

# New Weapons for The One Ring RPG

by Voidstate (feedback welcome to [rpg@voidstate.com](mailto:rpg@voidstate.com))

Many of these new weapons are all based on historical weapons used in the period when the chronicles Tolkein based his stories on were written. Others were later inventions. Those that were not used by the Norse, Franks and Anglo-Saxons are marked with a superscript <sup>A</sup> for GMs who wish to disallow them.

## Club

A stout club, branch or walking stick makes a useful weapon in a pinch.

Any weapon skill can be used to attack with a club (except Bows), as they are so easy to use.

Like improvised weapons, they have no additional effect on a called shot, and only ever grant the wielder's damage bonus once, even on an exceptional success.

## Quarterstaff

Although carried by many travellers, those trained in its use as a weapon can turn it into an exceptionally tricky weapon to face.

Staves act as a club if the wielder does not have the Staves skill.

## Mace <sup>A</sup>

Heavy-headed and flanged to better penetrate armour, the advantage of a mace is it can strike from any side just as effectively. Based on the Kievan *pernach*.

## War Hammer <sup>A</sup>

A heavy head on a stout shaft, the hammer delivers focussed concussive force to a target, smashing them down regardless of armour.

## Morning Star <sup>A</sup>

A spiked mace (not a ball and chain), using the weight of the head to thrust the spikes through heavy armour.

## Maul <sup>A</sup>

A two-handed version of the hammer or mace, often incorporating a spike on top. The long shaft allows wielders to deliver devastating blows.

## Flail <sup>A</sup>

Originally an agricultural tool, flails feature two or more solid parts joined with rope or chain.

## Called Shot

Flails have no additional effect on a called shot.

## Net

Used to capture or disable an enemy, nets are meshes of heavy rope or leather weighted so they can be swung.

The net does not cause Wounds. Instead, on either a successful called shot or rolling the net's Edge of 9+ on the feat die, the target must make a TN14 Athletics roll to avoid becoming Entangled.

Once Entangled, the target is swathed in net and must either use a dagger to cut himself free or roll a successful Athletics or Craft check to escape.

## Short Spear

Lighter and shorter than most spears, this weapon is easily stowed and can be serpent-quick in the hands of a practice user.

Short spear wielders always use their Favoured Wits to determine initiative order.

## Boar Spear

The crosspiece on this stout spear's head prevent a boar (or orc) from driving itself up the shaft to kill the wielder. Boar spears were used throughout the dark and middle ages.

## Called shot

As spear, except on a fumbled called shot, the wielder may attempt an immediate Spear skill roll to avoid losing Protection next round.

## Barbed Spear

This heavy spear has sharp barbs pointing back from its tip, causing it to catch on shields and armour, throwing enemies off balance. The shaft is iron-clad so that once hooked on, it cannot be cut away. In combat, the shaft can be stamped on to further throw an entrapped enemy off balance. Based on the Saxon *angon*.

Although they use the Spears skill, barbed spears' called shots work differently.

### Called shot

The spear is caught on the target's shield (or armour if they have no shield), reducing the target's Parry by 4 against melee attacks.

If stuck in a shield, the shield can be dropped to remove this penalty. If stuck in armour, removing the spear requires a successful Athletics check, during which the target is off balance (receiving no shield or Parry bonus). Removing the spear this way reduces the target's armour by 1d.

Outside combat, an easy Craft check, taking several minutes careful work, can instead be made to remove the spear from armour.

Once stuck, the attacker must drop the barbed spear.

## Throwing Knife <sup>A</sup>

A light, well-balanced knife, designed to be hurled at short ranges.

## Throwing Axe

Smaller than the axes normally carried into battle, this weapon can be thrown as well as wielded in melee. As seen in *The Vikings* with Richard Curtis.

## Sling

Favoured by hobbits, this weapon uses a length of hide or gut, ending in a small pouch, to accelerate a stone to high speed before letting it fly.

Hobbits may substitute the Sling skill for the Bows skill when making their initial selection of weapon skills. The Sling skill may also be used in

place of Dagger when throwing (see *Adventurer's Book*, p. 159).

## Hewing Spear (Reward Only)

The wide blade on this spear allows it to be swung as well as stabbed with. Swinging requires two hands. Based on the Norse *höggspjót*.

### Called shot

As a spear, plus increase the Injury TN by 4 if wielded two-handed.

## Glaive (Reward Only)

Similar to an axe but with a shaft as long as a great spear, this weapon is designed to slice through armour. It is based on the Norse *atgeir*.

When you get a Gandalf rune on the Feat die using a Glaive, the target must roll the Feat die twice and choose the worst result for his Protection test roll.

## Winged Spear (Reward Only)

Two upward-curving metal "wings" stop the head of this spear embedding too deeply in shields or the bodies of enemies. They also allow wielders to trap and turn incoming attacks. Used by the Norse and Franks.

Grant a +1 Shield bonus in melee only.

### Called shot

As spear, except on a fumbled called shot, the wielder may attempt an immediate spear skill roll to avoid losing Protection next round.

## Weapon Tables

Weapon	Dmg	Edge	Injury	Enc	Group	Notes
Club	4	G	10	1	Any	Easy to use
Quarterstaff	5	G	10	2	—	Two-handed
Mace	7	G	12	2	Hammers	—
War Hammer	6	G	14	2	Hammers	—
Morning Star	5	10	14	1	Hammers	—
Maul	10	G	16	4	Hammers	Two-handed
Flail	7	G	14	3	—	No called shots
Net	1	9	-	2	—	Entangles on wound or called shot
Short Spear	5	9	12	1	Spears	Can be thrown, Better initiative
Boar Spear	5	9	12	2	Spears	Cannot be thrown, Can avoid fumbles
Barbed Spear	5	9	12	2	Spears	Can be thrown, Sticks in target
Throwing Knife	2	G	10	0	Dagger	Ranged Weapon
Throwing Axe	5	G	14	1	Axes	Can be thrown
Javelin	4	10	14	1	Spears	Ranged weapon
Sling	5	10	12	0	—	Ranged weapon
Hewing Spear*	5 (1h) 7 (2h)	9	14 (1h) 16/20 (2h)	3	Spears	Can be used one or two-handed. Cannot be thrown.
Glaive*	10	G	18	5	Axes	Two-handed
Winged Spear*	5	9	14	3	Spears	Can be thrown, Can avoid fumbles

\*Reward only

## Ranges

Weapon	Short Range	Medium Range	Long Range
Short Spear	5 + Body	10 + Body	20 + Body
Barbed Spear	4 + Body	8 + Body	16 + Body
Winged Spear	4 + Body	8 + Body	16 + Body
Throwing Knife	3 + Body	6 + Body	12 + Body
Throwing Axe	3 + Body	6 + Body	12 + Body
Javelin	8 + Body	16 + Body	32 + Body
Sling	8 + Body	16 + Body	32 + Body

## Called Shots

Weapon Group	Effect
Hammers	The target is weary until their next action.
Flails	No additional effect
Nets	Target is entangled, as if they fumbled. May attempt to escape with an Athletics or Craft check, or cut their way out with a dagger.
Staves	Target is tripped, as if suffering Knockback.
Slings	Target suffers +2 TN to their next action.

## Credits

Thanks to Sean Gore for the idea and on who's **Woven Shadows Rules Addendum I** based several of these weapons.