

# THE LORD OF THE RINGS ROLEPLAYING GAME



## THE HEREN TURAMBARION'S COMPENDIUM

REVISED SECOND EDITION • NOVEMBER 2006

# TABLE OF CONTENTS

INTRODUCTION AND CREDITS.....	3	WEAPONS & GEAR.....	24
ATTRIBUTES.....	5	Equipment Tables .....	24
Generating Attributes.....	5	Starting Money .....	24
Primary Attributes: Revised Attribute Modifiers .....	5	Customized Bows .....	24
Secondary Attributes: Calculating Reactions .....	5	Trade and Commerce .....	24
Courage.....	5	Prices and Coinage .....	24
Low-powered Characters .....	5	Buying and Selling.....	24
RACES OF MIDDLE-EARTH.....	6	Table 8.2 Revisited: Weapons.....	25
Racial Skills .....	6	Table 8.3 Revisited: Armour & Shield.....	26
Race Adjustments.....	6	Table 8.4 Revisited: Gear .....	27
Background Packages.....	6	Table 8.5: Herbs and Enchanted Breads .....	30
The 'Blood of Beorn' Ability .....	7	OPTIONAL PLAY RULES.....	31
ORDERS .....	8	Movement.....	31
Order Packages .....	8	Movement Tests .....	32
Barbarian Packages .....	8	Tests.....	32
Craftsman Packages .....	8	Opposed Strength Tests.....	32
Loremaster Packages.....	8	Extended Tests Revisited .....	32
Mariner Packages .....	9	Combat .....	33
Minstrel Packages .....	9	Initiative.....	33
Noble Packages .....	9	The 'Hit and Run' Combat Manoeuvre.....	33
Rogue Packages .....	9	Combat Actions Revisited.....	33
Warrior Packages.....	9	Stun Attacks .....	33
The Loremaster's Vala Virtue Ability .....	10	Unarmed Combat.....	33
Revised Order Abilities .....	10	Size and Weapon Reach.....	34
The Outdoorsman .....	10	Combat Pacing.....	34
Free Picks .....	11	Fear .....	34
New Elite Orders .....	12	Horses .....	34
SKILLS .....	14	Fighting from Horseback .....	34
Crafting Skills .....	14	Horse Movement Revisited.....	35
Crushing Weapons .....	14	Carrying Capacities .....	35
Legerdemain (Open Lock) .....	14	Injury, Weariness, and Healing .....	35
Lore: Realm Skills .....	14	Unconsciousness.....	35
Other Lore Skills .....	15	Infections .....	35
Lore: Group skills.....	15	Leechcraft .....	35
Lore: History skills.....	15	Falling Damage .....	35
Lore: Race skills.....	16	Starvation and Dehydration.....	36
Lore: Other skills.....	16	Weariness.....	36
New Skill: Tame .....	16	Travelling.....	36
EDGES & FLAWS .....	17	Travel Speed .....	36
General Restrictions.....	17	Overland Travel.....	36
Lesser Edges .....	17	Sleeping in the Wilderness.....	37
Revised Edges & Flaws .....	17	ADVANCEMENTS.....	37
New Edges .....	18	Advancing Skills .....	37
New Flaws.....	19	Revised Skill Pick Costs.....	37
MAGIC .....	22	Skill Checks.....	38
Vigour: Spellcasting and Weariness .....	22	Raising Unchecked Skills .....	38
Learning Spells.....	22	Skill Specialties .....	38
Spell Picks .....	22	Additional Edges .....	38
Directed Spells.....	22	Increasing Reactions.....	39
The Mind Spell Specialty.....	23	Restrictions on Order Abilities.....	39
Sundering Revisited.....	23	Increasing Courage .....	39
		Increasing Attributes.....	39
		Restrictions on Health .....	39
		Joining New Orders and Elite Orders.....	39

FELL BEASTS AND WONDROUS MAGIC .....	40	MORE OPTIONAL RULES .....	47
Fell Beast Movement .....	40	Language .....	47
Beasts Fell and Fair .....	41	Tongues of Middle-earth .....	47
Black Squirrels of Mirkwood .....	41	Experience Awards .....	48
Crebain .....	41	General Guidelines .....	48
Great Eagles .....	42	The Learning Value .....	48
Lithrog .....	43	Group EP Categories .....	48
Ash Wraith .....	43	Fulfilled Objectives EP .....	49
Neekerbreakers .....	44	Individual EP Awards .....	50
Stone-giants .....	44	EP Requirements for Advancements .....	50
Taurug of Mirkwood .....	45	Fumbles and Failures .....	50
Wondrous Magic .....	46	Spending Courage .....	50
Elvish Gown .....	46	Failure and Complete Failure .....	51
Elven-lamps .....	46	Modifiers .....	51
Mathom .....	46	CRITICAL STRIKES .....	51
Troll's Purse .....	47	Basic Mechanics .....	51
Waterskin of the Woodland Realm .....	47	Hit Locations & Called Shots .....	52
		Effects of Criticals .....	52
		Miscellaneous Rules .....	53

---

## INTRODUCTION AND CREDITS

---

Welcome to the second edition of the Heren Turambarion's *Compendium* for Decipher's *The Lord of the Rings Roleplaying Game*. This second edition of the *Compendium* features optional rule suggestions on or revisions of various topics such as attribute generation, courage, two new elite orders, the Mind Spell Specialty, learning spells, combat manoeuvres, combat pacing, horses, and healing. It also introduces eight new types of fell beasts and five new items of wondrous magic.

Remember, even though all optional rules have been extensively playtested by the members of The Heren Turambarion, they are nothing more than optional suggestions and unofficial 'house-rules'. Therefore, a Narrator who plans to introduce some of them to her game should carefully evaluate each option and decide whether it is appropriate for the style of her chronicle or not. The guidelines and rules presented in the *Compendium* were devised to enhance the overall game balance of Decipher's *The Lord of the Rings Roleplaying Game*. Also included are the most important errata concerning character creation Decipher has officially announced, and a collection of house rules contributed by or adapted from other authors or roleplaying games. Any rules conceived or written by others than the main author of the *Compendium* are shown with their author's name or nickname in the credits below.

Although the rules and features adapted from other roleplaying games (e.g., the system for resolving critical strikes, the equipment lists, or the new flaws) have underwent mas-

sive changes to meet the demands of Decipher's *Coda System*, anyone familiar with the original sources will easily recognise some quotes and mechanics. Any such quotes are not intended as a violation of copyright, but rather as a recognition of those RPGs!

The Heren Turambarion's *Compendium* is organised in the same way as Decipher's core rulebook, following it chapter by chapter. It starts with additional material for character creation, along with some suggestions that lower the power level of starting characters. This makes adventuring much more challenging, and prevents the characters from performing world-shaking deeds with merely one advancement or two. But the *Compendium* is by no way only about restrictions; it also offers a host of new, fun-to-use game mechanics and roleplaying opportunities such as the thirty-six new flaws. Also covered are rules for critical strikes, both for weapons and natural attacks of all kinds, and for damage-dealing spells. Players will also find the extended equipment lists most useful, for they introduce a broad variety of items and feature more balanced statistics for weapons.

As you can see skimming through the Table of Contents, there are far too many optional rules to mention in this introduction. Hopefully, they will add as much fun and new possibilities to your chronicles as they did and do to ours! Any feedback, be it criticism or applause, is most welcome. Enjoy!

*Olorwe and The Heren Turambarion*

# CREDITS

**CONTACT:** [olorwe@rolemaster.at](mailto:olorwe@rolemaster.at)

**WEBSITE:** [www.ambarqenta.com](http://www.ambarqenta.com)

**AUTHOR:** Georg Witrisal

**COVER ART:** Angus McBride, *The Chamber of Mazarbul*.

©Ironcrown Enterprises. Used without permission.

**CONTENTS** used from or inspired by other gamers or manufacturers of roleplaying games: Alathariel (Black Squirrels of Mirkwood); Bombur (Stone-giants); Camdin (Crebain, Great Eagles, Neekerbreakers, Elvish Gown, Mathom, Troll's Purse); Chaosium's Call of Cthulhu (Skill Checks); Colin Chapman (Background Packages, The Blood of Beorn ability, most Order Packages, Tame skill; together with Jason Lorenzetti: Artificer elite order); Jason Durall (Commander elite order; Order Packages: Rivendell Healer, Pirate, Herald, Huntsman, and Hobbit Gentry); Gandalf of Borg (Lithrog, Ash Wraith); Ironcrown Enterprises' Rolemaster (Critical Strikes, Weapon Fumbles & Spell Failures, some of the New Flaws, Height & Weight Table, Languages of Middle-earth, Equipment Lists, Guidelines on Experience); Steve Jackson Games' GURPS (most of the New Flaws, and countless inspirations, e.g. to Movement and Revised Skill Pick Costs); Manveru (Vala Virtue order ability, inspiration for Spellcasting and Weariness); Scott Metz (Valorous Deeds edge, Trade and Commerce, Extraordinary Success on a Parry/Block, Keeping a Foe at Bay, Fighting from Horseback, Leechcraft, Infections, Overland Travel, Sleeping in the Wilderness, Flight special ability movement rates – some of Scott's abovementioned 'Coda System Revisions' have been reprinted almost unchanged, but even more have offered valuable inspirations); Taliesin & Steve Jackson Games (Starvation and Dehydration); Taliesin (Taurog of Mirkwood, Elvenlamps, Waterskins of the Woodland-realm); Tulris (Spellcasting and Weariness), an unknown author (Echoes of Power); and Wizards of the Coast's Dungeons & Dragons 3rd Edition (Attack Speed Modifiers, Equipment Lists, and Guidelines on Experience).

**SPECIAL THANKS TO:** The good folks at Decipher for their devoted work on a great game for roleplaying on J.R.R. Tolkien's Middle-earth; Martin Meyer, the webmaster of The Heren Turambarion, for his patience with countless updates; Sam Johnson and Jason Durall, for narrating and writing down their 'Chronicle of Ice and Fire'; the community gathered at Decipher's Lord of the Rings RPG message board, expertly cared for by Doug Burke; Jeffrey Fuller, host of the fine Valinor website; and finally to all folks who provided me with feedback, cheerful comments, interpretations and even translations of some of our rules!

**PLAYTESTERS:** Senta Huemer, Jacky Köberl, Martin Meyer, Jakob Moder, Alexander Muhr, Sebastian Seebauer, and Daniel & Philipp Windisch.

## DISCLAIMER

The Heren Turambarion's *Compendium*, revised second edition, ©2003–2006 by Georg Witrisal and The Heren Turambarion. Permission granted with pleasure to distribute this document or parts of it in any form, provided that credits are given to The Heren Turambarion and its website in any subsequent publications of your own.

The work presented in this document, created by The Heren Turambarion and other authors mentioned under 'Credits', is derivative work of copyrighted material by *Tolkien Enterprises, Inc.*, and *Decipher, Inc.* and is released for free distribution and personal use by The Heren Turambarion without permission or endorsement by the abovementioned holders of copyright. The Lord of the Rings, The Hobbit, and Middle-earth are trademarks of Tolkien Enterprises Inc. Use of these or other trademarks is not intended as a challenge to the status of said trademarks. All other material, i.e. any original innovations made to the abovementioned copyrighted material is copyright ©2003–2006 The Heren Turambarion.



---

# MIGHT & MAJESTY: ATTRIBUTES

---

## GENERATING ATTRIBUTES

The Random Method for determining your character's attributes works fine. But the Pick Method will almost certainly produce at least two very high attribute scores which you likely wouldn't get with the Random Method. Therefore, a Narrator may choose to use the alternative Buy Point Method present here. You receive 55 *buy points* to spend on your six attributes as you see fit. Please refer to Table 2.0 below to determine how many buy points a specific attribute score requires:

TABLE 2.0: ATTRIBUTE BUY POINTS

ATTRIBUTE SCORE	BUY POINTS
1	-2
2	0
3	1
4	3
5	4
6	6
7	7
8	8
9	10
10	12
11	15
12	18

## PRIMARY ATTRIBUTES: REVISED ATTRIBUTE MODIFIERS

When determining your character's attribute modifiers, refer to the below table instead of the one given in the core rulebook, p.48. Please note that the Heren Turambarion's *Microsoft Excel™*-based *LotR Hero's Scroll* uses this symmetrical bonus progression, too.

TABLE 2.1 REVISITED: ATTRIBUTE MODIFIERS

ATTRIBUTE LEVEL	MODIFIER
0 - 1	-3
2 - 3	-2
4 - 5	-1
6 - 7	+0
8 - 9	+1
10 - 11	+2
12 - 13	+3
14 - 15	+4

## SECONDARY ATTRIBUTES: CALCULATING REACTIONS

To calculate a character's Reactions, average the modifiers of the two contributing attributes, and round up if necessary. In order to set off this minor disadvantage, it is recom-

mended that raising an attribute after character creation affects the derived reaction.

TABLE 2.2 REVISITED: REACTIONS

REACTION	AVERAGE THE MODIFIERS FROM
Stamina	Strength/Vitality
Swiftess	Nimbleness/Perception
Willpower	Bearing/Wits
Wisdom	Bearing/Perception

## COURAGE

Regardless in what kind of test you wish to spend Courage, you cannot spend more than one point on each individual test. At the Narrator's discretion, the only exception are crucial tests made to *resist* some severe threats to your character, such as Stamina tests to resist poisons and like effects.

## LOW-POWERED CHARACTERS

Player characters developed with the standard rules presented in the core rulebook are true heroes of Middle-earth. If a Narrator chooses to run a chronicle with PCs of a power level comparable to the average population, these characters may not have more than four ranks in a starting skill (instead of the normal limit of six ranks). The number of skill ranks for Native Languages and Lore (core rulebook, p.60) equals Wits times 1.5. Only Elves, Dúnedain, and Dwarves still receive a number of ranks for these skills equal to their Wits x 3. Such characters also do not receive the five Free Picks at the end of character creation.

Attributes are generated in one of three ways: The *Random Method* requires the player to roll 2d6 eight times. He discards the highest and the lowest result and keeps the others.

The *Buy Point Method* grants you 48 points (instead of 55) to spend on your attributes according to Table 2.0 above.

The *Pick Method* allows you to assign the following scores to your attributes as you choose: 8, 7, 6, 6, 4, and 3. Then distribute 8 more points among your scores (follow the guidelines presented in the core rulebook, p.46).

All other specs remain unchanged, including the number of edges and flaws a character may have upon initial character creation.

If a Narrator wants the PCs to reach the normal power level after a while, she may want to rule that each advancement provides a character with 10 advancement picks instead of 5. This will result in characters who are considerably weaker at the beginning of their career, but advancements will be of greater significance. However, in this case it is strongly recommended to increase the number of experience points required for gaining an advancement (as described on page 50).

---

# THE FREE PEOPLES: RACES OF MIDDLE-EARTH

---

## RACIAL SKILLS

While Decipher's official *Collected Rulings* document says that only those racial skills qualify for the cheaper advancement pick cost which are developed with the points a character gets for free for language and lore skills (i.e. is his Wits times 3), this optional rule handles racial skills in a different way:

Upon initial character creation, each player may assign up to six different skill groups as his racial skills. These skills must come from the list of racial skills given for each race, but may only include a character's native language(s) and those lore skills which are closely related to his cultural background. It is strongly recommended to rather choose those skills that will help to make up a more flavourful background for a character than skills of significant importance in play (e.g., a Beorning should rather designate *Craft: Bee-keeping* or *Craft: Baking* as a racial skill than *Armed Combat: Axes*). Your Narrator must always approve your selection of racial skills!

**MISSING RACIAL SKILLS:** For assembling your own racial background packages, note that Unarmed Combat is a potential racial skill for Dwarves and Men. Dwarves also speak Westron.

## RACE ADJUSTMENTS

**DWARVES:** From the moment of their awakening below the highest peaks of Middle-earth, the Dwarves were perfectly fitted to the dim light of their underground dwellings. Even the faintest light allows them to see almost as good as if it was bright day. They have the *Night-eyed 1* edge as an additional racial ability.

**ELVES:** Even under the dim light of the stars and the moon Elves can see as if it was bright day. They have the *Night-eyed 2* edge as an additional racial ability.

**HOBBITS:** All Hobbits receive a -2 modifier to their Strength attribute score (instead of -1). As a recompense, Hobbits have the following additional racial ability:

**BRAVE AT A PINCH:** Hobbits receive an extra point of Courage, since sometimes they seem to have unbelievable luck when in direst need of it. Gandalf was well advised to choose Bilbo 'for lucky numbers', so that there was a party of fourteen instead of thirteen questing for Erebor.

**DÚNEDAIN:** Being described as both a wise *and* hardy people, the Dúnedain deserve a +1 racial adjustment to their Strength and Vitality attribute scores. However, due to their relatively rigid social background and education, they only receive a +1 bonus from the Adaptable racial ability.

**ELVEN-BLOODED DÚNEDAIN:** Almost as beautiful to behold as their Elvish ancestors, they receive the Fair edge as a racial ability, and they may pick the Night-eyed edge (but they have to spend picks as normal).

**BEORNINGS (MIDDLE MEN):** The Beornings have the following additional racial ability:

**ANIMAL EMPATHY:** Similar to Elves, Beornings have great rapport with the animals they keep and herd, such as dogs, goats, cattle, or bees. They have a deep understanding of their beasts' feelings and receive a +2 bonus with all animal-related skills, except for Ride. Note that this ability is replaced by the Elves' Beast-skill ability for Beorning skin-changers with the Blood of Beorn ability (i.e., the bonus is +4).

**ROHIRRIM (MIDDLE MEN):** The Riders of Rohan have the following additional racial ability:

**HORSEMAN:** Rohirrim receive a +2 bonus to all tests related to horses, including Ride (Horses).

**OTHER MEN:** Also some other mannish races or cultures may deserve a special +2 bonus to one or more skills if it is dramatically appropriate. For instance, the Dorwinrim should receive a special +2 bonus to Craft: Wine-growing and Wine-pressing, and to Lore: Wines. Your Narrator may allow you to come up with similar bonuses at her discretion.

## BACKGROUND PACKAGES

**CORSAIRS OF UMBAR (MEN OF DARKNESS):**  
Appraise +1, Armed Combat +1, Observe +1, Ranged Combat +1, Sea-Craft +1, Swim +1.

**DORWINRIM (MEN OF DARKNESS):**  
Appraise +1, Craft +2, Debate +1, Ride +1; Friends.

**DRÚEDAIN (WILD MEN):**  
Ranged Combat +1, Stealth +1, Survival (Forests) +1, Track +1; Night-Eyed, Woodcrafty.

**DÚNEDAIN OF THE NORTH (DÚNEDAIN):**  
Armed Combat +1, Ranged Combat +1, Ride +1, Run +1, Survival (Forests or Mountains) +1, Track +1.

**LOSSOTH (WILD MEN):**  
Armed Combat +1, Ranged Combat +1, Survival (Northern Wastes) +1, Teamster +1, Track +1, Weather-sense +1.

**MEN OF ESGAROTH (MIDDLE MEN):**  
Appraise +1, Armed Combat +1, Debate +1, Sea-Craft +1, Swim +1; Friends.

**SLAVE OF NÜRN (MAN OF DARKNESS):**  
Conceal + 1, Craft (Farming) + 2, Observe + 1; Hardy, Tireless.

**TRIBESMEN OF FAR HARAD (MEN OF DARKNESS):**  
Armed Combat +1, Ranged Combat +1, Run +1, Survival (Jungle) +1; Doughty, Hardy.

**VARIAGS OF KHAND (MEN OF DARKNESS):**  
Armed Combat +2, Intimidate +1, Ranged Combat +1, Ride +1, Survival (Plains) +1.

**WOODSMEN OF MIRKWOOD (MIDDLE MEN):**  
Armed Combat +2, Ranged Combat +1, Survival (Forests) +1, Track +1; Woodcrafty.

## THE BLOOD OF BEORN

Some of the noblest descendants (and, of course, ancestors) of Beorn have the ability to become a bear. Blood of Beorn is an innate *Mastery of Shapes* spell, requires no commands or gestures and inflicts no weariness.

**REQUISITE:** Only a noble Beorning who has the *Rank* edge and a Bearing of at least 8 can acquire this innate magical ability. Such a character must be a Middle Man with the Beorning package, and will most likely be of the Barbarian order. If he meets these requisites, he can acquire the Blood of Beorn ability in one of two ways:

- During initial character creation, the ability can be picked by doing the following:
  - 1) Remove the five additional Order skill picks.
  - 2) Reduce your Free Picks to two instead of five.
- While advancing, the ability can be picked by spending 10 advancement picks (i.e. two advancements).

**EFFECT:** The Blood of Beorn ability exclusively permits the character to assume the shape of a brown bear. The transformation back or forth requires a full minute. This is an inborn, hereditary ability. However, one does not have to know that he has the ability. If it is acquired with advancement picks, it will be a stunning surprise if a Beorning character suddenly begins to turn into a bear at full moon or upon receiving a critical strike. Any inorganic objects worn or carried must be put off before the transformation.

The character's Bearing, Wits, Willpower, Wisdom, and skills all remain unchanged, but in bear form, their physical Attributes are replaced with the following:

**ATTRIBUTES:** Nimbleness 6 (+0), Perception 6 (+0), Strength 18 (+6)\*, Vitality 16 (+4)\*.

**REACTIONS:** Stamina +6\*, Swiftiness +0.

**DEFENCE:** 10

**MOVEMENT RATE:** 8 yards/action (5.5 miles/hour)

**SKILLS:** You may learn Armed Combat: Natural Weapons (Paws) and Intimidate (Fear) as additional skills.

**SPECIAL ABILITIES:** Armour (3), Bear Hug, Berserk, Natural Weapon (2d6+Str, claw).

**BEAR HUG:** On a superior success with a claw attack, you may grab your target, squeezing for 2d6 additional points of damage. The victim is also considered grabbed (see p.229 of the core rulebook).

**BERSERK:** Any time you sustain a 'Light' critical strike (or on every full moon), you must succeed in a TN 7 Willpower test or take on bear form until all enemies are beaten. The TN for the Willpower test is 10 if your received a 'Grave' critical, and 15 on a 'Severe' critical. This involuntary change occurs because the skin-changer is so enraged and takes only one or two rounds to complete. If the Willpower test results in a Complete Failure (or worse), you totally lose control of yourself and continue attacking everyone, even your comrades and allies, until no one remains able to fight.

**SIZE:** Large (2 Healthy Wound Levels)

**HEALTH:** 22

**INJURIES:** If a character is wounded when he changes his shape, he retains the Wound Level he has been in immediately before the change took place. Any damage in the current Wound Level is transferred on a 1:1 basis, but a character always retains at least one Health point.

---

# WARRIORS, WIZARDS & KINGS: ORDERS

---

**MISSING ORDER SKILLS:** The following orders should have Unarmed Combat as an order skill: Barbarian, Mariner, Rogue, Warrior, Captain, Knight, Ranger, and Spy. The following orders should also have Tame as an order skill: Barbarian, Minstrel, Noble, and Ranger. The Loremaster also has Perform as an order skill, Magicians and Wizards have Ranged Combat: Spells, the Minstrel has Perform and Ranged Combat, the Rogue has Inquire, and the Ranger also has Weather-sense.

## ORDER PACKAGES

### BARBARIAN PACKAGES

**BEORNING BERSERKER:** Famous for your rage and strength in battle, as well as the skin-changing ability those descended from Beorn himself display, you are an unrelenting enemy of orcs and their kin.

**Order Skills:** Armed Combat +3, Climb +1, Jump +1, Observe +2, Run +1, Stealth +2, Survival (Forest) +2, Track +3.

**Pick 5 Bonuses:** +1 to any order skill.

**Pick 1 Edge:** Doughty, Hardy, Tireless, Wary, Woodcrafty.

**Note:** Beorning berserkers usually suffer from the Battle-Fury flaw.

**HUNTER:** You are a patient and skilled hunter, carefully stalking all manner of wild animals, the meat, hides, and furs useful not only in ensuring your survival, or the survival of your people, but also of value in barter or trade for coin.

**Order Skills:** Armed Combat +1, Climb +1, Mimicry +1, Observe +2, Ranged Combat +3, Run +1, Stealth +2, Survival +2, Track +2.

**Pick 5 Bonuses:** +1 to any order skill.

**Pick 1 Edge:** Accurate, Keen-eared, Keen-eyed, Night-eyed, Woodcrafty.

**SHEPHERD:** While not truly a warrior, nor necessarily a member of a tribal folk, you are a stout and hardy warden, serving to tirelessly watch over, guard, guide and protect your flock or herd of livestock from hungry wolves, rustlers and other predators and thieves.

**Order Skills:** Armed Combat (Clubs) +2, Climb +1, Observe +3, Ranged Combat +1, Ride +1, Run +1, Survival +1, Tame (Hound) +3, Track +1, Weather-sense +1.

**Pick 5 Bonuses:** +1 to any order skill.

**Pick 1 Edge:** Hardy, Keen-eared, Keen-eyed, Night-eyed, Tireless.

**WOODSMAN OF MIRKWOOD:** A rugged individual of Northman stock, related to the men of Esgaroth and Dale, you are allied with the elves and Beornings of Mirkwood in your fight against the evils that inhabit the forest.

**Order Skills:** Armed Combat +2, Climb +2, Jump +1, Observe +2, Ranged Combat +1, Run +1, Stealth +2, Survival (Forest) +2, Track +2.

**Pick 5 Bonuses:** +1 to any order skill.

**Pick 1 Edge:** Doughty, Hardy, Elf-Friend, Wary, Woodcrafty.

### CRAFTSMAN PACKAGES

**COOK:** Food is your greatest love, and you are dedicated to producing the heartiest, most delectable fare, whether pursuing your craft in the kitchens of a worthy inn, or in the service of a wealthy household or patron.

**Order Skills:** Appraise (Food) +3, Craft (Baking) +3, Craft (Cooking) +3, Debate (Bargain) +2, Observe (Smell, Taste) +2, Persuade +2.

**Pick 5 Bonuses:** +1 to any order skill.

**Pick 1 Edge:** Ally, Craftmaster, Friends, Favour of Fortune, Keen-nosed.

**FARMER:** Stout and hardworking, you tend the land you live on, raising such crops as turnips and mushrooms, and tending such livestock as pigs and geese, providing your family with food on the table, and surplus for sale at the market.

**Order Skills:** Appraise (Cereals, Livestock, or Vegetables) +1, Craft: Farming +3, Debate (Bargain) +2, Lore (choose one appropriate subject, such as 'Grains', 'Mushrooms', 'Root Vegetables' or 'Livestock') +2, any one other Lore +1, Observe +2, Persuade +2, Tame (Hounds) +1, Weather-sense +1.

**Pick 5 Bonuses:** +1 to any order skill.

**Pick 1 Edge:** Craftmaster, Doughty, Hardy, Friends.

**MINER:** You toil to wrest your livelihood from the very bones of the earth, delving deep into earth and stone to bring forth the very substances of such treasures as coal, iron, silver, gold, gemstones, and even such wonders as *mithril*.

**Order Skills:** Appraise (choose one appropriate subject, such as 'Iron Ore', 'Uncut Gemstones' or 'Mithril') +2, Armed Combat +1, Climb +2, Craft (Carpentry, for shoring timbers and the like) +1, Lore (Mining) +2, Observe +2, Search +1, Stonecraft (Mining) +3, Survival (Mountains) +1.

**Pick 5 Bonuses:** +1 to any order skill.

**Pick 1 Edge:** Craftmaster, Doughty, Hardy, Night-eyed, Tireless.

### LOREMASTER PACKAGES

**RIVENDELL HEALER:** You have learned much of the healing art by studying chirurgery with Master Elrond. Now you seek to restore that is wounded in the outside world.

**Order Skills:** Healing +3, Insight +2, Language (Sindar) +2, Lore: History (Elves) +2, Lore: Herbs +3, any other one Lore skill +1, Observe +2.

**Pick 5 Bonuses:** +1 to any Order skill.

**Pick 1 Edge:** Ally (Elrond), Elf-friend, Healing Hands, Incorruptible, Wise.



## MARINER PACKAGES

**PIRATE:** Whether a Corsair of Umbar, a privateer on Gondor's coast, or a water-bandit on one of the many great rivers, you've made your living preying on ships and coastal towns, taking wealth by force upon the waters of Middle Earth.

**Order Skills:** Armed Combat +2, Climb +2, Games +1, Jump +1, Observe +1, Ranged Combat +2, Sea-craft +3, Swim +2, Weather-sense +1.

**Pick 5 Bonuses:** +1 to any Order skill.

**Pick 1 Edge:** Charmed Life, Dodge, Hoard, Keen-eyed, Two-handed Fighting.

## MINSTREL PACKAGES

**HERALD:** You speak for nobles as their envoy and messenger, travelling about the land delivering important words or as part of a noble's retinue. Alternately, you are an important figure in court, familiar with the lords and ladies of the land and an advisor.

**Order Skills:** Debate +2, Inquire +1, Insight +1, Inspire +1, any one Language +2, any one other Language +1, Lore: Group (your own) +2, any other Lore: Realm (your own) +1, Observe +1, Persuade +2, Ride +1.

**Pick 5 Bonuses:** +1 to any Order skill.

**Pick 1 Edge:** Ally, Eloquent, Friends, Gift of Tongues, Honey-tongued.

## NOBLE PACKAGES

**DWARF LORD:** You are a dwarf of proud and ancient lineage, a shining example of your race's virtue, noble and strong in arm and spirit, as enduring as the stone upon which you swear, and unbreakable in your determination.

**Order Skills:** Order Skills: Armed Combat +3, Debate +2, Inquire +1, Inspire +2, Intimidate +3, Lore: History (Dwarves) +2, Observe +2.

**Pick 5 Bonuses:** +1 to any order skill.

**Pick 1 Edge:** Command, Hoard, Rank, Resolute, Stern.

**HOBBIT GENTRY:** Born to privilege in the Shire or Bree-land, you are a Hobbit gentleman or gentlewoman of high social status, and bear a name of import in your community. Though you may not be wealthy, you are considered to be of the upper-class, and other Hobbits will generally defer to you.

**Order Skills:** Debate +2, Inquire +2, Inspire +2, any one Language +2 (usually Sindarin), any one Lore +3, Observe +1, Persuade +3.

**Pick 5 Bonuses:** +1 to any order skill.

**Pick 1 Edge:** Charmed Life, Eloquent, Favour of Fortune, Hoard, Rank.

## ROGUE PACKAGES

**CHARLATAN:** With a glib tongue and canny mind, you line your pockets, staging confidence tricks and scams, depriving the lack-witted and gullible of their wealth, and constantly travelling to avoid retribution.

**Order Skills:** Appraise +1, Armed Combat +1, Conceal +1, Debate +2, Games +1, Guise +2, Inquire +1, Legerdemain +1, Observe +1, Persuade +3, Ride +1.

**Pick 5 Bonuses:** +1 to any order skill.

**Pick 1 Edge:** Dodge, Eloquent, Furtive, Honey-Tongued.

## WARRIOR PACKAGES

**DWARF WARRIOR:** Unbreakable, defiant, and counted strong even among a race known for its strength, you are a bulwark and guardian of the Dwarven folk, long having pitted axe and mattock against such trials as Orcs, in battles waged unseen, deep within the hearts of mountains.

**Order Skills:** Armed Combat: Axes +3, Inspire +1, Intimidate +2, Observe +2, Run +1, Siegecraft +3, Survival (Mountains) +2, Track (Orcs) +1.

**Pick 5 Bonuses:** +1 to any order skill.

**Pick 1 Edge:** Bold, Doughty, Fell-Handed, Warrior's Heart, Warwise (note that this edge costs two picks).

**GALADHRIM SENTINEL:** At home among trees, by root or bough, you are one of those charged with silently watching and protecting the borders of your forest home, be it Lórien or Mirkwood, deftly traversing the wooded realm across ground and through leafy canopy.

**Order Skills:** Armed Combat +1, Climb +3, Jump +1, Observe +3, Ranged Combat +3, Stealth +2, Survival (Forests) +1, Track +1.

**Pick 5 Bonuses:** +1 to any order skill.

**Pick 1 Edge:** Accurate, Keen-eared, Keen-eyed, Wary, Woodcrafty.

**HUNTSMAN:** You stalk, trap, and kill animals in the wild, whether for gold in the marketplace, at the service of a noble lord, or for the survival of your people. (This package is also suited for barbarians.)

**Order Skills:** Armed Combat +1, Conceal +1, Craft (Tanning) +1, Mimicry +1, Observe +1, Ranged Combat +3, Stealth +1, Survival +2, Track +3, Weather-sense +1.

**Pick 5 Bonuses:** +1 to any Order skill.

**Pick 1 Edge:** Accurate, Keen-eared, Keen-eyed, Night-eyed (only if Elven-blooded), Woodcrafty.

**SHIELD-MAIDEN OF ROHAN:** You are a warrior, but you have trained, not simply to kill, but to better defend the homes and lives of your people from those who might strike when the settlement seems undefended.

**Order Skills:** Armed Combat +3, Healing +1, Inspire +1, Intimidate +1, Observe +2, Ranged Combat +2, Ride +2, Run +1, Siegecraft +2.

**Pick 5 Bonuses:** +1 to any order skill.

**Pick 1 Edge:** Faithful, Resolute, Valiant, Warwise (note that this edge costs two picks), Wary.

**WAINRIDER:** A warrior of great skill from one of the Easterling tribes, you ride swiftly into battle on your chariot, striking savagely at your foes with axe and bow.

**Order Skills:** Armed Combat +2, Intimidate +1, Observe +2, Ranged Combat +2, Ride +3, Survival (Plains) +2, Teamster +3.

**Pick 5 Bonuses:** +1 to any order skill.

**Pick 1 Edge:** Bold, Fell-Handed, Hardy, Warrior's Heart, Warwise (note that this edge costs two picks).

## THE LOREMASTER'S VALA VIRTUE ABILITY

If a loremaster calls upon a Vala, he receives some additional benefits, depending on the nature of his deity (see core rulebook, p.87):

**AULÈ THE SMITH:** +2 to all Craft, Smithcraft, Stonecraft, and Appraise tests.

**ELBERETH:** +2 bonus for all tests to resist sorcery or other spells cast by evil powers.

**ESTÈ THE GENTLE:** +2 to Healing tests, and to Inspire tests to reduce Weariness (p.127).

**LÓRIEN (IRMO):** +2 to Inspire tests and to Wisdom or Lore tests to interpret dreams.

**MANDOS (NÁMO):** +2 to all tests involving memory (such as Lore tests, and Willpower tests to resist the Sorcery spell *Forgetfulness*), and +1 to tests involving the Foresighted Edge (p.146).

**MANWÈ SÚLIMO:** +2 to Insight and Observe (Spot) tests, and +1 to Wisdom tests.

**NESSA:** +2 to Perform (Dance) tests, Run tests, and +1 to Swift tests.

**NIENNA THE WEEPER:** +2 to Healing, Willpower and Wisdom tests involving endurance of spirit (coping with grief, persevering when all hope seems lost, etc.).

**OROME:** +2 bonus to Survival and Ride tests, and to Armed or Ranged Combat tests for hunting wild beasts.

**TULKAS ASTALDO:** +2 to Unarmed Combat tests, Strength tests, and to Resist Fear.

**ULMO:** +2 to all tests involving the Sea and to resist Corruption. A character only gets this bonus to resist Corruption if he is standing nearby some water which is connected to the ocean and if they do not know any Sorcery spells and are resisting Corruption in good faith (i.e. a character cannot willingly commit an action that provokes a Corruption test and then apply this bonus to the roll).

**VAIRE THE WEAVER:** +2 to Lore: History tests, and +1 to all tests involving the Charmed Life edge.

**VÁNA THE EVER-YOUNG:** +2 to Perform (Sing) and Persuade (Charm) tests.

**YAVANNA KEMENTÁRI:** +2 to all tests involving Kelvar (animals) or Olvar (plants) except tests to harm, kill or otherwise abuse them.

## REVISED ORDER ABILITIES

**PREFERRED WEAPON** (Barbarian, p.82): The specialty bonus you receive for the first pick (possibly the free pick upon initial character creation) is only +3. Thus, the first additional pick in this order ability increases the specialty bonus to +4.

**SWIFT STRIKE** (Warrior, p.103): The requisite for the improvement of this order ability is Nimbleness 11+ and Armed Combat 12+. It cannot be used for Ranged Combat actions.

**WARRIOR-BORN** (Warrior, p.103): The test bonus for combat skills you receive by spending one point of Courage is only +1. However, you may improve this ability once to receive a +2 bonus.

**DEADLY SHOT** (Archer, p.105): For an additional improvement, an archer with this order ability may change the result of a random hit location roll (see page 52, Table CS 1.2) by  $\pm 1$ , and he receives a test result bonus of +1 for Called Shots. **REQUISITE:** All other Archer order abilities, Ranged Combat 12+.

**MIGHTY SHOT** (Archer, p.105): The bonus to cancel out Ranged Combat penalties you receive for the first pick (possibly the free pick upon initial character creation) is only +1. Thus, the first additional pick in this order ability allows you to cancel out up to +2 TN test modifiers. (Note that to 'cancel out' test penalties refers to TN increases. Thus, the description means you can offset a certain amount of these modifiers.)

**MOUNTED COMBAT** (Knight, p.108): The bonus to all Armed Combat and Ride tests you receive for the first pick is only +1. Thus, the first additional pick in this order ability increases the bonus to +2.

**WIZARD SPELL SPECIALTY** (Wizard, p.113): If the wizard already has the magician's Spell Specialty order ability, the +2 bonus to any spell tests (including Vigour tests to resist Weariness) is halved, but can be improved once.

## THE OUTDOORSMAN

*"There is food in the wild", said Strider; 'berry, root, and herb; and I have some skill as a hunter at need.'"*

— *The Fellowship of the Ring*

The Outdoorsman is a variant of the barbarian, but usually comes from a more sophisticated culture than the Men of the Wild. However, his people – be it Dwarves, Elves, Men or Hobbits – is still very close to nature. The outdoorsman is a skilled hunter, well versed in remaining unseen in the forests, mountains or plains of his homeland when sneaking up to his prey. No hostile invader must hope to escape his arrows either. He shuns bright armour and heavy weapons, holding a light leather suit and a bow in much higher esteem, for this kind of equipment allows him to travel quickly and secretly. His woodcraft and his lore of the wilderness almost rivals that of a ranger, for he has spent most of his years in the untamed lands surrounding his perhaps fairly civilised village.

An outdoorsman can be found among any people living in the wild or at its borders. A young Dúnadan who hopes to become a ranger one day, an Elvish sentinel from Mirkwood or Lórien or the member of a Wandering Company, a man from the wild lands around Dale, a Dunlending from the foothills of the Misty Mountains: they are all perfect examples for an outdoorsman.

### ADVENTURES

Outdoorsmen bring a wide variety of useful skills to any group of adventurers. Their ability to track game – and enemies – proves vital during many adventures, and their skill at arms helps to protect both them and their friends from harm.

Though they cover great distances in the lands belonging to their people and the neighbouring regions, they seldom leave their folk alone for a long time. However, if a great task on behalf of their kin is put upon their shoulders, they are ready to go – and a great help to their fellow travellers – wherever their path leads them.

### ADVANCING

Being content with their life in the wilds, outdoorsmen always long to improve their lore and skills of woodcraft. Consequently, they often become rangers. With a time of war ahead, they can quickly learn the way of the warrior or become lethal archers.

## GAME INFORMATION

### ATTRIBUTES

The most common favoured attribute for the outdoorsman is Perception, for they make their living of hunting and tracking. The favoured reaction is usually Swiftiness or Stamina. Outdoorsmen also consider Nimbleness and Vitality important. In fact, as a requisite for belonging to this order, a character must have Perception of 8 or higher, and both Nimbleness and Vitality of 6 or higher. Among brawny peoples such as the Beornings, Strength is also held in high regard.

### SKILLS AND TRAITS

#### Order Skills

The order skills for the outdoorsman are: Armed Combat (Nim), Climb (Str), Craft (Nim), Jump (Str), Mimicry (Brg), Observe (Per), Ranged Combat (Nim), Ride (Brg), Run (Str), Search (Per), Stealth (Nim), Survival (Per), Swim (Str), Track (Per), Weather-sense (Per).

#### Outdoorsman Packages

When you create an outdoorsman, take the below presented package or make one up together with your Narrator according to the rules presented in the core rulebook, p.78. In case you select the below package, your character automatically receives the skills listed under 'Order Skills'. You may then add five free picks to those skills or any other order skills. Lastly, you may pick one of the edges listed for the package. You may take one or more flaws as well (to a total maximum of four). Each flaw allows you to add +1 to one skill or pick one extra edge.

**BASIC OUTDOORSMAN:** This package represents a typical outdoorsman hailing from anywhere in Middle-earth.

**Order Skills:** Armed Combat +1, Climb +1, Craft (Bow/Arrows) +1, Mimicry (Beasts) +1, Observe +2, Ranged Combat: Bows +2, Stealth +2, Survival +2, Track +2, Weather-sense +1.

**Pick 5 Bonuses:** +1 to any order skill.

**Pick 1 Edge:** Accurate, Keen-eared, Keen-eyed, Keen-nosed, Travel Sense, Woodcrafty.

### ABILITIES

When you create an outdoorsman, you may make *one* pick from the following special abilities:

### Ambush

You have a particular skill at bringing down your prey from behind or by surprise. When you attack in such situations, you receive a +5 bonus on your Ranged Combat (Bows) tests. The Narrator determines whether the bonus applies in any given situation. A successful Stealth (Hide or Sneak) test will be required almost every time. At best, the +5 bonus usually only applies to the first attack you make against a target.

**REQUISITE:** Stealth (Hide or Sneak 6+).

### Camouflage

You have learned how to use special clothes, skin dyes, natural elements, and other methods to more effectively conceal yourself in the wilderness. With a successful TN 10 Guise test, you gain a +1 bonus to all Stealth tests made to hide in a particular type of wild for which you have Survival (type of wilderness) 4+. Add another +1 for every additional level of success on the Guise test.

**IMPROVEMENT:** For an additional pick allotted to this ability, you may use it to conceal both other characters and objects. The TN in such a case is 12.

### Expertise

Your skill with matters of woodcraft is high indeed, at time causing amazement even in others trained in the wilderness arts. Select one wilderness-related skill and an appropriate skill specialty (i.e., Survival (type of wilderness), Track, or Weather-sense). You receive a +4 bonus when the specialty applies, rather than the usual +2.

**IMPROVEMENT:** Each additional pick of this ability allows you to either choose a new skill or a new skill specialty to which the increased specialty bonus applies.

### Hard March

Outdoorsmen can learn and use the same Hard March ability as barbarians (see p.81 of the core rulebook).

### Travel-sense

Outdoorsmen can learn and use the Travel-sense edge as an order ability (see p.151 of the core rulebook).

### Walk Without Trace

Outdoorsmen can learn and use the same Walk Without Trace ability as barbarians (see core rulebook, p.82).

## FREE PICKS

The five free picks you receive at the end of character creation are treated exactly like advancement picks (see core rulebook, p.278, and page 37-39 below). However, they can only be used to improve attribute levels, buy skill ranks (to a maximum of 6 ranks), or acquire edges. Note that a starting character cannot have more than four edges. You cannot spend free picks to acquire additional order abilities, or to improve reactions, health, Courage, etc.

# NEW ELITE ORDERS

## ARTIFICER

With the release of *Paths of the Wise: The Guide to Magicians and Loremasters*, the Artificer has become an officially acknowledged elite order (see pg.40). However, the following order abilities may still be a nice optional choice for any artificer.

### ABILITIES

#### Apprentice

As word of your ability spreads, you attract apprentices whom assist you in your endeavours. They hail from a variety of backgrounds, but all aspire to become great craftsmen in your field of speciality. Each pick of this ability brings a number of apprentices equal to your Bearing modifier. Each apprentice taken grants a +2 Renown Award, as well as the added benefits of having extra help.

**REQUISITE:** Must have created at least 5 Masterworks, or at least 1 Work of Power.

**IMPROVEMENT:** You can select this ability a number of times equal to your Bearing modifier.

#### Identify

In your field of expertise, you have begun to recognise the greatest of works. With even a cursory examination, you can tell what purpose an item was created to serve and what its general properties are. For game purposes you have the Sense Power ability, but only in regard to items that fall into your area of speciality.

**REQUISITE:** Appropriate Craft, Smithcraft, or Stonecraft 8+.

#### Runecasting

You may now study spellcraft and start to learn spells that can be cast using the Runes method. Each pick of this ability grants 3 spell picks for this purpose. The spells may not be cast by any other method.

#### Work of Power

Your skill has reached such vaulted heights that you may now create enchanted items of significant power, such as a blade to rival Orcrist or Gurthang. You may weave any effect you wish into the item, but only one effect at a time, at the Narrator's discretion, and the item being enchanted must be of masterwork quality. Success requires an appropriate Craft, Smithcraft, or Stonecraft test against TN 20 + the Weariness TN of the spell that is to be imbued or TN 25+ for more "mundane" effects (as a test result bonus), and requires months of dedicated work (see pg. 192). The Narrator must approve all enchantments and should exercise her discretion to ensure that such mighty enchantments contribute to the setting, and remain extremely rare; no artificer is able to create more than a few such items in their lifetime. Each work of power crafted grants a +5 Renown Award.

**REQUISITE:** Appropriate Craft, Smithcraft, or Stonecraft 16+, Enchantment, (Artificer) Masterwork, Preservation.

## COMMANDER

*'... for he was the Captain of Ships, and was supported by the people of the coasts and of the great havens of Pelargir and Umbar.'*

— Appendix A, *The Return of the King*

Skilled sailors and leaders of men, the commander is similar to a captain, though they are found at the helm of a ship rather than upon a battlefield. Whether they command navies of warships, or lead merchant fleets, commanders are at home upon the deck of a ship, having come to their position through rank, experience, or wealth.

### ADVENTURES

For adventures which take place on the coast or the rivers, the commander is an essential member of any adventuring group, or as a valued NPC ally. Commanders are at home in campaigns involving naval combat, such as sorties against the Corsairs of Umbar. They can be dynamic and useful party members in any situation on sea-craft or boats, whether based in the sea-fleets of Pelargir and other Gondorian sea-cities. Many Elves based out of the Grey Havens are commanders, guiding vessels over the sea to Valinor, the Undying West. The commander's usefulness is not restricted to the ocean, however, but also on the great waterways of Middle Earth, particularly the Great River, the Anduin, where they might make shorter trips back and forth for trade and transport. They are most suited as the naval counterparts to captains, leading warships in great sea-battles.

### BACKGROUND

Most commanders begin their careers as mariners or warriors. These orders provide many of the skills a commander will need to captain sea-craft and lead navies on the waters of Middle Earth. Mariners, obviously, have many useful abilities which aid them well as commanders. At times, nobles may join their ranks as well.

### GAME INFORMATION

#### Requisites

To become a commander, you must have Bearing 8+ and Sea-craft 10+.

#### Order skills

The commander's order skills are: Armed Combat (Nim), Debate (Wit), Inspire (Brg), Intimidate (Brg), Lore (Wit), Observe (Per), Ranged Combat (Nim), Seacraft (Wit), Swim (Str), Weather-sense (Per).



## ABILITIES

When you create a captain, you may make one pick from the following special abilities:

### Man-of-War

As the waters of Middle-earth are sometimes battlefields, you are skilled at the many elements of naval combat. This includes the use of tactics, strategies, awareness of the limitations of your vessel and others, assessing the "field," knowledge of ship-borne siege weapons such as catapults and rams, weather and its effects on naval combat, and understanding of the realities of shipboard combat. While you are in charge of a sea-vessel involved (or about to become involved) in naval combat, you can add +1 to your Sea-craft and Siegecraft skills. This ability also adds +1 to the commander's unit Strength and Morale when using the mass combat rules.

**REQUISITE:** Sea-craft 8+.

**IMPROVEMENT:** For each additional pick devoted to this ability, you can add another +1 to the bonuses described above.

### Master of Ships

Because the tasks onboard a ship are complex, and the order of command is drilled into all who ply the waters of Middle Earth, the role of the commander demands an innate sense of respect and obedience to those who recognize it. While onboard, in charge of a vessel, or while dealing with other sea-folk or their ilk, the commander may add +2 to any checks for Bearing-based skills which could be influenced by their authority - including Debate, Inspire, Intimidate, and Persuade. It has an additional +2 against any who serve under the commander. Those affected by this ability include mariners, traders who deal with sea-merchants, and those who dwell on the ocean or waterways. This ability cannot be used if the commander is out of their element, so to speak, such as far inland, not currently in command of a vessel, has not identified themselves as a commander, or if they are dealing with beings which do not have a naval culture.

**REQUISITE:** Bearing 10+, Ship.

**IMPROVEMENT:** For each additional pick devoted to this ability, you can add another +2 to the bonus for the Bearing-related checks described above.

### Port of Call

The commander has a port where they are always welcome and relatively safe, which has adequate facilities house their ship's crew, resources to restock and re-provision, and skilled persons capable of maintenance or repair to the commander's vessel. Furthermore, the port of call will have enough available manpower to replace any lost crewmen, whether they be normal sailors and mariners, or warriors accustomed to sea-battles. If the ship is a war-vessel, there will be an armoury available to replenish lost weapons, and if it is

a trade ship, then there is enough harbour-labour to load and unload goods. Merchant commanders should be able to unload any trade goods, and replenish them with new goods if desired. If the commander is a pirate or corsair, the port of call will be an outlaw harbour, a hidden port on some small freebooter island, or perhaps along the coast of Umbar.

### Sea Legs

As with the mariner, you do not suffer the -2 (or greater) test penalty to all Nimbleness-related tests while onboard a sea- or river-vessel. You are also immune to seasickness, and never have to make Stamina tests to avoid being sea-sick.

### Ship

Commanders are almost always in command of a sea-vessel. This ability is identical to the mariner order ability described on page 93. If the commander is a warrior or a noble, the vessel can be a warship. The Narrator and player should work together to determine the nature of the vessel, its crew, and by what conditions the commander has the vessel, whether it be mercantile, military, or transportation.

**REQUISITE:** Sea-craft +7, any other mariner or commander ability.

**IMPROVEMENT:** For each additional pick devoted to this ability, you have an additional ship under your command.

### Ship Handling

Accustomed to a life onboard sea-craft, you have an instinctual feel for the way a ship moves. You know what its limitations and strengths are, and how to best use the ship's sails, oars, rudder, and manpower together to improve the way the ship handles. Additionally, you can take advantage of weather and water conditions when they are useful. While in command of any sea-vessel, you gain a +3 to any Sea-craft rolls you make.

### Wave-rider

Accustomed to the waters of Middle-earth, you are able to coax your vessel's movement to get the best performance. With this order ability, you can increase your vessel's movement speed (in miles per hour) by 25%. If you are commanding a sailing vessel, you can consider Weather-sense as an affinity skill, if you possess any ranks in this skill. You can also add +1 to your vessel's Mobility value when using the mass combat system.

**REQUISITE:** Sea-craft 10+, Wind-mastery.

**IMPROVEMENT:** For an additional pick devoted to this ability, you can add an additional 25% to the movement speed or a +1 to the Mobility value to any vessel under your command, to a maximum of two picks. Note that these bonuses are cumulative with those granted by the mariner order ability Wind-mastery, for a maximum improvement of 100% of normal speed.

---

# RINGING ANVILS AND RHYMES OF LORE: SKILLS

---

During character creation, you may not acquire more than six ranks in a single skill. However, this does not include any modifiers from attributes, abilities or edges. During character creation, the first specialty in a skill is for free. At this point, you could also buy a second specialty using any pick that would normally give you a Skill Rank. You cannot take specialties in unranked skills.

**OFFICIAL ERRATA:** Games and Survival are not Skill Groups.

## CRAFTING SKILLS

Some skills, especially the various Craft skills, Smithcraft and Stonecraft add a lot of flavour to a character's background. However, in a typical chronicle they seldom can be deployed. To provide a character with the chance to profit from such a skill despite the lack of time during an adventure, the Narrator can allow a character to craft one item per skill rank before starting a chronicle. If he has more than one specialty, he must choose in which one(s) he wants to test his skill. The player states what kind of item he wishes to craft and makes a normal skill test. He may divide his Courage points for these tests as he sees fit. He can then choose one item per skill specialty (e.g., one set of armour and one weapon) to keep for himself. Items he crafted in excess of that number are normally kept by his teacher.

Note that even some of the skills in the Craft skill group can have specialties. For example, Craft: Leatherworks might have the specialties Skinning, Tanning, Dying, or Sewing.

## CRUSHING WEAPONS

As it is said in the core rulebook (p.122), 'large, heavy weapons such as axes or clubs', maces and staffs may depend on a character's Strength instead of his Nimbleness if a player opts for it.

## LEGERDEMAIN (OPEN LOCK)

For all characters who do not have the Rogue's Lockpicking order ability, there is a special -5 penalty when attempting to pick a lock. This reflects the fact that even if a character has some training with the Legerdemain skill, he still lacks the expertise of a rogue. Note that acquiring the Open Lock skill specialty does not offset this penalty.

## LORE: REALM SKILLS

Being knowledgeable about the realm of Gondor doesn't necessarily mean a character knows anything about the geography and history of Arnor, although both fields of lore are governed by the same general skill, Lore: Realm. The loss of

the specialty bonus alone does not sufficiently represent how hard it is to find your ways in an area far abroad to your homeland. Therefore, it suggested to split the Lore: Realm skill into a number of independent skills, each dealing with a larger *region* or realm. These skills can be further specialised for specific *lands*. Below is a list of possible regions (and lands that can be chosen as specialties):

- Beleriand (Lindon, Ered Luin, Númeriador)
- The North (Angmar, Forochel, Forodwaith, Grey Mountains)
- Eriador (Arthedain, Cardolan, Rhudaur, The Shire)
- Southern Eriador (Eregion/Hollin, Dunland, Endewaith)
- Western Rhovanion (Misty Mountains, Anduin Vales, Mirkwood, Grey Mountain Narrows)
- Eastern Rhovanion (Brown Lands, Dead Marhes and Eryn Muil, Dagorlad, Erebor and Dale-land, Dorwinion, Iron Hills, Withered Heath)
- Gondor (White Mountains, Drúadan Forest, Anorien, Ithilien, Lebennin, Belfalas, Lamedon, Anfalas, Andrast)
- Rohan (West Emnet, East Emnet, Fangorn, Wold)
- Mordor (Ephel Duath, Ered Lithui, Udûn, Gorgoroth, Nurn)
- Harad (Harondor, Umbar, Khand, and many other lands in Near Harad which names are not recorded in the scrolls of Minas Tirith)
- Rhûn (Any lands east of the Sea of Rhûn)

You can further specialise a Lore: Realm skill for a specific *location* like a town or a place that lies in a land you have chosen as a specialty. This is called a subspecialty and grants you an additional test result modifier of +1 when dealing with lore pertaining to that specific location. Upon initial character creation, one subspecialty per applicable skill is for free. Note that there are some locations of which some characters normally cannot have any knowledge about (e.g., you cannot assign places like Lothlórien, Moria or Dol Guldur as a subspecialty if you haven't been there before).

When noting your character's Lore: Realm skills on your character sheet, write them this way:

**Lore: Region (Land/Location).**

Thus, your character might know Lore: Eriador (Arthedain/Bree), or Lore: Western Rhovanion (Misty Mountains/High Pass).

Keep in mind that Lore: Realm only grants you rather *general* knowledge about a region's geography, climate, wildlife, vegetation, and history. More specific knowledge is provided by other skills, such as Lore: History or Survival. This holds particularly true for some obscurer places like, for instance, Moria or Mount Gundabad. If you need to find a way through these mines, your Narrator may require you to have the appropriate Lore: Other skill (i.e., Lore: Moria or Lore: Mount Gundabad). Alternatively, she may also let you use your Lore: Realm skill, but the test would be penalised by a +5 TN modifier, and you ought to have the appropriate subspecialty.

## FOREIGN REGIONS

The typical denizen of Middle-earth doesn't know much about the lands beyond the borders of his own. Only a few individuals with a very special motivation or errand – like Aragorn, Boromir, Dorwinrim wine-merchants, or brave heroes such as the player characters – will ever leave their region of origin and stray through lands “where the stars are strange”. But even these people find themselves in the need of learning their ways in foreign regions, for the lore about their home doesn't help them much abroad. In fact, the farther away one travels from his homeland, the fewer he knows about a territory entered for the first time.

This is represented by the following rule: For each region between the one you have a Lore: Realm skill for and the region about which you want to remember or locate information, there is a +3 TN modifier. The target region is also counted in, and no specialty or subspecialty bonus you might have for your region of origin ever applies. If you have picked a Lore: Realm skill for a closer region, use that skill instead.

Table 5.3 shows which regions are adjacent to each other. Simply count how many steps you need to ‘reach’ the target region to establish the applicable TN modifier:

TABLE 5.3: ADJACENT REGIONS

Beleriand: Eriador, The North
The North: Beleriand, Eriador, Western Rhovanion
Eriador: Beleriand, The North, Southern Eriador, Western Rhovanion
Southern Eriador: Eriador, Western Rhovanion, Rohan, Gondor
Western Rhovanion: The North, Eriador, Southern Eriador, Rohan, Eastern Rhovanion
Eastern Rhovanion: Western Rhovanion, Rohan, Gondor, Rhûn
Gondor: Rohan, Southern Eriador, Harad, Eastern Rhovanion
Rohan: Gondor, Southern Eriador, Western Rhovanion, Eastern Rhovanion
Mordor: Harad, Rhûn <sup>1</sup>
Harad: Gondor, Mordor, Rhûn
Rhûn: Eastern Rhovanion, Mordor, Harad

<sup>1</sup>: Mordor is so isolated from the Free Peoples that it is only considered to be adjacent to lands under the sway of the Shadow.

EXAMPLE: Over a couple of game sessions, Menelcar needs to test his Lore: Realm skill several times. He has Lore: Gondor (Belfalas/Dol Amroth) +4. In the first test, Menelcar needs to remember where exactly the Rynd Permaith Iaur (S. Old Hall of Books) in Minas Tirith is. Minas Tirith does not lie in Belfalas, therefore he receives neither a test result bonus for his chosen specialty nor a penalty for revealing something about a foreign region. However, he gets a +2 bonus granted by the additional modifier he receives for all Lore skills related to his native realm. With his next test, Menelcar wants to determine which guest house is the best in Dol Amroth. A fairly easy task, for Menelcar receives the +2 bonus for his specialty, Belfalas, and an additional +1 bonus because his subspecialty, Dol Amroth, is also concerned. Furthermore, he gets the +2 bonus for locating or remembering information about his native realm. After a long journey, Menelcar and his companions arrive in Númeriador, the valley of the river Lhûn on the western edge of the Ered Luin. A Lore: Realm test pertaining this countryside is penalised by a +9 TN modifier, for there are two regions between Gondor and Beleriand (counted are Southern Eriador, Eriador, and Beleriand). Neither his specialty nor his subspecialty will help him in any way. If Menelcar had picked Lore: Eriador, there would only be a +3 TN modifier for his Lore: Realm skill test.

## OTHER LORE SKILLS

### LORE: GROUP SKILLS

Knowledge about one group of people usually doesn't grant you any information about other groups. Therefore, a chosen group is not defined as your specialty, but as a separate skill. However, if you can think about certain subgroups, your Narrator may allow you to assign them as skill specialties. When noting your character's Lore: Group skills on your character sheet, write them this way:

#### Lore: Group (Subgroup).

Thus, your character might know Lore: Dúnedain (Gondorian Nobility), or Lore: Magicians (The Five Wizards).

Some exceptions from the principle that a Lore: Group skill only grants you knowledge about the specified group are dictated by common sense. For instance, if you are familiar with the ways of the Dúnedain or the wielders of magic, you may also have some clues about the Corsairs of Umbar or Loremasters, respectively. However, your Narrator will establish a TN modifier between +2 to +5, at her discretion.

### LORE: HISTORY SKILLS

Although this skill indeed represents your general knowledge about the history of Middle-earth, it is strongly suggested that a character's lore is limited to the history of North-west Middle-earth (or, for example, to the history of the Far South if your chronicle takes place there). Since even an achieved loremaster is limited to the books and scrolls he has access to, his lore about the realm and the people that lives there where he is studying will be greater than his knowledge about distant realms or alien peoples. In fact, history is always about the deeds of the inhabitants and rulers of a certain realm or region. Therefore, a specialty in the Lore: History skill should always include both a region (similar to the ones mentioned above) and a people inhabiting it. When noting your character's Lore: History skills on your character sheet, write them this way:

#### Lore: History (Race of Region).

Thus, your character might know Lore: History (Elves of Lothlórien), or Lore: History (Dúnedain of Gondor).

If your specialty completely matches with a body of lore you wish to recall, the standard +2 specialty bonus applies. If either the race or the region of your specialty is concerned, the specialty bonus is only +1. However, if members of your specialty race are involved who live in a foreign region, there is a +1 TN modifier for each region your specialty region is apart from the target region. Follow the guidelines described above to determine the exact TN modifier for foreign regions. If you need to remember some information about a race you don't have a specialty for but that is also counted amongst the Free Peoples, there is a TN modifier between +0 to +5 (e.g., a Dúnadan might suffer no TN modifier if researching the history of Rohan, +1 if Elven history is concerned, +2 if the history of other Middle Men – like the Beornings – is concerned, +3 if Dwarves are concerned, and +5 if the Lossoth of Forochel are the topic of his studies). The exact TN modifier is at the Narrator's discretion.

In addition, there is a +2 TN modifier for each Age the event to be remembered lies in the past. After around Third

Age 2500, a Narrator may opt to rule that past events of this Age are also considered to be 'ancient', thus imposing a +2 TN modifier as well. It's quite evident that additional specialties in the Lore: History skill will extend your knowledge vastly.

**EXAMPLE:** *Olorwe, the Royal Seer of King Elessar, has Lore: History (Dúnedain of Gondor, Elves of Rivendell, Balchoth of Rhûn) +10. If he wants to recall a detail of the history of the First Age concerning Doriath, his Narrator rules that he only has a +1 specialty bonus (for his knowledge about the Elves of Rivendell), and that he suffers a +10 TN modifier: +2 because Doriath was in the drowned parts of Beleriand (counting Beleriand and its drowned lands as two regions away from Rivendell in Eriador), and +8 because Olorwe lives in the Fourth Age of Endor (+4 for the Third Age, and +2 each for the Second and the First Age).*

## LORE: RACE SKILLS

These skills deal with the ways of living of a specific race, with its traditions, mental patterns, and beliefs, rather than with its history or the exact geography of its homeland. The latter aspects are governed by different lore skills. A successful Lore: Race skill test may be required for determining how Orcs would likely behave in a given situation, for certain forms of advanced healing treatment, for determining vulnerable spots, and many other purposes. As described in the core rulebook on p.130, you can have a specialty for all different races respectively their cultures (e.g., Orcs, Hobbits, Beornings and Rohirrim, but not all Men).

It depends on the facts you wish to reveal about a race or a culture for which you haven't picked a specialty whether you suffer a TN modifier. As a rule of thumb, a skill test dealing with the physique of a person suffers no TN modifier if he belongs to a race for which you have a specialty. All mannish cultures are treated as a general specialty for all Men for that purpose. Dealing with Dwarves, Elves, and Hobbits imposes a +2 TN modifier for a Man, and other way round. Dealing with Orcs or Trolls calls for a TN modifier of +5 or higher. If you wish to remember the customs and traditions of unfamiliar cultures or races, you can easily adapt the rules for foreign regions, presented on page 15 above. Dealing with Orcs or Trolls should impose at least a +5 TN modifier. Note that such obscure skills as the lore of Dragons are governed by the Lore: Other skill.

## LORE: OTHER SKILLS

Lore: Other governs any other body of lore you can define, like Herbs, Magic, particular locations not applicable for the Lore: Realm skill (e.g., Moria, Dol Guldur, Mount Gundabad), fell beasts long ago created or seduced by Morgoth Bauglir (e.g., Dragons or Balrogs), and uncountable other possibilities. If applicable, you can also pick an appro-

priate specialty (sample specialties for the Lore: Magic skill could include Rings of Power, Palantiri, or Research).

Note that each Lore: Other skill is a separate skill that doesn't help you with an unrelated body of lore. Your character's background must warrant your choice of Lore: Other skills, and your Narrator must approve them.

## NEW SKILL: TAME (BEARING)

*Social; Untrained*

*"His trappings of scarlet and gold flapped about him in wild tatters. The ruins of what seemed a very war-tower lay upon his heaving back, smashed by his furious passage through the woods; and high upon his neck still desperately clung a tiny figure - the body of a mighty warrior, a giant among the Swertings." — The Mûmak of Harad, The Two Towers*

You are skilled at taming and training animals, teaching them to accept riders or burdens, or obey certain verbal, non-verbal, and physical commands. A character with Tame also knows how to care for the animal. In addition, the skill can be used for calming wild beasts. Tame may be a racial skill for Elves, Hobbits, and Men. It is an Order Skill for barbarians, minstrels, nobles, and rangers.

**SAMPLE SPECIALTIES:** Specific Animal (Wolfhound, Horse, Mûmakil, Falcon, etc).

**TEST:** Training and taming can be more or less difficult depending on the complexity of the task or trick being taught, and the intelligence of the animal (see Additional Modifiers).

**Simple (TN 5):** Training a hound to sit on command; training a horse to accept a saddle and rider.

**Routine (TN 10):** Training a hound to retrieve hunted prey undamaged; training a horse to jump when goaded.

**Challenging (TN 15):** Training a hound to hold an attacked foe without causing undue damage; training a horse not to balk in the midst of even the fiercest battle.

**Difficult (TN 20):** Training a hound to whine and drag itself along the ground as if injured.

**Virtually Impossible (TN 25):** Training a hound to bark a particular tune.

**ADDITIONAL MODIFIERS:** The more intelligent the animal, the easier it is to train. Reduce the TN by the animal's Wits attribute (not modifier).

**AFFINITY:** Ride provides an affinity bonus to Tame if dealing with the same kind of animal, especially if training the animal to serve as a mount.

**ACTION TIME:** Taming and training an animal is a time-consuming task, generally taking a number of days equal to the TN of the individual trick being taught.

**EXTENDED TEST:** Yes.



---

# STERN MEN AND RESOLUTE: EDGES & FLAWS

---

## GENERAL RESTRICTIONS

Upon initial character creation, you may not pick more than **four edges** or edge improvements (also called *degrees* or levels of effect), but later you can buy any additional edges with advancement picks. See p.38 below for the actual pick costs. During initial character creation, you may not allocate more than two picks to a single edge, unless the Narrator rules otherwise, but such an edge should not be related to combat or spellcasting.

Note that no more than **four flaws** or flaw improvements (i.e., Battle-Fury 3 counts as a total of three flaws) can provide you additional picks for edges at any time. Thus, any further flaws would only add to your character's flavour or may serve as a requisite, but do not allow you to choose an edge as a trade-off. The only exception is explained in the section on new flaws, p.19.

## LESSER EDGES

A Narrator may opt to consider some of the following edges to be of 'lesser' value in play. Consult your Narrator any time you wish to pick one of it, and she will tell you whether it in fact qualifies as a lesser edge. This may vary from chronicle to chronicle, for an edge like Command or Rank may be extremely important in a political or military type of chronicle, as would be the Elf-friend edge if the characters are regularly dealing with the Firstborn. The same holds true for edges limited to a particular location or certain region, like Ally, Friends, or Faithful, if you take part in an 'overland' chronicle.

In game terms, a lesser edge does not count against the maximum of four edges obtainable during character creation. Typical examples include:

*Ally; Command; Craftmaster; Curious; Elf-friend; Fair; Faithful; Friends; Hoard; Honour's Insight; Rank; Stern.*

These edges are *never* counted in when determining the total number or sum of edges and improvements your character has (see p.38). Instead, they automatically cost two advancement picks. Similarly, if you acquire one or more of these edges during character creation, each degree costs two picks if it is the character's fifth or further edge – or one, if you only pick four or less edges.

The Narrator may rule that other edges are also of minor significance in her chronicle. For instance, if she requires two player characters to know each other prior to the start of her chronicle, she could rule that the edge Ally (other PC) is a lesser one, or she could even make it free.

## REVISED EDGES & FLAWS

**ACCURATE** (core rulebook, p.143): The first degree only awards you a +1 test modifier with a Ranged Weapon specialty. **IMPROVEMENT:** A second degree grants you a +2 test modifier (**REQUISITE:** Ranged Combat +6), and a third degree gives you a +3 test modifier (**REQUISITE:** Ranged Combat +8).

**ARMOUR OF HEROES** (p.143): **IMPROVEMENT:** With a second degree, Armour of Heroes grants the equivalent of 1 point of armour even if you don a suit of armour. With a third degree, 2 points of damage will be absorbed in addition to any armour worn.

**FAIR** (p.145): **IMPROVEMENT:** You may devote additional degrees to this edge. Each degree increases the bonus to Persuade (Charm) tests by +2 (maximum of +8).

**HAMMERHAND** (p.147): King Helm the Hammerhand of Rohan killed Freca, a Dunlending chieftain, with a single strike of his bare fist. **IMPROVEMENT:** For a second pick, you may add 1d6 when calculating damage inflicted in unarmed combat. For a third pick, you may ignore the TN modifier for inflicting a critical strike in unarmed combat, and you may now even deliver 'Grave' critical strikes. For a fourth pick, you may inflict 'Severe' critical strikes, making your bare hands as lethal as a mace.

**HARDY** (p.147): The first degree only reduces an injury penalty by 1. **IMPROVEMENT:** If you have a second degree, all injury penalties are reduced by 2.

**HEALING HANDS** (p.147): The basic bonus to Healing tests is only +2 (instead of +5). However, double the number of degrees devoted to the Rank edge applies an additional test result bonus to all Healing tests.

**KEEN-NOSED** (p.149): Improvements are for animals, Orcs, or Drúedain (Woses) only.

**LION-HEARTED** (p.149): **IMPROVEMENT:** For two improvements, you may modify all rolls on the Critical Strike Table against your character by -1.

**NIGHT-EYED** (p.149): This edge may only be picked by Dwarves (who receive Night-eyed 1 as a racial ability) and Elven-blooded characters. Elves automatically have Night-eyed 2 as a racial ability.

**QUICK-DRAW** (p.149): Each degree you have in this edge allows you to take one free action to draw your weapon. That means, an archer with Quick-draw 3 could draw up to three arrows in a round as free actions, while a character with one degree could only draw one arrow as a free action.

**TIRELESS** (p. 151): The first degree only awards you a +2 bonus to Stamina tests to resist weariness. Half of the bonus Tireless grants you also affects Vigour. **REQUISITE:** Strength and Vitality 8+ for degree 1, 9+ for degree 2, 10+ for degree 3, and 12+ for degree 4. **IMPROVEMENT:** Unchanged, i.e. each additional degree increases the test result bonus by +2 (maximum of +8).

**TRAVEL-SENSE** (p.151): Note that the ability to automatically determine north, south, east, and west is not in effect while travelling underground.

**WAKEFULNESS** (p.152): This is a common trait among Dwarves. Thus, it is considered a 'lesser' edge for them which doesn't count against their sum of edges.

**WARRIOR'S HEART** (p.152): Contrary to the official erratum, the effects of Warrior's Heart do not apply to Weariness tests from spellcasting, even if the spellcaster is involved in battle and the spell being cast is related to the battle.

**WARWISE** (p.152): **REQUISITES:** For a +1 bonus, you must have six or more ranks in at least two of the affected skills (i.e. Armed Combat, Ranged Combat, Sieecraft or Unarmed Combat). For a +2 bonus, you must have seven or more ranks in at least three of the affected skills. For a +3 bonus, you must have eight or more ranks in all four affected skills.

**WARY** (p.152): The first degree only grants you a +1 bonus to Swift tests to determine initiative. However, the bonus also applies to Surprise tests and tests made to wake up (usually a TN 10 Observe (Hear) test). **IMPROVEMENT:** With a second degree, you receive a +2 bonus to initiative and the other abovementioned tests, and with a third degree you receive a +3 bonus.

**WEAPON MASTERY** (p.153): The first degree only grants you a +1 test modifier with a Armed Combat specialty. **IMPROVEMENT:** With a second degree, you receive a +2 test modifier (**REQUISITE:** Armed Combat +6), and with a third degree you receive a +3 test modifier (**REQUISITE:** Armed Combat +8).

**DULLARD** (p.154): In addition, a dull character must spend double the amount of picks to improve a Lore skill. Consequently, he only gets his Wits times 2 to assign as ranks for Language and Lore skills (see core rulebook, p.60).

**SLOW RECOVERY** (p. 157): You take twice the time to heal, recovering 1 wound point every two days through natural healing (rather than the standard 1 per day). Wound point recovery rates for Healing skill tests are unaffected.

**STIFF-NECKED** (p.157): Being stiff-necked does not make you immune to attempts to persuade you or any other means employed to change your mind, but it makes it harder. You receive a +2 test result bonus for your opposed Wisdom or Persuade test.

**WEAK** (p.157): The first degree increases all injury penalties by 1. For example, when Wounded, you suffer a -6 penalty, not the usual -5. **IMPROVEMENT:** If you have a second degree, all injury penalties are increased by 2.

## NEW EDGES

**BANE:** You are truly a champion against a particular evil, killing such beasts or villains with ease. **PICK COST:** Each degree of this edge costs **two picks** during initial character creation, or the normal number of advancement picks **plus one**, to a maximum of five (see p.38 for the actual pick costs). **REQUISITE:** You must have the same or a higher degree in the Fell-handed edge to acquire this edge. **EFFECT:** You may select a limited group or a specific type of creatures (Mountain Goblins but not all Orcs, Wainriders but not all Men;

Dragons, etc.) against which the severity level of your critical strikes is automatically increased by one. That means, a 'Light' critical becomes a 'Grave' critical, a 'Grave' becomes 'Severe', and the roll for a 'Severe' critical may be modified by +2. **IMPROVEMENT:** An additional degree expands your group of foes to a broad group (all Orcs, all Men, etc.). A third degree expands this to all foes.

**CARRIER:** You have natural facility with carrying heavy burdens, partly because you pack your equipment tight and clever, and partly due to long exercise. **REQUISITE:** Strength 9+. **EFFECT:** Any weariness TN modifier you suffer from being encumbered is reduced by -2, and you may cancel out a 0.1 penalty to your pace multiplier (e.g., with a light burden you may still move 90% of your normal pace instead of 80%). **IMPROVEMENT:** You may devote up to two more picks to this edge. Each additional pick decreases your Weariness TN modifier caused by encumbrance by -2, and it cancels out a -1 encumbrance penalty affecting combat and movement skill tests.

**PRECISION:** You know the most vulnerable spots of many creatures and races and how to inflict the highest possible damage with your strikes. **PICK COST:** There are two versions of this edge, Precision (Armed Combat) and Precision (Ranged Combat). During initial character creation, each requires **three picks**. While advancing a character, each version requires the normal number of advancement picks **plus two**, to a maximum of five (see p.38 for the actual pick costs). **EFFECT:** Before making your attack test, make a Lore: Race (your target's race) test against TN 10 to see if you correctly remember your target's anatomy. Usually, this roll will only be required against any non-humanoid foe. Upon a success, for each skill level (i.e., at 6, 9, 12, 15, or 18 ranks, but not at 3 ranks) you have in the related combat skill, you can modify any roll on the Critical Strike Table by  $\pm 1$ . For example, if you have 12 ranks in Armed Combat, you can modify a roll on the Critical Strike Table by up to  $\pm 3$ . **IMPROVEMENT:** If you have acquired either one of the Precision edges, the second only costs the normal amount of (advancement) picks.

**TARGETING:** Your expertise with your weapon allows you to hit your foes in the most crucial parts of their bodies. **PICK COST:** Each degree of this edge costs the normal number of advancement picks **plus two**, to a maximum of five (see p.38 for the actual pick costs). **REQUISITE:** Armed or Ranged Combat 9+ for degree I, and 12+ for degree II. **EFFECT:** For each degree of this edge, you may modify all rolls on the Random Hit Location Table CS 1.2, page 52, for critical strikes you inflict by  $\pm 1$ . **IMPROVEMENT:** You can acquire two degrees in this edge.

**VALOROUS DEEDS:** In your past background, you played a notable role in some great event. Make up the story together with your Narrator. **REQUISITE:** This edge can only be taken during character creation. **EFFECT:** You begin play with 3 Renown points, and those who benefited from your famous deeds get +2 on tests made to recognize you.

**WEAPON EXPERTISE:** You have always favoured one weapon above all others, learning to wield it quicker and nimbler than any other fighter you ever challenged. **REQUISITE:** Armed or Ranged Combat 6+. **EFFECT:** Your initiative modifier with your chosen weapon is increased by +1. **IMPROVEMENT:** You may devote additional picks to this edge.

Each pick increases your initiative modifier by +1 (maximum of +3). With two degrees, your fumble range is decreased by -1 (minimum of 2 on 2d6). You may take this ability multiple times for multiple weapons.

## NEW FLAWS

Note that some of the new flaws presented below are a bit less 'heroic' than the ones introduced in the core rulebook. Some of them may not be appropriate for certain types of chronicles or characters. Your Narrator must always approve your choice of flaws; most likely, she will be more generous if you're creating a Dwarf or a Hobbit, but rather reluctant if you're playing an Elf or a Dúnadan. In any case you should first consider choosing your flaws from the core rulebook before skimming through the ones presented below.

Similarly to the revised and new edges, some of these new flaws are worth more than one pick of edges or skills as a trade-off. If so, the number of degrees or picks it grants you is noted in the effect's description. If a single flaw provides you more than four picks as a trade-off, you may spend them as normally on edges or skills, but only *one* more flaw will grant you an additional pick. On the other hand, some minor flaws are only worth half a pick – thus you must take two such flaws if you wish to get an edge as a recompense.

Note that Courage points spent to overcome a flaw are not recovered until the next game session or until the Narrator tells you they are recovered. It is bad roleplaying to try to overcome your flaws frequently!

**AGED:** By your race's standard, you have reached the autumn of your life and are considered old or aged. **REQUISITE:** You must belong to a mortal race. **EFFECT:** See Table 3.1 and 3.2 in the core rulebook, p.72-3, for the exact effects an old or aged character suffers. Being an old character in the first half of his race's 'old' age category grants you one pick; a character in the second half of the 'old' age category receives two picks, and an 'aged' character gets four picks.

**ANOSMIA:** This is a very rare disability. You have no sense of taste or smell. **EFFECT:** You cannot make any Observe (Smell, Taste) tests, but at least you aren't bothered by any stench or bad taste. However, you cannot tell if your food is poisoned either.

**BLIND:** Be it by birth or due to an injury, you are completely blind. **EFFECT:** You suffer a -6 penalty on all tests involving sight, including close combat. Certain actions like ranged combat cannot be attempted at all. You may acquire the edges Keen-eared and Keen-nosed for only one pick and suffer no further penalties for bad lighting conditions. In unknown surroundings you must move very slowly or be led by another character or an animal. This flaw provides you five picks as a trade-off.

**COLOUR-BLIND:** You cannot see any colours at all. **EFFECT:** This may be significant hindrance in everyday life, e.g. if you're looking for a green-cloaked man! In addition, you suffer a -2 penalty on all Debate (Bargain) and Track tests, and a -3 to -5 penalty on Appraise tests.

**COMPULSIVE BEHAVIOUR:** You have a habit (usually, but not always, a vice) which you feel compelled to indulge on a daily basis. You waste a good deal of your time indulging

in your habit. Examples include gambling, attraction to another person, or even fighting. **EFFECT:** If wish to avoid your compulsion in a specific instance (or for a specific day), you must succeed in a TN 10 Wisdom test or spend a point of Courage. Based upon what exactly your behaviour is, your Narrator will tell you whether this flaw is worth a whole or only a half pick.

**CORPULENT:** Just like Bombur of Thorin Oakenshield's company, you are considerably overweighed for your race. **EFFECT:** Determine weight as normally for your race and then multiply it by 1.3. In any area with a shortage of supplies, you suffer a -2 test result penalty on social skill tests. This degree grants you half a pick. **IMPROVEMENT ONE:** Determine weight as normally for your race and then multiply it by 1.5. You suffer a -2 test result penalty on all social skill tests, and your Vitality may not be higher than 10. This degree grants you one pick. **IMPROVEMENT TWO:** Determine weight as normally for your race and then multiply it by 2. You suffer a -4 test result penalty on all social skill tests, and your Vitality may not be higher than 8. This degree grants you two picks.

**DEVOTEE:** You fanatically believe in one ideal or person. Most often, this would be a ruler, a loved one, or a country. **EFFECT:** Your faith is more important to you than anything else, even to fault. You will probably not notice any failings in what you believe in, and you may even be willing to die for it. You follow the code or commands of what you believe in faithfully and fanatically. You can see no greater way to serve what you believe in.

**EUNUCH:** Due to a tragic accident or as a sign of status, you (male characters only) no longer have your manhood. **EFFECT:** You can neither be seduced by someone nor seduce them. You are also not quite as quick to anger. This flaw is worth half a pick.

**FALLACY:** You suffer from delusions and believe in things that simply aren't true. For instance, before the Return of the King to Gondor, you may believe that you are the rightful heir to the realm's throne. **EFFECT:** Although your fallacy affects your life quite dramatically, it does not prevent you from functioning in society. Your Narrator must approve any fallacy, and you must roleplay it every time a moment becomes available. Others may think you're mad. In any situation where this flaw becomes evident, you receive a -2 penalty on all social skill tests, and people react poorly at you. Note that any minor fallacies will be considered part of the Quirks flaw (e.g., a Hobbit who is convinced that shoes cause disease of feet), and no penalty to social skill tests accrues from them.

**FLASHBACKS:** In a stressful situation, you may experience a flashback. These are vivid hallucinations, full participation replays of memories, or any other similar phenomena. **EFFECT:** During character creation you may choose what type of flashback will be experienced, but the content of each episode is up to the Narrator. Flashbacks are very appropriate as results from a failed Willpower test made to resist Intimidate (Fear) attempts. Any time you fail in such an opposed test or only achieve a marginal success, or in any other situation the Narrator deems to be stressful for your character, she rolls 2d6. This roll is modified by -1 for each degree of failure beyond 'Failure'. On a 2 or 3, you get a flashback which lasts 1d6 rounds, and you realise it. The attendant il-



lusions penalise all your tests by  $-3$ . **IMPROVEMENT:** Your flashback lasts 1d6 minutes, and you take it's delusions for real. The Narrator may choose that they oddly merge with reality and that you can still act, suffering a  $-6$  penalty to all tests. This degree grants you two picks.

**GLUTTON:** You are overfond of good food and drink. **EFFECT:** Given the chance, you must always burden yourself with extra provisions. You should never willingly miss a meal. Presented with a tempting fine morsel or wine from Dorwinion which, for some reason, you should resist, you must succeed in a TN 10 Wisdom test to do so or spend a point of Courage. It's not a terrible weakness to be a glutton, and so it's worth only half a pick.

**GULLIBLE:** You are very credulous indeed, believing almost anything you are told, regardless who pulls your leg. **EFFECT:** If you want to see through a lie or an incredible story, you must engage in opposed test, pitting the deceiver's Debate or Persuade skill against your Wisdom. If the story seems to be realistic, or if you can't know the truth, your Wisdom test suffers a  $-5$  penalty. To see through an obvious lie or a story related to a topic you are familiar with, your Wisdom test is penalised by only  $-1$ . You cannot learn the Insight skill, and you suffer a  $-2$  penalty to all Debate (Bargain) tests.

**HAEMOPHILIAC:** You suffer greatly from any bleeding wounds. **EFFECT:** Any critical strike result that states you take a number of wounds per round should have these wounds doubled. The TN for Healing tests increases accordingly. This flaw is worth three picks.

**HUMOURLESS:** You never get any jokes – you think everyone is earnestly serious at all times. Likewise, you never joke, and you are earnestly serious at all times. **EFFECT:** In any situation where this flaw becomes evident, you receive a  $-2$  penalty on all social skill tests, and people react poorly at you.

**ILLITERATE:** You cannot read and write. **EFFECT:** This flaw will only grant you half a pick as a trade-off if you come from a rather sophisticated culture in which most people can read and write (i.e., you are a Dwarf, an Elf, a Hobbit, or a Dúnadan). Only if you are a Craftsman, a Minstrel, a Noble, a Loremaster, or a Magician does this flaw warrant a whole pick as a recompense.

**ILL-TEMPERED:** You are not in full control of your emotions. **EFFECT:** In any stressful situation, you must make a TN 10 Wisdom test. A failed test means you lose your temper, and must insult, attack, or otherwise act against the cause of the stress unless you spend a point of Courage.

**INCOMPETENT:** You are inept or have a mental block against learning certain skills. **EFFECT:** Incompetence always affects all varieties of a skill, not only a specific skill group or specialty. You cannot obtain any ranks in such a skill, and if it can be used untrained at all, you suffer a special  $-2$  penalty with it. For every skill you define your character to be incompetent in, you receive half a pick as a trade-off. You are not allowed to be incompetent in more than four skills, and the Narrator may disallow any skills that seem silly or abusive in her particular chronicle.

**INQUISITIVE:** You are naturally very curious. **EFFECT:** When you are presented with an interesting item or situation, you must succeed in a TN 10 Wisdom test or spend a point of Courage to avoid examining it, even if you know it

will be dangerous. Good roleplayers won't try to make this roll very often... You will rationalise your curiosity to others who try to talk you out of it. Common Sense won't help – you know you are taking a risk, but you're curious anyway. This degree grants you half a pick. **IMPROVEMENT:** You receive an additional half pick for each  $-2$  Wisdom test result penalty you are willing to take, up to a maximum of  $-4$ .

**JEALOUS:** You dislike any person who seems to be smarter, more attractive, or better-off than you. **EFFECT:** You will resist any plan proposed by such a 'rival' and will hate it if someone else is in the limelight. If someone notices you are jealous of him, your social tests against him will suffer a  $-2$  penalty.

**LEWD:** You have a very strong desire to interact with the opposite sex. **EFFECT:** Any time you see an attractive member of the opposite sex (i.e., someone with the Fair edge or a Bearing of 9 or higher), you must try to allure them to you, no matter what else is happening. This could lead to a serious breach of etiquette, a nasty disease, or even a new spouse. but you can't help yourself. If you feel the need to restrain yourself from seducing someone, you must succeed in a TN 10 Willpower test or spend a point of Courage. Note that if no – by the above standards – attractive member of the opposite sex is around, you must lower your demands.

**LOVE:** You are deeply in love with your spouse, an unattainable person of desire, or you simply love and worry about your children or parents. **EFFECT:** You cannot do anything that could bring harm on the person you love. Instead, you'd risk quite a lot (even your life) before she is hurt or insulted in any way. Furthermore, you are not willing to part from your beloved one, and must succeed on a TN 15 Wisdom test or spend a point of Courage to do so if absolutely necessary.

**MISER:** Similar to Grasping (see core rulebook, p.156), except that you are more concerned with holding on what you already have. You may both be grasping and a miser. **EFFECT:** You must succeed in a TN 10 Wisdom test or spend a point of Courage any time you are called on to spend money, and you must always hunt for the best deal possible. If the expenditure is large, the Wisdom test may be against TN 15 or higher. A failed test means you will refuse to spend the money – or, if the money absolutely must be spent, you should bargain and complain interminably.

**MUTE:** You cannot speak. **EFFECT:** Any communication you make with someone else must be non-verbal. You may write or use sign language, and it is strongly recommended that you as the player do not speak to other players to simulate your character's muteness. This flaw grants you three picks.

**OBSESSED:** Your will is fixed upon a single goal. Everything you do is intended to further this goal. This is not a daily habit, but an overpowering fixation which motivates all your actions. **EFFECT:** To play an obsessed character, you must be able to rationalise all of his actions as an attempt to reach his goal. A TN 10 Willpower test is required any time you are requested or forced to do something that does not further your goal. A short-term goal, like assassinating someone or successfully seducing a particular person grants you half a pick. A larger goal like getting to a hard-to-reach place or becoming a Lord would merit one or even two picks. If and when your goal is reached, you must substitute a new



goal or buy off this flaw with advancement picks (each half pick granted by this flaw being worth one advancement pick).

**OUTCAST:** Be it because of your race, your social standing, or your gender, you are considered inferior by a majority of society. Examples include Dunlendings or Woses, a peasant or a servant from the local population in a realm ruled by the Dúnedain, or a woman in Haradrim society. **EFFECT:** You suffer a -3 test penalty to all social skill tests when dealing with a member of the oppressing majority, but you receive a +2 bonus when dealing with other members of your minority or group.

**PACIFIST:** You are opposed to violence. **EFFECT:** There are two different forms of this flaw, and each grants you two picks: **SELF-DEFENCE ONLY:** You will only fight to defend yourself or those in your care, using only as much force as may be necessary. Pre-emptive strikes are not allowed! You must do your best to discourage others from starting fights. **CANNOT KILL:** You may fight freely, and even start a fight, but you may never do anything that seems likely to kill another. This includes abandoning a wounded foe to die. You must do your best to keep your companions from killing, too. If you kill someone by accident or feel responsible for a death, you immediately suffer a breakdown. You will be totally morose and useless for 2d6+3 days. During this time, you must succeed in a TN 10 Wisdom roll or spend a point of Courage to offer any sort of violence toward anyone, for any reason.

**PHOBIC:** A phobia is a fear of a specific item, beast, or circumstance, and you suffer from one or more. Many fears are reasonable, but a phobia is unreasonable, unreasoning, morbid fear. **EFFECT:** The more common an object or situation, the more picks your phobia warrants. If you have a phobia, a successful TN 10 Willpower test or spending a point of Courage will allow you to temporarily master it, but the fear still persists. Even if you master your phobia in this way, you will be frightened (i.e., suffer a -1 penalty on all tests), and you must pass another Willpower test every ten minutes to see if the fear overcomes you. If you fail a Willpower test, you become unmanned and will cringe, flee, panic, or otherwise react in a manner that precludes sensible action. **COMMON PHOBIAS:** Half a pick warrant the following phobias: *Dogs, spiders*. One-pick-phobias: *Blood, heights, open spaces*. One-and-a-half-pick-phobias: *Crowds, darkness, enclosed spaces, strange and unknown things*.

**QUIRKS:** A 'quirk' is a minor personality trait. It's definitely not an edge, but it's not necessarily a flaw either - it's just something unique about your character. For instance, a trait like Grasping is a flaw. But if you insist on being paid in silver or gold instead of barter, that's a quirk. Examples of quirks include *minor* beliefs and goals, likes and dislikes, habits, expressions, peculiarities of dress, and so on. **EFFECT:** If you choose this flaw, you must think of five such minor quirks and record them on your character sheet. More important, you must act out your quirks! If you take the quirk 'dislike of heights', but blithely climb trees and cliffs whenever you need to, your Narrator will penalise you for bad roleplaying.

**SHY:** You feel uneasy in the presence of strangers. **EFFECT:** Particularly the presence of self-assured and attractive people who you do not know makes you timid. You suffer a -1 penalty to all social tests related to such persons. This degree

grants you half a pick as a trade-off. **IMPROVEMENT:** You uneasiness in the presence of strangers is rather strong, and you tend to be reserved even in the company of your friends. The penalty to social skill tests related to strangers is -2.

**SKINNY:** You are underweighed and far too slender for one of your race. **EFFECT:** Determine weight as normally for your race and then multiply it by 0.7. You cannot have the Fair edge, and your Vitality cannot be higher than 9. If you make a Charge attack (see p.228) or are it's victim, your Strength test is modified by -2. Your Stealth (Shadow) and Guise tests suffer a -1 penalty.

**SLOTH:** You are slow in combat. Your moves are obvious, awkward and weak, though you're by no way fearful. **EFFECT:** You suffer a -3 penalty to Swiftess tests to determine initiative.

**SLUGGARD:** You are almost violently averse to physical labour. **EFFECT:** You must avoid work, especially hard work, and roleplay it accordingly. If you are under the command of a liege-lord or a similar person, he will ignore you when it comes to promotions. You cannot acquire the edge Command.

**STUTTERER:** You have a speech impediment that makes it difficult for you to speak. **EFFECT:** Any skill test that requires speech suffers a -5 test penalty, and you may not obtain any specialties in such skills (e.g., Debate, Inspire, or Persuade).

**SWAGGERER:** You think you are far more powerful, intelligent, and competent than you really are, and you miss no opportunity to show it to others. **EFFECT:** Any time - in your Narrator's opinion - you show too much caution, you must succeed in a TN Wisdom test or a spend a point of Courage. A failed test means you can't be cautious. You must go ahead as though you were able to handle the situation. Against young or naïve characters, your receive a +2 bonus to all social skill tests, but you suffer a -2 test result penalty when you're dealing with experienced and wise characters.

**TRUTHFUL:** You hate to tell a lie, or you're just bad at it. **EFFECT:** To keep silent about an uncomfortable truth (i.e., lying by omission), you must succeed in a TN 10 Wisdom test or spend a point of Courage. To actually tell a falsehood, you must succeed in a TN 15 test or spend two points of Courage. A failed test means you blurt out the truth, or stumble so much that your lie is obvious.

**UNLUCKY:** You have bad luck. **EFFECT:** All of your fumble and failure ranges are increased by one (usually to a result of 2 to 3 with 2d6). This flaw grants you two picks.

**YOUTH:** You are underage by your culture's standards. **EFFECT:** See Table 3.1 and 3.2 in the core rulebook, p.72-3, for the exact effects a youth or child suffers. Being a character in the second half of his race's 'youth' age category grants you one pick; a character in the first half of the 'youth' age category receives two picks, and a child gets four picks. You suffer a -2 penalty to all social skill tests whenever you try to deal with others as an adult. They may like you, but they do not fully respect you. You may also be barred from inns at night, war parties, guild membership, and so on. You must keep track of time, and buy off this flaw with advancement picks when you reach the next age category. Each pick granted by this flaw costs you two advancement picks to buy off.

---

# WORDS OF POWER AND RUNES OF MIGHT: MAGIC

---

## VIGOUR

Casting a spell is wearying for both mind and body. Thus, a new 'hybrid' reaction is introduced for spellcasters: *Vigour*. Vigour is calculated by taking the average of a character's Stamina and his Willpower (rounded off), including all *generally applicable* bonuses gained from edges, order abilities or raised reactions. Of course, any Willpower or Stamina bonuses which do not explicitly affect *all* kind of Willpower or Stamina tests do not apply (i.e., test bonuses for Corruption or combat-related Stamina tests, etc.). Note that Vigour can only be improved indirectly by either advancing Stamina or Willpower. Any order ability that grants a general bonus for spell tests does improve a character's Vigour directly, though.

When a character casts a spell, he must make an Vigour test against the Weariness TN for a given spell, rather than a Stamina test. Thus, a spellcaster is not encouraged to obtain as high a Stamina bonus as he can and in general he won't be matching or outperforming the most hardy warriors in tests of physical Stamina and health anymore. On the other hand, if only Willpower was used to resist the wearying effects of magic, a spellcaster would likely become rather unsusceptible to corruption and influence attempts. Another side-effect of this rule is the fact that spellcasters cannot hope to obtain a very high test bonus to resist weariness within a few advancements.

**OFFICIAL ERRATUM:** Spellcasting penalties from having multiple spells in effect expire each day at dawn for spells cast in the previous 24 hours whose durations are longer than one hour per point of Bearing. The exception is that penalties from Sorcery spells with durations longer than one hour per point of Bearing expire at dusk rather than at dawn. For clarity, spells with the duration 'concentration' are not affected by this ruling. Their penalties remain in effect until the spell runs its course.

## LEARNING SPELLS

In addition to spending spell picks, a character must succeed in a Wits test in order to fully understand and learn a spell. The TN for the Wits test is equal to the spell's Weariness TN. The time to learn the spell depends on the degree of success with the Wits test: A Marginal Success requires that the character studies it three times as long as normal (i.e., three weeks per spell pick), a Complete Success requires twice the time, and a Superior Success allows the character to learn a spell within the normal time (i.e., one week per spell pick). An Extraordinary Success reduces the time by a number of days per week equal to his Wits modifier.

A failure means that the character has to start over his studies, but he receives a +1 modifier for each week lost in his first, unsuccessful attempt to master the spell. Only a Disastrous Failure will really hinder a character's progress in

power – in this case, he permanently loses all spell picks devoted to the spell, and spends four weeks per spell pick in vain.

If the character has a teacher (e.g., a wizard), the Narrator may allow to modify the student's Wits test by the teacher's Wits modifier as well. In rare cases, she may even rule that the student learns the spell automatically – provided the spell is crucial to her chronicle and not very powerful.

If a character is looking for a spell that is to be learned using the 'Standard' method in a library, a Narrator may require him to make a Lore: Magic (Research) and a Language (language of the spellbook) test against the spell's Weariness TN x 1.5 to see if he is able to find and understand the ancient writing.

## IGNORING THE LEARNING WEARINESS PENALTIES

On the other hand, if a Narrator requires a Wits test from a character to learn and master a spell, the suggested penalties to the Weariness tests that apply during the first couple of weeks (see core rulebook p.168) can be ignored altogether. Instead, the caster automatically loses one Weariness if casting a spell for the first two or three times, even if he succeeds with his Vigour test and casts the spell normally.

## SPELL PICKS

This option suggests to base the number of spell picks a character receives from the Spellcasting order ability on his Wits modifier instead of a flat rate. The magician's and the wizard's Spellcasting order ability each grant a number of spell picks equal to 2 + the character's Wits modifier, while the loremaster's Spellcasting order ability grants a number of spell picks equal to the character's Wits modifier. While this may seem advantageous for a member of the latter order, remember that a loremaster lacks other order abilities related to spellcasting. This option also encourages that a spellcaster stronger concentrates on his 'mental' attributes rather than on the ones which will bestow him a high Stamina bonus.

## DIRECTED SPELLS

Some of the rather unobtrusive, but very effective damage-dealing spells – such as *Flame of Anor* – require a spellcaster to make a ranged combat test. With these so called 'directed spells', a spellcaster may also score a critical strike if the spell's description warrants it. The line "normal rules for extra success on attack tests apply" or similar wording qualifies a directed spell for delivering criticals.

While *Fiery Missile* uses the Ranged Combat: Thrown skill group (specialties may be developed according to the spell's 'fuel', e.g. pinecones), all other such spells fall into a new skill group, Ranged Combat: Spells. You may pick each applicable spell as a specialty: *Blast of Sorcery*, *Flame of Anor*,

*Kindle Fire* (2 spell picks version), and – at the Narrator’s discretion – *Lightning*. Unless otherwise noted, no range penalties apply to Ranged Combat: Spells tests.

If a Narrator chooses to allow *Lightning* as a directed spell, the ranged combat test is solely made to see if it inflicts a critical strike or not! Only a complete failure on the ranged combat test will lower the TN for the Swiftiness test to half the damage by 5 (i.e., to TN 10). A disastrous failure decreases the TN for the Swiftiness test to 5.

## DIRECTED SPELLS AND ARMOUR

Obviously, even the heaviest chain hauberk won’t offer the same amount of protection against a bolt of fire or a sudden lightning than it does against a more mundane weapon:

- For the spells *Fiery Missile*, *Kindle Fire*, and *Burning Sparks*, the number of wounds absorbed by crafted armour is halved (rounded off).
- *Blast of Sorcery*, *Flame of Anor*, and *Lightning* ignore crafted armour altogether.
- Only the protection offered by natural armour or the Armour of Heroes edge is not lowered by directed spell attacks. Animal hides, tough skin, and other non-crafted armour absorbs damage as normal. The only exception to this rule is if a beast has a special vulnerability against fire or light. Furry and dry animals like Wargs or wolves also catch on fire easily...

## DIRECTED SPELLS AND FIRE CRITICALS

Wounds and injuries sustained from magical attacks (‘directed spells’) differ a lot from those inflicted with ordinary weapons. A critical strike table for fire damage is provided on page 54. On rare occasions, it may be more flavourful to alter an effect’s wording for a *Blast of Sorcery*, *Flame of Anor*, or a *Lightning* directed spell (e.g., use a phrase like ‘your foe is engulfed in a layer of dancing light’ instead of ‘he is burning like a torch’).

The following guidelines apply in regard to critical fire damage:

- Note that the thresholds to inflict a critical strike you need to beat with your Ranged Combat: Spells skill test are *never* changed, even if your foe’s armour is ignored altogether.
- A *Flame of Anor* spell directed at a large or huge beast in the service of Sauron or which is itself utterly evil is considered to be a heroic attack. Sometimes, it might even be more appropriate to consider this spell to be an enchanted or a bane attack.
- A *Fiery Missile* and the 2 spell picks version of *Kindle Fire* are usually limited to ‘Light’ fire criticals. Particularly large missiles or flammable objects may inflict higher severity levels of critical damage.
- When a character comes into contact with extreme heat or an open flame not caused by a directed spell, he may suffer a fire critical for every round of exposure as well. The severity level depends on the number of dies used to determine damage. A fire which inflicts 2d6 points of damage automatically causes an additional ‘Light’ fire critical. A fire which inflicts 3d6 points of damage automatically causes an additional ‘Grave’ fire critical. A fire which inflicts 4d6 or more points of damage automatically causes an additional ‘Severe’ fire critical. However,

all these rolls on the Critical Fire Damage table are modified by –3. If direct exposure lasts for more than one round, these rules apply as well. If the character catches on fire but escapes the heart of the flames, use the modified rules for catching on fire presented below.

## CATCHING ON FIRE

If an effect’s description says that a character catches on fire (this may also be caused by light and electricity!), he can try to put out the fire as his next full round action by making a Swiftiness test with a TN according to the damage the spell (or fire) originally dealt to him. As a rule of thumb, the TN equals a multiple of 5 for each die used to determine the fire’s or spell’s damage, to a maximum of 20. Thus, a large bonfire or the spell *Lightning* which both use 4d6 (plus perhaps a fixed amount) for calculating damage call for a TN 20 Swiftiness test.

If he succeeds, he takes no further damage. Otherwise, he suffers 2d6+4 points of damage every round he remains on fire, and ‘Light’ fire critical. Others can help the burning character snuff out the flames. Treat this as a combined test. However, those who come into contact with the burning character also risk catching on fire themselves. The TN for the Swiftiness test is equal to that the burning character faces, but the helper gets a +5 bonus to his roll. Note that burning clothes or hairs extinguish automatically after 1/2d6+1 (1d3+1) rounds.

## THE MIND SPELL SPECIALTY

The Mind spell specialty covers all non-sorcerous spells pertaining to the manipulation of the free will or contests of will. The following spells are considered to belong to the Mind spell specialty: *Mind-speech*, *Reading the Heart*, *Slumber*, *Spellbinding*, *Transformation*, and *Voice of Command*.

Not only may a magician or wizard develop a Spell Specialty order ability for these spells, but *all* of them also call for an opposed Willpower test between the caster and the spell’s target, even if a spell’s description does not specifically say so! If a spell’s description doesn’t explicitly say something else, the caster gains *no* test result bonus for his Willpower test.

## SUNDERING REVISITED

**CASTING TIME:** 2

**RANGE:** 1 foot per point of Bearing

**DURATION:** 1 round per point of Structure

**WEARINESS TN:** 12 + 1 per point of Structure (can be decreased to a minimum of 15 for every additional minute devoted to the casting of *Sundering*)

**COST:** 2 spell picks

**REQUISITE:** Shatter

**METHOD:** Standard, Song, Runes (on an applicable object)

**SPECIALTY:** None

**EFFECT:** This potent spell allows a caster to shatter and destroy large objects: towers, walls, bridges, and the like. The targeted object suffers 1 point of Structure damage per point



of Bearing the caster possesses. The structure's Protection defends against this damage as normal. See the 'Protection and Structure Table', page 242 of the core rulebook, regarding buildings' Structure points.

Although this spell functions at range, it is more effective if the caster actually touches the object he wishes to destroy,

which may place him in danger of being hurt by the collapse. If he can touch the object, it suffers +25% of Structure damage.

For each additional spell pick devoted to this spell, the caster may increase the range by 1 foot and the damage by 1 point per point of Bearing he possesses, to a maximum of 10.

---

## AXE AND SWORD: WEAPONS & GEAR

---

### EQUIPMENT TABLES

Please refer to Table 8.2 Revisited: Weapons, page 25, Table 8.3 Revisited: Armour & Shield, page 26, and Table 8.4 Revisited: Gear, page 27 to 30, for a more detailed and comprehensive list of useful items.

This revised selection of weapons and gear feature an entirely new, historically more realistic and balanced price structure, as well as many additional items a hero of Middle-earth will find most handy. Weapons and other attack forms now have a new characteristic, the initiative modifier (see p.31 below). In addition, many damage codes and parry modifiers have been rebalanced to provide characters with a broader scope of desirable arms.

Perhaps the most dramatic change in the revised and extended equipment lists is the introduction of a new coin, the Copper Piece (CP). One Copper Piece is worth ten copper pennies. The reason for this is that the rebalanced, historically more adequate prices presented on the following pages tend to be rather low under the coinage system as described by Decipher, thus producing prices with relatively large numbers of copper pennies, but few *tharni* (silver pennies) and other coins. If you don't care to avoid the overabundance of copper pennies, simply convert Copper Pieces back to copper pennies.

### STARTING MONEY

A character normally starts off with 3d6 silver pennies, modified by his order and his home region. For example, a Gondorian Noble would receive a significant higher amount (depending on his actual rank, but 3d6 Silver Pieces may be a reasonable starting wealth), while a Barbarian would likely get less than the listed amount (e.g., 1d6 or 2 d6 silver pennies, plus perhaps a regular personal weapon for free). With this money, a character has to buy all equipment, including weapons and armour, even if these items are considered heirlooms.

### CUSTOMIZED BOWS

When using a bow customised for a very strong archer, a character of sufficient strength can increase the range of his shots. The price of such a customised bow is equal to the base price (listed in the core rulebook on p.205) times a char-

acter's Strength modifier times two (i.e., a bow customised for a character with a strength modifier of +2 costs  $2 \times 2 = 4$  times the listed base price).

All ranges for customised bows are cumulatively increased by its wielder's Str modifier in yards, and all ranges for thrown weapons are cumulatively increased by half your Strength modifier in yards. However, the increments for extended range are not changed. That means, a character with a Strength bonus of +2 has the following ranges with a Longbow: 7/34/66/158/+30 (i.e., PB +2, S +4, M +6, L +8).

## TRADE AND COMMERCE

### PRICES AND COINAGE

As depicted in J.R.R. Tolkien's works, the economy of Middle-earth is not heavily dependent on coinage. Coinage presumably exists in most regions (how else would you pay for room and board at the "Prancing Pony"?), but few people seem to carry large numbers of coins – bartering and trading valuable commodities (e.g., wines) seem to be vital. Thus, no price list should be used as a fixed constant across all of Middle-earth. Prices should fluctuate based on local conditions, supply and demand, and the quality of a particular item (masterwork items should cost at least three times and perhaps as much as ten times the normal price).

### BUYING AND SELLING

Buying and selling are personal, face-to-face encounters (think of Strider in Bree paying through the nose to buy Bill the Pony). Narrators can use the following simple system. Actual prices are determined by an opposed Debate (Bargain) test. Alternatively, a seller may use his Persuade (Fast Talk) skill modified by -2, opposed by the buyer's Wisdom reaction test or his Debate (Bargain) skill. The price remains as listed on a marginal success, but it shifts 10% in the winner's favour on a complete success, 20% on a superior success, and 30% on an extraordinary success. A buyer may influence the exchange by making an Inspire test (or Intimidate, though this is surely a corrupt act) at a TN equal to the seller's Wisdom or Willpower +10: on a complete success he gets a +1 bonus to the opposed test above, +2 on a superior success, and +3 respectively on an extraordinary success. However, on a failure he suffers a -1 penalty, -2 on a complete failure, or -3 on a disastrous failure. This system can also be used for trading goods based on appraised values.



TABLE 8.2 REVISITED: WEAPONS

ARMED COMBAT WEAPONS							
WEAPON	DAMAGE <sup>1)</sup>	PARRY BONUS	INITIATIVE <sup>2)</sup> MODIFIER	SIZE	WEIGHT	PRODUCTION TIME <sup>3)</sup>	PRICE <sup>4)</sup>
Axe, Battle	2d6+4	-1	-2	M	8 lbs.	1 day	3 sp
Axe, Great <sup>5)</sup>	2d6+9	-1	-3	L	17 lbs.	2 days	1 SP, 2 sp
Axe, Handaxe	2d6	-1	+1	M	5 lbs.	1 day	1 sp
Club <sup>6)</sup>	1d6+3	+1	+1	M	4 lbs.	6 hours	Free
Dagger <sup>6)</sup>	1d6+1	-2	+2	S	1 lb.	1 day	1 sp
Dagger, Long Knife <sup>6)</sup>	1d6+2	+0	+2	M	1.5 lbs.	1 day	2 sp
Dagger, Orc <sup>6)</sup>	1d6+1	-1	+2	S	1.5 lbs.	1 day	N/A
Hammer	2d6+3	+0	+1	M	8 lbs.	2 days	3 sp, 2 CP
Mace	2d6+4	+0	-1	M	9 lbs.	2 days	3 sp, 5 CP
Mattock <sup>5)</sup>	2d6+7	-1	-2	M	15 lbs.	2 days	2 sp, 2 CP
Pikestaff <sup>5)</sup>	2d6+6	+0	-2	L	15 lbs.	1 day	2 sp, 4 CP
Shield (bash) <sup>7)</sup>	1d6 / 1d6+2	+3 / +5	+0 / -1	M	5-7 / 10-15 lbs.	4-6 days	See Table 8.3
Spear	2d6+3	+1	-1	L	7 lbs.	1 day	1 sp, 3 CP
Staff	2d6	+2	+0	M	4 lbs.	12 hours	Free
Sword, Longsword	2d6+3	+1	+0	M	4-7 lbs.	4 days	1 SP
Sword, Orc	2d6+2	+1	+0	M	4-8 lbs.	3 days	N/A
Sword, Scimitar	2d6+2	+1	+1	M	4-6 lbs.	3 days	1 SP
Sword, Short Sword (Eket)	1d6+5	+0	+1	M	3-5 lbs.	2 days	2 sp, 7 CP
Sword, Greatsword <sup>5)</sup>	2d6+8	+0	-4	L	9-15 lbs.	5 days	2 SP
Unarmed Attack <sup>6)</sup>	1d6	+0	+3	S	N/A	—	N/A
Whip <sup>8)</sup>	1d3+Grapple <sup>8)</sup>	-3	-2	M	1 lb.	12 hours	1 sp

RANGED COMBAT WEAPONS							
WEAPON	DAMAGE <sup>1)</sup>	INITIATIVE <sup>2)</sup> MODIFIER	RANGE (IN YARDS) (PB-2/S+0/M+2/L+2/*X+2*)	WEIGHT	PRODUCTION TIME <sup>3)</sup>	PRICE <sup>4)</sup>	
Longbow, Regular	2d6	-2	5/30/60/150/ +30	3 lbs.	9 days	2 SP, 2 sp	
Longbow, Orc	1d6+3	-2	5/30/60/120/ +25	3 lbs.	4 days	N/A	
Númenórean Steelbow	2d6+2	-1	5/40/80/200/ +40	3 lbs.	Unknown	Priceless	
Shortbow	1d6+3	-1	5/25/50/100/ +25	2 lbs.	3 days	1 SP	
Dagger, Thrown	1d6+1	+2	5/10/20/40/ +5	1 lb.	1 day	1 sp	
Handaxe, Thrown	2d6	+1	5/10/20/30/ +5	5 lbs.	1 day	1 sp	
Javelin	2d6+1	+1	5/15/45/90/ +15	2 lbs.	1 day	3 CP	
Spear, Thrown	2d6+3	+0	5/10/20/40/ +5	7 lbs.	1 day	2 sp	
Stone, Thrown <sup>6)</sup>	1d3-1d6	+3	5/10/20/30/ +5	0.25-0.5 lbs.	—	Free	
Spell Attack	varies	+0	varies	N/A	—	N/A	

<sup>1)</sup>: Add a character's Strength modifier to Armed Combat, unarmed, and thrown ranged weapon attacks.

<sup>2)</sup>: Initiative modifiers are applied to the Swifttest made to determine initiative.

<sup>3)</sup>: Production time shows how long an item takes to be crafted. A day means 24 hours, i.e. usually two or three working days.

<sup>4)</sup>: Cost is shown for weapons purchased in Minas Tirith or other major cities. Costs in Dale or a comparable town are x 2, and in rural villages like Bree x 3.

<sup>5)</sup>: Two-handed weapon. TN for inflicting a Critical Strike with a two-handed weapon is -1. Fumbles on 2-3 with 2d6.

<sup>6)</sup>: Daggers and clubs are limited to Grave critical strikes, whips, thrown stones and Unarmed (Brawling) attacks to Light criticals.

<sup>7)</sup>: The first number(s) is for small shields, the second for large shields.

<sup>8)</sup>: A whip's Grapple damage is handled the following way: If you score a Superior Success or better, you manage to grab your opponent with the whip. Each round thereafter you can use the weapon to hold your opponent almost defenceless, force him to the ground, and so on by succeeding at an opposed Strength attribute test (you get +4 to your test result). While held, the opponent is easier to hit. Modify attack tests made to hit the opponent by +5.

TABLE 8.3 REVISITED: ARMOUR & SHIELD

ARMOURS

ARMOUR TYPE <sup>1)</sup>	WEIGHT	DAMAGE ABSORBED	CRITICALS TN MODIFIER <sup>2)</sup>	PROD. TIME	PRICE <sup>3)</sup>
Leather	10 lbs.	2	+1 / +1 / +1	9 days	1 SP
Scale mail	20 lbs.	4	+2 / +2 / +2	2 weeks	2 SP
Chainmail, ordinary	30 lbs.	5	+3 / +2 / +2	3 weeks	4 SP
Chainmail, Dwarf <sup>4)</sup>	40 lbs.	7	+4 / +3 / +3	6 weeks	6 SP
Chainmail, <i>mithril</i>	25% normal	+10 to mail's value	+5 to mail's value	Unknown	Priceless
Chainmail, Orc	35 lbs.	6 <sup>5)</sup>	+3 / +3 / +3	18 days	N/A
Chainmail with plates	+5 lbs.	+1 to mail's value	+0 / +0 / +1	+4 days	+2 SP
Chainmail is a hauberk	175% normal	+1 to mail's value	+1 / +1 / +1	2 months	200% normal

<sup>1)</sup>: A helmet of the same quality costs approximately 10% of the armour (price as per corslet) and extends the armour's protection to one's head. Observe (Hear) tests are modified by -1 if a helmet is worn. A leather helmet weighs 1 to 2 lbs., and a metal helmet 2 to 4 lbs. A metal helmet with a visor usually weighs 4 to 5 lbs.

<sup>2)</sup>: TN modifiers for scoring a Critical Strike against a non-armoured foe are +5 for Light, +8 for Grave, and +11 for Severe Critical Strikes. The shown modifiers are added to these base values (e.g., the TN for scoring a Grave Critical Strike against a foe in an ordinary chainmail is +10).

<sup>3)</sup>: Prices are for corslets; prices for hauberks are x 1.5. Cost is shown for armours purchased in Minas Tirith or other major cities. Costs in Dale or a comparable town are x 3, and in rural villages like Bree x 5. The listed price for Dwarven chainmails is for Dwarf-holds or nearby places only and should be considerably higher in other places.

<sup>4)</sup>: This particular type of chainmail can exclusively be worn by Dwarves. However, there is a second type of Dwarven chainmail: It protects like normal mail, but is finer and more flexible, thus only weighing 25 lbs.

<sup>5)</sup>: Wearers suffer at least a -1 penalty on all Nimbleness-based tests. The penalty may be higher, according to general encumbrance.

SHIELDS

SHIELD TYPE	WEIGHT <sup>1)</sup>	PARRY BONUS/ RANGED ATTACK MODIFIER <sup>2)</sup>	PROD. TIME	PRICE <sup>3)</sup>
Shield, Large	10-15 lbs.	+5 to parry/-5 to ranged attacks	6 days	1 sp-3 sp
Shield, Small	5-7 lbs.	+3 to parry/-3 to ranged attacks	4 days	40 cp-1 sp, 2 CP

<sup>1)</sup>: The lower end of the weight scale should be used for wooden shields reinforced with leather, the higher end for shields made of steel (or other metals).

<sup>2)</sup>: When the character uses this shield, add the first number to his attempts to parry an incoming attack. Apply the second number to ranged attacks made against the character.

<sup>3)</sup>: The first price is for wooden shields reinforced with leather, the second for shields made of steel (or other metals).

TABLE 8.4 REVISITED: GEAR

ITEM	PRICE <sup>1)</sup>	AREA <sup>2)</sup>	WEIGHT <sup>3)</sup>	OTHER NOTES
<b>ADVENTURING GEAR</b>				
Arrows (20)	2 CP	A	2 lbs.	Wooden shafts and iron tips. No reuse on 1-6
Backpack	3 CP	A	2 lbs.	Holds 20 lbs./1 cubic foot
Bedroll (light)	2 CP	A	5 lbs.	Wool blanket and mat (2 seasons)
Bedroll (heavy)	6 CP	A	10 lbs.	Wool and fur blankets (4 seasons)
Blanket	1 CP	A	3 lbs.	Thick, quilted wool blanket (winter)
Candle	1 cp	T	0.25 lbs.	Wax or tallow. Lights 5' radius, burns 2 hours
Canvas	2 cp	T/C	1 lbs.	Price and weight is per square yard
Chain	1 sp	T/C	2 lbs.	Price and weight is per 10'
Chalk	2 cp	T/C	0.25 lbs.	10 pieces, white, 5" long
Charcoal	22 cp	A	1 lbs.	For a small, hot 3-hour fire
Chisel	7 cp	T/C	1 lb.	Iron
Climbing Pick	1 sp	T/C	10 lbs.	Can be used w/ Mattock-skill, 2d6 damage
Crowbar	35 cp	T/C	5 lbs.	Iron bar for levering things open
Firewood	1 cp (or free)	A	20 lbs.	Per day. Can usually be collected
Fishhook	2 cp	A	*	Iron
Fishing net	5 CP	A	5 lbs.	25 square feet
Flint and steel	12 cp	T/C	0.5 lbs.	Starts fires in 3 minutes
Framepack	5 CP	A	3.5 lbs.	Canvas. Holds 45 lbs./2 cubic feet
Grappling hook	3 CP	C	4 lbs.	Must be tied to a rope. Use Throw skill
Hammer	8 cp	T/C	2 lbs.	Iron head
Hammock	15 cp	A	2.5 lbs.	Rope-net, wood spreaders, iron hooks
Lamp	1 CP	A	1 lb.	Lights a 15' radius, burns 6 hrs/ pint of oil
Lantern, bullseye	2 sp	T/C	3 lbs.	Single shutter, 60' long / 20' wide cone
Lantern, hooded	1 sp	T/C	2 lbs.	Lights a 30' radius, burns 6 hrs/ pint of oil
Mirror	1 sp, 3 CP	T/C	0.5 lbs.	Polished steel
Nails (20)	1 CP	A	0.5 lbs.	Iron. 3" length
Oil	3 cp	T/C	1 lb.	1 pint, burns for 6 hours in a lantern
Pegs (10)	1 cp	A	2 lbs.	Wood
Piton	2 cp	T/C	0.25 lbs.	Steel spike for climbing, with eye for rope
Pole	3 cp	A	8 lbs.	Wood. 10 feet
Pouch	15 cp	A	0.5 lbs.	Leather. Straps to belt, holds 5 lbs.
Quiver	1 CP	A	0.5 lbs.	Holds 20 arrows
Ram, portable	2 sp	C	20 lbs.	Iron-shod wooden beam
Rope, ordinary	15 cp	T/C	10 lbs.	Hemp. 50 feet
Rope, superior	1 sp, 4 CP	T/C	5 lbs.	Hemp, reinforced with heavy cord. 50 feet
Scabbard (belt)	5 CP	A	1 lb.	Holds one 1-handed weapon
Scabbard (shoulder)	7 CP	T/C	1.5 lbs.	Holds one 2-handed weapon
Signal whistle	1 CP	C	*	Noise can be heard up to 1 mile away
Sledge	2 CP	T/C	10 lbs.	Two-handed, iron-headed hammer
Spade or shovel	4 CP	T/C	8 lbs.	Required for digging
Tent	1 sp, 3 CP	A	15-20 lbs.	Canvas with metal fittings. Two man
Tinderbox	2 cp	T/C	0.25 lbs.	Wood. Content enough for starting 7 fires
Torch	1 cp	A	1 lb.	Lights a 20' radius, burns 1 hour
Waterskin	12 cp	A	0.5 lbs.	Holds 1/2 gallon (2.25 litres), filled 5 lbs.
Weapon belt	1 CP	A	1 lb.	Holds 2 scabbards, 3 pouches
Whetstone	1 cp	A	1 lb.	For sharpening edged weapons
<b>BEASTS AND VEHICLES</b>				
Horse, light	2 SP, 2 sp	R	800 lbs.	Power: 18.7 Walking pace: 10 yards/action or 7 miles/hour. Price +50% for <i>Steady</i> , +100% for <i>War-trained</i> animal ability
Horse, medium	4 SP	R	900 lbs.	Power: 21 Walking pace: 11 yards/action or 7.5 miles/hour. Price +50% for <i>Steady</i> , +100% for <i>War-trained</i> animal ability
Horse, heavy	6 SP, 2 sp	R	1,300 lbs.	Power: 22.2 Walking pace: 8 yards/action or 5 miles/hour. Price +50% for <i>Steady</i> , +100% for <i>War-trained</i> animal ability
Ox	2 SP, 5 CP	R	2,000 lbs.	Power: 25.7 Walking pace: 6 yards/action or 4 miles/hour.
Pony	4 sp	R	500 lbs.	Power: 15 Walking pace: 7 yards/action or 4.5 miles/hour. Price +50% for <i>Steady</i> , +100% for <i>War-trained</i> animal ability
Bit and bridle	25 cp	A	1 lb.	—
Harness	65 cp	A	4 lbs.	Includes collar, bit and reins
Saddle, riding	1 sp, 3 CP	A	25 lbs.	Standard riding saddle, with stirrups & blanket
Saddle, pack	7 CP	A	15 lbs.	Only suitable for attaching gear and supplies
Saddlebags	5 CP	T	8 lbs.	Hold 5 cubic feet/50 lbs.
Feed	1 cp	A	10 lbs.	Nutrition for one day. Grazing also possible
Stabling	6 cp	A	—	Per beast and day. Includes food and grooming
Boat	3 sp, 2 CP	T	200 lbs.	1,000 lbs. capacity, 10' long. With 2 paddles
Cart	2 sp	T	450 lbs.	800 lbs. capacity. 2 wheels, requires one beast
Wagon, open	1 SP, 1 sp	T	600 lbs.	1,200 lbs. capacity. 4 wheels, requires 2 beasts
Wagon, closed	1 SP, 3 sp	T	850 lbs.	1,300 lbs. capacity. 4 wheels, requires 2 beasts

ITEM	PRICE <sup>1)</sup>	AREA <sup>2)</sup>	WEIGHT <sup>3)</sup>	OTHER NOTES
<b>CLOTHING</b>				
Clothes, poor	5 cp	T/C	2 lbs.	Loose shirt, baggy breeches, rags as shoes
Clothes, ordinary	5 CP	A	4 lbs.	Complete suit, with belt, hat/cap, shoes
Clothes, travelling	1 sp	A	5 lbs.	Complete suit, with boots, cloak, gloves, etc.
Clothes, fine	1 SP	T/C	6 lbs.	Complete suit. Fancy, tailored clothes
Clothes, noble	2 SP, 2 sp	C	10 lbs.	Complete suit. With precious metals, gems, furs
Cold weather outfit	2 sp	A	7 lbs.	Complete suit. Warm cloak, boots, underwear
Weapon belt	1 CP	A	1 lb.	Holds 2 scabbards, 3 pouches
<b>FOOD AND DRINK</b>				
Ale or beer, mug	1 cp	A	—	1 pint
Ale or beer, gallon	5 cp	A	17 lbs.	1 gallon. In a clay jug
Brandy	5 cp	T	—	1 half-pint
Mead or Cider	2 cp	R/T	—	1 pint
Wine, ordinary	4 cp	A	—	Per glass
Wine, fine	4 CP	T/C	—	Per glass
Wine, Dorwinion	8 CP	Dorwinion	—	Per glass
Wine, ordinary	2 CP	A	5.5 lbs.	Per skin (1/2 gallon or 2.25 litres)
Wine, fine	2 sp	T/C	5.5 lbs.	Per skin (1/2 gallon or 2.25 litres)
Wine, Dorwinion	1 SP	Dorwinion	5.5 lbs.	Per skin (1/2 gallon or 2.25 litres)
Pipeweed	55 cp	Shire/Bree	0.25 lbs.	One pouch. Enough for 30-40 fillings
Pipe	2 sp-2 SP	Shire/Bree	0.1 lbs.	Hard, fire-resistant wood
Food, ordinary	3 CP	A	15 lbs.	For 1 week. Normal spoilage
Food, fine	75 cp	A	25 lbs.	For 1 week. Normal spoilage
Food, travel rations	5 CP	A	8 lbs.	For 1 week. Jerky, dried fruits, hardtack, nuts
Meal at an inn, poor	2 cp	A	—	E.g., bread, baked turnips, onions, water
Meal at an inn, ordinary	6 cp	A	—	E.g., bread, chicken stew, watered ale or wine
Meal at an inn, fine	1 CP	A	—	E.g., bread, pastries, beef, peas, ale or wine
Banquet	1 sp, 3 CP	C	—	Per person. Excellent food & entertainment
Bread	1 cp	A	1 lb.	1 small loaf
Cheese	2 cp	R	0.5 lbs.	1 hunk
Meat	5 cp	R	0.5 lbs.	1 chunk
<b>LODGING AND SERVICES</b>				
Inn, poor, one night's stay	3 cp	A	—	Place on floor near hearth, blanket, fleas
Inn, ordinary, one night's stay	1 CP	A	—	Straw mattress in common room, pillow
Inn, fine, one night's stay	3 CP	A	—	Private room with 1 bed, covered chamber pot
Stabling	6 cp	A	—	Per beast and day. Includes food and grooming
Laundry	1 cp	T/C	—	Per laundry load. Simple laundry care
Leather Care	2 cp	A	—	Per item to be handled. Simple repairs/cleaning
Metal Care	4 cp	A	—	Per item to be handled. Simple repairs/cleaning
Hospitalization	6 CP	C	—	For healing. Fee is a required "contribution"
Library access	1 CP	C	—	4 hour visit. No withdrawals. Lore: Magic or other (Research) test required to gain information
Public bath	1 cp	C	—	Disease on double ones. Gender separation
Private bath	2 cp	T/C	—	Must pay extra for oils and perfumes
Scribe	2 cp	C	—	Per page of simple text
Research	5 CP	C	—	Per simple topic
Crier/Herald	1 cp	C	—	Per announcement. Announced 1x/hr for 4 hours
Legal services	5 CP	C	—	Per legal appearance. Appr. 3 hours of work
Personal grooming	18 cp	T/C	—	Per "visit". Approximately 1 hour
Coach service	0.5 cp	—	—	Price per mile
Ferry service	5 cp	—	—	Per fare
Ship passage	2 cp	—	—	Price per mile
Toll charge	1 cp	—	—	Per person and beast. May be much higher
<b>MISCELLANEOUS</b>				
Barrel	5 CP	T/C	30 lbs.	Holds 60 gallons (270 litres)
Basket	6 cp	A	1 lb.	Holds 20 lbs./2 cubic feet
Bell	15 cp	C	*	Tin. Cost for other metals is higher
Bottle	25 cp	T/C	0.25 lbs.	Glass. Holds 1 1/2 pints (1 litre)
Brush (writing/painting)	5 cp	T/C	*	Wooden shaft with hair bristles. Capped
Bucket	8 cp	A	2 lbs.	Wood. Holds 2 gallons (9 litres)
Case (for map or scroll)	2 CP	C	0.5 lbs.	Capped leather tube, holds rolled papers
Chest	4 CP	T/C	25 lbs.	Wood. price is for a roughly crafted piece
Flask	1 cp	A	0.25 lbs.	Ceramic, glass or metal. Holds 1 pint
Ink	1 sp	T/C	*	Black ink, 1 ounce vial
Inkpen	2 cp	T/C	*	Wooden stick with carved tip
Jug	5 cp	A	9 lbs.	Clay, fitted with a stopper. Holds 1 gallon
Ladder	25 cp	A	20 lbs.	Wooden, 10 feet
Mug or tankard	1 cp	A	1 lb.	Clay, fitted with a stopper. Holds 1 pint
Paper	3 cp	C	0.25 lbs.	10 sheets of white paper, made from cloth
Parchment	5 cp	T/C	0.25 lbs.	10 sheets, made of goat hide or sheepskin



ITEM	PRICE <sup>1)</sup>	AREA <sup>2)</sup>	WEIGHT <sup>3)</sup>	OTHER NOTES
MISCELLANEOUS, CONTINUED				
Pitcher	1 cp	A	5 lbs.	Clay. Holds 1/2 gallon (2.2 litres)
Plank	1 cp	A	12 lbs.	Wood. 10' x 6' x 2". Bears 350 lbs.
Pot	8 cp	A	2 lbs.	Iron. Holds 1 gallon
Sack	2 cp	A	0.5 lbs.	Burlap. Holds 20 lbs./1 cubic foot
Saw	2 sp	T/C	2 lbs.	Iron. 24" wood-tool
Sealing wax	12 cp	T/C	1 lbs.	For closing envelopes
Sewing needle	6 cp	A	*	Iron or bone
Signet ring	1 sp or more	C	*	Bears your unique, personal sign
Soap	1 CP	T/C	1 lbs.	Made of lard
Vial	15 cp	C	*	Has a tight stopper. Holds 1 ounce of liquid
Waterskin	12 cp	A	0.5 lbs.	Holds 1/2 gallon (2.25 litres), filled 5 lbs.
SOPHISTICATED ITEMS				
Artisan's tools	1 sp	T/C	5 lbs.	Special tools needed for any craft. Note that a Craftsman's order ability <i>Place of Trade</i> provides all necessary tools automatically
Artisan's tools, superior	2 SP*	C	5 lbs.	As above, but requisite for masterworks
Block and tackle	7 CP	T/C	5 lbs.	For lifting heavy goods
Caltrops	15 cp	A	2 lbs.	Foot-traps, 2 lbs. can cover appr. 5' square
Climber's kit	2 SP, 3 sp*	T/C	5 lbs.	Pitons, boot tips, gloves, harness. +2 bonus
Disguise kit	1 SP, 3 sp	C	8 lbs.	Cosmetics, hair-dye, small props
Dwarven magical toys	3 cp+	near Dwarf-hold	0.1 lbs.+	See <i>Fell Beasts and Wondrous Magic</i> , p. 94
Healer's kit	1 SP, 2 sp	T/C	1 lb.	Herbs, salves, bandages (10 uses)
Lock, poor	3 sp	T/C	1 lb.	TN 10 to pick with appropriate tools
average	1 SP, 1 sp	T/C	1 lb.	TN 15 to pick with appropriate tools
good	2 SP, 3 sp*	T/C	1 lb.	TN 20 to pick with appropriate tools
amazing	5 SP*	C	1 lb.	TN 25 to pick with appropriate tools
Musical instrument, ordinary	2 sp+	T/C	3 lbs.	E.g., fife, harp, horn, lute, mandolin, or shalm
Musical instrument, <i>Dwarven</i>	4 SP+	near Dwarf-hold	3 lbs.	As above. Perform +3, Persuade +2
Scale, merchant	30 cp	T/C	1 lb.	For determining weights
Thieve's tools	1 SP*	C	1 lb.	Skeleton keys, lock picks, small saw, etc.
Thieve's tools, superior	3 SP, 1 sp*	C	1 lb.	As above. Legerdemain (Open Lock) +5

<sup>1)</sup>: Most prices for normal goods are considerably lower than in the core rulebook. Thus, a Narrator may wish to adjust the wealth of treasures and bounties found by the PCs. In everyday life, normally one member of a group pays for all expenses of his party in a given place. To keep change small, a group's total expenditures is usually rounded off. If a price is marked with an asterisk (\*), a *Lore: Other (Streetwise)* test against TN 15 or higher is usually required to find a vendor.

<sup>2)</sup>: Equipment prices will vary depending on where purchased. Each item is given a typical area of availability: C = *City* (e.g., Minas Tirith), T = *Town* (e.g., Dale), R = *Rural* (e.g., Bree), or A = *Anywhere*. Items that are expensive and hard to find in a rural area might be more common – and cheaper – in a large city, and the reverse is true as well. As a rule of thumb, a piece of equipment purchased in the same area as its typical area of availability costs the listed price, and is available on a result of 1–10 with 2d6. One area away, i.e. for instance rural items purchased in a town, are available on a result of 1–7 with 2d6 and cost 150% of the listed price. Two areas away (e.g., a sophisticated piece of craftsmanship, normally only available in Minas Tirith or a similar city, which is being looked for in a rural village), the chance to find such an item is only 1–5 with 2d6, and the cost is at least 200% of the listed price. Also remember that the Fellowship of the Ring had to pay three times the normal price for a pony when they left Bree and no mounts were available in the area, except for Bill Ferny's old pony. Thus, supply and demand do influence prices heavily – an excellent opportunity for the Narrator to rid her player's characters of some extra coins!

<sup>3)</sup>: If a single asterisk (\*) is given for an item's weight, it can be neglected.

TABLE 8.5: HERBS AND ENCHANTED BREADS

HERB'S NAME	PRICE <sup>1)</sup>	AREA/TN <sup>2)</sup>	FORM/PREP <sup>3)</sup>	EFFECT
Aloe	5 cp	t-H-12	Leaf/apply	Doubles healing rate for burns and minor cuts and heals 1 wound from such an injury
Arnuminas	6 cp	m-S-7	Leaf/apply	Doubles healing rate for sprains and cartilage damage
Athelas	4 GP	t-C-15	Leaf/ingest	See core rulebook p.125. Healing +3 or higher, Stamina tests to resist weariness +3. Allows to recover lost Weariness levels twice as fast.
Bursthelas	2 CP	c-F-15	Stem/apply	Doubles healing rate for fractures
Cusamar	1 GP, 3 SP	c-H-20	Flower/ingest	Heals 1d3 wounds immediately and another 2d6 within two days
Cram	1 sp, 4 CP	Dale	Bread/ingest	1 slice (0.25 lbs.) provides nutrition for 1 day. Loaf keeps 7 weeks
Delrean	3 CP	c-C-7	Bark/apply	Repels any insects
Fek	3 GP	h-O-17	Root/apply	Stops bleeding by clotting wounds within 2d6 rounds. Patient must not move quickly before a day has passed, or the wound opens
Kelventari	1 GP, 1 SP	t-T-10	Berry/apply	Heals 1st and 2nd degree burns and 1d6 wounds from such injuries
Latha	2 SP	t-F-12	Moss/apply	Cures fever from a common flue or cold, or lowers heavy fever
Mirenna	2 GP	s-B-15	Lichen/brew	Stamina tests to recover Weariness Levels +5. Usable once a day
Suranie	2 sp	t-F-10	Berry/ingest	Relief of 1 action of numbness or lost initiative
Thurl	2 CP	t-D-5	Clove/brew	Heals 1 wound. Patient must throw up after a number of doses equal to his Vitality attribute score and cannot drink more Thurl for a day
Veldurak	1 sp	h-O-15	Kelp/apply	Cures frostbite and heals 2d6 wounds resulting from cold
Vinuk	3 SP	h-J-20	Leaf/ingest	Relief of 1d3 rounds of numbness or lost initiative
Yavethalion	2 GP, 3 SP	m-O-15	Fruit/ingest	Heals 1 wound/hour for 4d6 hours

NOTE 1: Neither *Lembas* nor *Miruvor* (or even Orc-liquor) can be normally purchased. If a character should ever receive such a delicious nutrition as a reward, please refer to *Fell Beasts and Wondrous Magic*, p.96, and *The Fellowship of the Ring Sourcebook*, p.106.

NOTE 2: To learn more about herb-craft and the power of healing plants, please refer to *Paths of the Wise*, p.82–87.

<sup>1)</sup> Normally, a herb will not be available for purchase if its region of origin isn't nearby. If imported at all, a herb from far abroad becomes almost unaffordable – with a cost of at least five to ten times the basic price.

<sup>2)</sup> The first letter gives the climate a plant prefers: a = arid; c = cold; f = frigid (everlasting cold); h = hot and humid; m = mild temperate; s = semi-arid; t = cool temperate. — The second letter closer indicates a plant's typical environment: A = Alpine; B = Breaks/wadis; C = Coniferous forest; D = Deciduous/mixed forest; F = Freshwater coasts & banks; G = Glacier/snowfield; H = Heath/scrub/moor; J = Jungle/rain forest; O = Ocean/saltwater shores; M = Mountains; S = Short grass; T = Tall grass; U = Underground; V = Volcanic; W = Waste; Z = Desert. — The number is the TN for a Survival (Region type) skill test. If a character doesn't have a specialty for the foraged region, a Lore: Herbs test against TN –2 is also required to recognise the herb. Every full two hours spent foraging for a herb allows a character to make a Survival (Region Type) skill test. Upon a marginal success, he finds one dose of the herb. With a complete success, he finds 1d3 doses, on a superior success 1d6 doses, and on an extraordinary success 2d6 doses.

<sup>3)</sup> Form and Preparation: *Brew* – Effective when drunk 3 minutes (30 rounds) after water is boiled. Healing (Herbal Remedies) TN 10 test required; *Ingest* – Immediately usable and may be eaten, chewed, drunk, or inhaled, whichever is appropriate. Healing (Herbal Remedies) TN 5 test required; *Apply* – Requires 2d6 rounds to prepare. Healing (Herbal Remedies) TN 12 test required. Herb is then applied directly onto injured area.

# GOOD WORDS AND TRUE: OPTIONAL PLAY RULES

## MOVEMENT

The core rulebook suggests (p.271) to increase encumbrance penalties if characters tend to carry too many things with them. But even Narrators who don't worry too much about their players stuffing tons of load into their backpacks may feel that the rules for movement and encumbrance are far too generous as presented in the core rulebook, allowing a spellcaster to wear the heaviest armour he can get. Therefore, replace all rules regarding movement by the ones provided below.

Start with the calculation of the base movement rate per action (do not round off):

$$6 + [(2 \times \text{Nim modifier} + \text{Vit modifier}) \div 6] = \text{base movement rate in yards/action}$$

Then determine your character's height and apply the corresponding stride modifier (see the Stride Modification Table on the right):

HEIGHT & WEIGHT TABLE

RACE	AVERAGE HEIGHT (INCHES)	AVERAGE WEIGHT (LBS)
Dwarf	57/53	143/132
Elf, Noldo	79/73	180/133
Elf, Sinda	75/71	160/125
Elf, Nando	71/67	132/110
Hobbit, Fallohide	43/38	66/55
Hobbit, Harfoot	35/32	55/48
Hobbit, Stoor	41/36	66/58
Dúnadan	77/69	220/140
Middle Man, Barding	73/65	188/132
Middle Man, Beorning	75/70	210/145
Middle Man, Corsair	75/69	210/140
Middle Man, Eriadorian	69/63	166/120
Middle Man, Gondorian	69/63	166/120
Middle Man, Rohir	73/65	200/135
Dark Man, Dorwinadan	69/61	155/110
Dark Man, Dunlending	69/65	177/132
Dark Man, Easterling	65/61	150/105
Dark Man, Southron	65/59	135/100
Dark Man, Variag	69/63	165/121
Wild Man, Lossadan	65/63	177/143
Wild Man, Drúadan	57/47	140/130

The first number shows the average height (res. weight) of a male individual from a given race, the second shows the average height (res. weight) of a female individual. To determine the adjusted **height** of an Elf or a Man, add 2d6-7 *plus* his Vit modifier in inches to the average height of his race. To determine the adjusted height of a Dwarf or a Hobbit, add 1d6-4 *plus* half his Vit modifier in inches to the average height of his race. Then write down the character's height in feet and inches or cm (12 inches = 1 foot, 1 inch = 2.54 cm). To determine a character's **weight**, subtract the average height of his race from his adjusted height, and add 2d6-7 *plus* his Str modifier to this number. The result is added to the average weight (1 lb. = 0.454kg).

STRIDE MODIFICATION TABLE

HEIGHT		STRIDE MODIFIER
7' - 7'3"	(212 - 221 cm)	x 1.2
6'8" - 6'11"	(202 - 211 cm)	x 1.15
6'4" - 6'7"	(192 - 201 cm)	x 1.1
6' - 6'3"	(181 - 191 cm)	x 1.05
5'8" - 5'11"	(171 - 180 cm)	x 1.0
5'4" - 5'7"	(161 - 170 cm)	x 0.95
5' - 5'3"	(151 - 160 cm)	x 0.9
4'8" - 4'11"	(141 - 150 cm)	x 0.85
4'4" - 4'7"	(131 - 140 cm)	x 0.8
4' - 4'3"	(120 - 130 cm)	x 0.75
3'8" - 3'11"	(110 - 119 cm)	x 0.7
3'4" - 3'7"	(100 - 109 cm)	x 0.65
3' - 3'3"	(90 - 99 cm)	x 0.6
2'7" - 2'11"	(79 - 89 cm)	x 0.55
below 2'7"	(below 79 cm)	x 0.5

Now you should record your character's unencumbered base movement rate, including the Stride multiplier (derived from the above table). Round off the result to the nearest yard or half a yard.

The third step is to introduce a more realistic Encumbrance and Movement Table (Table 9.2 Revisited) which also provides guidelines for handling initiative, certain physical tests, and weariness.

TABLE 9.2 REVISITED: ENCUMBRANCE & MOVEMENT

LOAD (IN POUNDS)	MOVEMENT PENALTY/LIMITATION	
No burden (up to Str x 3)	x 1.0	
Light burden (Str x 3-6)	x 0.8	
Moderate burden (Str x 6-10)	x 0.6; cannot sprint	
Heavy burden (Str x 10-15)	x 0.4; cannot run	
Very Heavy burden (Str x 15-25)	x 0.2; cannot jog	

  

ENCUMBRANCE	ENCUMBRANCE PENALTY	WEARINESS TN (10 or spell's TN)
No burden	None	+0
Light burden	-1	+3
Moderate burden	-3	+7
Heavy burden	-5	+12
Very Heavy burden	-9	+20

- The encumbrance penalty decreases a character's ability to move swiftly and to exercise his physical prowess to a maximum. It applies to all combat skill tests, Nimbleness attribute tests, Swiftess tests, and Acrobatics, Climb, Jump, Run, Stealth (Sneak and Shadow) skill test. It also applies to Swim skill tests, but in this case the penalty is doubled. Note that the encumbrance penalty accruing from combat gear is already accounted for in the Heren Turambarion's *LotR Hero's Scroll*. However, it should be raised accordingly if you make such tests if encumbered with your journey gear. On the other hand, if you are unencumbered, apply any penalty as a bonus instead.
- The Weariness TN modifier applies both to **Stamina** tests to resist Weariness due to physical exertion and to **Vigour** tests to resist the wearying effects of casting spells. Enforce the rules on physical exertion summarised

in Table 9.38, p.249. As a rule of thumb, the Narrator should ask for a Stamina test after the end of each combat, and perhaps for one at its beginning if the characters were travelling before the encounter.

The last issue left to be considered is pace. The shown multipliers are also applied to travel speed.

PACE	EFFECT	WEARINESS TIME BASE/INTERVAL	RUN TN
Crawl/Step	x 0.33	6 hrs/3 hrs	—
Walk	x 1	4 hrs/2 hrs	—
Jog	x 1.5	2 hrs/1 hr	—
Run	x 2.25 <sup>1)</sup>	1 hr/30 min	5+
Sprint	x 3.33 <sup>2)</sup>	10 min/5 min	10+

<sup>1)</sup> It is normally a full round action to *run* or *sprint*. The shown pace multipliers are per action, though. Thus, you must further multiply your movement rate by 2 to learn how far a character can run or sprint in a given round. A character can run farther if he his Run TN is increased.

## MOVEMENT TESTS

The following rules partially replace the ones presented in the core rulebook for Run, Jump, and Swim tests. They are for use with non-cinematic chronicles.

**RUN:** No test is required for moving in the *crawl*, *walk* or *jog* pace. To move in the *run* pace is a Simple (TN 5) manoeuvre, while it is Routine (TN10) to *sprint*. If the test is failed, the character moves only half of his maximum intended move. With a disastrous failure, he trips and falls prone. The following modifiers apply which may raise the manoeuvre's difficulty:

- The character is involved in a combat situation: +5 TN
- The character attempts to run faster than normal: +5 TN for every +12.5% he wants to run farther within an action (to a maximum of +25%)

**JUMP:** It is a Simple (TN 5) test to horizontally leap up to your normal walking pace divided by 3.8 in yards (vertically – walk ÷15). It is Routine (TN 10) to horizontally leap up to your walking pace divided by 1.9 (vertically – walk ÷7.5), and it is Challenging (TN 15) to horizontally leap up to your walking pace divided by 1.3 (vertically – walk ÷4.5). This may seem a bit confusing at first glance, but yields very realistic results and can be easily handled by using the Heren Turambarion's *LotR Hero's Scroll*. The following modifiers apply which may raise the manoeuvre's difficulty:

- The character is involved in a combat situation: +5 TN
- The character attempts to jump higher or farther than normal: +5 TN for every +25% he wants to increase his jump's reach (to a maximum of +50%)
- Note that standing long jumps cover only 40% the distance of a running long jump. Leaping vertically without a run-up decreases a character's normal capacity to 80%.

**SWIM:** It is a Simple (TN 5) test to swim up to your normal walking pace (on the ground) divided by 3.8 in yards. It is Routine (TN 10) to swim up to your walking pace divided by 2.5, and it is Challenging (TN 15) to swim up to your walking pace divided by 1.9. The exact numbers are recorded on the *LotR Hero's Scroll* as well. If you suffer a disastrous failure and are in deep water, you may sink and begin to drown. The following modifiers may raise the manoeuvre's difficulty:

- The character is swimming amidst a battle: +5 TN
- The character attempts to swim faster than normal: +5 TN for every +25% he wants to swim farther within an action (to a maximum of +50%)

## TESTS

### OPPOSED STRENGTH TESTS

When two characters of different size levels engage in an opposed Strength test (or try to lift or carry any heavy objects), the Strength test is – for one of the two sides only – modified by the normal  $\pm 2$  TN modifier for each size category the two characters are apart from each other (see p.219 of the core rulebook). The Narrator has to decide whether the modifier applies as a penalty for the smaller or as a bonus for the larger character or beast. Due to their Stout racial ability, this rule does not apply if a Dwarf takes part in an opposed Strength test.

### EXTENDED TESTS REVISITED

If a skill allows one or more failures during an extended test (i.e., it has a 'Yes' in the Extended Test section of the skill's description), the resolution of an extended test may take a very long time and become quite unrealistic – unless a disastrous failure brings work to a halt altogether. Therefore, a Narrator may decide to limit the number of attempts to re-try a failed individual test to the number of stages times 1.x, where x is the character's Wits modifier times two (round off).

**EXAMPLE:** *Falin, a young weapon-smith from Erebor wants to forge a Dwarf-mail similar to the ones his people were able to create in days of old. The Narrator decides that this process overall involves eight stages, each lasting one week. Falin's Wits modifier is +2, thus he cannot make more than 11 (8 times 1.4, rounded off) individual tests to complete his work, allowing him to re-roll only two failed tests.*



# COMBAT

## INITIATIVE

As stated in the core rulebook (p.226), characters act in order from highest to lowest initiative test results (ITR). However, instead of allowing them to take all their actions at once, each performs only one action at a time. A character then performs his second action at ITR -10, his third at ITR -20, and so on, until all available actions have been used or forfeited. Using this rule, it is highly recommended to make an initiative test each new round.

It's perfectly alright to act at a negative ITR and to delay using one or more actions. Also note that defensive actions (such as parrying, blocking, or dodging an attack) may be performed at any time, regardless of a character's ITR—provided, of course, that he has still got an action left!

**NOTE:** No character should ever be allowed to take more than one extra action (attempted at a -5 penalty) per round. In addition, his extra action can only be used for defensive purposes such as parrying, blocking, or dodging an attack.

In a combat situation, all initiative test results are modified by the appropriate weapon or attack speed modifier given in Table 8.2 Revisited on page 25. Since most characters will only rely on one or two weapons or attack forms, these modifiers can easily be included in advance into the formula for determining one's initiative. By doing so, the different amount of time it takes to attack with – for instance – a Greatsword and a dagger is simulated.

In If two characters are tied for initiative, their attack is resolved simultaneously. This way, a character could deliver a deadly blow even though he himself has sustained a lethal injury in a given round. The player gets to choose whether he wants to resolve his attack tests first or after his opponent. Whichever way he chooses, no injury penalties from wounds sustained in this round's combat between the two tied characters apply before both have resolved their attacks.

## THE 'HIT AND RUN' COMBAT MANOEUVRE

Note that this combat manoeuvre is only suitable if a Narrator uses hex or square paper for tactical movement in combat. Its action cost is 1.

Quite often a hero will find himself just a few yards away from the foe he wants to attack next. This could be the result of a critical strike he suffered before, or perhaps he has to close up to a new foe after defeating his last one. On the other hand, a character who is concerned about his physical well-being might wish to hit a foe, and run!

To hit and run, or, more heroically, to run and hit allows a medium-sized character to move up to 6 yards *and* attack (or perform any other action with a cost of 1, like drawing a weapon) with only one action. If the distance is up to 3 yards, the character must make a TN 5 Run test. If the distance is between 3 and 6 yards, the TN for the Run test is 10.

For each yard moved in a Hit and Run action, the attack test (or any other attempted test) suffers a -1 penalty. This penalty must not reduce the character's bonus from skill

ranks below 0. Thus, a character with only 4 ranks in the combat skill he wants to test cannot move farther than 4 yards with a Hit and Run combat manoeuvre.

## COMBAT ACTIONS REVISITED

**AIM:** Even if a character spends more than one action on aiming, the given attack bonuses do not further increase.

**SWEEP:** The action cost of a sweep attack is 1, but a character cannot take any defensive actions (such as a Dodge or a Parry/Block attempt) this round *or* with the first action of the next round if the sweep attack was his last regular action (within his action allowance) in the current round.

**DODGE:** This optional rule suggests that half a shield's parry bonus (rounded down) is added to the result of a character's dodge test. This represents the fact that a shield may be actively used while performing certain movements in order to avoid being hit, and it also makes taking a Dodge action more meaningful.

**PARRY/BLOCK: PARRYING WITHOUT A WEAPON:** A disarmed character may still attempt to parry if he still has got his shield. The bonus for parrying without a weapon ready in hand is calculated by adding up the shield's parry bonus, your Nimbleness modifier, and the number of ranks you have in your best Armed Combat skill (thus reflecting your general experience in melee). However, bonuses from traits or specialties are *not* included.

**BLOCKING WEAPONS:** You may choose to block an armed attack with your bare fists. This involves some risk, though: Even with a success in your unarmed combat test opposed to your opponent's armed combat test, you take damage as normal. However, a critical strike automatically affects your hands, and you cannot sustain more wounds than your Health score minus one.

**EXTRAORDINARY SUCCESS:** If you achieve an extraordinary success with a parry or block test, you may immediately make a free attack against your opponent. However, he gets a free parry/block against your attack as well.

## STUN ATTACKS

Just hitting someone with the flat of your blade or the pommel of your dagger is not going to stun them. You have to hit them in specific locations (i.e., the head or back of the neck) to achieve the desired effect. A Called Shot to the head is at +12 TN. That means if you are attacking a target with a Defence of 10, you have to get a test result of 23 to get a complete success, a 28 to get a superior success, or a 33 to get an extraordinary success.

## UNARMED COMBAT

Unarmed combat usually has no lethal outcome, at least if no martial arts style is employed. And no such fighting styles are known in north-western Middle-earth. Therefore, an Unarmed Combat attack normally results only in stun effects or light injuries and should be resolved as follows: Keep track of damage as normal, but if the accumulated damage is sufficient to reduce a character by one Wound Level, he loses a Weariness Level instead. Only critical strikes may severely injure or kill a character engaged in Unarmed Combat.

## SIZE & WEAPON REACH

Whereas it makes perfect sense that it's easier for a smaller attacker to hit a larger target, it is not always harder for larger creatures to hit smaller ones. This rather depends on the smaller combatant's proximity to the larger one – not even the boldest hero will dare to challenge a Dragon with a short sword, for he'd get smashed before even coming close enough to strike at Morgoth's terrible worm. A spear would be a much better choice for such a desperate task – unless you can come up with a plan as clever as Turin Turambar's!

Depending on how close a character has to be to his foe to inflict a wound on him with a given weapon, a part of the beast's penalty it suffers for being larger than the character will be cancelled out. It is assumed that the 'smaller' character is of Medium size. Hitting a Small-sized character is always penalised by at least -2.

WEAPON'S SIZE	REACH	CANCELLED PENALTY
Small	0.5 yards	up to -6
Medium	up to 1 yard	up to -4
Large	up to 1.5 yards	up to -2
Pole arm <sup>1)</sup>	up to 3 yards	None
Ranged attack	varies	foe must close up <sup>2)</sup>

<sup>1)</sup>: Pikestaves and Spears are pole arms.

<sup>2)</sup>: A foe without means to engage in ranged combat himself must close up to an attacker firing a bow first before he can hit him in return.

**EXAMPLE:** A bold group of heroes challenges a Cold-drake, a gigantic creature which normally suffers a +8 TN modifier to hit a target of human size. Against the warrior who is attacking with a spear, the Dragon suffers the full penalty. However, the beast's TN modifier to hit the group's Dwarf – he wields a Battle-axe – is only +4. The dreadful worm cannot attack the Elf-archer at all, unless it covers the 30 yards to the Elf's vantage point.

**KEEPING A FOE AT BAY:** Pole arms and an overly large beast's (natural and crafted) weapons are considered long-reach weapons. A long-reach weapon can keep distance between the attacker and his foe, usually 2 to 3 yards. The wielder of the long-reach weapon can still attack normally. If a combatant with a long-reach weapon has initiative over an opponent moving against him and achieves a complete success or better with his attack test, the foe's movement is stopped short of reaching him, usually by 2 to 3 yards. If stopped short, the foe will need to spend 1 action to close the distance before he can attack, unless he also has a long-reach weapon. With an extraordinary success on a subsequent attack test, the combatant with the long-reach weapon can re-establish the distance, forcing his foe to spend another action to close up again.

## COMBAT PACING

Although the original rules for Combat Pacing and one-, two-, or three-success opponents work just fine, they make it sometimes too easy for the PCs to defeat a horde of enemies. Use the following guidelines instead if you want to give your PCs bit more of a challenge:

A degree of success is only counted if the net wounds (i.e., the damage the attacking PC deals with his weapon, minus the foe's armour absorption) is equal to or higher than his foe's Health. If the PC inflicts less damage than his foe's Health, the degrees of success the PC has achieved are hal-

ved. Whether (and how) to round off or to keep track of half-successes is at the Narrator's discretion.

**EXAMPLE:** Gori, a mighty Dwarf-warrior with a total skill bonus of +17 with his Battle-axe faces three Orcs alone. He has initiative this round and does 2d6+7 points of damage with his axe. His enemies have a Health of 9 and wear an Orc-chainmail which absorbs 6 wounds. His Narrator lables the Orcs three-success opponents. On his first action, Gori rolls 10 and adds his skill bonus of +17. The Orcs have a Defence of 10, thus Gori achieves four degrees of success. He rolls a 4 for damage and inflicts a net of 5 wounds (4+7-6). Consequently, he reduces the first Orc by two successes. On his next action, Gori attacks the second Orc and achieves a test result of 22 or three degrees of success. He rolls 8 for the damage, thus wounding the Orc for a net of 9 points of damage. The second Orc falls. Then Gori foolishly decides to take another action, penalised by -5, and attacks the Orc he injured before. The final test results is 18 or two degrees of success. He does 8 points of damage or reduces the Orc by one additional success, killing him. But there is still a third Orc...

## FEAR

Whenever a character is allowed to make a new Willpower test to throw off the effects of fear, ignore any penalty he may suffer for having failed his initial Willpower test. Also, if an ally's successful Inspire test entitles a character to make a new Willpower test, his condition cannot get worse – after all, the encouraging experience of seeing an ally brave the cause of the fear will certainly not create even greater dread in a character.

If an Inspire test helps at least one half of his allies to reduce the fear effects they are suffering, the inspiring character may also make a new Willpower test (though without any bonuses from the Inspire test). Again, the outcome of this new test cannot worsen the character's condition.

If for any reason the test result of the Intimidate test that triggered the characters' initial opposed Willpower tests to resist fear is lost or forgotten, assume a basic TN of 12 for the new test, adding +3 per degree of success the attacker achieved on his Intimidate test. For example, an unnerved defender must make a TN 18 Willpower test because the attacker achieved a superior success on the opposed test.

## HORSES

### FIGHTING FROM HORSEBACK

If fighting from horseback, the attacker receives a -3 TN modifier (or apply a +3 test result bonus instead) for being in an advantageous position against any dismounted foe. This bonus does not apply if the rider's foe is armed with a pole arm (e.g., a pikestaff or spear). A rider normally cannot make unarmed attacks or armed attacks with a small weapon against a dismounted foe.

When making a mounted charge, the rider can substitute the horse's Strength for his own for the purposes of determining damage and the TN for the target's check to avoid being knocked prone. A mounted charge is resolved as de-

scribed on page 228, except that the rider can move up to the horse's Canter distance before making his attack. A mounted charge still costs the rider 2 actions, and requires a TN 10 Ride test. On a disastrous failure the rider falls off the horse.

If ever a rider falls or is knocked off his horse, he must make a TN 15 Swiftsness or Acrobatics test as a free action. If he fails, he takes 1d6+1 falling damage and lands on the ground prone. If he succeeds he takes no damage, and on a superior success or better he lands on his feet (instead of falling prone).

## HORSE MOVEMENT REVISITED

The various breeds of horses differ widely in terms of movement speed and carrying capacity. While lighter horses are faster, larger mounts can carry heavier burdens. And the famous *Mearas* from Rohan or Elven-steeds can outrun any other breed of horses on Middle-earth. Sometimes, a Narrator will need to know more precise figures than given in the core rulebook (see page 235 for more details).

TABLE 9.22 REVISITED: HORSE MOVEMENT

ACTION	COST	EFFECT <sup>1)</sup>	RIDE <sup>2)</sup>
Crawl/Step	1	x 0.17	—
Walk	1	x 1	—
Canter	1	x 2	—
Run	2	x 6	TN 5+
Gallop	Full round	x 12	TN 10+

<sup>1)</sup> In the 'Walk' pace, a pony can move up to 7 yards per action, a light horse 10 yards/action, a medium horse 11 yards/action, a heavy horse 8 yards/action, a *Mearas* 14 yards/action, and an Elven-steed 16 yards/action. See core rulebook, p.235, and Table 8.4 Revisited, page 27, for more details on pulling loads and carrying capacity.

<sup>2)</sup> A Ride test is required for making a horse move faster than Canter, or if the riding character is engaged in combat (+5 TN modifier for Ride tests in combat).

## CARRYING CAPACITIES

Similar to a character, a beast cannot carry an unlimited load. How much a horse or a beast of burden can carry is determined by its *Power* attribute:

$$\text{Power} = (\text{Strength attribute} + \text{Str modifier}) \times \text{Size}^*$$

\*: Size = 1 for Medium beasts, 7/6 for Large beasts

EXAMPLE: A *Mearas* has Strength 16 (+5) and is Large; thus, its Power is 24.5 or (16+5) x 7/6.

Refer to Table 9.22a for more details on a beast's carrying capacity and movement limitations:

TABLE 9.22A: HORSE CARRYING CAPACITY

LOAD (IN POUNDS)	MOVEMENT PENALTY
No burden (up to Power x 12)	x 1.0
Light burden (up to Power x 15)	x 0.8
Moderate burden (up to Power x 18)	x 0.6; cannot gallop
Heavy burden (up to Power x 21)	x 0.4; cannot run
Very Heavy burden (up to Power x 24)	x 0.2; cannot canter

OFFICIAL ADDENDUM: Elven Steeds have a Strength of 19 (+6). Also add "Ride (Keep Rider) +6" to the skill list.

## INJURY, WEARINESS, AND HEALING

### UNCONSCIOUSNESS

Under the standard Coda System combat rules, a character never falls unconscious (unless of course he fails a Stamina test to resist stun), even if he's down to the 'Near Death' wound level. This is neither realistic nor satisfying, since you have to wear down all opponents six wound levels.

A simple rule helps to solve this problem: a character who reaches the 'Wounded' wound level or who sustains additional wounds in that wound level must succeed in a TN 5 Stamina test or fall unconscious. This Stamina test is not modified by injury penalties, but it is affected by the penalties from lost weariness levels. Similarly, a character who reaches the 'Incapacitated' wound level or who sustains further wounds within that level must succeed in a TN 10 Stamina test, while a character who reaches the 'Near Death' wound level must succeed in a TN 15 Stamina test *every round* or fall unconscious. Rolling double ones on such a Stamina test always results in the character falling unconscious.

### INFECTIONS

If a wound severe enough to decrease a character's Health by at least a full Wound Level isn't treated within 1d6 hours, or on a failure with a Stamina or Healing test, a wound becomes infected and the character suffers an additional 1d6 of damage every day (starting 24 hours after the wound became infected) until a successful Stamina or Healing test is made to stop the infection. Advanced treatment (see p.248 of the core rulebook) grants a +5 bonus to the Stamina test.

### LEECHCRAFT

In addition to recovering all damage sustained in the current Wound Level plus one, a character recovers one additional Health point for each level of success the Healing test performed by the person treating the character achieves beyond 'marginal'. For example, a superior success allows a character to heal two more Health points.

The same holds true for the weekly Stamina test an injured character receives. Each level of success beyond 'marginal' allows him to recover one Health point in addition to his Vitality modifier in Health points.

### FALLING DAMAGE

In addition to the normal injuries a character may suffer from falling, he may sustain a critical strike to his torso as well. The severity level depends on the distance fallen:

- A fall between 2 to 5 yards automatically causes a 'Light' critical to the torso, modified by -3.
- A fall between 6 to 10 yards causes a 'Light' critical.
- A fall between 6 to 10 yards causes a 'Grave' critical.
- A fall between 11 to 25 yards automatically causes a 'Severe' critical.
- A fall over more than 25 yards automatically causes a 'Severe' critical, modified by +2.



## STARVATION AND DEHYDRATION

A character deprived of food and/or water has a hard time recovering lost Weariness Levels. Depending on the exact situation, a Narrator may rule that no Weariness Levels may be regained at all, or that the time required to do so is doubled or tripled. Keep the rules for recovering Weariness Levels in dramatically appropriate situations (core rulebook, p.249) in mind.

### HUNGER

The rations and meals shown in the equipment list provide the minimum nutrition a character needs per day. For each meal you miss, your Vitality attribute is temporarily reduced by 1. Vitality so lost can only be recovered by a full day's rest, including at least one full meal or ration. Each full meal restores one point of your Vitality attribute, to a maximum of two points per day.

When your Vitality attribute reaches 2 due to starvation, you start losing Health instead. You sustain 1d6 wounds per missed meal, unless you make a Stamina roll against a TN equal to 5 + total number of meals skipped. On a success, you only lose 1d3 wounds. Keep track of wounds sustained due to starvation separately. If resting, you recover 1d6 points of Health per full meal, to a maximum of 2d6 Health points per day.

### THIRST

In temperate climates, a character must drink at least 2 litres (or quarts) of water a day. This increases to 3–4 litres in hot climates, and 5 litres in the desert. If you drink less than the given amount a day, your Vitality attribute is temporarily reduced by 1 and you lose 1d6 Health points. Keep track of wounds sustained due to dehydration separately. If you drink less than a litre a day, you lose 2 points of Vitality and sustain 1d6+6 wounds. If your Vitality attribute is reduced to 0 from lack of water (even if that is not the only cause) you become delirious and – if in the desert – die within a day if no help arrives. All Vitality and Health points lost due to dehydration are restored after a day of rest with ample water supplies.

## WEARINESS

**OFFICIAL ADDENDUM:** A character who becomes Exhausted collapses immediately into unconsciousness and can take no further action until he regains at least one Weariness Level. To recover to Spent, the collapsed character must make a TN 10 Stamina test (to which the -10 penalty for being Exhausted applies). This test can be attempted once each round in a combat situation, once per minute outside combat, or at dramatically appropriate moments designated by the Narrator. A companion may make a TN 10 Healing test to help an Exhausted character come around. Marginal success on this Healing test reduces the Exhausted character's Stamina test TN by 3, complete success reduces it by 5, superior success reduces it by 10, and extraordinary success results in the Exhausted character recovering to Spent immediately.)

## TRAVELLING

### TRAVEL SPEED

Strictly speaking, an unencumbered character of average stature and nimbleness who is able to move about six yards per action in walking pace would cover approximately 4.1 miles per hour if he doesn't rest. However, Table 9.41: Travel Speed (core rulebook, p.250) shows a normal maximum of 2.5 miles per hour walking on easy ground. While this makes perfect sense in general – just think of the many marvels to wonder about beside the street, or the short rests you take every now and then –, a company that needs to push itself could be considerably faster. The following rules may alter normal travel speed:

- If one of the group's members (typically a ranger or another woody character) succeeds with a TN 10 Track or Survival (appropriate environment) test, he has found a natural or manmade path on which the company will be able to travel faster than normal. Only one such test may be made per group and day (or another appropriate time interval).

If travelling on easy ground, on a complete success, the group may add +0.25 miles/hour to its travelling speed. On an superior success, the bonus distance is +0.5 miles, and on an extraordinary success, the group may travel as fast as its slowest member could possibly walk in one hour. This number of miles is calculated by multiplying the slowest walker's yards/action x 0.682.

If travelling on average ground, a complete success allows to add +0.2 miles, a superior success +0.4 miles, and an extraordinary success grants a travelling speed equal to its slowest member's movement in miles/hour minus 0.5 miles.

If travelling on rough ground, a complete success allows to add +0.1 miles, a superior success +0.2 miles, and an extraordinary success grants a travelling speed equal to half its slowest member's movement in miles/hour. On very rough ground, these distance bonuses are halved again, and an extraordinary success grants a speed equal to a quarter of the slowest member's movement.

- The same rules can be used to establish a higher speed on horseback without changing the horses' pace, but in this case, each character has to make a Ride test. Again, the group will be able to travel as fast as its slowest member. Normally, only a complete or disastrous failure on a Ride test will have dire consequences for the failing character(s).

### OVERLAND TRAVEL

Presuming that the characters are resting a short while approximately every two hours, a single Stamina test to resist Weariness from travelling will only be called for prior to an encounter. But if the characters need to push themselves without pausing long enough, the following rule can be used to determine loss of Weariness Levels:

Rather than making many Stamina tests over time intervals, after reaching a stopping point or any interruption in which Weariness may play a role, each character makes one



Stamina test with a base TN of 10. Apply modifiers for **Pace** (Walk -2, Jog/Canter +0, Run +2, Sprint/Gallop +4), **Terrain** (easy ground -2, average ground +0, rough ground +2, very rough ground +4), **Duration of Travel that Day** (-2 for up to two hours, +0 for up to 4 hours, +2 for up to 8 hours, +4 for up to 12 hours, +8 for more than 12 hours), **Continuous Travelling** (+1 for each full week of continuous travelling), **Camping Conditions** (+0 to +4, at the Narrator's discretion), and **Encumbrance** (standard Weariness penalties due to encumbrance).

Successful Survival (appropriate environment) skill tests can lower can lower or even offset the TN modifiers. As a rule of thumb, each degree of success with a Survival skill test lowers the TN by 1. Sample TNs for Survival tests are given in the core rulebook on p.136, but the exact TN is determined by the Narrator upon her discretion.

The level of success determines the number of Weariness Levels lost: 5 on a disastrous failure, 4 on a complete failure, 3 on a failure, 2 on a marginal success, 1 on a complete success, 0 on a superior success. For mounted travel, the horse makes the Stamina test at the above TN; the rider makes a Stamina test at one-half (round up) of the TN for the horse's

test. Passengers riding in a wagon or other vehicle do not make a Stamina test.

## SLEEPING IN THE WILDERNESS

The first night in the wilderness, a character recovers Weariness from the previous day normally. But upon awaking after sleeping in the Wilderness he must make a Stamina test with a base TN of 5. Modifiers for any of the following conditions apply: Sleeping on the ground without any bedding (+2 to +5), interrupted or insufficient sleep (+1 to +5), poor protection against ill weather (+1 to +5), insufficient food or water (+2 to +5), sleeping in leather armour (+3) or in metal armour (+7). On any degree of success, the character loses no additional Weariness Level. On a failure, the character loses 1 Weariness Level. On a disastrous failure, he loses 2 Weariness Levels. If the conditions do not improve after the first day, the time interval to recover lost Weariness Levels is increased by 25% of the normal recovery time per additional day spent in the wilderness.

# STORIED HEIGHTS AND FIRELIT HALLS: ADVANCEMENTS

**D**ecipher's *Lord of the Rings Roleplaying Game* tends to produce very high-powered player characters. While this almost guarantees the successful accomplishment of the most crucial tasks of a chronicle, to some Narrators – and players alike – this may not appeal. Sometimes it's more fun and more exciting if even an ordinary Orc may become a challenge, not speaking about the Nazgûl or the Balrog himself. Under the standard CODA SYSTEM rules, a group of well-designed characters from the scratch could hope to defeat such an ancient enemy without a single advancement. This is not very likely, though. But after having undergone a couple of advancements, the relative strength between the player characters and their opponents are drastically changed.

Therefore, several restrictions on advancements are suggested below. Also remember that a starting character cannot have more than a total of four edges or edge improvements (e.g., Warwise 2 counts as two edges). In addition, a character may never have more than four different flaws. If he somehow acquires further flaws, he does not get an advancement pick as a compensation.

## ADVANCING SKILLS

Two major changes occur in the process of advancing a skill. Especially the second option on skill checks should be examined carefully before introducing it to your game, for it may change the game balance dramatically.

## REVISED SKILL PICK COSTS

Note that there is a limit on increasing a skill within one advancement: in an Order Skill, two ranks can be picked, and in a Non-Order Skill only one rank can be picked (this core rule is further modified by the option on skill checks presented below). Instead of referring to Table 11.1, Advancement Picks (core rulebook, p.278), consult the Skill Pick Cost Table below to determine how many advancement picks you have to devote to a skill to raise it by one.

TABLE 11.1 REVISITED: SKILL PICK COSTS

SKILL RANK EQUALS	ORDER SKILL	RACIAL SKILL	NON-ORDER SKILL
1, 2, or related Attribute -6, whichever is less	½ pick	½ pick	1 pick
related Attribute -3 or less	1 pick	1 pick	2 picks
related Attribute -2 to +0	1 pick	2 picks	3 picks
related Attribute +1 to +2	2 picks	3 picks	4 picks
related Attribute +3 to +4	3 picks	4 picks	5 picks
related Attribute +5 to +6	4 picks	5 picks	N/A
related Attribute +7 to +8	5 picks	N/A	N/A

A 'related' attribute is the one listed in the skill's description. The higher an attribute, the easier it is to improve a related skill, and the more ranks you can acquire in total.

**EXAMPLE:** For a warrior with a Strength attribute of 7, it is relatively cheap to obtain 7 ranks in his Armed Combat skill. All in all, he could obtain up to 15 ranks in that skill, while a warrior with a Strength of 12 could acquire up to 20 ranks in Armed Combat by spending only 5 more advancement picks (ranks 8 to 12 cost him only 1 pick each).

NOTE: This rule may seem very generous because the normal limit of 12 ranks in a skill is abandoned. However, take a look on the below restrictions regarding order abilities and edges. In combination with these rules, the modified skill pick costs simply make skills more important, while the overall game balance is maintained. A Narrator may also rule to increase an NPC's number of skill ranks above 12 in some crucial skills if he has undergone more than 6 to 8 advancements.

Note that the pick costs for skills listed in the above table only apply to skill development during advancements, but not during character creation. The pick costs for *Racial* skills only apply to a character's native languages and Lore skills (core rulebook, sidebar p.60) he chooses during character creation, but not to the list of Racial skills listed in description of a race (see the Skills and Traits sections in the core rulebook, Chapter 3).

## SKILL CHECKS

This option requires some bookkeeping, but adds a lot of realism to play. Whenever you first succeed with a skill test during a given advancement, check off the box beside that skill on your character sheet. Next time you undergo an advancement, you have the chance to learn from this experience and may be allowed to spend an advancement pick on that skill. This reflects the experience and practice you gain in a specific skill, while the general Experience Awards reflect your overall learning process. The reason behind this option is that obviously the experience gained from a Perform test cannot be used to increase the Climb skill.

No matter how many times a skill is tested successfully within a given advancement, only one check per skill is made. When you have acquired enough experience points to undergo an advancement, examine your skill sheet and roll once for each skill checked with 2d6. If you roll *higher* than the current number of ranks you have in a given skill or if you roll 11 or 12, you may acquire a rank in that skill. If it is an order skill you were already allowed to pick within that advancement, but which you might wish to pick a second time, you again have to roll 2d6 and must roll higher than the potential *new* number of ranks, or 11 or 12. If you roll *equal to or less than* your number of skill ranks, you haven't learned from the experience, and you cannot pick the skill this time. Repeat the procedure for all skills checked and take note of the skills you are allowed to pick. Then erase all checks and decide which skills to actually pick. Of course, you don't have to spend any advancement picks on skills at all!

## RAISING UNCHECKED SKILLS

Raising a skill that has not been used successfully during your adventures requires some training time. The below chart summarises how long you have to practice to acquire a new rank. A character must spend roughly eight uninterrupted hours each day training with a skill. If the character has a teacher who has more skill ranks than the that the character is trying to learn, training time is decreased by 10%. If appropriate for a skill, access to proper facilities decreases the training time by another 10%. If the character has access

to books and all required resources, he can decrease the training time by yet another 10%.

- Each rank that costs ½ advancement pick needs to be trained 3 days x the desired rank's number (e.g., rank 2 requires 6 days of training)
- Each rank that costs 1 or 2 advancement picks needs to be trained 1 week x the desired rank's number
- Each rank that costs 3 advancement pick needs to be trained 2 weeks x the desired rank's number
- Each rank that costs 4 advancement picks needs to be trained 1 month x the desired rank's number
- Each rank that costs 5 advancement picks needs to be trained 2 months x the desired rank's number

## SKILL SPECIALTIES

During character creation, the first specialty in a skill is for free. At this point, a character may acquire a second specialty for any pick that would allow him to pick a skill rank. When advancing, the events of the past adventures must warrant to develop a new skill specialty, and you must spend advancement picks as follows:

- The 2nd specialty in a skill costs 1 advancement pick
- The 3rd specialty in a skill costs 2 advancement picks
- The 4th specialty in a skill costs 3 advancement picks
- The 5th specialty in a skill costs 4 advancement picks
- The 6th or any further specialty in a skill costs 5 advancement picks

A new subspecialty for a Lore skill always costs only 1 advancement pick, regardless how many you already have (see page 14f. for Lore skills and subspecialties).

## ADDITIONAL EDGES

The Advancement Pick Table 11.1 (see core rulebook, p.278) lists a flat cost of two advancement picks for gaining a new edge or an improvement in an edge the character already has (this is also called a *degree*). Instead, keep track of the total number of edges or improvements your character has – this is called your character's sum of degrees – and refer to the below list to learn how many advancement picks a new edge or an improvement actually costs. However, your Narrator must approve all new edges you wish to acquire – and your adventures have to warrant their acquisition! Note that hereditary or 'physical' edges like Fair, Keen-eared, Keen-eyed, Keen-nosed, Night-eyed, or Swift Recovery cannot be picked after initial character creation.

- Sum of degrees of edges between 1 to 8 .....2 picks
- Sum of degrees of edges between 9 to 11 .....3 picks
- Sum of degrees of edges between 12 to 14 .....4 picks
- Sum of degrees equal to or higher than 15 .....5 picks

## INCREASING REACTIONS

There is a limit on how often you can improve a reaction. Each increment awards you a +1 bonus to the reaction, but the more increments you have, the more advancement picks you must spend for the next one. You may treat one reaction as a 'favoured' reaction. This initial assignation does not change if you join a new order.

INCREMENTS	FAVoured REACTION	NON-FAVoured REACTION
#1 and 2	2 picks	3 picks
#3 and 4	3 picks	4 picks
#5 and 6	4 picks	5 picks
#7 and 8	5 picks	N/A

## RESTRICTIONS ON ORDER ABILITIES

The advancement pick cost for order abilities is not changed (i.e., 3 picks per order ability). However, to keep the PCs better in line with the NPCs presented in Decipher's publications and to balance the overall power level, the following restriction applies:

A character may only pick one order ability for every three advancements or fraction thereof he has. If the character is a spellcaster (i.e., a Magician or a Wizard), he may obtain one more order ability for every six advancements or fraction thereof, but this one be dedicated to the Spellcasting order ability.

**EXAMPLE:** *A warrior with four advancements could have a total of three order abilities: the first is for free during character creation, plus one for advancements 1 to 3, plus one for advancements 4 to 6. A magician with the same amount of advancements could have one more order ability – which must be Spellcasting – for ranging between one to six advancements.*

## INCREASING COURAGE

You cannot obtain an unlimited number of additional Courage Points. The advancement picks cost for the fourth or fifth point of Courage is 3, the cost for the sixth point of Courage is 4 picks, and the cost for the seventh point of Courage is 5 picks. At no time a character can have more than seven Courage Points.

## INCREASING ATTRIBUTES

No additional restrictions apply. The existing ones are summarised for completeness: An attribute normally cannot be raised above 12 + racial modifier, and the events of the past adventures must warrant an improvement. You may assign two attributes as your 'favoured' ones. These cost 4 advancement picks to be raised by one, while non-favoured attributes require 5 picks. As it is described in *The Two Towers Sourcebook*, p.24, your two favoured attributes can be raised one point above your normal racial limit. However, you must have gained at least 6 Renown from heroic use of the attribute in question (or from related skills), and the increase of the attribute will only take effect after several chapters in which you proved to be worthy of it.

Note that if your Vitality attribute changes during the game, your health does not automatically change as well. You improve your Health score by using advancement picks (see below).

## RESTRICTIONS ON HEALTH

The pick cost remains the same, but you may not raise your Health above your Vitality attribute times 1.5, rounded up (e.g., a Vitality of 9 would limit the Health score to 14).

## JOINING NEW ORDERS & ELITE ORDERS

When joining a new order, you do not get to choose any additional favoured attributes or reaction. In fact, you retain your initial order's two favoured attributes and its favoured reaction throughout your character's career. You cannot belong to more than two orders at a time. Going back to an abandoned order requires 5 advancement picks, as normally.

When joining an Elite Order, you do not gain a pick from the order's special abilities for free. The wording in the 'Abilities' section of the Elite Order descriptions was mistakenly reprinted from the Basic Order descriptions (see core rulebook, p.104, for the correct rule on this issue).

# FELL BEASTS AND WONDROUS MAGIC

## FELL BEAST MOVEMENT

The below list of revised basic movement rates replaces the statistics given in *Fell Beasts and Wondrous Magic*.

Note that this list has been revised from the first edition of the Heren Turambarion's *Compendium* according to official errata published by Decipher, with only a few exceptions. They are shown both in yards per action and miles per hour. Do not forget to apply a pace modifier. For a humanoid beast like an Orc or a Troll, use Table 9.1 Revisited, and for fast or four-legged creatures Table 9.22 Revisited (which should replace Table 3.7 of *FBWM*, p.75).

TABLE 9.1 REVISITED: HUMANOID BEAST MOVEMENT

PACE	EFFECT	WEARINESS TIME BASE/INTERVAL	RUN TN
Crawl/Step	x 0.33	6 hrs/3 hrs	—
Walk	x 1	4 hrs/2 hrs	—
Jog	x 1.5	2 hrs/1 hr	—
Run	x 5.5 <sup>1)</sup>	1 hr/30 min	5+
Sprint	x 6.66 <sup>1)</sup>	10 min/5 min	10+

<sup>1)</sup>: Action cost for running is 2, and sprinting is a full round action.

TABLE 9.22 REVISITED: FELL BEAST MOVEMENT

ACTION	COST	EFFECT <sup>1)</sup>	RIDE <sup>2)</sup>
Crawl/Step	1	x 0.17	—
Walk	1	x 1	—
Jog/Canter	1	x 2	—
Run	2	x 6	TN 5+
Sprint/Gallop	Full round	x 12	TN 10+

<sup>1)</sup>: In the 'Walk' pace, a pony can move up to 7 yards per action, a light horse 10 yards/action, a medium horse 11 yards/action, a heavy horse 8 yards/action, a *Mearas* 14 yards/action, and an Elven-steed 16 yards/action. See core rulebook, p.235, and Table 8.4 Revisited, page 27, for more details on pulling loads and carrying capacity.

<sup>2)</sup>: A Ride test is required for making a horse move faster than Canter, or if the riding character is engaged in combat (+5 TN modifier for Ride tests in combat).

BEAST	YARDS/ ACTION	MILES/HOUR
<b>FELL BEASTS</b>		
<b>Balrog</b>		
Lesser Balrog	13	9
Typical Balrog	14	9.5
Greater Balrog	15	10
Barrow-wights	6	4
Black horses	12	8
<b>Demons</b>		
Helegrog	12	8
Dindair	9	6
<b>Dragons</b>		
Cold-drakes	24	16
Fire-drakes	18	12
Winged-drakes	15 (30 in flight)	10 (20.5)
Ents	24	16
Ghosts	6	4
<b>Giant Spiders</b>		
Lesser Giant Spider	6	4
Greater Giant Spider	9	6

BEAST	YARDS/ ACTION	MILES/HOUR
Great Eagles	6 (30 in flight)	4 (20.5)
Half-orcs	6	4
Hell-hawks	6 (18 in flight)	4 (12)
Huorns	Naught or 24*	Naught (16)*
Kraken	18	12
Nazgûl	6	4
Oliphants	18	12
Orcs	6	4
Sea-Kraken	27	18.5
Shelob's Spawn	12	8
<b>Trolls</b>		
Hill-trolls	4	3
Snow-trolls	4	3
Cave-trolls	6	4
Etters	4	3
Olog-hai	9	6
Uruk-hai	6	4
Vampires	6 (13 in flight)	4 (9)
Wargs	12	8
<b>Werewolves</b>		
Man-form	6	4
Warg-form	12	8

<b>BEASTS OF THE LAND</b>		
Badgers	3	2
<b>Bears</b>		
Black Bears	7	4.5
Brown Bears	8	5.5
Bees, Swarm of	4	3
<b>Birds</b>		
Birds of Prey	2 (18 in flight)	1 (12)
Carrion Birds	2 (12 in flight)	1 (8)
Songbirds	2 (9 in flight)	1 (6)
Boars	6	4
Cats	6	4
Deer	8	5.5
Dogs	6-9 (depending on breed)	4-6
Dolphins	6	4
Donkeys	6	4
Elk	9	6
Foxes	9	6
<b>Horses</b>		
Pony	7	4.5
Light horse	9	6
Medium horse	10	7
Heavy horse	8	5.5
<i>Mearas</i>	13	9
Elven Steeds	14	9.5
Mules	8	5.5
Oxen	6	4
Scorpions	1 foot	N/A
Sharks	6	4
<b>Serpents</b>		
Constrictor	4	3
Viper	4	3
Spiders	1 foot	N/A
Squirrels	3	2
Turtles	1 foot	0.25
Wolverines	6	4
Wolves	9	6

\*1): Naught or 24 yards/action per 'Mostly Immobile' ability



# BEASTS FELL AND FAIR

## BLACK SQUIRRELS OF MIRKWOOD

*"There were black squirrels in the wood. As Bilbo's sharp inquisitive eyes got used to seeing things he could catch glimpses of them whisking off the path and scuttling behind tree-trunks."*  
—*The Hobbit*

**ATTRIBUTES:** Bearing 3 (-1), Nimbleness 12 (+3), Perception 7 (+0), Strength 2 (-2), Vitality 5 (+0), Wits 2 (-2)

**REACTIONS:** Stamina +0, Swiftsness +3, Willpower -1, Wisdom +0

**DEFENCE:** 13

**SKILLS:** Climb +10, Language: Westron +2, Language: Sindarin +2, Language: Black Speech +3, Observe (Hear, Spot) +4, Search +6, Stealth (Sneak) +5, Survival (Forests) +5

**SPECIAL ABILITIES:** Natural Weapon (bite, ½-d6), Understand Speech

**SIZE:** Little (3 Wound Levels)

**HEALTH:** 3

### UNIQUE SPECIAL ABILITY

**UNDERSTAND SPEECH:** Black Squirrels have the ability to understand Westron, Sindarin, and Black Speech, but cannot speak it. This ability allows them to act as useful spies, considering they can understand those they spy upon but cannot be forced to reveal their secrets easily.

### DESCRIPTION

With smooth black fur and dark, watchful eyes, the Black Squirrels serve as Sauron's small and secretive eyes and ears. Whenever they spy something of interest, they will quickly return to their master, whether it is The Necromancer himself in Dol Guldur, or a Nazgul. Oftentimes, they are routinely summoned every few nights to report. Doing their master's bidding, the squirrels travail the whole length of the forest, observing what travelers do and where they are going. The squirrels in particular are charged with spying on the movement of the Mirkwood Elves, and their reconnaissance is invaluable in anticipating enemy attacks.

### HISTORY

When Sauron first made Mirkwood his home he recruited many creatures as his servants. Few are as sly and stealthy as the black squirrels. With dark magics such as Enslave Beast, he twisted regular squirrels to do his bidding and act as his spies. Giving them the power to understand the speech of those on two-legs, he ensured that his spies would be able to gain valuable information about the Free Peoples. When the White Council drove Sauron, disguised as The Necromancer, from Dol Guldur in 2941 TA he lost his direct contact with the black squirrels. Years later, in his stead, his Nazgul lieutenants took up command of the squirrels, using their dark speech alone to communicate with the squirrels and have them do the Ringwraiths' bidding.

### HABITAT

Black squirrels are a product of dark magics from long ago. These same magics helped darken the forest of Greenwood the Great, turning it into the shadowy haunt which is

now called Mirkwood. The squirrels that were created long ago have since bred and multiplied, populating the forest with spies that serve Sauron and his minions. Not all black squirrels directly serve Sauron, though it is known by the Wise that many black squirrels are indeed the eyes and ears of the enemy. Their normal habits include all those of a normal squirrel, but in addition they regularly scout the forest for anything worth reporting to their masters. When not spying, they can be found eating roots and nuts, and dwelling in the trees performing natural functions.

### SOCIETY

The black squirrels don't serve the Enemy out of their own free will, but out of years of domination. Because of this, they are loyal servants who would do anything for their masters. They will communicate with one another in order to work in teams to spy upon travelers, or will act in solitude, keeping to the shadows to gather information. Whatever the case, their goal is only to spy, and report. They will avoid danger at all costs, and will not attack or harass adventurers unless cornered. An adventurer who would try to communicate with one through Beast Speech or normal coaxing will find them devious and secretive, and they will try to avoid such situations. If an enterprising group forces the creature to speak through magic or some other trick, the squirrel might reveal small information such as that he serves "A greater master", and that his master's lair is in "Dol Guldur", but beyond that the squirrel has little capacity for answering questions. It simply takes in information, and passes it along to his masters, not aware of much more than this.

### USAGE

These spies are very useful tools of the Enemy. An adventuring party that is working directly against that Shadow could find their movements being watched at every turn by the black squirrels, and before they know it a villain from Dol Guldur could come to attack them while they camp. Besides this obvious threat, the squirrels are also disturbing in that most travelers are not aware that the squirrels spy for the Enemy. Because of this, many characters might ignore their presence or simply consider it just another dark mystery of Mirkwood. A Lore: Realm (Mirkwood) test with a TN 10 would reveal that these squirrels are rumored to be spies for the Enemy.

### CREBAIN

*"Flocks of birds, flying at great speed, were wheeling and circling, and traversing all the land as if they were searching for something; and they were steadily drawing nearer."*

—*The Fellowship of the Ring*

**ATTRIBUTES:** Bearing 2 (-2), Nimbleness 8 (+1), Perception 12 (+3)\*, Strength 3 (-1), Vitality 5 (±0), Wits 6 (±0)\*

**REACTIONS:** Stamina ±0, Swiftsness +3\*, Willpower ±0, Wisdom +3

**DEFENCE:** 11

**MOVEMENT RATE:** 3/12

**SKILLS:** Armed Combat: Natural Weapons (Beak) +2, Observe (Spot) +3, Observe (Sense Power) +8, Survival (Mountain) +4

**SPECIAL ABILITIES:** Extraordinary Sense (Sense Power), Flight (12 yards), Natural Weapon (beak, 1d6)  
**SIZE:** Small (4 Wound Levels)  
**HEALTH:** 4  
**TNEQUIVALENT:** 5 (flight of three to four)

### DESCRIPTION

Crebain are large black birds of crow-kind. They can understand Westron, but not speak it. Understanding the cawed reports of a flock of crebain requires the Beast Speech spell.

### HISTORY

Although related to crows and ravens and generally hard to distinguish from them, the crebain are greatly feared as spies of the Shadow. They may as a species be in some way be related to the ravens of the North—such as Roäc of Ravenhill near the Lonely Mountain—that were corrupted by the Enemy. From TA 3000 to 3018, Saruman the White had many flocks of crebain scouring Eriador in search of the One Ring.

### HABITAT

The crebain are native to the lands that border the southern Misty Mountains, Dunland to the west and Fangorn to the east. They also congregate in great flocks amid the peaks and crags of the mountains around Isengard.

### SOCIETY

The crow-like crebain maintain a society similar to their normal counterparts. Massive groups of these uncanny birds, called rookeries, can be found throughout the southern Misty Mountains. When they fly on missions for their masters, crebain mass in dark clouds that wheel and bank over the countryside in search of their quarry. They also fly quietly, unlike other crow-kind; rarely does even one of their kind utter a sound while on the wing.

### USAGE

The crebain make excellent spies for the Enemy—truly, that is their sole purpose. An entire flock of crebain poses a unique threat: One spy is easily removed, but what can one do against hundreds? The crebain can understand Westron and have the Wits to carry out simple commands. A Sorcerer would undoubtedly have a rookery with flock of crebain at his beck and call, especially if his domain is near Eregion or Dunland.

## GREAT EAGLES

*“Behind them in long swift lines came all their vassals from the northern mountains, speeding on a gathering wind. Straight down upon the Nazgûl they bore, stooping suddenly out of the high airs, and the rush of their wide wings as they passed over was like a gale.”*

—*The Return of the King*

**ATTRIBUTES:** Bearing 7 ( $\pm 0$ )\*, Nimbleness 11 (+2), Perception 12 (+3)\*, Strength 8 (+1), Vitality 8 (+1), Wits 6 ( $\pm 0$ )

**REACTIONS:** Stamina +1, Swiftiness +3\*, Willpower  $\pm 0$ , Wisdom +3

**DEFENCE:** 12

**MOVEMENT RATE:** 6

**SKILLS:** Armed Combat: Natural Weapons (Beak, Talons) +5, Language: Sindarin +2, Language: Westron +3, Lore: Eagle-Lore +6, Observe (Spot) +12, Survival (Mountains) +6

**SPECIAL ABILITIES:** Flight (12 yards), Natural Weapons (talons, 1d6), Natural Weapon (beak, 1d6)

**SIZE:** Medium (5 Wound levels, 1 Healthy)

**HEALTH:** 9

**TNEQUIVALENT:** 5

### DESCRIPTION

The Great Eagles of the Misty Mountains are majestic birds with wise eyes, powerful voices, and mighty wings. They resemble normal eagles, except for their size, and are capable of speech. A Great Eagle is strong enough to carry off a sheep, and can bear aloft in its talons any creature of up to Medium size. Larger Great Eagles, such as Gwahir and Landroval, are large enough to carry Medium sized creatures on their very backs.

### HISTORY

The history of the Great Eagles begins with Thorondor, far back in the misty past of the Age of the Trees long before even the First Age began. It is said that the Great Eagles are the servants and messengers of Manwë, and during the First Age at least this was certainly the case. Eagles were sent to watch the passage of the Noldor when they set out for Middle-earth. More recently they were responsible for the rescue of Gandalf and Thorin's Company from the goblins that pursued them from Goblin-Town. The Great Eagles were present at the Battle of Five Armies, and rescued Frodo Baggins and Samwise Gamgee from the erupting slopes of Mount Doom at the end of the Third Age.

The most famous and noble of the Great Eagles of the late Third Age is Gwaihir, the Windlord. His history can be found in the Fellowship of the Ring Sourcebook.

### HABITAT

The Great Eagles dwell in inaccessible aeries in the Misty Mountains, but they range far and wide over Eriador and the Wilderlands to the east. After the Battle of Five Armies, some Great Eagles remained in the area around Dale and Erebor.

### SOCIETY

Gwahir's throne is located in an aerie in the Misty Mountains called The Shelf, and all Great Eagles and other birds that revere him can be found nested thereabout. The Great Eagles congregate in family groups.

### USAGE

If the heroes find themselves in a bind while outdoors and fighting against orcs or worse, any Great Eagle in the area would probably fly to their aid. Most of the time, there is really only a chance of this when the heroes are on the east side of the Misty Mountains, but it could theoretically happen further away as well.

The Great Eagles may help others, but they do not expect to have to rescue foolish people regularly and should never be relied upon to do so. When they do lend a talon, they often

to so brusquely, unconcerned with the niceties of the situation, unless one of the heroes happens to be versed in their ways.

## LITHROG

**ATTRIBUTES:** Bearing 9 (+1), Nimbleness 12 (+3)\*, Perception 8 (+1), Strength 14 (+4)\*, Vitality 14 (+4), Wits 10 (+2)

**REACTIONS:** Stamina +4, Swiftiness +2, Willpower +2\*, Wisdom +2

**DEFENCE:** 13

**MOVEMENT:** 14

**SKILLS:** Armed Combat: Blades (Ash Daggers) +8, Intimidate (Power, Torture) +8, Observe (Spot, Sense Power) +6, Ranged Combat: Thrown (Ash Daggers) +8, Run +7, Stealth (Hide) +8, Survival (Plains) +6, Track (Scent) +6

**SPELLS:** Bladeshattering, Evoke Fear, Holding-spell, Misdirection, Sense Power, Spellbinding, Veiling Shadow, Wind-mastery (all may cast as abilities)

**EDGES:** Ambidexterity 2, Quick-draw, Two-Weapon Fighting, Weapon Specialty (Ash Daggers)

**FLAWS:** Battle-fury 3, Hatred (Men, Elves)

**SPECIAL ABILITIES:** Armour (4), Cloaked in Ash, Ash Daggers, Invisible (Sight), Resistance (Physical damage), Spellcasting, Vulnerability (Visible in Sunlight)

**SIZE:** Huge (6 Wound Levels, 2 Healthy)

**HEALTH:** 18

**COURAGE:** 5

**RENOWN:** 0

**TN EQUIVALENT:** 20

### UNIQUE SPECIAL ABILITIES

**CLOAKED IN ASH:** Swirling winds with ash, sand, and pumice surround the Lithrog like a like a small tornado upon its command. All non-magical lights are extinguished within 20 ft of the Lithrog. Anyone caught inside the radius of hurtling ash and bits of stone suffer a -5 penalty to physical tests and 1d6 damage per round. All ranged attacks, except from magic, suffer a +6 TN to hit from the winds and cover.

**DAGGERS OF ASH:** The Lithrog can pull daggers of hardened ash, sand, and pumice right from the ground or from the ash cloak, but is limited to two daggers per round. They are Troll-sized daggers and deal 2d6 + Strength modifier damage on a successful strike. Once the Lithrog loses a dagger (by dropping it or is spent in a ranged attack action), it dissolves back into its powdery components.

**VULNERABILITY (VISIBLE IN SUNLIGHT):** In direct sunlight, a shadowy outline of the Lithrog's form can be seen with a TN 12 Observe (Spot) test.

### DESCRIPTION

A Lithrog (Sindarin for "Demon of Ash") is a great greyish-black creature with wings (when they are able to be seen); otherwise they're invisible but for their cloaks of ash and dust.

### HISTORY

Lesser than Balrogs, the Lithrogs were demons of ash and rock in the deep bowels of Thangorodrim used as task mas-

ters for slaves fueling the pits and fires of Morgoth's great war-machine. Although many were destroyed in the fall of Ancalagon, survivors fled to the mountains and especially into Mordor where Orodruin and the ashen plain of Gorgoroth was located. It was here that they found by Sauron and fell into his service performing the same duties they once held.

Upon the overthrow of Sauron and fall of Barad-dur, they were finally free to do their own bidding. Some lead groups of evil creatures and undead from the ruins of Barad-dur or hunt alone in Mordor and terrorize the lands of Men and Elves.

### HABITAT

Lithrogs like the deserts, mountains, plains, but prefer volcanoes. None build strongholds for they live a nomadic existence, not liking to stay in one place for too long.

### SOCIETY

Being solitary creatures mostly, they will combine forces with one another if the cause is great enough. They derive immense pleasure from inflicting wanton destruction and misery upon Men and Elves; torture is their specialty which they inflict with their torrents of ash, dust, and rock.

### USAGE

Lithrogs are great adversaries for heroes who travel within Mordor or any lands with mountains and volcanoes, deserts, and plains like Dagorlad, Nurn, Khand, and Rhun. Not as tough as Balrogs, they still make deadly use of their talents and of the lands they inhabit.

## ASH WRAITH

**ATTRIBUTES:** Bearing 8 (+1), Nimbleness 10 (+2)\*, Perception 12 (+3), Strength 9 (+1), Vitality 8 (+1), Wits 10 (+2)\*

Reactions: Stamina +1, Swiftiness +3, Willpower +2\*, Wisdom +3

**DEFENCE:** 12

**MOVEMENT:** 6

**SKILLS:** Armed Combat +6, Intimidate (Fear) +9, Observe (Spot, Sense Power) +6, Ranged Combat +4, Stealth (Hide, Sneak) +8, Sieecraft (Defense) +4

**SPELLS:** Bladeshattering, Evoke Fear, Spellbinding, Wind-mastery (all may cast as abilities)

**FLAWS:** Battle-fury 2, Hatred (Men, Elves)

**SPECIAL ABILITIES:** Ash Shield, Incorporeal, Spellcasting, Stinging Blades, Undead Stamina

**SIZE:** Medium (5 Wound Levels, 1 Healthy)

**HEALTH:** 9

**COURAGE:** 3

**RENOWN:** 0

**TN EQUIVALENT:** 10

### UNIQUE SPECIAL ABILITIES

**ASH SHIELD:** Ash wraiths carry the equivalent of a large shield and function with the same abilities as normal shields. They are formed as a small wall of blowing ash.

**STINGING BLADES:** Swords, spears, other bladed weapons, and arrows formed from ash and dust in the area of the

wraith. These weapons deal the same damage as their normal counterparts plus 1 Vitality point per successful attack. Up to two items (sword, bow, arrow, etc.) may be formed per round. If the wraith loses the weapon (drops, expended from a ranged attack action, etc.), it dissolves back into its powdery components.

## DESCRIPTION

An Ash Wraith is ghost whose barely substantial form is composed the ash and dust of Barad-dur.

## HISTORY

Upon the overthrow of Sauron and fall of Barad-dur, the inherent evil surrounding the whole of Gorogoroth encouraged these evil spirits to rise from the remains of the orcs, Men, and other servants of the Dark Lord. Some have been pressed into service to some of the more powerful Lithrogs, while the others remain ever vigilant at the posts they held before their death.

## HABITAT

Ash wraiths remain in Gorgoroth and Udun and most are in the vicinity of either the ruins of Barad-dur or the Morannon.

## SOCIETY

Their sole existence is to protect Barad-dur and to harass any of the Free Peoples who dare enter the lands of Mordor.

## USAGE

Bearing malevolent wrath towards any who come to Mordor, they make great adversaries for any who venture forth into the accursed land, especially those intending to loot the ruins of Barad-dur.

## NEEKERBREEKERS

*"There were thousands of them, and they squeaked all round, neek-breek, breek-neek, unceasingly all the night, until the hobbits were nearly frantic."*

—*The Fellowship of the Ring*

Neekerbreekers are cricket-like insects that infest swamps and marshes. Although physically harmless, their shrill and constant chirping can work on the nerves of travelers and deny them needed rest. Fortunately for travellers, Neekerbreekers are nocturnal. These annoying insects can be found in great number in the Midgewater Marshes just west of Bree, but it's likely that similar insects live in other marshy areas such as the Gladden Fields, the ruins of Tharbad, and the Nindalf south of the Falls of Rauros.

Each night spent in a marsh that contains Neekerbreekers, a traveller must succeed on a TN 10 Willpower test or be unable to sleep thanks to the noise. Stopping the ears with cotton or wax provides a bonus of +1 to +3 to the test, depending on the substance and the Narrator's discretion. A character that has stopped up his ears in this manner receives an equal penalty to all Observe (Listen) tests until the stoppage is removed. See p.249-250 in the *Core Book* for the effects of lost sleep and Weariness.

Furthermore, the shrillness and repetition of the chirping works on the minds of those who hear it. A character spending two or more consecutive nights in an area infested by Neekerbreekers must on each night thereafter succeed on a TN 10 Willpower test or become frantic and frustrated. A character so affected has a -1 penalty to all tests for the following day.

At the Narrator's discretion, a character that uses the Beast Speech spell can make a TN 15 Persuade test to keep the Neekerbreekers silent for one night.

## STONE-GIANTS

*"...across the valley the stone-giants were out, and were hurling rocks at one another for a game..."*

—*The Hobbit*

**ATTRIBUTES:** Bearing 6 (+0), Nimbleness 6 (+0), Perception 4 (-1), Strength 18\* (+6), Vitality 20\* (+7), Wits 4 (-1)

**REACTIONS:** Stamina +7\*, Swiftsness -1, Willpower +0, Wisdom+0

**DEFENCE:** 10

**MOVEMENT RATE:** 12

**SKILLS:** Armed Combat: Natural Weapons (Fists) +8, Climb +4, Games (Wrestling) +3, Intimidate (Fear) +4, Language: Norsa (Giantish) +5, Language: Westron +3, Ranged Combat: Thrown Objects (Boulders) +6, Stealth (Hide) +8, Survival (Mountains) +12

**EDGES:** Doughty, Hardy, Incorruptible, Indomitable

**FLAWS:** Dull-eared, Dull-eyed, Slow Recovery

**SPELLS:** Sundering (by touch) may be cast as an ability.

**SPECIAL ABILITIES:** Armour (6), Camouflage, Invulnerable (Lightning), Mighty Charge, Natural Weapons (stony fists 3d6), Rockslide, Trample (5d6)

**SIZE:** Mammoth (7 Wound Levels, 3 Healthy)

**HEALTH:** 26

**TN EQUIVALENT:** 15

## UNIQUE SPECIAL ABILITY

**ROCKSLIDE:** Stone-giants have the ability to call down avalanches or rockslides in appropriate areas by exerting their will. All caught in the area of the rockslide are effected as if they were Trampled by the stone-giant itself.

## DESCRIPTION

Stone-giants are enormous vaguely man-shaped beings, the largest of their kin nearly 30 feet tall. Though their exact nature is unknown, some scholars believe that they were literally born by the earth and consist of living stone. By their sheer presence, they are the protectors and guardians of the mountains of Middle Earth. Their appearance varies as does the many types of stone of which mountains are made. When immobile, they are for all practical purposes indistinguishable from a mountainside, and many have grass and other plants growing into the substance of their bodies.

## HISTORY

In the early ages of the world, the Elves awoke the Stone-giants, and then promptly lost interest in them. Stone-giants have had slight impact on the history of Middle Earth, having little curiosity or understanding of the world outside their mountains. Their minds operate with glacial slowness,



though they delight in the sudden violence of thunder and lightning. They spend much of their time in a deep slumber, awakening and interacting with others rarely.

## HABITAT

Stone-giants are mostly found in the Misty Mountains, though some may live in any of the various mountain ranges in other areas. On extremely rare occasions, stone-giants may travel quite a distance from their mountain homes for reasons known only to them, and one strayed as far as the Shire on at least one occasion.

## USAGE

Stone-giants are considered to be the protectors of the mountains, much the way that Ents protect their forest homes; however, what this means is unclear. The impervious nature of mountains make it difficult to provoke a Stone-giant, but if roused they can attack with the force and suddenness of an avalanche. Their motivations are difficult to predict: they have been known to attack both Orcs and Dwarves who delve chambers beneath the earth, though on other occasions they have ignored or even helped them in their digging. It is wise to approach a stone-giant with extreme caution and politeness, though the best strategy seems to be to avoid them altogether whenever possible.

Their chief danger lies more in their carelessness than in any inherent evil; they simply do not perceive smaller beings and thus are likely to trample people underfoot without realizing what they are doing. Like a stone rolling down a mountainside, they tend to travel in straight lines, ignoring whatever is in their path, and this has led to many tragedies over the years.

Once their attention is gained, it is possible to converse with stone-giants, though the conversation may prove dull. However, they are often friendly if treated with respect, though their memories are poor and it may be difficult to keep them on-task.

## TAUROG OF MIRKWOOD

**ATTRIBUTES:** Bearing 10 (+1), Nimbleness 10 (+1), Perception 9 (+1), Strength 15 (+4)\*, Vitality 16 (+5)\*, Wits 8 (+1)

**REACTIONS:** Stamina +5\*, Swiftsness +1, Willpower +1, Wisdom +1

**DEFENCE:** 11

**SKILLS:** Armed Combat: Natural Weapons (Tusks): +8, Intimidate (Fear) +11, Observe (Smell) +7, Run +7, Track (Scent) +6

**EDGES:** Hardy, Keen-eared, Keen-nosed, Night-eyed 2, Tireless, Travel-sense

**FLAWS:** Hatred (Elves), Dull-eyed

**SPECIAL ABILITIES:** Armour (4, thick hide), Cloaked in Darkness, Cunning, Fear of Running Water, Mighty Charge, Natural Weapon (Tusks, 2d6+5 damage), Terror, Trample, Stench

**SIZE:** Large (6 Wound Levels, +2 Healthy)

**HEALTH:** 20

**COURAGE:** 3

**RENOWN:** 0

**TN EQUIVALENT:** 15

## UNIQUE SPECIAL ABILITIES

**CLOAKED IN DARKNESS:** Deep shadow surrounds the Taurog like a cloak of darkness. All non-magical light within 10 feet of it is extinguished or dimmed, and anyone within this darkness suffers -5 test result penalty to all physical tests.

**STENCH:** Taurogs have a foul stench. Any who approach within 10 yards must make a TN 10 Stamina test or suffer a -2 test result as long as they remain in the creature's presence.

**FEAR OF RUNNING WATER:** Taurogs are frustrated by running water. They suffer a -6 penalty to all tests while at the shores of a river or stream. They never ford or swim deep rivers, and need to make a Willpower test to cross even shallow streams and creeks.

## DESCRIPTION

A Taurog (Sindarin for "Forest Demon") takes the form of a monstrous black boar, enshrouded in a billowing cloud of stinking darkness and swarming flies. Occasionally a baleful red eye or the flash of long, curved tusks pierces the shadowy veil, and those fortunate few who have come face-to-face with the creature and lived to tell of it report a terrible bestial visage with bony protuberances sprouting from brow, snout, and jowl. The hulking beast is nearly as tall at the shoulder as a Man full grown and weighs well over half a ton.

## HISTORY

Two centuries after Sauron came secretly into Amon Lanc, renaming it Dol Guldur and establishing it as his new stronghold, he sent forth the fell Taurogs to herald the coming of the Shadow over Mirkwood. Whether the monsters were the result of some new sorcery or long forgotten evils summoned anew none can now tell, but the demons poured out of the blasted volcano at the Necromancer's pleasure, leaving death and destruction in their wake. Those few Elves who remained in the forest's southern reaches were driven before them, ever northward.

The Elven-king resisted this terrific threat mightily, and the lore of the Woodland Realm is replete with stories of the hunting of these fearsome beasts. It is told how, in the year 1432 T.A., the king's Master of the Hunt, Arthalion Gelireth, was slain near the ruined city of Caras Amarth. During a ferocious fight with a particularly large and cunning specimen, Arthalion was caught on the Taurog's tusks and bodily thrown across a narrow creek. Rushing to the aid of their fallen captain, his men turned to meet the monster's onslaught. They were amazed when the beast stopped his headlong charge just short of the water's edge. And so it was discovered that running water, even a shallow stream, presented an impassable barrier to the demon-boar. Soon the last of the Elves in the western wood withdrew to the lands north of the Forest River and east of the Gûlduin (River of Sorcery), where they were at long last able to wander the forest paths without fear. The westerly boundaries of Thranduil's kingdom have been marked by these watercourses ever since.

## HABITAT

In the late Third Age, only a handful of these beasts haunt the deeps of Mirkwood. Active by day or night as their mood dictates, Taurogs lair in hidden forest caves or dense

thickets. These are well known to other denizens in the area, who give them a wide berth. Taurogs are not part of the natural ecology and hunt only to sate their wanton appetite for destruction.

## SOCIETY

After Sauron reenters Mordor, the few remaining Taurogs become miserable, solitary creatures, bereft of purpose and heedful of no master, often commanding a territory of over a hundred square miles. They do not reproduce or seek any other congress, one with another. Should one Taurog encroach on another's demesne, combat to settle the dispute is certain, swift, and deadly.

## USAGE

Taurogs are usually encountered only in the deeps of Mirkwood, far from the beaten paths. They are mostly lazy, preferring sleep and their dark dreams to strenuous activity. Occasionally one is roused to aid the Giant Spiders of Mirkwood, who cannot suffer a superior Elven force to move through their territory with impunity.

# WONDROUS MAGIC

## ELVISH GOWN

An Elvish Gown is a long, elegant gown sewn from the finest cloths for Elvish noble ladies in Lorien and Imladris. The gown fits tight to the shape of its wearer, and has long sleeves embroidered in silver thread with ancient Elvish words.

It is said that an Elvish Gown is woven not only from cloth, but also from spring rain, summer flowers, autumn breezes, and winter snow. The magic of an Elvish Gown is that as the seasons change, so too does the colour of the cloth from which it is made. In the Spring, the gown is a delicate light green with shimmering rain-coloured highlights. Throughout the Summer, the gown is dark, verdant green, with highlights that glitter with all the colours of the flowers of the season. In Autumn, the gown is rich auburn and gold and in Winter, it is as white as new fallen snow and sparkles with silver and blue. A side effect of the subtle magic woven into the gown is that the wearer receives a +4 bonus to Weather-sense tests. In addition, the natural magic seeks to protect the wearer, providing 2 points of armour.

The means of creating an Elvish Gown is said to have been taught to various ladies of the Wandering Companies by Goldberry of the Old Forest. The creator of an Elvish Gown must have Craft: Sewing (or a similar Craft skill) at a high enough level to enchant items, Weather-sense at 6+, and the Change Hue spell.

## ELVEN-LAMPS

*"... One of [the Elves] uncovered a small lamp that gave out a slender silver beam. He held it up, looking at Frodo's face, and Sam's. Then he shut off the light again, and spoke words of welcome in his elven-tongue."*

—*The Fellowship of the Ring*

It was Fëanor who first discovered the secret of catching starlight in clear crystal and holding it there for a while. This

marvelous skill, much more difficult to devise than it was to learn, was soon mastered by other Elvish craftsmen. At the time of the War of the Ring, Fëanor's lamps are common amongst Elves from the Woodland Realm to the Grey Havens.

The lamps are typically small metal or wooden boxes, the designs of which are as many and varied as the artisans who fashion them. Sometimes the walls of the box are perforated with intricate designs through which the light shines, other times they are made of translucent material, which creates a colorful soft glow. The lamps are most often easily carried in the hand, though handles are sometimes provided. In certain sacred rituals, the lamps are suspended by finely wrought chains or hithlain rope and swung slowly, to and fro. Those who need travel by stealthy means have special hooded lamps, the light of which can be uncovered to illuminate an area or focused through a small aperture into a narrow beam.

Each elven-lamp holds a single clear crystal, smooth yet unshaped, and smaller than a fist. The crystals are commonly found in the beds of such rivers as the Silverlode and Nimrodel rivers in Lothlórien. Once prepared using the proper rituals, which include the singing of certain hymns to the Star-Queen, Elbereth Gilthoniel, the crystals are able to capture and hold star-light for a time, and even return it with a steady blaze many times greater even the brightest star.

The pale silver light from an elven-lamp effectively illuminates an area with a radius of 60 feet. The brightness and directions of the light can of course be controlled in some of the more cunning lamp designs. The light lasts for 6+1d6 months before it has to be rekindled with the starlight ritual. Any found lamp has 1d6 months of light left in it before it goes out, unless it has been "lost" for more than a year, in which case it is already "burned out". In any case, the light will begin to wane 6 days before it is extinguished completely; each day, subtract 10 feet from the radius.

The pure light of Fëanor's lamp can also help reveal the Enemy's hidden agents. The light provides a +2 bonus when using Observe (Spot) to pierce an opponent's Guise.

## MATHOM

*"...for anything that Hobbits had no immediate use for, but were unwilling to throw away, they called a mathom."*

—Concerning Hobbits, *The Fellowship of the Ring*

The word mathom is a Hobbit term. Used in the normal vernacular by the little folk, the word refers to any bits of bric-a-brac that accumulate in all homes. Although of no use, a given item may have some sentimental value or provide a sense of comfort by its presence alone.

However, some mathoms have a more sinister, magical air about them. The subtle magic of Middle-earth can work in strange ways. Darker magics and lesser shadows can become imbued into mundane items if such items are left at places in which great evil or tragedy has occurred. These are items that have been irrevocably cursed by long exposure to ancient evils. One who comes into possession of such an item is loathe to be rid of it, and will seek to keep it in his possession at the expense of more sensible things.

Mathoms can be found in most ancient treasure hoards, or buried in the barrows of the ancient kings of the North. When one comes into possession of a mathom, he must im-

mediately succeed on a TN 10 Willpower test or come under its spell. From that day forward they will always keep the mathom close by, as close as possible, and they are compelled to gaze upon it at least once a day. The owner's thoughts are always on the mathom, and the distraction of it causes him to suffer a -1 penalty to all tests.

If the mathom is removed from the owner's possession, he becomes obsessed with finding it. He suffers a -3 penalty to all tests. A successful TN 10 Willpower test or spending a point of Courage can reduce this penalty to -1 for one day. At the Narrator's discretion, becoming obsessed by a mathom may give the owner a point of Corruption.

Every 1/2d6 days (minimum of 1), the owner of the mathom can make a TN 10 Willpower test to finally overcome the spell. A TN 10 Healing test provides the owner with a +4 bonus to his next Willpower test to overcome the power of the mathom.

## TROLL'S PURSE

*"Trolls' purses are the mischief, and this was no exception. " 'Ere, 'oo are you?' it squeaked, as it left the pocket; and William turned round at once and grabbed Bilbo by the neck, before he could duck behind the tree."*

—*The Hobbit*

Trolls' purses are magical bags that have minor spells of vigilance woven into them. When touched or purloined by anyone but its true owner, a Troll's purse cries out. Most Trolls' purses can only wail in alarm, but more powerful versions can actually speak short sentences in a high-pitched voice. Troll's

purses are called such for the trouble and mischief they can cause, as it is unlikely that Trolls themselves possess the skill or magic to craft them.

Any attempts at Legerdemain automatically fail when tried against a Troll's purse. Only Magicians, Wizards, or characters with the Enchantment order ability (such as Craftsmen or Elves) can create a Troll's purse. The crafter can speak into the purse any phrase of 7 words or less; the purse will repeat this phrase once in its own squeaking voice when it is handled by anyone other than its owner.

## WATERSKIN OF THE WOODLAND REALM

These beautifully crafted waterskins are highly prized by the warriors of the Woodland Realm, especially the Warders, those small ranging companies tasked with scouting the borders of Thranduil's kingdom and beyond. The scarcity of potable water in Mirkwood makes these items a necessity for survival in the forest deeps. Any water poured into one of these vessels, no matter how befouled, is transformed into cool, clear drinking water in 1d6 hours (roll once for the entire party, per water source). Even the black water from the sleep-inducing Gûlduin loses its sorcerous potency when so contained. The waterskins only have the power to purify water. They cannot create water or transmute alcoholic spirits or wine. Merely possessing one of these waterskins grants a +4 Survival rolls for locating water. Finding even non-potable water in Mirkwood is difficult (TN 20) under normal circumstances.

---

# THE HALLS OF THE WISE: MORE OPTIONAL RULES

---

## LANGUAGE

Languages are not discussed at length in Decipher's *The Lord of the Rings Roleplaying Game*, though they are an important and flavourful aspect of gaming in Middle-earth. The number of ranks developed in a language gives a good idea on how well a character understands it, but for discussing or reading very complex or obscure matters a skill roll may be necessary (as described in the core rulebook, p.129).

**SKILL RANK 1** – Allows user to communicate and understand very basic concepts in the form of single words or very short phrases (e.g., eat, danger, money, enemy, pain, etc.). In written form, user can read or write such simple words.

**SKILL RANK 2** – User may converse on very simple subjects, using whole sentences instead of broken phrases as long as both sides are speaking slowly and carefully.

**SKILL RANK 3** – Allows user to converse freely in everyday conversation of an average nature (e.g., market talk, peasant discussions, conversation with guards, etc.). User still has a strong accent and is able to distinguish major dialects.

**SKILL RANK 4** – The normal speaking level of the native population, the common man. Subtle or particularly sophisticated concepts still prove troublesome.

**SKILL RANK 5** – True fluency. Allows understanding of, and conversation with, the most learned of native speakers. Sophisticated folk may still brand you as an 'outlander', however, and archaic or unusual concepts will still prove troublesome.

**SKILL RANK 6** – Fluency plus the ability to recognise the regional and cultural origin of all speech (although it may still prove troublesome to speak or understand).

**SKILL RANK 7** – Absolute fluency of the language and all closely related dialects. Extremely archaic and complex concepts may prove trouble-some.

**SKILL RANK 8 and higher** – Needed for understanding the obscurest lore, such high skill ranks can only be learned from Wizards or other ancient and well-educated beings.

## TONGUES OF MIDDLE-EARTH

A detailed discussion of the languages of Middle-earth can be found in ICE's *Middle-earth Campaign Guide* (#2003). Below is a short overview of the most important and common tongues.

**ELVEN TONGUES:** *Quenya*, *Sindarin*, *Bethteur* (a.k.a. *Nandorin* or *Silvan*), *Avarin*.

**DWARVISH:** a.k.a *Khûzdûl*.



ENTISH: No character can learn this language.

MANNISH TONGUES: *Westron* (Common Speech of north-western Middle-earth and mother-tongue of most folk in the late Third Age), *Adûnaic* (Númenoreans), *Rohirric* (earlier called *Eothric*), *Atliduk* (Beornings), *Nahaiduk* (Woodmen), *Gramuk* (Rhovanion Northmen), *Eriadaic* (early Northman dialects of Eriador like *Breeish*, closely related to *Westron* and substituted by it in Mid-Third Age), *Dunael* (Dunlendings), *Blarm* (Dunnish hillmen of Eriador), *Pûkael* (Woses or Drúedain), *Haradaic* (northern Haradrim), *Apysaic* (southern Haradrim), *Varadja* (Variags of Khand), *Logathig* (Dorwinrim and some Easterlings), *Asdradja* (Asdriag Easterlings), *Ioradja* (Balchoth), *Labba* (Lossoth), *Tyran* (spoken in the northern basin of the Tathlathrant), *Urdarin* (spoken in the far north-east of Endor).

OTHER TONGUES: *Morbeth* (Black Speech), *Orkish* (comes in many dialects, sometimes without any similarities. Orcs from different tribes use Common or Black Speech to converse with each other).

## EXPERIENCE AWARDS

The core rulebook does not provide detailed guidelines on handling Experience Point (EP) awards. While some Narrators may be happy with the very simple system presented on p.279 of the core rulebook, others may feel that awarding a straight set of EP for “completing a story’s objective” neglects the nature of the task accomplished by the PCs. Their deeds may differ widely in terms of difficulty and impact on the history of Middle-earth. The guidelines presented below do involve more bookkeeping, but just remember how important this was to Gimli and Legolas when they were counting the number of Orcs they slew in the battle at Helm’s Deep.

The below guidelines totally replace the EP awards as suggested in the core rulebook. All EP gained according to the below tables are summed up for the whole group and then divided among the members of the group, unless otherwise stated. A Narrator should authorise one of her players to keep track of the EP gained by the PCs during play. He can use the *LotR Experience Awards* sheet for doing so. Narrators, be warned though: Sometimes it may be more exciting to keep track of EP yourself – for instance if the PCs are facing a foe whose real strength and nature you do not wish to reveal. Of course, you could simply tell your player in charge to write down the name he has given the foe in his thoughts and then do the math for this particular opponent.

### GENERAL GUIDELINES

EP are only gained if some kind of danger is involved in a situation. Also, EP are only awarded for successfully and completely resolved actions or activities. In a combat situation, no EP are earned for defeating a non-hostile NPC or beast (in fact, defeating such a harmless NPC will even be considered homicide, and the character will acquire a number of Corruption Points at Narrator’s discretion). Additionally, there must be a logical reason for the character to perform an action, and the chosen action must not harm any other PCs if an EP award is desired.

## THE LEARNING VALUE

Most of the EP gained according to the below guidelines are multiplied by three if the activity has never before been performed by the character, by two if the activity has only been performed once before, and by 1/2 if it has become a routine (i.e., usually from the eleventh time on). The frequency multiplier reflects the “uniqueness” and learning value of a given event or action. They should only be applied to Elimination EP and sometimes Travel EP (see below), but not to Manoeuvre & Spell EP, Sustained Damage EP, and Fulfilled Objectives EP.

TABLE EP 1: EP MULTIPLIERS

FREQUENCY	EP MODIFIER <sup>1)</sup>
First Time	x 3
Second Time	x 2
Third to Tenth Time	x 1
Eleventh + Time	x 0.5

<sup>1)</sup>: Applied to Elimination and sometimes Travel EP.

## GROUP EP CATEGORIES

In total, there are six categories in which a group of PCs can hope to gain EP: Manoeuvre & Spell EP, Sustained Damage EP, Elimination EP, Fulfilled Objectives EP, Travel EP, and Individual EP.

### MANOEUVRE & SPELL EP

These EP are awarded for all kind of non-combat manoeuvres successfully accomplished during a chapter. This includes skill, attribute and reaction tests, except for Stamina tests. To justify an EP award, the skill or reaction test must be made under some kind of pressure (i.e., a piece of information is needed urgently, the character could fall into a chasm or be intimidated, etc.). The number of EP gained for successfully casting a spell depends on the basic Weariness TN given in a spell’s description, i.e. test penalties due to lost Weariness Levels, other spells cast before within a minute or multiple spells active at the moment are not accounted for. Note that additional EP are gained for casting a spell if it also eliminates a foe. The most important note is a warning to the Narrator: Do not award EP for spells you deem out-of-place or unnecessary! Remember, in Middle-earth it is bad role-playing if you thoughtlessly cast too many spells. If a player keeps showing off his power too often, simply subtract the EP he would normally gain! It may be wise to subtract these EP both from a group’s total score and the spellcaster’s individual set of EP.

TABLE EP 2: MANOEUVRE & SPELL EP

DIFFICULTY	EP
Simple (TN 5):	5
TN 6	7
TN 7	10
TN 8	13
TN 9	16
Routine (TN 10):	20
TN 11	25
TN 12	30
Challenging (TN 15):	40
Difficult (TN 20):	60
Virtually Impossible (TN 25):	100
Legendary (TN 30)	200



## SUSTAINED DAMAGE EP

A group gets one EP for every point of damage a character suffers (i.e., 1 EP per wound). In addition, a group receives 10 EP for each “Light” critical strike one of its members sustains, 25 EP for each “Grave” critical, and 50 EP for each “Severe” critical.

## ELIMINATION EP

To eliminate a foe does not necessarily mean to kill him. An opponent can be defeated in many ways. A group gains the same set amount of EP, regardless if a hostile NPC or an aggressive beast has been forced to retreat or to change his plans, rendered unconscious, or actually killed. However, to justify an EP award, there must be involved a risk for the characters of getting killed or tricked themselves.

The amount of EP gained for eliminating an opponent depends on his Target Number Equivalent (TNE). *Fell Beasts and Wondrous Magic* gives a TNE for most beasts and minions of the enemy so far introduced for *The Lord of the Rings RPG*. However, for the purpose of awarding EP, it is recommended that a Narrator uses the short guideline described farther below to recalculate a foe’s TNE. If the TNE calculated this way is higher than the one given in *Fell Beasts*, use it instead for awarding EP. Also look up any applicable TNE modifiers from Table EP 3 (reprinted below from *Fell Beasts*, p.7) and add them to the score. Then apply the modified TNE to the following formula and round off the result to the nearest reasonable full number:

$$(TNE \times TNE \times TNE) \div 10 = \text{Elimination EP}$$

**EXAMPLE:** *Overcoming the Witch-king – a virtually impossible deed, for the Lord of the Nazgûl has a TNE of 25 – would earn the PCs  $(25 \times 25 \times 25) \div 10 = 1563$  (or 1600) EP.*

TABLE EP 3: TN EQUIVALENT MODIFIERS

CONDITION	MODIFIER
Creature encountered in lair	+2 to +5 TN
Creature enc. in beneficial native environment	+1 to +3 TN
Creature has minions <sup>1)</sup>	+ (TN of minions ÷ 2)
Creature defeated through turn of story <sup>2)</sup>	-1 to -5 TN
Creature with advancements <sup>3)</sup>	+1 TN per 3 adv.
NPC with multiple order abilities <sup>4)</sup>	+1 TN per 3 order abilities
Creature has additional Wound Levels	+1 TN per add. WL

Unless otherwise noted, all modifiers are cumulative.

<sup>1)</sup> This applies only if minions were around, but not defeated individually.

<sup>2)</sup> Applies if task became much easier due to outside help.

<sup>3)</sup> Applies only to non-humanoid beasts without an order

<sup>4)</sup> Only full multiples of three are counted

If no TNE is given for a foe (or the Narrator chooses to recalculate it for the purpose of awarding EP), the following rough guideline (adapted from *Fell Beasts*, p.81) can be used to establish its TNE: Calculate the creature’s primary combat statistic, Intimidate total, Observe total, or any other relevant skill total – whichever is highest – and apply the corresponding modifiers from attributes, gear, traits, and abilities. The bonus for skill specialties normally is NOT included. It is only added to the equation for very prominent or powerful individuals and beasts! Note that under this system, even creatures which normally appear and are accounted for in groups (e.g., a typical band of Orcs consisting of three to four individuals) are counted individually. This is because EP are divided evenly between the PCs.

**EXAMPLE:** *The PCs have outwitted Grima Wormtongue on their last visit to Edoras. Grima’s most terrible weapons are his honey-tongued words, creeping into the heart of King Theoden whose aid the PCs requested. In this case, Persuade (Fast Talk) +7 is Grima’s highest skill applicable for calculating his TNE. He has no Brg modifier, but four advancements (+1 TNE) and a +2 bonus to Persuade tests from the Honey-tongued edge. Grima is a fairly prominent individual from *The Lord of the Rings*, thus the specialty bonus applies, making his TNE 12. Outwitting Grima is ‘worth’ 170 EP.*

If an encounter ended in a draw, but the PCs performed very bravely or were in great peril, a Narrator may choose to award them 10–50% of the EP that would be granted for defeating the foe.

If any opponents are defeated in combat conducted according to the rules for Combat Pacing (core rulebook p.270 and page 34 of this book), the defeated foes’ TNE are recorded under Manoeuvre & Spell Double the EP if foe was a two-success opponent, and triple them for a three-success opponent.

## FULFILLED OBJECTIVES EP

Under this system, the number of EP a group receives for fulfilling the objectives of a chapter is – most of the time – considerably lower than under the standard guidelines presented in the core rulebook on p.279. This is primarily due to the fact that the bulk of EP is awarded according to the difficulty of a chapter (i.e., the actual number and kind of defeated foes, and the tests needed to complete this task).

However, based on this “difficulty level” of a chapter, additional EP can be gained for fulfilling its objectives. When awarding EP for this, keep in mind the following guidelines:

- The number of EP awarded for fulfilling the objectives of a chapter must not surpass half of the total number of EP awarded for manoeuvres and spells, sustained damage, and defeating foes.
- Additionally, the Fulfilled Objectives EP must not be greater than:

$$100 \times \text{number of PCs in the group} \\ \times \text{number of sessions required for} \\ \text{the completion of the chapter}$$

**EXAMPLE:** *A group of four heroes needs two sessions to complete a chapter. Thus, a Narrator must not award more than  $100 \times 4 \times 2 = 800$  EP for fulfilling the objectives of this chapter. However, if the PCs had only defeated foes worth eliminating 600 EP, he must not award more than 300 EP on this.*

A Narrator should always calculate the number of EP gained by her group herself. But as stated above, of course it’s the task of the players to record who defeated which foe (and how many of them, if applicable) and what tests have been successfully made. Simply pass one trustworthy player the *LotR Experience Awards* sheet. Another player should record how often a specific kind of foe has been defeated by each character. This helps the Narrator to determine which learning value factor he might choose to apply.

## INDIVIDUAL EP AWARDS

### TRAVEL EP

A character receives one EP for every ten miles travelled on land in an unfamiliar area, and one EP for every hundred miles at sea. The character must be conscious and interacting with his environment.

TABLE EP 4: TRAVEL EP

REGION TYPE	MULTIPLIER
Civilised	x 0.5
Normal	x 1
Moderately dangerous	x 2
Extremely dangerous	x 3

Note that the frequency multiplier normally applies, but only if the character journeys in an area that he hasn't travelled before. However, if he goes back on the same route, the x 2 multiplier for doing so the second time does not apply. On the other hand, travelling through the vast lands of Middle-earth never becomes routine, for you will never meet the same people or obstacles twice.

### EXCEPTIONAL ROLEPLAYING

Lively acting or otherwise exceptional roleplaying, good ideas and intelligent actions certainly warrant that a player gets some additional EP for his character. No rigid guidelines can be established on this issue, though. The below table shows a few suggestions (EP per session):

TABLE EP 5: INDIVIDUAL EP

TRIGGER	EP AWARD
Exceptional roleplaying	10–50
Player encourages others	10–20
Player has a good idea	10–50
Player saves the group with an idea he had	50–100+
Character defeats foe in single combat	EP value of foe

### JOURNAL KEEPING EP

Players should receive bonus experience points for writing an account of their character's adventures. As a rule of thumb, 25 to 50 EP should be awarded for each page such a journal entry consists of. Journals may be in any form, such as letters to family members, a diary, poems or songs, a novel, and so on. The point is to be creative and for players to privately let their Narrator know what their characters thought about events that happened during the chapter. Players are free to reveal their journals to other players if they wish.

A comprehensive journal will require a player to take very precise minutes of your gaming sessions. Such a minute should always include the current chapter's title, the session's date, and a scene-by-scene description of the events that take place during the adventure. This should also cover any information gained during a scene, a short description of all NPCs the characters talk to, noteworthy quotes by those NPCs and the PCs alike, as well as any other valorous deeds, incidents, and perhaps even spectacular strikes against the heroes' foe(s).

## EP REQUIREMENTS FOR ADVANCEMENTS

NOTE: As with all rule suggestions of The Heren Turambarion, the following rule is totally optional and may be left out even if you choose to use the above described guidelines for awarding experience points!

Even though the above guidelines on awarding EP are not overly generous, a Narrator may be uneasy with his player's characters gaining too many advancements in to short a time. While advancements are – in general – not overabundantly “powerful” (at least compared to the benefits a PC gets for raising a level in many other RPGs), it is still problematic if a character's number of advancements matches those of very prominent NPCs after a couple of long chronicles. Therefore, use the below table to determine how many EP are required to undergo an advancement:

ADVANCEMENT TABLE

ADVANCEMENTS	EP REQUIRED
1 to 10	1000 EP each
11 to 20	2000 EP each
21+	3000 EP each

## FUMBLES & FAILURES

Sometimes things just go wrong. Whenever a character's test results in a **Disastrous Failure**, or whenever he rolls **double ones**, his attempted action fails completely. (Note that for an attack test with a two-handed weapon the fumble range is 2–3 on 2d6.) If the test was made for an attack or to withstand the loss of weariness levels due to casting spells, consult the Weapon Fumble & Spell Failure Tables next page. The rule for rolling double sixes applies to rolls on this table. If the test was made for a different purpose (e.g., a movement or a lore test), the Narrator should make up similar results. Let something funny happen (e.g., the character stumbles slapstick-like or is given an entirely wrong piece of information)! Rolling double ones is always bad for a character. Not only he automatically fumbles his action, but even with a great number of skill ranks or other very high test modifiers, he could make things worse than they were before. Any time a character rolls double ones, he rolls an additional die and subtracts it from the result. If this die scores a 6, roll another die and subtract it as well, repeating this process until he rolls something other than a 6.

### SPENDING COURAGE

Spending a point of Courage on a test that was fumbled due to rolling double ones allows a character to add the Courage bonus to the test's result. If this modified final test result isn't a normal failure, the character avoids a roll on the Weapon Fumble & Spell Failure table. However, a point of Courage spent on this purpose should not be recovered too quick.

## FAILURE & COMPLETE FAILURE

Please note that a Failure or a Complete Failure usually does not demand a roll on the Weapon Fumble & Spell Failure Tables, unless the character rolled double ones in the test! Only a Disastrous Failure also requires a roll on these tables. Note that the TN penalty for a Called Shot does not count when determining whether the test resulted in a Disastrous Failure.

### MODIFIERS

As stated above, the rule for rolling double sixes applies to all rolls on the Weapon Fumble & Spell Failure Tables. Besides that, other modifiers may also increase the result of the roll. These modifiers are summarised at the bottom of the table. Note that penalties from lost weariness or wound levels do not apply. These are already accounted for in the fumbled test, and may have caused the test to result in a high-degree failure. For an experienced hero, a fumble is primarily a matter of bad luck – rolling double ones –, and not of exhaustion or injury. If an entry doesn't suit the situation (e.g., because a bow fumble differs from one with a sword), the Narrator should either change the result or apply a different result that pleases her.

## WEAPON FUMBLE & SPELL FAILURE TABLES

2d6	WEAPON FUMBLES	SPELL FAILURES
1-2	Your palm is sweaty. Maybe you will improve.	That gnat just landed in your ear. You may begin casting the spell again, but you lose weariness levels as normal.
3-4	Your feet get tangled. You miss the opportunity to get in that vital blow.	You cannot remember the final words for the spell and lose weariness levels as normal.
5	Klutz. Drop your weapon. You need two actions to recover it, or one action to draw a new one.	Your head pounds. You have to stop casting and lose weariness levels as normal.
6	You are over-extended and strain a muscle. Take 1-2 wounds.	You remember a childhood incident that was traumatising. You lose weariness levels as normal, but suffer a -3 test penalty for one minute.
7	You trip over that uneven surface. Spend one round staggering. You can still parry/block at -3.	A momentary mental lapse causes you to forget your place in the spell. You lose an additional weariness level.
8	You try to impress your opponent with a spin manoeuvre. Too bad. Lose two actions while you recover.	A muscle cramp in your jaw causes the spell to fail. Lose an additional weariness level. You are numb for one round.
9	You entangle your weapon in your clothes, causing it to get stuck. Spend three actions to pull it out.	You are seeing stars. You must cancel the spell and lose an additional weariness level. You are numb for one round.
10	You are suddenly very winded. Take two rounds to relax (there is no effect to weariness levels, though).	While casting, you notice that shadows are beginning to move. You are scared and don't dare to cast any spells for the remainder of the day.
11	The excitement is just too much! Your momentary frenzy leaves you numb and unable to parry for one round.	You have been working too hard. The spell misfires badly. You take 1d6 wounds and are numb for 1/2d6 rounds.
12-13	The awkward attack has opened a hole in your defence. Your Defence is lowered by 5 for one round.	You shouldn't dare to cast that spell soon again! Some powers are not for the use of Iluvatar's children. You acquire one corruption point and lose an additional weariness level.
14-15	You pulled something on that last swing and now it begins to hurt! You take 1-3 wounds and are numb for two rounds while you recover.	Severe power feedback knocks you down. Don't try to master powers you do not understand! Take 2d6 wounds and a 'Light' critical (random body part).
16-17	You fall and smack your head on the ground. You are down for two rounds. You cannot dodge, but you may parry at -10. After standing up, you are numb for another round.	If applicable, the spell affects a random, nearby ally. Anyway, you feel guilty and acquire a number of corruption points equal to the number of picks you have spent on the failed spell.
18-19	You execute a perfect attack – against closest ally (or yourself if no one else is around). Ally takes 1d6 wounds and a 'Light' critical (random body part).	You suffer a mild stroke. Take 2d6 wounds and lose all spell casting abilities for two weeks. In addition, you will have a -3 penalty for 1d6 days.
20-21	You attempt to maim yourself. Take a "Grave" critical to a random body part.	You internalise the spell. Take 3d6 wounds and lose all spell casting abilities for 1d6 weeks.
22-23	Worst move seen in ages! You are out for two days with a groin injury. There is a 50% chance (1 to 3 on a d6) your foes will be out for two rounds, laughing.	You now suffer from a nervous disorder (Narrator's discretion, perhaps you acquire an appropriate flaw). You are numb for 2d6 rounds and lose all spell picks dedicated to this spell.
24+	Your weapon brakes and one end hits you in the head. You are numb and unable to parry for one minute.	You suffer a severe stroke. You drop into a coma for 1d6 months.

### MODIFIERS

Fumbled Attack resulted in a Disastrous Failure	+6	Fumbled Vigour test resulted in a Disastrous Failure	+6
Fumbled Attack resulted in a Complete Failure	+3	Fumbled Vigour test resulted in a Complete Failure	+3
Fumbled Attack resulted in a Failure	+1	Fumbled Vigour test resulted in a Failure	+1
Fumbled Attack would normally have been successful, but failed due to rolling double ones	-2	Fumbled Vigour test would normally have been successful, but failed due to rolling double ones	-2
Attack was a Disastrous Failure, but without rolling double ones	+0	Vigour test was a Disastrous Failure, but without rolling double ones	+0
ATTACK TYPE		SPELL SPECIALTY	
One-handed or Bow attack	+0	Spell falls under no specialty	+0
Two-handed or Pole Arm attack	+1	Spell falls under the Beast or Water specialty	+1
Thrown weapons attack	-1	Spell falls under the Fire or Air specialty	+2
Unarmed attack (NOTE: Adapt the description!)	-2	Spell is a Sorcery or Secret Fire spell	+4

## CUTTING BLADES & BLAZING FIRES: CRITICAL STRIKES

Critical strikes are a great way to enliven and endanger combat situations. There are different critical strike tables for six specific body parts. Each comes in three severity levels, detailing the risk of an attack.

### BASIC MECHANICS

It is not an easy task to hit an opponent fierce enough to inflict a critical strike. Therefore, an attack test must be equal to or higher than the target's Defence *plus* a certain number determined by his armour and the attacker's weapon type. If this threshold is reached or exceeded, the attack results in a critical strike which is looked up *before* normal damage is applied. Use the same dice roll to determine the outcome of the critical *and* the number of wounds inflicted. (If your attack only deals 1d6 of basic damage, use two dice of a different

colour and state which one also applies for normal damage before the roll.)

A critical comes in one of three severity levels, determined by the attack's degree of success. Table CS 1.1 on the next page summarises the test modifiers that indicate the thresholds for the three different severity levels.

### SEVERITY LIMITS

There may be a limit in the severity obtainable with an attack depending on the attacker's weapon. Daggers and clubs cannot score more than a "Grave" critical strike, while whips, thrown stones and Unarmed (Brawling) attacks are limited to "Light" criticals.

NOTE: A Narrator may find the *LotR Combat Status* sheet helpful on which test modifiers needed for scoring a critical against a specific foe (which may differ due to armour, see Table CS 1.1) can be recorded. It is the best to include a

foe's Defence, because the recorded values can directly serve as the TN for scoring a critical against him.

## HIT LOCATIONS & CALLED SHOTS

After the severity of a critical strike has been determined, check which body part has been hit (alternatively, a character may make a Called Shot targeted to a specific body part, see below). Roll 2d6 to learn where the critical strike hits and which table has to be consulted:

### CS 1.2: RANDOM HIT LOCATION

2d6	BODY PART
2	Head/Neck Critical
3	Foot Critical (1d6: left foot on 1 to 3, right foot on 4 to 6)
4	Hand Critical (as foot, or with shield: a 6 hits shield hand)
5-6	Leg Critical (a 5 hits the "far" leg, a 6 hits the "near" leg)
7-8	Torso Critical
9	Weapon Arm Critical
10	Torso Critical
11	Shield Arm Critical
12	Head/Neck Critical

If a character wants to make a Called Shot (also see the core rulebook, p.232) to a specific body part, apply the following modifiers (using these modifiers, it is assumed that at least a "Light" critical strike is required for a hit):

### CS 1.3: CALLED SHOT MODIFIERS

BODY PART	TN
Head	+6
Weapon Hand	+4
Weapon Arm	+3
Leg	+2
Foot	+4
Shield Hand	+7
Shield Arm	+4
Torso	+0

If a character aims his strike against a body part not protected by armour, take the "No Armour" test modifiers from Table CS 1.1 and add the appropriate test modifier from Table CS 1.3 for the body part he intends to hit. If a foe wears a helmet, take his general armour class and calculate the TN from that basis, but ignore the test modifiers for wearing a hauberk (this only protects the legs) or plates (they protect arms and legs).

However, there is one major drawback with a Called Shot: if the attacker fails to reach or exceed the TN established for at least a "Light" critical, he entirely misses his target and doesn't do any damage, even if he has reached or exceeded his target's Defence.

**EXAMPLE:** Let's assume your opponent is wearing an ordinary chainmail hauberk, reinforced with plates, and a helmet. His Defence is 11. The TN to hit this target's head is 25: Defence 10, +6 for the Called Shot to the head, and +8 for scoring at least a "Light"

TABLE CS 1.1: CRITICAL STRIKE TN MODIFIERS

TARGET'S ARMOUR	LIGHT	GRAVE	SEVERE
No Armour	+5	+8	+11
Leather/Armour of Heroes	+6	+9	+12
Scale mail	+7	+10	+13
Chainmail, ordinary	+8	+10	+13
Chainmail, Orc	+8	+11	+14
Chainmail, Dwarf	+9	+11	+14
Chainmail is a hauberk	+1 to base	+1 to base	+1 to base
Chainmail comes with plates	+0 to base	+0 to base	+1 to base
Chainmail, mithril	+ 5 to chainmail's value		
Large beast	+8 <sup>1)</sup>	+12 <sup>1)</sup>	+16 <sup>1)</sup>
Huge beast	+10 <sup>1)</sup>	+15 <sup>1)</sup>	+20 <sup>1)</sup>
ATTACKER'S WEAPON	LIGHT	GRAVE	SEVERE
Armed, one-handed or Ranged, bows	+0	+0	+0
Armed, two-handed	-1	-1	-1
Ranged, thrown	+1	+0	+0
Unarmed	+2	N/A	N/A

<sup>1)</sup>: TN further modified by 1/2 armour and size level. See Table CS 1.4 for vulnerability modifiers.

critical strike against a foe with an ordinary chainmail who is also wearing a helmet (remember, the modifiers for having the hauberk type of armour and for plates do not apply to Called Shots to the head). If the attacker does not meet TN 25, he does no damage at all, even if his attack test beats the target's Defence. If the attack roll even meets a TN of 27 or 30, he inflicts a "Grave" or a "Severe" critical, respectively. If the attacker had aimed to the torso, the TN for inflicting a "Light" critical would have been 11 +0 +8 +1 = 20, while scoring a "Grave" or a "Severe" critical requires to beat a TN of 22 or 26, respectively.

## EFFECTS OF CRITICALS

Most criticals give very specific damage to targets who receive them. You should note the exact type of any severe injury inflicted to a character who isn't killed right away, because it may be crucial to know which body part has been injured when the character tries to perform a certain action (e.g., running with a temporarily crippled leg). Sometimes it might be necessary to record the exact number of wounds sustained, too. As soon as this number of wounds is regained, the injury is healed. Injuries naturally heal according to their degree of severity, i.e. the relatively harmless ones are healed first, the worst at last.

There are certain other results which either wear off automatically after a given time (i.e. if a character is 'numb') or have to be treated with a Healing test.

A **numb** character may not attack for the indicated number of actions or rounds, and may only parry, block or dodge at -4. If an entry says the target is numb and can't parry for the duration of numbness, the character can't take any defensive or offensive actions other than running away at half his movement rate.

If an entry says the target received a **bleeding** wound, he will sustain the number of wounds indicated every round until the injury is healed. This damage starts the round after the critical is delivered. The TN for a Healing test to treat an injury bleeding for one wound per round is 5. This increases by +5 TN for each additional wound lost due bleeding per round (i.e., an injury bleeding for three wounds per round requires a Healing test at TN 15). Treating a bleeding wound takes one minute per wound/round. Upon a success, the bleeding is halved after a quarter of this time interval and



completely stopped after the full time. Higher degrees of success further decrease the time.

## MISCELLANEOUS RULES

### ARMOUR & BASIC DAMAGE

As stated above, the basic damage an attack inflicts is determined by the same die roll used for resolving a critical. While armour may absorb a part or all of an attack's basic damage, it doesn't reduce any additional damage indicated by a non-lethal critical strike result.

### SPENDING COURAGE

An attacker cannot spend Courage points for the resolution of a critical strike (i.e., to raise the result of 2d6), but he may use it to increase the attack roll in order to score a critical.

A character who is the victim of a critical strike and wants to change its result may *permanently* remove one Courage point and have the Narrator re-roll the critical. However, this second result cannot be re-rolled or changed by any other means.

### ENCHANTED & MASTERWORK ITEMS

A result referring to the destruction of equipment (marked with an asterisk in the description) means that a non-enchanted, non-masterwork/non-heroic item is automatically destroyed. To destroy masterwork/heroic or enchanted weapons, armours or shields usually requires that Defence is beaten by 21 or 31, respectively. If Defence is not beaten by that amount, the enchanted equipment instead flies 1d6 yards through the air and lands at a random location (use hex paper and 1d6), or the Narrator makes up any other appropriate effect.

### SIZE & ELEVATION

In close combat, for attackers who are smaller than their foe, the TN to hit the head is +4 per **size level** difference (in addition to the standard Called Shot modifier of +6). However, don't forget the general -2 TN test bonus a smaller character receives against larger opponents. The +4 TN modifier thus translates into a net +2 TN modifier, making a Called Shot to the head +8 TN. If hit locations are determined randomly, re-roll any results that indicate a critical strike to the head or replace them with a strike to the torso. Inflicting a critical against a smaller foe is not harder than against one of equal size. Only the general +2 TN modifier (see core rulebook, p.219) per size level difference applies.

If there is a significant difference in **elevation** between two combatants, the random roll for determining the hit location (Table CS 1.2) should be modified by +1 for every two feet an attacker is standing above the defender (to a maximum of 12), respectively by -1 for every two feet the attacker is standing below his opponent (to a minimum of 3).

### LARGE AND HUGE BEASTS

Some very large or tough natural beasts, demons or wraiths cannot be hit critically as easy as humanoid foes. These are divided into two distinct types of foes, large and huge creatures. Large beasts include Barrow-wights, Dindair, Ents, Greater Giant Spiders, Hell-hawks, Huorns, Istari,

Nazgûl, Oliphants, Shelob's spawn, Trolls, Vampires, Wargs, Brown bears, and similar creatures. Huge beasts are Balrogs, Helegrogs, Dragons, Kraken, Sea-Kraken, Shelob, and other most potent enemies.

The basic TN modifier for scoring a "Light"/ "Grave"/ "Severe" critical against a **large** creature is +8/+12/+16. The basic TN modifier for scoring a "Light"/ "Grave"/ "Severe" critical against a **huge** beast is +10/+15/+20. If applicable, these TN modifiers are further increased by half of the beast's natural armour protective value (rounded up). However, do not forget to apply the TN modifiers for differing sizes!

**EXAMPLE:** To inflict a critical against a Balrog, a mannish character needs to beat TN 21/26/31 (i.e., Defence 12, +3 for half the Balrog's armour, +10 for passing the threshold for a "Light" critical, -4 due to the Balrog's Mammoth size). A Fire-drake is even harder to critically hit with a TN of 24/29/34.

The difficulty of seriously injuring such a formidable foe is only partly reflected by establishing higher TN thresholds for criticals. Some of the above listed beasts are almost invulnerable to critical strikes inflicted by ordinary weapons, while others might suffer even worse from certain enchanted weapons. The below table summarises these effects, showing modifiers which apply to all rolls made against large or huge beasts on the critical strike table:

CS 1.4: VULNERABILITY TABLE

ATTACK TYPE	LARGE	HUGE
Ordinary	-3	-6
Masterwork	-2	-4
Heroic	-1	-2
Mithril	+0	-1
Enchanted	+0	+0
Bane	+3	+3

It may add a lot to the flavour of the game to change the verbal descriptions of criticals against such beasts, although most effects – except for numbness – may remain the same. Huge beasts, though, cannot be stunned or become numb. Any "bleeding" damage they sustain is ignored, but they take a fixed number of additional wounds equal to the given bleeding rate x 5 instead.

### SPELL ATTACKS

Spell attacks are resolved on the Critical Fire Damage table, following the rules for directed spells presented on page 22.

### RANGED & UNARMED ATTACKS

Sometimes it may be necessary to change the verbal descriptions of critical strikes delivered in ranged or unarmed combat. Simply replace a reference to a cutting edge or a crushing blow by a type of injury more appropriate for an arrow or a beer-mug. As a rule of thumb, the hit body part and the damage should possibly remain the same.

However, keep in mind that unarmed combat attacks are limited to 'Light' critical strikes, and that the TN threshold for scoring a critical is modified by +2.

## CRITICAL FIRE DAMAGE

No *Random Roll* required for determining body location.

2d6	Light +5 TN or higher	Grave +8 TN or higher	Severe +11 TN or higher	2d6
2	The air around foe shimmers for a moment. Pfft.	Hot smoke makes foe's eyes red.	Foe evades the embrace of the flames (+1 wound).	2
3	Singe foe's exposed skin. The heat dies quick. Foe is not impressed (+1 wound).	Sparks and smoke dance all over foe. He waves them off with little effort (+2 wounds).	Flames surround foe. He steps out of them mostly unharmed, but is numbed for 1 action (+3 wounds).	3
4	Assault blinds foe for a moment. You gain initiative over him next round (+1 wound).	Hair and bowstrings are singed, and foe suspects he is on fire. He is wrong, but you gain initiative over him next round (+2 wounds).	Foe is enshrouded by smoke, and he emerges coughing. He must succeed in a TN 12 Stamina test or get stunned for 5 rounds (-9 penalty).	4
5	Foe's chest and side heat up and garments smoulder from your assault. He will be easily kindled if you strike again. (He catches on fire on another Fire Critical. +2 wounds.)	Fire laden blast forces foe back 2 yards. Any containers of water boil and burst open. You get a +2 test modifier to hit foe for the rest of the battle (+2 wounds).	Blister foe's weapon arm. He gives ground to escape the heat. His footing is better than you had hoped, but he is unable to take any defensive actions for 1 round (+4 wounds).	5
6	Hot winds dance around foe, parching his exposed skin. The pain stays with him (+2 wounds).	Foe's shield side is swathed in fire. He may use his shield to avoid the attack, but it combusts. Shield hand is burned. (With shield: +1 wound, no attacks for 1 round; Without shield: +4 wounds, and he bleeds for 1 wound/round.)	Blast to side and back ignite foe's cloak and pack. Neck and shoulder are lightly burned (+4 wounds, and he bleeds for 1 wound/round).	6
7	Engulf foe in flame and smoke. The flames die down quickly, and foe escapes death (+2 wounds, foe is numb for 1 action).	Flames roll over foe from his feet up to his torso. He seeks to get clear and almost falls (+3 wounds, and he is numb for 1 round).	Your flames reach out. Foe frantically leaps back. His chest is burned, and he takes maximum damage.	7
8	Fire consumes garments and hair. Blinding smoke keeps foe's defences poorly aligned (+3 wounds, foe is numb for 1 round).	Blaze foe's chest. Leather or scale armour is destroyed, and metal armour should be removed quickly (foe bleeds for 1 wound/round).	Abdomen entangled in flames. The flames spread upwards, and foe catches on fire if not extinguished.	8
9	Blaze knocks foe down on his back. The flames do not endure but much equipment is burned or crushed (+3 wounds, foe is numb for 1 action).	Foe blocks flames with his weapon. A wooden weapon is destroyed. A metal weapon becomes too hot to hold (+4 wounds).	Foe accidentally inhales flames, scalding his throat. He yells out and manages to ignite himself with the flames coming out of his mouth. He catches on fire.	9
10	Your blaze engulfs foe's most exposed hand (usually the weapon hand) and burns it without mercy to temporary uselessness. Arm clothing is destroyed.	Violent inferno destroys leather and scale armour and ruins metal armour on legs. Foe catches on fire if the flames are not put out quickly.	Intense heat fuses metal, cloth, and skin. Foe is unrecognisable. Without chest armour, he dies instantly. Otherwise he dies after 5 rds of burning.	10
11	Blow to foe's head. If he has a helmet it heats up like a furnace and must be painfully removed (dealing him another 2d6 wounds). His ears and cheeks are burned. Foe takes maximum damage.	Flames burn into foe's throat. The damage is frightening. Foe's neck collapses in the flames. He drops and dies in 5 inactive rounds. He smells bad.	Foe is cremated before your very eyes. He remains standing for 3 rounds and then drops and dies. A small fire lingers over the remains. A horrible end.	11
12	Brutally scar the side of foe's face. Foe is knocked out. He loses 3 points of Bearing, and everyone looks at him with disgust (-5 to all social skill tests).	Foe is trapped in the furnace made by your attack. Organs are destroyed and foe's blood boils. He has no hope of survival and dies in 3 inactive rounds.	Fire devours every part of foe in an instant. Bits of metal, teeth, and a few bones shower to the ground.	12

© by The Heren Turambarion 2003–2006 — Visit The Heren Turambarion at [www.ambarwqunta.com](http://www.ambarwqunta.com)

### SPELLS AND RANGED COMBAT

Some damage-dealing spells require a spellcaster to make a ranged combat test. With these spells, a spellcaster may also score a critical strike if the spell's description warrants it. The line "normal rules for extra success on attack tests apply" or similar wording qualifies a spell for delivering criticals.

While *Fiery Missile* uses the Ranged Combat: Thrown skill group (specialties like pinecones may be developed), all other such spells fall into a new skill group, Ranged Combat: Spells. You may pick each applicable spell as a specialty: *Blast of Sorcery*, *Flame of Anor*, *Kindle Fire* (2 spell picks), and – at the Narrator's discretion – *Lightning*. For easy reference, these spells are called 'directed spells' in the following. Unless otherwise noted, no range penalties apply to Ranged Combat: Spells tests.

If a Narrator chooses to allow *Lightning* as a directed spell, the ranged combat test is solely made to see if it inflicts a critical strike or not! Only a complete failure on the ranged combat test will lower the TN for the Swiftess test to half the damage by 5 (i.e., to TN 10). A disastrous failure decreases the TN for the Swiftess test to 5.

### DIRECTED SPELLS AND ARMOUR

- For the spells *Fiery Missile*, *Kindle Fire*, and *Burning Sparks*, the number of wounds absorbed by crafted armour is halved (rounded off).
- Blast of Sorcery*, *Flame of Anor*, and *Lightning* ignore such armour altogether.
- Only the protection offered by natural armour or the Armour of Heroes edge is not affected by such spell attacks. They absorb damage as normally.

### FIRE CRITICALS

- A *Flame of Anor* spell directed at a large or huge beast in the service of Sauron or which is itself utterly evil is considered to be a heroic attack. Sometimes, it may be appropriate to consider this spell to be an enchanted or a bane attack.
- A *Fiery Missile* and the 2 spell picks version of *Kindle Fire* are usually limited to 'Light' fire criticals. Particularly large missiles or flammable objects may inflict higher severity levels of critical damage.
- When a character comes into contact with extreme heat or an open flame not caused by a directed spell, he may suffer

a fire critical for every round of exposure as well. Please refer to page 22 for more details.

### CATCHING ON FIRE

If an effect's description says that a character catches on fire, he can try to put out the fire as his next full round action by making a Swiftess test with a TN according to the damage the spell (or fire) originally dealt to him. As a rule of thumb, the TN equals a multiple of 5 for each die used to determine the fire's or spell's damage, to a maximum of 20. Thus, a large bonfire or the spell *Lightning* which both use 4d6 (plus perhaps a fixed amount) for calculating damage call for a TN 20 Swiftess test.

If he succeeds, he takes no further damage. Otherwise, he suffers 2d6+4 points of damage every round he remains on fire, and 'Light' fire critical. Others can help the burning character snuff out the flames. Treat this as a combined test. However, those who come into contact with the burning character also risk catching on fire themselves. The TN for the Swiftess test is equal to that the burning character faces, but the helper gets a +5 bonus to his roll. Note that burning clothes or hairs extinguish automatically after 1/2d6+1 (1d3+1) rounds.

# CRITICAL STRIKE TABLE: WEAPONS & NATURAL ATTACKS

2d6	STRIKE TO HEAD/NECK (Random Roll 2, 12 or +6 TN) (Stun attacks require a Called Shot to head, p.232)			STRIKE TO FOOT (Random Roll 3 or +4 TN) (ld6: left foot on 1 to 3, right foot on 4 to 6)			STRIKE TO HAND (Random Roll 4 or +4 TN) (TN to hit the shield hand is +7 or RR of 6 with ld6)			2d6
	Light +5 TN or higher	Grave +8 TN or higher	Severe +11 TN or higher	Light +5 TN or higher	Grave +8 TN or higher	Severe +11 TN or higher	Light +5 TN or higher	Grave +8 TN or higher	Severe +11 TN or higher	
2	Weak strike combs foe's parting.	Your concern for foe is heart warming (+1 wound).	Your attack is weak (+2 wounds).	You throw up some dust.	Nothing graceful about this attack.	Your attempt is poorly planned.	Get it right the next time!	Feeble strike falls clear of target.	How did you botch this beautiful strike?	2
3	Blow to foe's chin knocks him out ld6 minutes if he fails a TN 10 Stamina test. If successful, he is numb and can't parry 2 rounds.	Unkind blow to foe's throat temporarily mutes him. He has trouble breathing and is numb for 3 rounds.	You partially blind foe by destroying his left eye. He permanently suffers a -5 test modifier to Ranged Combat (+4 wounds).	Your strike to foe's foot proves to be ineffective, merely resulting in a bruise.	Your weapon slips off foe's leg and causes a light graze on his foot.	Blow to foe's foot earns him a painful bruise (+1 wound).	Your strike results in no additional damage besides a light bruise on foe's hand.	Your weapon gently fondles foe's hand. The graze isn't pretty, though.	A blunt strike to foe's hand leaves behind a bad bruise (+1 wound).	3
4	Foe gets a rosy cheek from your gentle strike (+2 wounds).	You sever foe's ear. Foe bleeds surprisingly slow, losing only 2 wounds/round. Foe is numb for 1 round.	You crush foe's temple, but he gets away with it. Do maximum damage. Foe is numb for 1 minute.	Instead of crippling foe's foot, you polish his shoe. He forgets to say 'thank you', though.	Foe's shoe takes most of the damage. Foe loses his shoe, and sustains +1 wound from a light bruise.	Your strike to foe's instep results in a graze, inflicted rather by his own shoe than your strike (+2 wounds).	Scratch foe's hand. He spoils his tidy clothes with his own blood.	Tear of one foe's fingernails (+1 wound).	Foe tries to parry your tremendous strike, but his equipment* brakes. Foe takes normal damage.	4
5	Foe loses several teeth and the lovely shape of his nose in your assault. His distraction gives you +4 to Defence (until end).	You cut away foe's eyebrow as if you wanted to shave him. He bleeds for 1 wound/rd and automatically loses initiative.	Strike to foe's ear makes him look awkward. Foe bleeds for 1 wound/round. You gain a +4 bonus to hit foe until the end of combat.	A faint smell of foe's foot sweat is all you get from slicing his shoe.	You slice foe's shoe-lace rather than his foot. (Roll ld6 to learn how many actions pass until he stumbles if a TN 10 Nim test fails.)	Your blow to foe's foot leaves him with a light contusion. You gain a +2 bonus to hit foe for the rest of the combat.	You fracture foe's small finger. he sustains +1 wound.	Your attempt to disarm foe fails. Instead, you give him a free manicure and cut off two fingertips. Looks funny, but is painful (+3 wds).	Hammer foe's wrist. Foe must succeed on a TN 10 Stamina test or drop any equipment in this hand.	5
6	You almost cleave foe's head, but in the very last moment he escapes your strike and his doom. A hit to the back of his head does +5 wounds.	Strike to foe's temple causes a host of trouble. Foe is numb and unable to parry for 2 rounds (+5 wounds).	Strong blow to face cracks jawbone. Ow! Jaw is stuck open and foe appears permanently surprised about something. Foe is numb for 5 rounds (+6 wounds).	Shot to foe's ankle results in a harmless contusion (+1 wound).	Blunt strike to foe's foot does no serious damage. Foe sustains +2 wounds due to a light bruise.	You hear cracking bones as your strike lands on foe's foot. You fracture two toes. Foe is numb for 2 rounds and takes +3 wounds.	Your blow results in a painful contusion of one of foe's finger-joints (+2 wounds).	Your blast on foe's equipment strains a tendon. Foe must succeed on a TN 8 Stamina test or drop any equipment in this hand.	Reach long and catch foe's hand. Hand is broken, but foe may still use any equipment with it at TN +6 (+3 wounds).	6
7	Your mean blow eases foe's tooth pain, but he doesn't enjoy to swallow his own blood. Foe is numb and unable to parry for 1 round (+4 wounds).	Blunt strike to foe's forehead makes him see stars. He must succeed on a TN 15 Stamina test or full unconscious for ld6 minutes. On a success, he's stunned.	Face strike is so hard that foe's cheekbone is shattered. The shards mortally wound foe. He dies after 10 rounds of agony.	You miss the chance to deliver your blow because you step on foe's heel. You both must make a Nimbleness test or stumble. Foe's TN is 12, yours 9.	Jumping back, foe evades your strike almost entirely. But at least you hit his toes and fracture the small one. Foe yells out and takes +1 wound.	Your weapons solid impact on foe's instep fractures it. This painful injury slows foe's movement by 25% and his initiative by -3 (+3 wounds).	Nice shot to the side of foe's hand damages his palm as well. Foe must succeed on a TN 6 Stamina test or drop any equipment in this hand.	Your surprising feint hits foe's hand and leaves him numb and unable to parry for 1 action. You receive a +3 bonus to your next attack.	Your weapon makes contact well enough with foe's hand. If applicable, you disarm him. Foe is numb for 1 round (+2 wounds).	7
8	The tip of your weapon slashes foe's nose. Minor wound and a permanent scar. Foe bleeds for 1 wnd/rd and is numb for 3 rds.	Strike through foe's cheek and throat. Foe drops and dies after 9 rounds of incapacity.	Blow to foe's face. If helm has a visor, the visor is driven into foe's face and he dies in 10 rounds. Without one, he dies instantly.	Foe yells out as you fracture his big toe. He seems to get angry, but his movement is decreased by 20% (+1 wound).	You are a bad dancer, aren't you? You fracture two of foe's toes as you step on his foot (+3 wounds).	You manage to drive your weapon through foe's boots and sever one toe. He bleeds for 1 wound/rd and is numb for 1 round.	You hit that vulnerable point on the back of foe's hand. He screams like a child and is numb for 1 action.	Hopefully not a sneak attack. Foe's ring finger brakes with a loud noise. Everyone looks at you. Foe is numb for 1 rd (+2 wds).	Fracture foe's knuckles and several finger bones. The TN for any action with that hand is modified by +9 (+3 wounds).	8
9	Solid chin blow forces foe to close his mouth. Unfortunately, he bites off a piece of his tongue and bleeds for 2 wounds/rd.	Strike to foe's head breaks skull and causes massive brain damage. Foe drops, and dies in 10 rounds.	Crush what once was foe's head. If foe has a helm, it is also destroyed. You are spackled with blood.	An awkward move of both combatants gives you the opportunity to slice foe's sole. He prefers to stand on one foot (+3 wounds).	Foe's grimace tells you that you have just severed one of his little toes. He bleeds for 1 wound/rd and is numb for 1 action.	Foe's boots slowly fill with blood as you severed two toes with your strike. He bleeds for 2 wounds/round and is numb for 1 round.	Somehow, you manage to dislocate foe's wrist. He is busy to fix it, and thus numb for 1 round.	Catch foe in mid-swing and disarm him (if applicable). His weapon tumbles behind you (+2 wounds).	You brake foe's hand and any equipment* he holds in it. Hand is useless, and foe takes +4 wounds.	9
10	Head strike brakes foe's nose. Bearing is penalised by -1 for ld6 days due to black eyes. You do maximum damage.	Mighty strike crashes into foe's head. If he has a helmet, he is unconscious for ld6 days. Otherwise, skull collapses and brain is dead.	Strike to foe's head destroys brain and makes life difficult for the poor fool. Foe expires in a heap - immediately.	Foe avoids the worst effects of your blow, but pulls a tendon in his foot in this attempt. Movement -20%, initiative -2.	Rip one of foe's less important tendons. Nevertheless, his movement and initiative are decreased by 25% and -3, respectively.	You slash foe's Achilles tendon. He stumbles and is numb, unable to parry for 1 round (+2 wounds). Movement -33%, Initiative -4.	The tip of your blade blasts into foe's hand. If applicable, he is disarmed. The quicker of you will reach his weapon (+3 wounds).	As your weapon clashes on foe's hand, you pull one of foe's tendons. TNs for any action with this hand is modified by +6 (+4 wds).	Pitiless you sever all of foe's fingers. He bleeds for 4 wounds/round. Hand is useless.	10
11	Strike severs carotid artery and jugular vein, breaking foe's neck. Foe dies in 6 rounds of agony.	Solid strike snaps foe's neck. He falls back 5 feet, spins, and tumbles to the ground. He dies of shock and suffocation in 5 rounds.	Your strike is frightening. Foe's head snaps to one side. Foe cannot breathe He looks upon the world one last time and then dies. You are horrified.	Almost losing your balance, you recover by propping yourself on your weapon. This dreadful device itself fractures foe's heel (+4 wounds).	A firm shot to the foot fractures foe's metatarsal. His movement rate is decreased by 25%, and his initiative is reduced by -3 until the injury is healed.	Your almost sadistic assault on foe's foot fractures his ankle. His movement rate is decreased by 50%, his initiative by -6 until healed (+2 wounds).	Cut off foe's index finger. The TN for any action with that hand is modified by +3, and foe bleeds for 1 wound/round.	Your weapon tears off two of foe's fingers. He bleeds for 2 wounds/round. Foe must succeed on a TN 12 Stamina test or drop any equipment in this hand.	Sever opponent's hand. Sad. Foe is down and in shock for 2 minutes, then dies.	11
12	Strike up, in, and across foe's forehead. Destroy foe's eyes. Foe flips onto his back in pain and dies in an embarrassing position.	Strike to foe's forehead. Destroy foe's eyes. Send his helm flying. Foe is spun about. Finish him with one strike.	Crush foe's windpipe and tear the head from his body. You are mighty.	A bad contusion of all five toes sends foe on a walk through a vale of tears. But walking is hard, and foe's initiative is modified by -4 (+3 wounds).	What did you want to do? Stop your foe? Bad attempt. You sever foe's foot, he falls and dies after 2 minutes. Walk away in a puddle of blood.	You fracture almost every bone in foe's foot. Loosing his balance, foe stumbles, falls into his own weapon and unwillingly commits suicide.	Sever foe's thumb as you try to disarm him. It's a bleeder. Foe bleeds for 2 wounds/round and is unable to hold any equipment with this hand.	You cut through foe's hand, wrist and arm, up to the elbow. He may attack one last time, then drops and expires in 2 minutes.	Shatter opponent's hand and weapon*/shield*. Upset foe blindly tries to strangle you with his other hand and runs into your weapon. Bad luck!	12

# CRITICAL STRIKE TABLE: WEAPONS & NATURAL ATTACKS

## STRIKE TO LEG (Random Roll 5, 6 or +2 TN)

(Random Roll 5: "far" leg, RR 6: "near" leg)

## STRIKE TO TORSO/ABDOMEN

(Random Roll 7, 8, 10 or +0 TN)

## STRIKE TO ARM (Random Roll 9, 11 or +3/+4 TN)

(Roll 9: weapon arm +3 TN, Roll 11: shield arm +4 TN)

2d6	STRIKE TO LEG			STRIKE TO TORSO/ABDOMEN			STRIKE TO ARM			2d6
	Light +5 TN or higher	Grave +8 TN or higher	Severe +11 TN or higher	Light +5 TN or higher	Grave +8 TN or higher	Severe +11 TN or higher	Light +5 TN or higher	Grave +8 TN or higher	Severe +11 TN or higher	
2	Practice this one.	Foe dances clear off the worst.	Strike lands flat (+1 wound).	Not very impressive.	Strike blunted by clothing.	Destroy one of foe's silly decorations (+1 wound).	Foe avoids the most of the attack.	Glancing blow. Nothing extra.	Strike bounces off (+1 wound).	2
3	Your attack earns you nothing but a bruise on foe's thigh (+1 wound).	Foe goes airborne to evade your strike. Landing poorly, his cartilage is lightly damaged (+2 wounds).	Foe evades frantically. You receive a +4 test modifier to hit foe for the next two rounds.	Good form, but it disappoints. (+1 wound)	Strike foe with more force than edge. (+2 wounds)	Tremendous blow to foe's chest destroys his armour*. If foe has no armour, he bleeds for 3 wounds/round and is numb for 2 rounds.	Foe makes his dodge too slowly. You gladly slash his arm. Foe bleeds for 1 wound/rd and is numb and unable to parry for 1 rnd.	You come in high and fast. Slash muscle and tendons in foe's arm. Foe's arm is useless. Foe is numb for 3 rounds (+3 wounds).	Foe mistakenly brings his arm across your blade. Sever tendons. Foe's arm is limp and useless. Foe is numb for 4 rds (+4 wnds).	3
4	Foe is concerned with his own preservation and steps back 2 yards. He is numb for 1 round.	Miss foe's arm and strike his thigh. He stumbles and drops something (Narrator's discretion). Foe sustains +3 wounds.	Blow to foe's waist sends him spinning sideways. Foe takes maximum damage.	Strike lands on foe's chest, but it fails to bite deep. He recoils. (+1 wound)	Hard impact on foe's chest drives the air out of his lungs. Foe is numb for 1 round. (+2 wounds)	That hurts! You hit foe in his groin. If he is male, he must succeed in a TN 15 Stamina test or get stunned for 5 rounds (-9 penalty).	Minor forearm wound numbs foe's grip. His attacks are modified by -1 for the rest of combat, and he takes +1 wound.	Precise strike to foe's shoulder frightens the poor lad. You receive a +2 bonus to hit foe for the rest of the combat.	Shoulder strike shakes foe up. Foe attempts a recovery, but you receive a +4 test modifier to hit foe for the rest of the combat.	4
5	Catch foe in lower leg. You gain initiative over him on the next action (or inflict +1 wound, if you have initiative anyway).	Light swing to foe's leg. Foe's calf is bruised. You have the initiative over him for the next 2 rounds.	With a loud noise your strike lands on foe's shins. If he has plates*, they are destroyed. Otherwise, he takes maximum damage.	Foe's evasion puts him out of an aggressive posture, but he is numb for one action.	Distracting strike into foe's stomach grants you a +2 test modifier to hit foe for the rest of the combat.	Glancing strike to lower back. Foe turns away to avoid the damage and uses his weapon for balance. You get +4 to hit foe for the rest of the combat.	Shot to foe's armpit is not as effective as you hoped it would be. He is numb for 1 action.	Strike to foe's shield arm. (Ignore the random location roll). If foe has a shield, your weapon is stuck in it for 1 round. Foe is numb for 1 rd (+1 wnd).	Your blunt strike causes bad bruises on foe's upper arm. Gain +2 Defence against foe for the rest of the combat.	5
6	Bust foe's shin. If he has no plates, he suffers 2 wounds.	Disorient foe with a tricky blow to his hip. He is at a loss of words (but besides that he only sustains +3 wounds).	Strike grazes across left thigh and lands on right. He is slowed down. Gain +4 Defence against him for the rest of the combat.	Blow to foe's back. Foe attempts to ward you off with a wild swing (+2 wounds).	Blow to foe's ribs. It hurts him to raise his arms. His motions slowed down, you gain initiative over him for the next 2 rounds.	Solid shot breaks foe's ribs. For the rest of the battle, you gain initiative over him. (+2 wounds)	Strike foe in upper arm. You tear his pretty clothes, but spare his armour (+2 wounds).	Foe evades the worst effects of your strike to his arm, but you gain initiative over him for the next 2 rounds.	Strike down foe's defences with a blow to both arms. For the rest of the combat, you gain initiative over him (+2 wounds).	6
7	You recover from your initial swing and scratch foe's thigh. He bleeds at 1 wound/round (+1 wound).	Strike to foe's Achilles tendon. Oh that hurts, ya know! Foe is numb for 1 round (+2 wounds).	Blow to upper leg. Minor fracture. For the rest of the combat, you have initiative over him (+3 wounds).	Classical blow to foe's stomach makes concentration hard. Foe is numb for 1 action (+2 wounds).	Your assault catches foe in side and forces him back two yards. Foe is numb for 1 round. (+3 wounds)	Tear open foe's side in a graphic display of violence. Foe takes maximum damage.	You are lucky to strike foe's forearm while recovering from a lunge (+2 wounds).	Catch part of foe's forearm. You make a long slice in foe's arm. Foe bleeds for 1 wound/rd (+2 wnds).	Nick foe in his forearm. Wound bleeds surprisingly strongly for 1 wound/rd. Foe is numb for 1 round.	7
8	Blow to foe's thigh causes his right leg to falter for a moment. Foe is numb for 1 action (+3 wounds).	Strike twists foe's knee. He is numb for 1 round and unable to parry (+4 wounds).	Slash muscle and tendons in foe's lower leg. Foe stumbles towards you with his guard down. Gain +4 to hit foe for rest of combat.	Foe goes low, but you still catch his side. It's a bleeder. He bleeds at 1 wound/round and is numb for 1 round.	Fierce chest strike leaves bruises and blood. Foe now hesitates when attacking you, giving you +2 to Defence for rest of combat.	Your impressive performance demoralises foe. Gain +4 Defence against him for rest of combat.	You crack foe's ulna. It's not broken, but it hurts! Foe takes +2 wounds and is numb for 1 action.	Catch foe's forearm. The wound opens up nicely. Foe is in pain. He is numb for 1 round and takes +3 wounds.	Blow to foe's upper arm. A metal armguard* is bent and the arm is useless until the armour is removed.	8
9	Shot takes foe's lower leg. He fails to jump over it. He is numb and unable to parry for 1 round (+2 wounds).	Your swing falls short when foe leaps back. You shatter foe's knee. Foe is knocked down. Movement is halved, initiative -6.	Blow to foe's hip bone breaks it. Help! Foe has fallen and cannot get up! Combat is over for him (go to "Incapacitated" level).	Heavy punch to foe's kidney makes him sick. He must succeed in a TN 15 Stamina test or get stunned for 1 minute (-9 penalty).	Blow to foe's back. Foe twists out of it and you turn your weapon to magnify the wound. Foe yells out. (1 wound/rd.)	Strike plunges into doomed foe's chest and emerges on the other side. Foe drops and dies in 10 rounds.	You fracture foe's radius. He must succeed on a TN 12 Stamina test to still use his arm (+3 wounds).	Your weapon's impact on foe's arm damages the elbow joint. Foe suffers a -5 penalty to all actions with this arm (+3 wounds).	Drive elbow backwards and break it. Foe drops any equipment, leans way over, and vomits. You inflict maximum damage.	9
10	Foe steps right into your swing. You make a large wound. He takes maximum damage.	Destructive strike to lower leg. If foe has leg armour, it is torn free. Foe takes maximum damage, and armour doesn't help him this time.	Blow to thigh. Compound fracture severs an artery. Foe goes down hard and dies in 2 minutes.	Your strike lands on foe's shoulder and breaks his collarbone. Roll 1d6: 1 to 5 is a hit to shield side (he loses shield benefits), on a 6 he drops his weapon.	You plunge your weapon into foe's stomach. Foe is instantly pale from blood loss. Foe bleeds for 4 wounds/round and is numb for 2 rounds.	Strike through foe's side spills his guts on the floor. Foe fights on normally for 3 rounds, then dies.	Strike through muscle in foe's arm. If foe has any equipment in his hand (including a shield), he drops it. He bleeds for 1 wnd/rd and is numb 2 rounds.	Foe reaches out to block your blow. You sever two fingers and break his arm, making it useless. Foe is numb and unable to parry for 1 round (+4 wounds).	Blow to foe's armpit. Crush ribs and destroy organs. Foe dies in 5 rounds.	10
11	Blow lands with a crack. Leg bone is broken. Major cartilage damage. Movement is halved, initiative at -6 (+5 wounds).	Your mighty blow to the thigh forces the foe on his knees. His face a wry, you can kill him with one more strike.	An amazing strike from the groin down to the ankle leaves foe without intact tendons, but with a nasty wound. He dies after 5 rounds in agony.	Your weapon bites half its width into foe. Open up a terrible wound. Blood goes everywhere. Foe bleeds for 3 wounds per round and is numb for 2 actions.	Strike drives bone into kidneys and liver. Foe drops and dies in 6 rounds. What a pity!	Blow turns hip to dust. Foe falls down. Attempts to stand. Falls again and dies after 6 rounds in agony.	Foe blocks your attack with his arm. Shoulder is broken and arm is useless. Foe is numb for 2 rounds (+6 wounds).	You cleave shield* (or armour*) and arm in half. Foe attempts to catch his falling arm. Foe is in shock for 2 minutes and then dies.	Your weapon passes through the arm and sticks out the other side. Foe goes mad from pain and dies in 6 rounds.	11
12	Clean cut through opponent's knee. He tries to keep upright, but fails and dies from the loss of blood after 2 minutes.	Chop the top of foe's thigh. Sever foe's leg. Foe drops immediately and dies in 10 rounds due to shock and blood loss.	Meat chopping strike severs foe's leg. Foe drops and lapses in unconsciousness. Foe dies in 10 rounds.	Blast foe's chest. Send ribcage into heart. Foe drops, and dies in 10 rounds. He should have stayed in bed!	Crush foe's chest cavity. He grips your arm, looks into your eyes, then drops and dies in 3 rounds.	Blast to foe's heart. It stops. He dies. You consider yourself to be deadly. Fine work. You are ready to slay.	Block foe's weapon arm away and then sever it. Foe drops immediately and expires in 2 minutes. Good shot!	Strike comes down on foe's shoulder. Arm shatters. Foe dies from shock and blood loss in 15 rounds.	Sever foe's arm and bury your weapon into foe's side. Foe falls prone. Foe is in shock for 2 minutes, then dies.	12