

Here is a collection of miscellaneous house rules that have been devised for Decipher's Lord of the Rings Roleplaying Game. Not all of these rules are original, so attribution is given.

Skills

Trades (Wits)

By David Johnson

[Physical; Trained]

You know how to engage in a particular trade, such as farming or shopkeeping. Each trade in this skill group is a separate skill. Examples include Farming, Milling, and Shopkeeping.

Edges and Flaws

By Stephen Cook

Animal Companion

You have an animal companion. Your animal companion follows you in the wild or on your travels, and the two of you have a special rapport.

Effect: You can speak with the animal, sense its thoughts and feelings, and you may teach it to perform simple tricks and tasks or learn a few basic commands such as delivering messages to your allies or scouting the countryside for you. If you can ride your animal companion, you gain a +2 bonus with Ride tests. Some example animal companions might include badgers, ravens, thrushes, foxes, ponies or horses, bears, dogs, owls, eagles or falcons, and so forth.

You do not gain the ability to speak with all animals of its type, nor will others understand the language of your animal companion (unless they already can, such as an Elf for example).

Furthermore, the animal cannot be overly powerful or magical in nature and it will not fight at your behest or encouragement. companion dragons, wargs, werewolves and similar beasts are, obviously, not suitable for heroes! Your Narrator is the final authority on which types of animals may be companions.

Guild Member

You are a member of a recognised guild and have access to guild benefits and resources (if appropriate), attend regular guild meetings, and you may legally practice services or make goods associated with the guild. You must also abide by guild bylaws and charters or risk losing your status as a guild member. Common guilds include blacksmiths, book binders, brewers, carpenters, cobblers, distillers, glaziers, jewellers, linen weavers, masons, merchants, potters, saddlers, scribes, shipwrights, tailors, teamsters, wheelwrights, winemakers, and so on. The guild you choose should reflect your skills and training.

Requisite: Appropriate Craft skill (or other skills determined by Narrator)

Effect: As long as you remain in good standing, you gain a +4 bonus to all Social tests when dealing with members of your guild.

Additionally, you may use any appropriate guild resources that are available and obtain whatever other benefits the guild offers its members. Your Narrator will determine what benefits and resources are available to you.

Magic

Casting Spells

By Tulris

When a character casts a spell, they must make a Willpower test against the Weariness TN for a given spell, rather than a Stamina test. (p.169)

It just seems much more fitting for a spellcaster's Weariness tests to be based upon their Willpower rather than their Stamina.

Weapons and Gear

New Weapons

By David Johnson

Elven Glaive

This is a two handed weapon similar to a short spear with a long curved blade. It is seen in the movie *The Fellowship of the Ring* during the prologue. This weapon is good for defensive formations like a polearm, but still usable in close combat like a spear.

Elven Lightsword

This is a single handed lightly curved weapon without a guard. It is seen in the movie *The Fellowship of the Ring* being used by the character Arwen.

Elven Longsword

Similar to the lightsword, it is longer, heavier and has a guard. It is seen in the movie *The Fellowship of the Ring* being wielded by Elrond and Haldir.

Elven Broadsword

This is a straight two edged sword once favored by the Elves of Gondolin, but now out of style. It is similar in appearance to mannish longswords. *Glamdring* is an Elven broadsword.

Elven Lightbow

This is the typical weapon of forest dwelling Elves, as its shorter size does not hinder movement through the woods. Elves choose the best yew to make their bows, and it thus has a longer range than mannish bows.

Elven Longbow

The Elven longbow, or *cugaladrim*, is the preferred bow of Lorien. It is made from yew trees grown and tended for that purpose. Few mannish bows can rival its range.

WEAPON	DAMAGE	PARRY	SIZE	WEIGHT
Elven Glaive	2d6+5	+0	L	9 lbs.
Elven Lightsword	2d6+4	+1	M	3-4 lbs.
Elven Longsword	2d6+5	+2	M	4-5 lbs.
Elven Broadsword				
Elven Lightbow	5/30/60/120/+30			2
Elven Longbow	5/40/80/160/+40			3

New Armour

By David Johnson

Elven Armour

The Noldor and Sindar are skilled craftsmen. Their armour is as strong as mannish or dwarvish armour, but much lighter in weight. Elven armor, like Elven weapons, is not sold. Hauberk, or plate additions, are according to the existing rules.

ARMOR	WEIGHT	DAMAGE ABSORBED
Scale or Chain, Elven	-5 lbs.	1

The CODA System

Tests

Phenomenal Success

By Walt and others

This house rule adds an additional degree of success. The first application I've seen of this was in Walt's Higher Successes and Damage house rule. Basically, just add another degree of success, Phenomenal, above Extraordinary.

TEST RESULT	TIME TAKEN	TIME MODIFIER
Phenomenal Success	16+ above TN	X 0.10

Size

By Doug Burke

Accurate Sizing rules will be offered in Fell Beasts & Wondrous Magic. Until then, you may use the following modifiers for Wound Levels:

SIZE	WOUND LEVELS
Tiny (0.5)	-2 levels
Small (1.5 yds)	-1 level
Medium (2.5 yds)	+0 levels
Large (5.0 yds)	+1 level
Mammoth (10 yds)	+2 levels

Combat

Called Shots

By David Johnson

The rules say to use the cover modifiers for called shots. Those rules make called shots unrealistic actions.

Called shots may be made against the general body locations of arm, leg, head, upper torso and lower torso. One extra success in combat is needed to succeed at a called shot. A failed called shot may still be a successful strike.

Extra Successes in Combat

By David Johnson

For each extra success in combat (superior, extraordinary, etc), the attacker may choose one of the following optional effects, in addition to those listed on page 231 of the rules.

- Add +1d6 Damage
- Impose a -2 physical penalty on opponent for the rest of combat
- Succeed at a called shot

To summarize the effects listed in the rules, they are:

- Gain initiative over opponent for two rounds

- Gain +2 offensive or defensive bonus against opponent for the rest of combat
- Inflict maximum damage (requires two extra successes)
- Break or damage opponent's weapon or shield (requires two extra successes)
- Unhorse or disarm opponent (requires two extra successes)

Unconsciousness

By David Johnson

When a character is seriously wounded, they must make a Stamina test to remain conscious. Roll 10 TN Stamina test when a character reaches the Incapacitated wound level, and a 15 TN Stamina test when they reach the Near Death wound level.

Encumbrance

By David Johnson

The Encumbrance rules are too generous and are reduced. In addition to movement penalties, Encumbrance also has a Physical Test Modifier. These are reflected in the following tables.

Table 9.2 Movement, Revised

LOAD (IN POUNDS)	MOVEMENT PENALTY
Light Burden (Str x 5)	None
Average Burden (Str x 10)	None
Heavy Burden (Str x 15)	¾ normal pace
Very Hvy Burden (Str x 20)	½ pace; cannot sprint
(Str x 20+)	¼ pace; cannot run

Table 9.40 Weariness, Revised

LOAD	PHYSICAL PENALTY	WEARINESS MODIFIER
Light Burden	None	+0
Average Burden	None	+0
Heavy Burden	-1	+5 TN
Very Hvy Burden	-3	+10 TN
Extreme Burden	-5	+20 TN