

LORD OF THE SAVAGE RINGS

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RACES OF MIDDLE EARTH

Note that these races are somewhat more powerful than the normal starting races.

Elves

- Immunity to disease
- Unaging and no death due to old age
- Agile (Agility d6)
- Low Light Vision
- Unimpeded by terrain

Dwarves

- Greedy (Minor)
- Low Light Vision
- Strong (Strength d6)
- Tough (Vigor d8)
- Free starting Edge

Hobbits

- Small (-1 Toughness)
- Lucky (+1 benny)
- Spirited (Spirit d8)
- Stealthy (Stealth d6)
- Free starting Edge

Humans

- Lucky (+1 benny)
- 3 free starting Edges

AVAILABLE EDGES

Note: The bold edges are recommendations for picks during character generation.

- **Acrobat** (N)
- **Alertness** (N)
- Ambidextrous (N)
- **Arcane Resistance** (N)
- Improved Arcane Resistance (N)
- **Attractive** (N)

- Very Attractive (N)
- Beast Bond (N)
- Beast Master (N)
- Berserk (N)
- Block (S)
- Improved Block (V)
- **Brawny** (N)
- **Charismatic** (N)
- Combat Reflexes (S)
- Command (N)
- Common Bond (N)
- Connections (N)
- **Danger Sense** (N)
- Dead Shot (S)
- Dodge (S)
- Improved Dodge (V)
- Fervor (V)
- **First Strike** (N)
- Improved First Strike (H)
- **Fleet-Footed** (N)
- Florentine (N)
- Followers (L)
- Frenzy (S)
- Improved Frenzy (V)
- Giant Killer (V)
- **Hard to Kill** (N)
- Harder to Kill (V)
- **Healer** (N)
- Hold the Line! (S)
- Inspire (S)
- **Jack-of-all-Trades** (N)
- Level Headed (S)
- Improved Level Headed (S)
- **Luck** (N)
- Great Luck (N)
- Mighty Blow (S)
- Natural Leader (N)
- **Nerves of Steel** (N)
- Improved Nerves of Steel (N)

- **New Power** (N)
- Noble (N)
- **Power Points** (N)
- Power Surge (S)
- Professional (L)
- Expert (L)
- Master (L)
- **Quick** (N)
- Quick Draw (N)
- Rapid Recharge (S)
- Improved Rapid Recharge (V)
- Rich (N)
- Filthy Rich (N)
- Scholar (N)
- Sidekick (L)
- Steady Hands (N)
- **Sweep** (N)
- Improved Sweep (V)
- **Strong Willed** (N)
- **Thief** (N)
- Tough as Nails (L)
- Improved Tough as Nails (L)
- **Trademark Weapon** (N)
- Improved Trademark Weapon (V)
- Two-Fisted (N)
- Weapon Master (L)
- Master of Arms (L)
- **Woodsman** (N)

NEW EDGES

Family Heirloom

Prerequisite: Starting Edge

The character has inherited an item of power. Pick one from the list:

- Mirthil Chain Mail (+3 armour, covers torso, arms, legs)
- Magical Weapon (damage increased by 1)
- Magical Weapon, Orcbane (damage increased by 2 against orcs only)
- Elven cloak (+2 on stealth)

NEW PROFESSIONAL EDGES

Dwarven Axeman

Prerequisites: Strength d10, Vigor d10, Fighting d8, Dwarf

When not moving, the AP value of a wielded axe is increased by 2.

Dwarven Smith

Prerequisites: Smarts d6, Repair d8, Notice d8, Dwarf

The character is a well-trained dwarven smith. The character gains +2 on all repair rolls involving ironworks. Also, with a roll of Notice(-3), the character can recognize magical items. On a raise, he can determine some or all of its abilities.

Elven Archer

Prerequisites: Agility d8, Shooting d8, Elf

The elven archers are masters of the bow and can perform amazing feats with it. Range penalties when firing bows are reduced by 1 and the maximum range of a bow is increased by 50%.

Elven Sage

Prerequisites: Smart d8, Knowledge (History) d8, Elf

Elven sages gain +2 on all checks of general knowledge and Knowledge (History).

Rider of Rohan

Prerequisites: Spirit d6, Riding d8, Fighting d8, human of Rohan

The Rider of Rohan is a master of mounted combat. He does not need to make a *Riding* check when he or his mount is shaken. The check required when either is wounded is made with a +2.

Warrior of Gondor

Prerequisites: Strength d6, Fighting d8, Shooting d8, human of Gondor

Warriors of Gondor are well-trained in the art of fighting against the spawn of Mordor. They gain +2 on melee damage rolls against orcs and trolls, as well as +1 to parry against these foes.

Osgiliath Veteran

Prerequisites: Spirit d8, Fighting d8, Guts d8, Warrior of Gondor, Seasoned

While some warriors of Gondor progress to become noble knights, others become self-reliant fighters less focused on nobility than on survival. Osgiliath Veterans gain +2 on their Guts rolls and +1 to attack rolls against orcs.

Knight of Minas Tirith

Prerequisites: Spirit d6, Strength d8, Riding d8, Fighting d8, human of Gondor, Seasoned

The Knights of Minas Tirith are mounted warriors that defend the white city against the forces of Mordor. The knights gain +2 on riding checks to be made when either they or the mount are wounded or shaken. Also, a charge with a lance deals +6 damage instead of the normal +4.

Esgarothian Merchant

Prerequisites: Smarts d6, Persuasion d8, Notice d8, human from Esgaroth

The merchants from the city of Esgaroth are known for their great ability to haggle and to organize merchandise. If an item is not unique, the merchant may purchase it for 20% off.

Hobbit Shirriff

Prerequisites: Smarts d6, Spirit d10, Tracking d8, Notice d8, Hobbit

Shirriffs are the law enforcers and protectors of the Shire. These brave hobbits gain a +2 on tracking checks, as well as +1 on checks to Notice lies.

ARCANE BACKGROUNDS

Wizard

No mortals can ever hope to match the power of Maias such as Gandalf and Saruman. However, a subtle form of magic is available to those willing to learn.

Arcane Skill: Spellcasting (Smarts)

Starting Power Points: 10

Powers: 3

Drawback: On a spellcasting roll of 1, the character becomes shaken.

Allowed Powers:

- Armour (invisible armour)
- Beast Friend
- Boost/Lower Trait
- Detect/Conceal Arcana
- Dispel
- Environmental Protection
- Fear
- Light
- Speak Language

Ranger of the North

Rangers such as Aragorn have a very subtle form of magic that involves healing and combat against evil creatures.

Arcane Skill: Ranger Lore (Spirit)

Starting Power Points: 10

Powers: 2

Drawback: Some spells require a material component as described below.

Allowed Powers:

- Beast Friend
- Boost/Lower Trait
- Healing (requires healing herbs to be found with a Survival(-1))
- Greater Healing (requires fresh Athelas - Survival(-3) to find)
- Smite (requires a torch to be wielded as one of the weapons and affects only supernatural evil creatures)

MASTER OF THE RINGS

DM's Section

INTRODUCTION

This section contains material for the DM or "Ring Master" as I like to call him.

MAGICAL ITEMS

Middle Earth is a world full of magic, even though its subtle nature might not make it look so. The main sources of magic are the dwarves, elves, and the forces of darkness. Please make sure that each of these items has a unique history and name, which the PCs should find out over the time. Many items will be quite old, dating back to other ages.

Dwarven Items

Dwarven Plate

This excellent suit of armour grants a +4 armour bonus but decreases pace by 2.

Mithril Armour

Mithril armour's value is increased by 1 for a typical item. Masterwork suits made of mirthil are also more effective against armour piercing effect. Treat the bonus increase as a bonus to toughness instead of armour, thus making it immune to AP effects.

Mithril Weapons

The damage of a Mithril weapon is increased by 1 per die. Masterwork Mirthil weapons also increase their AP by 1 and grant a +1 on fighting rolls and parry.

Elven Items

Elven Cloaks

Elven cloaks grant a +2 bonus to Stealth rolls, adapting to the surrounding terrain.

Elven Boots

Elven boots grant a +1 bonus on Stealth rolls.

Elven Longbows

This longbow has a strength requirement of d6, a range of 20/40/80 and deals 2d6+2 damage. Some of the best have a ROF of 2 in the hands of skilled archer (Shooting d10+).

Elven Blades

Bladed weapons made by elves are especially keen, which gets them an AP increase of 1 or, in rare cases, 2. The best of these blades are very light and grant a +1 on Fighting and parry.

Dark Items

Lesser Ring

A lesser magical ring contains one spell and 10 power points which regenerate a 1 point per hour. The spell is cast with a skill level of d4 to d8, depending on the ring. However, on a roll of 1, the ring attracts the attention of the forces of evil, normally in the form of a lesser spirit.

NEW PROPERTIES

Light Sensitive

Light Sensitive creatures gain -1 on all rolls when in daylight.

Creature of Stone

Each round in daylight requires a Vigor roll to avoid turning to stone permanently.

Pounce (X/Y)

The creature may attack with a sudden burst of speed. It adds X to its pace and at the end of its movement (min. 4") it makes

an attack that deals Str+Y damage. If the target is at least shaken, it will also fall to the ground.

CREATURE CATALOGUE

This section describes several creatures that are iconic for the LotR setting.

Orcs

Goblin Slave (Snaga)

These creatures are the lowest of the low in the ranks of the forces of darkness.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d4, Vigor d4

Skills: Climb d12, Fighting d4, Guts d4, Notice d6, Shooting d6, Stealth d10

Pace: 4 **Parry:** 4 **Toughness:** 3

Gear: none

Special Properties:

- Small: toughness -1
- Night Vision
- Light Sensitive

Goblin Warrior

Slightly above the slaves, these creatures can actually become a threat when encountered in large numbers.

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d4, Vigor d4

Skills: Climb d12, Fighting d6, Guts d4, Notice d6, Shooting d6, Stealth d10

Pace: 4 **Parry:** 5 **Toughness:** 3/4

Gear: leather armour (+1), bow (12/24/48, 2d6 damage), short sword (d4+2)

Special Properties:

- Small: toughness -1
- Night Vision
- Light Sensitive

Goblin Champion

These are elite warriors. If used as chieftain, consider making the character a wild card.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climb d12, Fighting d8, Guts d6, Intimidate d6, Notice d8, Shooting d8, Stealth d10, Tracking d6

Pace: 4 **Parry:** 6 **Toughness:** 5/7

Gear: scale armour (+2), bow (12/24/48, 2d6 damage), short sword (d6+2)

Special Properties:

- Small: toughness -1
- Brawny: toughness +1
- Night Vision
- Light Sensitive
- Level Headed: draws 2 cards and picks best

Orc Warrior

This is the standard orc encountered all over Middle Earth. While they are decent fighters, orcs are generally cowards and only attack if they fear their leader more than the enemy.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Climb d6, Fighting d6, Guts d4, Intimidate d6, Notice d6, Shooting d6, Stealth d4, Tracking d4

Pace: 6 **Parry:** 6 **Toughness:** 6/8

Gear: scale armour (+2), bow (12/24/48, 2d6 damage), axe (d8+2) or long sword (d8+3)

Special Properties:

- Brawny: toughness +1
- Night Vision
- Light Sensitive

Uruk-Hai

The Uruk-Hai are the elite of the dark side's foot soldiers and as such are rightfully feared.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Climb d6, Fighting d8, Guts d8, Intimidate d8, Notice d6, Shooting d8, Stealth d4

Pace: 6 **Parry:** 5 **Toughness:** 7/9, 11 rgd.

Gear: scale armour (+2), longbow (15/30/60, 2d6 damage), great axe (d10+4, AP 1, parry -1) or long sword (d8+3) and

shield (+2 parry, +2 armour vs. ranged attacks)

Special Properties:

- Brawny: toughness +1
- Night Vision
- Frenzy: 2 attacks at -2
- Combat Sense: +2 to recover from being shaken

Isengard Uruk-Hai

These Uruk-Hai are as powerful as their Mordor brethren but are even better equipped due to Saruman's smithies.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Climb d6, Fighting d8, Guts d8, Intimidate d8, Notice d6, Shooting d8, Stealth d4, Tracking d6

Pace: 8 **Parry:** 5

Toughness: 7/10, 12 rgd.

Gear: full plate armour (+3), longbow (15/30/60, 2d6 damage), great axe (d10+4, AP 1, parry -1) or long sword (d8+3) and shield (+2 parry, +2 armour vs. ranged attacks)

Special Properties:

- Brawny: toughness +1
- Night Vision
- Frenzy: 2 attacks at -2
- Combat Sense: +2 to recover from being shaken
- Fleet Footed: d10 running bonus

Trolls

These vile beasts live at the roots of the mountains. Their main weakness is their low intelligence and the fact that sunlight turns them to stone. The Olog-Hai, Sauron's elite, does not share these weaknesses though.

Cave Troll

This is the kind of troll typically encountered beyond the borders of Mordor. While they understand spoken language, these beasts are unable to talk themselves.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12, Vigor d10

Skills: Climb d4, Fighting d8, Guts d12, Intimidate d12, Notice d6, Throwing d8

Pace: 7 **Parry:** 6 **Toughness:** 8/10

Gear: huge club (d12+4)

Special Properties:

- Huge: toughness +1, reach 1
- Creature of Stone
- Natural armour +2
- Night Vision
- Frenzy: 2 attacks at -2
- Fear

Olog-Hai

These trolls have been given cunning and resistance to the sub by Sauron.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d12, Vigor d12

Skills: Climb d4, Fighting d10, Guts d12, Intimidate d12, Notice d6, Throwing d8

Pace: 7 **Parry:** 7 **Toughness:** 9/14

Gear: huge morning star (d12+4, AP 1), plate mail (+3)

Special Properties:

- Huge: toughness +1, reach 1
- Natural armour +2
- Night Vision
- Frenzy: 2 attacks at -2
- Combat Sense: +2 to recover from being shaken
- Fear-1

Spirits

The undead of the world of Middle Earth range from ghosts to the mighty Nazghûl.

Barrow Wight

These undead were unfortunate enough not to make it into the movies.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d10, Guts d12, Intimidate d10, Notice d8, Stealth d12

Pace: 5 **Parry:** 7 **Toughness:** 8/9

Gear: none

Special Properties:

- Undead: +2 toughness, +2 to recover from shaken, no called shots, half damage from piercing attacks
- Claws (Str+2)
- Paralyzing touch: rolls to recover from shaken results caused by the wight are at -2.
- Fear -2
- Natural armour +1

Nazghûl

Bound to Sauron by the rings, these monsters cannot be killed, only be banished for some time, reforming their bodies in the dark tower. All ringwraiths are Wild Card characters.

Attributes: Agility d10, Smarts d10, Spirit d12, Strength d10, Vigor d12

Skills: Climb d6, Fighting d12+1, Guts d12, Intimidate d12, Notice d8, Riding d8, Stealth d8, Throwing d8

Pace: 6 **Parry:** 8 **Toughness:** 10/12

Gear: evil long sword (d10+3, AP 3, wounds do not heal naturally)

Special Properties:

- Undead: +2 toughness, +2 to recover from shaken, no called shots, half damage from piercing attacks
- Can only be harmed by magic attacks
- Fear -3
- Natural armour +2
- Blind - do only react to sound and smell
- Improved Frenzy: 2 attacks
- Combat Sense: +2 to recover from being shaken
- Trademark Weapon (Evil Long Sword)

Beasts

These are monstrous creatures, more or less intelligent, that roam Middle Earth.

Warg

Wargs are not the most dangerous creatures but they are fast and thus often gain the first attack on their foes.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d8, Guts d8, Notice d10, Tracking d12

Pace: 10 **Parry:** 6 **Toughness:** 6

Gear: none

Special Properties:

- Large: toughness +1, no reach
- Bite: Str+1
- Pounce: movement bonus d6, damage d8+4

Giant Spider

While not nearly as powerful as Shelob, her children are nevertheless a threat to most characters.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d6

Skills: Climb d10, Fighting d8, Guts d8, Intimidate d8, Notice d10, Stealth d8

Pace: 6 **Parry:** 6 **Toughness:** 6/9

Gear: none

Special Properties:

- Large: toughness +1, no reach
- Natural armour +3
- Bite: Str+1 and poison (Vigor(-2) or be paralyzed for 1d6 hours)