



Rafamir's Unofficial LOREMASTER charts

v1.8 updated to Core Rules third printing
of THE ONE RING by Free League

FOR PLAYER USE

CHARACTER CREATION
DICE ROLLS
WEAR AND TEAR
THE SHADOW
COMBAT BASICS
COMBAT ACTIONS
FELLOWSHIP PHASE
ADVANCEMENT

FOR LOREMASTER USE

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RAFAMIR'S QUICK GUIDE TO CHARACTER CREATION

for THE ONE RING by Free League

1 choose a culture (pp 32-43)

See the two-page spread on your Heroic Culture to:

- Record your Cultural Blessing.
- Determine your **STRENGTH**, **HEART**, and **WITS**.
- Set your Target Numbers to 20 minus each value.
- Calculate your Endurance, Hope, and Parry.
- Record your Skill and Combat Proficiency ratings.
- Choose a Name, Age, and two Distinctive Features.

5 starting reward & virtue (p 51)

Record **VALOUR** and **WISDOM** scores of 1 and select a Reward and a Virtue from the lists below.

starting rewards (p 79)

1. **Close-fitting** (armour or helm) – Add +2 to the result of your **PROTECTION** roll.
2. **Cunning Make** (armour, helm or shield) – Reduce your Load rating by 2.
3. **Fell** (weapon) – Raise the Injury rating of a weapon by 2.
4. **Grievous** (weapon) – Raise the Damage rating of a weapon by 1.
5. **Keen** (weapon) – Attack rolls score a Piercing Blow on a 9+.
6. **Reinforced** (shield) – Raise a shield's Parry bonus by +1.

starting virtues (p 80)

1. **Confidence** – Raise your Hope by 2.
2. **Dour-handed** – When spending a **C**, add +1 to damage on a **Heavy Blow** and +1 to the Feat Die on a **Pierce**.
3. **Hardiness** – Raise your Endurance by 2.
4. **Mastery** – Choose two Skills and make them Favoured.
5. **Nimbleness** – Raise your Parry rating by 1.
6. **Prowess** – Reduce one Attribute TN by 1.

2 choose a calling (pp 44-46)

Refer to the chart below and select two Favoured Skills from the three listed.

calling & description	favoured skills (pick two)	distinctive feature
CAPTAIN: When the world is on the brink of ruin, it is the duty of all individuals of worth to rise and take the lead, whatever the risk.	Battle, Enhearten, Persuade	Leadership
CHAMPION: There is but one way to oppose the return of the Shadow, and that is to conquer it by strength of arms.	Athletics, Awe, Hunting	Enemy-lore
MESSENGER: To keep hope, we must travel to distant lands, carry tidings, and warn that all who fight the Enemy must be as one.	Courtesy, Song, Travel	Folk-lore
SCHOLAR: Yellowed maps and songs of ages past bring curiosity and wonder, and illuminate the way for you and those who listen to your advice.	Craft, Lore, Riddle	Rhymes of Lore
TREASURE-HUNTER: Hoards of stolen gold and jewels, guarded by fell beasts, beckon all who dare to find them and recover what is lost.	Explore, Scan, Stealth	Burglary
WARDEN: As shadows grow deeper, you have sworn to defend all who cannot defend themselves, even if it means forsaking civilized areas.	Awareness, Healing, Insight	Shadow-lore

4 starting gear (pp 47-50, 72)

Select War Gear, Useful Items, and Mount.

standard of living	useful items	mount (vigour)	treasure rating
Frugal	1	None	0
Common	2	An old horse, or a half-starved pony (1)	30
Prosperous	3	A decent mount (2)	90
Rich	4	A fine beast (3)	180

3 previous experience (p 46)

Spend 10 points to raise starting ability levels.

level to attain	skill	combat proficiency
From – to 1	1 point	2 points
From 1 to 2	2 points	4 points
From 2 to 3	3 points	6 points
From 3 to 4	5 points	—

DICE ROLLS

WHEN TO ROLL: A roll should be considered exclusively if the action or its goal falls into one of the following instances:

DANGER: If the action is dangerous, and the adventurer incurs a risk from failing.

KNOWLEDGE: If the action aims to obtain information that is not immediately available.

MANIPULATION: If seeking to influence one or more uncooperative Loremaster characters.

SPECIAL SUCCESSES: Players can specify what their superior result means by spending rolled **τ** icons to **trigger special results from the table below**. When a roll produces multiple **τ** icons, they are normally used to achieve multiple special results, such as assisting a Companion *and* doing it silently.

DEGREES OF SUCCESS: A roll that succeeds (either by achieving its Target Number or with a **P** rune) and produces one or more **τ** icons is an outcome of a superior quality:

- A single **τ** makes a roll a **Great Success**.
- A roll with two or more **τ**s qualifies as an **Extraordinary Success**.

SKILL SPECIAL SUCCESS TABLE

spend a **τ** to... description

Cancel a Failure	If a Skill roll involves multiple players, you help another Player-hero who failed; the failed roll is considered a success.
Score Additional Success	If an action requires multiple successes to be achieved, you score 1 additional success.
Gain Insight	You gain additional information, not necessarily related to the task at hand. For example, while helping a sick individual with a HEALING roll you discover the trace of poison. Or you spot a sentry while sneaking into a ruin with a roll of STEALTH .
Go Quietly	You achieve your goal noiselessly or without otherwise attracting attention.
Make Haste	You complete the attempted task in a shorter time (about half the expected time).
Widen Influence	You can influence more than the specific number of subjects originally targeted by the action. As a general rule, each Success icon spent corresponds to one additional subject or group of subjects. For example, following a roll of INSIGHT , you spot a second person acting suspiciously at an inn; a roll of ENHEARTEN aimed to affect half a dozen individuals allows you to influence a full dozen.

HOPE BONUS: A Player-hero about to make a die roll can spend 1 Hope to gain (1d).

INSPIRATION: For Skill rolls only, a Player-hero can invoke a **DISTINCTIVE FEATURE**, or certain Cultural Virtues, to become Inspired. When **INSPIRED**, an adventurer using a Hope Bonus gains (2d) instead of (1d).

SUPPORT: A Player-hero may make an effort to help a Companion who is making a Skill roll. Spend 1 Hope to grant an additional (1d) to their roll, or (2d) if giving Support to one's **FELLOWSHIP FOCUS**.

MAGICAL SUCCESS: A Player-hero employing a relevant Virtue or Cultural Blessing, or using an Enchanted Object, can spend 1 Hope before a Skill roll to achieve an **automatic success**. Only roll the Success dice, ignoring their sum, to see if any **τ** icons rolled result in higher degrees of success. *Magical successes allow actions impossible to achieve without magical aid, but may unsettle or arouse suspicion in folk not used to such feats, who may misinterpret them as dark sorcery.*

WEAR AND TEAR

ENDURANCE (pp 22, 69-71)

WEARY: When **Current Endurance** becomes equal to or lower than total **Load**, 1s, 2s, or 3s on Success dice count as 0. **Fatigue** points add to **Load**, making it easier to become **Weary**.

UNCONSCIOUS: Adventurers whose **Current Endurance** is reduced to zero drop unconscious, and wake up after one hour with 1 Endurance point (unless they are also Wounded).

SHORT REST: Once per day, resting for at least one hour restores lost Endurance points equal to adventurers' **STRENGTH** rating. (Wounded adventurers do not recover any points at all.)

PROLONGED REST: After a night's sleep, adventurers recover all lost Endurance points (or a number of Endurance points equal to their **STRENGTH** score, if Wounded). If at zero Hope, they regain a single point. Remove **Fatigue** only if resting at a safe location.

HOPE (pp 20-22, 71, 137)

HOPELESSNESS: Adventurers become **Miserable** when their Shadow score *equals or exceeds* their current Hope. **Rolling an ☺ on the Feat die now produces an automatic failure.** If their Shadow score equals their *maximum* Hope, all their rolls become *Ill-favoured*, and they can only get rid of Shadow by suffering a bout of Madness.

FELLOWSHIP POOL: During the Adventuring Phase, whenever the Company is resting, they can spend any number of Fellowship points to recover an equal number of Hope points (players must agree how to distribute them). *The pool of Fellowship points is fully refreshed at the end of each gaming session.*

WOUNDS (p 101)

WOUNDED: When adventurers fail a **PROTECTION** roll, they suffer a Wound and immediately check the Wounded box on their character sheet and roll a Feat die on the table below.

DYING: Adventurers who roll an ☺ on their Wound severity roll, or who suffer a second Wound when already Wounded, must receive a **HEALING** roll within 1 hour or die. Success means they are now at 1 Endurance. If Wounded, add 10 days (minus First Aid) to recovery.

FIRST AID (p 101)

A successful **HEALING** roll reduces severity of an injury by 1 day, plus 1 day for each ☹ rolled (to a minimum of 1 day). If it fails, a **HEALING** roll cannot be repeated until at least a day has passed, as the failure of the treatment isn't immediately apparent. Wounded adventurers, if conscious, may attempt the roll to heal themselves.

WOUND SEVERITY

FEAT DIE	SEVERITY	EFFECT
1	Moderate Injury	The blow received was violent enough to expose you to the risk of worse consequences if injured again, but no real lasting damage was inflicted. At the end of the combat you will recover fully in a matter of hours (remove the Wounded box check).
1-10	Severe Injury	The value indicates how many days it will take for the injury to mend (write the result in the Injury box on the character sheet).
11+	Grievous Injury	You are knocked unconscious with zero Endurance and are now Dying (as if Wounded twice).

The shadow

Adventurers gain Shadow in many ways to represent the burden of the struggle with the Enemy and his terrible minions. During the Adventuring Phase, they may gain Shadow points as a consequence of their actions, and then may reduce or shed them by making a **Shadow Test** (see below), by strengthening their resolve and taking a Shadow Scar (see **Harden Will**, p137), or by **Spiritual Recovery** during a Fellowship Phase.

SOURCES OF SHADOW

When distressing events or facing terrible foes shakes adventurers' determination, the source of Shadow is **Dread**; if they take possession of precious or powerful objects, they may be tempted by **Greed**; if they fall victim of dark magics, they must resist the effects of **Sorcery**; and if they commit despicable actions – *possibly to include attacking or killing a foe with a Resolve rating, without provocation* – they taint their conscience with **Misdeeds** (see **HATE VS RESOLVE**, p 143).

DREAD: Adventurers roll **VALOUR** when they face a creature out of the darkest pits of Mordor, enter a place blighted by an ancient curse, or experience the terrible power of the Enemy directly. See page 138.

GREED: Adventurers roll **WISDOM** to avoid being corrupted by their own desire whenever they put their hands on gold and precious objects tainted by lying in the dark for a long time.

SORCERY: Adventurers roll **WISDOM** to reduce or cancel the effects of dark magic. Gaining Shadow points from Sorcery often has additional negative effects.

MISDEEDS: Adventurers who commit an act that is essentially wrong or nefarious, even if for a noble goal, may gain Shadow without a Shadow Test and should usually be warned first by the Loremaster. Attacking or killing adversaries with a Resolve rating may constitute a misdeed (see p143).

MISDEEDS

Shadow Points Gained

Violent threats, malicious lies, or heedless cruelty	1
Abusing your authority or deliberate cruelty	2
Theft, plunder, oathbreaking, cowardice, or treachery	3
Torture, killing harmless folk or a surrendered foe	4
Murder, taking action in the service of the Enemy	4 + 1 Scar

SHADOW PATHS AND FLAWS

Bout of Madness	Curse of Vengeance	Dragon-sickness	Lure of Power	Lure of Secrets	Path of Despair	Wandering-madness
#1	Spiteful	Grasping	Resentful	Haughty	Troubled	Idle
#2	Brutal	Mistrustful	Arrogant	Scornful	Wavering	Forgetful
#3	Cruel	Deceitful	Overconfident	Scheming	Guilt-ridden	Uncaring
#4	Murderous	Thieving	Tyrannical	Traitorous	Fearful	Cowardly

COMBAT BASICS

ONSET OF BATTLE (pp 93-95)

SURPRISE ATTACKS: Adventurers who fail an **AWARENESS** roll cannot make an opening volley or take actions in the first Close Quarters round. When ambushing foes, adventurers taking part must make a **STEALTH** roll. If all succeed, foes lose any opening volley and they *lose (1d)* in the first Close Quarters Round.

OPENING VOLLEYS: Onset parameters determine how many ranged attacks the Loremaster allows. In most circumstances, combatants are entitled to at least one volley using bows or spears; at greater distance, possibly two or more bow attacks.

1. COMBAT STANCES (pp 95-96, 102-103)

Each player selects a combat stance for their hero. They may only take Rearward stance if they are not outnumbered by more than 2:1 *and* at least two heroes are fighting in Close Combat for each one in Rearward, or if the Company enjoys a numbers advantage or other favorable circumstance (p 95).

stance & effect

FORWARD

- + Your attack rolls gain (1d)
- Close combat attacks aimed at you gain (1d)

OPEN

- + No advantage
- No disadvantage

DEFENSIVE

- + Close combat attacks aimed at you lose (1d)
- Your attack rolls lose (1d) per adversary

REARWARD

- + You can only be targeted by ranged attacks
- You can only attack using ranged weapons

COMBAT TASK (available as a main action)

Intimidate Foe: Roll **AWE** to render **MIGHT 1** foes Weary on all combat rolls for the length of the round; a **C** adds **MIGHT 2** foes, two **Cs** makes all foes Weary

Rally Comrades: Roll **ENHEARTEN** to give (1d) to all who select Forward stance the following round, rolling a **C** adds Open stance, rolling 2 **Cs** adds Defensive also

Protect Companion: Roll **ATHLETICS** to make the next attack against the protected companion lose (1d), plus an additional (1d) for **C** each rolled

Prepare Shot: Roll **SCAN** to gain (1d) on your next attack, plus another (1d) for each **C** rolled

CLOSE QUARTERS ROUNDS

After opening volleys, combat follows this sequence:

- STANCE:** The Company choose their Stances (below left)
- ENGAGEMENT:** All combatants in Close Combat are paired with one or more opponents (below)
- ACTION RESOLUTION:** The actions of all combatants are resolved in Stance order from Forward to Rearward (next page)

2. ENGAGEMENT (pp 95-97, 104)

ENGAGING THE ENEMY: The Loremaster determines engagement if the enemy outnumbers the Company, otherwise the adventurers determine engagement.

When selecting their hero's combat stance (including Rearward) at the start of each round, players may ignore engagement (but not other limitations).

ENGAGEMENT LIMITS: Adventurers can be engaged by up to three human-sized creatures or two large ones; a maximum of three adventurers may engage a human-sized opponent or up to six for a single, larger enemy.

DISENGAGING: Adventurers intending to leave the fight have two options: those who assume a Rearward stance may escape on their turn without having to make a roll. Otherwise, they can assume a Defensive stance, roll their attack normally and, if it is a success, inflict no damage but leave the battlefield instead. If the attack roll fails, the combatant remains engaged.

COMBAT ACTIONS

3. ACTION RESOLUTION (p 97-98, 101-102)

On your turn, choose a main action for your hero to perform, and a secondary action to accomplish before or after the main one.

MAIN ACTION: This is a task that requires a hero's full attention. It is often used to make an attack roll, to complete a Combat Task allowed by your Stance, or another consuming action:

- Recover your position after a **knockback**, carry a fallen comrade to safety, or move across the battlefield to another position.
- Recover a weapon, helm, or shield that you previously dropped.
- Remove a complication, or gain an advantage, by making a successful **BATTLE** roll.

SECONDARY ACTION: These are simpler tasks that your hero can accomplish while focusing on a main action, for instance:

- Advancing or retreating while fighting.
- Trying to locate someone on the battlefield.
- Drawing a weapon.
- Removing a helm or dropping a shield or weapon, for example to reduce **Load** to avoid or alleviate becoming **Weary**.

RESOLVING ATTACKS: Adventurers attack by rolling a Feat die plus Success dice equal to their Combat Proficiency with the weapon used. The roll succeeds if it matches or exceeds their **STRENGTH Target Number** plus the foe's **Parry** rating, causing the foe to lose Endurance equal to the weapon's damage.

An attack with a Long Sword causes a 5-point Endurance loss (before any special damage from **T** icons).

SPECIAL DAMAGE (p 99)



If your attack succeeds and you roll one or more **T** icons, use them to trigger special results. Multiple **T**s can be used to trigger different results *or the same one multiple times*.

- **Heavy Blow** (*any weapon*) Inflict additional Endurance loss equal to your **STRENGTH** rating (+1 if using a 2-handed weapon or bow).
- **Fend Off** (*close combat weapons*) Modify your **Parry** rating by +3 for Spears, +2 for Swords, +1 for Axes/Brawling for this round.
- **Pierce** (*bows, spears and swords*) Modify the Feat Die result by +3 for Spears, +2 for Bows and +1 for Swords to achieve a Piercing Blow.
- **Shield Thrust** (*shields*) If your **STRENGTH** exceeds your foe's Attribute Level, push back your target and cause them to lose (1d).

PIERCING BLOW: When the Feat Die rolls a 10 or a **P** on a successful attack, the target must succeed in making a **PROTECTION** Test to avoid suffering a Wound. Adversaries are killed outright when Wounded; those with **MIGHT** of 2 or greater require that many Wounds to kill.

AVOIDING DAMAGE (p 99)

KNOCKBACK: Once per round, you may choose to be knocked back to halve the damage from an attack against you (round fractions up). Your next main action will be spent recovering your fighting position.

PROTECTION TEST: To block a Piercing Blow, roll a Feat Die plus Success dice equal to your armor's **PROTECTION** value, using the Injury rating of your foe's weapon as the target number.

weapon	damage	injury	notes
Long Sword	5	16 (1h)/18 (2h)	Can be used 1 or 2-handed

You need to roll 18 or better to avoid suffering a Wound after a Long Sword used 2-handed deals a Piercing Blow.

Fellowship phase

Unlike the Adventuring Phase, here the Loremaster follows as players narrate in detail what their heroes do and elaborate their stories and ambitions. While not necessarily limited to activities with a direct game effect, their undertakings must not introduce new background information better suited to an Adventuring Phase, such as exploring a location they have never visited before or meeting personalities they have yet to encounter.

SET DURATION: A Fellowship Phase should last a minimum of one week to as long as an entire winter season (*Yule*) to represent time adventurers spend relaxing or busying themselves with their own personal work or studies.

CHOOSE DESTINATION: The players decide where the Company will spend the Fellowship Phase, choosing a place they have already visited within a reasonable distance from where they were adventuring. The journey itself takes place 'behind the scenes' unless players wish to play out the details. *For the Yule fellowship phase, in most cases the company disbands as each member returns home to be with family and folk.*

PERFORM UPDATES: Players spend Experience points to hone their abilities and increase their Valour or Wisdom and remove a number of Shadow points if their accomplishments were sufficiently noteworthy (see next page).

CHOOSE UNDERTAKINGS: The Company selects one or more undertakings from the list, calculated differently for **ordinary** or **Yule** Fellowship Phases.

- ◆ **Ordinary:** The Company chooses a single regular undertaking.
- ◆ **Yule:** *Each player chooses either a regular or Yule undertaking. If selecting a regular undertaking, it must be different from any chosen by other players.*

The Company is also entitled to choose one additional free undertaking based on the Callings represented among its members.

CHANGE USEFUL ITEMS: Players are free to change their adventurer's Useful Items, respecting the number allowed by their current Standard of Living.

UNDERTAKINGS

GATHER RUMOURS (free for Companies with a **Warden**)

Receive a rumour from the Loremaster that may prove useful in the Company's adventures.

MEET PATRON (free for Companies with a **Messenger**)

Meet one of the Company's friends and allies when spending the Fellowship Phase in a location where that individual can be found, and if the Patron is available for a meeting.

PONDER STORIED AND FIGURED MAPS (free for Companies with a **Scholar**)

Until the next Fellowship Phase, add +1 to all Feat die rolls made on the Journey Events Table.

STRENGTHEN FELLOWSHIP (free for Companies with a **Captain**)

Raise the Fellowship rating by +1 until the next Fellowship Phase.

STUDY MAGICAL ITEMS (free for Companies with a **Treasure Hunter**)

Learn the qualities of all **Marvelous Artefacts** and **Wondrous Items** in the Company's keeping.

VISIT THE TREASURY (Page 164)

Return home to leave a piece of war gear enhanced by one or more Rewards as a gift to your folk; for each Reward it possesses, activate a quality on a Famous Weapon or Armour.

WRITE A SONG (free for Companies with a **Champion**)

Compose a Lay (for Councils), a Song of Victory (for Combat), or a Walking-song (for Journeys).

YULE UNDERTAKINGS

HEAL SCARS Spend 5 Adventure points to remove 1 Shadow Scar you previously gained from opting to **HARDEN WILL** (page 137).

RAISE AN HEIR Spend up to 5 Treasure and an equal number of Adventure points to raise your heir's starting Previous Experience reserve by 1 for each Adventure point spent.

RECOUNT A STORY Replace a Distinctive Feature with a new trait, choosing one that you displayed in the narrated episode, either from the list on page 67 or one of your own creation.

SEEK A LORE-MASTER (Page 164) Learn the qualities of a **Famous Weapon or Armour** by visiting an appropriate location and choosing the **MEET PATRON** undertaking.

ADVANCEMENT

Players earn two types of Experience points – **Skill points** and **Adventure points** – at the end of each session or at the end of the Adventuring Phase. During the Fellowship Phase, they can spend these points to improve their adventurers' abilities or acquire new ones, recover from the effects of the Shadow, and prepare a worthy successor to take their place in due time (by choosing the **RAISE AN HEIR** undertaking during a Yule Fellowship phase). Players record Skill points and Adventure points on their character sheet. Unused points can be saved for a future Fellowship phase.

EXPERIENCE

TRAINING

new Skill Level attained	skill point cost
1	4
2	8
3	12
4	20
5	26
6	30

ACCRUING POINTS: Players earn 3 Skill points and 3 Adventure Points for every gaming session they attend, assuming a three-hour session. For a more granular rate (p 57), figure 1 Skill point and 1 Adventure point per hour of play (or 1.5 points of each type per hour, if a group covers a lot of ground quickly). *note that at yule, each adventurer also earns bonus skill points equal to their WITS.*

TRAINING: Players hone their adventurers' abilities by spending Skill points to gain a new or additional rank in any of their **Skill** ratings.

GROWTH: Players manifest the confidence, respect, and combat ability their adventurers gain through their accomplishments by spending Adventure points to gain or add a new rank in one or more **Combat Proficiencies** and to gain a new rank in either **VALOUR** or **WISDOM**.

GROWTH

new Combat Rank	Wisdom or Valour	Adventure point Cost
1	-	4
2	2	8
3	3	12
4	4	20
5	5	26
6	6	30

SPIRITUAL RECOVERY

REMOVING SHADOW: If the preceding Adventuring Phase resulted in a positive outcome in the fight against the encroaching Shadow, the Loremaster may allow Companions to remove 1 to 3 Shadow points based on how noteworthy their accomplishments are deemed to be:

- ◆ 1 point if their efforts *marginally interfered* with the return of the Shadow
- ◆ 2 points if they *actively hindered or damaged* the Enemy
- ◆ 3 points if the Company's feats *gained the attention* of the Dark Lord or one of his servants

RESTORING HOPE: During a non-Yule Fellowship phase, adventurers regain Hope equal to their **HEART** score. At any time, adventurers whose Shadow total does not yet match their maximum Hope score may **HARDEN WILL** (p137) to replace all current Shadow with a single Shadow Scar, which acts as a permanent Shadow point.

HEARTH AND HOME: *at yule, adventurers return home and regain all hope points. if they select the HEAL SCARS undertaking, they may also spend 5 adventure points to remove one shadow scar (p 121).*

JOURNEY BASICS

PRELIMINARIES: Using the Player's map, the Company shows the Loremaster the route they intend to follow from where they are at the start of the journey to the location chosen as their destination. The Loremaster determines the precise route on the Loremaster map, accounting for terrain, and counts hexes other than the starting hex to determine journey length. One adventurer serves as the **Guide**, while the rest fill the other three **JOURNEY ROLES** – **Scout**, **Look-out**, and **Hunter** – doubling up roles or sharing them as needed.

MARCHING TESTS: The Guide rolls **TRAVEL**. If successful, the first event occurs 3 hexes away (plus 1 for each **7**); if it fails, the event occurs 2 hexes away (1 hex away in Autumn or Winter).

DETERMINE TARGET AND EVENT: Roll a Success die on the **EVENT TARGET** table. Then roll a Feat die on the **JOURNEY EVENT** table to determine the consequences. The roll is Favoured if the event takes place in Border Lands, unmodified in Wild Lands, and Ill-Favoured in a Dark Land.

RESOLVE THE EVENT: One adventurer in the targeted role rolls the named Skill (possibly with Support from another covering the same role). For an event in Hard Terrain, lose (1d) on the Skill test; for one along a road, gain (1d). The 'target' for negative Consequences is the adventurer who made the roll (and anyone who gave Support as well). Record any Fatigue gained on the Journey Log.

FURTHER EVENTS: Roll another Marching Test if the Company has yet to reach its destination.

JOURNEY ROLES

Guide	In charge of all decisions concerning route, rest, and supplies.
Hunter	In charge of finding food in the wild.
Look-out	In charge of keeping watch.
Scout	In charge of setting up camp, opening new trails.

EVENT TARGET

DIE ROLL	TARGET	SKILL TEST
1-2	Scouts	EXPLORE
3-4	Look-outs	AWARENESS
5-6	Hunters	HUNTING

JOURNEY EVENT

DIE ROLL	EVENT	CONSEQUENCES	FATIGUE
	Terrible Misfortune	If the roll fails, the target is Wounded.	3
1	Despair	If the roll fails, everyone in the Company gains 1 Shadow point (Dread).	2
2-3	Ill Choices	If the roll fails, the target gains 1 Shadow point (Dread).	2
4-7	Mishap	If the roll fails, add one day to the length of the journey, and the target gains 1 additional Fatigue.	2
8-9	Short Cut	If the roll succeeds, reduce the length of the journey by one day.	1
10	Chance-meeting	If the roll succeeds, Fatigue gained is 0 and the Loremaster improvises an encounter favouring the Company.	1
	Joyful Sight	If the roll succeeds, all Company members regain 1 Hope.	—

JOURNEY'S END

ARE WE THERE YET?

A journey continues until the Guide's Marching Test result matches or exceeds the number of hexes left between the Company's current position and their point of arrival, bringing the journey to an end. However, when an unexpected occurrence along the route engages the Company in a different activity for a significant amount of time, the Loremaster adjudicates whether this ends the journey or not.

PERILOUS LOCATIONS

Certain locations in the Hex-map display a numerical value denoting their **Peril rating**, i.e. how dangerous they are to traverse. These are areas that are particularly hard to cross, such as thick woodland, steep mountain passes, treacherous marshes, or other hazardous terrain.

When a Marching roll would lead the Company into or across a Perilous Area, follow these steps:

1. The Company stops in the Perilous Area as soon as it enters.
2. To leave the area, they must face a number of Events equal to its **Peril rating** (all normal rules apply). Supplements may provide special Journey Events Tables based on specific Perilous Areas.
3. Once all Events have been resolved, continue the journey normally, resuming **Marching tests** from the first hex outside the boundaries of the Perilous Area along the journey path.



JOURNEY LENGTH

To calculate precisely how long the Company has been travelling, count the number of hexes in the Company's journey path on the region map, adding one extra day for each hex indicating hard terrain (hills, woods, marshes, etc.) to arrive at a total length in days.

FORCED MARCH: To make haste, the members of a Company can march for more hours each day than they would otherwise dare. In game terms, this means counting one day per two hexes traveled (instead of one day per hex), but **each Player-hero incurs 1 additional point of Fatigue for each day of forced march.**

MOUNTS: If the entire Company is travelling on horseback along roads and good paths, **halve the journey length calculated above** (rounding up) to give the number of days travelled. The Loremaster should consider whether certain areas, like heavily wooded regions, preclude the Company proceeding on horseback at all.

TRAVEL FATIGUE

Record any Fatigue gained from events on the Journey Log. At the journey's end, adventurers with a mount reduce their Fatigue by its Vigour rating (p 50). All adventurers can further reduce Fatigue by 1 with a successful **TRAVEL** roll, plus 1 more for each **7**. Any remainder is transferred to their character sheet. Then, remove 1 point for every Prolonged Rest they take in a sheltered and safe refuge.

COUNCILS

PRELIMINARIES: To qualify as a council, a meeting must be a formal gathering during which the stakes are high and from whose outcome the Company stands to win or lose something valuable. **Before a Council begins, the Company should agree on what they hope to achieve from it.**

- To achieve their goal in a council, the Company must achieve a number of successes matching the Resistance value set by the Loremaster in step 1, within a time limit (a limited number of attempts) established in step 2. Consequences flow from the rolls made in step 3.

1. SET RESISTANCE (p 105)

The Loremaster sets Resistance by weighing the importance of the Company's goal against the motivations and expectations of the folk they are encountering, yielding a Resistance of 3, 6, or 9. The Resistance rating provides the basis for the Council's time limit.

REASONABLE REQUEST The folk encountered lose nothing by helping the Company, or gains something of equal value	3
BOLD REQUEST The Company profits more than the folk encountered	6
OUTRAGEOUS REQUEST The Company bids the folk encountered do something dangerous or with scant possibility of reward	9

2. INTRODUCTION (p 106, 108)

The Company elects a spokesperson to present themselves to the folk encountered, making an **AWE**, **COURTESY**, or **RIDDLE** Skill roll to determine the Council's time limit.

- ◆ If the roll is a success, time limit is 4, + 1 for each **✓** icon rolled.
- ◆ On a failure, the time limit is 3, and the botched introduction means the Council will end in **Disaster** if the Company fails to roll successes to match the Resistance (see Consequences, right).

3. INTERACTION (p 18, 106-107)

Players describe their conduct and then make appropriate Skill rolls to accumulate enough successes to match or exceed the Resistance rating. **ENHEARTEN**, **INSIGHT**, **PERSUADE**, **RIDDLE**, and **SONG** typically serve here. On a success, **✓** icons yield additional successes.

BONUSES AND PENALTIES: If the folk encountered are Reluctant, lose (1d); if they are Open, there is no modifier; if they are Friendly, gain (1d). Also, if a delivered speech touches topics relevant to the Company's goal and that are deemed important by their audience, the Loremaster can grant a (1d) or even (2d) bonus on their Skill roll.

CONSEQUENCES (p 108)

SUCCESS: The Company reaches the number of successes equal to the Council's Resistance, achieving their stated goal for the Council.

FAILURE, OR SUCCESS WITH WOE: If the Company fails to match or beat the Resistance rating within the time limit, they can choose to simply fail, and be refused what they asked for, OR, with the approval of the Loremaster, they can opt to achieve their goal, but at a price.

DISASTER: The Company score no successes, or fail to match the Resistance after a botched Introduction. The Company is now seen as a threat by the audience and may end up imprisoned or attacked.

ADVERSARIES

COMBAT DYNAMICS

Adversaries follow different rules from those that define how adventurers fight.

- ◆ **NO STANCE:** When it is the enemies' turn to attack, resolve adversary actions in stance order of the adventurers with whom they are engaged (see page 98). Those standing back unengaged resolve their actions last (e.g. attacking with a ranged weapon).
- ◆ **PARRY MODIFIER:** When adventurers roll for an attack, they add the adversary's **PARRY** rating to their **STRENGTH** TN to determine the threshold for success.
- ◆ **MULTIPLE ATTACKS:** Adversaries may make a number of attacks equal to their **MIGHT**, either against the same or different foes.
- ◆ **FELL ABILITIES:** Unless otherwise noted, an adversary may use **HATE** or **RESOLVE** points equal to their **MIGHT** each round to activate Fell Abilities in addition to attacking.

HATE/RESOLVE

Instead of **HOPE** points, servants of the Enemy and monstrous creatures have **HATE** points equal to their Attribute Level, while Evil Men and non-monstrous creatures have **RESOLVE** points.

- ◆ **BONUS DICE:** A creature may spend a point to gain (1d) on an attack roll or Protection test.
- ◆ **WEARINESS:** A creature that begins a round with no **HATE** or **RESOLVE** points is Weary.



For thematic purposes, Loremasters may wish to switch the meaning of the special icons on the Feat Die so that an

ENDURANCE AND WOUNDS

An adversary's Endurance measures its resistance to the exhaustion of combat and harm.

- If its Endurance is reduced to zero, an adversary is out of the fight. *At the Loremaster's discretion, it could be still barely alive when combat ends, and might even survive if rescued.*
- Adversaries may not opt to be knocked back to reduce damage taken.
- A creature is slain outright if it sustains Wounds equal to its **MIGHT**.

SPECIAL DAMAGE



When an adversary's successful attack roll produces one or more

- **Heavy Blow:** The attack inflicts an additional Endurance loss equal to the Attribute Level of the attacker. *All adversaries can choose to trigger this result.*

Other special damage options are indicated in a creature's stat block and may only be invoked for a specific attack type among its Combat Proficiencies (e.g. Troll crush attacks can Seize).

- **Pierce:** The adversary scores a well-aimed strike, modifying the Feat die result of the attack roll by +2.
- **Seize:** The adversary holds on to its target, who can only fight in a Forward stance making Brawling attacks. Seized heroes may free themselves by spending a
- **Break Shield:** The attack destroys the target's shield (unless it has a Reward or magical enchantment), eliminating its Parry bonus.

hoards

A Hoard is any source of Treasure points encountered by the Company when exploring caverns, lairs, and old ruins. Typically, the Company should find a maximum of two Hoards during an Adventuring phase: a lesser and a greater, or one marvelous one.

HOARD VALUE: Roll 1-3 Success dice as indicated and multiply the result by the number of heroes in the Company. This value in Treasure points represents an unspecified amount of silver, gold, and gems. Use the tables provided to create an item at the moment it is found, or to design it carefully beforehand.

PRECIOUS OBJECTS

For more specificity, craft one or more unusual finds, assigning each one Treasure points out of the total generated for the Hoard. The Loremaster is encouraged to enrich the description of all Precious Objects or spend some time imagining rich backstories, which may be revealed to a player choosing the Meet Patron undertaking during a Fellowship Phase. *A few hints pointing to a tragic or heroic heritage is more than enough to evoke the right mood.*

MAGICAL TREASURE

After the Company has apportioned shares of the treasure, roll a Feat die the indicated number of times to see if anything of exceptional quality was found. For each  or  result, roll on the Magical Treasure table to find out exactly what each piece is.

CARRYING CAPACITY: Adventurers increase their Load by 1 for each point of Treasure, Marvellous Artefact, or Wondrous Item they carry. Weapons and armour add their usual Load (p 100).

HOARD TABLE

RATING	EXAMPLES	VALUE PER HERO	MAGICAL TREASURE
Lesser	Bandits' hoard, goblin plunder, solitary troll's loot	Roll 1 Success die	Roll Feat die twice
Greater	Old hoard, Dwarf-hoard	Roll 2 Success dice	Roll Feat die four times
Marvellous	Ancient hoard, Dwarven city's treasure trove, or dragon-hoard	Roll 3 success dice	Roll Feat die six times

PRECIOUS OBJECTS TABLE

1: FORM	2: MAIN MATERIAL	3: CRAFTSMANSHIP
1 Jewel (single gem)	1 Pearl	1 Mannish, Westernesse
2 Brooch	2 Sapphire	2 Elven, Eregion
3 Necklace	3 Ruby	3 Dwarven, Khazad-dûm
4 Circlet or crown	4 Amethyst (pink to purple)	4 Dwarven, Erebor
5 Belt, chain, or armband	5 Roll again below (A)	5 Dwarven, Beleriand
6 Ring	6 Roll again below (B)	6 Elven, Beleriand

A: 1-2 Adamant (diamond); 3-4 'white gem'; 5-6 clear crystal

B: 1-2 Emerald; 3-4 'green gem'; 5-6 green crystal

MAGICAL TREASURE TABLE

DIE ROLL	NATURE OF THE FIND	DESCRIPTION	IF FOUND ON AN 
1-3	Marvellous Artefact	Enchanted object graced by a single Blessing	Gain 1 Shadow (Greed)
4-5	Wondrous Item	Enchanted object possessing two Blessings	Gain 2 Shadow (Greed)
6	Famous Weapon or Armour	Weapon or suit of armour of superior make	Gain 3 Shadow (Greed)

TREASURE INDEX

Finding a magical item should represent a major turning point in a campaign with definite consequences on a hero's future. Having a list detailing all magical items that can become part of the campaign allows the Loremaster to check exactly what has been brought to light when a Magical Treasure roll yields a **Y** or **W**. Marvellous Artefacts and Wondrous Items should also be rare and unique, lest their worth be diminished for players.

PARAMETERS: When compiling a Treasure Index, include as many Marvellous Artefacts as desired and specify precisely the number and nature of any Wondrous Items and Famous Weapons and Armour to be found (ideally, 1-3 Wondrous Items and 1-3 pieces of war gear per adventurer).

ENCHANTED OBJECTS: Roll a Success die twice to select first a Skill group from the **Blessings Table** and then the affected Skill. If the object is a Wondrous Item, roll again to discover its second Blessing.

- ◆ The bearer gains (2d) when making rolls using the Skill indicated by an enchanted object's Blessing, or may instead spend a point of Hope to achieve a **Magical Success** with that Skill (see page 21).
- ◆ An object's capabilities may not be readily apparent upon discovery and may require a player to choose the **Study Magical Items** undertaking during a Fellowship Phase to ascertain them.

BLESSINGS TABLES:

1: PERSONALITY

1-2	AWE (ring, cloak, circlet, collar, belt, weapon sheath, staff, war-horn)
3-4	ENHEARTEN (ring, cloak, weapon sheath, staff, war-horn)
5-6	PERSUADE (ring, cloak, circlet, collar)

2: MOVEMENT

1-2	ATHLETICS (rope, boots, shoes)
3-4	TRAVEL (staff, belt, boots)
5-6	STEALTH (ring, cloak, shoes)

3: PERCEPTION

1-2	AWARENESS (ring, circlet, collar)
3-4	INSIGHT (ring, circlet, collar)
5-6	SCAN (ring, circlet, staff)

4: SURVIVAL

1-2	HUNTING (belt, hunting horn, staff)
3-4	HEALING (unusual, as potions and salves quickly lose their virtue)
5-6	EXPLORE (boots, staff, coil of rope)

5: CUSTOM

1-2	COURTESY (ring, circlet, pair of studs)
3-4	SONG (ring, musical instrument)
5-6	RIDDLE (ring)

6: VOCATION

1-2	CRAFT (ring, crafting tool)
3-4	BATTLE (crown, ring, staff, war-horn - rare, as it usually pertains to weapons)
5-6	LORE (mirror, book, seeing-stone)

FAMOUS WAR GEAR

ARMOUR, HELMS, AND SHIELDS

ANCIENT CLOSE FITTING (ARMOUR, HELM)

D Add 3 or your VALOUR rating to your PROTECTION roll, whichever is higher.

ANCIENT CUNNING MAKE (ARMOUR, HELM, SHIELD)

D Lower the item's Load rating by 3 points or your VALOUR, whichever is higher.

MITHRIL ARMOUR (MAIL ARMOUR)

D A mithril mail shirt has Load 3; a mithril coat of mail has Load 6.

RUNE-SCORED (ARMOUR, HELM, SHIELD)

D Armour: Ignore being Weary or Miserable when you make a PROTECTION roll.

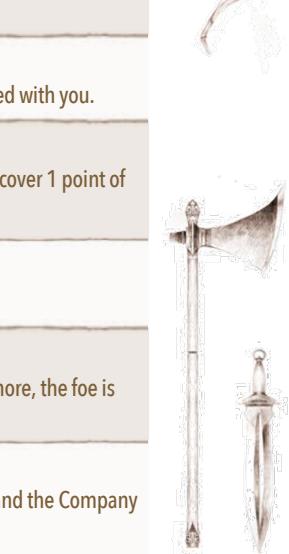
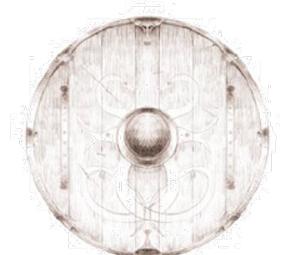
D Helm: Ignore being Weary or Miserable when you make a Combat Task Skill roll.

D Shield: Adversaries attacking you roll attacks as if Weary.

SUPERIOR REINFORCED (SHIELD)

E Increase Parry rating by 1, or by VALOUR rating vs. a Bane creature.

D Increase Parry rating by 2.



CLOSE COMBAT WEAPONS

FOE-SLAYING

E A Bane creature's PROTECTION roll is Ill-favoured against Piercing Blows from this weapon. If it was already Ill-favoured, score an automatic Wound instead.

CLEAVING

D When this weapon kills a foe, you can immediately attack a second foe engaged with you.

FLAME OF HOPE

D When this weapon hits a foe, all members of the Company (including the bearer) recover 1 point of Endurance, plus 1 for each **C** icon rolled.

GLEAM OF TERROR

D When this weapon hits a foe, the target loses 2 points of Hate or Resolve.

HAMMERING

D When this weapon deals an Endurance loss of twice a foe's Attribute Level or more, the foe is knocked back and must spend its next main action to stand up.

LUMINESCENCE

E This weapon's blade shines with a pale, cold light when Bane creatures are nearby and the Company automatically succeeds on all rolls to avoid being ambushed by such creatures.

1. Choose Item Type: what piece of war gear are you designing?

2. Determine Craftsmanship:

D Dwarven, **E** Elven, or **N** Númenórean

3. If of Elven make, select one **Bane**; if Númenórean, select two.

4. Pick up to three Attribute Qualities from basic Rewards (p 79) and the Enchanted Rewards listed on this sheet (p 165-167).

5. Name the item.

RANGED WEAPONS

BITING DART

E Inflict a loss of 1 Hate or Resolve, or 3 points if your foe is a **Bane** creature.

STRAIGHT FLIGHT

D The bearer enjoys a clean shot, ignoring any modifiers due to complications.

HOLLOW STEEL (BOW only)

N Unless surprised, the bearer may always make one additional opening volley with this bow, even when none are allowed.

ANY WEAPON

SUPERIOR FELL

E Increase the weapon's Injury rating by 4.

N Increase Injury rating by 2, or by VALOUR rating vs. a **Bane** creature, if higher.

SUPERIOR GRIEVOUS

D Increase the weapon's Damage rating by 2.

N Increase Damage rating by 1, or by VALOUR rating vs. a **Bane** creature.

SUPERIOR KEEN

D The weapon scores a Piercing Blow on a result of 8+ on the Feat die.

E The weapon scores a Piercing Blow on a result of 9+, or a result of 10 minus your VALOUR rating against a **Bane** creature.

RUNE-SCORED

D The bearer ignores the effects of being Weary or Miserable when rolling an attack with this weapon.

The Eye of Mordor

The stature of a Company increasingly attracts the notice of wicked things. The Eye Awareness score allows the Loremaster to measure the attention that the Enemy reserves for the Player-heroes, ebbing and flowing based on their actions and wandering, until they are revealed to Him.

SETTING EYE AWARENESS

When an Adventuring phase begins, calculate the Eye Awareness score according to who is in the Company and what Famous War Gear they possess.

- Apply *only the highest* score from the **COMPANY COMPOSITION** table, based on which Heroic Cultures are included in the Company (*Loremaster characters journeying with them are not normally considered for this purpose*).
- Then, add 1 for each Companion with **VALOUR** 4 or higher and 1 for each Famous Weapon or Armour carried by members of the Company.

Increase Eye Awareness during the Adventuring phase per the **DRAWING THE EYE** table. (*Note most increases occur outside of combat.*) Suspend the tally once a Fellowship phase begins and then reset it afresh for the next Adventuring phase.

The Hunt

The Company's location on the **REGION TABLE** determines the Hunt threshold, plus applicable modifiers. When the Eye Awareness score matches or exceeds this total, it triggers a Revelation episode, representing the Enemy's capacity to focus the hostility of the world itself towards the heroes. Improvise what consequence befalls them, or hold off until an appropriate situation.

- Weigh current circumstances and choose a course of events that will change the Company's predicament for the worst: servants of the Enemy act to thwart the heroes' plans, an accident caused by the ill-will of another unfriendly power, or simply a sinister stroke of bad luck.
- As soon as you have played out a Revelation episode, the Company is considered to be hidden again, and the Eye Awareness level is set back at its starting level.

DRAWING THE EYE

	INCREASE
Rolling an  (outside of combat)	1
... in especially dramatic or grave circumstances	2
... in a safe place	0
Shadow Gain (outside of combat, per point of Shadow)	1 - 3
Using Magic (proportional to magical effect)	
Lesser effects (conjuring magical light or opening a locked door)	1
Major spells (lighting a fire in a storm, blocking a door against a foe)	2
Powerful spells (lightning strike, swelling a river's waters with rage)	3

REGION TABLE

	COMPANY COMPOSITION	SCORE
Border Land	Only Hobbits or Men	0
Wild Land	One or more Dwarves	1
Dark Land	One or more Dúnedain or Elves	2
	One or more High Elves	3

HUNT THRESHOLD MODIFIERS

+4	The Company is protected by the blessing of a Wizard, or another powerful Loremaster character
+2	The Company is travelling under false names, treading paths that are seldom trodden, or taking actions to be discreet and unobtrusive
-2	The Company has gained great renown in the area thanks to some exceptional deed
-4	The Enemy actively seeks the Company or knows their mission or goal