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~~Players Guide. The starting point for Adventures in Middle-earth is the Player's Guide, which 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.~~

~~Adventures in Middle-earth - Cubicle 7~~

~~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 (D&D), via the Open Game License (OGL).~~

~~Adventures in Middle-earth - Wikipedia~~

~~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...~~

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~~Adventures in Middle Earth: Mirkwood Campaign by Francesco~~

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~~Adventures in Middle-Earth focuses on the exploration of the lands far and wide, and have and extra set of rules to determine just how well the journey goes. The character who is the guide in the party will roll a die called the embarkation roll.~~

~~Adventures in Middle Earth Review | GAMERS DECIDE~~

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~~Adventures in Middle-earth - Loremaster's Guide. Find out more or buy here for just \$27.99. This Loremaster's Guide presents inspiration, guidance and additional new rules to help you create and run encounters, adventures and campaigns in the world of The Hobbit - and The Lord of the Rings - , using the OGL ruleset.~~

~~The One Ring - & Adventures in Middle-earth - Sale! - Cubicle 7~~

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~~The Trove - Archive~~

~~Three exciting adventures that begin at level 1 and carry the heroes to 4th level or beyond: Old Bones and Skin, Strange Men, Strange Roads and Holed Up in Staddle.~~

~~Adventures in Middle Earth: Bree Land Region Guide | Board~~

~~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.~~

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~~Adventures in Middle Earth: Eriador Adventures - Thirsty~~

~~Adventures in Middle-earth/5th Edition Supplement by Cubicle 7 Entertainment The Rivendell Region Guide takes your adventures West across the Misty Mountains to the Last Homely House, expanding play into eastern Eriador, covering not only Rivendell itself, but Angmar, Fornost, Mount Gram, Tharbad and everywhere in between.~~

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~~Adventures in Middle Earth Player's Guide - Fan Boy Three~~

~~We are a group of 4 adventurers in search of 1-2 player characters and a DM for an Adventures in Middle Earth 5e campaign. Previous experience with Adventures in Middle Earth is not necessary (for DM or players).~~