



# Additional Combat Options

Compiled By

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for

The One Ring

Role-playing Game



# Contents

COMBAT STANCE TASKS	Page 3
ADDITIONAL COMBAT RULES	Page 6
BATTLE MAPS	Page 9
THE GREAT MELEE	Page 13
NEW ADVERSARIES	Page 16
DRAGON-KIND	Page 16
GOBLINS AND ORCS	Page 17
HUORNS	Page 24
MARSH DUELLERS	Page 25
MEN OF THE SHADOW	Page 26
NE'ER DO WELLS	Page 28
TROLLS	Page 32
TROLL-KIND	Page 34
UNDEAD	Page 35
WOLVES	Page 37

## Artwork and Author Credits

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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!



## - COMBAT

### STANCE TASKS -

This section offers the player additional combat stance tasks to be used by their characters in addition to those listed within the core rulebook. These tasks require a hero to be fighting in a specific stance, and often require a die roll (difficulties are set at TN 14, unless otherwise specified).

#### FORWARD STANCE

##### BREAK ENEMY LINES

Using this combat option a character may attempt to burst through enemy lines to attack any ranged attackers.

Roll **Athletics** against a TN of 10 + the highest Attribute Level amongst the opponents and apply the following results:


- **Failure:** you cannot get past the enemy's close combatants and lose your turn to attack
- **Ordinary success:** you engage the ranged attacker(s) of your choice
- **Great or Extraordinary success:** you have Surprised the ranged adversaries; add once success die to your next attack

#### OPEN STANCE

##### HINDER ENEMY

Instead of attacking, a character may harass and hamper an opponent, upsetting their attacks and weakening their defences.

- Roll **Battle** against a TN of 10 + Attribute Level of target. If successful, the adversary is prevented from using Hate or Called Shots until the character's next turn

On a failure with an  the adversary being Hindered may gain one point of Hate instead of attempting a Called Shot.

#### DEFENSIVE STANCE

##### EVASIVE

Opting out of any form of offense, a player-hero in the defensive stance using this combat option presents a formidable, and single-minded, defensive posture.

By sacrificing their attack for the round, the player-hero makes an **Athletics** roll. The TN for this roll is 10 plus the highest Attribute level amongst the opponents.

A successful roll applies a bonus to their parry rating dependent on the quality of success:

- **Failure:** +2 to parry rating
- **Ordinary success:** +3 to parry rating
- **Great or Extraordinary success:** +4 parry rating or a bonus equal to the evading character's Vigour rating; whichever is highest

This bonus persists until the start of the player-hero's next turn.

#### ANY CLOSE COMBAT STANCE

##### RETRIEVE WEAPON

A character may, instead of attacking an opponent, retrieve a weapon that they have dropped (for instance, when they have been disarmed with a Called Shot).

- If an opponent is actively attempting to impede the retrieval of the weapon in question, then the character must succeed at a **Battle** roll. The TN of which is 10 plus the Attribute level of the opponent in question

Attempting to retrieve a lost weapon when in Rearward Stance is automatically successful; although still requires a significant action to do so.




## REARWARD STANCE

### TAUNT ENEMY

Instead of making an attack, this combat task allows a character distract, befuddle, ridicule, and/or confuse an adversary who is attacking somebody other than the character in question.

Roll **Riddle** against a TN of 10 + Attribute Level of target. If successful, the adversary will be made temporarily Weary for a number of turns as follows:

- **Ordinary success:** 1 round
- **Great success:** 2 rounds
- **Extraordinary success:** 3 rounds

On a failure with an  the adversary being Taunted may gain one point of Hate instead of attempting a Called Shot.

COMBAT TASKS SUMMARY CHART

COMBAT TASK	STANCE	DECLARED...	REQUIREMENT	OTHER
Break Enemy Lines	Forward	Beginning of round	<b>Athletics</b> roll	-
Hinder Enemy	Open	Beginning of round	<b>Battle</b> roll	Forfeit attack
Evasive	Defensive	Hero's turn	<b>Athletics</b> roll	Forfeit attack
Taunt Enemy	Rearward	Beginning of round	<b>Riddle</b> roll	Forfeit attack
Retrieve Weapon	Rearward	Beginning of round	-	Significant action
Retrieve Weapon	Any Close Combat	Hero's turn	<b>Battle</b> roll	Forfeit attack



# - ADDITIONAL COMBAT RULES -

This section offers the players and Loremaster alike additional combat options for use within the game.

## DEFENDING VS. MULTIPLE OPPONENTS


This rule change makes combat more dangerous and realistic for when an individual faces multiple opponents in combat:

- A character is considered 'hindered' if facing three opponents
- A character is considered 'severely hindered' if facing four or more opponents

When 'hindered' or 'severely hindered' from facing multiple opponents, a character may apply their Shield Parry rating to just one of the adversaries that they are facing.

## KNOCKBACK AND ABSORB IMPACT

Character's may use their armour in order to attempt to absorb damage from an attack. The rules for Absorb Impact are the same as that of Knockback and the following table should be used for each action:

	KNOCKBACK	ABSORB IMPACT
Skill Used	Athletics	Armour Rating
TN	10 + Attacker's Attribute Level	Attacker's Injury Rating
Result		
Failure + 	Off-balance, no Parry rating next round	Stunned, armour damaged
Failure	Off-balance	Stunned
Success	Half-damage, off-balance	Half-damage, Stunned
Great Success	Half damage	Half damage
Extraordinary Success	No damage	No damage
Stunned: +2 TN to the character's next action		



## ARMOUR DAMAGE REDUCTION


The heavier metal armour types now provide limited endurance protection to their wearer as follows:

- **Mail Shirt** (3D Protection): reduces the endurance lost from any successful attack by one point
- **Coat of Mail** (4D Protection): reduces the endurance lost from any successful attack by two points
- **Mail Hauberk** (5D Protection): reduces the endurance lost from any successful attack by four points



## ARMOUR DAMAGE AND REPAIR

Armour may be damaged during combat, directly affecting its capability of protecting its wearer.

Whether a Protection Test is successful or not if the Feat Die results in an  being rolled, then the armour's rating is reduced by 1D. This can only occur up to three times; therefore a mail hauberk may only be reduced in total from 5D to 2D.

Characters can freely repair any damaged armour during a Year End Fellowship Phase however at any other time during the year such repairs are made by selecting the **Repair Armour** undertaking.

### NEW UNDERTAKING: REPAIR ARMOUR

This undertaking may be selected during any non year-end Fellowship Phase. Appropriate equipment and materials should be present and if so, any damaged armour is fully repaired on a successful Craft roll (TN 14). This Undertaking may also be applied to broken shields and weapons or any other piece of equipment the Loremaster deems appropriate.

## CRITICAL WOUNDS

Critical Wounds occur when a player-hero is wounded, resulting in them suffering grievous injury determined by the weapon which caused the wound. Within the rules this is represented by the character acquiring a temporary wounded trait. A summary of the Wounded traits and their associated weapons and Weapon Groups follows:

- **Simple Weapons, Staffs/Staves, Nets and Torches:** usually do not result in Critical Wounds unless their descriptions state otherwise
- **Thrown, Slings, Bows, and Spears:** use the Puncture Critical Wound trait
- **Hammers:** use the Crush Critical Wound trait
- **Axes:** use the Slash Critical Wound trait (on a roll of 1, 2, 3 on a Success Die) or the Crush Critical Wound trait (on a roll of 4, 5, 6 on the Success Die)
- **Mattocks:** use the Puncture Critical Wound trait (on a roll of 1, 2, 3 on a Success Die) or the Crush Critical Wound trait (on a roll of 4, 5, 6 on the Success Die)
- **Swords:** use the Slash Critical Wound trait

## INVOKING CRITICAL WOUNDS

The Loremaster may invoke a Critical Wound suffered by the character if it would have a negative effect on the situation at hand. In other words, it must be reasonably plausible that the character would have fared better if he didn't possess the negative feature detailed by the wound. The Loremaster may invoke a Critical Wound to apply a Feat Re-roll. Usually, the Loremaster cannot apply the effects of the Critical Wound more than once during the same scene.

### Feat Re-roll

If the Loremaster rules that a Critical Wound is affecting the performance of a hero, the acting player must roll the Feat die twice, and keep the lowest result.



#### NEW TRAIT: WOUNDED (CRUSH)

The character has suffered a grievous, crushing blow, which may have resulted in any one of a broken/fractured leg or arm, a staggering blow, concussion or any other similar wound.

These injuries will affect a character's weapon skills and mental capacity (ie, Wits related Common Skills).

#### NEW TRAIT: WOUNDED (SLASH)

Character's wounded in such circumstances may exhibit injuries ranging from nasty slashes to vicious arterial cuts resulting in significant blood loss.

These injuries will affect a character's weapons skills, vigour and physical well-being (ie, Body related Common Skills).

#### NEW TRAIT: WOUNDED (PUNCTURE)

A Character suffering from such a critical wound may manifest as internal organ damage or bleeding, muscle damage, or a deep penetrating wound.

These injuries will affect a character's weapon skills and, energy and vitality (ie, Heart related Common Skills).

#### Treated Wounds

For treated wounds, a character may spend a point of Hope to ignore the effects for a scene, battle, encounter, journey leg, etc.

#### Failure Aggravation

If the Loremaster rules that a Critical Wound is affecting the performance of a hero, and the roll he attempted was a failure, the Loremaster may declare that the character suffers Failure aggravation. When this happens, the wound re-opens and it is considered no longer treated (another Healing roll must be attempted to treat it again), and the character loses a number of Endurance points equal to the result of one success dice.

#### NEW CONDITION: EXHAUSTED

When a character's Endurance drops to zero, the character does not become unconscious immediately. Instead, he can spend a point of Hope to gain a new condition: he is considered **Exhausted**.

An Exhausted character's Parry rating is reduced to zero; he also loses any shield bonus. In any dice roll (including attack rolls) except Protection tests, all scores on the Success Dice count as zero except 6<sup>e</sup> results which still count as a six, and count towards Great or Extraordinary successes.

The character can still spend Hope points with the usual effects.

Any successful attack against an Exhausted character is considered a Piercing Blow that doesn't deal Endurance damage but requires a Protection test. If the character gets Wounded when he is Exhausted, or if he was already Wounded when his Endurance drops to zero, then he is immediately unconscious and he is dying, as usual.

When a character recovers at least 1 Endurance point, he is no longer Exhausted.



## - BATTLE Maps -

The One Ring uses many abstract mechanisms for resolving physical conflict within the game including, but not exclusive to elements such as stances, initiative and the concepts of abstract positioning and movement. This section introduces a framework for creating and introducing 'battle maps' to The One Ring.



### WHAT IS A BATTLE MAP?

A Battle Map is a visual aid produced by the Loremaster for a physical encounter involving complex situations, goals, objectives, or options that may be available to the player-heroes. While not necessary for every engagement, a Battle Map is created to support and communicate numerous options and detail that may be forgotten by players and Loremaster alike in the 'heat of the moment'. Battle Maps should not limit creativity in any way; they are purely to be used to support interesting play and allow the players and Loremaster to focus on the story being developed and help them visualise the scene before them.

Basically, they are a quick reference for the battle in question highlighting the locations/areas of the fight and the 'traits' of each area. These get described during the narrative but the additional visual aid helps players to focus and to recall information about the scene after it has initially been described.

### Battle Map Locations

A Battle Map should have numerous locations explicitly marked out within it. These locations relate to distinct, and often strategically important or advantageous, areas in which the player-heroes, allies and Adversaries can interact.

Also, where necessary, information on how each distinct area is linked and travelled to, or negotiated, can be added to the combat map; for example:

- This may involve information on tests to climb steep slopes or cliffs, etc
- Bonuses that may be obtained for ranged attacks or cover due to advantageous terrain, etc
- Objectives such as a narrow bridge or high pass that the player-heroes need to reach, etc
- Locations, people or allies within a location that require protection, etc
- A time limit for specific objectives to be completed, "We must hold this ground!", etc

Players and the Loremaster use these locations as an *aide memoire*, in order to easily recall the important details and elements of the battle taking place.

### Battlefield Traits

Much like character traits, Battlefield Traits are descriptive elements and environmental traits relating to the physical description of the area in which the battle is taking place and its associated *Battle Map Locations*. This may include, but is not limited to, any of the following:

- The terrain – rocky, shale, high ground, copse of trees, brush, loose stone, a steep incline, etc
- The weather – heavy rain, a bright clear sky, low-hanging fog, a cold wind, a heavy gale, etc
- Visibility – a moonlit night, a clear spring morning, a moonless night, etc

Players may use these traits to support or invoke certain actions and to use Bonus Success dice to supplement the actions of their characters.



## USING TRAITS AND LOCATIONS

Players can use the traits and locations found on a Battle Map in several different ways:

- To add descriptive elements to when they are describing the actions of their characters
- Using them to 'hang' bonus success dice off that they obtained from preliminary rolls or other such special circumstances
- Exploiting them for strategic or mechanical advantage
- To understand the 'lay of the land' within a fight
- Including elements that draw out the narrative behind the combat; there may be secrets to be gleaned if the player-heroes do something (eg, in a Warg Ambush, when protecting a group of children in a specific location the companions realise it is not them but the pet wolfhound that is the real target of the attack)

## BUILDING A BATTLE MAP

When creating a Battle Map the following points with regards to traits and locations should be considered:

- 1) Pick out a nice piece of art that represents either the location or some narrative element of the scene
- 2) On top of the illustration draw out the locations, arranging them in a logical order as to their relation to each other
- 3) Identify and list out any rules as to how PCs can move between each location. Even though this feels like Loremaster-specific information it can be added to the maps to remind the Loremaster and the player-heroes would likely have a good idea of how difficult something can be to negotiate or attempt. In certain circumstances a Loremaster version of the map can be produced to cover off more details and secrets associated with the battle and the associated terrain and other elements

- 4) For each location, add a number of descriptive traits to it. These can simply be evocative so that players can draw on them for colour when describing their actions or they can serve more of a mechanical purpose - eg, something like "high ground" could be used by an archer to attack opponents with a mechanical advantage of -2 to their target's TN
- 5) Add any other specific rules you want to use within the scene and don't mind sharing with the players - eg, other NPCs that need protecting within a specific locale, a combat round count, etc.

When creating elements of the Battle Map try and think how a player and their character could use them and try to list a mixture of purely evocative traits and one or two to hang mechanical advantages or disadvantages off. This allows players to use the 'traits' as creative hooks for actions and gives them ideas of how to interact with the environment or points of interest within the scene.

### When to Use Battle Maps?

There is no need to play hard and fast with any of the points discussed here - it can be just as much fun to go with traits that you just believe are evocative and fire your imagination and then get totally surprised by how your players use them!

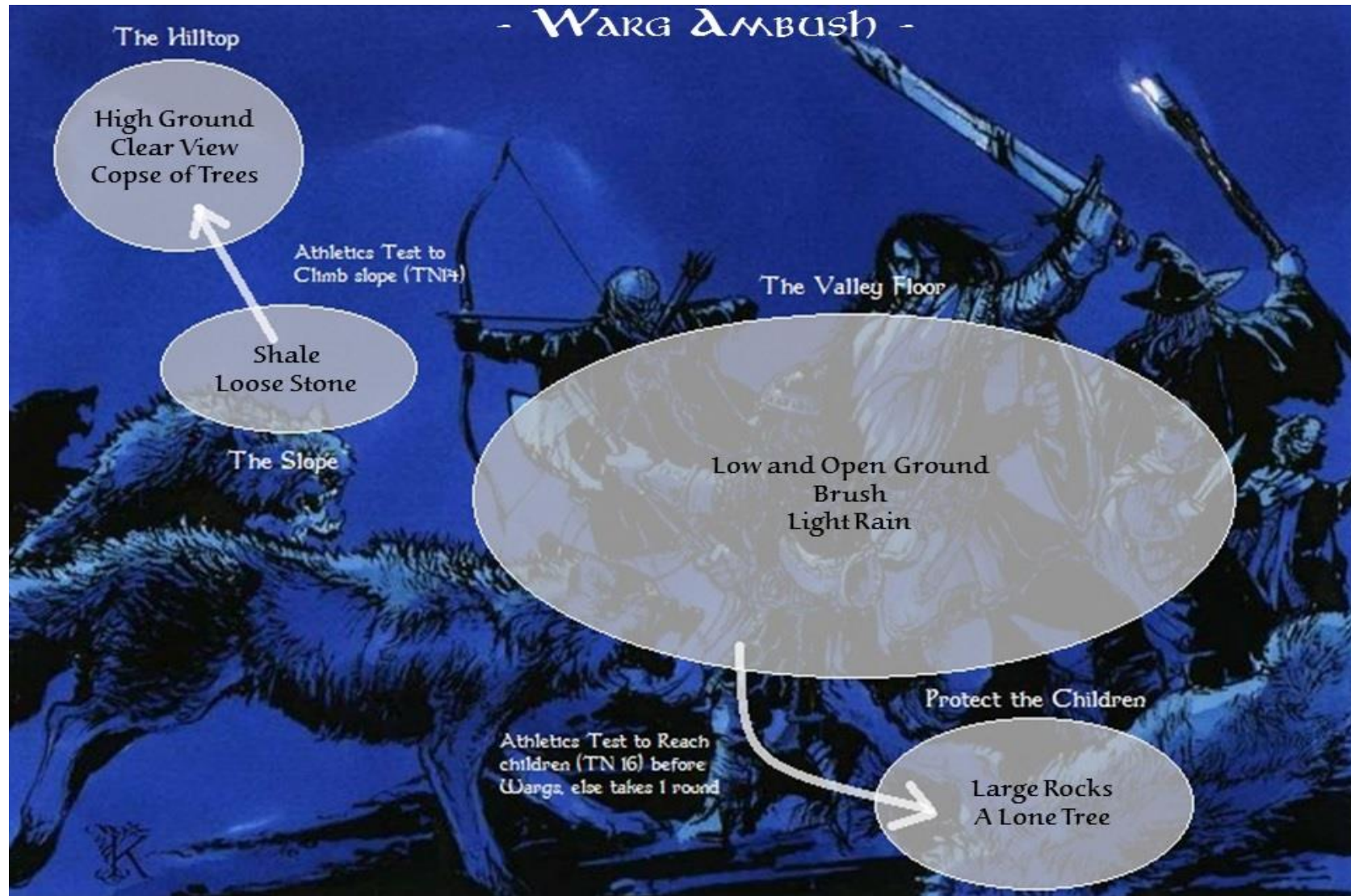
These are all just ideas with no fixed rules. Loremasters can use Battle Maps whenever they see fit and shouldn't feel like they must do so all the time or in the same way. Battle Maps should support the players and the Loremaster's enjoyment of the game; if it isn't doing that, then stop!

Remember to always try and make combat *narratively important*. If possible a fight should further the plot in some way whether that be a piece of information discovered or even just defeating the opponents to get somewhere. Considering these kinds of things can get the players a little more invested in the scene.



### EXAMPLE 1: WARG AMBUSH

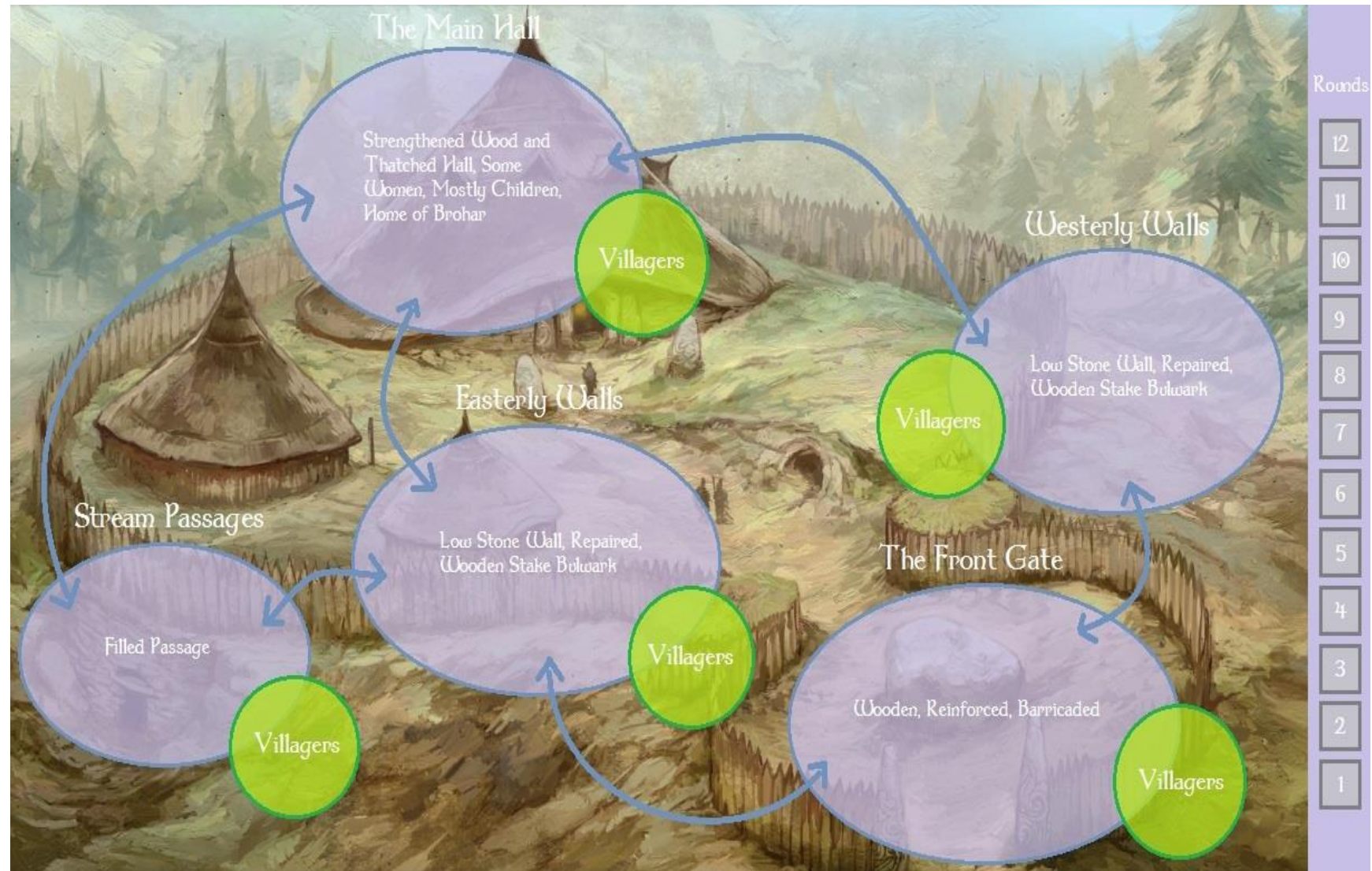
Here we see numerous locations within the battle and the routes they are navigated in addition to any time or tests required to reach the location in question. Also, there is reference to an 'objective' within the map (ie, Protect the Children), highlighting how such element may be introduced.





## EXAMPLE 2: THE BATTLE OF HITHERO

More complex than the 'Warg Ambush', this battle map illustrates how a location can be depicted including the characteristics of such locations and how they can be navigated. There are also reference to objectives (ie, Villagers) and a Rounds count along the side – often useful for showing just how long the companions and their allies need to defend a locale before aid arrives, or some other device/narrative, to relieve them.





# - The Great

## Melee -

One of the areas not covered within The One Ring's standard ruleset are a set of guidelines or rules for if players' characters ever fight, or compete in a tournament, against each other. The problem with the rules as written in engaging in such an activity is around stances.

A satisfactory set of rules should allow for PCs on opposing sides to be able to engage each other choosing differing Stances (ie, allowing for the same options as those they use within standard combat), currently TOR does not allow for this. These house rules look to address that, yet still maintain the abstract nature of TOR's combat system.

### PC vs. PC COMBAT STEPS

Presented here are the guidelines for competing in PC vs. PC combat, tourneys, and sparring.

#### 1. Select Targets

Players roll Battle – declaring their chosen target in order from the lowest number of successes (or total dice roll if no successes were obtained) to the highest. Any ties within the Battle roll are resolved in order from lowest to highest Wits scores.

#### 2. Secretly Select Stance

Each player now secretly selects the Stance of their character using the 'cards' within this document.

#### 3. Reveal Stance

Players reveal their chosen stances at the same time

#### 4. Establish Attack TN

To determine what TN a player uses for their character's attack, compare the stance the attacker is in with that of their targeted opponent:

- Forward Stance trumps Open Stance (overwhelming the more measured approach)
- Open Stance trumps Defensive Stance (taking the time to find holes in their defense)
- Defensive Stance trumps Forward Stance (easily avoiding the overextended attack)

If your characters' stance trumps your opponent's your TN to hit is the lower of the two.

If your characters' stance is trumped, your TN to hit is the higher.

If they are the same, then it is as normal (ie, the TN of the Stance you selected).



For example, Thogrim is in Forward Stance and attacks Iwgar in Defensive Stance. Thogrim's TN to hit is 12 while Iwgar's is 6.

### 5. Resolve Attacks

Each character resolves their attack in stance order (forward, open, defensive, and rearward). Ties are broken with Wits score.

### SUPPLEMENTARY RULES AND OPTIONS

The following rules may be used in addition to the above steps to provide more detail and a greater range of results.

- Friendly Bouts – as these rules were primarily created for tournaments and bouts where non-lethal damage is desired then normal Wounds do not apply. Damage is therefore at an Endurance level only. Follow the rules normally but, if you successfully Wound your opponent (ie, succeed in achieving a piercing blow and your opponent fails their Protection test), they automatically surrender and leave the tourney field; they have been overwhelmed by your blow
- Accidental wounds may still occur during tournaments. When a  is rolled as part of a successful attack your opponent must make a Protection test, failure results in a Wound. In such circumstances a Hope point may be spent by the **attacker** to avoid wounding or, accidentally, killing their opponent
- Where a successful attack achieves a  result on the Feat Die, the opponent is winded. Their next action receives a -2 penalty
- When the Endurance damage sustained by an NPC equals twice their (base) Hope score they may surrender at the earliest opportunity. It is up to the LM to decide on whether the NPC surrenders (or leaves the tourney field) or not



- These rules can be used to provide an alternative for resolving combat between PCs and narratively important NPCs, offering a more detailed resolution mechanic for the NPC in question with regards to Stance choice/options

## STANCE CARDS

Copies of the following stance cards should be provided for each combatant. A Rearward card has also been provided to allow for groups of opponents facing off against each other but such a stance has the same restrictions as that found in standard combat.







FORWARD



DEFENSIVE



OPEN



REARWARD





# - New Adversaries -

"Before you could get round Mirkwood in the North you would be right among the slopes of the Grey Mountains, and they are simply stiff with Goblins, Hobgoblins, and Orcs of the worst description."

## DRAGON-KIND


lesser cold drake	
ATTRIBUTE LEVEL	
8	
ENDURANCE	HATE
100	10
PARRY	ARMOUR
10	<u>5d</u> / 1d*
SKILLS	
<u>Personality, 4</u>	Survival, 3
<u>Movement, 4</u>	<u>Custom, 4</u>
Perception, 3	<u>Vocation, 3</u>
WEAPON SKILLS	
<u>Bite</u> Damage 8, Edge 8, Injury 18, CS Pierce	4
<u>Rend</u> Damage 5, Edge 9, Injury 20, CS -	3
SPECIAL ABILITIES	
<b>Great Size</b> The creature is so resilient and tough that it is not knocked out or killed when reduced to zero Endurance or if wounded once. The creature keeps fighting at zero Endurance or when wounded once, until wounded twice, or reduced to zero Endurance AND wounded.	
<b>Thick Hide</b> When the creature succeeds in a Protection test against a close-combat weapon, obtaining a great or extraordinary success, the attacker drops his weapon (under normal circumstances, the dropped weapon may be recovered spending an entire action).	

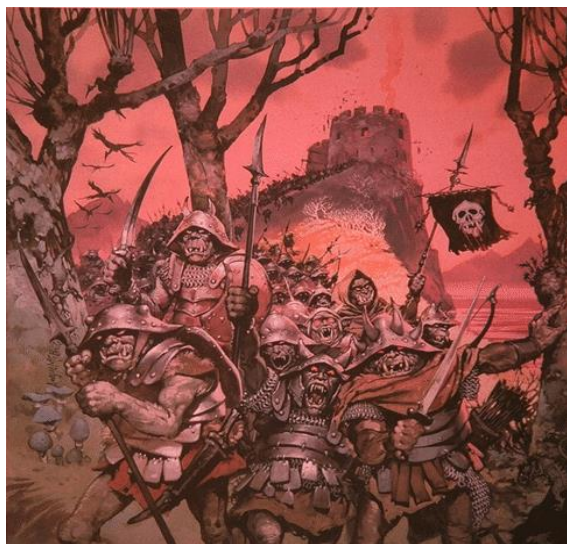
lesser cold drake
<b>Savage Assault</b> If the creature's main form of attack has just hit producing a great or extraordinary success, reduce its Hate point score by one point to immediately roll a second attack on the same target using the creature's secondary weapon.
<b>Dreadful Spells</b> During combat, reduce the creature's Hate point score by one to force one companion who is within his baleful gaze to make a Corruption check against TN 16. If failed, the companion gains one Shadow point and cannot attack the drake for a number of rounds equal to 10 minus his Wisdom rating.  The drake can spend several Hate points to affect an equal number of companions at the same time. If used during an encounter, companions put under the dragon-spell feel compared to answer truthfully to questions for the duration of the encounter.
<b>Foul Reek</b> An overpowering stench forces any hero engaged with the monster to spend a point of Hope to attempt any action other than an attack (including combat tasks).
<b>Horrible Strength</b> Following a successful attack, reduce the creature's Hate point score by one to increase the target's Endurance loss by a number of points equal to the creature's Attribute Level.
<b>Thing of Terror</b> A hero facing such a terrifying creature must make a Fear test at the beginning of every round of combat, until he fails or he succeeds with a great or extraordinary success (the test is made against TN 14, unless a different difficulty is included in brackets in the ability description).
<b>Weak Spot</b> Whenever the creature attempts a Called shot or spends a point of Hate to use a special ability (Horrible Strength, Tainted Blast, Savage Assault or Dreadful Spells) he exposes his weak spot for enough time for the companions to hit it with their next attack. When hit for a Piercing Blow on his weak spot, the creature rolls only one dice for his Protection test. If wounded as a consequence of an attack on his weak spot, it breaks off the fight and flees.
<b>Tainted Blast</b> By spending a point of Hate, the drake spits forth a jet of poisonous fumes. Anyone attacking the drake in close combat is caught in the blast and must immediately make a Protection test against TN 16. Those who fail suffer 4 Success dice of Endurance damage; a simple success means the character suffers 1 Success dice of Endurance damage, while a great or extraordinary success means the character comes through the fumes without harm.








## GOBLINS AND ORCS



GOBLIN WARRIOR	
ATTRIBUTE LEVEL	
2	
ENDURANCE	HATE
8	1
PARRY	ARMOUR
2 + 1	2d
SKILLS	
Personality, 1	Survival, 2
<u>Movement, 3</u>	Custom, 1
Perception, 2	Vocation, 1
WEAPON SKILLS	
Spear Damage 4, Edge 9, Injury 12, CS pierce	2
Jagged knife Damage 3, Edge  , Injury 14, CS -	2
SPECIAL ABILITIES	
<b>Hate Sunlight</b> The creature loses one point of Hate at the end of the first round of combat fought while exposed to the light of the sun.	
<b>Denizen of the Dark</b> While the creature is in the dark (at night, underground, or in a dense forest) its Attribute level is doubled as far as all rolls are concerned (attack and Protection tests included).	



snaga stalker	
ATTRIBUTE LEVEL	
3	
ENDURANCE	HATE
12	3
PARRY	ARMOUR
4	2d
SKILLS	
Personality, 2	Survival, 2
<u>Movement, 3</u>	Custom, 1
<u>Perception, 3</u>	Vocation, 1
WEAPON SKILLS	
<u>Bow of horn</u> Damage 4, Edge 10, Injury 12, CS poison	2
<u>Jagged knife</u> Damage 3, Edge  , Injury 14, CS -	2
SPECIAL ABILITIES	
<b>Hate Sunlight</b> The creature loses one point of Hate at the end of the first round of combat fought while exposed to the light of the sun.	
<b>Snake-like Speed</b> When a hero has rolled for an attack against the creature, reduce its Hate point score by one to double the creature's basic Parry score (not including the bonus due to a shield). If the TN to hit the creature is now higher than the roll, the attack missed.	



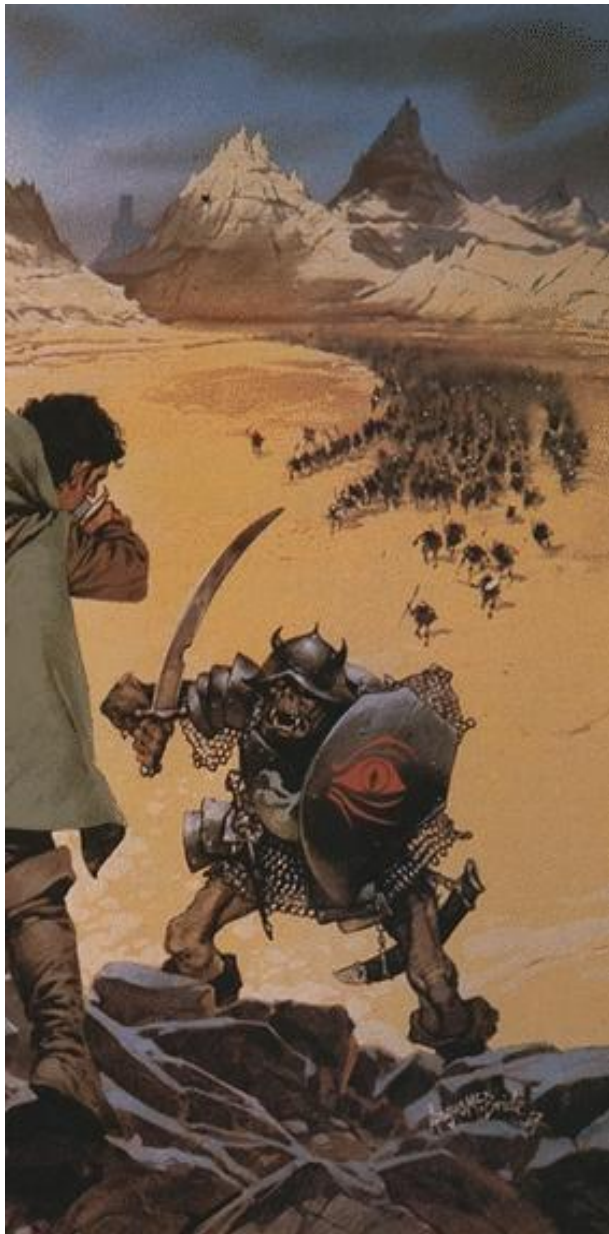
hobgoblin archer	
ATTRIBUTE LEVEL	
4	
ENDURANCE	HATE
32	5
PARRY	ARMOUR
4	<u>2d</u>
SKILLS	
Personality, 1	<u>Survival, 2</u>
<u>Movement, 2</u>	Custom, 1
<u>Perception, 3</u>	Vocation, 1
WEAPON SKILLS	
<u>Bow of horn</u> Damage 4, Edge 10, Injury 12, CS poison	3
<u>Orc-axe</u> Damage 5, Edge  , Injury 16, CS break shield	3
<u>Bite</u> Damage 4, Edge  , Injury 14, CS -	3
SPECIAL ABILITIES	
<b>Hate Sunlight</b> The creature loses one point of Hate at the end of the first round of combat fought while exposed to the light of the sun.	
<b>Denizen of the Dark</b> While the creature is in the dark (at night, underground, or in a dense forest) its Attribute level is doubled as far as all rolls are concerned (attack and Protection tests included).	
<b>No Quarter</b> If the creature has just knocked out a character, reduce its Hate point score by one point to immediately roll a second attack on the same target using the creature's secondary weapon (against the usual TN): if the roll succeeds with a great or extraordinary success, the target is considered to have been administered a coup de grace and is killed (regardless of damage inflicted).	

hobgoblin chief	
ATTRIBUTE LEVEL	
6	
ENDURANCE	HATE
36	5
PARRY	ARMOUR
4 + 3 (Shield)	<u>2d</u>
SKILLS	
Personality, 2	<u>Survival, 2</u>
Movement, 2	Custom, 2
<u>Perception, 3</u>	Vocation, 1
WEAPON SKILLS	
Orc-axe Damage 5, Edge  , Injury 16, CS break shield	3
Bite Damage 4, Edge  , Injury 14, CS -	4
SPECIAL ABILITIES	
<b>Commanding Voice</b> Reduce the creature's Hate point score by one to restore one Hate point to all creatures of the same kind involved in the confrontation (not including the creature using the special ability).	
<b>Horrible Strength</b> Following a successful attack, reduce the creature's Hate point score by one to increase the target's Endurance loss by a number of points equal to the creature's Attribute Level.	
<b>Hate Sunlight</b> The creature loses one point of Hate at the end of the first round of combat fought while exposed to the light of the sun.	
<b>Denizen of the Dark</b> While the creature is in the dark (at night, underground, or in a dense forest) its Attribute level is doubled as far as all rolls are concerned (attack and Protection tests included).	
<b>No Quarter</b> If the creature has just knocked out a character, reduce its Hate point score by one point to immediately roll a second attack on the same target using the creature's secondary weapon (against the usual TN): if the roll succeeds with a great or extraordinary success, the target is considered to have been administered a coup de grace and is killed (regardless of damage inflicted).	



ORC RAIDER	
ATTRIBUTE LEVEL	
3	
ENDURANCE	HATE
10	1
PARRY	ARMOUR
3	2d
SKILLS	
Personality, 2	<u>Survival, 2</u>
<u>Movement, 2</u>	Custom, 1
Perception, 3	Vocation, 1
WEAPON SKILLS	
Bow of horn Damage 4, Edge 10, Injury 12, CS poison	2
Bent sword Damage 4, Edge 10, Injury 12, CS disarm	2
SPECIAL ABILITIES	
<b>Craven</b> If at the beginning of a round the creature is found without Hate points, it tries to flee the battlefield.	
<b>Hate Sunlight</b> The creature loses one point of Hate at the end of the first round of combat fought while exposed to the light of the sun.	


orc taskmaster	
ATTRIBUTE LEVEL	
4	
ENDURANCE	HATE
18	4
PARRY	ARMOUR
4	2d
SKILLS	
Personality, 3	Survival, 2
Movement, 2	<u>Custom, 2</u>
Perception, 2	<u>Vocation, 2</u>
WEAPON SKILLS	
<u>Cruel Whip</u> Damage 3, Edge 10, Injury 12, CS trip (treat target as if they were suffering knockback)	3
<u>Bent sword</u> Damage 4, Edge 10, Injury 12, CS disarm	2
SPECIAL ABILITIES	
<b>Hate Sunlight</b> The creature loses one point of Hate at the end of the first round of combat fought while exposed to the light of the sun.	
<b>Savage Assault</b> If the creature's main form of attack has just hit producing a great or extraordinary success, reduce its Hate point score by one point to immediately roll a second attack on the same target using the creature's secondary weapon.	
<b>Commanding Voice</b> Reduce the creature's Hate point score by one to restore one Hate point to all creatures of the same kind involved in the confrontation (not including the creature using the special ability).	
<b>Seize Victim</b> If the creature's main form of attack has hit, the creature may hold on to the target to reduce the mobility of the victim: a seized victim cannot change stance, and sees its Parry rating reduced to half (rounding fractions up). The seizing creature cannot attack with its main weapon as long as it is seizing the target (but can freely use a secondary attack if it possesses one).	




orc champion	
Attribute Level	
4	
Endurance	Hate
18	4
Parry	Armour
5	3d
Skills	
<u>Personality</u> , 2	Survival, 3
Movement, 3	Custom, 1
<u>Perception</u> , 2	Vocation, 2
Weapon Skills	
Heavy scimitar (2h) Damage 7, Edge 10, Injury 14, CS break shield	2
Spear Damage 4, Edge 9, Injury 12, CS pierce	3
Special Abilities	
<b>Horrible Strength</b> Following a successful attack, reduce the creature's Hate point score by one to increase the target's Endurance loss by a number of points equal to the creature's Attribute Level.	
<b>Hate Sunlight</b> The creature loses one point of Hate at the end of the first round of combat fought while exposed to the light of the sun.	
<b>Snake-like Speed</b> When a hero has rolled for an attack against the creature, reduce its Hate point score by one to double the creature's basic Parry score (not including the bonus due to a shield). If the TN to hit the creature is now higher than the roll, the attack missed.	






orc marauder	
attribute level	
4	
endurance	hate
16	3
parry	armour
4	2d
skills	
<u>Personality, 2</u>	Survival, 2
Movement, 3	<u>Custom, 2</u>
Perception, 3	Vocation, 1
weapon skills	
<u>Orc-axe</u> Damage 5, Edge  , Injury 16, CS break shield	2
<u>Broad-bladed sword</u> Damage 5, Edge 10, Injury 14, CS poison	2
special abilities	
<b>Hate Sunlight</b> The creature loses one point of Hate at the end of the first round of combat fought while exposed to the light of the sun.	
<b>Savage Assault</b> If the creature's main form of attack has just hit producing a great or extraordinary success, reduce its Hate point score by one point to immediately roll a second attack on the same target using the creature's secondary weapon.	

orc line-breaker	
ATTRIBUTE LEVEL	
4	
ENDURANCE	HATE
16	3
PARRY	ARMOUR
4	<u>2d</u>
SKILLS	
<u>Personality, 2</u>	Survival, 2
Movement, 3	<u>Custom, 2</u>
Perception, 2	Vocation, 1
WEAPON SKILLS	
Broad-bladed sword Damage 5, Edge 10, Injury 14, CS poison	2
Heavy Orc-axe Damage 7, Edge  , Injury 16, CS break shield	2
SPECIAL ABILITIES	
<b>Hate Sunlight</b> The creature loses one point of Hate at the end of the first round of combat fought while exposed to the light of the sun.	
<b>Hideous Toughness</b> Reduce the creature's Hate point score by one to reduce the Endurance loss caused by an enemy's attack by a number of points equal to the creature's Attribute Level.	






orc shaman	
ATTRIBUTE LEVEL	
4	
ENDURANCE	HATE
18	5
PARRY	ARMOUR
4	2d
SKILLS	
<u>Personality, 2</u>	Survival, 2
Movement, 2	<u>Custom, 2</u>
Perception, 2	<u>Vocation, 3</u>
WEAPON SKILLS	
<u>Jagged knife</u> Damage 3, Edge  , Injury 14, CS -	2
<u>Bent sword</u> Damage 4, Edge 10, Injury 12, CS disarm	2
SPECIAL ABILITIES	
<b>Hate Sunlight</b> The creature loses one point of Hate at the end of the first round of combat fought while exposed to the light of the sun.	
<b>Bewilder</b> Reduce the creature's Hate point score by one to reduce the Parry rating of a hero to the basic combat TN of their chosen stance.	
<b>Dreadful Spells (Shadow Curse)</b> A hero who fails the corruption check due to Dreadful Spells has the Injury rating of any piercing blows they suffer increased by 4.	

black uruk champion	
ATTRIBUTE LEVEL	
5	
ENDURANCE	HATE
32	5
PARRY	ARMOUR
5	3d
SKILLS	
Personality, 3	<u>Survival, 2</u>
<u>Movement, 3</u>	Custom, 2
<u>Perception, 3</u>	Vocation, 3
WEAPON SKILLS	
<u>Heavy scimitar (2h)</u> Damage 7, Edge 10, Injury 14, CS break shield	3
<u>Broad-headed spear</u> Damage 5, Edge 10, Injury 12, CS pierce	2
SPECIAL ABILITIES	
<b>Horrible Strength</b> Following a successful attack, reduce the creature's Hate point score by one to increase the target's Endurance loss by a number of points equal to the creature's Attribute Level.	
<b>Hideous Toughness</b> Reduce the creature's Hate point score by one to reduce the Endurance loss caused by an enemy's attack by a number of points equal to the creature's Attribute Level.	






Black uruk chief	
ATTRIBUTE LEVEL	
6	
ENDURANCE	HATE
38	6
PARRY	ARMOUR
5	3d + 4
SKILLS	
<u>Personality</u> , 3	Survival, 2
Movement, 2	Custom, 2
<u>Perception</u> , 2	Vocation, 2
WEAPON SKILLS	
<u>Heavy scimitar (2h)</u> Damage 7, Edge 10, Injury 14, CS break shield	3
<u>Orc Axe</u> Damage 5, Edge  , Injury 16, CS break shield	3
SPECIAL ABILITIES	
<b>Commanding Voice</b> Reduce the creature's Hate point score by one to restore one Hate point to all creatures of the same kind involved in the confrontation (not including the creature using the special ability).	
<b>Horrible Strength</b> Following a successful attack, reduce the creature's Hate point score by one to increase the target's Endurance loss by a number of points equal to the creature's Attribute Level.	
<b>Hideous Toughness</b> Reduce the creature's Hate point score by one to reduce the Endurance loss caused by an enemy's attack by a number of points equal to the creature's Attribute Level.	
<b>Mangle</b> If the creature's main form of attack has just hit producing a great or extraordinary success, reduce its Hate point score by one point to immediately roll a second attack on the same target using the creature's primary weapon.	







## HUORN


huorn	
ATTRIBUTE LEVEL	
6	
ENDURANCE	HATE
65	6
PARRY	ARMOUR
1	<u>4d</u>
SKILLS	
Personality, 0	Survival, 0
Movement, 0	Custom, 0
<u>Perception, 3</u>	Vocation, 1
WEAPON SKILLS	
<u>Root Lash</u> Damage 5, Edge  , Injury 14, CS -	3
<u>Strangle</u> Damage 6, Edge 10, Injury 14, CS -	3
<p>The Huorn normally attacks using its Root Lash skill. If successful, it applies its Seize Victim ability to immobilise its victims and then attack them using Strangle.</p>	
SPECIAL ABILITIES	
<b>Many Roots</b> Every round, the creature may attack up to three different opponents attacking it in a close combat stance. OR, reduce its Hate point score by one point to attack ALL opponents fighting in close combat.	
<b>Root Lash</b> The thing attacks using its tentacle like roots.	
<b>Seize Victim</b> If the creature's main form of attack has hit, the creature may hold on to the target to reduce the mobility of the victim: a seized victim cannot change stance, and sees its Parry rating reduced to half (rounding fractions up). The seizing creature cannot attack with its main weapon as long as it is seizing the target (but can freely use a secondary attack if it possesses one).	
<b>Strangle</b> When the creature has taken hold of a victim, it tries to crush it tightening its coils.	
<b>Great Size</b> The creature is so resilient and tough that it is not knocked out or killed when reduced to zero Endurance or if wounded once. The creature keeps fighting at zero Endurance or when wounded once, until wounded twice, or reduced to zero Endurance AND wounded.	








## MARSH DWELLERS

marsh harriðan	
ATTRIBUTE LEVEL	
6	
ENDURANCE	HATE
20	4
PARRY	ARMOUR
5	2d
SKILLS	
Personality, 2	<u>Survival, 2</u>
<u>Movement, 3</u>	Custom, 2
<u>Perception, 3</u>	Vocation, 1
WEAPON SKILLS	
<u>Slash</u> Damage 4, Edge  , Injury 15, CS -	3
<u>Bite</u> Damage 6, Edge 9, Injury 14, CS -	2
SPECIAL ABILITIES	
<b>Bewilder</b> Reduce the creature's Hate point score by one to reduce the Parry rating of a hero to the basic combat TN of their chosen stance.	
<b>Seize Victim</b> If the creature's main form of attack has hit, the creature may hold on to the target to reduce the mobility of the victim: a seized victim cannot change stance, and sees its Parry rating reduced to half (rounding fractions up). The seizing creature cannot attack with its main weapon as long as it is seizing the target (but can freely use a secondary attack if it possesses one).	
<b>Snake-like Speed</b> When a hero has rolled for an attack against the creature, reduce its Hate point score by one to double the creature's basic Parry score (not including the bonus due to a shield). If the TN to hit the creature is now higher than the roll, the attack missed.	

marsh ogre chief	
ATTRIBUTE LEVEL	
7	
ENDURANCE	HATE
88	7
PARRY	ARMOUR
5	<u>3d</u>
SKILLS	
Personality, 2	<u>Survival, 2</u>
Movement, 2	Custom, 0
<u>Perception, 2</u>	Vocation, 1
WEAPON SKILLS	
<u>Smash</u> Damage 7, Edge  , Injury 12, CS Knock-down	4
SPECIAL ABILITIES	
<b>Great Size</b> The creature is so resilient and tough that it is not knocked out or killed when reduced to zero Endurance or if wounded once. The creature keeps fighting at zero Endurance or when wounded once, until wounded twice, or reduced to zero Endurance AND wounded.	
<b>Strike Fear (TN 14)</b> Reduce the creature's Hate point score by one to force all companions to make a Fear test.	
<b>Mangle</b> If the creature's main form of attack has just hit producing a great or extraordinary success, reduce its Hate point score by one point to immediately roll a second attack on the same target using the creature's primary weapon.	

\* Knockdown: The target has been knocked down by the force of the blow. A character who is knocked down cannot choose to be 'knocked back' to lessen the impact of the blow that knocked him down. A character that has been knocked down cannot change his stance and will spend his following round recovering his fighting position, unable to take any further action that turn.



## MEN OF THE SHADOW

easterling scout	
ATTRIBUTE LEVEL	
3	
ENDURANCE	HATE
16	3
PARRY	ARMOUR
5	3d
SKILLS	
Personality, 1	<u>Survival, 3</u>
Movement, 3	Custom, 1
<u>Perception, 3</u>	Vocation, 2
WEAPON SKILLS	
Spear Damage 5, Edge 9, Injury 14, CS Piercing Blow	3
<u>Bow</u> Damage 5, Edge 10, Injury 14, CS Piercing Blow	2
SPECIAL ABILITIES	
Snake-like Speed When a hero has rolled for an attack against the creature, reduce its Hate point score by one to double the creature's basic Parry score (not including the bonus due to a shield). If the TN to hit the creature is now higher than the roll, the attack missed.	

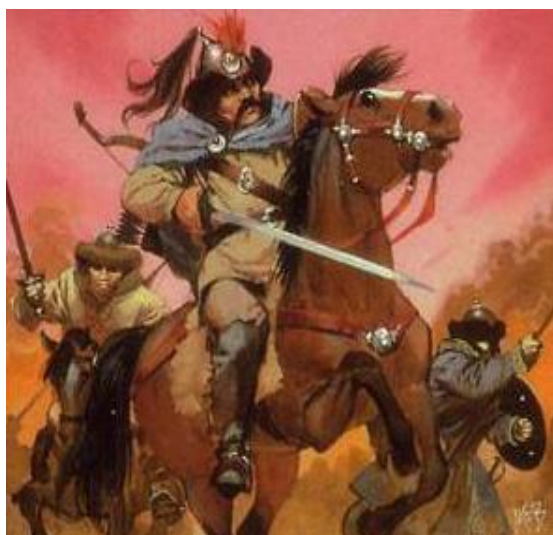
easterling raider	
ATTRIBUTE LEVEL	
3	
ENDURANCE	HATE
12	2
PARRY	ARMOUR
3 + 3 (Shield)	3d + 1
SKILLS	
Personality, 2	Survival, 1
Movement, 2	<u>Custom, 3</u>
Perception, 2	Vocation, 2
WEAPON SKILLS	
Sword Damage 5, Edge 10, Injury 16, CS Disarm	2
Spear Damage 5, Edge 9, Injury 14, CS Piercing Blow	2
SPECIAL ABILITIES	
No Quarter If the creature has just knocked out a character, reduce its Hate point score by one point to immediately roll a second attack on the same target using the creature's secondary weapon (against the usual TN): if the roll succeeds with a great or extraordinary success, the target is considered to have been administered a coup de grace and is killed (regardless of damage inflicted).	





## easterling champion

ATTRIBUTE LEVEL		
5		
ENDURANCE	HATE	
18	4	
PARRY	ARMOUR	
4	3d	
SKILLS		
Personality, 2	<u>Survival, 2</u>	
<u>Movement, 3</u>	Custom, 2	
Perception, 3	Vocation, 1	
WEAPON SKILLS		
<u>Long-hafted Axe</u> Damage 5 / 7, Edge 7, Injury 18 / 20, CS Break Shield		4
SPECIAL ABILITIES		
<b>Horrible Strength</b> Following a successful attack, reduce the creature's Hate point score by one to increase the target's Endurance loss by a number of points equal to the creature's Attribute Level.		
<b>No Quarter</b> If the creature has just knocked out a character, reduce its Hate point score by one point to immediately roll a second attack on the same target using the creature's secondary weapon (against the usual TN): if the roll succeeds with a great or extraordinary success, the target is considered to have been administered a coup de grace and is killed (regardless of damage inflicted).		





## easterling chief

ATTRIBUTE LEVEL	
6	
ENDURANCE	HATE
20	3
PARRY	ARMOUR
4 + 3 (Shield)	3d + 4
SKILLS	
<u>Personality, 4</u>	Survival, 2
Movement, 3	<u>Custom, 3</u>
Perception, 2	Vocation, 2
WEAPON SKILLS	
<u>Spear</u> Damage 5, Edge 9, Injury 14, CS Piercing Blow	4
<u>Sword</u> Damage 5, Edge 10, Injury 16, CS Disarm	3
SPECIAL ABILITIES	
<b>Commanding Voice</b> Reduce the creature's Hate point score by one to restore one Hate point to all creatures of the same kind involved in the confrontation (not including the creature using the special ability).	
<b>No Quarter</b> If the creature has just knocked out a character, reduce its Hate point score by one point to immediately roll a second attack on the same target using the creature's secondary weapon (against the usual TN): if the roll succeeds with a great or extraordinary success, the	
<b>Snake-like Speed</b> When a hero has rolled for an attack against the creature, reduce its Hate point score by one to double the creature's basic Parry score (not including the bonus due to a shield). If the TN to hit the creature is now higher than the roll, the attack missed.	



## NE'ER DO WELLS

bandit	
ATTRIBUTE LEVEL	
4	
ENDURANCE	HATE
16	3
PARRY	ARMOUR
4	3d + 1
SKILLS	
Personality, 2	<u>Survival</u> , 3
<u>Movement</u> , 2	Custom, 1
Perception, 2	Vocation, 2
WEAPON SKILLS	
<u>Spear</u> Damage 5, Edge 9, Injury 14, CS piercing blow	2
<u>Axe</u> Damage 5, Edge  , Injury 18, CS break shield	2
SPECIAL ABILITIES	
<b>No Quarter</b> If the creature has just knocked out a character, reduce its Hate point score by one point to immediately roll a second attack on the same target using the creature's secondary weapon (against the usual TN): if the roll succeeds with a great or extraordinary success, the target is considered to have been administered a coup de grace and is killed (regardless of damage inflicted).	
<b>Overwhelm</b> If the creature's attack hits producing a great or extraordinary success, reduce its Hate point score by one point to cause the target to be considered temporary weary, until the end of this creature's next turn.	

bandit marksman	
ATTRIBUTE LEVEL	
4	
ENDURANCE	HATE
16	3
PARRY	ARMOUR
3	2d
SKILLS	
Personality, 2	Survival, 3
Movement, 3	Custom, 1
<u>Perception, 2</u>	Vocation, 2
WEAPON SKILLS	
<u>Bow</u> Damage 5, Edge 10, Injury 14, CS piercing blow	2
<u>Dagger</u> Damage 3, Edge  , Injury 12, CS -	2
SPECIAL ABILITIES	
Deadly Archery The archer may spend a point of Hate to add his Attribute level to damage with a successful bow attack.	
Pinning Shot If the creature's attack hits producing a great or extraordinary success, reduce its Hate point score by one point to force the target to be considered under the effects of Knockback for one turn. Note this does not including the halving of the endurance loss as with normal Knockback, nor can the target be knocked back normally.	








bandit chief	
ATTRIBUTE LEVEL	
5	
ENDURANCE	HATE
20	5
PARRY	ARMOUR
5 + 2	3d + 1
SKILLS	
<u>Personality</u> , 4	Survival, 3
<u>Movement</u> , 3	Custom, 3
Perception, 2	Vocation, 2
WEAPON SKILLS	
<u>Long Sword</u> Damage 5, Edge 10, Injury 16, CS disarm	3
SPECIAL ABILITIES	
<b>Commanding Voice</b> Reduce the creature's Hate point score by one to restore one Hate point to all creatures of the same kind involved in the confrontation (not including the creature using the special ability).	
<b>Snake-like Speed</b> When a hero has rolled for an attack against the creature, reduce its Hate point score by one to double the creature's basic Parry score (not including the bonus due to a shield). If the TN to hit the creature is now higher than the roll, the attack missed.	
<b>Overwhelm</b> If the creature's attack hits producing a great or extraordinary success, reduce its Hate point score by one point to cause the target to be considered temporary weary, until the end of this creature's next turn.	



guard dog	
ATTRIBUTE LEVEL	
2	
ENDURANCE	HATE
8	1
PARRY	ARMOUR
3	<u>1d</u>
SKILLS	
<u>Personality</u> , 1	Survival, 1
Movement, 3	Custom, 0
<u>Perception</u> , 2	Vocation, 0
WEAPON SKILLS	
<u>Bite</u> Damage 3, Edge 10, Injury 16, CS -	2
SPECIAL ABILITIES	
<b>Fear of Fire</b> The creature loses one point of Hate at the end of the first round of combat fought against a direct adversary wielding a torch or other sort of burning item.	
<b>Seize Victim</b> If the creature's main form of attack has hit, the creature may hold on to the target to reduce the mobility of the victim: a seized victim cannot change stance, and sees its Parry rating reduced to half (rounding fractions up).  The seizing creature cannot attack with its main weapon as long as it is seizing the target (but can freely use a secondary attack if it possesses one).	



BRIGAND	
ATTRIBUTE LEVEL	
4	
ENDURANCE	HATE
18	3
PARRY	ARMOUR
5	3d + 1
SKILLS	
Personality, 1	<u>Survival, 2</u>
<u>Movement, 2</u>	Custom, 2
Perception, 2	Vocation, 1
WEAPON SKILLS	
<u>Axe</u> Damage 5, Edge  , Injury 18, CS break shield	2
<u>Long Sword</u> Damage 5, Edge 10, Injury 16, CS disarm	3
SPECIAL ABILITIES	
<b>Dirty Fighting</b> Before attacking this creature can reduce its Hate point score by one point to cause the target's parry rating to be reduced by 3 until the start of this creatures next turn.	
<b>Savage Assault</b> If the creature's main form of attack has just hit producing a great or extraordinary success, reduce its Hate point score by one point to immediately roll a second attack on the same target using the creature's secondary weapon.	

ROBBER	
ATTRIBUTE LEVEL	
4	
ENDURANCE	HATE
16	3
PARRY	ARMOUR
5	2d + 1
SKILLS	
Personality, 1	Survival, 3
Movement, 3	Custom, 1
<u>Perception, 3</u>	Vocation, 2
WEAPON SKILLS	
<u>Spear</u> Damage 5, Edge 9, Injury 14, CS piercing blow	2
<u>Short Sword</u> Damage 5, Edge 10, Injury 14, CS disarm	2
SPECIAL ABILITIES	
<b>Craven</b> If at the beginning of a round the creature is found without Hate points, it tries to flee the battlefield.	
<b>Dirty Fighting</b> Before attacking this creature can reduce its Hate point score by one point to cause the target's parry rating to be reduced by 3 until the start of this creatures next turn.	
<b>Snake-like Speed</b> When a hero has rolled for an attack against the creature, reduce its Hate point score by one to double the creature's basic Parry score (not including the bonus due to a shield). If the TN to hit the creature is now higher than the roll, the attack missed.	



ruffian	
ATTRIBUTE LEVEL	
3	
ENDURANCE	HATE
14	3
PARRY	ARMOUR
4	2d
SKILLS	
Personality, 1	Survival, 2
Movement, 2	Custom, 2
Perception, 2	Vocation, 1
WEAPON SKILLS	
<u>Short Sword</u> Damage 5, Edge 10, Injury 14, CS disarm	2
SPECIAL ABILITIES	
<b>Craven</b> If at the beginning of a round the creature is found without Hate points, it tries to flee the battlefield.	
<b>Overwhelm</b> If the creature's attack hits producing a great or extraordinary success, reduce its Hate point score by one point to cause the target to be considered temporary weary, until the end of this creatures next turn.	



ruffian leader	
ATTRIBUTE LEVEL	
4	
ENDURANCE	HATE
18	4
PARRY	ARMOUR
5	2d
SKILLS	
<u>Personality, 2</u>	<u>Survival, 3</u>
<u>Movement, 2</u>	Custom, 2
Perception, 2	Vocation, 2
WEAPON SKILLS	
<u>Long Sword</u> Damage 5/7, Edge 10, Injury 16/18, CS disarm	2
SPECIAL ABILITIES	
<b>Commanding Voice</b> Reduce the creature's Hate point score by one to restore one Hate point to all creatures of the same kind involved in the confrontation (not including the creature using the special ability).	
<b>Overwhelm</b> If the creature's attack hits producing a great or extraordinary success, reduce its Hate point score by one point to cause the target to be considered temporary weary, until the end of this creatures next turn.	











## TROLLS

cave troll runt	
ATTRIBUTE LEVEL	
6	
ENDURANCE	HATE
62	5
PARRY	ARMOUR
5	<u>2d</u>
SKILLS	
Personality, 2	<u>Survival, 2</u>
<u>Movement, 1</u>	Custom, 0
<u>Perception, 1</u>	Vocation, 0
WEAPON SKILLS	
Bite Damage 5, Edge  , Injury 14, CS -	2
<u>Crush</u> Damage 7, Edge  , Injury 12, CS -	1
SPECIAL ABILITIES	
<b>Great Size</b> The creature is so resilient and tough that it is not knocked out or killed when reduced to zero Endurance or if wounded once. The creature keeps fighting at zero Endurance or when wounded once, until wounded twice, or reduced to zero Endurance AND wounded.	
<b>Hideous Toughness</b> Reduce the creature's Hate point score by one to reduce the Endurance loss caused by an enemy's attack by a number of points equal to the creature's Attribute Level.	
<b>Savage Assault</b> If the creature's main form of attack has just hit producing a great or extraordinary success, reduce its Hate point score by one point to immediately roll a second attack on the same target using the creature's secondary weapon.	

olog-hai	
ATTRIBUTE LEVEL	
8	
ENDURANCE	HATE
85	8
PARRY	ARMOUR
6 + 1	<u>3d</u>
SKILLS	
Personality, 3	<u>Survival, 2</u>
<u>Movement, 2</u>	Custom, 1
<u>Perception, 2</u>	Vocation, 1
WEAPON SKILLS	
<u>Heavy hammer</u> Damage 8, Edge  , Injury 16, CS break shield	3
<u>Crush</u> Damage 8, Edge  , Injury 12, CS -	3
SPECIAL ABILITIES	
<b>Great Size</b> The creature is so resilient and tough that it is not knocked out or killed when reduced to zero Endurance or if wounded once. The creature keeps fighting at zero Endurance or when wounded once, until wounded twice, or reduced to zero Endurance AND wounded.	
<b>Hideous Toughness</b> Reduce the creature's Hate point score by one to reduce the Endurance loss caused by an enemy's attack by a number of points equal to the creature's Attribute Level.	
<b>Strike Fear (TN 14)</b> Reduce the creature's Hate point score by one to force all companions to make a Fear test.	
<b>Thick Hide</b> When the creature succeeds in a Protection test against a close-combat weapon, obtaining a great or extraordinary success, the attacker drops his weapon (under normal circumstances, the dropped weapon may be recovered spending an entire action).	





olog-hai war chief	
ATTRIBUTE LEVEL	
9	
ENDURANCE	HATE
92	10
PARRY	ARMOUR
7 + 1	<u>3d</u>
SKILLS	
<u>Personality</u> , 3	<u>Survival</u> , 2
<u>Movement</u> , 2	Custom, 1
<u>Perception</u> , 2	Vocation, 3
WEAPON SKILLS	
<u>Heavy hammer</u> Damage 8, Edge  , Injury 16, CS break shield	4
<u>Crush</u> Damage 9, Edge  , Injury 12, CS -	3
SPECIAL ABILITIES	
<b>Great Size</b> The creature is so resilient and tough that it is not knocked out or killed when reduced to zero Endurance or if wounded once. The creature keeps fighting at zero Endurance or when wounded once, until wounded twice, or reduced to zero Endurance AND wounded.	
<b>Hideous Toughness</b> Reduce the creature's Hate point score by one to reduce the Endurance loss caused by an enemy's attack by a number of points equal to the creature's Attribute Level.	
<b>Strike Fear (TN 14)</b> Reduce the creature's Hate point score by one to force all companions to make a Fear test.	
<b>Horrible Strength</b> Following a successful attack, reduce the creature's Hate point score by one to increase the target's Endurance loss by a number of points equal to the creature's Attribute Level.	
<b>Thick Hide</b> When the creature succeeds in a Protection test against a close-combat weapon, obtaining a great or extraordinary success, the attacker drops his weapon (under normal circumstances, the dropped weapon may be recovered spending an entire action).	





## TROLL-KIND


ettin	
ATTRIBUTE LEVEL	
7	
ENDURANCE	HATE
82	8
PARRY	ARMOUR
6	4d
SKILLS	
Personality, 2	Survival, 2
Movement, 2	<u>Custom</u> , 2
<u>Perception</u> , 2	Vocation, 1
WEAPON SKILLS	
<b>Club</b> Damage 6, Edge 10, Injury 14, CS -	3
<b><u>Crush</u></b> Damage 7, Edge  , Injury 12, CS -	2
SPECIAL ABILITIES	
<b>Great Size</b> The creature is so resilient and tough that it is not knocked out or killed when reduced to zero Endurance or if wounded once. The creature keeps fighting at zero Endurance or when wounded once, until wounded twice, or reduced to zero Endurance AND wounded.	
<b>Savage Assault</b> If the creature's main form of attack has just hit producing a great or extraordinary success, reduce its Hate point score by one point to immediately roll a second attack on the same target using the creature's secondary weapon.	
<b>Horrible Strength</b> Following a successful attack, reduce the creature's Hate point score by one to increase the target's Endurance loss by a number of points equal to the creature's Attribute Level.	
<b>Two Heads Are(n't) Better Than One!</b> If the Ettin rolls a  when attacking then it spends the next turn arguing with itself.	









## UNDEAD

restless dead	
ATTRIBUTE LEVEL	
3	
ENDURANCE	HATE
20	5
PARRY	ARMOUR
5	<u>2d</u>
SKILLS	
Personality, 1	<u>Survival, 2</u>
<u>Movement, 2</u>	Custom, 1
Perception, 1	Vocation, 1
WEAPON SKILLS	
<u>Claw</u> Damage 3, Edge  , Injury 14, CS -	2
<u>Sword</u> Damage 5, Edge 10, Injury 16, CS -	2
SPECIAL ABILITIES	
Foul Reek An overpowering stench forces any hero engaged with the monster to spend a point of Hope to attempt any action other than an attack (including combat tasks).	
Unnatural Vitality If the creature is wounded or down to zero Endurance, it may continue fighting by reducing its Hate point score by one point at the start of a combat round.	



wretched wight	
ATTRIBUTE LEVEL	
3	
ENDURANCE	HATE
32	5
PARRY	ARMOUR
6	<u>3d</u>
SKILLS	
Personality, 1	Survival, 1
Movement, 3	<u>Custom, 2</u>
Perception, 2	Vocation, 2
WEAPON SKILLS	
<u>Spear</u> Damage 5, Edge 9, Injury 14, CS pierce	2
<u>Sword</u> Damage 5, Edge 10, Injury 16, CS -	2
<u>Strangling Claws</u> Damage 3, Edge  , Injury 16, CS -	2
SPECIAL ABILITIES	
<b>Fear of Fire</b> The creature loses one point of Hate at the end of the first round of combat fought against a direct adversary wielding a torch or other sort of burning item.	
<b>Denizen of the Dark</b> While the creature is in the dark (at night, underground, or in a dense forest) its Attribute level is doubled as far as all rolls are concerned (attack and Protection tests included).	
<b>Fell Speed</b> Creatures capable of flight or possessing a great agility can choose which heroes to engage at the beginning of every turn (even when in inferior numbers), can attack heroes in any stance, and can choose to abandon combat at the beginning of any round.	
<b>Craven</b> If at the beginning of a round the creature is found without Hate points, it tries to flee the battlefield.	




gloom wight		
ATTRIBUTE LEVEL		
6		
ENDURANCE	HATE	
66	9	
PARRY	ARMOUR	
8	<u>4d</u>	
SKILLS		
Personality, 2	Survival, 1	
<u>Movement, 3</u>	<u>Custom, 3</u>	
Perception, 2	Vocation, 3	
WEAPON SKILLS		
<u>Spear</u> Damage 5, Edge 9, Injury 14, CS pierce		3
<u>Sword</u> Damage 5, Edge 10, Injury 16, CS -		3
<u>Strangling Claws</u> Damage 6, Edge  , Injury 16, CS -		2
SPECIAL ABILITIES		
<b>Fear of Fire</b> The creature loses one point of Hate at the end of the first round of combat fought against a direct adversary wielding a torch or other sort of burning item.		
<b>Denizen of the Dark</b> While the creature is in the dark (at night, underground, or in a dense forest) its Attribute level is doubled as far as all rolls are concerned (attack and Protection tests included).		
<b>Fell Speed</b> Creatures capable of flight or possessing a great agility can choose which heroes to engage at the beginning of every turn (even when in inferior numbers), can attack heroes in any stance, and can choose to abandon combat at the beginning of any round.		
<b>Craven</b> If at the beginning of a round the creature is found without Hate points, it tries to flee the battlefield.		
<b>Bewilder</b> Reduce the creature's Hate point score by one to reduce the Parry rating of a hero to the basic combat TN of their chosen stance.		
<b>Strike Fear</b> Reduce the creature's Hate point score by one to force all companions to make a Fear test (against TN 14).		



## WOLVES

white wolf	
ATTRIBUTE LEVEL	
4	
ENDURANCE	HATE
14	2
PARRY	ARMOUR
6	1d
SKILLS	
Personality, 1	<u>Survival, 2</u>
<u>Movement, 2</u>	Custom, 0
<u>Perception, 2</u>	Vocation, 0
WEAPON SKILLS	
<u>Bite</u> Damage 3, Edge 10, Injury 14, CS pierce	2
SPECIAL ABILITIES	
<b>Fear of Fire</b> The creature loses one point of Hate at the end of the first round of combat fought against a direct adversary wielding a torch or other sort of burning item.	
<b>Great Leap</b> Reduce the creature's Hate point score by one to attack any one companion, in any combat stance including Rearward.	
<b>Seize Victim</b> If the creature's main form of attack has hit, the creature may hold on to the target to reduce the mobility of the victim: a seized victim cannot change stance, and sees its Parry rating reduced to half (rounding fractions up). The seizing creature cannot attack with its main weapon as long as it is seizing the target.	

white wolf leader	
ATTRIBUTE LEVEL	
6	
ENDURANCE	HATE
20	4
PARRY	ARMOUR
6	<u>2d</u>
SKILLS	
Personality, 2	<u>Survival, 2</u>
<u>Movement, 2</u>	Custom, 1
<u>Perception, 2</u>	Vocation, 2
WEAPON SKILLS	
<u>Bite</u> Damage 5, Edge 10, Injury 14, CS pierce	3
<u>Rend</u> Damage 5, Edge  , Injury 14, CS -	1
SPECIAL ABILITIES	
<b>Fear of Fire</b> The creature loses one point of Hate at the end of the first round of combat fought against a direct adversary wielding a torch or other sort of burning item.	
<b>Strike Fear (TN 14)</b> Reduce the creature's Hate point score by one to force all companions to make a Fear test.	
<b>Savage Assault</b> If the creature's main form of attack has just hit producing a great or extraordinary success, reduce its Hate point score by one point to immediately roll a second attack on the same target using the creature's secondary weapon.	





