



A Collection of Additional Rules

Compiled By

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for

The One Ring

Role-playing Game



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This supplement to The One Ring game has been put together over a number of years of play from my own ideas and those shared and discussed over on Cubicle 7's discussion board/forum. The people that have contributed to this are therefore too numerous to mention here but you all have my thanks for making my gaming, and that of my players, extremely enjoyable; thank you!

- STARTING SCORES FOR LOREMASTER CHARACTERS -

These rules provide an option for calculating, by culture, the starting Hope of Loremaster characters.

ENDURANCE FOR LOREMASTER CHARACTERS
The following table is used for calculating a Loremaster character's Endurance. Heroic characters or those that can be described as being fighters by trade (soldiers, warriors, guards, etc) add their Attribute level to the scores indicated:

CULTURE	ENDURANCE
Bardings	14 (+ Attribute Level)
Beornings	16 (+ Attribute Level)
Bree-folk	14 (+ Attribute Level)
Dwarves	18 (+ Attribute Level)
Dunlending	14 (+ Attribute Level)
Elves of Mirkwood	14 (+ Attribute Level)
Elves of Lindon / Lorien	16 (+ Attribute Level)
High Elves of Rivendell	16 (+ Attribute Level)
Hobbits	10 (+ Attribute Level)
Men of Dorwinion	14 (+ Attribute Level)
Men of Laketown	14 (+ Attribute Level)
Men of Minas Tirith	16 (+ Attribute Level)
Rangers of the North	16 (+ Attribute Level)
Riders of Rohan / Leofrings	16 (+ Attribute Level)
Woodmen	14 (+ Attribute Level)

HOPE FOR LOREMASTER CHARACTERS

The following table is used for calculating a Loremaster character's Hope scores. Heroic characters add their Attribute level to the scores indicated:

CULTURE	HOPE
Bardings	2 (+ Attribute Level)
Beornings	2 (+ Attribute Level)
Bree-folk	3 (+ Attribute Level)
Dwarves	1 (+ Attribute Level)
Dunlending	1 (+ Attribute Level)
Elves of Mirkwood	2 (+ Attribute Level)
Elves of Lindon / Lorien	2 (+ Attribute Level)
High Elves of Rivendell	2 (+ Attribute Level)
Hobbits	4 (+ Attribute Level)
Men of Dorwinion	2 (+ Attribute Level)
Men of Laketown	2 (+ Attribute Level)
Men of Minas Tirith	2 (+ Attribute Level)
Rangers of the North	2 (+ Attribute Level)
Riders of Rohan / Leofrings	2 (+ Attribute Level)
Woodmen	3 (+ Attribute Level)



- PATRON BENEFITS -

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

NOTABLE PATRONS

The following is a list that describes a number of the most powerful individuals living at the end of the Third Age that may act as patrons for a company of adventurers. Each description contains a number of entries, useful for the Loremaster to determine what type of support they may offer to the heroes, and what they might ask in return.

Requirements

Each entry lists the requirements for their patronage. At least one member of the company must meet these requirements. A number of patrons may have more unusual or subtle requirements too.

Patron Benefit

This is a special ability, blessing, or other mechanical bonus that a fellowship receives as long as they meet their patron's requirements.

BALIN

A friend to many an adventurer, Balin is active in Laketown and Dale as well as the halls of his own folk in the Lonely Mountain. Due to his many interests, the old dwarf often has need of reliable and good folk and is quite willing to offer advice, support and his considerable resources to those that have gained his trust and demonstrated their reliability.

Requirements: Vigour 3.

Resources: Information, Reward, Standing.

Patron Benefit - Dwarven Trail Lore: When rolling Lore to plan a journey your character may roll the Feat Die twice and apply the highest result.



BARD THE BOWMAN

The Dragonslayer has both competent troops and loyal people. While he has considerable, and growing, resources, much of his wealth is spoken for, wrapped up in projects expanding Dale and his kingdom. Both Dale and Lake-town are becoming trade hubs, bringing all sorts of unusual folk into Bard's kingdom, folk that may need an eye kept on their activities.

Missions for King Bard generally involve gathering information or escorting valuables beyond his realm (both objects and people). While the Bowman's position is fairly secure, there are voices in Dale that point out his lack of "truly royal" blood, leading to opportunities for political intrigue as well.

Requirements: Members of the fellowship must swear an oath to protect the interests of Men-folk in the Dale and have at least 3 points in Valour or a Standing/Renown rating of 3 with the Bardings.

Resources: Direct Assistance, Reward, Standing.

Patron Benefit - All the King's Men: Gain +1 Success Dice of Combat Advantage when in combat and accompanied by all members of the Fellowship.



BEORN THE SKINCHANGER

Beorn as a patron is discussed in The One Ring Roleplaying Game, page 274. Beorn's Magical Boons are many, the most famous being his horses that carry their rider's far and wide across his lands.

Requirements: Vigour 3 or Standing/Renown rating of 3 with the Beornings.

Resources: Direct Assistance, Magical Boons, Standing.

Patron Benefit - Friends of Beasts: Characters are always considered to have horses / ponies when travelling through the lands of Beorn and his people.

DAIN IRONFOOT, KING UNDER THE MOUNTAIN
The ravens of the Lonely Mountain bring all sorts of interesting news to the ears of King Dáin. The King under the Mountain often has need of hands to roam far beyond the Lonely Mountain, sometimes to ensure that bargains are being kept, at other times to look for lost treasures of old. While he is most inclined to trust his own folk, he is all too aware of his own people's insular nature and does his best to choose agents who can reach out to people from other cultures. While a Rich Dwarven character has little need of material rewards, having the ear of the King is priceless.

Requirements: Valour 3 or Standing/Renown rating of 3 with the Dwarves of the Lonely Mountain.

Resources: Information, Reward, Standing.

Patron Benefit – Stout Travellers of the Mountain:

For each leg of a journey, gain +1 Success Die to use on any one test associated with the journey (eg, hazards, journey tasks, etc).

ELROND HALF-ELVEN

Elrond Half-elven has seen three ages of the world, accumulating both wisdom and pain. Missions for Elrond typically involve ending threats, seeking out hidden information, or occasionally recovering lost Elven artefacts. Elrond is aware of much that goes on in the wide world and he often sends his agents forth to safeguard other folk without their knowledge.

Requirements: Members of the fellowship must offer counsel, guidance, or aid to the free peoples' where they can, and have at least 4 points in Wisdom.

Resources: Information, Exceptional Resources, Magical Boons.

Patron Benefit – The Gift of Miruvor: Elrond's trusted agents are given the wondrous Elven cordial called Miruvor (see Rivendell, page 17).

GANDALF THE GREY

The Grey Pilgrim roams at will across the face of the north, down south, and then back again. There is no knowing what a mission for Mithrandir might involve, though it is fairly likely to be both exciting and dangerous as it will, almost invariably, be directed at somehow thwarting the Shadow.



Requirements: Members of the fellowship must always stand to offer aid to those free-folk in need and have at least 3 points in Wisdom.

Resources: Direct Assistance, Information, Sigil.

Patron Benefit - Wisdom of the Grey Pilgrim: The Fellowship may invoke this benefit once during an Encounter and roll the Feat Die twice keeping the highest result.

RADAGAST THE BROWN

Radagast as a patron is discussed in The One Ring Roleplaying Game, page 274. His friendship with the birds of Mirkwood ensures that the Brown Wizard frequently knows news from afar before anyone else even has a whisper of it. He doesn't like to get involved in politics, so despite the Woodmen's deep respect for him, he avoids unduly influencing their ways.

Requirements: Members of the fellowship must maintain a reverence for all things natural and have at least 3 points in Wisdom.

Resources: Information, Magical Boons, Sigil



Patron Benefit - Friend of Flora and Fauna: When foraging for herbs within the Fellowship Phase, characters may roll the Feat Die twice and take the highest result.

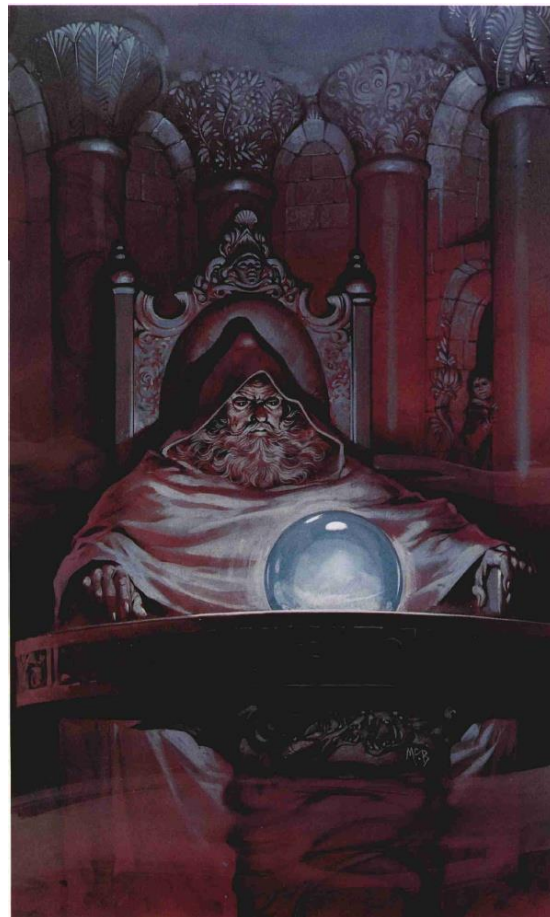
SARUMAN THE WHITE

From ancient bits of knowledge, to the deepest secrets of the Enemy, the master of Isengard is mighty in lore. Saruman has the ear of many powerful individuals, giving him a great deal of sway in certain matters. Missions for the White Wizard often probe into dark matters, hidden secrets, and old tombs. Saruman actively seeks out companies that might prove useful to him in the future, often whether they know it or not. Any company who meets Saruman during the Adventuring phase must take him as a patron in the following Fellowship phase.

Requirements: See above.

Resources: Information, Magical Boons, Sigil.

Patron Benefit - Whispers in the Dark: Your character may gain 1d2 points of temporary Shadow to treat any  result as a  result instead on any Common Skill test or task.



THENGEL KING, LORD OF ROHAN

The King of Rohan is beloved by his people, but he worries for their future, for he can see much darkness ahead. Missions for Thengel King involve scouting out the doings of Orcs, reclaiming lost pieces of the history of the Eorlingas and acting as ambassadors for Rohan.

Requirements: Valour 3 or Standing/Renown of 3 with the Riders of Rohan.

Resources: Direct Assistance, Reward, Standing.

Patron Benefit – Steed of Rohan: Thengel's favoured agents are frequently rewarded with one of the magnificent steeds of the Rohirrim.



THRANDUIL, KING OF MIRKWOOD

Despite his seclusion, Thranduil knows much of what happens in Mirkwood, even far beyond borders of the Woodland Realm. The King of the Wood Elves is well versed in unusual lore and knows much that is hidden. Missions undertaken for Thranduil will often help to keep the Woodland Realm secure in some fashion, or will leave the forest far behind to punish those who think they can outrun the King's justice simply because they've fled the shadows of Mirkwood.

Requirements: Valour 3 or Standing/Renown 3 with the Elves of Mirkwood.

Resources: Direct Assistance, Information, Magical Boons.

Patron Benefit - Stealth of the Woodlands: When rolling Stealth to Ambush foes, roll the feat die twice and take the highest result to determine whether your character successfully Ambushes them.



- RENOWN & STANDING -

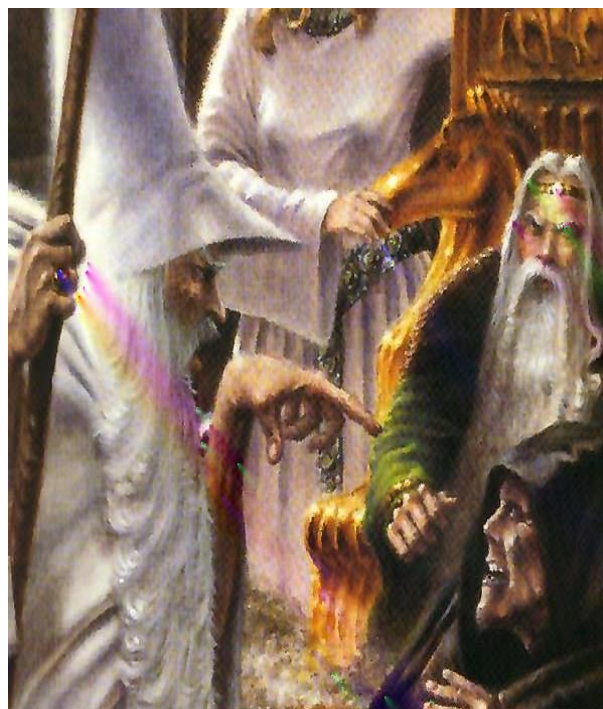
These rules expand upon the Standing rules presented in the main rules for those wishing to add granularity to the reputation of the player-heroes allowing them to gain renown other cultures that is not directly tied to monetary wealth and status.

RENOWN IN OTHER CULTURES

Renown is recorded separately for each culture the characters' encounter.

- The Renown rating works on the same scale as their own character's cultural Standing
- These cultural 'Renown' ratings are based on a reputation of deeds performed rather than the level of standing within the community. Therefore, renown in other cultures cannot usually be increased by spending treasure
- Such ratings can only be increased through in-game deeds and it is at the discretion of the Loremaster when to apply such increases (the rating descriptors listed below should give guidelines as to the required actions and/or relationships that are necessary for such an increase to occur
- Renown in a culture other than the character's own can easily be reduced by lies and rumours about the character in question or misdeeds; real or false (eg, Storm Crow; trouble follows them like crows)
- Such ratings can reduce over time in a character's absence as they are forgotten by the people of the region in question. Renown is lost in other cultures at a rate of one point per year of absence, although if a character performs a Deed or visits upon a leader of the region then this reduction would not occur.

For example: Gilbrannon the Elf has a Renown rating of 4 with the Beornings. This rating will fall to 3 if he fails to spend a Fellowship Phase with them during the year or fails to perform a deed; even a Good Deed would suffice in this respect in order to maintain the Renown.



RENOWN LEVELS IN OTHER CULTURES

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

The levels of Renown are:

RATING	RENOWN COMPARABLE TO...
0	Wanderer
1	One of the free peoples
2	Protector of the Wilderlands
3	Respected adventurer
4	Ally and/or hero
5	Valued counsellor and/or friend
6	Great friend and/or 'honorary kinsman'

Beginning Renown Levels

For starting player characters this rating begins at 0.

INCREASING RENOWN AND STANDING

Renown is increased within a culture when the character performs great deeds within the service of the culture and as Renown increases, the deeds required to further improve it become greater. The same applies to Standing in a character's own culture, although this can also be increased by spending Treasure as per the Revised Rulebook.

The following suggestions provide guidelines to the Loremaster as to how Renown (or Standing) may be increased depending on the magnitude of the deed in question and apply to both a character's own culture and foreign ones.

* - also can apply to Standing.

GOOD DEEDS

Increase Renown by 1 if current Renown* is 0 to 2.*

The character performs a good deed for the culture in question. This is something that could happen in a standard adventure.

Examples

- Rescue a villager from Orcs
- Protect a village from being pillaged
- Thwart local bandits
- Return a cultural heirloom to a leader
- Speak on behalf of the local people to the regional leader

GREAT DEEDS

Increase Renown by 2 if current Renown* is 0 or 1.*

Increase Renown by 1 if current Renown* is 2 or 3.*

The character performs an exceptional deed for the culture in question. Such a deed should be rarer than a 'good deed' and should be the culmination of a number of adventures or a significant event for the culture it relates to.

Such a deed may also increase the Renown of a neighbouring culture by 1 if the character's Renown within that culture is currently 0 or 1.

Examples

- Save a town from destruction
- Save a leader from death
- Uncover a conspiracy
- Defeat a significant threat



LEGENDARY DEEDS

Increase Renown by 3 if current Renown* is 0 or 1.*

Increase Renown by 2 if current Renown* is 2 to 4.*

Increase Renown by 1 if current Renown* is 5.*

The character participates in a historic event that has lasting impact on the region and the character must make a significant heroic contribution.

Such a deed also increases the Renown of all other cultures in the region by 1 or 2 points (Loremaster's discretion) and possibly beyond, given time for the news of such deeds to travel.

Examples

- Defeat Smaug in his attack on Laketown
- Kill the Goblin Warleader at the Battle of Five Armies
- Assault the fortress of Dol Guldur

FAMOUS ENCOUNTERS

Increase Renown by 1 for obtaining 5+ Successes.*

The character distinguishes himself as a spokesperson for the region when interacting successfully with a cultural leader or Loremaster character of renown such as Thranduil, Beorn, Radagast, Gandalf, Saruman, etc.



- RECOVERING Hope -

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

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

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

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

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

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

TAKING COURAGE

In Middle-earth it is common for veteran adventurers to lead bands of less-experienced companions. The veterans inspire courage and confidence, which often leads their companions to unexpected heroism of their own. This optional set of rules represent this in the game.

At the beginning of each adventure, check which hero has the highest total Experience points score among all companions. Each companion who has fewer Experience points than that hero gains a point of Courage for every full 10 total Experience points' difference. A player-hero can earn no more Courage points than his basic Heart rating.

For example, Gismund, marshal of the Dale-lands, has 69 Experience points in total. His young companion Ecgalf has only 3 Experience points and a basic Heart score of 4. Ecgalf therefore gains 4 points of Courage at the start of the adventure.

Courage points may be spent in several ways:

- When about to spend 1 point of Hope, you may spend 1 point of Courage instead
- At the end of the adventure, spend 1 point (and 1 point only) of Courage to gain 1 Experience point
- At the end of the adventure, spend 1 point (and 1 point only) of Courage to gain 2 Advancement points

Any Courage points left at the end of the adventure are lost (they cannot be saved for the following session).

FELLOWSHIP HOPE RECOVERY

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

Depending upon the length of the adventure the fellowship party should have 1 (short), 2 (medium), or 3 (long) refresh opportunities within the adventure to refresh their Fellowship pool.



ALTERNATIVE HOPE RECOVERY

In addition to the Fellowship pool refreshing a key narrative point within an adventure, the Loremaster is encouraged to allow for characters to have the opportunity within the course of an adventure to receive additional Hope by witnessing moments of inspiration.

Sources of Inspiration

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


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

Inspiration Tests


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

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

Witnessing an act of great compassion might entail a Wisdom test, choosing to embark on a perilous quest might call for a test of Valour, and noticing the subtle wonder of Middle-Earth might involve a Song test. The Target Number for the roll is 14 but may be raised or lowered by the Loremaster as the situation merits.

- If the roll is successful, the character gains a point of Hope on an ordinary success or two points on a great/extraordinary success
- At the Loremaster's discretion, a  result on an Inspiration test may cause the character to gain a temporary point of Shadow

Within the various *The One Ring* supplements, there are a number of undertakings and other actions that a player-hero may select which result in gaining Hope or experience; the rules here may be used to replace any that are detailed within those books – for example **Visiting Thorin's Tomb** within the *Erebor* supplement.

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



- Courtship -

THE FELLOWSHIP PHASE

Many adventurers consciously avoid having any close relationships, for they are all too aware of the dangers that they regularly face, especially when they stand against the Shadow. Still, friends, families and a cherished home give a hero something to fight for.

Sometimes, a player may decide that their hero has taken a strong fancy to a Loremaster character who they've met during their adventures. At other times, perhaps it makes sense for their character to cement an alliance with a marriage. In either case, a player may decide that the time has come for their hero to marry.

A player who wishes to engage their character into a relationship, romantic or otherwise, should discuss it with their Loremaster and introduce it in the Fellowship phase. If marriage is their intention, they will have to court the Loremaster character they fancy. Courting is a formal practice that effectively declares a character's interest in taking the courted person as a spouse. The various cultures each have their own customs about such things. Some require lavish gifts, others only that both parties wish to get married. Those from noble houses or who have a sworn lord (such as the Rohirrim) generally have to ask their lord's permission in order to wed.

ENCOUNTER VARIANT: COURTSHIP

It usually takes a bit of time and patience to successfully court someone, especially since the potential partner will doubtless need to take the hero's dangerous 'profession' into consideration before deciding.

- The whole Courtship won't represent a single conversation, but a process that can take months. Every Test represents a whole act of interaction, not just a sentence or dialogue
- Only one companion can take part in the Courtship. If the LM allows it, another companion may help with an **Insight** roll, for extras success dice and give them to the suitor. During the Courtship if he's at the same location as the potential lovers. This can represent advice to the suitor; eg, "give her some time, so she grows to miss you"

- The **Standing** or **Renown** in the Culture of the beloved one is added to the Tolerance. *For example, a Barding that is courting a Beorning won't add his Standing but he may apply any Renown he holds with the Bardings*
- **Preliminary Rolls** are applied as usual
- The **Introduction** is a way of letting the beloved one know that you're interested in them. Use Awe, Courtesy or Riddle, as usual and narrate as appropriate. If the Introduction is failed, the character can't go on in the Encounter (as usual). But as this is an Encounter of just one person, then the Courtship is considered failed: the beloved one isn't interested in you.

This is good point to use Traits to auto-succeed; Fair, Well-spoken, Passionate and other traits can all represent something about you that catch the eye of the beloved

- The following points should be considered when **establishing** TNs for the courtship encounter(s):


Option 1 – the suitor can choose whether to use their Valour, Vigour or Wisdom in lowering the TN of any tests; this will be determined by the description of the interaction and represents the suitors approach.

Option 2 – the Loremaster chooses whether to apply Valour, Vigour or Wisdom based upon the culture of the target and what they hold important to them; perhaps "wilder" cultures (Woodmen and Beornings, but also Dwarves) prefer Valour or Vigour whereas more "civilised" cultures (Bardings, Lake-men, Elves) may value Wisdom more

- During the **Interaction** phase, every test represents a whole action. The Loremaster should encourage imaginative use of skills: Craft can be used to prepare a delicious meal, craft an engagement ring. Travel can be used to take the target of one's affections on a trip to Esgaroth during the Dragon's Tide. Riddle can be used to remember a birthday and gift of a present. Or Herbcraft to find and present of bouquet of wild flowers.

What matters here is that the player describes different ways in which he tries to gain their beloved's heart, not how appropriate a skill is. As always, **6** add to the number of successes

COURTSHIP HAZARDS

Where a player-hero roll an  result then the Loremaster may use this to apply hazards specific to the courtship. An example could be the **Jealous Suitor**; where the Loremaster could reduce Tolerance due to the target of the player-hero's affection already being pursued by another, jealous, paramour.



COURTSHIP RESULTS

When the Tolerance reaches 0, or when the player decides to stop, the number of successes are counted:

NO. OF SUCCESSFUL ROLLS	DEGREE OF SUCCESS	DESCRIPTION
0	Failure	The companion may not try to court the same Loremaster character again and gains a Temporary Shadow Point; for broken hearts heal with time.
1	Narrow Success	<p>"Sorry, but I don't feel the same for you" or "I like you but just as a friend... for now".</p> <p>Although not a failure further courting will be more difficult; all TNs increased by 2.</p>
2 to 4	Success	<p>"I need some time to think about this..."</p> <p>You didn't get a "no" for an answer; perhaps it isn't the right moment for the character in question.</p> <p>The player-hero may undertake another courtship encounter with this character when they gain further Standing or Renown.</p>
5 to 6	Great Success	<p>"I look forward to our next meeting!"</p> <p>You gain 1 Hope point for love is in the air; further encounter TNs are reduced by 2.</p>
7+	Extraordinary Success	<p>Glory and trumpets! A wedding is in the offing!</p> <p>You gain 2 Hope points but with marriage come greater risks and worries...</p>

