

The logo for 'The One Ring Roleplaying Game' is centered on a dark green, textured background. It features the word 'the' in a small, elegant font above the word 'ONE RING' in a large, ornate, golden font. Below 'ONE RING' is the text 'ROLEPLAYING GAME' in a smaller, golden font. The entire title is enclosed in a decorative, dark brown frame with intricate Celtic knotwork patterns. A diamond-shaped element is superimposed over the center of the frame, containing the word 'the' and the 'O' of 'ONE RING'.

the  
ONE RING™  
ROLEPLAYING GAME



THE ONE RING: REVISED EDITION  
CLARIFICATIONS AND AMENDMENTS





This document details the major clarifications and amendments that were made to the revised edition of *The One Ring Roleplaying Game*. Existing text that has been altered between editions is marked in red. Where an entire section is new, the heading is instead marked in red.

### **Adventurer's Guide, p37, Barding Cultural Blessing**

- When making a **test using Valour**, Barding characters can roll the Feat die twice, and keep the best result.

### **Adventurer's Guide, p43, Beorning Cultural Blessing**

Beornings fight like cornered animals: when they see their own blood they are filled with a red wrath.

- During combat, a **Wounded Beorning ignores the effects of being Weary (whether he was injured during the same fight or not)**.

### **Adventurer's Guide, p55, Elven Cultural Blessing**

...the Wood-elves lingered in the twilight of our Sun and Moon but loved best the stars; and they wandered in the great forests that grew tall in lands that are now lost.

While fond of the Sun, the Elves of Mirkwood find themselves at greater ease under moonlight or starlight, or among the shadows of a forest; their senses are keener, their motions exceedingly sure and graceful.

- When an Elf of Mirkwood is inside a forest or under the earth, or it is night, **his Attribute bonuses are based on his favoured rating in all rolls involving the use of a Common skill**.

### **Adventurer's Guide, p70, Woodmen Fairy Heritage**

Favoured Skill: **Awareness**

### **Adventurer's Guide, p76, Travelling Gear**

Winter and autumn gear (in the cold months of the year): thick warm clothes (jackets, fur-lined cloaks), blankets, water, food. Winter travelling gear for one character has an Encumbrance rating of 3.

Summer and spring gear (in the warm months of the year): light clothes and cloaks, blankets, water, food. Summer travelling gear has an Encumbrance rating of 2.

### **Adventurer's Guide, p76, Small-sized Heroes**

Due to their reduced size, Hobbits and Dwarves cannot use larger weapons effectively. Dwarves fare somewhat better than Hobbits, as they are usually taller and their work as miners and smiths endows them with powerful arms and shoulders. The weapons available to Hobbits and Dwarves are as follows:

Dwarves: short sword, **sword**, axe, great axe, spear, mattock, dagger, bow.

Hobbits: short sword, axe, spear, dagger, bow.

Additionally, Dwarves and Hobbits cannot use a great shield.

### **Adventurer's Guide, p103, Distinctive Features**

#### **Small**

**You stand half the height of a grown man and are easily overlooked.**

### **Adventurer's Guide, p105, Spending Hope**

**Note that a character who has a Shadow rating of 0 does not become Miserable when his Hope is reduced to 0.**

### **Adventurer's Guide, p106, Fellowship Focus**

A player-hero recovers one point of Hope at the end of a session if his Fellowship focus **didn't become Wounded, Poisoned, Miserable, or was harmed in any other way the Loremaster considers serious (such as imprisoned by Orcs) during play**, and is in the same location as them.

### **Adventurer's Guide, p120, Character Development**

In *The One Ring*, characters **earn Advancement points during play that will let them develop their Common skill scores, and gain Experience points at the end of every session, to spend them to improve their abilities or to acquire new ones.**





### **Adventurer's Guide, p120, Advancement Points**

During the Adventuring phase, heroes can achieve extraordinary feats and grow in prowess as a result. In gaming terms, they may be granted a number of Advancement points.

Advancement points are used by players to develop their Common skill ratings during the Fellowship phase.

The rules for awarding Advancement points are detailed in the *Loremaster's Guide*, but these are the general principles:

- A player can be awarded 1 Advancement point when he uses a Common skill and succeeds.
- When this happens, the player records it on the character sheet by putting a 'check mark' on one of the circles to the right of the Skill group that the skill used belongs to.
- Since there are only 3 circles, player-heroes may earn up to a maximum of 3 points in each Skill group in the course of an Adventuring phase.

When the Adventuring phase is over, all points are accounted for and the check marks are erased from the character sheet. The number of Advancement points received is kept track of on the back of the character sheet, in the appropriate box.

### **Adventurer's Guide, p120, Experience Points**

The rules for awarding Experience points are detailed in the *Loremaster's Guide*, but the general principles are summarised here:

- Players gain Experience points at the end of every gaming session they attend.
- They gain more points if they are considered to have progressed towards their company objective.
- A number of bonus Experience points are awarded at the end of the Adventuring phase.

### **Adventurer's Guide, p127, Great Strength**

If the **total Encumbrance of your carried gear** is equal to or less than 12, when you are fighting in a close combat stance, you receive a bonus of +3 to your Parry score.

### **Adventurer's Guide, p130, Shadow Bane**

When you are fighting in a Forward stance (see page 168) against servants of the Shadow (including Spiders, Orcs, Trolls and Evil Men), add one Success die to all your attack rolls (up to a maximum of 6).

### **Adventurer's Guide, p131, Brave at a Pinch**

When you spend a point of Hope to invoke an Attribute bonus, you additionally cancel all penalties enforced from being Weary for that action.

### **Adventurer's Guide, p132, Tough in the Fibre**

When you are allowed to take a prolonged rest in a safe place (not 'on the road'), you recover your health at a prodigious pace, whether you are hurt or simply tired.

If you are Wounded and your injury hasn't been treated you recover 2 Endurance points; if you are Wounded and your injury has been treated successfully, you recover 4 Endurance points; if you are uninjured, you recover 3 Endurance points plus your favoured Heart rating.

When you are travelling, you recover normally (the reduced recovery rates found on page 11 do not apply to you).

### **Adventurer's Guide, p134, Staunching Song**

At the end of a fight, ~~if you have been Wounded~~, you may roll Song against TN 14.

### **Adventurer's Guide, p138, Tower Shield**

When you are using a Tower shield, your Parry bonus gets an additional +3 against ranged weapons.





### **Adventurer's Guide, p138, Giant-slaying Spear**

When you attack creatures greater than human-sized, the Damage rating of the Giant-slaying Spear is raised by +4.

### **Adventurer's Guide, p138, Noble Armour**

When wearing Noble armour at an encounter you receive one free Encounter advantage bonus die. Additionally, your Valour and Wisdom scores enjoy a bonus of +3 as far as calculating Tolerance is concerned.

### **Adventurer's Guide, p139, Axe of the Azanulbizar**

When you are attacking an enemy with an Attribute level of 7 or less, if you get a  $\Psi$  on the Feat die using this axe, your opponent is made Weary for the remainder of the combat.

### **Adventurer's Guide, p140, Bow of the North Downs**

When making a ranged attack using a Bow of the North Downs, add to your rolls a bonus of +3, or your Valour rating (whichever is higher).

### **Adventurer's Guide, p140, Bearded Axe**

If you roll a great or extraordinary success on an attack using a Bearded Axe, you may choose not to apply your Damage rating to smash your opponent's shield OR disarm him instead.

### **Adventurer's Guide, p140, King's Blade**

If you roll a great or extraordinary success on an attack using a King's blade, spend 1 point of Hope to automatically inflict a Piercing blow.

### **Adventurer's Guide, p140, Shepherds-Bow**

If you roll a great or extraordinary success on an attack using a Shepherds-bow, you inflict extra damage equal to your basic Heart rating.

### **Adventurer's Guide, p145, Recover Endurance**

The recovery rates listed here concern companions enjoying a night's sleep in a safe place. Travelling companions recover poorly, until they find a proper refuge (see Recovering Endurance while Travelling).

### **Adventurer's Guide, p152, New Player Options**

*The following rules for Preliminary Rolls replace the rules for Combat Advantages and Planning Ahead for a Journey.*

#### **Preliminary Rolls**

Adventurers learn fast that if they want to survive when out in the Wild, they better be prepared, whether they are leaving to go on a journey, or when facing the enemy in combat, or even when meeting strangers in an encounter upon the road.

At the beginning of any one of the three main heroic ventures (journey, combat and encounter), all players are entitled to make a preliminary skill roll against TN 14 to determine their character's preparedness.

Every type of heroic venture targets a specific skill (see below), but the results are interpreted in the same way: based on the quality of the result, every successful roll grants a hero a number of bonus Success dice (advantages) to use in the coming endeavour.

Each ordinary success grants the player one Success die, a great success grants two dice, while an extraordinary success grants three dice.

#### **How to use bonus Success dice**

Heroes may spend their bonus Success dice to boost their rolls during the ensuing endeavour.

When a player is about to make a roll, he may add one bonus Success die to the roll. To add the die, he may spend one of his own bonus dice, or another player may spend it to give it to him.

Commonly, heroes spend their bonus Success dice on their Travel rolls when journeying, on their attack rolls or Protection tests when fighting, and on any useful roll during encounters.





During the same turn, a player may spend one or more of the dice in his reserve at any time (for his own roll or to help others), but any roll may be modified by a maximum of one bonus Success die.

### **Journey Advantages**

When the fellowship has chosen the road they intend to follow to reach their destination, all players may make a roll of Lore to check if their characters know something useful about the lands they are going to traverse.

Every successful Lore roll grants a hero a number of bonus Success dice to use during the journey – the companion leaves with the proper gear, or having planned the most appropriate course, or having listened to the best counsellors.

### **Combat Advantages**

Before combat at close quarters is joined, all players may make a roll of Battle to determine if their characters spot features of the battleground that may be exploited to gain an edge over their foes.


Every successful Battle roll grants a hero a number of bonus Success dice to use during the ensuing fight – the hero will exploit the battlefield or the weather conditions to gain an edge, for example repairing to a convenient spot to cover his back, or kicking a fire to raise a cloud of sparks at the right moment.

### **Encounter Advantages**


At the beginning of an encounter, all players may attempt an Insight roll to determine if their characters are able to divine the most appropriate course of action.

Every successful Insight roll grants a hero a number of bonus Success dice to use during the ensuing encounter – the companion evaluates the people he is facing, trying to glean useful information from their disposition and behaviour.

### **Adventurer's Guide, p154, Travelling Companions**

The duty chosen for a character comes into play when an  result on a **Fatigue test** triggers a Hazard sequence.

### **Adventurer's Guide, p155, Journey Resolution**

If at least one player rolls an  icon, a Hazard sequence has been triggered (whether the roll failed or not).


### **Adventurer's Guide, p155, Travelling Gear**

As seen on page 76, the Encumbrance rating of a character's Travelling gear depends on the season during which the journey is taking place, and is equal to **3** points during the cold months of a year, and to **2** point during spring and summer.

### **Adventurer's Guide, p155, Ponies and Boats**

If the company travels aboard boats or is equipped with ponies, reduce by 1 the amount of Fatigue generated by each failed Fatigue test (the Fatigue increase becomes 2 points in Winter and Autumn, and 1 in during Spring and Summer).

### **Adventurer's Guide, p156, Hazards**

For each  icon produced on the Feat die while making Fatigue tests, a Hazard episode has been triggered (whether the test that produced the icon was a failure or not).

### **Adventurer's Guide, p160, Removing a Helm**

A character involved in combat wearing a helm can **remove it when his turn to act comes, as a free action**. Removing a helm causes the hero to lower his Fatigue score by 3 points (and, of course, to lose the helm's Protection bonus).

### **Adventurer's Guide, p162, Forward stance: Intimidate Foe**

A hero may attempt to intimidate his foes with a display of his prowess or ferocity in battle. When it is his turn to take action, a hero may forego his chance to make an attack roll and make an Awe or Battle roll instead. The TN for the roll is 10, plus the highest Attribute level among all foes. A hero who just received a Wound or received it during the previous round cannot attempt to intimidate his foes.

On a successful roll, the enemy's morale has been shaken, and the opponents lose a total number of Hate points (see





box) based on the quality of the success produced by the roll:

- Ordinary success: 2 Hate points
- Great success: 3 Hate points
- Extraordinary success: 4 Hate points, or a number of points equal to the intimidating character's Valour rating, whichever is higher.

The Loremaster divides the Hate point loss among the company's adversaries in any way he sees fit.

Hope is not lost on a failed roll.

### **Adventurer's Guide, p162, Open stance: Rally Comrades**

A brave leader, standing amongst his friends, is always heedful of his surroundings, and may attempt to rally his companions when their hearts begin to fail them. When it is his turn to take action, a hero may forego his chance to make an attack roll and make an Inspire or Song roll instead.

If the roll is successful, all fighting companions who suffered a loss of Endurance during the current combat (including the rallying hero) recover a number of Endurance points based on the quality of the success:

- Ordinary success: 2 Endurance point
- Great success: 3 Endurance points
- Extraordinary success: 4 Endurance points, or a number of points equal to the rallying character's Heart rating, whichever is higher.

Hope is not lost on a failed roll.

### **Adventurer's Guide, p163, Defensive stance: Protect Companion**

A character fighting in a Defensive stance may strive to protect another hero fighting in an Open or Forward stance. He must announce the name of the character he wants to protect right after choosing his stance for the coming turn.

When the protected character is attacked, the protecting hero may choose to spend a point of Hope and become the target of the attack in his place. The attack is resolved

using the stance of the defending character to calculate its TN. Note that a hero who chooses this task may still attack when his turn comes.

### **Adventurer's Guide, p163, Any close combat stance: Escape Combat**

A hero who spent his previous round in a Rearward stance may flee the combat zone at the beginning of a round. No roll is required to do so.

A companion fighting in a close combat stance may attempt to escape when his turn to act comes. At the end of his combat round ~~spent fighting in a close combat stance~~, the player-hero may attempt to escape the field by making a roll of Athletics. The TN for the roll is equal to 10 plus the highest Attribute level among the opponents that the character is facing.

On a successful roll, the companion has successfully escaped. A great or extraordinary success is needed if the hero was engaged by multiple opponents. If the escape attempt fails, the acting hero remains engaged and cannot attack when his next turn to act comes.

### **Adventurer's Guide, p164, Assign Encounter Advantages**

Before the Introduction is started, all players may make a roll of Insight to gain bonus Success dice (see Preliminary Rolls).

### **Adventurer's Guide, p164, Useful Abilities**

If the player-heroes can reasonably be assumed to have learnt something about the other group's customs and traditions prior to the encounter or had enough time to observe them, they may attempt a Lore or Insight roll to divine the most appropriate course of action.

### **Adventurer's Guide, p165, Interaction**

This is the main part of most social challenges, from a birthday party to a formal council. Usually, only characters who introduced themselves properly during the introduction may take an active role in the following interaction. On the other hand, characters who didn't introduce themselves may take a more passive role, for example proposing actions using Insight or Riddle.





### Adventurer's Guide, p170, Buying a new Wisdom or Valour Rank

During the same Fellowship phase a hero can buy a maximum of one rank in either Wisdom or Valour (not both). When a player-hero advances in either Wisdom or Valour, care should be taken to adjust the scores of all related abilities and features.

### Adventurer's Guide, p171, Experience Points Costs

Valour and Wisdom Rank 6/Weapon Skill Level 6/Cost to Attain New Rank or Level 26

### Adventurer's Guide, p171, Spending Advancement Points

Players spend Advancement points to raise their Common skill ranks, using the costs in the table below. Players are not obliged to spend all their Advancement points, but may save them to acquire more expensive upgrades during a later Fellowship phase. Players can also buy multiple ranks in the same Common skill, as long as they pay the cost of every new level individually. Any remaining Advancement points are kept track of using the appropriate space on the back of the character sheet.

The Advancement Points Cost table below indicates the cost for raising any Common skill. If the ability to be raised is a Favoured skill, then the player uses the costs listed in the second column to the right.

### Advancement Points Costs:

NEW LEVEL TO ATTAIN	COST	FAVOURED SKILL COST
◆	4	3
◆◆	8	6
◆◆◆	12	9
◆◆◆◆	16	12
◆◆◆◆◆	20	15
◆◆◆◆◆◆	24	18

### Adventurer's Guide, p171, Fellowship Phase Undertakings

When a player is done updating his character's abilities, he may choose to undertake a task for the rest of the Fellowship phase.

Normally, a player is allowed to choose one activity for his character to undertake. A longer Fellowship phase, like for example the one reserved for a Year's End might allow for up to two undertakings instead – If the Loremaster agrees, in the case of a longer phase a player can choose up to two different Fellowship phase undertakings (the player cannot choose to repeat the same activity twice).

### Adventurer's Guide, p172, Gain New Distinctive Feature or Speciality

"Indeed, within a week they were quite recovered, fitted out in fine cloth of their proper colours, with beards combed and trimmed, and proud steps."

A player who has played his adventurer for a long time might eventually grow tired of the set of Traits belonging to his hero, and feel the need for a change. During a Fellowship phase, a player may replace an old Distinctive Feature or Speciality with a new one.

Players looking for a change should exercise some common sense when they choose the new Trait, and the old one being replaced, to avoid completely reinventing their characters. Note that changing a Speciality does not mean that the character has forgotten his prior talent – but that it does not represent one of his peculiar qualities as it perhaps once did, as he put that feature aside to focus on other pursuits.

The new Trait may be chosen from any list of Distinctive Features or Specialities, or even invented by the player (who in this case needs the approval of the Loremaster).

### Adventurer's Guide, p173, New Undertaking, Receive Title

"I name you Elf-friend; and may the stars shine upon the end of your road!"





An adventurer's travels may take him far from home, and the deeds he accomplishes might be for a folk other than his own. But a hero will always be recognised as such, even in a foreign land.

A character who has performed appropriately valiant deeds during the Adventuring phase within the territory or realm of another Culture may – with the Loremaster's permission – choose the Receive Title undertaking.

In game terms, Receive Title means generally two things:

- The Standing rating of the adventurer now measures also his repute among another people. The hero may now affect the narration of a Year's End Fellowship phase as if he belonged to that Culture. Additionally, when a companion spends a Fellowship phase within the home settlement of that Culture, his score is not reduced, as if he returned home (see Standing Upkeep on page 169).
- The companion is granted a tract of land or a house to dwell upon. The size and features of the land or house are proportionate to the character's Standard of Living.

### Loremaster's Guide, p28, Modifiers

When the Loremaster is done making his declaration, the players may employ a special ability or a pertinent Trait, or choose to spend Hope to invoke an Attribute bonus.

### Loremaster's Guide, p29, Fear

If a player successfully overcomes the test, his character resists and doesn't flinch. If the roll is failed, the character is daunted and cannot spend Hope points for as long as the hero is subjected to the source of fear.

### Loremaster's Guide, p30, Awarding Advancement Points

*Replace the section on Advancement points on page 30 with the following:*

Heroes gain Advancement points during the Adventuring phase by making use of their abilities. When a hero succeeds in a roll using a Common skill, he may be awarded by the Loremaster with 1 Advancement point.

It is the Loremaster's duty to judge whether a hero deserves an Advancement point for his successful roll or not (even though players are free to ask for the reward).

CULTURE	TITLE	SETTLEMENT	GRANTED...
Bardings	Thegn	Dale	A tract of land either in the Northern Dalelands or in the Upper or Nether Marches.
Beornings	Thane	Old Ford	A farmstead anywhere inside the land of the Beornings.
Dwarves of the Lonely Mountain	The Dwarves, very secretive about everything that concerns their native customs, do not grant titles to adventurers not belonging to their culture. Thus, a character may not choose the Receive Title undertaking for the Dwarven Culture.		
Elves of Mirkwood	Elf-friend	The 'Elf-friend' title is not a title, but a rather a blessing, bestowed upon a hero who gained the trust of the Elves. Nevertheless, an Elf-friend would indeed be welcomed by the Elvenking, and given a comfortable room at Thranduil's Halls.	
Hobbits of the Shire	Hobbits do not like nor welcome adventurers. Should they ever be forced by circumstances to actually recognise the valour of a non-Hobbit companion they might bestow upon him the honorary title of 'Bounder', and tolerate him to dwell in a house in Bree, or at least east of the river, in a house of wood, brick, or stone.		
Men of the Lake	Burgess	Lake-town	A house owned by the town council.
Woodmen	Hero of the Woodmen	Among the Woodmen	A guest-house in Woodmen-town, a cottage in Rhosgobel or a tree-house in Woodland Hall.





The Loremaster bases his decision on the number of check marks that a companion has already received during play in the skill group comprising the Common skill used:

If no circles have been checked yet, the Loremaster should feel free to award the Advancement point upon any successful roll.

If one circle has been checked already, then the Loremaster should grant an Advancement point only if the action accomplished something out of the ordinary: the player obtained a great or an extraordinary success, OR the player can reinforce his skill roll with the invocation of a pertinent Trait (the Trait must be deemed significant to the action).

If two circles have been checked, then the Loremaster should give 1 Advancement point only if something exceptional was accomplished: the player obtained a great or an extraordinary success, AND the player can reinforce his skill roll with the invocation of a pertinent Trait.

Remember that the three circles that follow each skill group on the character sheet indicate also that each group can receive a maximum of three Advancement points. No more Advancement points can be awarded to skills from that group until after the next Fellowship phase.

### Advancement Points Awards Ratio

Loremasters should consider that the Advancement point costs for raising Common skills have been calculated considering that a companion should gain an average of 4 Advancement points for each session of play (more in the first session, as checks are easier to get when all boxes are empty).

If the players are constantly gaining less points, then the Loremaster should encourage them to make a more profitable use of their Traits – for example, keeping a list of which ones are represented in the group and pointing them out during gameplay.

### Loremaster's Guide, p30, Awarding Advancement Points

*Add the following new section:*

All heroes receive Experience points at the end of every gaming session.

- Players receive 1 Experience point each at the end of every gaming session they attend.
- If the Loremaster deems that the group has made substantial progress toward the achievement of their chosen company objective, each hero is awarded with 1 supplementary Experience point.
- Finally, a number of supplementary Experience points are awarded by the Loremaster at the end of the Adventuring phase. Generally, this bonus should not exceed an approximate ratio of 1 Experience point for every two game sessions in the Adventuring phase (for example, a 4-sessions adventure should yield a final reward of 2 supplementary points).

This final bonus is meant to reward the group of players for their commitment to the game, especially if they achieved something remarkable. Players who solved a difficult situation in a clever and unexpected fashion, or interpreted their characters with conviction, or constantly showed respect for the source material certainly deserve the bonus.

### Experience Points Awards Ratio

The amount of Experience points to give to players has been calculated considering an average of 3 sessions of play for each complete Adventuring phase. Keeping this pace, each player would receive on average 6 Experience points, plus 1 or 2 additional points at the end of each story.

This ratio can be adjusted based on the gaming habits of your group: if your games tend to be played in long single sessions (4 hours or more), cutting the number of sittings down to approximately half our average, then you should compensate handing out more supplementary Experience points at the end of the story. If on the contrary your games tend to take multiple sessions, then cut down the final Experience bonus.






### Loremaster's Guide, p34, Fatigue Tests


*Add to the end:*

You immediately increase your Fatigue score by a number of points equal to the Encumbrance of your travelling gear. For every prolonged rest you take at a safe place (i.e. not 'on the road'), you lose 1 point of Fatigue increase due to failed Travel rolls.

### Loremaster's Guide p35, Hazards

Hazards represent unexpected hindrances and obstacles that travellers may encounter, or accidents that they might provoke, maybe when made careless by tiredness.







For each  icon produced on the Feat die while making Fatigue tests, a Hazard episode has been triggered (whether the test that produced the icon was a failure or not).

When this happens, the Loremaster employs the sequence described below to determine the nature of each Hazard episode and its consequences, once for every  icon produced.

### Determine the Consequences of Failure

The Loremaster determines what will be the consequences of the Hazard episode, should a companion fail the challenge posed by it. The Loremaster selects the consequences by rolling a Feat die and using the table below.

### Hazards:

FEAT DIE	EFFECT	CONSEQUENCES FOR THE FAILING COMPANION
	Roll again	
1-2	Weariness	Temporarily Weary for the length of journey.
3	Misery	Temporarily Miserable for the length of journey.
4-5	Fatigue	Add Fatigue again, twice on an  .
6	Wound	Lose Endurance equal to Success die result, or suffer a Wound on an  .
7	Corruption	Gain 1 Shadow, or 2 Shadow on an  .
8	Strain	Lose Endurance equal to Success die result.
9	Despair	Lose 1 point of Hope, or 2 Hope on an  .
10	Wrong Choices	Raise TN one level for further Fatigue tests.
	Dangerous Meeting	The Loremaster improvises a combat encounter.

### Describe the Hazard

Once the companion (or companions) who is the protagonist of the Hazard episode has been selected and the consequences of failure determined, the Loremaster improvises a short narration. As always, the aim of the Loremaster is to help the players visualize the scene and the challenge to overcome.

### Make the Roll

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

If more than one character has been assigned to the challenged role, then they may all attempt the test – but still only one successful outcome will be necessary to overcome it. The difficulty of all skill rolls is TN 14. If the Loremaster prefers to reflect the characteristics of the traversed region, he may refer to the Region table found at page 34.

If the rolling player passes the test, then the companion endures the difficulties encountered, and the journey may continue. If the roll fails, the hero faces the consequences of his shortcoming.

### Sample Hazard Episodes

The examples listed below show the Loremaster how a Hazard episode should be presented. Each episode title





proposes in brackets the role targeted by the accident and the consequences of failure, as determined by the Hazards table. Most descriptions depict the Hazard episode in broad strokes: the Loremaster should tailor a Hazard event to the current adventure and its circumstances.

#### **Lost Direction (Guide - Weariness)**

The guide has lost the path he was meant to follow and scrambles to recover the lost trail to keep heading in the right direction while traversing a trackless area.

#### **Uncomfortable Lodgings (All Companions - Wrong Choices)**

The heroes have made poor choices regarding where to camp and find a shelter for the night. On a failure, the companions sleep miserably and will face harder Fatigue tests.

#### **Cruel Weather (Scout - Strain)**

The company is surprised by the changing weather and is repeatedly caught in the open by rain or snow. On a failure, the Scout loses Endurance as he continuously work vainly to find shelter.

#### **Monsters Roused (Look-out - Dangerous Meeting)**

The company travels close to the lair of a perilous monster or a colony of wicked creatures.

On a failure, monsters are made aware of the company's presence before any companion realises that a threat is imminent, and attack.

#### **From Hunter to Prey (Huntsman - Wound)**

A dangerous predator has followed the tracks or the scent of a hunting companion. On a failure, the Huntsman is attacked by an unusually dangerous creature.

#### **Scanty Provisions (All companions - Misery)**

The reserves of food have been spoilt, or prove to be too scarce. On a failure, the mood of the company is ruined for the rest of the journey.

#### **No way Forward (Scout - Fatigue)**

The company faces an unexpected obstacle in its path and the Scout must go out of his way to find a better path to follow.

#### **Worn with Sorrow and Toil (All companions - Corruption)**

The company travels across a region tainted by the corrupting touch of the Shadow. All companions make a Corruption test.

#### **Loremaster's Guide, p37, Recovering Endurance while Travelling**

A companion may be forced by the circumstances to start a journey while still recovering from injuries or harm. Moreover, an unexpected event may inflict a loss of Endurance along the journey itself – for example, as the consequences of a Hazard episode. Due to the general discomfort of the travelling accommodations, an injured companion will find it much harder to rest and recover while on a journey.

Travelling heroes recover a reduced number of Endurance points for every prolonged rest they enjoy. As usual, the amount depends on the current health of the character:

- A Wounded hero with an untreated injury does not recover any Endurance while travelling.
- A Wounded hero with a treated injury recovers 1 Endurance point.
- An uninjured hero recovers 2 Endurance points.

The companions resume their normal pace of recovery when they reach the end of the journey and finally get to rest in a safe place.

#### **Loremaster's Guide, p41, Assign Combat Advantages**

Before combat at close quarters is joined, all players may make a roll of Battle to determine if their characters spot features of the battleground that may be exploited to gain an edge over their foes and thus grant them bonus Success dice (see Preliminary Rolls).

#### **Loremaster's Guide, p53, Evaluating the Outcome of an Encounter – New Optional Rule**

In addition to the rules for Tolerance, the Loremaster is advised to keep track of the number of successful rolls achieved by the player-heroes during an encounter's Introduction and Interaction stages. At the end of an encounter, the total number of successful rolls achieved by the company can be used to determine its consequences.





- Every successful roll counts for one, while a great success equates to two successful rolls and an extraordinary result to three successful rolls. Then compare the number of successful rolls the company on the following table:

AVERAGE SUCCESSFUL ROLLS	DEGREE OF SUCCESS	DESCRIPTION (TO BE BASED ON SITUATION)
1	Narrow Success	Something didn't go as well as hoped: the companions got what they were looking for but at the price of some unexpected complication.
2-4	Success	The companions achieved the goal they set for the encounter, but nothing else.
5-6	Great Success	The companions succeeded beyond their expectations, and some additional positive consequence is added to their reward.
7+	Extraordinary Success	The company succeeded admirably and the outcome of the encounter is surprisingly positive.

At the end of an encounter, count the number of successful rolls (a great success counts for 2 successes and an extraordinary result for 3).

**Loremaster's Guide, p58, Tainted Treasure**

*Add in the following new section:*

*There for ages his huge bones could be seen in calm weather amid the ruined piles of the old town. But few dared to cross the cursed spot, and none dared to dive into the shivering water or recover the precious stones that fell from his rotting carcass...*

It may not tarnish like silver or rust like iron, but gold can corrupt faster than both, as it is often sought after with a fierce desire. The treasure found within the lair of some dead monster or buried in a long-sealed tomb may be

tainted, its sheen able to drive men to distraction and fill their hearts with greed. Heroes must pass a Corruption test upon finding tainted treasure, or suffer the Shadow point indicated on the table below.

**Tainted Treasure:**

TREASURE PROVENANCE (EXAMPLES)	TN	SHADOW GAIN
From the hoard of a Troll	14	1 point
From the hoard of a Dragon	16	1 point
Stolen from an ancient barrow	14	2 points
From a stronghold of the Dark Lord	16	1 automatic point. Then, gain three additional points if the test fails.

**Loremaster's Guide, p64, Attribute Level**

This replaces the three Attributes used to describe player-heroes. It is added as a bonus every time that a creature attempts a roll using a characteristic indicated as **favoured** (without the need of spending any point to invoke the bonus) and as a Damage bonus to be applied when the creature hits an opponent in combat rolling a great **success** or **twice in the case of an extraordinary success**.

**Loremaster's Guide, p67, Great Size**

*There in the shadows on a large flat stone sat a tremendous goblin with a huge head...*

The creature is so resilient and tough that it is not knocked out or killed when reduced to 0 Endurance or if wounded once. **The creature instead becomes Weary** but keeps fighting at 0 Endurance or when wounded once, until wounded twice, or reduced to 0 Endurance AND wounded.

**Loremaster's Guide, p68, Seize Victim**

**A hero may free himself by forfeiting his attack and rolling Athletics** against a TN equal to 10, plus the Attribute level of the seizing creature.