



SPECIAL SUCCESS TABLE (page 19)

SPEND 1  TO... DESCRIPTION

Cancel a Failure	If a roll involves multiple players, you help another Player-hero who failed; the failed roll is considered a success.
Score 1 Additional Success	If an action requires multiple successes to be achieved, you score 1 additional success.
Gain insight	You gain additional information, not necessarily related to the task at hand.
Go quietly	You achieve your goal noiselessly or without otherwise attracting attention.
Make haste	You complete the attempted task in a shorter time (about half the expected time).
Widen influence	You can influence more than the specific number of subjects originally targeted by the action. As a general rule, each Success icon spent corresponds to one additional subject or group of subjects.

CONDITIONS (page 22)

- ♦ **MISERABLE:** When the number of Shadow points are equal or above a Player-hero's current Hope score, they become Miserable. Miserable Player-heroes automatically fail if they roll .
- ♦ **WEARY:** When a Player-hero's Current Endurance score becomes equal to or lower than their total Load + Fatigue, they become Weary. Weary Player-heroes count 1–3 on the Success Dice as 0.
- ♦ **WOUNDED:** When a Player-hero fails a **PROTECTION** test, they become Wounded and roll on the Wound Severity table. Wounded Player-heroes recover Endurance slower and are more at risk in combat (see Resting). If wounded a second time the Player-hero's Endurance drop to zero, they fall unconscious and are now dying.



ADVANTAGES (page 102)

ATTACKER ENJOYS A...	MODIFIER	EXAMPLES	RANGED ATTACK CIRCUMSTANCES
Moderate advantage	<i>Gain (1d)</i>	Attacking from the high ground, exploiting a favourable terrain feature.	Target is moving slowly, is big, or available cover is scarce.
Greater advantage	<i>Gain (2d)</i>	The defender is hindered, is blinded by heavy snow, knee-deep in mud or swift-running water, etc.	Target is stationary, is very big (a Dragon), or without available cover.

RISK LEVELS (page 131)

RISK LEVEL	THE FAILED ROLL RESULTS IN A...	EXAMPLES
Standard	Simple Failure, OR Success with Woe	Eluding the watch of a Bounder in the Shire, entertaining a crowd of inebriated patrons at an inn, climbing a tall tree.
Hazardous	Failure with Woe	Stealing mushrooms from a farm guarded by ferocious dogs, climbing atop a crumbling tower, or trying to swim the waters of a swift-running river.
Foolish	Disaster!	Picking the pockets of a hungry Troll, playing a riddle game with a Dragon, or bandying words with an angry Wizard.

adversary special damage options (page 144)

- ♦ All special results require 1 Success icon to be triggered. Multiple  results can be used to trigger different results, or the same one multiple times.
- ♦ All adversaries can always choose to trigger a Heavy Blow special damage result.
- HEAVY BLOW:** The attack inflicts an additional loss of Endurance equal to the Attribute Level of the attacker.
- PIERCE:** The attacker scores a well-aimed strike, modifying the Feat die result of the attack roll by +2.
- SEIZE:** The attacker holds on to the target — the victim can only fight in a Forward stance making Brawling attacks. Seized heroes may free themselves spending a  icon from a successful attack roll.
- BREAK SHIELD:** The attack strikes repeatedly at the shield of the targeted Player-hero, smashing it to pieces. The target loses their shield's bonus to Parry (a shield that cannot be smashed is not affected).

COMPLICATIONS (page 102)

ATTACKER IS...	MODIFIER	EXAMPLES	RANGED ATTACK CIRCUMSTANCES
Moderately hindered	<i>Lose (1d)</i>	Standing on difficult terrain, suffering unfavourable weather conditions, or in cramped quarters.	Target is at medium range, or is under good cover (trees in a sparse wood).
Severely hindered	<i>Lose (2d)</i>	Almost blinded by heavy snow, knee-deep in mud or swift-running water, or in darkness.	Target is at long range, is very small (a bird), or protected by darkness or ample cover (trees in a dense wood).

WHEN TO ROLL (page 16)

1. DANGER — Roll if the action is dangerous.

If the Player-hero does not risk anything by failing, do not roll.

2. KNOWLEDGE — Roll if the action aims to obtain information that is not immediately available.

If the knowledge that the heroes are looking for is not secret or hidden, do not roll.

3. MANIPULATION — Roll if the action intends to influence one or more uncooperative Loremaster characters.

If what the heroes ask of them is coherent with their motives, do not roll.

ENDURANCE (page 69)

Player-heroes whose Endurance is reduced to zero drop unconscious, and wake up after one hour with 1 Endurance point (unless they are also Wounded, see Wounds, page 101)

FATIGUE: When gained, Fatigue points temporarily raise a travelling Player-hero's total Load, effectively making it easier to become Weary.

WEARY: Heroes become Weary if their Current Endurance score becomes equal to or lower than their total Load. When this happens, the Weary box on their character sheet is checked

RESTING (page 71)

SHORT REST: Adventurers recover a number of lost Endurance points equal to their **STRENGTH** rating (Wounded heroes do not recover any points at all).

PROLONGED REST: Player-heroes recover all lost Endurance points, or a number of Endurance points equal to their **STRENGTH** score if their Wounded box is checked.

FIRST AID (page 101)



A successful **HEALING** roll reduces the severity of an injury by 1 day, plus 1 day for each icon scored (to a minimum of 1 day)

REVIVING HEROES: Dying heroes must receive a successful **HEALING** roll within approximately 1 hour or they will die.

SOURCES OF INJURY (page 134)

SOURCE	MODERATE	SEVERE	GRIEVOUS	NOTES
Extreme Cold	Chilling winds	Deep snow	Frigid waters	Roll each half hour. Hero is Dying if down to zero Endurance.
Falling	Short fall (10 ft max, or soft landing)	Long fall (30 ft max, or hard landing)	Deadly fall (great height, or dangerous landing)	Hero is Wounded if down to zero Endurance.
Fire	Torch flame, campfire	Brazier, burning house	Funeral pyre, Dragon fire	Roll each round. Hero is also Wounded if down to zero Endurance.
Suffocation	Choking fumes	Drowning	Strangulation	Roll each round. Hero is Dying if down to zero Endurance.
Poison	Food poisoning	Snake-bite, Orc-poison	Spider-poison	Roll each day. Hero is Dying if down to zero Endurance.

WOUND SEVERITY (page 101)

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



COUNCIL STRUCTURE (page 106)

At the beginning of a council, the players should focus on a goal and choose their course of action accordingly.

STAGE	DESCRIPTION	USEFUL ABILITIES (EXAMPLES)
Introduction	The spokesperson presents the Company. The roll result sets the time limit for the council.	AWE to impress strangers quickly, revealing much about yourself; COURTESY to ask for support, especially from friends; RIDDLE to extract information without revealing too much.
Interaction	The main part of a council. Successful rolls accumulate to match or exceed Resistance.	ENHEARTEN to address crowds and uplift spirits INSIGHT to observe and evaluate; PERSUADE to make a point; RIDDLE to gather information; SONG to garner approval.

JOURNEY ROLES (page 109)

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

MARCHING TESTS (page 110)

The Guide of the Company must make a Marching Test, rolling **TRAVEL**.

- ♦ If the roll was a failure, the event occurs 2 hexes away along the journey path in Summer and Spring, and 1 hex away in Winter and Autumn.
- ♦ If the roll was a success, the event takes place at a distance of 3 hexes, plus 1 for each τ .

EVENT TARGET (page 113)

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

PERILOUS AREAS (page 112)

1. The travelling Company stops in the Perilous area as soon as it enters it.
2. Before the Player-heroes can leave the area, they must face a number of Events equal to its Peril rating (all normal rules apply).
3. Once all Events have been resolved, the Company continues the journey normally, resuming their Marching rolls from the first hex along the journey path outside the boundaries of the Perilous Area.

JOURNEY EVENTS TABLE (page 111)

FEAT DIE	EVENT	CONSEQUENCES OF THE SKILL ROLL	FATIGUE POINTS GAINED
	Terrible Misfortune	If the roll fails, the target is Wounded	3
1	Despair	If the roll fails, everyone in the Company gains 1 Shadow point (Dread)	2
2-3	Ill Choices	If the roll fails, the target gain 1 Shadow point (Dread)	2
4-7	Mishap	If the roll fails, add 1 day to the length of the journey, and the target gains 1 additional Fatigue	2
8-9	Short Cut	If the roll succeeds, reduce the length of the journey by 1 day	1
10	Chance-meeting	If the roll succeeds, no Fatigue is gained, and the Loremaster improvises an encounter favouring the Company	1
	Joyful Sight	If the roll succeeds, everyone in the Company regains 1 Hope	—

SOURCES OF DREAD (May be reduced or canceled with a Shadow Test [VALOUR]) (page 138)

SOURCE	EXAMPLE	SHADOW POINTS GAINED
Natural but unexpected tragic event, or very grievous occurrence.	Serious or mortal accident, death in the family, natural catastrophe	1
Gruesome killing, dreadful experience, Orc-work.	Discovering villagers savagely mutilated, experiencing slavery	2
Harrowing experience, physical and spiritual torment.	Experiencing torture, being haunted by a Wight	3
Experiencing directly the power of the Enemy.	Seeing the mustering of a Shadow army, seeing the Eye in a Palantír	4

SOURCES OF SHADOW (page 138)

GREED: (May be reduced or canceled with a Shadow Test [WISDOM].) When the Player-heroes find a hoard of treasure, they may gain a number of Shadow points if the hoard was tainted (see page 158).

SORCERY: (May be reduced or canceled with a Shadow Test [WISDOM].) The number of Shadow points gained depends on the sorcerous spell, which may also have additional consequences (see page 154).

MISDEEDS (Cannot be reduced or cancelled by a Shadow Test of any kind) (page 139)

ACTION	SHADOW POINTS GAINED
Violent threats and malicious lies; heedless cruelty	1
Manipulating others; abusing your authority; deliberate cruelty	2
Theft or plunder; oathbreaking or cowardice; treachery	3
Torment or torture; killing or crippling a surrendered foe or harmless folk	4
Murder; willingly taking actions in the service of the Enemy	4 plus one scar





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