



A Collection of Additional Rules

Compiled by

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FOR

The One Ring

Role-playing Game



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## Artwork Credits

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# - ADDITIONAL BACKGROUNDS -

These backgrounds are additional options to those detailed in the Adventurer's rulebook.



## BARDINGS

### 1 - ROVERS RETURN

Long have your kin wandered in distant lands, never settling in one place for any great length of time. You saw many strange sights as you grew up, and far and wide have you travelled. Yet now with the death of the dragon and the rebuilding of Dale your family has at last returned to the lands of their forefathers. A time of renewal is at hand, yet the wanderlust in your own heart is not easily quenched.

#### Basic Attributes

Body 4, Heart 6, Wits 4

#### Favoured Skill

Travel

#### Distinctive Features

*(Choose two Traits from those listed)*

Adventurous, Clever, Determined, Fair-spoken, Just, Lordly, Reckless, Robust

### 2 - BATTLE VETERAN

You were there standing shoulder to shoulder with your fellow warriors on the slopes of the Lonely Mountain as the goblins and wargs marched upon you. Led by your Captain, now, King you witnessed many great deeds and much sorrow that day. The Battle of the Five Armies was a glorious turning point in the fortunes of the people of the North. Yet evil still threatens the land and the day is still long off, you fear, before you can hang up your sword.

#### Basic Attributes

Body 6, Heart 6, Wits 2

#### Favoured Skill

Battle

#### Distinctive Features

*(Choose two Traits from those listed)*

Determined, Energetic, Forthright, Hardened, Hardy, Just, Stern, True-hearted

### 3 - THE HEARTS OF STRANGERS

After the death of Smaug your family faithfully followed Bard the Bowman and worked hard to accomplish the dream of rebuilding the city of Dale from the dragon scoured ruins. Now Bard is King and Dale prospers with the friendship of the Dwarves of the Mountain and the Elves of the Woodland Realm. Yet that same prosperity attracts the attention of others, many strange folk have come from distant lands to trade with the flourishing city and you have grown wary of the intentions of some of these new visitors. With a troubled heart you have decided to travel abroad and learn more about these distant peoples and ascertain whether they can be trusted or whether they pose a threat to the Kingdom of Dale.

#### Basic Attributes

Body 5, Heart 5, Wits 4

**Favoured Skill**

Insight

**Distinctive Features**

*(Choose two Traits from those listed)*

Cautious, Determined, Forthright, Honourable, Just, Proud, True-Hearted, Wary

**4 - REDISCOVERING THE PAST**

Now that the dragon is dead, the city of Dale has been rebuilt anew. Yet the task was an arduous affair even with the help of the dwarves. You were one of those tasked with the exploration of the ruins of the old city, mapping out the foundations and details of the old town so that work could be begun by the dwarven masons. During your endeavours you discovered many secret cellars and hidden vaults within the ruins and after your part in the undertaking was complete you began to feel restless. You believe that there are other ruins and forgotten places throughout Wilderland, and many discoveries yet to be made.

**Basic Attributes**

Body 4, Heart 7, Wits 3

**Favoured Skill**

Awareness

**Distinctive Features**

*(Choose two Traits from those listed)*

Cautious, Clever, Energetic, Keen-eyed, Nimble, Patient, Robust, Wary

**BEORNINGS****1 - GUARDIAN OF THE HIGH PASS**

It is from his most formidable followers that Beorn, the great chieftain, choose who will watch the mountain passes. It was with great honour you accepted your charge and for nearly two years you fought side by side with your brothers to clear the goblins and wargs from the mountains. During one such skirmish your flesh was pierced by a poison arrow and you were carried away from the battle by your brethren. For long months your body fought the wicked goblin poison until finally you felt your old strength return. Now you are once more ready to serve your people.

**Basic Attributes**

Body 5, Heart 5, Wits 4

**Favoured Skill**

Battle

**Distinctive Features**

*(Choose two Traits from those listed)*

Bold, Eager, Fierce, Grim, Gruff, Hardy, Reckless, Steadfast

**2 - A FORGOTTEN WAY**

Old tales speak of a forgotten pass over the Misty Mountains, a secret way to the lands of the West. Some say you've spent far too long searching for the lost pass, ignoring the advice of your brethren and your other duties. You will not give up hope of finding the forgotten way. Yes you have yet to find it so far but you know in your heart that one day you will, or something equally as important to your people.

**Basic Attributes**

Body 6, Heart 5, Wits 3

**Favoured Skill**

Explore

**Distinctive Features**

*(Choose two Traits from those listed)*

Curious, Determined, Patient, Proud, Robust, Stern, Swift, Wilful

**3 - BATTLE-SCARRED**

Your thrice marred flesh is a record of the constant struggles of your people and proudly do you hold yourself, with an air that adds confirmation of the hardiness of the Beornings. None can be in any doubt of the dangers you have faced and survived. Each scar having been collected in the defence of your people's lands. Some are cowed by your battered visage, whilst others stare in wonder at your battle crafted features. You know that your disfigurements are just another weapon you can use to keep your people safe.

**Basic Attributes**

Body 7, Heart 5, Wits 2

**Favoured Skill**

Awe

**Distinctive Features**

*(Choose two Traits from those listed)*

Determined, Fierce, Grim, Hardened, Steadfast, Stern, Tall, Wilful



#### 4 - TRACKING THE TRACKLESS

As one of only a brave few of your people who dare to wander under the eaves of the forest, your kin are forever worrying when you disappear into its depths for long periods of time on hunting trips. It was on one of these sojourns that you beheld a marvellous sight, a small band of elves making merry within a woodland glade. Approaching in wonderment you called out to them. The next thing you remember is awakening from a pleasant dream in the same glade. There were no signs of the elves, or of their passing. Many times since that day you have returned to the glade in the hope of finding signs of those fair folk.

##### **Basic Attributes**

Body 6, Heart 6, Wits 2

##### **Favoured Skill**

Hunting

##### **Distinctive Features**

*(Choose two Traits from those listed)*

Adventurous, Curious, Determined, Elusive, Fortright, Keen-eyed, Patient, Trusty

### DWARVES OF THE LONELY MOUNTAIN

#### 1 - WANDERING LOREMASTER

They say that the memory of a Dwarf is long, yours in longer than most. You spent many of your younger years during your wanderings learning the histories of your people, every hold taken from them, every wrong done to them and every debt owed to them. In time even the accounts of other folk drew your interest. The tale of years fascinates you and you know that in learning the secrets of the past you can help restore the Kingdom under the Mountain to its former glory.

##### **Basic Attributes**

Body 5, Heart 4, Wits 5

##### **Favoured Skill**

Lore

##### **Distinctive Features**

*(Choose two Traits from those listed)*

Cunning, Curious, Eager, Fierce, Honourable, Proud, Secretive, Vengeful

#### 2 - RESTLESS RUNNER

Your forefathers dug deep and far when they carved out the great realm of Erebor. Numerous are the vast halls and vaulted chambers, wondrous splendours and reclaimed marvels. During your short time as a resident in these immense halls, you have served as a tireless messenger and runner for your elders. For a dwarf can run all day with little or no rest. You have served your people unfailingly in that time, yet now you have a longing to do so in the wider world.

##### **Basic Attributes**

Body 7, Heart 3, Wits 4

##### **Favoured Skill**

Athletics

##### **Distinctive Features**

*(Choose two Traits from those listed)*

Bold, Curious, Determined, Eager, Energetic, Fierce, Hardy, Proud

#### 3 - A RETURN TO THE GLORIES OF OLD

Now that the Dragon is dead and there is new King under the Mountain you see that the fortunes of your people are once again waxing. Yet there are many mansions and halls that could in time be once again reclaimed by Durin's folk, including the vaulted halls of Khazad-dum itself. Clearly the harsh memory of the war with the orcs and the coming of the dragon have cowed the hearts of many of your people but you know deep down that the fires still burn brightly in the breasts of many. All that is needed is for someone to stoke those fires and show them that the splendours of old are just waiting to be reclaimed.

##### **Basic Attributes**

Body 6, Heart 4, Wits 4

##### **Favoured Skill**

Inspire

##### **Distinctive Features**

*(Choose two Traits from those listed)*

Bold, Determined, Eager, Lordly, Proud, Robust, Steadfast, Wilful



#### 4 - COMPANION OF THE KING

As a member of Dain Ironfoot's household guard, you were amongst the host that marched to the Lonely Mountain to answer the call of Thorin Oakenshield. The battle that followed, which was later called the Battle of Five Armies, was a grim affair and many brave deeds were done that day. Many noble folk also died, including the rightful King under the Mountain. As a survivor and some would say hero of the battle your word and presence now carries great weight amongst your people and your proud demeanour leaves a lasting impression on all those you meet.

##### **Basic Attributes**

Body 7, Heart 2, Wits 5

##### **Favoured Skill**

Awe

##### **Distinctive Features**

*(Choose two Traits from those listed)*

Fierce, Grim, Gruff, Hardy, Lordly, Proud, Steadfast, True-hearted



#### ELVES OF MIRKWOOD

##### 1 - ANCIENT HERITAGE

Your mother was one of many Sindar who followed Oropher from Lindon and eventually settled in Green Wood the Great, amongst the Silvan Elves where Oropher was taken as their lord. Your mother can trace her heritage to the ancient realm of Doriath and that heritage can be at times glimpsed in your lordly demeanour. Although much of the Green Wood has fallen into shadow and is better known as Mirkwood, you would see the splendour of the Woodland Realm renewed.

##### **Basic Attributes**

Body 6, Heart 2, Wits 6

##### **Favoured Skill**

Awe

##### **Distinctive Features**

*(Choose two Traits from those listed)*

Determined, Fair, Fair-spoken, Keen-eyed, Lordly, Nimble, Stern, Tall

##### 2 - SONGS OF THE FADING YEARS

Many of the silvan folk have fair singing voices, yet yours is counted amongst the fairest of all. You have a rare talent, your songs evoking the joy and wonder of the eldest days and the melancholic change of the fading years. For long years you have wandered the glades and pathways of the Woodland Realm singing your poems and songs, nevertheless knowing that your greatest work still remains unsung, waiting to be discovered.

##### **Basic Attributes**

Body 5, Heart 3, Wits 6

##### **Favoured Skill**

Song

##### **Distinctive Features**

*(Choose two Traits from those listed)*

Clever, Fair, Fair-spoken, Honourable, Merry, Proud, Quick of hearing, Wary



### 3 - DILIGENT DEFENDER

Many foul orcs have fallen to your arrows during your time as one of the vigilant wardens of the Woodland Realm. You have honed your skills for many years and tirelessly used them to defend the ever-diminishing borders of your home. For some time now you have felt in your heart that your efforts and those of your fellow wardens are not enough to keep the northern parts of the forest safe from the encroachment of the shadow. There seems little hope left, yet you will not forsake Middle-earth and leave for Valinor like so many of your kin are now choosing to do.

#### Basic Attributes

Body 5, Heart 4, Wits 5

#### Favoured Skill

Battle

#### Distinctive Features

*(Choose two Traits from those listed)*

Cunning, Clever, Determined, Hardened, Steadfast, Suspicious, Swift, Wary

### 4 - WATCH ON THE MOUNTAINS UNDER NIGHT

Since the shadow fell over Greenwood the Great your people have been repeatedly driven northward by the taint that grows within the forest. You remember when your folk retreated from the homes around the Eryn Duir the mountains that are now known as the Eryn-nu-Fuin, the Mountains of Mirkwood. Now a blighted place the home of spiders, orcs and other foul creatures the mountains are a constant source of danger to your people and other folk who brave the forest path. You have worked long and hard for many years to track and kill as many foul creatures that come north from the mountain range and encroach on the Woodland Realm. You have also at times followed and helped those of fair demeanour who have wandered from the path and set them on their way.

#### Basic Attributes

Body 5, Heart 2, Wits 7

#### Favoured Skill

Hunting

#### Distinctive Features

*(Choose two Traits from those listed)*

Bold, Elusive, Grim, Hardened, Honourable, Keen-eyed, Patient, Wary

## HOBBITS OF THE SHIRE

### 1 - CURIOUS CURATOR

Your early years were spent working as a curator at the Mathom-house in Michel Delving. You'd spend long hours cataloguing and caring for the various treasures left to the Mathom-house. You got to know each item like the back of your hand, but in time you felt a burning desire to add to the collection. Knowing it unlikely that many new mathoms would come to you, you decide you would go looking for them out beyond the boundaries of the Shire.

#### Basic Attributes

Body 2, Heart 6, Wits 6

#### Favoured Skill

Search

#### Distinctive Features

*(Choose two Traits from those listed)*

Clever, Curious, Eager, Generous, Just, Keen-eyed, Merry, True-Hearted



### 2 - BEYOND THE BOUNDARIES

You joined the Shirriffs at an early age and spent a good portion of your time serving as a Bounder. Tasked with keeping an eye out for undesirables and chasing off dangerous animals, you reckon you've led a pretty exciting life by Shire standards. That was until Mr Baggins came back from his travels, if half the things he tells are true... You know there is only one way to find out for sure.

**Basic Attributes**

Body 4, Heart 6, Wits 4

**Favoured Skill**

Awareness

**Distinctive Features**

*(Choose two Traits from those listed)*

Adventurous, Bold, Curious, Honourable, Keen-Eyed, Merciful, Steadfast, Wary

### 3 - FRIENDS WITH ONE OF THE WANDERING FOLK

You have always enjoyed meandering around the Shire on long walks, drinking in the beauty of your home and enjoying the many wonderful sights. Whilst out on one of your excursions near the North Downs you rather embarrassingly took a nasty tumble and hurt yourself quite badly. With no help within sight you lay in agony for a good while, berating yourself for your clumsiness. It wasn't one of your own folk who eventually found you but rather one of the Tall Folk, a grim faced man rough and worn in appearance. He saw to your injury, applying a wondrous concoction of herbs that dulled the pain admirably. Since that fateful meeting you have struck a friendship with the wanderer and he has shown you much herb lore. Although many of your friend and kin have labelled you as a little queer for seeking such company, you are honoured to call the man a friend.

**Basic Attributes**

Body 2, Heart 7, Wits 5

**Favoured Skill**

Healing

**Distinctive Features**

*(Choose two Traits from those listed)*

Adventurous, Curious, Eager, Fair-spoken, Keen-eyed, Robust, True-hearted, Trusty

### 4 - GOOD MANNERS COST NOTHING

Your family has for many years been traders, bringing batches of your farms pipe-weed Hornpipe Twist to other parts of the Shire. Alongside your father you have travelled around the Shire and even on occasion beyond its borders to such out of the ordinary places as Buckland and even as far away as Bree. Your father has always instilled in you the need for good manners and to always make first impressions count and you've taken his words to heart.

You have begun to feel that the wider world would offer many more opportunities for you to show off your family's famed civility and have a mind to set off on an adventure.

**Basic Attributes**

Body 3, Heart 6, Wits 5

**Favoured Skill**

Courtesy

**Distinctive Features**

*(Choose two Traits from those listed)*

Adventurous, Eager, Fair-spoken, Just, Merciful, Merry, Quick of hearing, Trusty

## WOODMEN OF WILDERLAND

### 1 - ONE WITH THE WOODS

A natural affinity with the creatures of the wild has always run in the blood of your family. When you pass through the forest neither bird or beast stirs at your passing. It takes keen senses indeed to notice your approach when you wish to be quiet. Whilst in the past you've used your stalking skills to provide meat for the family table, the time is on hand to use them to defend your lands.

**Basic Attributes**

Body 4, Heart 5, Wits 5

**Favoured Skill**

Stealth

**Distinctive Features**

*(Choose two Traits from those listed)*

Bold, Cunning, Forthright, Patient, Robust, Stern, Swift, Wary

### 2 - DARK FOREBODINGS

Grim days lie before your people, of this you are sure. Although the Shadow has seemingly departed from all but the deepest recesses of the woods you still council caution to your people. You believe that if your people are to survive then they have need of steadfast friends. Priding yourself on your ability to see into the hearts of others, you have taken it upon yourself to travel abroad in search of allies.

**Basic Attributes**

Body 2, Heart 6, Wits 6

**Favoured Skill**

Insight





### Distinctive Features

*(Choose two Traits from those listed)*

Bold, Forthright, Hardened, Grim, Steadfast, True-hearted, Trusty, Wary

### Distinctive Features

*(Choose two Traits from those listed)*

Adventurous, Cunning, Eager, Fair-spoken, Just, Robust, True-hearted, Trusting

### 3 - VENGEANCE-DRIVEN

Long have your people lived near the shadow that lingers in the forest and long have your people battled the orcs and spiders that come forth from its depths. On returning to your home from a long hunting trip and finding all of your kin slain by orcs you vowed to fight with your last breath to rid the land for many leagues of those vile creatures. Knowing you could never achieve this alone and realising that first the woodsmen must unite in mutual protection if any hope remains to keep their lands safe. Since that dreadful day you have travelled from village to village promoting the need to unite against the foul darkness of the forest. Soon you will leave your lands and travel farther abroad to encourage all free-folk to face the shadow.

### Basic Attributes

Body 3, Heart 5, Wits 6

### Favoured Skill

Inspire

### Distinctive Features

*(Choose two Traits from those listed)*

Cunning, Determined, Fierce, Hardened, Patient, Stern, Vengeful, Wrathful

### 4 - WISE WORDS IN UNCERTAIN TIMES

From a young age you have always been wild and restless. Rarely do you stay in the same place for more than a season or two. Your restiveness has served the Brown Wizard well over the years and you have acted as a messenger and envoy for him, accomplishing tasks that he could not entrust to his animal friends. You have wandered far and wide across Wilderland and have learnt many effective ways of dealing with its diverse inhabitants, swaying them to approaches that are beneficial to all good free folk.

### Basic Attributes

Body 2, Heart 5, Wits 7

### Favoured Skill

Persuade





## MEN OF THE LAKE

### 1 - A PLACE IN THE STORIES

Though not one for boasting, you do take a certain amount of pleasure when someone praises your exploits at previous Dragontide festival, when you out ran, out swam and out rowed everyone in the series of challenges held during the celebration. Only the Champion of the Black Arrow earned more renown that day. You come from a long line of hardy folk and you've shown your mettle, now you dream of winning more fame by accomplishing some great deed such as those from the stories. You believe that your courage matches your physical prowess.

#### **Basic Attributes**

Body 6, Heart 6, Wits 2

#### **Favoured Skill**

Athletics

#### **Distinctive Features**

*(Choose two Traits from those listed)*

Bold, Energetic, Hardy, Proud, Robust, Steadfast, Tall, True-hearted

### 2 - STEPPING FROM THE FIRSTBORN'S SHADOW

As the second born or a respected merchant family you have done your fair share of travelling to distant market beyond the Sea of Rhun. You have served your family's interests well for a number of years, but of late you have not been able to quell the growing feelings of resentment that you will always be in the shadow of your elder sibling. Nor ignore the tug of adventure that stirs in your heart whenever you listen to tales of far off places that you have yet to see. The world around you is changing and you are no longer content to live the life of a simple trader.

#### **Basic Attributes**

Body 5, Heart 6, Wits 3

#### **Favoured Skill**

Travel

#### **Distinctive Features**

*(Choose two Traits from those listed)*

Adventurous, Cunning, Energetic, Fair-spoken, Honourable, Merry, Reckless, Wilful

### 3 - HANDS OF A HEALER

Your mother is considered amongst the wisest of the wives who run the house of healing in the residential quarter of Lake Town; she knows much of herb-lore and of the correct remedies for many ailments. Although in your heart you have always wished to see more of the world, you have listened attentively to her teachings and those of her fellow wise women and have learnt much. You are also counted amongst those few entrusted to go out into the marshes and even further afield to collect herbs and reagents needed for the hospital's stores. With the recent appointment of two new gatherers, you have at last decided that you must follow your own wishes and take up a life of adventure, but you will not forget what you've learnt.

#### **Basic Attributes**

Body 5, Heart 5, Wits 4

#### **Favoured Skill**

Healing

#### **Distinctive Features**

*(Choose two Traits from those listed)*

Adventurous, Clever, Generous, Merciful, Patient, Robust, True-hearted, Trusty

### 4 - A SOFT STEP AND QUICK FINGERS

It would be fair to say you've followed a far from virtuous path so far in your young life. From an early age you've had a propensity to take things that don't strictly belong to you, and to go places you're not really supposed to be. It's not that your wicked, well not really anyway, it's just that you find it so easy to do the things you do; besides it always gets your pulse racing when you set yourself a new challenge. You know your mischief will likely land you in hot waters one of these days, and you must admit that there is certainly something lacking in your life; so you've decided to take to a life of adventure and find something else to challenge you.

#### **Basic Attributes**

Body 4, Heart 6, Wits 4

#### **Favoured Skill**

Stealth

#### **Distinctive Features**

*(Choose two Traits from those listed)*

Cunning, Curious, Eager, Elusive, Nimble, Quick of Hearing, Reckless, Wilful

# - VIRTUES & REWARDS OF CALLING -

These virtues are additional options to those detailed in the Adventurer's rulebook and are tied to specific character Callings. For each entry the trait increase used to gain the virtue or reward is highlighted in parentheses.

## SCHOLAR

### DARKER SECRETS (WISDOM)

*There are older and fouler things than orcs in the deep places of the world.*

Exposure and experience have imparted hard-learned secrets, things the likes of which Men should not know. Add your current Shadow score to all Lore and Riddle rolls.

### LEARNED INSIGHT (WISDOM)

*The authority is not granted you to deny the return of the king!*

Knowledge is far more valuable than gold, and wisdom is a kingly gift. As such, a learned presence is an oft requested thing. Add one to the player-hero's Standing. For a point of Hope, add favoured Wits to an Encounter Interaction task or test.

### WELL-READ (WISDOM)

*The world was fair, the mountains tall, in the Elder Days before the fall...*

What is learned is usually written, and is written for the express purpose of being passed on and learned anew. With such insight, rarely should history repeat itself. Sadly, there are few that spend the time, or focus, required for such clarity.

When in a library, or other location of exceptional learning, you may upgrade the quality of a successful Lore roll by one level. In addition, you may comprehend and communicate in languages in a manner similar to a trader; you know a smattering of many tongues, enough to relate basic ideas and concepts.



## SLAYER

### DUAL WIELDING (VALOUR)

*You would die before your stroke fell.*

Forgoing a shield drastically lowers defense, but it does free the hand for other tasks, like pulling another knife. In untrained hands, such abandon oft proves fatal, but for the adroit or talented, it can be a vicious combination.

You wield two, one-handed weapons with lethal grace and potent skill. This is limited to club, dagger, hand-axe, mace, morning star, and short sword. The encumbrance value of both weapons must be calculated for determination of Fatigue (paired daggers have an Encumbrance of 1). One weapon must be designated the primary; the other is the secondary. The bonus of dual wielding depends on current Stance:

*Forward:* Reduce Edge of the primary weapon by one.

*Open:* Increase Injury TN of the primary weapon by two.



*Defensive:* Add a parry value equal to the Encumbrance of your secondary weapon +1 (ie, not the paired total, just a single weapon, so a dagger has +1 to parry while a short-sword adds +2 to parry).

In all cases, only a single attack roll is ever made and no more than a single target can be attacked per turn.

### FOE-SLAYER (VALOUR)

*Let's hunt some Orc!*

Whether hatred-bred or vengeance-fuelled, dealing death to true enemies is, by some measure, an art. Add your weapon's Encumbrance rating to the Endurance damage caused on a successful hit against your specified enemy (via Enemy-Lore).

### KNOW THY ENEMY (WISDOM)

*The wolf that one hears is worse than the Orc that one fears.*

Preparedness and knowledge are a warrior's two greatest weapons. Knowing who and where to strike is as vital as when. Roll one additional Success die when rolling Battle to determine combat advantage against your specified enemy (via Enemy-Lore).



## TREASURE HUNTER

### ACUTE APPRAISAL (WISDOM)

*Dragons may not have much real use for all their wealth, but they know it to an ounce as a rule, especially after long possession; and Smaug was no exception.*

The value of coin and treasure is an art to those who know; stretching its use is not unlike scraping the last pigment from a paint jar. When increasing Standing, your Wealth cost is reduced by your Wits and any permanent Shadow. Furthermore, when maintaining higher standards of living, your Wealth expenditure counts for two months at a time instead of one.

### SLY FINGERS (WISDOM)

*A really first-class and legendary burglar would at this point pick the trolls' pockets - it is nearly always worthwhile, if you can manage it.*

A proper and skilled burglar can wrest finery from the deepest pocket and prise the stoutest lock. When picking locks (Craft) or pockets (Stealth), add your current Shadow to your rolls.

### PERSONAL STASH (WISDOM)

*His heart was filled and pierced with enchantment and with the desire of dwarves; and he gazed motionless, almost forgetting the frightful guardian, at the gold beyond price and count.*

Caches are handy, but a true burglar knows it is best to carry your most valued treasure, as returning to places you have been is neither always possible, nor wise. When determining Fatigue, you may ignore one point of Treasure per current Shadow.

## WANDERER

### HARD MARCH (WISDOM)

*Few can foresee whither their road will lead them, till they come to the end.*

Travel is an exciting prospect. Rarely does the terrain agree with one's expectations, however, and the road oft grows wearing and rough. Fellowship, however, can alleviate many trials, either through a helping hand or uplifting presence.



Improved success levels during a journey's Fatigue test grant success to companions; one companion may be granted success on a single Fatigue roll on a great success, two companions on an extraordinary success.

### VERSATILE TRAVELLER (WISDOM)

*He should not vow to walk in the dark, who has not seen the nightfall.*

Successful journeys are comprised of many ingredients, be it the hunter that provides the meal, the guide that keeps the way, the scout that blazes trails, or the look-out man that spots dangers. A true blessing on any extended foray is the traveller that knows all roles. Add your Wisdom to your travel duty rolls (Huntsman, Guide, Look-Out Man, or Scout).



### WORLDLY (WISDOM)

*Even the good plans of wise wizards like Gandalf and of good friends like Elrond go astray sometimes when you are off on dangerous adventures over the Edge of the Wild; and Gandalf was a wise enough wizard to know it.*

Knowing how to plan an intended journey, what route to take and when to take it, frequently determines success or failure before the first step is even taken. Add your Wisdom to all Lore rolls when planning ahead for journeys.

### WARDEN

#### DEFENDER (VALOUR)

*Not idly do the leaves of Lorien fall!*

Defense of kin against the growing Shadow is of paramount importance. Without a home to return home to, there is little hope left in the world. When fighting to protect your folk, use your favoured Wits to determine parry.

#### LIGHT-BEARER (WISDOM)

*Hope remains while the Company is true.*

Maintaining spirits is a vital component to an adventuring company, something more easily accomplished amongst friends than strangers. If in their company during a Fellowship phase, add your Wisdom to your companion's rolls to cure corruption.

#### WARDER (VALOUR)

*If by my life or death I can protect you, I will.*

Inspiration is oft found in the well-being of a Fellowship. If you successfully protect a companion while in a defensive combat stance, and your protected companion suffers no significant damage throughout the same combat, you regain one point of Hope at the conflict's conclusion.

### ADDITIONAL MASTERY

The following Mastery is in addition to those detailed within the Adventurer's rulebook.

#### THWARTING

You have become an expert at avoiding your opponents' attacks. Raise your Parry rating by one.



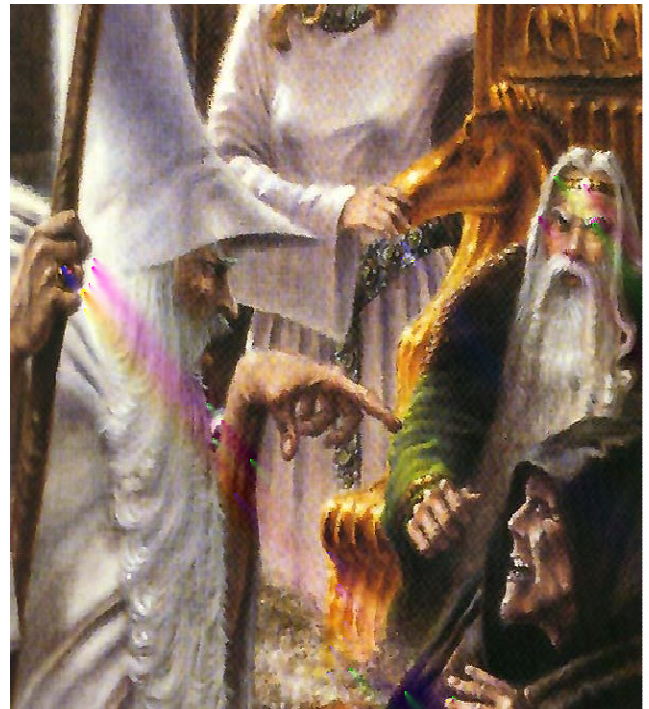
## - NEW RENOWN RULES -

These rules expand the standing rules presented in the main rules for those wishing to add granularity to the standing with cultures other than their own character and for allowing characters to gain renown in their homeland that is not directly tied to monetary wealth and status.

### RENOWN / REPUTATION IN OTHER CULTURES

Standing is recorded separately for each culture the characters encounter as well as for their own home culture.

- The renown rating works on the same scale as their own culture's
- These cultural 'Renown' ratings are based on a reputation on deeds performed rather than the level of standing in the community. Therefore, renown cannot usually be increased by spending treasure
- Such ratings can only be increased through in-game deeds and it is at the discretion of the Loremaster when to apply such increases (the rating descriptors listed below should give guidelines as to the required actions and/or relationships that are necessary for such an increase to occur
- Renown in a culture other than the character's own can easily be reduced by lies and rumours about the character in question or misdeeds; real or false (eg, Storm Crow; trouble follows them like crows)
- Such ratings can reduce over time in a character's absence as they are forgotten. This is less apparent in a character's own culture.



### RENOWN / REPUTATION LEVELS

These levels should be used as a guide for the Loremaster when determining increases to a character's reputation within another culture due to their deeds and actions.

The levels of standing/reputation are:

- N/A – Wanderer
- 1 – One of the free peoples
- 2 – Ranger/protector of the Wilderlands
- 3 – Respected adventurer
- 4 – Ally and/or hero
- 5 – Valued counsellor and/or friend
- 6 – Great friend and/or 'honourary kinsman'

#### Beginning Primary Cultural Renown

For starting player characters this rating begins at 1.

# - ALTERNATE ENCOUNTER Rules -

These rules, where they contradict, replace those found in the main rulebook. They assume that the reader is also using the 'New Renown Rules' as referred to within this document.

## STANDING

As referred to within the main rules, Standing is the measure of a character's material status within his own culture. If applicable, it may be used instead of renown when setting the Tolerance of an encounter.

## RENOWN

Renown is the reputation of the character and can differ based on the culture of those he is interacting with. Renown now replaces Standing and Valour/Wisdom when setting the Initial Tolerance of an encounter. See the house rule section 'Additional Renown Rules', regarding more information on Renown.

## SETTING TOLERANCE

Initial Tolerance is set using the highest Renown of those player characters that are present and interacting within the encounter. In an applicable situation (for instance, when trading/negotiating with merchants), Standing may be substituted instead. A character's Valour or Wisdom score is no longer used to raise the Tolerance of an encounter.

## VALOUR AND WISDOM

These traits are an internal measure of a character's capabilities and strengths. They are no longer used to set the Tolerance of an encounter – this is now the sole purview of Renown.

Valour and Wisdom may still be used within an encounter but only when a character uses them in discussions – ie, certain NPCs will respond more favourably to characters displaying valorous traits whereas others will respond more to wise words.

This is now addressed through varying TNs of skills and actions based upon those traits – for example, the higher the score in Valour or Wisdom of a character, the easier it is for them to interact with the NPC in question. The following rule of thumb can be loosely adopted:

- The Loremaster may reduce the TN by 1 point for each point a character has in the applicable Valour or Wisdom trait above 1.

This also has the added bonus of different characters having differing TNs due to varying Wisdom/Valour scores when interacting within the same encounter. Therefore, using these rules in comparison to those found within the TOR rulebooks, initial Standing values here are lower *but* the TNs for tests within the Encounter should be easier.



# - PATRON BENEFITS -

These rules add some mechanical 'impetus' to the acquisition of patrons within The One Ring, providing clear distinctions between the major NPCs of the setting.

## Loremaster Note

It is best not to share these benefits with players before they are obtained; this keeps such an element mysterious and will limit player meta-gaming tendencies when comparing patrons and their associated benefits.

## PATRON BENEFITS

There are two 'levels' of benefits that characters may gain from the associated patron; minor and major:

- **Minor Benefit:** PCs get this benefit for acquiring the patron. The utility of such a benefit is on a par with a small bonus in specific circumstances
- **Favoured Patron Requirements:** PCs must maintain this to claim the Major Benefit. They may only have one Major Benefit at any time, but many Minor Benefits due to associations with various Patrons
- **Major Benefit:** PCs get this benefit for maintaining the Favoured Patron Requirements. The utility of this benefit is on a par with a Virtue

## PATRON - BEORN

- **Minor Benefit - Friends of Beasts:** Characters are always considered to have horses / ponies when travelling through the lands of Beorn and his people
- **Favoured Patron Requirements:** Characters must subsist on only a diet of cream and honey and have at least 3 Valour
- **Major Benefit - Ursine Prowess:** When calculating your character's Damage rating, use their Favoured Body instead of the basic score

## PATRON - GANDALF

- **Minor Benefit - Their Secret Tongue He Spoke:** All companions within the Fellowship are considered to possess the Folk Lore trait
- **Favoured Patron Requirements:** Members of the fellowship must approach all discussions with reason and compassion, and have at least 4 points in Wisdom
- **Major Benefit - Wisdom of the Grey Pilgrim:** The Fellowship may invoke this benefit once during an Encounter and roll the Feat Die twice keeping the highest result



## PATRON - GLOÍN

- **Minor Benefit - Dwarven Trail Lore:** When rolling Lore to plan a journey your character may roll the Feat Die twice and apply the highest result
- **Favoured Patron Requirements:** Members of the fellowship must always bargain for a better deal and have at least 3 points in Valour
- **Major Benefit - The Ways of the Dwarves:** When rolling to Heal Corruption, your character may roll the feat die twice and apply the highest result





## PATRON - KING BARD



- **Minor Benefit - Fly True:** Roll the feat die twice and take the better die during the first Opening Volley of combat
- **Favoured Patron Requirements:** Members of the fellowship must swear an oath to protect the interests of Men-folk in the Dale and have at least 3 points in Valour
- **Major Benefit - All the King's Men:** Gain +1 die of Combat Advantage when in combat and accompanied by all members of the Fellowship



## PATRON - RADAGAST

- **Minor Benefit - Friend of Flora and Fauna:** when foraging for herbs within the Fellowship Phase, characters may roll the Feat Die twice and take the highest result
- **Favoured Patron Requirements:** Members of the fellowship must maintain a reverence for all things natural and have at least 3 points in Wisdom
- **Major Benefit - Whispers from the Woods:** Travel rolls have their TN reduced by 2 for all journeys in Mirkwood

## PATRON - SARUMAN

- **Minor Benefit - Whispers in the Dark:** Your character may gain a point of temporary Shadow to treat any  result as a  result instead
- **Favoured Patron Requirements:** Members of the fellowship must seek knowledge and lore above all else and have at least 4 points in Wisdom
- **Major Benefit - Dreadful Insight:** Whenever your character spends a point of Hope, they may also add their current temporary Shadow Score to the die roll

## PATRON - KING THRANDUIL

- **Minor Benefit - Stealth of the Woodlands:** When rolling Stealth to Ambush foes, roll the feat die twice and take the highest result to determine whether your character successfully Ambushes them
- **Favoured Patron Requirements:** Members of the fellowship must guard the ways of the Elves away from the prying eyes of Men and Dwarves, and have at least 3 points in Wisdom
- **Major Benefit - In the Shadow of the Woods:** Corruption Tests for travelling through Blighted Lands have their TN reduced by 2 for all journeys in Mirkwood

# - ALTERNATE JOURNEY Rules -

This supplement provides an alternate set of rules for running journeys within The One Ring, replacing those found on pages 31 to 41 of the Loremaster's Book.

## PREPARING FOR THE JOURNEY

Undertaking a journey requires planning. Companions typically gather around a table, unfurl their map and spend the evening planning their route and the material they need. During this phase, the companions must decide where they mean to go, determine how they intend to reach their destination, select who will fill what role among the company and share their knowledge of the region to avoid unpleasant surprises.



## 1 - SET ROUTE

First, the company should decide where it intends to go. This destination may change or be abandoned altogether, but the players should use their map of the Wilderland to show the Loremaster the road they intend to follow. This route should respect the lay of the land, taking river crossings and mountain passes in consideration as the company traces its itinerary.

If a company is travelling for a week or more across different terrain types or traversing several regions, the Loremaster could consider splitting the itinerary into a number of legs, making the calculations and rolls for each leg separately. The sample journeys described at page 37 of the Loremaster Book show several examples of journeys divided into separate legs.

## 2 - ESTABLISHING MARCHING ORDER/ROLES

Adventurers should also decide which duty they wish to fill during the journey. A typical company is composed of a guide, scouts, huntsmen and lookout men, as described on page 155 of the Adventurer's Book.

Players should remember that travelling companies require one (and only one) guide, but are otherwise free to choose their marching order as they please according to their abilities (including leaving positions empty, except for the guide).

The chosen duty of a character mainly comes into play when a failed Fatigue test also triggers a Hazard episode, as described below.

## 3 - PLANNING AHEAD

Before the companions set-out, they will converse and exchange their knowledge of the area. This allows the company to choose the best road and prepare for the most likely events.

When planning for a journey, every companion may make a roll of Lore. Each ordinary success grants the player one Success die on any roll made during their journey, a great success grants two dice, while an extraordinary success grants three dice. Typically, such bonus Success dice are spent on Travel, Explore, Hunting and Awareness rolls, but other common skills may benefit from bonus Success dice as deemed appropriate by the Loremaster.



A player may spend a maximum of one die on a single roll, either to boost his own roll, or to give it to another player to support him.

Note that this step replaces the Planning Ahead section on page 154 of the Adventurer's Book and a roll can be made for each leg within the journey (see "6 - Determine Terrain", below).

#### 4 - GATHER TRAVELLING GEAR

While it is not necessary to determine an exact list of each adventurer's equipment, player heroes have the choice of travelling lightly or to carry more extensive travelling gear.

##### Light Travelling Gear

Lightly equipped adventurers bring along the bare minimum for the current season and little food supplies. Such lightly equipped companies can be assumed to have blankets for everyone, a small lantern or a few torches, one or two tinder boxes, a spool of rope and enough provisions to last a few days, but not much more. In the colder months of the year, warmer clothes, lumps of fat and a bit of fuel-wood must also be carried. Many also bring along furs or a small, light tent.

Light travelling gear has an Encumbrance rating of 1 point for spring and summer journeys, and a rating of 2 points during fall and winter. Travelling lightly has few advantages other than its low Encumbrance rating.

##### Heavy Travelling Gear

Adventurers carrying extensive travelling gear allow themselves more luxuries such as a small kettle, a small cooking pot, spare clothing, a small tent, provisions allowing for happier meals and a selection of tools that they might require on their journey (such as a small shovel, extra spools of rope, a small chest for treasures, empty kegs for storing water, etc.).

Extensive travelling gear has an Encumbrance rating of 2 points for spring and summer journeys, and a rating of 4 points during fall and winter; as winter draws closer, such equipment becomes more and more tiresome to carry. Because eating warm meals and sleeping in dry clothes make for more cheerful journeys, companions carrying extensive travelling gear reduce the difficulty of any Corruption test provoked by hazards and blighted lands by one level (- 2 TN).

##### Treasure

In addition, any point of Treasure carried by an adventurer increases the Encumbrance rating of its travelling gear by one point, regardless of the current season. Treasure is not always heavy, but it is a tiresome business to have to worry about gold on the Edges of the Wild.

##### Pack Animals

Companies travelling with a dedicated pack animal, such as a horse or a pony, can off-load some of their equipment on their beast of burden to lighten their own packs. Such companies effectively reduce the Encumbrance rating of their travelling gear by half (rounded up).



#### JOURNEY RESOLUTION

Now that the Company have prepared themselves the Loremaster needs to track the progress of the journey. He does this by following these steps.

#### 5 - CALCULATE DISTANCE

To measure the distance the Company will travel the Loremaster should use the map on page 33 of the Loremaster book. He counts the number of hexes separating the two locations (1 hex represents 10 miles), including the hexagon containing the destination, but not the one containing the starting point.



The Loremaster must consider that travel distances should rarely be measured 'as the crow flies,' connecting the starting point to the destination in a straight line, but taking into due consideration the lie of the land instead. For example, high mountain ranges and swift-running rivers can be traversed only through passes or over bridges or fords.

## 6 - DETERMINE TERRAIN

Following a well-trod path or an ancient road makes for steadier progress than trudging over hilly ground or through a marsh. For this reason, the Loremaster divides the journey into legs based upon the differing terrain types and then multiplies the total distance travelled in each leg by the appropriate modifier from the table below.

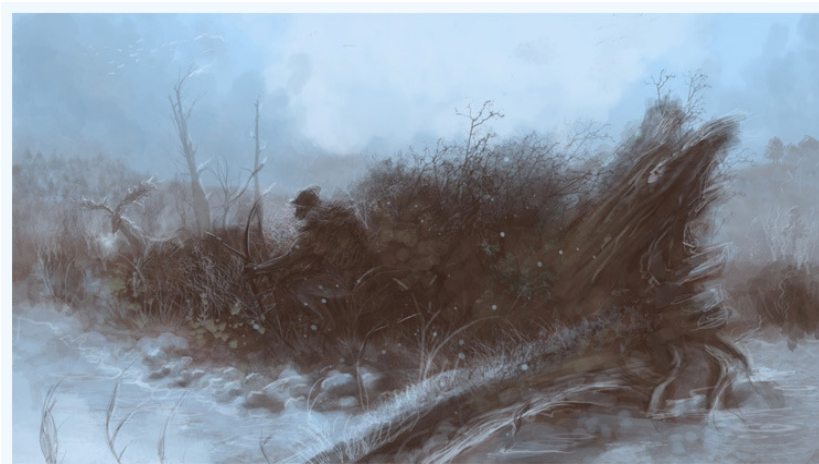
MAP KEY	DIFFICULTY	THE TRAVERSED TERRAIN IS MOSTLY...	MODIFIER
-	Very easy (TN 10)	Good road*	x 0.5
	Easy (TN 12)	Open terrain, well-trodden track or path, plains, meadows, on a boat along a navigable river	x 1
	Moderate (TN 14)	Pathless wilderness, hills, sparse woods, bogs	x 1.5
	Hard (TN 16)	Marshes, wastes, fells, woods with good tracks**	x 2
	Severe (TN 18)	Dense woods, very rough ground, any road or path in Mirkwood***	x 3
	Daunting (TN 20)	Densest wood, desert, blighted or ruined land, mountain passes****	x 5

\* A 'better road' improves terrain difficulty by one level. Travelling across a distance on a good road gives a modifier of x0.5, halving the time needed to cover the entire route, regardless of the terrain the road traverses.

\*\* A company must dismount and lead their mounts on foot in these types of terrain and under these conditions; do not double the company's speed when tracking daily progress. Horses, ponies and donkeys can still be used as pack animals, reducing the difficulty of Fatigue tests and encumbrance as usual.

\*\*\* A company cannot bring horses without great efforts across these types of terrain and under these conditions; if the company travels with at least one horse, calculate all Fatigue tests without the bonus granted by pack animals. Companies travelling with ponies and donkeys only aren't affected.

\*\*\*\* A company cannot bring a horse when travelling trackless in daunting terrain. Ponies and donkeys can come along as pack animals, but do not confer their bonus on Fatigue tests and encumbrance.





## 7 - DETERMINE SPEED

The Loremaster now divides the distance measured in the previous steps by the travelling speed of the Company – rounding all fractions to the nearest whole number. The result is equal to the expected length of the journey in days.

The table below shows the distance covered in miles by a Company in an average day of travel:

COMPANY TRAVELLING...	MILES PER DAY
On foot	20 miles
Riding horses	40 miles
Using boats on a river	20 miles downstream, 5 – 10 miles against the current

### Magical Path

When negotiating a magical path, heroes can travel an extra miles per day and never get lost. Ignore all Hazard episodes targeting the Guide.

The strength of the enchantment determines the number of extra miles per day. So, a Magical Path +10 would mean an extra 10 miles per day.

## 8 - FATIGUE TESTS

Journeys can be arduous, and there is a chance that the adventurers become wearied before they get to their destination.

Toilsome complications like crossing a freezing stream in winter, cutting a new path across the undergrowth in the suffocating heat of summer, or avoiding getting lost in a thick autumn fog are represented in the game by a number of skill tests imposed on the company as a group and called Fatigue challenges.

The number of Fatigue challenges is based on the duration of the journey (as calculated in the preceding points of Journey Resolution) and the weather conditions of the season (see the Season Table below).

- A Fatigue challenge must be made for each full or partial number of days shown in the table that the characters travel for

SEASON	ONE FATIGUE TEST EVERY...
Spring	4 days
Summer	5 days
Autumn	3 days
Winter	2 days

Fatigue tests are rolled at the end of the last day of the period as appropriate for the current season, before the companions rest for the night.

When rolling for Fatigue tests, use the TN of the terrain that the company has journeyed through during that time as listed in the table on the previous page.

### Who Rolls

For each Fatigue Test as determined by the season and the length of the journey, the Feat Die is rolled and the table below is consulted in order to determine which companions will be put to the test. The table refers to companions based on the travelling role they have selected.

- For the first test in every leg of the journey, all companions are tested using the Travel skill

FEAT DIE	TRAVELLING ROLE / TEST
ψ	All companions ( <b>Travel</b> ) and the test is at -2 TN due to fortuitous circumstances
1 or 2	All companions ( <b>Travel</b> )
3 or 4	Guide ( <b>Travel</b> )
5 or 6	Scout ( <b>Explore</b> )
7 or 8	Huntsman ( <b>Hunting</b> )
9 or 10	Look-out Man ( <b>Awareness</b> )
👁	All companions ( <b>Travel</b> ) and the test is at +2 TN due to complications / difficulties



### Resolving Fatigue Challenges

There are basically two types of Fatigue challenges: those that put all heroes in the company to the test and those that target an individual travelling role.


The 'All Companions' rows require that all heroes make a Travel roll. Representing the normal wear associated with all journeys, the consequences of failure must be faced by each hero individually (see Fatigue Increases).

Fatigue challenges targeting a travelling role portray difficulties that must be resolved by specific members of a company. These challenges require that the individual companion(s) assigned to the targeted duty succeed in a skill test. The ability used can be either Travel or the role's signature skill as indicated on the Marching Order table (player's choice).

Check if at least one character has been assigned to that role prior to the start of the journey. If no hero assumed the selected role, any companion may spend one point of Hope and be allowed to make the roll (players should remember that there can be only one hero acting as the Guide for the company). If no one volunteers, the test (and the challenge) fails automatically and all companions increase their travel fatigue score by the encumbrance of their travelling gear.

The difficulty of all skill rolls associated with a Fatigue challenge is TN 14. (If the Loremaster prefers to reflect the characteristics of the traversed terrain, he may refer to the table found previously).

### Eye Results

If, during the resolution of a Fatigue challenge, one or more rolls produce an  icon, a Hazard episode occurs (regardless of whether the roll or the Fatigue challenge the roll was part of failed or not). See Hazards at page 35 of the Loremaster's Book for details.

### Fatigue Increases

When a specific travelling role has been targeted and the Fatigue challenge fails, the consequences of failure affect the character failing the test. Their Fatigue score increases immediately by a number of points equal to the Encumbrance of their travelling gear.

### Recovering from Fatigue

To recover from a Fatigue rating increase, heroes must rest in a safe place (i.e. not "on the road"):

- For every prolonged rest taken into a reasonably sheltered refuge, a hero reduces his Fatigue increase by one point.

Generally, heroes cannot find a safe refuge until they reach the end of the journey. A journey may be considered ended when the company reaches its intended destination, when the game play definitely leaves narrative time and the players take part in a full-fledged episode, or when some change of plan or unexpected occurrence interrupts the journey to engage the company in a different activity for a significant amount of time.

- As a rule of thumb, any interruption that carries some narrative weight or that is likely to last about three days or more is generally considered significant and thus to have put an end to the journey

## HAZARDS

When a Hazard occurs the difficulty TN for any tests detailed in the Hazard description are based on the region the Company is currently navigating as follows:

REGION TYPE	DIFFICULTY (TN)
Free lands	Easy (TN 12)
Border lands	Moderate (TN 14)
Wild lands	Hard (TN 16)
Shadow lands	Severe (TN 18)
Dark lands	Daunting (TN 20)

### Shadow Lands and Dark Lands

Shadow lands are treated in all respects as Wild lands until 2947.

Dark lands are treated as Wild lands until 2947, then Shadow lands until 2951.



## - ADDITIONAL JOURNEY TASKS -

These rules modify and expand upon the Journey rules presented in the Loremaster's Book.

### ACTIONS WHILE TRAVELLING

As per the rules (p37 of the Loremaster's Book) each Hero may perform two tasks per day. If the journey is longer than a week the Loremaster may use the following table instead in order to speed up play:

SEASON	ONE TASK EVERY...
Spring	4 days
Summer	3 days
Autumn	5 days
Winter	6 days

The TN for all journey tasks is the same as the difficulty TN of the region the heroes are travelling in.

### Related Callings and Journey Roles

Some callings and roles are better suited to performing certain tasks than others. In the following task descriptions if a task has a bracketed calling or role after its name then a hero with that calling or role receives a TN -2 bonus when performing the task. For example, a Treasure-hunter can Search for treasure at TN -2.

### TASK DESCRIPTIONS

In the following descriptions "n" is the number of successes (one for a success, two for a great success and three for an extraordinary success).

#### Awareness [Look-out]

*Staying alert for signs of danger.*

Add *n* to all Awareness rolls until after the next travel Fatigue test.

#### Awe [Slayer]

*Going where others fear to tread.*

Reduce the TN of the next Fear test by one for *n* companions until after the next travel Fatigue test.

#### Craft [Wanderer]

Fashioning a good camp out of the materials at hand.

This requires an Explore success to find a campsite. The craft test sets a good camp enabling *n* companions to have a prolonged rest during which they can recover endurance.

- After many days of travel Balin and Óin are weary and require a good rest. Óin, acting as scout, obtains an Explore success allowing Balin to roll Craft. Balin obtains a great success so both dwarfs benefit from a night's prolonged rest and recover endurance.

#### Explore [Scout]

*Exploring the surrounding area for good campsites, ancient ruins, or better paths to travel.*

Allow *n* Craft/Lore/Search/Travel attempts.

#### Healing

*Mending a companion's minor wounds.*

Restore 2x *n* endurance to one companion.



### **Hunting [Huntsman]**

*Foraging for extra provisions to provide for a hearty meal.*

Restore 2 endurance to  $n$  companions.

### **Inspire [Warden]**

*Keeping spirits up whilst travelling through blighted areas.*

Reduce the TN of the next Corruption test by one for  $n$  companions until after the next travel Fatigue test. Alternately, distribute  $n$  bonus success dice that last until after the next travel Fatigue test.

### **Lore [Scholar]**

*Searching ancient runes for vital pieces of information.*

This Requires an Explore success to use. Find  $n$  clues. The Loremaster must state prior to this action whether there are in fact any clues worth finding, and if so, how many 'clues' constitute a success.

- Balin and Óin are looking for clues to where the Marshdwellers come from. The Loremaster rules that they need four clues to find them, and over the next three days Balin and Óin eventually pick up enough successes to work out where they are located

### **Search [Treasure-hunter]**

*Searching ancient ruins for items of value.*

Can only be used in Wild/Shadow/Dark lands only and requires an Explore success to use. Find  $n$  treasure points.

### **Song**

*Passing the long hours of travel by singing songs and playing simple musical instruments.*

Reduce the TN of the next travel Fatigue test by one for  $n$  companions. Alternately, distribute  $n$  bonus success dice that last until after the next travel Fatigue test.

### **Stealth**

*Moving carefully and quietly to avoid detection and ambush.*

Allows  $n$  companions to travel unnoticed until after the next travel Fatigue test.


### **Travel [Guide]**

*Choosing better paths to travel.*

This requires an Explore success to use. Subtract  $n$  days from this leg of the journey (but not so as to exceed the road travel rate).

### **FAILURE**

A hero that fails in one of the above tasks reduces their endurance by two in summer and four in winter.

If the failure also had the feat die showing  then in addition to losing endurance the hero must make a fatigue test.

### **WHEN NOT TO USE THESE TASKS**

Journey tasks are designed to supplement story tasks, not replace them, so if the story requires players to be undertaking specific time-consuming tasks (eg, searching for a missing pair of dwarves) then the focus should be on the story tasks.

Likewise, for narrative reasons, there may be times where nothing of interest happens and the Loremaster wants to quickly move the characters from one location to another. Do not use journey tasks in these cases.





# -ADDITIONAL Hazards -

These hazards add some much needed variety and volume to those presented within the Loremaster's book. The hazards have been presented here so that they can be used in a random method if so desired. Additionally, there is the option to encounter Events - Hazards with positive ramifications.

Table 1 - All Companions	
👁️	Dark Embassies
1	Worn with Sorrow and Toil
2	A Gloomy Place
3	On the Path of Mischief
4	Tap-Tap-Tap...
5	Swarms of Midges
6	Bad Weather
7	Enchanted Obstacle
8	Spellbound
9	False Friends
10	Unquiet Dead
👁️	Choose an 'Event' option instead

Table 2 - Guide	
👁️	Very Nasty Dreams
1	Lost Direction
2	Uncomfortable Lodgings
3	Signs of Monsters
4	Split Path
5	Hazardous Terrain
6	Treacherous Path
7	Abandoned Settlement
8	Ill Equipped
9	An Obstacle
10	Creeping Cold
👁️	Choose an 'Event' option instead

Table 3 - Hunter	
👁️	A Haunted Place
1	Things that Bite and Sting
2	Scanty Provisions
3	Tracks of the Werewolf
4	Fat Pheasants
5	From Hunter to Prey
6	Outlaws
7	Foul Foraging
8	A Noble Beast
9	A Fallen Token
10	Just out of Reach
👁️	Choose an 'Event' option instead

Table 4 - Scout	
👁️	Between Hammer and Anvil
1	No Way Forward
2	Out of the Frying-pan into the Fire
3	Falling Branches/Rocks
4	Monsters at Work
5	Ruins
6	Washed Out Camp
7	Abandoned Stores
8	Signs of a Host
9	Separated
10	Dead Orc
👁️	Choose an 'Event' option instead

Table 5 - Look Out	
👁️	Wandering Troll
1	Cruel Weather
2	Monsters Roused
3	Hungry Wolves
4	Spies and Thieves!
5	Goblins!
6	A Taste for Blood
7	Blanket of Butterflies
8	Scavengers
9	Lost to His Madness
10	Spooked
👁️	Choose an 'Event' option instead





## ALL COMPANIONS



### - DARK EMBASSIES

The company is met by an ambassador of the Enemy (or of *their* principal enemy). He may simply offer dire warnings but may also wish to negotiate with them. Or even ask a favour of them and give them a rich reward for merely considering it. The characters should be tempted according to their respective Shadow-Weaknesses.

### 1 - WORN WITH SORROW AND TOIL

All companions make a Corruption test, and gain a Shadow point in case of a failure. This roll is in addition to any roll that might already be required if the company is crossing a blighted place.

### 2 - A GLOOMY PLACE

All companions make a Fear test to maintain their resolve as they pass through a frightfully eerie place. On a failure, the character is considered daunted and cannot invoke an attribute bonus until he has left the area.

### 3 - ON THE PATH OF MISCHIEF

The company passes a pair of seemingly friendly local inhabitants. A successful Insight roll suggests that the pair is up to no good and have some serious mischief in mind (though not in regards to any of the companions). The companions can confirm this by sneaking after the pair with Stealth and listening to their conversation. Challenging the two ne'er-do-wells dissuades them from their planned misdeed, while killing them outright without trying to discourage them is a despicable act worthy of at least 3 points of Shadow.

### 4 - TAP-TAP-TAP...

The company hears an ominous noise echoing in the distance. The noise is unsettling, and everyone must make a Valour test (TN 12) to avoid losing a point of Hope.

### 5 - SWARMS OF MIDGES

Blood-sucking insects descend on the company. Everyone must make an immediate Fatigue test, representing the unpleasant conditions and the distraction of having hundreds of insects snacking on your blood. These extra Fatigue tests can trigger yet more hazards.

### 6 - BAD WEATHER

The company must all make another Fatigue test immediately.

### 7 - ENCHANTED OBSTACLE

The company faces an enchantment not unlike the Black Stream in Mirkwood. On a successful Lore roll they remember warnings about it. Otherwise, they will learn soon enough as one or several of the companions succumb to the dark enchantment.

### 8 - SPELLBOUND

The company is subjected to a terrible enchantment that befalls all who enter the area. All companions must make a Wisdom test. On a failure, a character gains a Shadow point and falls into a daze and starts walking towards a dangerous end (perhaps into a swamp or cave). A companion may stop a dazed adventurer by tackling him, making a roll of Athletics against a TN equal to 10 plus the target's Body score.

### 9 - FALSE FRIENDS

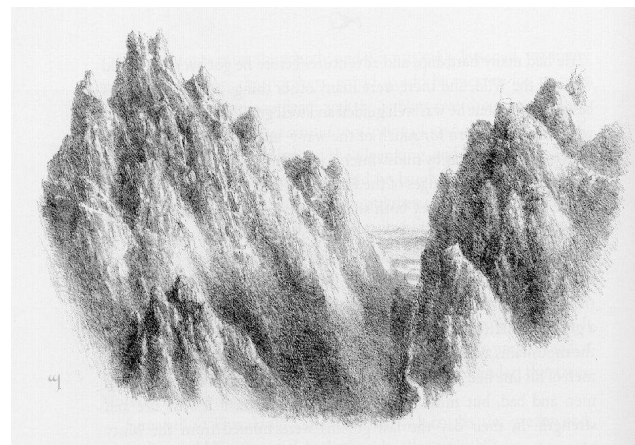
The company meets a group of Woodmen who seem friendly.

All companions must make an Insight test. If no one succeeds, they do not realise that these Woodmen have fallen to the Shadow and will seek to ambush and rob them at the first opportunity.

### 10 - UNQUIET DEAD

Unbeknownst to them, the company shelters on the site of an ancient massacre of Dwarves by Orcs.

The company are plagued by the ghosts for several subsequent nights and every companion must make a Corruption test or gain a Shadow point.





## GUIDE



### - VERY NASTY DREAMS

The company unknowingly stops to rest on the doorstep of a dangerous enemy. A daunting (TN 18) Awareness test is required for any companion to avoid being captured.

### 1 - LOST DIRECTION

The guide makes a Travel test. On a failure, all companions double their penalties due to failed Fatigue tests for the length of the journey. Additionally, the group takes one extra day to get to its destination.

### 2 - UNCOMFORTABLE LODGINGS

The guide makes a Travel test. On a failure, all companions sleep miserably and are not considered to rest properly for half the length of the journey (they do not recover Endurance).

### 3 - SIGNS OF MONSTERS

The guide must make a Travel test to keep the company moving through the territory of a dangerous creature(s). For example, trees covered in spider webs indicate a spider nest nearby. On a failure, the company is unable to clear the territory before being attacked.

### 4 - SPLIT PATH

The guide must make a Travel or Insight test to guess the correct path. If the test fails, the company goes down the wrong path and their next Fatigue and Corruption tests are made at one difficulty level higher (+2 TN).

### 5 - HAZARDOUS TERRAIN


The path ahead is difficult and the unwary traveller might easily twist an ankle or break a foot. The guide can point out these hazardous patches with an Awareness or Travel test; otherwise one member of the company injures their foot, delaying the company for an additional day.

### 6 - TREACHEROUS PATH

The company must cross a difficult natural obstacle such as a fast flowing stream or steep cliff. Every companion must make an Athletics test. On a failure they gain 2 Fatigue. On a success they gain 1 Fatigue. On a great success they do not gain Fatigue and on an extraordinary success they may increase a companion's success level by 1.

### 7 - ABANDONED SETTLEMENT

The guide brings the company to where he thought there was a friendly settlement, but it has been abandoned/destroyed. The Guide makes a Travel test:

*Failure:* the reason for the abandonment/destruction is still there and notices the company. A  results in Ambush.



### 8 - ILL EQUIPPED

The Guide has to make a Travel test. A failure means the company is not appropriately equipped for the route. Fatigue penalties are doubled for this leg of the journey.

### 9 - AN OBSTACLE

If the Guide fails a Travel test, the company is forced either to carry their boat past an obstacle like a lengthy stretch of rapids or high waterfall, or take a detour to find a way to cross a body of water. The company adds a day to the journey time.

### 10 - CREEPING COLD

If the Guide fails a Travel test, a combination of unusually cold weather and poor preparation for water travel means the companions are Weary until they reach a safe place to rest.



## HUNTER




### HAUNTED GROUNDS

The huntsman makes a Lore or Wisdom test to discover that these grounds are haunted. On a failure, he continues to pursue an easy prey but as soon as the beast's blood hits the earth, the air grows dim as an evil mist descends and ghosts assail the company with dreadful spells.

### 1 - THINGS THAT BITE AND STING

The huntsman is attacked by a small creature that quickly disappears. A Healing roll is needed to prevent him from losing 1-6 Endurance (roll a Success die).

### 2 - SCANTY PROVISIONS

The huntsman makes a Hunting test. On a failure, all companions are considered temporarily Weary until they eat properly. On a  result, the huntsman is Wounded during the hunt.

### 3 - TRACKS OF THE WEREWOLF

The huntsman finds a gigantic paw-print in the mud and must make a Hunting test to determine its nature. If successful, the character correctly observes that the print is old and that the beast is no longer nearby. If unsuccessful, the hunter mistakenly determines that the print is fresh and that a gigantic wolf is lurking in the woods.

### 4 - FAT PHEASANTS

The huntsman spots a flock of juicy fat black pheasants (or other desirable fowl). He is permitted a single Hunting or Bow test to bring one down before the rest scatter. If the test fails, the birds vanish, and the company are tormented by the thought of what they might have had if they were luckier. This discontent increases the difficulty of the next Fatigue roll by 2.

### 5 - FROM HUNTER TO PREY

The huntsman makes a Hunting test. On a failure, the company is attacked by an unusually dangerous creature (for example, a Troll smells the blood shed by the hunter as he skins his prey and follows him).

### 6 - OUTLAWS

While travelling away from the rest of the company, the huntsman spies a small patrol of outlaws approaching. Does the companion race back to the company, or try to hide?

### 7 - FOUL FORAGING

The huntsman makes a Hunting test. On a failure, he mistakes a poisonous plant, berry, or mushroom for a common edible one. The company is sickened for 1-3 days and considered Weary.

### 8 - A NOBLE BEAST

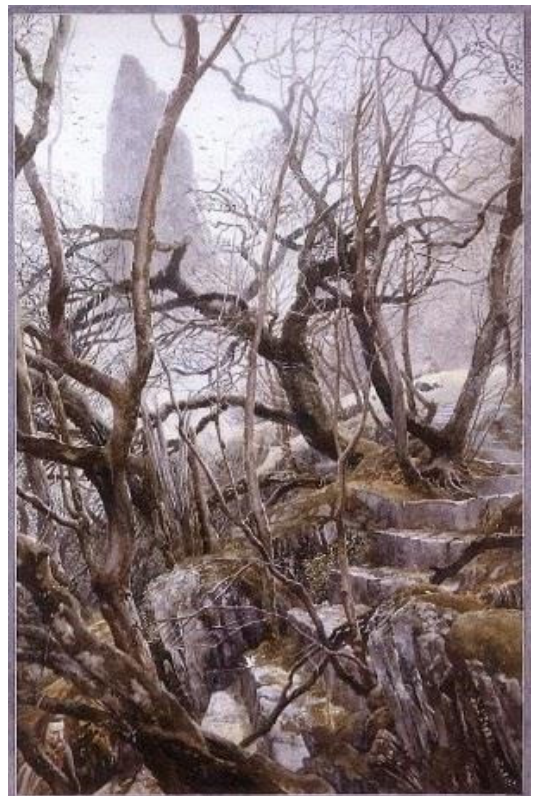
Unbeknownst to the huntsman, the beast he is tracking is a noble and intelligent creature. He recognizes this on a successful Insight test and then may use Courtesy, Riddle or Song to try to interact with it. If the creature is killed by the Huntsman, he will be asked to pay a were gild to its family (which might make for a very distressing encounter!)

### 9 - A FALLEN TOKEN

The huntsman discovers a token of some kind: a sign that someone has deliberately dropped or placed. Is someone in danger and in need of help?

### 10 - JUST OUT OF REACH

The huntsman spots a flock or herd just beyond some natural barrier such as a rushing river or deep chasm. There seems to be a precarious way across but a successful Awareness test reveals that anything less than a great success at Athletics would destroy the fragile bridge leaving the huntsman stranded.





## SCOUT




### - BETWEEN HAMMER AND ANVIL

The scout makes an Explore or Awareness test and discovers that the company is caught between two perils. The company may attempt Athletics tests (TN 18) to outrun them both, if they try to run and fail they are caught between both. Otherwise they may choose to engage one danger or the other.

### 1 - NO WAY FORWARD

The scout makes an Explore test. On a failure, the company loses one day and the scout must repeat the test roll until he succeeds.

### 2 - OUT OF THE FRYING-PAN INTO THE FIRE

The scout makes an Explore test. On a failure, the company has been put in danger by the wrong choices of the scout; for example the group enters a dangerous region and someone targets the company with a ranged volley and disappears, or a rotten tree falls on them as they march: all companions roll the Feat die and lose a number of Endurance points equal to the result. On a  result, the character is wounded or cut off from the company.

### 3 - FALLING BRANCHES/ROCKS

The scout must make an Explore or Awareness test to mark any dangerous branches or rocks that might break loose. On a failure, a member of the company is hit and loses 4 points of Endurance.

### 4 - MONSTERS AT WORK

The scout spots monsters that are otherwise engaged in some activity. Spiders could be weaving webs, a Troll could be digging out a new den, or Wargs could be feasting on a deer. The company can either attack or use Explore to find a way around without drawing the creature(s) attention.

### 5 - RUINS

The scout must make an Athletics test to avoid falling through the crumbling roof of long forgotten ruins. On a failure, he loses 1-6 Endurance points and must succeed a Protection test (TN 12) to avoid being Wounded. On a success he loses 1-3 Endurance. Is the scout trapped in the ruins? Does the company have the time to explore the strange ruins?

### 6 - WASHED OUT CAMP

It rains heavily, making finding suitable shelter more difficult. All Scouts must make Explore Tests. If none succeed, the company's gear is soaked and companions' penalties for failed Fatigue tests are doubled for the rest of the journey.





### 7 - ABANDONED STORES

The scout discovers a seemingly abandoned store of supplies. A successful Search or Hunting (TN 12) reveals a crude leg trap near the supplies. On a failure, the scout must make a Protection test (TN 12) to avoid being wounded by the trap. The companions discover a small stockpile of travel gear: reduce the difficulty of the next Fatigue test by 2.

### 8 - SIGNS OF A HOST

A successful Explore roll (TN 12) reveals clear signs that a number of armed men are nearby. Who are they and what is their purpose? Are they friend or foe?

### 9 - SEPARATED

The scout becomes separated from the company. One scout must make an Explore Test. If he fails, he takes Endurance damage equal to the feat die roll or is Wounded if he rolls an . A  results in no Endurance loss

The company must stop until another scout rolls a successful Explore Test each day to find the lost scout again. If there are no other scouts in the company, another companion must spend a Hope point in order to make the test.

### 10 - DEAD ORC

The scout discovers the still warm body of an orc killed in battle. Was the orc killed by one of its own or could there be a watchful Warden in the area?



## LOOK-OUT



### - WANDERING TROLL

The look-out hears something huge moving nearby. A troll is wandering this way, The company can fight the monster, or they can hide if the look-out gives enough warning. If anyone fails the Stealth test, the troll spots them.

### 1 - CRUEL WEATHER

The look-out makes an Awareness test. On a failure, the entire company loses a number of Endurance points equal to the length of the journey in days.

### 2 - MONSTERS ROUSED

The look-out makes an Awareness test. On a failure, monsters are made aware of the company's presence before any companion realises that a threat is imminent, and attack. With at least on success, the company spots the enemy and may manoeuvre to avoid making contact.

### 3 - HUNGRY WOLVES

A pack of wolves are hunting in the area. While they are unlikely to attack a bank of armed adventurers, a lone look-out might be easier prey, especially if he is a toothsome morsel like a Hobbit or a fat Daleman.

### 4 - SPIES AND THIEVES!

The look-out makes an Awareness test. On a failure, one or more valuable items are taken from the camp at night and the companions only notice the following morning. On a success, the company's belongings remain safe but the look-out is unsettled by feelings of being watched.

### 5 - GOBLINS

The look-out makes an Awareness or Battle roll. On a failure, the company is ambushed by a party of goblin archers.

### 6 - A TASTE FOR BLOOD

The look-out makes an Awareness test (TN 16) otherwise one of the companions awakens with a mysterious bite mark and is considered Weary for the day. If the Awareness test is successful, the look-out spots a large bat swooping towards him and must then make a Wisdom test (TN 12) to resist the vampires dreadful spells.

### 7 - BLANKET OF BUTTERFLIES

A flock of purple butterflies flutter down and nest on the sleeping company. They are life a velvet shroud; if left undisturbed, they smother their victims. The butterflies hum a lullaby as they land. The look-out must make a Wisdom roll to stay awake; if successful, he fends off the unnatural sleepiness and drives the butterflies away. On a failure, the humming of the butterflies puts him to sleep too. The company are saved when one of the insects is inhaled by a sleeping companion, and his choking snorts wake the rest. In that time, though, all the company were partially suffocated and feel drained. Increase everyone's Fatigue by 1-3 points.

### 8 - SCAVENGERS

The company has attracted the attention of scavenging animals, who follow them on their journey. All Look-Outs must roll Awareness. If none succeed, the scavengers have looted the company's provisions and the companions count as Weary until they reach a safe place.

### 9 - LOST TO HIS MADNESS

The look-out is startled by the sudden appearance of another adventurer who is clearly lost to his Shadow-Weakness (roll on Random Calling table).

### 10 - A THIEF IS ABROAD

There is a strange, sad creature stealing valuables from passing travellers. All Look-Outs must make an Awareness test. If none succeed, one Reward is lost. The victim is randomly determined unless one companion possesses a valuable ring, in which case the thief makes off with that...





## FURTHER HAZARDS

If the above lists of Hazards are exhausted then the following can be supplemented into each table on a one-for-one basis.

## ALL COMPANIONS

### LOST BAGGAGE

All companions must make a Travel test. Those who fail lose 1 Treasure (or are temporarily one level poorer) as ponies topple into gorges, packs are dropped, etc.

### A NIGHT TIME CHORUS

Throughout this leg of the journey, the nights are plagued by the loud chorus of frogs, toads, insects and the like.

Each companion must make an Awareness test, success means the companion is Weary until he can rest in a safe place.

## GUIDE



### DEADFALL

The Guide makes a travel roll:

*Success:* he/she spots a precarious dead tree and warns the party to avoid it.

*Failure:* the Guide fails to spot the precarious dead tree, and it falls with a crash. Two random party members must roll Awareness:

*Success:* the hero leaps to safety.

*Failure:* roll the feat die and take that many Endurance damage,  results in a wound,  results in no Endurance loss.

### FALSE TRAIL

The guide finds an old trail that leads away from where the company wants to go. The Guide makes a Travel test:

*Failure:* the company loses two days, as it has to double back.

### DEAD END

The Guide makes a Travel roll; on a Failure he incurs an unexpected detour. The party must make a choice – they can either extend their Journey by two days or each member of the party must make a Fatigue test, with the risk of an extra Hazard.

## HIGH ROAD

The Guide makes a Travel roll and on a failure is forced to take the company on a higher route than expected. The cold and the climb cause every companion to lose Endurance equal to the length of this leg of the journey in days.

## AMBUSH FROM ABOVE

The path leads through a gorge, above which Goblins lie in wait. The Guide must make a Travel test. On a failure, the company is subjected to repeated ranged attacks.

## BITING INSECTS AND SUCKING LEECHES

The Guide leads the company through an area rife with blood-sucking animals. If he fails a Travel test, no companion can recover Endurance for this leg of the journey.

## HUNTER

### POACHED QUARRY

The hunter pursues the same quarry as a group of Elves. One Huntsman makes a Hunting Test. If he succeeds, he has killed a particularly fine stag that was being stalked by a group of Elves and they are not happy.

### FOUL WATER

The river and streams of the area are corrupted. All Huntsmen make a Hunting Test. If no one succeeds, the company are Poisoned.

### MAGIC MUSHROOMS

The mushrooms in the area are unfamiliar. All Huntsmen make a Hunting Test. If no one succeeds, the companions are plagued by nightmares and do not recover Endurance for one leg of the journey.

### SCARCE GAME

The company moves through an area of scarce game. All Huntsmen make a Hunting Test. If no one succeeds, the company are Weary until the next leg of the journey.

### AN OLD WRECK

One hunter makes a Hunting test. If he succeeds, he hunts one quarry to its lair in a wrecked boat or hut. The LM decides what is in the wreck.



### OUT OF ARROWS

All hunters make a Hunting test. If one fails, he has lost his arrows or other hunting equipment to the deep waters.

This companion can no longer fulfil the role of huntsman unless he borrows another companion's gear. If there is no other hunter in the company and he cannot re-equip himself or exchange roles with an appropriate companion, then the company is treated as if it does not have a hunter.

The hunter may re-equip at the first safe place the company stays.

### SCOUT

#### DYING ELF

The company moves past a place where Wargs and Elves have fought. One scout must make an Explore test. If he succeeds, he encounters a dying Elf who has been attacked by Wargs. The Elf can warn the company so that they avoid the Wargs and if they successfully heal the Elf, they gain a +1 Tolerance bonus when dealing with Mirkwood Elves. A Failure and the Elf is dead and the Wargs find the company.

#### GOBLIN CAMP

The company is in an area with very few sheltered places to camp. Every scout makes an Explore test. If none succeed, on one day the only available place of shelter is already claimed by an Orc band and the companions must ambush the Orcs to drive them out. If the companions can/will not, they count as Weary and unable to recover lost Endurance until they reach a safe place.

#### ROCKY SLOPE

The route leads up a broken, rocky slope. All scouts must make Explore tests. If none succeed, the company is forced to leave behind any horses and ponies as no suitable path up can be found. Recalculate journey time.

#### A SHORT CUT

A cleft in the rock reveals an abandoned Dwarven road that promises a quicker route at greater danger. One scout makes an Explore test. If he succeeds, he spots the entrance to the Dwarven road. If the company takes it, they halve the journey time for this leg but trigger another Hazard as if they had automatically failed the relevant test.



### A WAY ACROSS

A causeway or channel promises rapid progress, but may lead the company astray. All scouts make an Explore test. If one or more succeed at great or extraordinary levels, then the best result grants benefits in the same manner as the Lore roll at the journey's outset. If none succeed, add three days to the journey.

### NO STARS TO LIGHT THE WAY

The way is dark and/or confusing. All scouts make an Explore test. If none succeeds, the journey time for this leg is doubled as the company slowly picks its way forward.

### LOOK OUT

#### JUMPING AT SHADOWS

In a dark and sinister part of the wood, there are many noises and movements that look threatening but may not be. One Look-Out makes an Awareness Test. If he fails, he puts the rest of the company on high alert. No one gets proper sleep for this leg of the journey and therefore does not recover Endurance.

#### GUTTERING FIRES

A constant freezing wind makes keeping the fire alive difficult. All Look-Outs must make an Awareness roll. If none succeed, they repeatedly let the fire go out and no companion can recover Endurance for the duration of this leg of the journey.





### NO WAY OUT

The companions feel like they are going round in circles.

All companions must make a Wisdom test. If no one succeeds, the company loses one Fellowship Point as bickering saps the company's trust.

### NEST OF BATS

The company moves past a nest of Vampire bats. All Look-Outs must roll Awareness. If none succeed, the company is attacked by a swarm (3d6) of Great Bats.

### MIDGE INFESTATION

The Look Out makes an Awareness test, on a Failure he encounters a large infestation of midges - tiny biting insects and must take one point of Endurance in damage.

### SPOOKED

The look-out makes a Valour test to avoid becoming spooked by strange noises. On a failure he is daunted and may not spend Hope; however, his paranoia decreases all other Awareness tests by 4.



# - INTERESTING EVENTS -

These Events add further plot hooks to the Hazard mechanic but are more positive in nature. To be used when the LM rolls a  $\Psi$  rune on the Feat Die or when the PCs have suffered enough already!

## 1 - RUMOURS ON THE ROAD

The company meets a small band of travellers. A successful encounter against a Valour-based tolerance of 2 allows them to exchange useful news.

## 2 - SETTLEMENT

The companions arrive in an unexpected settlement. Go on, fellow Loremaster, invent a town, stronghold, or secret realm!

## 3 - SHARED PATH

A merchant or traveller falls in with the company for a part of the journey.

## 4 - BUTTERFLIES!

The look-out spots a scene of unexpected and especial beauty. If the look-out is in good spirits (i.e. not Miserable) he may make a Wisdom test and gains a point of Hope on a success. If the character is Miserable, he must make a Corruption test to avoid gaining an additional point of Shadow as the scene simply reminds him of the misery awaiting him.

## 5 - FORTUITOUS PATH

A successful Explore test reveals an old path that shortens the journey by 1 day.

## 6 - A LOST TRAVELLER

One Look-Out makes an Awareness test. If he succeeds, he spots a small group of Hobbits who have come East in imitation of Bilbo but have got lost. The company must add an extra three days to their journey time (including possible extra Fatigue tests) as they help the Hobbits, or acquire Shadow. If they do help them, all companions regain 1 Hope. Replace the Hobbits with Woodmen, Beornings or similar as appropriate.

## 7 - NATURAL BOUNTY

The company discovers easily obtainable and abundant food: a large patch of wild berries, a forgotten apple orchard, or a pond brimming with trout. By extending their journey by one day, the company may benefit from this bounty; each companion regains 3 Endurance. In addition, the next Travel test is made at one difficulty lower.

## 8 - SECURE LODGINGS

The company is being watched by friendly though secretive forces. The guide makes a Lore or Awareness test. On a failure he is uneasy as he remembers folk-tales of tricksome sprites in the area. On a success, he realizes that the company is under the protection of some watchful spirit or people. The guide may now make an Inspire test. On a success everyone gains a point of Hope.

## 9 - RELICS OF A BYGONE ERA

The guide leads the company past a timeworn statue that was carved long ago. It appears to be watching the companions as they pass. Everyone makes a Valour roll (TN 12). On a success, reduce the difficulty of any Corruption tests on the journey by 2. If anyone rolls a  $\Psi$  they are considered daunted for the day.

## 10 - FARMSTEAD

The scout stumbles upon an isolated farmstead or residence. The owner(s) is inviting and courteous, offering the company useful news and information.

## $\Psi^1$ - A WANDERING COMPANY

The look-out spots a wandering company of merry Elves. Do they offer a feast, or news, or does the mere sight of them raise the spirits of the company?

## $\Psi^2$ - A WIZARD'S COMPANY

A wizard spends a short time travelling with the company and may help them as the need arises before mysteriously departing again.

## $\Psi^3$ - A SANCTUARY IN THE WILD

The company discovers a heretofore unknown Sanctuary. Provided they don't exceed its owner's tolerance rating, they are welcomed and can rest in safety. All travel Fatigue is removed and, perhaps, a new ally is gained.

# - RECOVERING Hope -

Hope is a vital, precious, and ever-dwindling resource; always diminishing as the Shadow renews, darkens, and grows. As heroes of Free People, Hope empowers and emboldens while aplenty, but the trials and vexing of Shadow-bred foes wears and tires.

Hope is recoverable in one of three manners, and is bound to these methods.

First, companionship restores Hope. As indicated, members of a Fellowship may draw upon the Fellowship's Hope pool to replenish their spent Hope. This is provided they meet the approval of the other members of the Fellowship. Due to the limited size of the Fellowship pool, however, this is a finite method, often keeping things on an even plateau provided Hope expenditures are conservative.

Second, Hope may be restored via hopeful actions. Hopeful actions are things that would obviously bolster spirits in remarkable and meaningful ways. Succeeding against an overpowering enemy, for example, or producing arts or other memories of "home" when otherwise feeling miserable are both illustrations of hopeful actions. Recovering a point of Hope in this method may be introduced by either players or the Loremaster, but may only be approved by the Loremaster. As a guideline, this should be disallowed unless half or more of the Fellowship are within their Miserable rating.

Finally, Hope can be increased and fully recovered with the acquisition of the Confidence Mastery Virtue. It would be most wise to wait to acquire Confidence when your Hope pool is nearly depleted, as it maximizes the restoration quality.

Recovering Hope is not the same as reducing Corruption, although the result is the same when considering the gap between content and Miserable.

## FELLOWSHIP HOPE RECOVERY

Rather than Hope refreshing at the end of each game session, fellowship Hope may be replenished at key points within the adventure – eg, defeating a significant opponent, completing an arduous journey, etc.

Depending upon the length of the adventure the fellowship party should have 1 (short), 2 (medium), or 4 (long) refresh opportunities.

## ALTERNATIVE HOPE RECOVERY

*The Loremaster called for an Awareness test because a tree spirit is awakening in the oak grove that the characters are passing by. On a successful roll, characters feel invigorated by the barely audible musical singing (and gain a Hope point); on a failure, they perceive the tree-song as an eerie, sinister lament.*

- LMB p. 28

## Sources of Inspiration

Middle-Earth is an inspiring place. Its natural beauty as well as the actions of Free Peoples can be a source of hope and inspiration to those who bear witness to them. Heroes mainly find hope in the following four ways:

1. Experiencing inspiring events
2. Crossing or dwelling in an area of great beauty, wonder, or enchantment
3. Committing kind or merciful deeds even when harsher actions would be justified
4. Taking honourable and responsible possession of a blessed or personally significant item

## Inspiration Tests

The Loremaster may call for an Inspiration test when a hero faces or does something that could lift his spirit.


An inspiration test is made using the Feat die plus a number of Success dice equal to the Hero's Valour, or Wisdom, or rank in a common skill as determined by the Loremaster depending upon the situation.




Witnessing an act of great compassion might entail a Wisdom test, choosing to embark on a perilous quest might call for a test of Valour, and noticing the subtle wonder of Middle-Earth might involve an Awareness or Song test.

The Target Number for the roll is 14 but may be raised or lowered by the Loremaster as the situation merits.

If the roll is successful, the character gains a point of Hope.

At the Loremaster's discretion, a  result on an Inspiration test may cause the character to gain a temporary point of Shadow instead.

Sources of Inspiration	Example	Inspiration Gain
Natural but unexpected good turn of events	"Just chance brought me then, if chance you call it."	The Hero gains 1 Hope if he succeeds a Wisdom test.
Witnessing a display of uncommon kindness, compassion, or mercy	"I declare you free in the realm of Gondor to the furthest of its ancient bounds ... [and] whosoever you take under your protection shall be under my protection and under the shield of Gondor."	The Hero gains 1 Hope if he succeeds a Wisdom test. On a great or extraordinary success, the Loremaster may deem it appropriate to remove a temporary point of Shadow.
Undertaking a difficult task that will benefit others	"Yet it is not our part to master all the tides of the world, but to do what is in us for the succour of those years wherein we are set, uprooting the evil in the fields that we know, so that those who live after may have clean earth to till."	The Hero gains 1 Hope if he succeeds a Courage test; however, the Hero gains a Shadow point if he gets a  result. On a great or extraordinary success, the Hero gains 1 or 2 additional Hope. Being blocked from pursuing this task could become a source of Anguish.
Experiencing the beauty and wonder of Middle-Earth	"There are columns of white and saffron and dawn-rose, Legolas, fluted and twisted into dreamlike forms ... Caves! The Caverns of Helm's Deep! Happy was the chance that drove me there!"	The Hero gains 1 Hope if he succeeds a relevant common skill test.



## - GATHERING HERBS -

During the Fellowship Phase, a hero may choose the Collect Herbs undertaking. In doing so, the character may make a roll on one of the herb charts using the feat die to determine what herbs are found. Characters with the Herb Lore trait count all numbered die rolls as a ♣ result. The effects of herbs last for one adventuring phase, after which they are used up.

In order to use herbs, a hero must carry them. Bringing enough herbs to sustain one hero for an Adventuring Phase adds 1 point of Travel Gear encumbrance.

**Table 1 – Spring and Summer Plants**

	You may roll again or stop searching. If you roll another  on the next roll, gain one shadow point as you stray too deep into an unsavoury area of the Wild.
1	Nothing Useful!
2 – 3	Reedmace
4 – 5	Kingcup
6 – 7	Hagweed
8 – 9	White Water-Lilly
10	Red Water-Lilly
♣	Collect a herb of any type except Red Water-Lily, or roll again.

**Reedmace** – A tall marsh plant that is used to make bread and healing salves. The difficulty level for all Healing rolls is lowered by two levels (ie, TN -4)

**Kingcup** – Kingcup is a yellow flower that is used as a lucky charm. It is said to protect the traveler from harm. When making a Journey, any results do not trigger a hazard

**Hagweed** – The Hagweed plant is a floating marsh plant that can be brewed into a drink that strengthens the spirit. When making Corruption rolls, the difficulty of the roll is reduced by one level (ie, TN -2)

**White Water-Lily** – Woodsmen and Lake-town Men use the leaves of the Water Lily to make a sleep inducing cordial. Every time you rest, you recover twice the number of endurance you normally would.

**Red Water Lily** – When chewed, the leaves of the Red Water-Lily strengthen the fighting spirit. Either your Close Combat or Ranged damage rating is increased by one.

**Table 2 – Autumn Plants**

	You may roll again or stop searching. If you roll another  on the next roll, gain one shadow point as you stray too deep into an unsavoury area of the Wild.
1	Nothing Useful!
2 – 3	Furry Oak Acorns
4 – 5	Splayfoot Goodwort
6 – 7	Beechnuts
8 – 9	Carefree Mustard
10	Wild Persimmons
♣	Collect a herb of any type except Wild Persimmons, or roll again.

**Furry Oak Acorns** - Raw or cooked these acorns provide excellent sustenance so that every time you rest, you recover twice the number of endurance you normally would.

**Splayfoot Goodwort** – The seeds of the flower of this tall marsh and river-reed plant when mashed together and mixed with water to drink instil confidence in good men. When making Valour rolls, the difficulty of the roll is reduced by one level (ie, TN -2).



**Beechnuts** – Its stinging husk must be removed by roasting but these small nutritious nuts provide excellent sustenance to a traveller and reduce any journey time by 1 day (to a minimum of 1).

**Carefree Mustard** – Soothing poultice made from seeds, ripe for harvest in autumn which heals superficial injuries restoring 1, 2, or 3 endurance points on a standard, great, or extraordinary success respectively after combat. Mix one cup of seeds in water and pound with pestle. Must be used immediately upon preparation, but seeds may be stored.

**Wild Persimmons** – These wonderfully tasty tomato-sized fruit can be gathered from their trees within the Vales of the Anduin. When eaten, they refresh the Fellowship Hope pool once per Adventuring Phase.




**Woad** – Only the most fearsome warriors wear the blue pigment from the Woad into battle. When making an Awe or Inspire roll, you may roll the feat die twice and take the best result.

**Holly** – Best known for its use as Yuletide decoration, Holly can also be used to brew a caffeinated tea that can keep the drinker alert. Treat all skills in the Perception Skill Group as if they were favoured skills.

**Bucklethorn** – When this spiny plant is brewed into a tea, it gives off an aroma that causes the body of the brewer to bruise less easily. When invoking a Body attribute bonus for Wound tests, you may use the favoured Attribute bonus.

**Mistletoe** – The Mistletoe plant is a traditional Woodsman and Beorning Yuletide plant that is said to contain the spirit of winter. When Journeying in the winter the encumbrance of Winter Travelling Gear is reduced by half.

**Athelas** – Legendary healing herb whose effects are linked to the person preparing them. The 'rightful' king can employ it to cure the worst of maladies so long as the patient still lives, while a lesser man may find more modest uses – for a standard success 2 points of endurance is recovered, for a great success (4 points), and for an extraordinary success (6 points) and the removal of the wearied state. In addition, Athelas grants a +2 bonus to Healing tests when treating wounds or dying characters.

Table 3 – Winter Plants	
	You may roll again or stop searching. If you roll another  on the next roll, gain one shadow point as you stray too deep into an unsavoury area of the Wild.
1	Nothing Useful!
2 – 3	Woad
4 – 5	Holly
6 – 7	Bucklethorn
8 – 9	Mistletoe
10	Athelas
	Collect a herb of any type except Athelas, or roll again.



# - ADDITIONAL HEALING RULES -

These additional rules are to enhance the usefulness and application of the healing skill giving players additional reasons to increase their character's skill rating above 2 or 3 points.

## TREATING INJURIES AND DYING CHARACTERS

In summary:

- Treating an injury begins at TN 14
- Treating a dying character starts at TN 16

The following cumulative circumstantial modifiers may affect the above TNs:

- + 2 if the character has also been poisoned
- + 2 if the character is diseased
- + 2 if the character suffered a particularly brutal wound. This is subject to Loremaster discretion but examples are wounds caused by torture, Morgul blades, crushed by a large rock, etc

## RECOVERING ENDURANCE

When a healer successfully treats a Wound the recovery rate of Endurance is as follows:


- 2 endurance points per day on an ordinary success (as per the standard rules)
- 3 endurance points per day on an great success
- 4 endurance points per day on an extraordinary success

## HEALING WOUNDS

Once a wound has been treated, a healer may also attempt to accelerate the time it takes for the wound to fully heal.

A further Healing check after the injury has been treated at TN of 14 or 16 depending on the condition of the patient, wearied and non-wearied respectively, produces the following results:

- An ordinary successes results in the wound fully healing in 2 weeks
- A great success fully heals the wound in 1 week
- An extraordinary success fully heals the wound in 3 days

If the test results in failure then the wound worsens and reverts back to being untreated. If the test fails and results in an  result on the feat die then the wound reverts to being untreated and the character is considered to be dying.

## ADVENTURE IDEAS FOR HEALING

To further expand the importance of healing the following suggestions may be used as adventure ideas, etc.

- A wounded animal needs a gifted healer
- The characters stop by a village with a wounded person. Success is required to earn the gratitude necessary for the adventure to continue
- Use healing checks to determine the cause of death of someone or something
- Use healing checks to learn the cause of disease or toxicity
- Use the healing skill rating as a pre-requisite to earn the trust of a powerful companion (for example, a Loremaster could rule that Elrond can only be Patron to someone with a Healing Skill of 3 or higher)

# - MAGICAL ITEMS AND TRINKETS -

Middle-Earth is a magical realm, filled with miraculous legends and items of enchantment and power. Such power is often subtle and might actually be, or many times may be mistaken for, exquisite craftsmanship or coincidence.

The following list provides a small sampling of such works. There are trinkets, those whose powers are minor and, largely, inconsequential, and there are magical items that often possess a unique Trait accessible via Hope expenditure.



## ELVEN CLOAK

Elven cloaks are of fine make, designed to hide the wearer from unfriendly eyes. At a cost of one point of Hope, the elven cloak's Trait, Chameleon, may be utilised as if the player-hero possessed the Trait.

## ENCHANTED JEWELS

Jewels that clasp, and remain so until commanded otherwise, or that retain a perpetual gleam are common forms of enchanted jewellery.

## ENCHANTED SHEATH

Any sword placed within an enchanted sheath cannot be broken. Such blades may still be dropped, lost, or otherwise discarded, but so long as the sheath is possessed, and the weapon placed within, no stain or break will mark its surface.

## HITHLAIN ROPE

Hithlain ("mist thread") is an Elven material used in the manufacture of rope. It is gray, has a silken texture, and has a slight silvery sheen when viewed in darkness. Hithlain rope is very strong, yet light and slender. Knots tied in hithlain rope can be undone at a whim with a simple tug, yet they hold fast whilst utilized. At a cost of one point of Hope, hithlain rope's Trait, Elven Bound, may be utilized as if the player-hero possessed the Trait.

## MAGICAL TRAITS

### Chameleon

You are able to blend into your surroundings, merging with, and disappearing into, the surrounding terrain.

### Elven Bound

You are capable of restraining a target with tough, secure bonds.



# - COMBAT

## STANCE TASKS -

This section offers the player additional combat stance tasks to be used by their characters.

### FORWARD STANCE

#### SHIELD PUMMEL

Using a shield as a bashing and stunning weapon is an ancient tactic, founded due to practicality. Blocking a large, heavy, blunt object is vastly more difficult than turning aside a blade.

Shields do not inflict grievous injuries, although their use is still tactically sound. With the cost of one point of Hope, a player-hero currently engaged in the forward stance and armed with a shield may perform a shield pummel. Attacking in this fashion sacrifices the shield's parry bonus for the round.

The player-hero's attack is conducted with their primary weapon with any shield effects added on a successful strike. A hit adds an amount of damage equal to the shield's Encumbrance.

A successful Called Shot whilst utilizing shield pummel enables the attacker to decide between their weapon's typical Called Shot or that provided by the task. Shield pummel's Called Shot, Dazed, reduces the victim's parry rating by the shield's own parry rating (to a minimum of zero) until the start of the attacker's next turn.

### OPEN STANCE

#### TACTICAL ACUMEN

Calling upon their own battle experience and observation, a player-hero in the open stance may task tactical acumen to bolster their companions with timely assistance and advice.

At the expense of a point of Hope, the player-hero may roll Battle to determine combat advantage, just as is normally done at the onset of a conflict. Combat advantage determined in this fashion is delegated to one's companions, however, but otherwise is applied as usual.



### DEFENSIVE STANCE

#### EVASIVE

Opting out of any form of offense, a player-hero in the defensive stance tasks evasive to present their most formidable, and single-minded, defence possible.

By sacrificing their attack for the round, the player-hero makes an Athletics roll. The TN for this roll is 10 plus the highest Attribute level amongst the opponents faced. A successful roll applies a bonus to their parry rating dependent on their quality of success:

*Ordinary success:* +2 parry rating.

*Great success:* +4 parry rating.

*Extraordinary success:* +6 parry rating.

This bonus persists until the start of the player-hero's next turn.



## RETRIEVE WEAPON

A character fighting in Defensive Stance may, instead of attacking an opponent, retrieve a weapon that they have dropped (for instance, when they have been disarmed with a Called Shot).

If an opponent is actively attempting to impede the retrieval of the weapon in question then the character must succeed at a **Battle** roll. The TN of which is 10 plus the Attribute level of the opponent in question.

## REARWARD STANCE

### STORM OF ARROWS

From their rearward vantage point, an archer can alternatively fire a barrage of arrows, potentially injuring multiple opponents.

At the cost of one point of Hope, a player-hero in the rearward stance makes a single attack. The number of targets struck depends on the degree of success. Unless stated otherwise, all damage is base weapon damage.

*Ordinary success:* One target struck.

*Great success:* Two targets struck.

*Extraordinary success:* Either two targets struck with damage increased by the attacker's Body, or three targets struck.

## ANY CLOSE COMBAT STANCE

### RE-DIRECT ATTACK

If they are within reach, a hero may change the target of his attack to any opponent in a close combat stance by choosing one of the following two options, depending on his strategy for defending himself during the re-direct:

- Wary: Add +2 to his attack TN
- Wide-open: Modify his defense TN by -2 during the next sequence of enemy attacks



# - FURTHER COMBAT OPTIONS -

This section offers the player additional combat options for use within the game.

## Loremaster Note

These options should be applied with caution and not necessarily combined. Loremasters should consider the impact on their own personal campaigns before committing such changes and it may not always make sense to employ all these rules - eg, it may not be prudent to use both the grouped enemies rule and multiple attacks rule together.

## GROUPED ENEMIES

To make lesser foes more of a threat, and to speed up combat, enemies of the same type can be organised into groups that act as a single entity.

To calculate the statistics for a group of enemies, start with the single enemy and their statistics. Now, add one to the Attribute Rating, Hate and Damage rating for each type of attack, for every extra enemy in the group. Next, add half of the Endurance for every extra enemy to the Endurance score of a single creature. In addition, the Edge rating of each attack can be improved by 1 for every two creatures added to the group of enemies to a maximum of a 2 point improvement.

When adding extra enemies to the group, the maximum Attribute Rating is 6. When this Attribute Rating is reached, no more enemies can be added to that group. Enemies with an Attribute Rating of 6 or more cannot act in groups.

## Example

A group of five Goblin Archers would have a total Attribute Rating of 6 when acting as a single entity. This group would have a Hate of 5, an Endurance of 24 and inflict 14 points of Damage for every hit with their Bows of Horn, which are their favoured weapons. In addition the Edge rating of the bow is improved from 10 to 8.

## DEFENDING VS. MULTIPLE OPPONENTS

This rule change makes combat more dangerous and realistic for when an individual faces multiple opponents in combat.

A character's Parry and Shield modifiers can only be applied to one opponent, not to all, using the following rules:

- A character may assign their Base Parry modifier to one opponent
- A character may apply their Shield Parry rating to the same opponent as their basic Parry modifier or to a different opponent

## Example

Iwgar the Woodman faces 3 Orcs alone in melee. His Basic Parry score is 8 and he carries a Round Shield (Parry +2). He takes up a Defensive Stance in the first round of combat and elects to apply his base Parry modifier to the first Orc, his shield parry to the second Orc, and has no choice but to apply no modifier to the third Orc. In order, the Orcs therefore face attack TNs of 20, 14, and 12 respectively.

## MULTIPLE ATTACKS

This allows an individual (PC or otherwise) to attack multiple opponents that they may find themselves engaged with. To do so follow the following rules:

- Determine which enemies your character wishes to attack. For each enemy after the first you want to include in the attack, you remove one Success die from your PC's dice pool. An enemy cannot be attacked more than once.
- Now roll once to attack all the identified opponents, and compare the result to the TN needed to hit each of the foes. For each one hit, determine damage to them as usual
- If the Feat Die results in a penetrating attack then select one of the enemies hit in the attack. This enemy must roll to avoid being Injured as per the normal rules

Multiple attacks can also be attempted during Opening Volleys.



# - The Great MELEE -

One of the areas not covered within The One Ring's standard ruleset are a set of guidelines or rules for if players' characters ever fight, or compete in a tournament, against each other. The problem with the rules as written in engaging in such an activity is around stances.

A satisfactory set of rules should allow for PCs on opposing sides to be able to engage each other choosing differing Stances (ie, allowing for the same options as those they use within standard combat), currently TOR does not allow for this. These house rules look to address that, yet still maintain the abstract nature of TOR's combat system.

## PC vs. PC COMBAT STEPS

Presented here are the guidelines for competing in PC vs. PC combat, tourneys, and sparring.

### 1. Select Targets

Players roll Battle – declaring their chosen target in order from the lowest number of successes (or total dice roll if no successes were obtained) to the highest. Any ties within the Battle roll are resolved in order from lowest to highest Wits scores.

### 2. Secretly Select Stance

Each player now secretly selects the Stance of their character using the 'cards' within this document.

### 3. Reveal Stance

Players reveal their chosen stances at the same time

### 4. Establish Attack TN

To determine what TN a player uses for their character's attack, compare the stance the attacker is in with that of their targeted opponent:

- Forward Stance trumps Open Stance (overwhelming the more measured approach)
- Open Stance trumps Defensive Stance (taking the time to find holes in their defense)
- Defensive Stance trumps Forward Stance (easily avoiding the overextended attack)

If your characters' stance trumps your opponent's your TN to hit is the lower of the two.

If your characters' stance is trumped, your TN to hit is the higher.

If they are the same, then it is as normal (ie, the TN of the Stance you selected).


For example, Thogrim is in Forward Stance and attacks Iwgar in Defensive Stance. Thogrim's TN to hit is 12 while Iwgar's is 6.

## 4. Resolve Attacks

Each character resolves their attack in stance order (forward, open, defensive, and rearward). Ties are broken with Wits score.

## SUPPLEMENTARY RULES AND OPTIONS

The following rules may be used in addition to the above steps to provide more detail and a greater range of results.

- Friendly Bouts – as these rules were primarily created for tournaments and bouts where non-lethal damage is desired then normal Wounds do not apply. Damage is therefore at an Endurance level only. Follow the rules normally but, if you successfully Wound your opponent (ie, succeed in achieving a piercing blow and your opponent fails their Protection test), they automatically surrender and leave the tourney field; they have been overwhelmed by your blow
- Accidental wounds may still occur during tournaments. When a  is rolled as part of a successful attack your opponent must make a Protection test, failure results in a Wound. In such circumstances a Hope point may be spent by the **attacker** to avoid wounding or, accidentally, killing their opponent
- Where a successful attack achieves a  $\Psi$  result on the Feat Die, the opponent is winded. Their next action receives a -2 penalty
- When the Endurance damage sustained by an NPC equals twice their (base) Hope score they may surrender at the earliest opportunity. It is up to the LM to decide on whether the NPC surrenders (or leaves the tourney field) or not



- These rules can be used to provide an alternative for resolving combat between PCs and narratively important NPCs, offering a more detailed resolution mechanic for the NPC in question with regards to Stance choice/options

## STANCE CARDS

Copies of the following stance cards should be provided for each combatant. A Rearward card has also been provided to allow for groups of opponents facing off against each other but such a stance has the same restrictions as that found in standard combat.





FORWARD



DEFENSIVE



OPEN



REARWARD

# - New Weapons & Armour -

## CLUB

A stout club, branch or walking stick makes a useful weapon in a pinch. Any weapon skill can be used to attack with a club (except Bows), as they are so easy to use. Like improvised weapons, they have no additional effect on a called shot, and only ever grant the wielder's damage bonus once, even on an exceptional success.

## QUARTERSTAFF

Although carried by many travellers, those trained in its use as a weapon can turn it into an exceptionally tricky weapon to face. Staves act as a club if the wielder does not have the Staves skill.

## MACE

Heavy-headed and flanged to better penetrate armour, the advantage of a mace is it can strike from any side just as effectively.

## WAR HAMMER

A heavy head on a stout shaft, the hammer delivers focussed concussive force to a target, smashing them down regardless of armour.

## MORNING STAR

A spiked mace (not a ball and chain), using the weight of the head to thrust the spikes through heavy armour.

## MAUL

A two-handed version of the hammer or mace, often incorporating a spike on top. The long shaft allows wielders to deliver devastating blows.

## FLAIL

Originally an agricultural tool, flails feature two or more solid parts joined with rope or chain.

### Called Shot

Flails have no additional effect on a called shot.

## NET

Used to capture or disable enemy, nets are meshes of heavy rope or leather weighted so they can be swung.

The net does not cause Wounds. Instead, on either a successful called shot or rolling the net's Edge of 9+ on the feat die, the target must make a TN14 Athletics roll to avoid becoming Entangled. Once Entangled, the target is swathed in net and must either use a dagger to cut himself free or roll a successful Athletics or Craft check to escape.

## SHORT SPEAR

Lighter and shorter than most spears, this weapon is easily stowed and can be serpent-quick in the hands of a practice user.

Short spear wielders always use their Favoured Wits to determine initiative order.

## BOAR SPEAR

The crosspiece on this stout spear's head prevents a boar (or orc) from driving itself up the shaft to kill the wielder.

### Called shot

As spear, except on a fumbled called shot, the wielder may attempt an immediate Spear skill roll to avoid losing Protection next round.

## BARBED SPEAR

This heavy spear has sharp barbs pointing back from its tip, causing it to catch on shields and armour, throwing enemies off balance. The shaft is iron-clad so that once hooked on, it cannot be cut away. In combat, the shaft can be stamped on to further throw an entrapped enemy off balance.

Although they use the Spears skill, barbed spears' called shots work differently.

### Called shot

The spear is caught on the target's shield (or armour if they have no shield), reducing the target's Parry by 4 against melee attacks. Once stuck, the attacker must drop the barbed spear.

If stuck in a shield, the shield can be dropped to remove this penalty. If stuck in armour, removing the spear requires a successful Athletics check, during which the target is off balance (receiving no shield or Parry bonus). Removing the spear this way reduces the target's armour by 1d.



Outside combat, an easy Craft check, taking several minutes' careful work, can instead be made to remove the spear from armour.

#### THROWING KNIFE

A light, well-balanced knife, designed to be hurled at short ranges.

#### THROWING AXE

Smaller than the axes normally carried into battle, this weapon can be thrown as well as wielded in melee.

#### SLING

Favoured by hobbits, this weapon uses a length of hide or gut, ending in a small pouch, to accelerate a stone to high speed before letting it fly. Hobbits may substitute the Sling skill for the Bows skill when making their initial selection of weapon skills. The Sling skill may also be used in place of Dagger when throwing (see *Adventurer's Book*, p. 159).

#### HELVING SPEAR (REWARD ONLY)

The wide blade on this spear allows it to be swung as well as stabbed with. Swinging requires two hands.

##### Called shot

As a spear, plus increase the Injury TN by 4 if wielded two-handed.

#### GLAIVE (REWARD ONLY)

Similar to an axe but with a shaft as long as a great spear, this weapon is designed to slice through armour. When you get a Gandalf rune on the Feat die using a Glaive, the target must roll the Feat die twice and choose the worst result for his Protection test roll.

#### GREAT SWORD (REWARD ONLY)

The true two-handed sword is a relatively rare weapon developed in Gondor to hack through the strongest armour and the thickest troll-hide; Isildur carried a great sword at the Disaster of the Gladden Fields.

A great sword cannot be used by a mounted rider and is generally carried slung across the back or shoulders, or hung from the saddle of a mount, as it is too long to wear at the hip. Wielders often use a specialized scabbard or holster that allows the weapon to be easily drawn from behind the back.

#### WINGED SPEAR (REWARD ONLY)

Two upward-curving metal "wings" stop the head of this spear embedding too deeply in shields or the bodies of enemies. They also allow wielders to trap and turn incoming attacks. Grant a +1 Shield bonus in melee only.

##### Called shot

As spear, except on a fumbled called shot, the wielder may attempt an immediate spear skill roll to avoid losing Protection next round.



#### A NOTE ON WEAPON RANGES

The table overleaf lists increased weapon ranges when compared to those within the *Adventurer's Book* for the spear, bow, and great bow. Loremasters should use the following table for these weapons:

Weapon	Short Range	Medium Range	Long Range
Spear	5 + Body	10 + Body	20 + Body
Bow	10 + (Body x 2)	20 + (Body x 2)	30 + (Body x 2)
Great Bow	20 + (Body x 3)	30 + (Body x 3)	40 + (Body x 3)





## WEAPONS TABLE

Weapon	Dmg	Edge	Injury	Enc	Group	Notes
Club	4	∩	10	1	Any	Easy to use
Quarterstaff	5	∩	10	2	-	Two-handed
Mace	7	∩	12	2	Hammers	-
War Hammer	6	∩	14	2	Hammers	-
Morning Star	5	10	14	1	Hammers	-
Maul	10	∩	16	4	Hammers	Two-handed
Flail	7	∩	14	3	-	No called shots
Net	1	9	-	2	-	Entangles on wound or called shot
Short Spear	5	9	12	1	Spears	Can be thrown, Better initiative
Boar Spear	5	9	12	2	Spears	Cannot be thrown, Can avoid fumbles
Barbed Spear	5	9	12	2	Spears	Can be thrown, Sticks in target
Throwing Knife	2	∩	10	0	Dagger	Ranged weapon
Throwing Axe	5	∩	14	1	Axe	Can be thrown
Javelin	4	10	14	1	Spears	Ranged weapon
Sling	5	10	12	0	-	Ranged weapon
Hewing Spear *	5 (1h) 7 (2h)	9	14 (1h) 16/20 (2h)	3	Spears	Can be used one or two-handed, Cannot be thrown
Glaive *	10	∩	18	4	Axes	Two-handed
Great Sword *	9	10	18	4	Swords	Two-handed
Winged Spear *	5	9	14	3	Spears	Can be thrown, Can avoid fumbles

\* Reward Only

## RANGES

Weapon	Short Range	Medium Range	Long Range
Short Spear	5 + Body	10 + Body	20 + Body
Barbed Spear	4 + Body	8 + Body	16 + Body
Winged Spear	4 + Body	8 + Body	16 + Body
Throwing Knife	3 + Body	6 + Body	12 + Body
Throwing Axe	3 + Body	6 + Body	12 + Body
Javelin	8 + (Body x 2)	16 + (Body x 2)	32 + (Body x 2)
Sling	8 + (Body x 2)	16 + (Body x 2)	32 + (Body x 2)

## CALLED SHOTS

Weapon Group	Effect
Hammers	The target is weary until their next action.
Flails	No additional effect
Nets	Target is entangled, as if they fumbled. May attempt to escape with an Athletics or Craft check, or cut their way out with a dagger
Quarterstaff	Target is tripped, as if suffering Knockback
Slings	Target suffers +2 TN to their next action

## GREAVES AND VAMBRACES TABLE

Armour	Enc	Protection	Type	Notes
Leather Greaves	2	+ 1	Leather Armour	Worn on lower legs/shins
Metal Greaves	3	+ 2	Metal Armour	Worn on lower legs/shins
Leather Vambraces	2	+ 1	Leather Armour	Worn on forearms
Metal Vambraces	3	+ 2	Metal Armour	Worn on forearms



# - New ADVERSARIES -

## DRAGON-KIND

<b>lesser cold drake</b>	
ATTRIBUTE LEVEL	
8	
ENDURANCE	HATE
100	10
PARRY	ARMOUR
10	5d / 1d*
SKILLS	
<u>Personality, 4</u>	Survival, 3
<u>Movement, 4</u>	<u>Custom, 4</u>
Perception, 3	<u>Vocation, 3</u>
WEAPON SKILLS	
<u>Bite</u> Damage 8, Edge 8, Injury 18, CS Pierce	4
<u>Rend</u> Damage 5, Edge 9, Injury 20, CS -	3
SPECIAL ABILITIES	
<p><b>Great Size</b> The creature is so resilient and tough that it is not knocked out or killed when reduced to zero Endurance or if wounded once. The creature keeps fighting at zero Endurance or when wounded once, until wounded twice, or reduced to zero Endurance AND wounded.</p>	
<p><b>Thick Hide</b> When the creature succeeds in a Protection test against a close-combat weapon, obtaining a great or extraordinary success, the attacker drops his weapon (under normal circumstances, the dropped weapon may be recovered spending an entire action).</p>	
<p><b>Savage Assault</b> If the creature's main form of attack has just hit producing a great or extraordinary success, reduce its Hate point score by one point to immediately roll a second attack on the same target using the creature's secondary weapon.</p>	

## lesser cold drake

### Dreadful Spells

During combat, reduce the creature's Hate point score by one to force one companion who is within his baleful gaze to make a Corruption check against TN 16. If failed, the companion gains one Shadow point and cannot attack the drake for a number of rounds equal to 10 minus his Wisdom rating.

The drake can spend several Hate points to affect an equal number of companions at the same time. If used during an encounter, companions put under the dragon-spell feel compared to answer truthfully to questions for the duration of the encounter.

### Foul Reek

An overpowering stench forces any hero engaged with the monster to spend a point of Hope to attempt any action other than an attack (including combat tasks).

### Horrible Strength

Following a successful attack, reduce the creature's Hate point score by one to increase the target's Endurance loss by a number of points equal to the creature's Attribute Level.

### Thing of Terror

A hero facing such a terrifying creature must make a Fear test at the beginning of every round of combat, until he fails or he succeeds with a great or extraordinary success (the test is made against TN 14, unless a different difficulty is included in brackets in the ability description).


### Weak Spot

Whenever the creature attempts a Called shot or spends a point of Hate to use a special ability (Horrible Strength, Tainted Blast, Savage Assault or Dreadful Spells) he exposes his weak spot for enough time for the companions to hit it with their next attack. When hit for a Piercing Blow on his weak spot, the creature rolls only one dice for his Protection test. If wounded as a consequence of an attack on his weak spot, it breaks off the fight and flees.

### Tainted Blast


By spending a point of Hate, the drake spits forth a jet of poisonous fumes. Anyone attacking the drake in close combat is caught in the blast and must immediately make a Protection test against TN 16. Those who fail suffer 4 Success dice of Endurance damage; a simple success means the character suffers 1 Success dice of Endurance damage, while a great or extraordinary success means the character comes through the fumes without harm.


## GIANTS

<b>ettin</b>	
ATTRIBUTE LEVEL	
7	
ENDURANCE	HATE
82	8
PARRY	ARMOUR
6	4d
SKILLS	
Personality, 2	Survival, 2
Movement, 2	<u>Custom</u> , 2
<u>Perception</u> , 2	Vocation, 1
WEAPON SKILLS	
<u>Club</u> Damage 6, Edge 10, Injury 14, CS -	3
<u>Crush</u> Damage 7, Edge  , Injury 12, CS -	2
SPECIAL ABILITIES	
<p><b>Great Size</b> The creature is so resilient and tough that it is not knocked out or killed when reduced to zero Endurance or if wounded once. The creature keeps fighting at zero Endurance or when wounded once, until wounded twice, or reduced to zero Endurance AND wounded.</p>	
<p><b>Savage Assault</b> If the creature's main form of attack has just hit producing a great or extraordinary success, reduce its Hate point score by one point to immediately roll a second attack on the same target using the creature's secondary weapon.</p>	
<p><b>Horrible Strength</b> Following a successful attack, reduce the creature's Hate point score by one to increase the target's Endurance loss by a number of points equal to the creature's Attribute Level.</p>	
<p><b>Two Heads Are(n't) Better Than One!</b> If the Ettin rolls a <i>P</i> when attacking then it spends the next turn arguing with itself.</p>	





## GOBLINS AND ORCS



GOBLIN WARRIOR	
ATTRIBUTE LEVEL	
2	
ENDURANCE	HATE
8	1
PARRY	ARMOUR
2 + 1	2d
SKILLS	
Personality, 1	Survival, 2
<u>Movement, 3</u>	Custom, 1
Perception, 2	Vocation, 1
WEAPON SKILLS	
Spear Damage 4, Edge 9, Injury 12, CS pierce	2
Jagged knife Damage 3, Edge  , Injury 14, CS -	2
SPECIAL ABILITIES	
<b>Hate Sunlight</b> The creature loses one point of Hate at the end of the first round of combat fought while exposed to the light of the sun.	
<b>Denizen of the Dark</b> While the creature is in the dark (at night, underground, or in a dense forest) its Attribute level is doubled as far as all rolls are concerned (attack and Protection tests included).	

snaga stalker	
ATTRIBUTE LEVEL	
3	
ENDURANCE	HATE
12	3
PARRY	ARMOUR
4	2d
SKILLS	
Personality, 2	Survival, 2
<u>Movement, 3</u>	Custom, 1
<u>Perception, 3</u>	Vocation, 1
WEAPON SKILLS	
Bow of horn Damage 4, Edge 10, Injury 12, CS poison	2
Jagged knife Damage 3, Edge  , Injury 14, CS -	2
SPECIAL ABILITIES	
<b>Hate Sunlight</b> The creature loses one point of Hate at the end of the first round of combat fought while exposed to the light of the sun.	
<b>Snake-like Speed</b> When a hero has rolled for an attack against the creature, reduce its Hate point score by one to double the creature's basic Parry score (not including the bonus due to a shield). If the TN to hit the creature is now higher than the roll, the attack missed.	





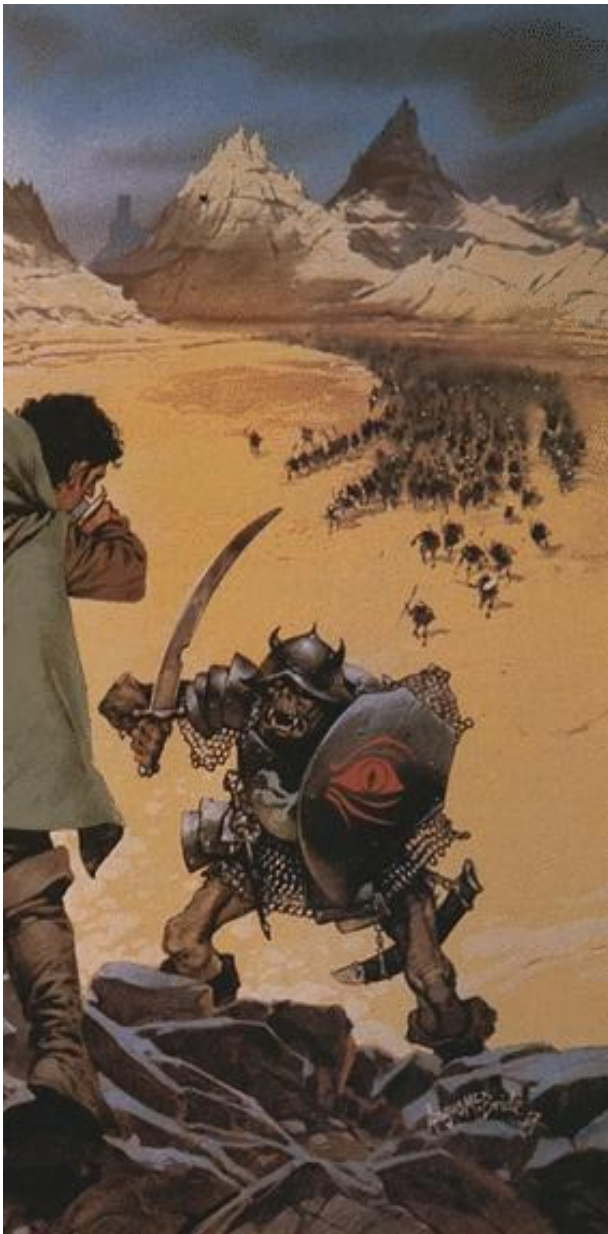
<b>hobgoblin archer</b>	
ATTRIBUTE LEVEL	
4	
ENDURANCE	HATE
32	5
PARRY	ARMOUR
4	<u>2d</u>
SKILLS	
Personality, 1	<u>Survival, 2</u>
<u>Movement, 2</u>	Custom, 1
<u>Perception, 3</u>	Vocation, 1
WEAPON SKILLS	
<b>Bow of horn</b> Damage 4, Edge 10, Injury 12, CS poison	3
<b>Orc-axe</b> Damage 5, Edge  , Injury 16, CS break shield	3
<b>Bite</b> Damage 4, Edge  , Injury 14, CS -	3
SPECIAL ABILITIES	
<b>Hate Sunlight</b> The creature loses one point of Hate at the end of the first round of combat fought while exposed to the light of the sun.	
<b>Denizen of the Dark</b> While the creature is in the dark (at night, underground, or in a dense forest) its Attribute level is doubled as far as all rolls are concerned (attack and Protection tests included).	
<b>No Quarter</b> If the creature has just knocked out a character, reduce its Hate point score by one point to immediately roll a second attack on the same target using the creature's secondary weapon (against the usual TN): if the roll succeeds with a great or extraordinary success, the target is considered to have been administered a coup de grace and is killed (regardless of damage inflicted).	

<b>hobgoblin chief</b>	
ATTRIBUTE LEVEL	
6	
ENDURANCE	HATE
36	5
PARRY	ARMOUR
4 + 3 (Shield)	<u>2d</u>
SKILLS	
Personality, 2	<u>Survival, 2</u>
Movement, 2	Custom, 2
<u>Perception, 3</u>	Vocation, 1
WEAPON SKILLS	
<b>Orc-axe</b> Damage 5, Edge  , Injury 16, CS break shield	3
<b>Bite</b> Damage 4, Edge  , Injury 14, CS -	4
SPECIAL ABILITIES	
<b>Commanding Voice</b> Reduce the creature's Hate point score by one to restore one Hate point to all creatures of the same kind involved in the confrontation (not including the creature using the special ability).	
<b>Horrible Strength</b> Following a successful attack, reduce the creature's Hate point score by one to increase the target's Endurance loss by a number of points equal to the creature's Attribute Level.	
<b>Hate Sunlight</b> The creature loses one point of Hate at the end of the first round of combat fought while exposed to the light of the sun.	
<b>Denizen of the Dark</b> While the creature is in the dark (at night, underground, or in a dense forest) its Attribute level is doubled as far as all rolls are concerned (attack and Protection tests included).	
<b>No Quarter</b> If the creature has just knocked out a character, reduce its Hate point score by one point to immediately roll a second attack on the same target using the creature's secondary weapon (against the usual TN): if the roll succeeds with a great or extraordinary success, the target is considered to have been administered a coup de grace and is killed (regardless of damage inflicted).	



<b>ORC RAIDER</b>	
ATTRIBUTE LEVEL	
3	
ENDURANCE	HATE
10	1
PARRY	ARMOUR
3	2d
SKILLS	
Personality, 2	<u>Survival, 2</u>
<u>Movement, 2</u>	Custom, 1
Perception, 3	Vocation, 1
WEAPON SKILLS	
<b>Bow of horn</b> Damage 4, Edge 10, Injury 12, CS poison	2
<b>Bent sword</b> Damage 4, Edge 10, Injury 12, CS disarm	2
SPECIAL ABILITIES	
<b>Craven</b> If at the beginning of a round the creature is found without Hate points, it tries to flee the battlefield.	
<b>Hate Sunlight</b> The creature loses one point of Hate at the end of the first round of combat fought while exposed to the light of the sun.	

<b>ORC taskmaster</b>	
ATTRIBUTE LEVEL	
4	
ENDURANCE	HATE
18	4
PARRY	ARMOUR
4	2d
SKILLS	
Personality, 3	Survival, 2
Movement, 2	<u>Custom, 2</u>
Perception, 2	<u>Vocation, 2</u>
WEAPON SKILLS	
<b>Cruel Whip</b> Damage 3, Edge 10, Injury 12, CS trip (treat target as if they were suffering knockback)	3
<b>Bent sword</b> Damage 4, Edge 10, Injury 12, CS disarm	2
SPECIAL ABILITIES	
<b>Hate Sunlight</b> The creature loses one point of Hate at the end of the first round of combat fought while exposed to the light of the sun.	
<b>Savage Assault</b> If the creature's main form of attack has just hit producing a great or extraordinary success, reduce its Hate point score by one point to immediately roll a second attack on the same target using the creature's secondary weapon.	
<b>Commanding Voice</b> Reduce the creature's Hate point score by one to restore one Hate point to all creatures of the same kind involved in the confrontation (not including the creature using the special ability).	
<b>Seize Victim</b> If the creature's main form of attack has hit, the creature may hold on to the target to reduce the mobility of the victim: a seized victim cannot change stance, and sees its Parry rating reduced to half (rounding fractions up). The seizing creature cannot attack with its main weapon as long as it is seizing the target (but can freely use a secondary attack if it possesses one).	



## orc champion

### ATTRIBUTE LEVEL

4

ENDURANCE

18

PARRY

5

HATE

4

ARMOUR

3d

### SKILLS

Personality, 2

Movement, 3

Perception, 2

Survival, 3

Custom, 1

Vocation, 2

### WEAPON SKILLS

Heavy scimitar (2h)

Damage 7, Edge 10, Injury 14, CS break shield

2

Spear

Damage 4, Edge 9, Injury 12, CS pierce

3

### SPECIAL ABILITIES

#### Horrible Strength

Following a successful attack, reduce the creature's Hate point score by one to increase the target's Endurance loss by a number of points equal to the creature's Attribute Level.


#### Hate Sunlight


The creature loses one point of Hate at the end of the first round of combat fought while exposed to the light of the sun.

#### Snake-like Speed

When a hero has rolled for an attack against the creature, reduce its Hate point score by one to double the creature's basic Parry score (not including the bonus due to a shield). If the TN to hit the creature is now higher than the roll, the attack missed.




<b>ORC MARAUDER</b>	
ATTRIBUTE LEVEL	
4	
ENDURANCE	HATE
16	3
PARRY	ARMOUR
4	2d
SKILLS	
<u>Personality, 2</u>	Survival, 2
Movement, 3	<u>Custom, 2</u>
Perception, 3	Vocation, 1
WEAPON SKILLS	
<u>Orc-axe</u> Damage 5, Edge  , Injury 16, CS break shield	2
<u>Broad-bladed sword</u> Damage 5, Edge 10, Injury 14, CS poison	2
SPECIAL ABILITIES	
<b>Hate Sunlight</b> The creature loses one point of Hate at the end of the first round of combat fought while exposed to the light of the sun.	
<b>Savage Assault</b> If the creature's main form of attack has just hit producing a great or extraordinary success, reduce its Hate point score by one point to immediately roll a second attack on the same target using the creature's secondary weapon.	

<b>ORC LINE-BREAKER</b>	
ATTRIBUTE LEVEL	
4	
ENDURANCE	HATE
16	3
PARRY	ARMOUR
4	<u>2d</u>
SKILLS	
<u>Personality, 2</u>	Survival, 2
Movement, 3	<u>Custom, 2</u>
Perception, 2	Vocation, 1
WEAPON SKILLS	
<u>Broad-bladed sword</u> Damage 5, Edge 10, Injury 14, CS poison	2
<u>Heavy Orc-axe</u> Damage 7, Edge  , Injury 16, CS break shield	2
SPECIAL ABILITIES	
<b>Hate Sunlight</b> The creature loses one point of Hate at the end of the first round of combat fought while exposed to the light of the sun.	
<b>Hideous Toughness</b> Reduce the creature's Hate point score by one to reduce the Endurance loss caused by an enemy's attack by a number of points equal to the creature's Attribute Level.	







ORC shaman	
ATTRIBUTE LEVEL	
4	
ENDURANCE	HATE
18	5
PARRY	ARMOUR
4	2d
SKILLS	
<u>Personality, 2</u>	Survival, 2
Movement, 2	<u>Custom, 2</u>
Perception, 2	<u>Vocation, 3</u>
WEAPON SKILLS	
<u>Jagged knife</u> Damage 3, Edge  , Injury 14, CS -	2
<u>Bent sword</u> Damage 4, Edge 10, Injury 12, CS disarm	2
SPECIAL ABILITIES	
<b>Hate Sunlight</b> The creature loses one point of Hate at the end of the first round of combat fought while exposed to the light of the sun.	
<b>Bewilder</b> Reduce the creature's Hate point score by one to reduce the Parry rating of a hero to the basic combat TN of their chosen stance.	
<b>Dreadful Spells (Shadow Curse)</b> A hero who fails the corruption check due to Dreadful Spells has the Injury rating of any piercing blows they suffer increased by 4.	

black uruk champion	
ATTRIBUTE LEVEL	
5	
ENDURANCE	HATE
32	5
PARRY	ARMOUR
5	3d
SKILLS	
Personality, 3	<u>Survival, 2</u>
<u>Movement, 3</u>	Custom, 2
<u>Perception, 3</u>	Vocation, 3
WEAPON SKILLS	
<u>Heavy scimitar (2h)</u> Damage 7, Edge 10, Injury 14, CS break shield	3
<u>Broad-headed spear</u> Damage 5, Edge 10, Injury 12, CS pierce	2
SPECIAL ABILITIES	
<b>Horrible Strength</b> Following a successful attack, reduce the creature's Hate point score by one to increase the target's Endurance loss by a number of points equal to the creature's Attribute Level.	
<b>Hideous Toughness</b> Reduce the creature's Hate point score by one to reduce the Endurance loss caused by an enemy's attack by a number of points equal to the creature's Attribute Level.	





<b>Black uruk chief</b>	
ATTRIBUTE LEVEL	
6	
ENDURANCE	HATE
38	6
PARRY	ARMOUR
5	3d + 4
SKILLS	
<u>Personality, 3</u>	Survival, 2
Movement, 2	Custom, 2
<u>Perception, 2</u>	Vocation, 2
WEAPON SKILLS	
<u>Heavy scimitar (2h)</u> Damage 7, Edge 10, Injury 14, CS break shield	3
<u>Orc Axe</u> Damage 5, Edge , Injury 16, CS break shield	3
SPECIAL ABILITIES	
<p><b>Commanding Voice</b> Reduce the creature's Hate point score by one to restore one Hate point to all creatures of the same kind involved in the confrontation (not including the creature using the special ability).</p>	
<p><b>Horrible Strength</b> Following a successful attack, reduce the creature's Hate point score by one to increase the target's Endurance loss by a number of points equal to the creature's Attribute Level.</p>	
<p><b>Hideous Toughness</b> Reduce the creature's Hate point score by one to reduce the Endurance loss caused by an enemy's attack by a number of points equal to the creature's Attribute Level.</p>	
<p><b>Mangle</b> If the creature's main form of attack has just hit producing a great or extraordinary success, reduce its Hate point score by one point to immediately roll a second attack on the same target using the creature's primary weapon.</p>	





## MARSH DWELLERS

<b>marsh harridan</b>	
ATTRIBUTE LEVEL	
6	
ENDURANCE	HATE
20	4
PARRY	ARMOUR
5	2d
SKILLS	
Personality, 2	<u>Survival, 2</u>
<u>Movement, 3</u>	Custom, 2
<u>Perception, 3</u>	Vocation, 1
WEAPON SKILLS	
<u>Slash</u> Damage 6, Edge , Injury 15, CS-	3
SPECIAL ABILITIES	
<p><b>Bewilder</b> Reduce the creature's Hate point score by one to reduce the Parry rating of a hero to the basic combat TN of their chosen stance.</p>	
<p><b>Seize Victim</b> If the creature's main form of attack has hit, the creature may hold on to the target to reduce the mobility of the victim: a seized victim cannot change stance, and sees its Parry rating reduced to half (rounding fractions up). The seizing creature cannot attack with its main weapon as long as it is seizing the target (but can freely use a secondary attack if it possesses one).</p>	
<p><b>Snake-like Speed</b> When a hero has rolled for an attack against the creature, reduce its Hate point score by one to double the creature's basic Parry score (not including the bonus due to a shield). If the TN to hit the creature is now higher than the roll, the attack missed.</p>	

<b>marsh ogre chief</b>	
ATTRIBUTE LEVEL	
7	
ENDURANCE	HATE
88	7
PARRY	ARMOUR
5	<u>3d</u>
SKILLS	
Personality, 2	<u>Survival, 2</u>
Movement, 2	Custom, 0
<u>Perception, 2</u>	Vocation, 1
WEAPON SKILLS	
<b>Smash</b> Damage 7, Edge , Injury 12, CS Knock-down	4
SPECIAL ABILITIES	
<p><b>Great Size</b> The creature is so resilient and tough that it is not knocked out or killed when reduced to zero Endurance or if wounded once. The creature keeps fighting at zero Endurance or when wounded once, until wounded twice, or reduced to zero Endurance AND wounded.</p>	
<p><b>Strike Fear (TN 14)</b> Reduce the creature's Hate point score by one to force all companions to make a Fear test.</p>	
<p><b>Mangle</b> If the creature's main form of attack has just hit producing a great or extraordinary success, reduce its Hate point score by one point to immediately roll a second attack on the same target using the creature's primary weapon.</p>	

\* Knockdown: The target has been knocked down by the force of the blow. A character who is knocked down cannot choose to be 'knocked back' to lessen the impact of the blow that knocked him down. A character that has been knocked down cannot change his stance and will spend his following round recovering his fighting position, unable to take any further action that turn.



## MEN OF THE SHADOW

easterling scout	
ATTRIBUTE LEVEL	
3	
ENDURANCE	HATE
16	3
PARRY	ARMOUR
5	3d
SKILLS	
Personality, 1	<u>Survival</u> , 3
Movement, 3	Custom, 1
<u>Perception</u> , 3	Vocation, 2
WEAPON SKILLS	
<u>Spear</u> Damage 5, Edge 9, Injury 14, CS Piercing Blow	3
<u>Bow</u> Damage 5, Edge 10, Injury 14, CS Piercing Blow	2
SPECIAL ABILITIES	
<b>Snake-like Speed</b> When a hero has rolled for an attack against the creature, reduce its Hate point score by one to double the creature's basic Parry score (not including the bonus due to a shield). If the TN to hit the creature is now higher than the roll, the attack missed.	

easterling raider	
ATTRIBUTE LEVEL	
3	
ENDURANCE	HATE
12	2
PARRY	ARMOUR
3 + 3 (Shield)	3d + 1
SKILLS	
Personality, 2	Survival, 1
Movement, 2	<u>Custom</u> , 3
Perception, 2	Vocation, 2
WEAPON SKILLS	
<u>Sword</u> Damage 5, Edge 10, Injury 16, CS Disarm	2
<u>Spear</u> Damage 5, Edge 9, Injury 14, CS Piercing Blow	2
SPECIAL ABILITIES	
<b>No Quarter</b> If the creature has just knocked out a character, reduce its Hate point score by one point to immediately roll a second attack on the same target using the creature's secondary weapon (against the usual TN): if the roll succeeds with a great or extraordinary success, the target is considered to have been administered a coup de grace and is killed (regardless of damage inflicted).	





## easterling champion

ATTRIBUTE LEVEL	
5	
ENDURANCE	HATE
18	4
PARRY	ARMOUR
4	3d
SKILLS	
Personality, 2	<u>Survival, 2</u>
<u>Movement, 3</u>	Custom, 2
Perception, 3	Vocation, 1
WEAPON SKILLS	
<u>Long-hafted Axe</u> Damage 5 / 7, Edge $\nabla$ , Injury 18 / 20, CS Break Shield	4
SPECIAL ABILITIES	
<p><b>Horrible Strength</b> Following a successful attack, reduce the creature's Hate point score by one to increase the target's Endurance loss by a number of points equal to the creature's Attribute Level.</p>	
<p><b>No Quarter</b> If the creature has just knocked out a character, reduce its Hate point score by one point to immediately roll a second attack on the same target using the creature's secondary weapon (against the usual TN): if the roll succeeds with a great or extraordinary success, the target is considered to have been administered a coup de grace and is killed (regardless of damage inflicted).</p>	



## easterling chief

ATTRIBUTE LEVEL	
6	
ENDURANCE	HATE
20	3
PARRY	ARMOUR
4 + 3 (Shield)	3d + 4
SKILLS	
<u>Personality, 4</u>	Survival, 2
Movement, 3	<u>Custom, 3</u>
Perception, 2	Vocation, 2
WEAPON SKILLS	
<u>Spear</u> Damage 5, Edge 9, Injury 14, CS Piercing Blow	4
<u>Sword</u> Damage 5, Edge 10, Injury 16, CS Disarm	3
SPECIAL ABILITIES	
<p><b>Commanding Voice</b> Reduce the creature's Hate point score by one to restore one Hate point to all creatures of the same kind involved in the confrontation (not including the creature using the special ability).</p>	
<p><b>No Quarter</b> If the creature has just knocked out a character, reduce its Hate point score by one point to immediately roll a second attack on the same target using the creature's secondary weapon (against the usual TN): if the roll succeeds with a great or extraordinary success, the</p>	
<p><b>Snake-like Speed</b> When a hero has rolled for an attack against the creature, reduce its Hate point score by one to double the creature's basic Parry score (not including the bonus due to a shield). If the TN to hit the creature is now higher than the roll, the attack missed.</p>	



## NE'ER DO WELLS

<b>Bandit</b>	
ATTRIBUTE LEVEL	
4	
ENDURANCE	HATE
16	3
PARRY	ARMOUR
4	3d + 1
SKILLS	
Personality, 2	<u>Survival, 3</u>
<u>Movement, 2</u>	Custom, 1
Perception, 2	Vocation, 2
WEAPON SKILLS	
<u>Spear</u> Damage 5, Edge 9, Injury 14, CS piercing blow	2
<u>Axe</u> Damage 5, Edge  , Injury 18, CS break shield	2
SPECIAL ABILITIES	
<p><b>No Quarter</b> If the creature has just knocked out a character, reduce its Hate point score by one point to immediately roll a second attack on the same target using the creature's secondary weapon (against the usual TN): if the roll succeeds with a great or extraordinary success, the target is considered to have been administered a coup de grace and is killed (regardless of damage inflicted).</p> <p><b>Overwhelm</b> If the creature's attack hits producing a great or extraordinary success, reduce its Hate point score by one point to cause the target to be considered temporary weary, until the end of this creatures next turn.</p>	

<b>Bandit marksman</b>	
ATTRIBUTE LEVEL	
4	
ENDURANCE	HATE
16	3
PARRY	ARMOUR
3	2d
SKILLS	
Personality, 2	Survival, 3
Movement, 3	Custom, 1
<u>Perception, 2</u>	Vocation, 2
WEAPON SKILLS	
<u>Bow</u> Damage 5, Edge 10, Injury 14, CS piercing blow	2
<u>Dagger</u> Damage 3, Edge  , Injury 12, CS -	2
SPECIAL ABILITIES	
<p><b>Deadly Archery</b> The archer may spend a point of Hate to add his Attribute level to damage with a successful bow attack.</p> <p><b>Pinning Shot</b> If the creature's attack hits producing a great or extraordinary success, reduce its Hate point score by one point to force the target to be considered under the effects of Knockback for one turn. Note this does not including the halving of the endurance loss as with normal Knockback, nor can the target be knocked back normally.</p>	





<b>bandit chief</b>	
ATTRIBUTE LEVEL	
5	
ENDURANCE	HATE
20	5
PARRY	ARMOUR
5 + 2	3d + 1
SKILLS	
<u>Personality</u> , 4	Survival, 3
<u>Movement</u> , 3	Custom, 3
Perception, 2	Vocation, 2
WEAPON SKILLS	
<u>Long Sword</u> Damage 5, Edge 10, Injury 16, CS disarm	3
SPECIAL ABILITIES	
<p><b>Commanding Voice</b> Reduce the creature's Hate point score by one to restore one Hate point to all creatures of the same kind involved in the confrontation (not including the creature using the special ability).</p>	
<p><b>Snake-like Speed</b> When a hero has rolled for an attack against the creature, reduce its Hate point score by one to double the creature's basic Parry score (not including the bonus due to a shield). If the TN to hit the creature is now higher than the roll, the attack missed.</p>	
<p><b>Overwhelm</b> If the creature's attack hits producing a great or extraordinary success, reduce its Hate point score by one point to cause the target to be considered temporary weary, until the end of this creatures next turn.</p>	



<b>guard dog</b>	
ATTRIBUTE LEVEL	
2	
ENDURANCE	HATE
8	1
PARRY	ARMOUR
3	<u>1d</u>
SKILLS	
Personality, 1	Survival, 1
Movement, 3	Custom, 0
<u>Perception</u> , 2	Vocation, 0
WEAPON SKILLS	
<u>Bite</u> Damage 3, Edge 10, Injury 16, CS -	2
SPECIAL ABILITIES	
<p><b>Fear of Fire</b> The creature loses one point of Hate at the end of the first round of combat fought against a direct adversary wielding a torch or other sort of burning item.</p>	
<p><b>Seize Victim</b> If the creature's main form of attack has hit, the creature may hold on to the target to reduce the mobility of the victim: a seized victim cannot change stance, and sees its Parry rating reduced to half (rounding fractions up).</p> <p>The seizing creature cannot attack with its main weapon as long as it is seizing the target (but can freely use a secondary attack if it possesses one).</p>	



<b>BRIGAND</b>	
ATTRIBUTE LEVEL	
4	
ENDURANCE	HATE
18	3
PARRY	ARMOUR
5	3d + 1
SKILLS	
Personality, 1	<u>Survival, 2</u>
<u>Movement, 2</u>	Custom, 2
Perception, 2	Vocation, 1
WEAPON SKILLS	
Damage 5, Edge <u>Axe</u> <small>☞</small> , Injury 18, CS break shield	2
Damage 5, Edge 10, Injury 16, CS disarm Long Sword	3
SPECIAL ABILITIES	
<b>Dirty Fighting</b> Before attacking this creature can reduce its Hate point score by one point to cause the target's parry rating to be reduced by 3 until the start of this creatures next turn.	
<b>Savage Assault</b> If the creature's main form of attack has just hit producing a great or extraordinary success, reduce its Hate point score by one point to immediately roll a second attack on the same target using the creature's secondary weapon.	

<b>ROBBER</b>	
ATTRIBUTE LEVEL	
4	
ENDURANCE	HATE
16	3
PARRY	ARMOUR
5	2d + 1
SKILLS	
Personality, 1	Survival, 3
Movement, 3	Custom, 1
<u>Perception, 3</u>	Vocation, 2
WEAPON SKILLS	
Damage 5, Edge 9, Injury 14, CS piercing blow Spear	2
Damage 5, Edge 10, Injury 14, CS disarm Short Sword	2
SPECIAL ABILITIES	
<b>Craven</b> If at the beginning of a round the creature is found without Hate points, it tries to flee the battlefield.	
<b>Dirty Fighting</b> Before attacking this creature can reduce its Hate point score by one point to cause the target's parry rating to be reduced by 3 until the start of this creatures next turn.	
<b>Snake-like Speed</b> When a hero has rolled for an attack against the creature, reduce its Hate point score by one to double the creature's basic Parry score (not including the bonus due to a shield). If the TN to hit the creature is now higher than the roll, the attack missed.	





<b>ruffian</b>	
ATTRIBUTE LEVEL	
3	
ENDURANCE	HATE
14	3
PARRY	ARMOUR
4	2d
SKILLS	
Personality, 1	Survival, 2
Movement, 2	Custom, 2
Perception, 2	Vocation, 1
WEAPON SKILLS	
<u>Short Sword</u> Damage 5, Edge 10, Injury 14, CS disarm	2
SPECIAL ABILITIES	
<p><b>Craven</b> If at the beginning of a round the creature is found without Hate points, it tries to flee the battlefield.</p> <p><b>Overwhelm</b> If the creature's attack hits producing a great or extraordinary success, reduce its Hate point score by one point to cause the target to be considered temporary weary, until the end of this creatures next turn.</p>	

<b>ruffian leader</b>	
ATTRIBUTE LEVEL	
4	
ENDURANCE	HATE
18	4
PARRY	ARMOUR
5	2d
SKILLS	
<u>Personality, 2</u>	<u>Survival, 3</u>
<u>Movement, 2</u>	Custom, 2
Perception, 2	Vocation, 2
WEAPON SKILLS	
<u>Long Sword</u> Damage 5/7, Edge 10, Injury 16/18, CS disarm	2
SPECIAL ABILITIES	
<p><b>Commanding Voice</b> Reduce the creature's Hate point score by one to restore one Hate point to all creatures of the same kind involved in the confrontation (not including the creature using the special ability).</p> <p><b>Overwhelm</b> If the creature's attack hits producing a great or extraordinary success, reduce its Hate point score by one point to cause the target to be considered temporary weary, until the end of this creatures next turn.</p>	





## TROLLS

<b>cave troll runt</b>	
ATTRIBUTE LEVEL	
6	
ENDURANCE	HATE
62	5
PARRY	ARMOUR
5	<u>2d</u>
SKILLS	
Personality, 2	<u>Survival, 2</u>
<u>Movement, 1</u>	Custom, 0
<u>Perception, 1</u>	Vocation, 0
WEAPON SKILLS	
Bite Damage 5, Edge , Injury 14, CS -	2
<u>Crush</u> Damage 7, Edge , Injury 12, CS -	1
SPECIAL ABILITIES	
<b>Great Size</b> The creature is so resilient and tough that it is not knocked out or killed when reduced to zero Endurance or if wounded once. The creature keeps fighting at zero Endurance or when wounded once, until wounded twice, or reduced to zero Endurance AND wounded.	
<b>Hideous Toughness</b> Reduce the creature's Hate point score by one to reduce the Endurance loss caused by an enemy's attack by a number of points equal to the creature's Attribute Level.	
<b>Savage Assault</b> If the creature's main form of attack has just hit producing a great or extraordinary success, reduce its Hate point score by one point to immediately roll a second attack on the same target using the creature's secondary weapon.	

<b>olog-hai</b>	
ATTRIBUTE LEVEL	
8	
ENDURANCE	HATE
85	8
PARRY	ARMOUR
6 + 1	<u>3d</u>
SKILLS	
Personality, 3	<u>Survival, 2</u>
<u>Movement, 2</u>	Custom, 1
<u>Perception, 2</u>	Vocation, 1
WEAPON SKILLS	
<u>Heavy hammer</u> Damage 8, Edge , Injury 16, CS break shield	3
Crush Damage 8, Edge , Injury 12, CS -	3
SPECIAL ABILITIES	
<b>Great Size</b> The creature is so resilient and tough that it is not knocked out or killed when reduced to zero Endurance or if wounded once. The creature keeps fighting at zero Endurance or when wounded once, until wounded twice, or reduced to zero Endurance AND wounded.	
<b>Hideous Toughness</b> Reduce the creature's Hate point score by one to reduce the Endurance loss caused by an enemy's attack by a number of points equal to the creature's Attribute Level.	
<b>Strike Fear (TN 14)</b> Reduce the creature's Hate point score by one to force all companions to make a Fear test.	
<b>Thick Hide</b> When the creature succeeds in a Protection test against a close-combat weapon, obtaining a great or extraordinary success, the attacker drops his weapon (under normal circumstances, the dropped weapon may be recovered spending an entire action).	



# olog-hai war chief

## ATTRIBUTE LEVEL



9

ENDURANCE	HATE
92	10
PARRY	ARMOUR
7 + 1	3d

## SKILLS

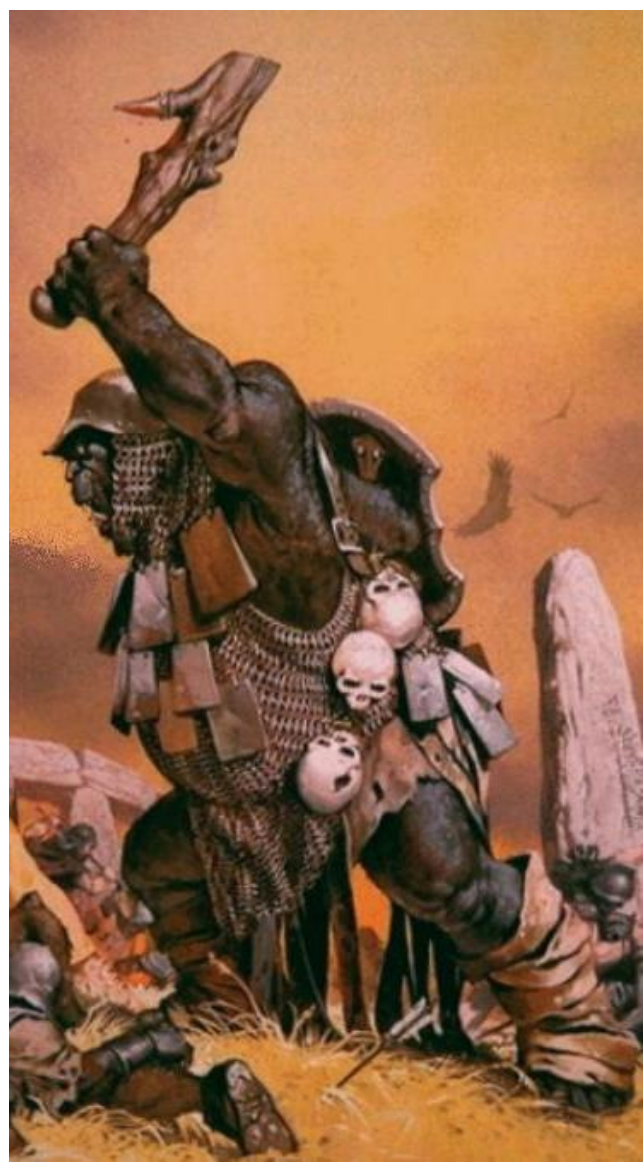
<u>Personality</u> , 3	<u>Survival</u> , 2
<u>Movement</u> , 2	Custom, 1
<u>Perception</u> , 2	Vocation, 3

## WEAPON SKILLS


<u>Heavy hammer</u> Damage 8, Edge  , Injury 16, CS break shield	4
<u>Crush</u> Damage 9, Edge  , Injury 12, CS-	3

## SPECIAL ABILITIES


- Great Size**  
The creature is so resilient and tough that it is not knocked out or killed when reduced to zero Endurance or if wounded once. The creature keeps fighting at zero Endurance or when wounded once, until wounded twice, or reduced to zero Endurance AND wounded.
- Hideous Toughness**  
Reduce the creature's Hate point score by one to reduce the Endurance loss caused by an enemy's attack by a number of points equal to the creature's Attribute Level.
- Strike Fear (TN 14)**  
Reduce the creature's Hate point score by one to force all companions to make a Fear test.
- Horrible Strength**  
Following a successful attack, reduce the creature's Hate point score by one to increase the target's Endurance loss by a number of points equal to the creature's Attribute Level.
- Thick Hide**  
When the creature succeeds in a Protection test against a close-combat weapon, obtaining a great or extraordinary success, the attacker drops his weapon (under normal circumstances, the dropped weapon may be recovered spending an entire action).



## UNDEAD

restless dead	
ATTRIBUTE LEVEL	
3	
ENDURANCE	HATE
20	5
PARRY	ARMOUR
5	<u>2d</u>
SKILLS	
Personality, 1	<u>Survival, 2</u>
<u>Movement, 2</u>	Custom, 1
Perception, 1	Vocation, 1
WEAPON SKILLS	
<u>Claw</u> Damage 3, Edge  , Injury 14, CS -	2
<u>Sword</u> Damage 5, Edge 10, Injury 16, CS -	2
SPECIAL ABILITIES	
<b>Foul Reek</b> An overpowering stench forces any hero engaged with the monster to spend a point of Hope to attempt any action other than an attack (including combat tasks).	
<b>Unnatural Vitality</b> If the creature is wounded or down to zero Endurance, it may continue fighting by reducing its Hate point score by one point at the start of a combat round.	



wretched wight	
ATTRIBUTE LEVEL	
3	
ENDURANCE	HATE
32	5
PARRY	ARMOUR
6	<u>3d</u>
SKILLS	
Personality, 1	Survival, 1
Movement, 3	<u>Custom, 2</u>
Perception, 2	Vocation, 2
WEAPON SKILLS	
<u>Spear</u> Damage 5, Edge 9, Injury 14, CS pierce	2
<u>Sword</u> Damage 5, Edge 10, Injury 16, CS -	2
<u>Strangling Claws</u> Damage 3, Edge  , Injury 16, CS -	2
SPECIAL ABILITIES	
<b>Fear of Fire</b> The creature loses one point of Hate at the end of the first round of combat fought against a direct adversary wielding a torch or other sort of burning item.	
<b>Denizen of the Dark</b> While the creature is in the dark (at night, underground, or in a dense forest) its Attribute level is doubled as far as all rolls are concerned (attack and Protection tests included).	
<b>Fell Speed</b> Creatures capable of flight or possessing a great agility can choose which heroes to engage at the beginning of every turn (even when in inferior numbers), can attack heroes in any stance, and can choose to abandon combat at the beginning of any round.	
<b>Craven</b> If at the beginning of a round the creature is found without Hate points, it tries to flee the battlefield.	



# gloom wight

## ATTRIBUTE LEVEL

6

ENDURANCE

66

PARRY

8

HATE

9

ARMOUR

4d

## SKILLS

Personality, 2

Movement, 3

Perception, 2

Survival, 1

Custom, 3

Vocation, 3

## WEAPON SKILLS

### Spear

Damage 5, Edge 9, Injury 14, CS pierce


3

### Sword

Damage 5, Edge 10, Injury 16, CS -

3

### Strangling Claws

Damage 6, Edge , Injury 16, CS -

2

## SPECIAL ABILITIES

### Fear of Fire

The creature loses one point of Hate at the end of the first round of combat fought against a direct adversary wielding a torch or other sort of burning item.

### Denizen of the Dark

While the creature is in the dark (at night, underground, or in a dense forest) its Attribute level is doubled as far as all rolls are concerned (attack and Protection tests included).

### Fell Speed

Creatures capable of flight or possessing a great agility can choose which heroes to engage at the beginning of every turn (even when in inferior numbers), can attack heroes in any stance, and can choose to abandon combat at the beginning of any round.

### Craven

If at the beginning of a round the creature is found without Hate points, it tries to flee the battlefield.

### Bewilder

Reduce the creature's Hate point score by one to reduce the Parry rating of a hero to the basic combat TN of their chosen stance.


### Strike Fear

Reduce the creature's Hate point score by one to force all companions to make a Fear test (against TN 14).



## WOLVES


white wolf	
ATTRIBUTE LEVEL	
4	
ENDURANCE	HATE
14	2
PARRY	ARMOUR
6	1d
SKILLS	
Personality, 1	<u>Survival, 2</u>
<u>Movement, 2</u>	Custom, 0
<u>Perception, 2</u>	Vocation, 0
WEAPON SKILLS	
<u>Bite</u> Damage 3, Edge 10, Injury 14, CS pierce	2
SPECIAL ABILITIES	
<b>Fear of Fire</b> The creature loses one point of Hate at the end of the first round of combat fought against a direct adversary wielding a torch or other sort of burning item.	
<b>Great Leap</b> Reduce the creature's Hate point score by one to attack any one companion, in any combat stance including Rearward.	
<b>Seize Victim</b> If the creature's main form of attack has hit, the creature may hold on to the target to reduce the mobility of the victim: a seized victim cannot change stance, and sees its Parry rating reduced to half (rounding fractions up). The seizing creature cannot attack with its main weapon as long as it is seizing the target.	

white wolf leader	
ATTRIBUTE LEVEL	
6	
ENDURANCE	HATE
20	4
PARRY	ARMOUR
6	<u>2d</u>
SKILLS	
Personality, 2	<u>Survival, 2</u>
<u>Movement, 2</u>	Custom, 1
<u>Perception, 2</u>	Vocation, 2
WEAPON SKILLS	
<u>Bite</u> Damage 5, Edge 10, Injury 14, CS pierce	3
<u>Rend</u> Damage 5, Edge  , Injury 14, CS -	1
SPECIAL ABILITIES	
<b>Fear of Fire</b> The creature loses one point of Hate at the end of the first round of combat fought against a direct adversary wielding a torch or other sort of burning item.	
<b>Strike Fear (TN 14)</b> Reduce the creature's Hate point score by one to force all companions to make a Fear test.	
<b>Savage Assault</b> If the creature's main form of attack has just hit producing a great or extraordinary success, reduce its Hate point score by one point to immediately roll a second attack on the same target using the creature's secondary weapon.	





## HUORN

<b>huorn</b>	
ATTRIBUTE LEVEL	
6	
ENDURANCE	HATE
65	6
PARRY	ARMOUR
1	<u>4d</u>
SKILLS	
Personality, 0	Survival, 0
Movement, 0	Custom, 0
<u>Perception, 3</u>	Vocation, 1
WEAPON SKILLS	
<u>Root Lash</u> Damage 5, Edge  , Injury 14, CS -	3
<u>Strangle</u> Damage 6, Edge 10, Injury 14, CS -	3
<p>The Huorn normally attacks using its Root Lash skill. If successful, it applies its Seize Victim ability to immobilise its victims and then attack them using Strangle.</p>	
SPECIAL ABILITIES	
<p><b>Many Roots</b> Every round, the creature may attack up to three different opponents attacking it in a close combat stance. OR, reduce its Hate point score by one point to attack ALL opponents fighting in close combat.</p>	
<p><b>Root Lash</b> The thing attacks using its tentacle like roots.</p>	
<p><b>Seize Victim</b> If the creature's main form of attack has hit, the creature may hold on to the target to reduce the mobility of the victim: a seized victim cannot change stance, and sees its Parry rating reduced to half (rounding fractions up).  The seizing creature cannot attack with its main weapon as long as it is seizing the target (but can freely use a secondary attack if it possesses one).</p>	
<p><b>Strangle</b> When the creature has taken hold of a victim, it tries to crush it tightening its coils.</p>	
<p><b>Great Size</b> The creature is so resilient and tough that it is not knocked out or killed when reduced to zero Endurance or if wounded once. The creature keeps fighting at zero Endurance or when wounded once, until wounded twice, or reduced to zero Endurance AND wounded.</p>	



