

A Collection of Additional and  
House Rules  
Compiled by  
Richard Harrison  
for  
The One Ring  
Role-playing Game



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# - ADDITIONAL BACKGROUNDS -

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



## BARDINGS

### 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

## 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, Fortright, Hardened, Hardy, Just, Stern, True-hearted

## BEORNINGS

### 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

**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

**DWARVES OF THE LONELY MOUNTAIN****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

**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



## ELVES OF MIRKWOOD

### 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

### 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 6, Heart 2, Wits 6

#### Favoured Skill

Song

#### Distinctive Features

*(Choose two Traits from those listed)*

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

## HOBBITS OF THE SHIRE

### 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



### 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 animal, 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

## WOODMEN OF WILDERLAND

### 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

### 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



# - VIRTUES OF CALLING -

These virtues are additional options to those detailed in the Adventurer's rulebook and are tied to specific character Callings.

## SCHOLAR

### DARKER SECRETS

*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

*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

*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

*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, short sword, and 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 (not paired total, just a single weapon, so daggers have +0 while swords add +2 parry).

Otherwise, 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

*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

*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

*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

*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

*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

*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

*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

*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

*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

*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.





## - ADDITIONAL JOURNEY RULES -

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

### ROADS

These Location qualities may be added to roads and paths in Middle-earth.

#### MAGICAL PATH +5\*

When negotiating a magical path, heroes can travel an extra 5 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, Magical Path +10 would mean an extra 10 miles per day.

#### BETTER ROADS

A 'better road' improves terrain difficulty by one level.

### 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.

### JOURNEY TASKS

#### ACTIONS WHILE TRAVELLING

As per the rules (p37 of the Loremaster's Book) each Hero may perform two tasks per day, one in the morning and one in the afternoon. If the journey is longer than a week the Loremaster may limit this to one action a day to speed play.

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



### **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  $2n$  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).

- 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.

### **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 (e.g. 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 volumes to those presented within the Loremaster's book.

## ALL COMPANIONS

### FOREST TERRAIN

#### 1 - 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.

#### 2 - 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.

### MOUNTAIN TERRAIN

#### 1 - 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.

#### 2 - 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.

### SWAMP/MARSH LAND/RIVER

#### 1 - 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.

#### 2 - A FETID STENCH

The company passes through an area of foul mist.

Every companion must make an Athletics roll. On a failure, the companion is Poisoned.

## GUIDE

### FOREST TERRAIN



#### 1 - 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.

#### 2 - THICK CANOPY


The guide has brought the company into an area of forest so thick you can barely see. The Guide makes a Travel roll.

*Failure:* the company is slowed by a day as it tries to find its way through the forest and all companions must make an additional Fatigue roll. If the latter causes another hazard, it is considered to take place in the dark for the purposes of Task/Test resolution.

#### 3 - 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 roll:

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



#### 4 - 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.

### MOUNTAIN TERRAIN

#### 1 - 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.

#### 2 - 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.

#### 3 - 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.

#### 4 - 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.

### SWAMP/MARSH LAND/RIVER

#### 1 - 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.

#### 2 - 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.

#### 3 - 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.

#### 4 - BOGS

If the Guide fails a Travel test, the company must fight its way through bogs or rough waters. Each companion takes his Fatigue in Endurance damage (and can reduce this by shedding gear and leaving it in the bog or river), unless he spends a Hope point.

### HUNTER

### FOREST TERRAIN

#### 1 - 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.

#### 2 - 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.

#### 3 - 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.



#### 4 - 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.

### MOUNTAIN TERRAIN

#### 1 - MOUNTAIN GOAT

A nimble mountain goat leads a hunter on a merry chase. One Hunter makes a Hunting test. If he fails, he loses Endurance equal to the feat die or takes a Wound if he rolls an Eye and the rest of the party has to rescue him from a hole or crevasse while the goat watches from a safe distance.

#### 2 - PICKED CLEAN

The mountainsides have been picked clean of animals by Giant Eagles. All Hunters must make Hunting tests. If none succeed, the companions are considered Weary until they reach a safe place.

#### 3 - BAD EGGS

One hunter makes a Hunting test. On a failure he has gathered eggs from the nests of Crebain, a vicious breed of crow, and the company are plagued by vengeful attacks. Every companion rolls a success die and loses that much Endurance.

#### 4 - A FALSE RESPITE

A hunter finds a waterfall and pool of crystal-clear water, which is also, however, a gathering place for Wargs. One Hunter must make a Hunting test. On a failure, the company stays at the pool too long and is ambushed.

### SWAMP/MARSH LAND/RIVER

#### 1 - 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.

#### 2 - WATER CREATURE

One hunter makes a Hunting test. If he fails, he has disturbed something vicious, which attacks the company.

#### 3 - AN UNWELCOME DISCOVERY

All hunters make a Hunting test. If one rolls an Eye, he finds something bad in the belly of a caught fish. This might be a cursed item, or something disturbingly familiar. In any case, the LM should use it as a plot hook or further development in the current plot.

#### 4 - 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.

### LOOK-OUT

### FOREST TERRAIN

#### 1 - 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.

#### 2 - 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.

#### 3 - 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.

#### 4 - 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.





## MOUNTAIN TERRAIN

### 1 - 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.

### 2 - ROCK FALL!

The company passes an area of loose rock or snow and could be hit by a rockslide or avalanche. All Look-Outs must make an Awareness test. If none succeed, all companions must roll the feat die and lose Endurance equal to the result (Eye = Wound).

### 3 - 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...

### 4 - 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.

## SWAMP/MARSH LANDS

### 1 - ENTANGLED OR RUN AGROUND

The company travels through a treacherous area. All Look-Outs must make an Awareness test. If none succeed, the company is entangled in weeds or has run aground. It costs all companions one point of journey Fatigue to free themselves.

### 2 - BRIGANDS

All Look-Outs must make an Awareness test. If none succeed, the company is ambushed by pirates or bandits. If any succeed, the company may decide to ambush the adversaries instead or just bypass them.

### 3 - HALF DROWNED

All Look-Outs must make an Awareness test. If none succeed, the company's boat is overturned by an otherwise harmless underwater creature or a rain front comes on suddenly. The company is soaked and Fatigue penalties are doubled for this leg of the journey.

### 4 - MARSH LIGHTS

One Look-Out makes an Awareness test. If he fails, he mistakes marsh lights for campfires and leads the company deeper into dangerous parts of the marsh: the LM should roll two more Hazards, pick one and apply it as if the roll were automatically failed. If on a river, the look-out sees lights on the river bank and thinks the company is being shadowed.

## SCOUT

## FOREST TERRAIN

### 1 - MAZE OF WEBS

The scout leads the company into an area thickly spun with webs. All Scouts must make Explore Tests. If none succeeds, the company are lost in the maze until the spiders return.

### 2 - 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.

### 3 - 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.



#### 4 - 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.

### MOUNTAIN TERRAIN

#### 1 - 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.

#### 2 - TROLL!

One scout makes an Explore test. If he fails, he has disturbed a Mountain Troll who attacks the company!

#### 3 - 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.

#### 4 - 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.

### SWAMP/MARSH LAND/RIVER

#### 1 - THE FROG CHORUS

The Scout must make an Explore test, on a Failure the party is plagued by a night-time chorus of frogs. Each player must make an Awareness test, Success means two points of Endurance damage whilst Failure means only one point (as players succeeding have a harder time ignoring the frogs).

#### 2 - 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.

#### 3 - HALF SUBMERGED RUINS

All scouts make an Explore test. If one succeeds, he discovers ruins from an earlier kingdom, half-submerged in water. The LM may decide how to populate the ruins, or just to use them for colour.

#### 4 - 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.



# - 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.

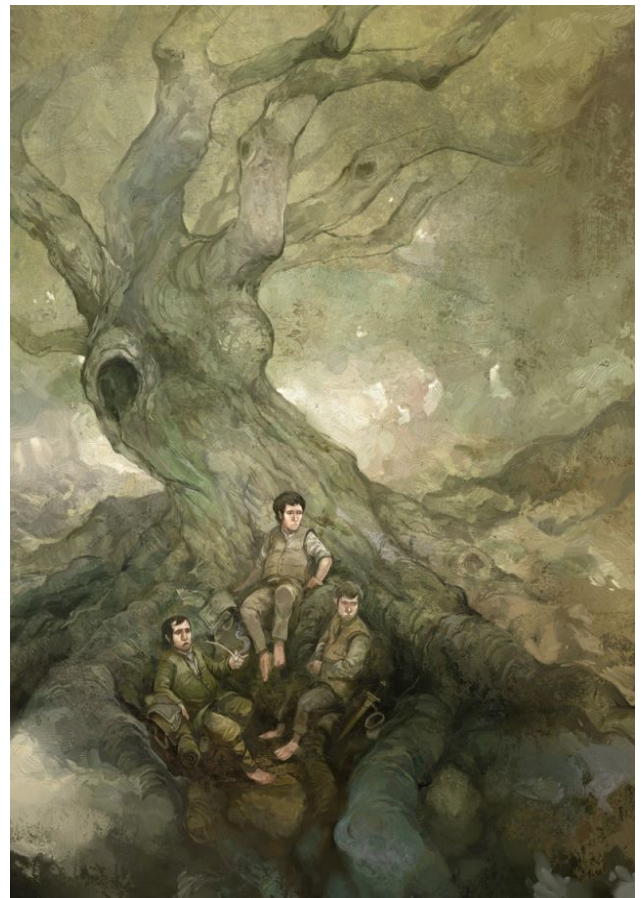
Finally, Hope can be increased and fully recovered with the acquisition of the Confidence Mastery Virtue. It would be most wise to wait to acquire Confidence when your Hope pool is nearly depleted, as it maximizes the restoration quality.

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, setting up camp in a small, inviting grove and finally relaxing a little, telling tales around the campfire.

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





## - HERBS AND HEALING -

A character possessing the Herb-lore trait can Search for herbs and use their Lore to prepare and revive them. Anyone can use Healing to administer herbs.

### FINDING HERBS

A character can only find herbs in locations they grow in. To find herbs make a Search test against the Find TN of the herb in this location. A success yields enough for one dose, a great success two doses and an extraordinary success three doses.

### PREPARING HERBS

Once herbs have been found they must be prepared (brewed, crushed, etc) by making a Lore test against the Prepare TN of the herb. A failure wastes one dose worth of the plants gathered.

### APPLYING HERBS

A prepared herb can be applied (chewed, inhaled, poultice, etc) by making a Healing test. A failure wastes one dose worth of the plants gathered.

A herb remains active in the recipient's system for 4 hours and no additional herbs may be taken during this time (if they are they have no effect).

### REVIVING HERBS

Whilst fresh and prepared herbs can be purchased, traded and/or received as gifts, they will only keep for a finite period. This is referred to as the Term.

Characters can try to 'revive' a herb even after it is past its prime, which requires a Lore test against a TN of 14 plus the number of full or fractional terms that the herb is older than one. For example, if a given herb's fresh term was one week, reviving a dose harvested three weeks ago would require a TN 16 test as the herb is two full terms older than one week.

### HERBS OF WILDERLAND

Many plants and herbs possess characteristics that a person schooled in herb-lore may take advantage of in order to offer comfort to those in need. Those most common in the Wilderland are listed here.

Format: Name; Location (F – Forest, V – Vales, P – Plains, R – Rhosgobel); Effects; Dosage; Find TN; Prepare TN; Term

#### Edible Plants/Herbs

- Furry Oak acorn; F, R; Harvest immediately; 10 acorns (raw or cooked) = 1 meal; 10; n/a; 3 days
- Smooth Oak acorn; V; Process 1 day before eating; 12 acorns = 1 meal; 10; 10; 1 week
- Beechnuts; F, R; Stinging husk must be removed by roasting. Small nuts but nutritious; 25 nuts = 1 meal; 10; 12; 1 week
- Curly bark hickory nuts; V; Small nuts but nutritious; 50 nuts = 1 meal; 14; n/a; 2 weeks

#### Medicinal Plants/Herbs

- Athelas; V, F, R; 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 – endurance recovery for standard (4 points) and great successes (6 points), removal of weariness on an extraordinary success; 14; 12; 1 week
- Carefree mustard; V; Soothing poultice made from seeds, ripe for harvest in autumn. Heals superficial injuries (ie, restores 1 to 3 endurance points on a standard, great, or extraordinary success respectively), soothes more serious injuries (ie, +2 when treating Wounds). Mix 1 cup of seeds in water and pound with pestle. Must be used immediately upon preparation, but seeds may be stored; 10; 14; n/a (0 if prepared)

# - 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 options for use.



### 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, defense 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.



# - BATTLE RULES -

Battles are a key feature of many adventures and will range from company-sized engagements with a few hundred participants all the way to a full-scale battle with thousands of combatants.

## HOW A BATTLE IS STRUCTURED

The Loremaster must first decide on the scale of the battle: minor or epic. This will primarily affect the resolution of hero Battle Tasks. The battle is then broken in to three stages: onset, engagement and aftermath.

### Size of battle

Battles will feature a number of units, typically no more than twenty a side. In minor battles each unit is a company representing 20 soldiers or warriors of the same culture or race. In epic battles each unit is a battalion representing 10 companies (200 soldiers or warriors) of the same culture or race.

- Exception: adversaries with the Great Size ability (e.g. Trolls) and mounted units represent half this number.

## ONSET

The Loremaster describes when the battle is occurring (e.g. dusk, night, dawn), the prevailing conditions (e.g. rain, fog, snow), the battlefield and the opposing forces including who is leading each side.

One side, typically the heroes, is deemed to be the defender the other the attacker.

### Hope and Hate

The leader of the Free-folks forces, who may be a Loremaster character, makes a Battle test to determine how many points of Hope each of his units starts with (one for a success, two for a great success and three for an extraordinary success).

Loremaster units typically start with one to three points of Hate each.

## 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

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.

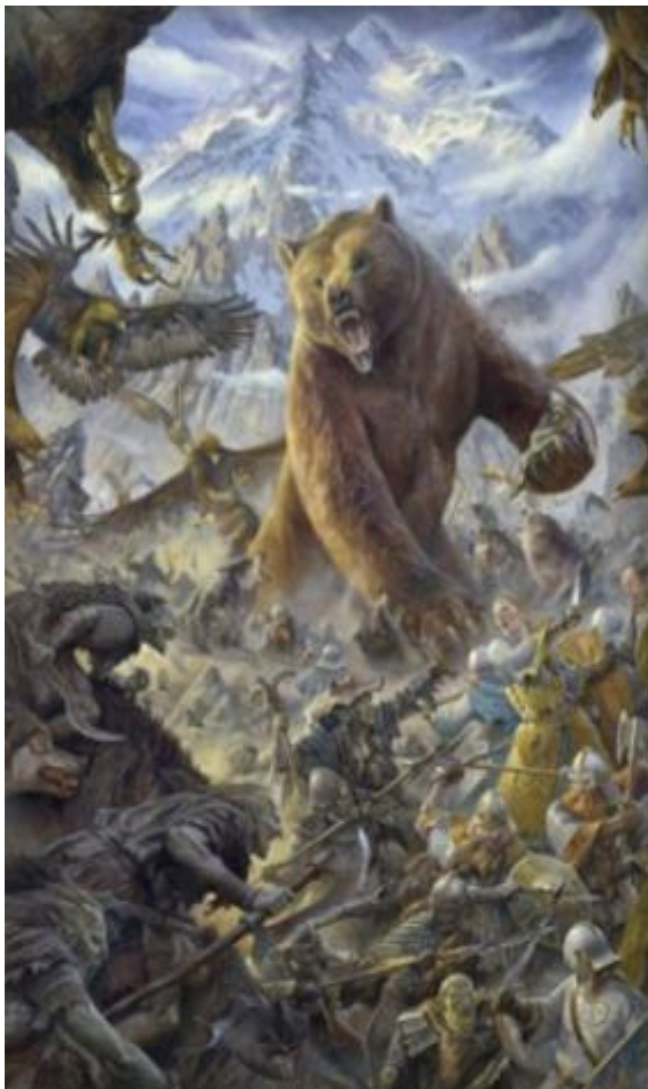


### **Hero Attachment**

Each hero may attach themselves to a unit within the following restrictions:

1. No unit may have more than one hero attached to it
2. A Dwarf may not be attached to an Elven or Beorning unit
3. An Elf may not be attached to a Dwarven unit

A hero attached to a unit that is eliminated may be attached to another unit under the same restrictions as above at the commencement of the following round.



### **ENGAGEMENT**

The engagement is resolved in a number of rounds, each representing the passage of one hour. The mechanics are similar to those of character combat except with a greater level of abstraction.

At the start of a battle all units are unengaged. A unit is engaged by moving it or an opposing unit so that both are directly adjacent and touching each other. A unit remains engaged with the same opposing unit(s) until one or the other is eliminated.

#### **Unit Stance**

Players place each of their units in a stance, with the usual proviso that for every unit placed in a rearward stance at least two units must be placed in a close stance.

An engaged unit may not be placed in a rearward stance.

#### **Defender Engages**

The defender now engages each of his unengaged units in a close stance with opposing unengaged units.

The defender has two units engaged with a single opposing unit and an unengaged unit in the close stance versus three opposing units in total. The unengaged unit must engage one of the two engaged opposing units.

Then, if any opposing unit is engaged by two defending units and there are still unengaged opposing units present the defender must re-engage one of these units.

Continuing from the above example, the defender must now re-engage one of his 'doubled-up' units against the remaining unengaged unit.

If the defender still has unengaged units remaining in a close stance they may double-up against an already engaged unit or elect to automatically flee the battlefield.

#### **Defender Acts**

Each defending unit, starting from the forward stance with the unit having the greatest combat rating, now acts.





First, any attached hero may undertake a battle task where “*n*” is the number of successes (one for a success, two for a great success and three for an extraordinary success) in a minor battle, or one for an epic success in an epic battle.

- Awe (TN 16) to remove *n* points of Hate from a unit engaged with the unit the hero is attached to
- Battle to add *n* success dice to attached unit's next attack roll and/or subtract *n* success dice from an engaged unit's next attack roll. In the latter case the unit must be engaged by the unit the hero is attached to
- Healing to restore *n* endurance to attached unit
- Inspire (TN 14) to add *n* points of Hope to an attached unit
- Melee Weapon to inflict *n* damage to engaged unit. The unit must be engaged by the unit the hero is attached to
- Ranged Weapon (if in Rearward stance) to inflict *n* damage to any opposing unit

The defending unit then makes an attack by selecting a target (a unit it is engaged with, or any unit if it is missile-armed and in the Rearward stance) and rolling the Feat die plus a number of Success dice equal to its combat rating against stance TN plus the combat rating of the target unit.

The unit may spend a point of Hope to add its combat rating to the roll. Alternately, an attached hero may spend a point of hope to add his Heart attribute score (if Battle is a favoured skill then he may add his favoured Heart attribute score).

A success reduces the target's endurance by an amount equal to the acting unit's damage rating, a great success by double the damage rating and an extraordinary success by triple the damage rating

### **Attacker Engages**

If any opposing unit is engaged by two attacking units and there are still unengaged opposing units present the attacker must re-engage one of these units.

If the attacker still has unengaged units remaining they may double-up against an already engaged unit or elect to automatically flee the battlefield.

### **Attacker Acts**

Engaged attacking units attack a unit they are engaged with in the same manner as the defender, then unengaged attacking units may, if armed with missile weapons, attack any opposing unit.

## **AFTERMATH**

### **Fatigue and Shadow**

Battles are exhausting. If the hero's side won then each hero must make a Battle fatigue test for every three hours that the battle lasted, and a corruption test for every six hours.

If the hero's side lost then one battle fatigue test is required for every two hours and one corruption test for every three hours.

### **Heroic Deaths**

The Loremaster now makes a survival roll for each named Loremaster character against TN 20 minus the number of hours the battle lasted (to a minimum of TN 10). A success means the Loremaster character is wounded, great success is critically wounded (must be healed immediately and will take months to recover) while an extraordinary success means the character is killed.

### **Casualties and Healing**

Casualties are proportional to the endurance each unit lost, with half being wounded and half being killed (rounded in favour of wounded if the side won, otherwise killed).

- *A Woodmen company that lost 9 endurance in a victorious battle would have 5 men wounded and 4 killed*

Each hero may make a single Healing roll to save a number of men from dying (treat them as wounded instead) equal to the number of successes they obtain.

- *In the above example a hero who got a great success would reduce the company's casualties to 7 wounded and 2 killed*



## USING HATE

Lordmaster units can spend hate to activate predefined abilities. The following list is not exhaustive.

### Charge

A unit engaged in the forward stance doubles its damage rating in the next attack.

### Despair

A unit engaged with this unit, and any attached hero, must make a corruption test against a TN of 12 plus the damage rating of the unit. For this purpose units have a Wisdom score equal to their combat rating and lose a point of Hope if they fail.

### Mass

The unit may 'triple-up' on an engaged unit, but only if no unengaged opposing units are present.

### Regroup

Roll the Feat die and a number of Success dice equal to the unit's damage rating against a TN of 16. On a success the unit recovers 5 endurance, on a great success it also recovers a Hate point, and on an extraordinary success it recovers 5 endurance and 2 Hate points in total.

## UNIT CHARACTERISTICS

Each unit has three ratings: a combat, damage and endurance rating, plus an optional attribute. The combat rating is used for both attack and parry.

A unit becomes Weary when it has no endurance remaining, and is eliminated when its endurance loss equals or exceeds twenty.

### Unit Attributes

Each unit may have one of four attributes:

- **Missile Armed:** the unit can conduct ranged attacks from the rearward stance
- **Heavily Armoured:** the unit downgrades successful attacks against it by treating an opponent's success as a failure, a great success as a success, and an extraordinary success as a great success
- **Unarmoured:** the unit upgrades successful attacks against it by treating an opponent's success as a great success and a great success as an extraordinary success
- **Mounted:** the unit doubles its damage rating when engaged in the forward stance.



Most units are lightly armoured with standard battle armour and shields.

Bardings, Dwarves, Great Orcs and Trolls are considered heavily armoured; the later due to sheer size and endurance, the first three because of superior craftsmanship.

### Attached Heroes

Whenever a unit with an attached hero suffers an endurance loss the hero suffers the same loss but reduced by the number of success die they receive for amour protection.

- *A hero is attached to a unit that losses three endurance due to an Orc attack. The hero's armour is rated as 4d so he losses no endurance*

A hero can instead choose to ignore an endurance loss by making a protection test against an Injury TN of 10 plus the ignored endurance loss.

- *The same unit above later losses ten endurance to a Troll attack. The attached hero can either lose 6 endurance or make a Protection test against an Injury TN of 20*

If the unit a hero is attached to is eliminated the hero makes an additional Protection test against an Injury TN of 12 plus the damage rating of the attacking unit.

- *The previous Troll attack eliminated the attached unit and after losing 6 endurance or making a protection test the hero must make a protection test against a TN of 17*

### UNIT RATINGS

The unit ratings on the left-hand side of each counter are, from top to bottom, combat, damage and endurance.

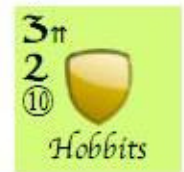
A double-header arrow symbol (⇄) indicates the unit is missile-armed, a shield (🛡️) is heavily armoured, a skull (💀) is unarmoured and a horse (🐎) is mounted.

### FREE FOLK

#### Men of the North



#### Dwarves, Elves, and Hobbits



### SERVANTS OF THE SHADOW

#### Orcs



#### Dark Creatures



### MOUNTED UNITS

These units are not present in the default setting and period, but are presented for the sake of completeness.



# - New Weapons -

## 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).

### HEAVING 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.

### 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.





## 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	5	Axes	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	16 + Body	32 + Body
Sling	8 + Body	16 + Body	32 + Body

## 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



# - New Adversaries -



## GOBLINS

GOBLIN WARRIOR	
ATTRIBUTE LEVEL	
2	
ENDURANCE	HATE
8	1
PARRY	ARMOUR
2 + 1	2d
SKILLS	
Personality, 1	Survival, 2
<u>Movement</u> , 3	Custom, 1
Perception, 2	Vocation, 1
WEAPON SKILLS	
Spear Damage 4, Edge 9, Injury 12, CS pierce	2
Jagged knife Damage 3, Edge $\Psi$ , Injury 14, CS -	2

GOBLIN WARRIOR
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</u> , 3	Custom, 1
<u>Perception</u> , 3	Vocation, 1
WEAPON SKILLS	
<u>Bow of horn</u> Damage 4, Edge 10, Injury 12, CS poison	2
<u>Jagged knife</u> Damage 3, Edge $\Psi$ , 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.	



## ORCS


<b>orc champion</b>	
ATTRIBUTE LEVEL	
4	
ENDURANCE	HATE
18	4
PARRY	ARMOUR
5	3d
SKILLS	
<u>Personality, 2</u>	Survival, 3
Movement, 3	Custom, 1
<u>Perception, 2</u>	Vocation, 2
WEAPON SKILLS	
<u>Heavy scimitar (2h)</u> Damage 7, Edge 10, Injury 14, CS break shield	2
<u>Spear</u> Damage 4, Edge 9, Injury 12, CS pierce	3
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>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.</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>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	
<u>Cruel Whip</u> Damage 3, Edge 10, Injury 12, CS trip (treat target as if they were suffering knockback)	3
<u>Bent sword</u> Damage 4, Edge 10, Injury 12, CS disarm	2
SPECIAL ABILITIES	
<p><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.</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>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>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>	






<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, Called Shot 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.	





## TROLLS

<b>cave troll runt</b>	
ATTRIBUTE LEVEL	
6	
ENDURANCE	HATE
62	5
PARRY	ARMOUR
5	<u>2d</u>
SKILLS	
Personality, 2	<u>Survival</u> , 2
<u>Movement</u> , 1	Custom, 0
<u>Perception</u> , 1	Vocation, 0
WEAPON SKILLS	
<u>Bite</u> Damage 5, Edge , Injury 14, CS -	2
<u>Crush</u> Damage 7, Edge , Injury 12, CS -	1
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>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>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>	

<b>olog-hai</b>	
ATTRIBUTE LEVEL	
8	
ENDURANCE	HATE
85	8
PARRY	ARMOUR
6 + 1	<u>3d</u>
SKILLS	
Personality, 3	<u>Survival</u> , 2
<u>Movement</u> , 2	Custom, 1
<u>Perception</u> , 2	Vocation, 1
WEAPON SKILLS	
<u>Heavy hammer</u> Damage 8, Edge , Injury 16, CS break shield	3
<u>Crush</u> Damage 8, Edge , Injury 12, 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>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>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>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>	



# olog-hai war chief

## ATTRIBUTE LEVEL

9

ENDURANCE

HATE

92

10

PARRY

ARMOUR

7 + 1

3d

## SKILLS

Personality, 3

Survival, 2

Movement, 2


Custom, 1

Perception, 2

Vocation, 3

## WEAPON SKILLS

### Heavy hammer

Damage 8, Edge , Injury 16, CS break shield

4

### Crush

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)

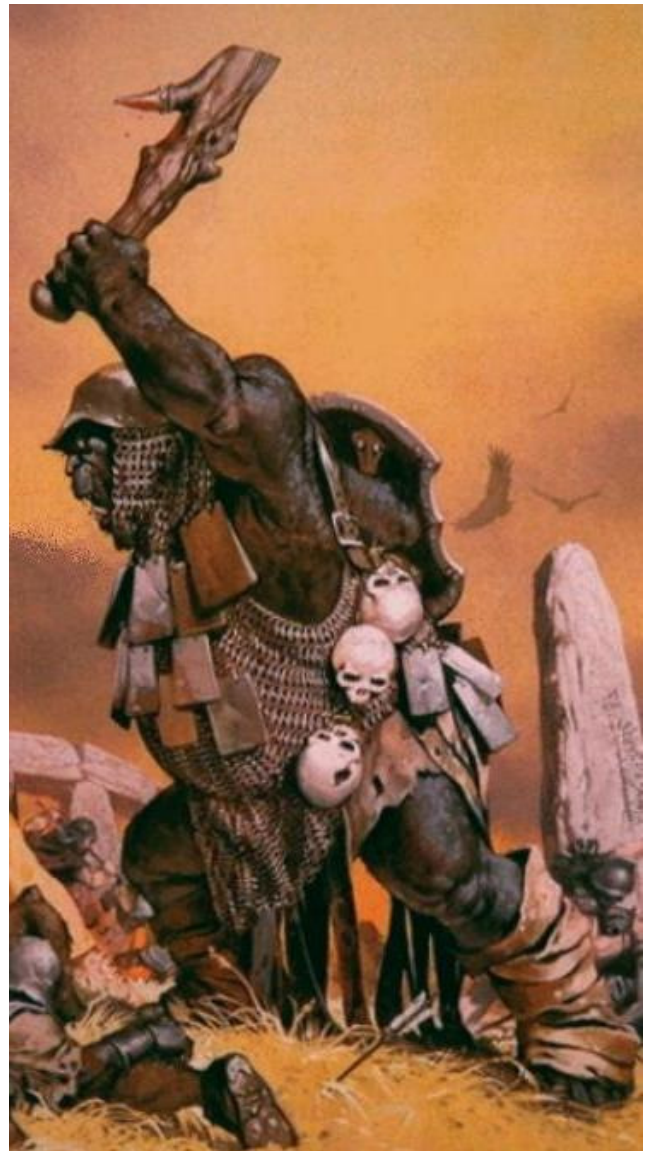
Reduce the creature's Hate point score by one to force all companions to make a Fear test.

### 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.

### 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).



## 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.	