrathful



LEOFRING NAMES

The Leofrings speak both Westron and the Rohirric tongue of their neighbours in the Mark. They tend to favour names that are Rohirric in style.

Male Names: Aldor, Bregdan, Brego, Derngar, Dunhere, Eomod, Eomund, Eorl, Fastred, Feolca, Gamling, Grimbold, Guthlaf, Haldred, Haleth, Herumer, Leofr, Walda.

Female Names: Barhilda, Dernwyn, Eohilda, Gleowyn, Herufrið, Theoda, Theofrið

Adventuring Age: 16-30

The Leofrings Woodmen don't usually become adventurers before their 16th year of age, and rarely continue beyond their forties.

ENDURANCE AND HOPE

Starting scores:

- Endurance = 22 + Heart
- Hope = 8 + Heart



CULTURAL VIRTUES

The Leofrings are valiant Northmen, descended from the same stock as the Riders of Rohan. They are equally skilled horsemen and ferocious fighters. It is unsurprising to find that many of their Virtues are specific to horsemanship and mounted combat.

BLOOD OF THE WYRMSLAYER

Among the warriors of the Leofrings, there are some of such fearsome strength and skill that they must surely be scions of the line of Frama, the slayer of Scatha the Wyrmling.

A Hero with this Virtue may spend a point of Hope to subtract the Base Damage of his weapon from a foe's Armour roll, when he rolls the weapon's Edge. This makes causing a wound that much more likely.

If the attack causing the wound was a Greater Success (or better) the enemy must subtract the entirety of Endurance Damage suffered from the Armour roll.

HORSE WHISPERER

Your skill and ability with horses is peerless. Never do you resort to laying on the whip or applying spurs, yet it seems that you can urge your mount on to ever greater feats of endurance while still keeping it hale.

- Travel becomes a favoured skill while you are mounted
- Additionally, you may spend a point of Hope to increase the distance you can travel in a single day by one half
- All attempts to Heal your mount receive a +2 bonus

IRON CLAD

Most warriors of the Leofrings are trained to wear armour on horseback. The finest of these men are the men of the Thane's bodyguard or those in training to join with those illustrious bands.

A character with this virtue is trained in how to wear heavier types of armour effectively, by learning to position themselves so that their steed bears a part of the burden.

- Any character with this virtue may deduct 4 points from the total encumbrance of their wargear, whilst mounted.

This can be improved by the spending of APs in future Fellowship Phases. A single point can be spent per Fellowship phase to decrease the wargear encumbrance by a further 1 point (to a maximum of four points).

TRUSTY STEED

There have always been tales that there are those among the Leofrings who can actually converse with their mounts. A character with this virtue names his steed and in doing so, forms an unbreakable bond of friendship with it.

- The 'trusty steed' will always come at its master's command and can be trained to assist him in any 'one' of the following skill rolls (Athletics, Awe, Battle, Travel)
- When the character makes a roll for the skill that has been imparted to the mount, he may roll the Feat Die twice and take the best result. Additional skills can be imparted to the 'trusty steed' at the cost of 1EP per further Fellowship phase. Only one new skill can be learned per subsequent phase
- Such is the strength of the bond between horse and rider that the character's Hope score is increased by two points.

The bond serves well in battle also as the trusty steed will bite, kick and stamp to defend its master.

- Any immediate opponent facing a character mounted on a 'trusty steed' is counted as Weary
- Any time that an immediate opponent rolls an Eye rune during combat the mount takes an automatic wound and becomes incapable of further action. All benefits accrued from mounted combat are immediately lost
- A character may take this wound himself to prevent damage to his mount. The wound is automatic and no armour save is permitted.

The character may make a Heal roll at TN16 at the end of the combat encounter. If successful the steed can return to play in the following scene. Otherwise the steed does not recover until after the next Fellowship phase.

VIDUGAVIA'S HONOUR

Ever since the days when Vidugavia kept his oaths to the King of Gondor and made war upon his eastern kin, it has become commonly said that 'a Horseman's word is his bond'. The Leofrings pride themselves upon this perceived honesty and integrity.

A character with this virtue is not easily swayed or taken in by falsehoods.

- Insight becomes a favoured skill and the character gains +1 standing in his own community



CULTURAL REWARDS

Noble steeds and badges of honour are to be found among the rewards of these Horsefolk.

Charger

Prior to the arrival of the Eothed, there were few horses to be found in the Vale of Anduin, save for ponies and an occasional dray horse. The Eotheod brought with them the skills and the stock to breed horses that could be trained for the field of battle. These 'chargers' are fairly rare as the land cannot support and sustain the numbers of mounts that were once found on the plains of the east. Only the warriors of a Thane's bodyguard possess these mighty steeds, but they are occasionally given as gifts to particularly valourous warriors.

Most horses instinctively shy away from danger, carrying their riders away with them. Not so the 'chargers' of the Leofrings.

- A character mounted on a 'charger' may declare a 'Charge' in the first round of any combat where he has Initiative. The character counts as being in 'forward stance' and may roll the feat Die twice, choosing the best result



- Additionally, opponents on foot have their TNs raised by + 2 on the Combat Complications table in the Loremaster's Book when attacking the rider (Opponents who possess the Shadow Ability "Great Size" may ignore this)

Horn of Battle

The Leofrings, like their Rohirric kin, use the braying of horns to announce their arrival on the field of battle.

The bearer of such a horn can blow it in the Opening Volley phase of any combat encounter. It may be used either to bolster courage among friends and allies or to bring despair and ruin to the enemy.

- If the bearer succeeds at an Inspire test at TN16, the Fellowship gains an immediate bonus of +1 to their Fellowship pool for the duration of the current Combat encounter
- A Great Success, or better, means a bonus of +2 to the Fellowship pool.

Or

- If the bearer succeeds at an Awe test at TN16, all opponents lose a single point of Hate
- A Great Success means that the enemy automatically concedes Initiative and strikes last, no matter the other circumstances of the combat, until the following combat round
- An Extraordinary Success means that the foe is terrorised to the point where he is rooted to the spot with fear. In a situation where the fellowship are outnumbered, the LM cannot assign additional foes into the combat until the following combat round

Horsehair Plume

A mark of distinction amongst all the horsemen of Wilderland, this tradition dates back to the time when Prince Vidugavia united most of the clans into a single Kingdom of Rhovanion, where a horsehair crest was fixed to the helmet of a Captain or Champion as a recognition of his deeds or rank.

- Awe and Inspire become favoured skills to the bearer of one of these tokens.

APPENDICES - NEW RULES

NEW BACKGROUND TRAITS

Horse Wrangler

A character with this background is able to herd horses and tame wild steeds for domestic purposes.

Animal Husbandry

A character with this trait is familiar with the breeding, herding and general wellbeing of domesticated animals.

Horseman

This trait means that a character can ride a horse and knows how to saddle and maintain his mount.

NEW WEAPON

Tall Spear

These are long spears, developed by mounted cultures for use from horseback. Like the shorter spears favoured by foot warriors of other cultures, it is normally wielded in one hand. It can, however, be used in two hands by a dismounted rider.

Weapon	Dmg	Edge	Injury	Enc	Group
Tall Spear (1H) *	5	9	14	3	Spears
Tall Spear (2H) *	7	9	16	3	Spears

* Not balanced for throwing.

