



# the ONE RING™

- adventures over the edge of the wild index -



## INTRODUCTION

*The One Ring: Adventures Over the Edge of the Wild* was released in Autumn 2011 to great acclaim from gamers and reviewers alike. It has been wildly heralded as the finest Middle-earth roleplaying game ever produced, with its mechanics thematically tied to Tolkien lore, and every part being designed specifically to evoke the wonderful work of J.R.R. Tolkien.

No game is perfect, however. One repeated discordant note that resurfaced in the otherwise jubilant reception was a dissatisfaction that players found with using the index of the guides in play.

Thus at the beginning of 2012 Cubicle 7 raised a team of volunteers, TOR gamers through and through, charged with discussing the issues that occurred with the existing indices in use at the gaming table, and how to solve them.

After initial discussion almost all the work involved in pulling this huge, hopefully fully comprehensive index, was undertaken by James R Brown. To whom a huge debt of thanks is owed.

So it was that this index came into being. We hope you find it a useful addition to your TOR games.

*Jon Hodgson  
April, 2012*

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## UNDERSTANDING THE INDEX: A BRIEF USER'S GUIDE

The most common purpose of an index is to quickly find pages where a particular topic can be found. This index keeps that in mind by providing cross-referencing for words that may be similar, e.g. 'Fighting, See Combat.' But the index has also been designed for casual research and to give useful bits of game information at a glance. This is illustrated by the entry 'Common Skill Descriptions,' where each sub-entry includes its appropriate governing attribute and skill group in parenthesis, e.g. 'Awareness (Body, Perception).' This is in alignment with the way the guides handle these titles and gives perusers the information at their fingertips rather than having to interrupt their research to refer to a character sheet. The index also goes a step further, adding identifiers to words when it seems useful, e.g. 'Grasping (Dragon-sickness Flaw).' Finally, the index tries to include as many unique references as possible, such as 'Silver Trout' or 'Grimbeorn,' but many possibilities have surely been missed! Hopefully this makes the index beneficial when simply reading it and mining it.

The following information is necessary for understanding the key components of the index and the philosophy behind the decisions concerning them.

First, since this is a combined index of both *The Adventurer's Guide* and *The Loremaster's Guide*, the abbreviations AB (*Adventurer's Guide*) and LB (*Loremaster's Guide*) are used respectively to refer to page numbers in those guides. The abbreviation is given once, followed by all references in those volumes.

Many listings refer to multiple page numbers. In some of these cases, the references that are underlined are the ones the researcher should turn to first for the primary information on the topic (e.g. Beorn....AB 11, 12, 19, 37, 41, 42, 44, 45, 48, 55, 62, 68, 81, 126, 136, 138, 172, 178, 184; LB 16, 94, 96, 102, 103, 106, 112, 113, 114, 115, 118 means that pages 112, 113, and 114 of the *Loremaster's Guide* all feature prominent information about Beorn). Underlining is not used for topics with only one reference or if all the references are of equal weight.

Some of the page numbers listed point to introductory quotations in which the topic appears, i.e. to the short, bold quotes taken from *The Hobbit* or *The Lord of the Rings* usually printed under the title of a section or subject. Do not forget to scan these quotes when searching for your key word! This happens most frequently with references to people, e.g. the references for Frodo Baggins include LB 9, 57, 68, 89, and 119, where 57, 68, and 119 point to quotes that mention Frodo. Without scanning the quotes on those pages, you will not find a mention of Frodo. You may at first think these references are obscure and wasteful because they contain no real game information, but useful lore may be gleaned from the quotes and they do represent places that the topic appears in the guides.

Certain entries get multiple references while others do not (even though they could). For example, 'Mirkwood' does not have its full compliment of references. This is because the guides are FULL of information about Mirkwood and any reader can easily start with the references listed and find more. Additionally, there are many passages that speak of Mirkwood without even using the word 'Mirkwood.' In these cases, only the most important references are included.

Now that I've told you all about the index, don't sit there confusticated, bewildered, bebothered, flummoxed or bewuthered! Quit jibbering and jabbering and let your fingers amble on. In all seriousness, may the index be as precious to you as the privilege of working on this project has been for me.

Sincerely with Enthusiasm!

James R. Brown  
March, 2012



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