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Middle-Earth Role Playing™

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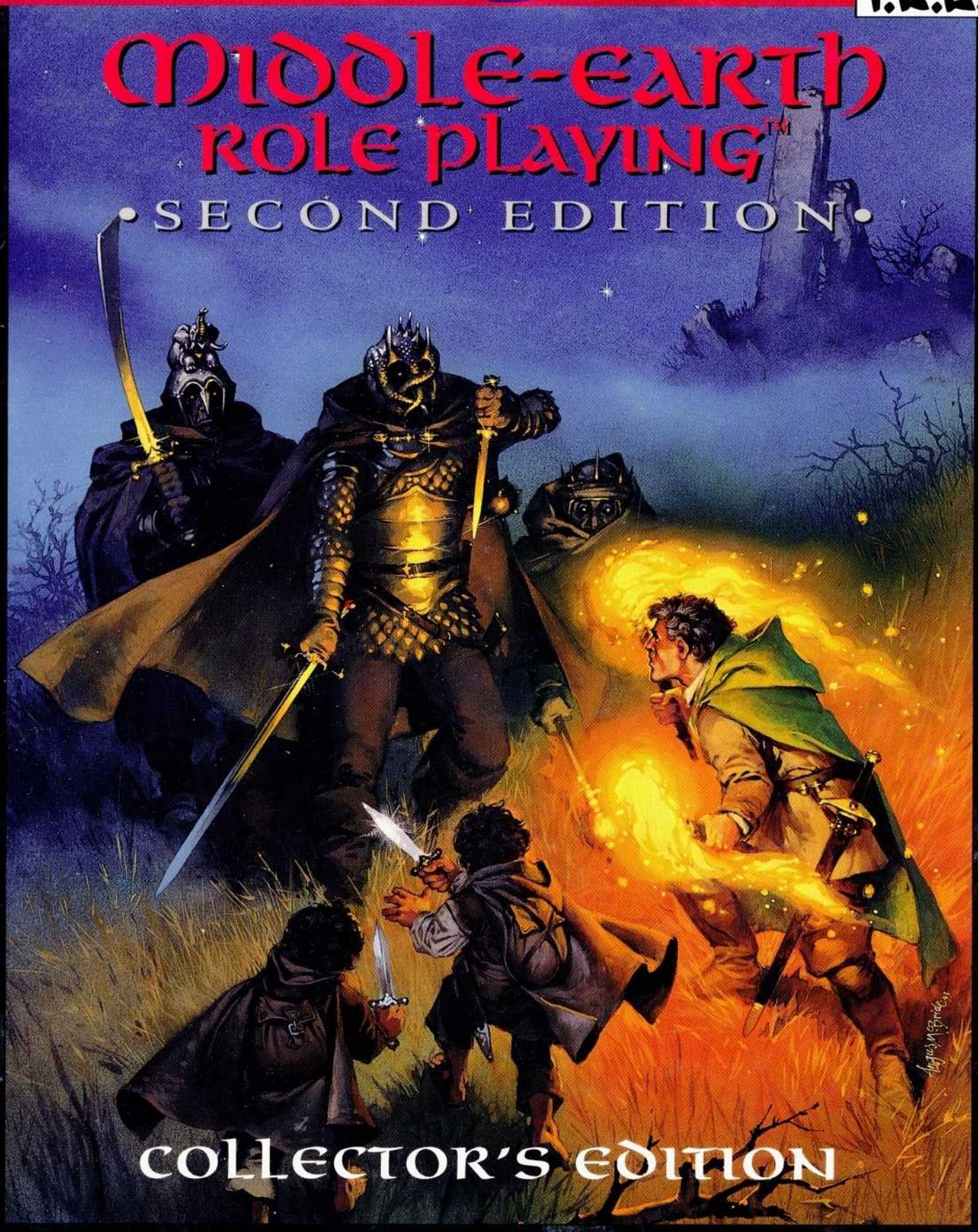

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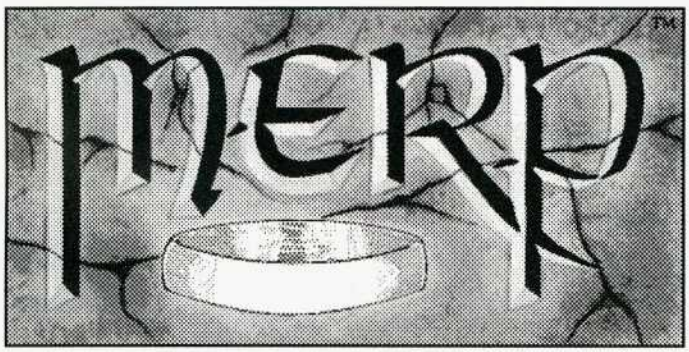
Based on J.R.R. Tolkien's THE HOBBIT® and THE LORD OF THE RINGS™

MIDDLE-EARTH™ ROLE PLAYING

Second Edition



Design & Development: S. Coleman Charlton

Middle-earth Research and Material: Peter C. Fenlon, Jessica Ney-Grimm, Bruce R. Neidlinger, Terry K. Amthor, Coleman Charlton

Sample Adventure: John David Ruemmler, Richard H. Britton, Coleman Charlton, Pete Fenlon

Additional Material: Donald R. Cargille, Anders Blixt, Ulf Zindermann, Ola Häggström

Cover Art: Angus McBride

Interior Illustrations: Liz Danforth, Angus McBride, Jason Waltrip, Kamran Sedaghatkish

Interior Maps and Layouts: Ellisa Mitchell, Rick Britton, Pete Fenlon

Project Specific Contributions — *Art Direction:* Jessica Ney-Grimm; *Cover Graphics:* Terry Amthor; *Layout:* John Curtis; *Pagemaking:* Coleman Charlton; *Proofreading, Editorial Contributions, and System Contributions:* Don Cargille, Matt Forbeck, William Wilson, Jessica Ney-Grimm, John Curtis, Heike Kubasch, Kurt H. Fischer, Bruce Neidlinger, Pete Fenlon, Terry Amthor, Stephen Bouton, Chris Christensen, John Ruemmler, Lary Simms; *Playtesting:* Olivia Johnston, Olivia Irwin, Gary Thompson, Rocky Byrd, Terry Amthor, Dave Dixon, Stephen Bouton, Chris Christensen, Brian Bouton, James Blevins, Elizabeth Roberts, Larry Simms, Heike Kubasch.

ICE Staff — *Sales Manager:* Deane Begiebing; *CEO:* Bruce Neidlinger; *Managing Editor:* Coleman Charlton; *President:* Peter Fenlon; *Customer Service Staff:* Heike Kubasch; *Shipping Staff:* Dave Morris, Daniel Williams; *Editing, Development, & Production Staff:* Kevin Barrett, Monte Cook, John Curtis, Bruce Harlick, Jessica Ney-Grimm.

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Produced and Distributed by IRON CROWN ENTERPRISES, Inc., P.O. Box 1605, Charlottesville, VA 22902.

Second U.S. Edition, 1993. Stock #2000 ISBN 155806-190-8

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• PART VIII • — INDEX

• PART I • INTRODUCTION

1.0 • ROLE PLAYING IN TOLKIEN'S WORLD

"Three Rings for the Elven-kings under the sky,
Seven for the Dwarf-lords in their halls of stone,
Nine for Mortal Men doomed to die,
One for the Dark Lord on his dark throne
In the Land of Mordor where the Shadows lie.
One Ring to rule them all, One Ring to find them,
One Ring to bring them all and in the darkness bind them
In the Land of Mordor where the Shadows lie."

—Gandalf quoting an ancient verse to Frodo Baggins
***LotR I**, p. 81.*

This haunting quote captures the essence of the saga known as ***The Lord of the Rings.*** The stirring words refer to the epic struggle of Eru's Children—Elves, Dwarves, and Men—against the frightening evil spawned by the Dark Lord, Sauron of Mordor. This tale ranks among the greatest annals of fantasy. Its setting, Middle-earth, is as rich a land as any in literature.

The Fellowship of the Ring

Seamlessly crafted and utterly believable, Middle-earth "lives" in the mind of anyone fortunate enough to delve into J.R.R. Tolkien's brilliant stories. It is a world full of evocative prose and verse, colorful vignettes and characters, fabulous languages and cultures, and (pehaps most of all) honest, heartfelt messages and lessons about things good and bad. Here, immortal Elves, stalwart Dwarves, passionate Men, and simple Hobbits give battle against overwhelming odds. Fighting prejudice, greed, fear, and temptation, they struggle amidst the shadowy currents of a world torn asunder.

Middle-earth Role Playing (MERP) lets you step into J.R.R. Tolkien's marvelous world. If you love adventure, drama, fantasy, fairy tales, or just exploring uncharted mysteries, you'll savor this game. Now, you can role play in Middle-earth, meeting the sort of challenges and sharing the sort of joys and terrors experienced by Strider, Gimli, Legolas, and Frodo.

Middle-earth Role Playing is a complete role playing system. We provide guidelines covering every facet of adventure gaming. It's all you need to get started on a simple quest or grandiose campaign. Besides rules about role playing and character development, maneuvers and combat, magic and healing, encounters and adventures (and the lik), we provide a host of play aids and a wealth of information about the land the Elves call Endor: Middle-earth. We hope you read it all, gather some friends, and enjoy a journey together in the greatest fantasy setting ever published.

WHAT IS A FANTASY ROLE PLAYING GAME?

As you may already know, role playing is akin to playacting. The referee, or gamemaster, serves as a sort of actor/director, while the players portray the main characters. Everyone combines their imaginative talents to conceive a spontaneous story which is never short of action, intrigue, and adventure.

The easiest way to understand a role playing game is to think of it as a work of fiction such as a novel (or a play, or a movie, etc.). In a novel the author determines the setting of the novel along with the actions of all of the characters and thus the plot; however, in a role playing game, the author (called the Gamemaster) only determines the setting and some of the basic elements of the plot. The actions of the characters (and thus the

plot) are determined during the game by the game "players" and the Gamemaster. Each of the "players" controls the actions of his "player character," while the Gamemaster controls the actions of all of the other characters (called non-player characters). Thus each player assumes the role of (i.e., role plays) his character and the Gamemaster role plays the non-player characters. In other words, a fantasy role playing game is a "living" novel where interaction between the actors (characters) creates a constantly evolving plot.

The Gamemaster also makes sure all of the characters perform only those actions which are possible within the framework of the setting that he has developed (his "fantasy" world). This is where the "fantasy" part and the "game" part come into the definition of a fantasy role playing game. A Gamemaster creates a setting which is not limited by the realities of our world, and thus the setting falls into the genre of fiction known as "fantasy". However, the Gamemaster uses a set of "rules" which define and control the physical realities of his fantasy world. The use of these rules makes the process of creating the role playing "novel" into a game.

The Setting

Thus, a fantasy role playing ("FRP") game is set in a fantasy world whose reality is not defined by our world, but instead is defined by a set of game rules. The creation of the plot of a role playing game is an on-going process which both the Gamemaster and players may affect, but which neither controls. The plot is determined by the the interactions between the various characters and the game's setting.

Since fantasy role playing is after all a game, it should be interesting, exciting, and challenging. Thus one of the main objectives of a role playing game is for each player to take on the persona of his (or her) player character, reacting to situations as the character would. This is the biggest difference between role playing games and other games such as chess or bridge. A player's character is not just a piece or a card; in a good role playing game, a player places himself in his character's position. The Gamemaster uses detailed descriptions, drawings and maps to help the players visualize the physical settings and other characters. In addition, each player character should speak and react to the other players as his character would. All of this creates an air of involvement, excitement, and realism (in a fantasy setting of course).

The Gamemaster

The Gamemaster has been described as the limited "author" of the game; actually, he functions as more than this. The Gamemaster not only describes everything which occurs in the game as if it were really happening to the player characters, but he also acts as a referee or judge for situations in which the actions attempted by characters must be resolved. The Gamemaster has to do a lot of preparation before the game is actually played. He must develop the setting and scenarios for the play of the game, using the game rules, and either material of his own design or commercially available play aids. Until the players actually encounter certain situations during play, much material concerning the setting and the scenario is known only to the Gamemaster. In addition, the Gamemaster plays the roles of all of the characters and creatures who are not player characters, but nontheless move and act within the game setting.

Gandalf

The Players

The players each develop and create a character using the rules of the game and the help of the Gamemaster (for the character's background and history). Each player character has certain numerical ratings for his attributes, capabilities and skills. These ratings depend upon how the player develops his character using the rules of the game. Ratings determine how much of a chance the character has of accomplishing certain actions. Many of the actions that characters attempt during play have a chance of success and a chance of failure. Therefore, even though actions are initiated by the Gamemaster and the players during the game, the success or failure of these actions is determined by the rules, the characters' ratings, and the random factor of a roll of the dice.

Finally, a fantasy role playing game deals with adventure, magic, action, danger, combat, treasure, heroes, villains, life and death. In short, in a role playing game, the players leave the real world behind for a while and enter a world where the fantastic is real and reality is limited only by the imagination of the Gamemaster and the players themselves.

ADVENTURING IN MIDDLE-EARTH

"Where now are the Dúnedain, Elessar, Elessar?
Why do thy kinsfolk wander afar?
Near is the hour when the Lost should come forth,
And the Grey Company ride from the North.
But dark is the path appointed for thee:
The Dead watch the road that leads to the Sea."

—Queen Galadriel, to the Ranger Aragorn (Elessar)
***LotR II**, p. 136.*

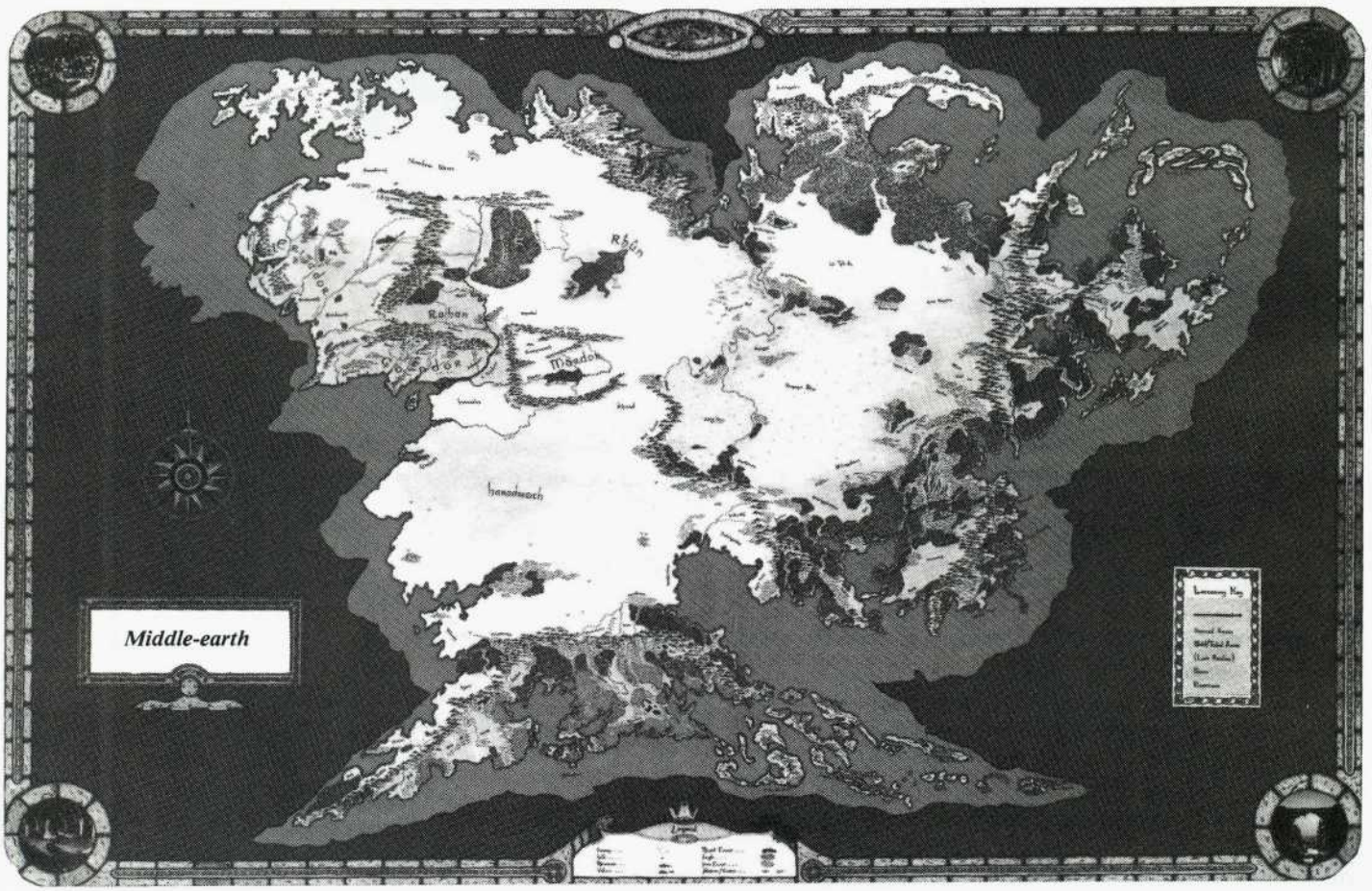
*The **Lord of the Rings*** stirs your imagination and leaves you with sense of adventurous wanderlust. ***Middle-earth Role Playing*** helps transforms your dreams into action. You step out of this world and stride boldly into Middle-earth, where you adventure as an Elf, or a Hobbit, or a Man, or even an Orc. You can eat cakes in the Shire, peruse books in Rivendell, climb the storied Misty Mountains, or fight Dragons in the Withered Heath. Rather than simply reading about the servants of the Evil One, you can do something to stop them. Stand vigil against the minions of the White Hand, battle the Black Riders, or spy on the men of Mordor—wherever your mission, and your courage, takes you.

Middle-earth presents boundless opportunity for adventure. A turbulent land, it is torn by a great struggle involving myriad races and peoples, goals and alliances, monsters and artifacts, dreams and desires, and heroes and villains. The forces of order combat those of chaos, while the prophets of hope crusade against the apostles of doom. Warmhearted fools, stouthearted optimists, grim warriors, and inspired dreamers champion the cause of goods, defending freedom in the face of the cowards, cynics, and oppressors who serve the cause of darkness. There is ample room in Endor for virtually any sort of adventurer, or any type of sojourn, expedition, or campaign.

Underlying it all, are grander themes offering broad foundations for wondeful stories and compelling adventures. Two especially color life in Middle-earth at the time of the War of the Ring. The first is the contest between the righteous "preservers"—those who revere and guard Eru's gifts, the Great Music of Creation, the Fire Imperishable, and the Balance of Things—and the selfish "abusers," many of whom subscribe to the hideous vision of the Evil One. The second is the climactic march toward a permanent transformation of the world, the so-called end of the Fading Years. As Saruman once said: *"The Elder Days are gone. The Middle Days are passing. The Younger Days are beginning."* (***LotR I,*** p. 339.) Both of these themes deal with the nature of fundamental change, be it good, bad, or indifferent, and both challenge us to understand how Middle-earth can be a better world.

We invite you to grapple with these challenges, adopt a character, and try your hand at adventure. So, read on.

Endor



THE PLACE CALLED MIDDLE-EARTH

"Still round the corner there may wait
A new road or a secret gate;
And though I oft have passed them by,
A day will come at last when I
Shall take the hidden paths that run
West of the Moon, East of the Sun."

—From an old walking-song. ***LotR III**, p. 381.*

Before you go venturing into Middle-earth, you probably should know a bit about the place. It is, after all, going to be your character's home. So, we offer a little background about the world, its history, and its peoples. We start with a some geography.

The Lands of Tolkien's World

Middle-earth is not a world; it is a continent. It is Endor, the "Middle Land" on the world the Elves call Arda (Q. "The Place"). Arda is home to three continents:

- **Endor**, or Middle-earth;
- **Aman**, the Blessed Realm; and
- **Mórenorë**, the Dark Land.

Middle-earth lies well to the east of Aman and some leagues north of Mórenorë. Endorian chroniclers sometimes refer to Aman as the "East Land," and Mórenorë as the "South Land." Created by Eru—the One—as a land for his Children (the Eruhíni), Middle-earth is the oldest of the three landmasses. It is a magical place populated by all sorts of creatures, a land increasingly dominated by Men.

Mórenorë, or "Dark Land," is the smallest of Arda's three continents. (The still smaller island-continent of Númenor sank beneath the Belegaer during latter years of the Second Age.) It is a warm, shadowy place, most of which is utterly unexplored. Legends recount that is haunted, full of monsters, and populated only by a handful of wild peoples. During the Elder Days, **Mórenorë** was nearly connected to Endor at its northeastern and northwestern tips. The two lands still remain in close proximity, separated only by the shifting waters of the small ocean the Eldar call the Haragaer. Thus, the Dark Land is also called "Hyarmenorë," the South Land.

Aman, the "Blessed Realm," is also called the Deathless Lands or the Undying Lands. A young continent located in the Farthest West, it is situated across the Sundering Sea, well to the west of both Mórenorë and Middle-earth. Aman's exact dimensions remain uncertain, for time and distance mean little there, but it is clearly much longer than it is wide. Stretching far to the north and south of the Girdle of Arda (the Equator), it very nearly spans the poles. Aman contains Valinor, the home of the Valar, the Maiar, and many of the Quendi. Other Elves make their home in the coastal realm of Eldamar and on the isle of Tol Erresëa, in the easternmost part of the continent. In the west of Aman lie the Halls of Awaiting, the place of the dead, where Elven spirits go to rest.

The Seas of Tolkien's World

Water covers most of Arda, and three seas dominate the world. They include:

- the **Belegaer**, or Sundering Sea;
- the **Haragaer**, or Southern Sea; and
- the **Ekkaia**, or Encircling Sea.

The **Belegaer**, or "Great Sea," separates the "Young Lands" of Aman in the West from the "Old Lands" of Morenorë and Endor in the East. It is the "Sundering Sea" of Elven lore. Its western waters, those beyond the Great Rift, are known as the "Bent Seas"—for mariners sailing toward Aman will never get there unless they have Eru's leave.

The **Ekkaia**, or "Encircling Sea," is actually a larger ocean. Stretching across both poles, it washes the icy, northern shores of Aman and Endor, as well as the cool, southern coasts of Aman and Mórenorë. The Ekkaia also lies along the eastern edge of both of the Old Lands. Numerous smaller seas comprise this vast mere.

The **Haragaer**, or "South Sea," lies south of Middle-earth. It separates Endor from the lands of the Utter South. As such, it is just a rightly refered to by its ancient Sinda label: the "Middle Sea," or Enegaer. Its waters meet those of the Belegaer to the west at Metharn (Hyarnúmente). Since it is a small ocean, many geographers reckon it to be a part of the Ekkaia.

Goldberry

MAGIC, MYTHS, & RELIGION

"The Elder Days are gone. The Middle Days are passing. The Younger Days are beginning. The time of the Elves is over, but our time is at hand: the world of Men, which we must rule. But we must have power, power to order all things as we will, for that good which only the wise can see."

—Saruman the White speaking to Gandalf the Grey
LotR I, p. 339-340.

Now that you've sampled some geography, we turn to the fundamental nature of Arda.

Myths & Religion

Eru, the One—the only true diety—created Arda. First, however, he conceived the Ainur, or "Powers." The first beings to enter Tolkien's world, the Ainur actually shaped Arda according to Eru's scheme.

The Ainur are all-powerful, immortal spirits. They include the exalted Valar, like Manwë and Varda, as well as the Maiar, who include Sauron and the five Wizards. Most of the Ainur (including all but one of the Valar) remain faithful to their creator. Others, like Sauron and the Balrogs, have fallen from grace.

While their direct influence in Endor wanes with each passing Age, the Powers remain the most potent beings in Existence. The peoples of Middle-earth still worship their various incarnations in countless ways. After all, they represent Eru's Thought, his great Themes.

Originally, there were fifteen Valar. They include:

- **Manwë (Súlimo)** — The Master of Air; the King of the Valar.
- **Varda (Elbereth)** — The Mistress of the Stars; the Queen of the Valar.
- **Ulmo** — The Master of Water; the King of the Sea
- **Aulë (Mahal)** — The Master of the (non-living or elemental) Earth.
- **Yavanna (Kementári)** — The Mistress of the (living) Earth.
- **Námo (Mandos)** — The Master of Fate or Doom (death, passing).
- **Nienna** — The Mistress of Conscience (grief, pity, suffering).
- **Oromë (Béma)** — The Master of Nature; the Huntsman of the Valar.
- **Vána** — The Mistress of Youth (wild, birth, renewal, fire, flowers, song).
- **Tulkas (surn. Astaldo)** — The Master of Valor and Champion of the Valar.
- **Nessa** — The Mistress of Joy.
- **Irmo (Lórien)** — The Master of Spirits (dreams, desires, love, vision, peace).
- **Estë** — The Mistress of Renewal (healing, rest, peace).
- **Vairë** — The Mistress of Time (fate, tales, memory).
- **Melkor (Morgoth)** — The Black Enemy; He who is Evil Incarnate.

Vala relationships mirror those of the Children of Ilúvatar. Some are older than others. Most are married, and most have siblings. Manwë's wife Varda, for instance, is Queen. Her word is law to all the Powers, excepting her husband.

Magic & Power

J.R.R. Tolkien's works include many evocative themes, such as the corrupting influences of power and illegitimate magic. Concepts like the Balance of Things and the three themes of Eru's divine order are reflected in the struggles against Darkness.

Neither Morgoth nor Sauron respect either nature or Eru's Thought, and neither feel constrained when it comes to possessing and using magic. They conjure, create and modify things according to their own lustful wills. Others, such as Saruman, also lose sight of the Balance in their quest for magical knowledge and power. The White Wizard begins using righteous magic outside the boundaries of his mission, eventually seeking unrighteous—and then evil—sources of insight and strength. Thus, he falls from grace. Always, the unsanctioned possession or use of magic in Middle-earth eventually wreaks madness and tragedy. Such abuse invariably spawns the downfall of seemingly omnipotent mages.

It is important, then, to note that in Endor the lust for "unnatural" power is dangerous because it is "unsanctioned." It is without "blessing" and contrary to the Balance of Things. Unless one's magic is in some way blessed or "sanctioned," it is at best wrong, at worst evil. Any mage possessing such illegitimate power is always at risk of becoming mad and/or evil. Those who actually employ such magic increase this peril.

In other words, anyone possessing unblessed power or anyone wielding any power in an unblessed fashion, invites doom. This is the principle that both gamemasters and players should heed when dealing with magical things or characters in Middle-earth. It involves a two-step test:

Gimli, Frodo, and Sam through the waters of Kheled-zâram

- First, determine the nature of the magic. Is it in some way blessed? If not, it is dangerous and possibly very evil.
- Second, assuming the magic is blessed, determine whether there are any limits or constraints with respect to its use.

Since the issues of possession and use of artifacts, spell-casting skills, etc. are critical to a faithful, flavorful Middle-earth campaign, gamemasters should apply this test carefully.

Players should note that dabbling in the magicial arts can be perilous. Unless attuned to nature (e.g., like a Wose practicing Pûkel-magic), imbued with sanctioned talents (e.g., an Arnorian seer forecasting for his king), or given a rightful gift (e.g., an enchanted sword as a reward for aiding an Elven smith), the player character may be exhibiting the sort of lust that ultimately led to the Downfall of Númenor.

A gamemaster should create or uncover the story behind any magical item, incantation, formula, etc. This story will dictate whether matters either proceed according to nature—the Balance of Things—or succumb to tragedy borne out of insanity and darkness. In the latter case, you may bear witness to an exciting but terrible tale.

Gandalf invites Bilbo on an adventure

Goldberry amidst her lilies

YOUR CHARACTER IN MIDDLE-EARTH

"Roads go ever ever on
Under cloud and under star,
Yet feet that wandering have gone
Turn at last to home afar.
Eyes that fire and sword have seen
And horror in the halls of stone'
Look at last on meadows green
And trees and hills they long have known."

—Bilbo Baggins, **The Hobbit,** p. 283-84.

In Middle-earth, immortal Elves, stalwart Dwarves, and simple Hobbits live amidst a varied lot of mortal Men, struggling to survive and prosper in the face of myriad threats: Orcs and Wargs, Trolls and Giants, Wights and Wraiths, Dragons and Fell Beasts, and of course the Lord of the Rings. Awesome incantations mold the landscape and affect the weather, while Rings of Power guard magical realms—or torture souls and drive Free Folk into Darkness.

However, Middle-earth also resembles our Old World, for the land of Endor shares most of the woes and wonders associated with the younger "World of Men." Greed, avarice, prejudice, hate, and fear all stand in the way of happiness. The ongoing struggle of Good versus Evil and the tests of Fate dictate the fortunes of the enslaved and free alike.

This is a setting ideally suited to heroic drama. It beckons brave, inquisitive, adventurous souls to undertake quests of fame or fortune, or to endeavor to rescue unfortunate souls from the heinous grip of the omnipresent Shadow.

So, by Eru, go forth and try your hand at the pleasures and pitfalls of Endor! And may Eru be with you.

THE HOBBIT AND THE LORD OF THE RINGS

Middle-earth Role Playing is specifically based on two books by J.R.R. Tolkien. The first, ***The Hobbit***, is often described as "the enchanting prelude" to the latter, for it tells a shorter, and somewhat lighter, tale that helps set the stage for the story recounted in ***The Lord of the Rings***. The latter work is a somber, sweeping epic of much grander proportions. Comprised of six books, ***The Lord of the Rings*** was originally published in three parts; and, to this day, it usually appears as a set of separate volumes. This glorious cycle is actually one discrete story, although it is often called "The Trilogy" and gave birth to a legion of other "Tolkienesque" fantasy series.

For those of you who missed the chance to read ***The Hobbit*** or ***The Lord of the Rings***, or who need help recollecting the stories, a serialized synopsis of of the two works is sprinkled across the following pages.

THE HOBBIT

Tolkien tells us that the Halfling adventurer Bilbo Baggins composed ***The Hobbit***. Originally entitled "There and Back Again," the tale constitutes the earliest chapters of the "Redbook of Westmarch." It takes place in Third Age 2941-2942.

Bilbo's entertaining story begins in the Shire, the quiet home of the unworldy Hobbits, where all the Baggins live in simple comfort, taking care to avoid any sort of risks. Unbeknownst to him, however, Bilbo is an inspired soul. After meeting a party comprised of homeless Dwarves led by King Thorin Oakenshield and the Wizard Gandalf the Grey, he finds himself drawn into an expedition aimed at recovering a great hoard of gold. The company takes him along in hope of using his burglary skills. Embarking on a lengthy quest across the wilds of northwestern Middle-earth, the group marches eastward toward Erebor, the Lonely Mountain. Their journey involves encounters with hungry Stone-trolls, playful Giants, foul Orcs, huge Spiders, and savage Wolves. While separated from party beneath the Misty Mountains, Bilbo comes across a lost ring that changes his life. He also meets Gollum, a cursed and twisted Hobbit who misplaced the magic artifact. Bilbo discovers that, when worn, the ring makes him invisible. He uses the device to elude Gollum and rejoin the expedition.

The sojourn takes the company across Mirkwood to the land of the Forest-elves and on further to Lake-town on Long Lake. From there, they strike out toward the Lonely Mountain, the home of Smaug the Fire-drake. Bilbo uses his magic ring to sneak into the beast's chambers and survive a confrontation with the fearsome Dragon. Stirred from his repose, Smaug attacks Lake-town, where he is slain by Bard. The Fire-drake's death ostensibly means the reopening of his lair; however, a combined army of Orcs and Wolves marches on Erebor. The Company fights its way out of the Lonely Mountain while the Battle of Five Armies rages at the base of the windswept peak. The story climaxes as Elves, Eagles, and Northmen vanquish the forces of darkness.

Afterwards, the Dwarves reclaim the Lonely Mountain, which was once a grand Dwarf-hold. Bilbo returns home with his ring, still unaware (as we are) of its immeasurable import.

Bilbo

THE FELLOWSHIP OF THE RING (Book One)

The first part of the ***Lord of the Rings*** is entitled *"The Fellowship of the Ring."* The tale begins in the Spring of Third Age 3001, as Bilbo celebrates his hundred and eleventh birthday. Among the celebrants is Bilbo's kinsman and heir, Frodo Baggins, and Gandalf the Wizard. For them, it would prove a fortuitous gathering, for it is then that Bilbo disappears from the Shire—leaving his magic ring to young Frodo, and leaving his anxious nephew in Gandalf's care. Seventeen years later, as Sauron of Mordor's agents comb the land in search of the ring, Gandalf reveals the story behind the enchanted heirloom to his Hobbit ward. He explains that Bilbo's magic trinket is in fact the One Ruling Ring created by the Evil One as a means to enslave the Free Peoples. Frodo's stout friend, Samwise Gamgee, overhear the revelation and, like Frodo, finds himself destined to embark on an unsurpassingly dangerous quest.

Frodo, Sam, and Pippin leave the Shire

The story goes on to recount the flight of Frodo, Sam, and two other Hobbits: Meriadoc Brandybuck (Merry) and Peregrine Took (Pippin). Eluding the Black Riders—Sauron's undead Ring-wraiths—they brave the haunted Barrow-downs and take haven in the town of Bree. There they meet Aragorn, a Ranger of Eriador who calls himself "Strider." He joins their band and helps them escape from repeated encounters with the Wraith-riders. With Frodo wounded, they find their way to the House of the Elf-lord Elrond at Rivendell.

THE FELLOWSHIP OF THE RING (Book Two)

The consensus at the subsequent Council of Elrond calls for the destruction of the One Ring. Frodo is appointed Ring-bearer, and the Fellowship of the Ring forms. Gimli the Dwarf, Legolas the Elf, and Boromir the Gondorian join as representatives of their kingdoms, among the last of the Free Lands. Aragorn, who is now revealed as the true heir of the High-kings of Arnor and Gondor, also swears to guard the Ring-bearer. Gandalf and the four Hobbits complete the company. Their mission is to ensure the passage of the Ring to the dark land of Mordor, where the enchanted volcanic fires of Mount Doom await. The countless thralls of two principal foes—Sauron the Dark Lord and Saruman the traitorous Wizard—patrol the lands along their path.

Embarking from Rivendell, the Fellowship travels southward to the ancient West-gate of Moria. Neither Fell-wolves nor snows nor a great Kraken stay their course. The party enters the abandoned Dwarven halls of Moria, crossing the Misty Mountains deep within the bowels of the earth. Assailed by Orcs and Cave-trolls, the Companions of the Ring barely escape. Indeed, Gandalf is lost in a bottomless chasm while dueling, and ultimately defeating, the horrific Balrog—a great and dreadful Demon of Might whose shadowy origins lie rooted in the Elder Days of the First Age. Aragorn leads the group out of Moria and into the safe woodlands of the Elf-kingdom of Lórien. There, the Fellowship rests and seeks council with Queen Galadriel and King Celborn. The Elves supply the sojourners with food and clothing and equip them with three nimble boats. The vessels carry the party southward down the Great River Anduin, to a point above the mighty Falls of Rauros. Meanwhile, Gollum—the hideous creature who found, was corrupted by, and then lost the One Ring—tracks their course.

Well downstream, the Fellowship is ambushed by Orcs and forced ashore. They make a difficult portage around the rapids at Sarn Gebir and paddle to a landing above the great waterfall. There, they argue about the future course of their quest. Boromir plans to return home to Minas Tirith, the capital of Gondor, to prepare for the coming war. He advocates unity and warns against the proposed sundering of the company. Frodo, however, favors taking the Ring directly to Mount Doom. Lured by the evil power of the Ring, Boromir then resolves to seize the device by force. Frodo and Sam flee. The others scatter in pursuit. The first part of the story closes with the company divided and in desperate straits.

Galadriel at her mirror

THE TWO TOWERS (Book Three)

The second part of the ***Lord of the Rings,*** *"The Two Towers,"* opens with the Fellowship scattered and Frodo and Sam in flight toward Mordor. As the others search for them, Orcs attack, and slay the penitent Boromir. A second Orc-band subsequently captures Merry and Pippin. Minions of the White Hand, these Orcs serve the corrupted Wizard Saruman, Gandalf's Maia kinsman. They bear their two prisoners westward across Rohan toward their master's citadel (Orthanc) at Isengard. There, Saruman awaits, hoping to secure the One Ring for himself. His secret alliance with Sauron of Mordor is nothing but a (foolish) ploy.

The Orc-group reaches the edge of the eerie Fangorn Forest, about halfway between the Great River and Isengard, before they are surrounded by the vigilant Riders of Rohan. Led by their Marshall, Éomer, the Riders slaughter the Orcs. Merry and Pippin escape the fray and take refuge in the ancient woods. There, they meet Treebeard the Ent, the huge, secretive lord of the forest. Treebeard takes them to safety and listens to their harrowing tale. The Ent-lord then rouses his Tree-folk. They mobilize for war and march on Isengard.

Having pursued Saruman's Orcs, Aragorn, Legolas, and Gimli encounter Éomer's force soon after the skirmish. They borrow horses and ride into Fangorn. Their search proves futile; however, they are pleasantly startled by the reappearance of Gandalf. Garbed in Grey but now called the "White Rider," the lost Wizard returns from the dead to help save the cause.

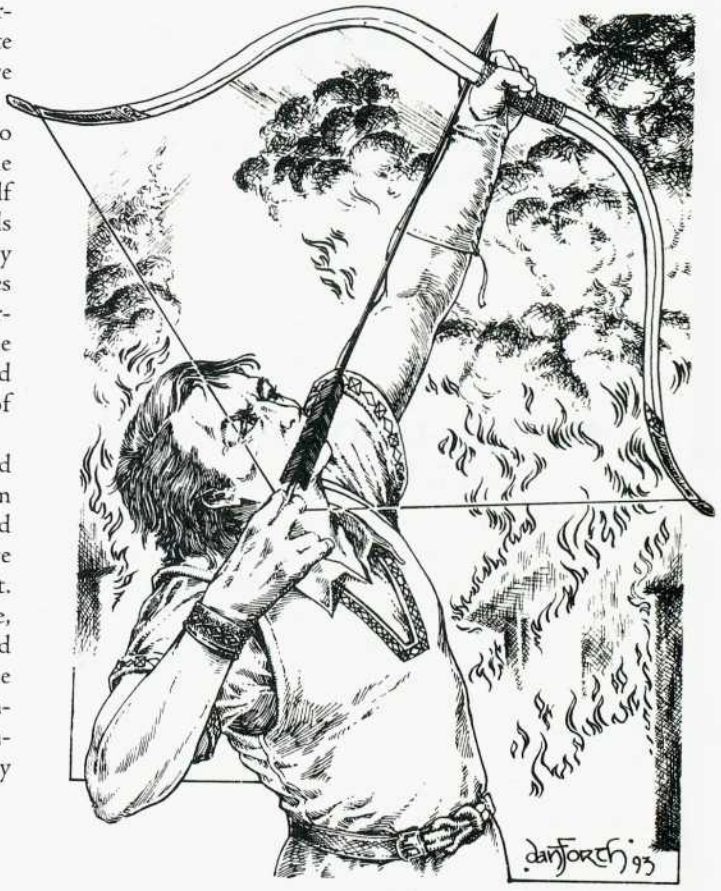
Aragorn, Legolas, Gimli, and Gandalf travel southward to Edoras, the capital of Rohan. Éomer's uncle Théoden, the King of the Riddermark, offers them refuge. In turn, Gandalf heals Théoden, saving the old man from the predatory spells of his evil counsellor Gríma Wormtongue. Revealed as a spy in the service of Saruman, Gríma flees to Isengard. He arrives just before the Ent-host invest the citadel. The Ents overwhelm the defense, destroy the outer walls, and scatter the remnants of Saruman's home army. Both Wormtongue and the fallen Wizard find themselves besieged in the Tower of Orthanc.

As the Ents assail Isengard, Aragorn, Legolas, Gimli, and Gandalf ride westward with Théoden's army of the Rohirrim in support of the defense the Hornburg, a major stronghold in western Rohan. The Riders and their compatriots arrive in time to ensure a grand victory over Saruman's main host. Turning, northward, the Rohirrim rush to Isengard. There, they find the citadel in ruins and the Ent-host arrayed around the central tower. They also rejoin Merry and Pippin. The company secures Saruman's capture and recovers the enchanted Palantír (Seeing-stone) of Orthanc. Gandalf entrusts the Orthanc-stone to Aragorn and, accompanied by Pippin, rides southeastward to Minas Tirith. War looms.

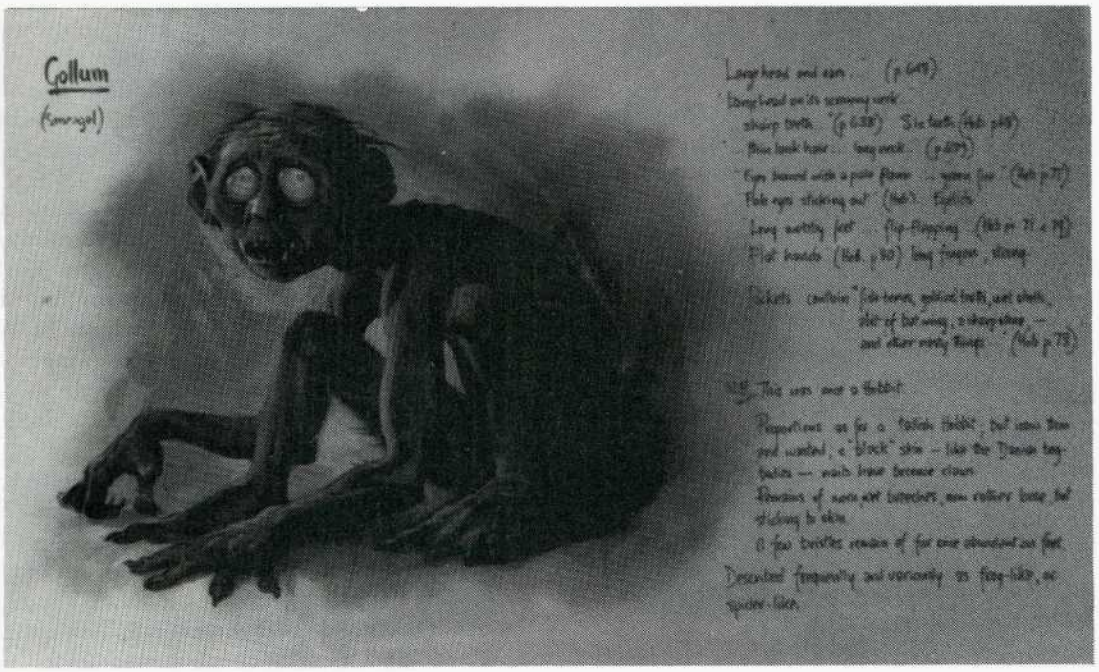
THE TWO TOWERS (Book Four)

Meanwhile, Frodo and Sam continue their fateful quest to reach Mount Doom. They cross the Anduin and pass through the bleak Brown Lands, where they encounter and (ostensibly) tame Gollum. His malice and avarice under control, the creature leads his two Hobbit companions through the Dead Marshes and across the desolate flats of Dagorlad. The trio reaches the Morannon, the Black Gate opening into Ûdun, the parched, bowl-shaped mountain valley leading to Mordor. Their way barred by the massing minions of the Dark Lord, Gollum suggests another route. He convinces Frodo to try the secret subterranean tunnel paralleling the mountain road through the narrow Spider Pass. Joining the fallen city of Minas Morgul to the old Gondorian watch-tower at Cirith Ungol, the route serves as a back door to the Dark Land. The party moves southward through Ithilien, along the westward flank of the Mountains of Shadow.

About halfway to their crossing point, a Gondorian scouting-party encounters the three small travellers. Faramir, Boromir's younger brother, leads the stealthy band. They take Frodo, Sam, and Gollum through the hilly woodlands to a hideaway behind the waterfall at Henneth Annûn. Frodo recounts his plans, and Faramir speaks of the coming war



Bard takes aim at Smaug



Gollum

with the heinous Lord of the Rings. He warns them that, although the roads into Mordor are strangely quiet, the way they seek is almost impossibly dangerous. Throughout the brief respite, Faramir resists the power of the One Ring and avoids the fatal temptation that claimed his brother's mind. The noble Gondorian warrior provides provisions and sends the trio on their daunting way.

Approaching the smoke-enshrouded walls of Minas Morgul, Frodo and Sam realize that Faramir was right: indeed, Gollum failed to describe the horrors of their route. A noxious stench fills the dank, decaying vale, and the ghostly glow of the city's massive central tower looms like a beacon of doom. All remains dark and quiet but, as the party circumvents the citadel, thunder rips through the mountain bowels and a leaping fire rises over the peaks. Then lightning erupts from the rotating Morgul-spire, and the great cry of the ever-dying Lord of the Ring-wraiths issues from the stony maw of the city gate. The War of the Ring at last begins.

The simple Hobbits still push on, though, making their way upward and eastward through the dark haze that fills the mouth of the Spider Pass. Gollum guides his two compatriots through the hidden stair-filled defile around Minas Morgul and into a tunnelway. There, he betrays them in hopes of reclaiming "his precious," the Ruling Ring. Gollum abandons, and then pounces upon, the two Hobbits as the hideous guardian of the pass—the Demon-spider Shelob—attacks. Sam outwrestles Gollum, who flees. Shelob stings Frodo before Sam recovers and leaps to the rescue. Sam wounds the monster and drives her off, but he believes his master has perished in the fray.

The second part closes with Sam reluctantly parting from his fallen master. Taking the One Ring, the grief-stricken Hobbit tries to complete their seemingly hopeless quest. He reaches the top of the pass, near the base of the tower of Cirith Ungol, before he is forced to hide from a pair of bickering Orc-bands. Using the magic Ring, he makes himself invisible. He eludes the arguing Orcs, who debate the fate of a drugged and unconscious Hobbit prisoner. Sam realizes that Frodo is alive, but he fails to prevent the Orcs from bearing his master's body into the old watch-tower. Sam follows. Desperately hurling against the clanging door, he knocks himself senseless. The stunned Hobbit lies outside the walls as the story recesses.

THE RETURN OF THE KING (Book Five)

The third and final part of the ***Lord of the Rings,*** *"The Return of the King,"* opens in Anórien, the northernmost province of Gondor. Mounted on the heroic steed Shadowfax, Gandalf and Pippin ride along the tree-lined highway that bisects the region and links Edoras and points further west with Minas Tirith. As the winds stir Pippin from his long nap, the two travellers see the sudden kindling of signal-fires on hills to the south. There, the blazing lights appear one by one, as if marching along the northern edge of the White Mountains. Gandalf realizes that the Men of Gondor are sounding the alarm. The war is at hand. The call is going out toward Rohan. Gandalf hastens his horse eastward.

In time, the Wizard and his Hobbit companion reach the seven-tiered capital of Gondor. They arrive as the city braces for the impending onslaught. Seeking council with Denethor, the Ruling-steward of the South Kingdom, they speak of Denethor's son Boromir, and they pledge their lives to the defense of the ancient realm.

Meanwhile, Aragorn, Merry, Gimli, and Legolas ride south from Isengard with King Théoden and his House-guard. After joining with a company of Dúnadan Rangers, compatriots of Aragorn en route to war, the group makes its way to Helms Deep. There, Aragorn tells Éomer of his plan: how he will ride the highway to Edoras, and then turn southward to Dunharrow, and finally cross the White Mountains by way of the fabled Paths of the Dead. Aragorn explains that, after gazing into the Orthanc-stone, he is sure that the defenders of Minas Tirith have no more than ten days to find help. He subsequently assembles the Grey Company—Gimli, Legolas, and the Rangers of the North—and leads his elite troop swiftly along their appointed route. Stopping briefly at Edoras, they meet Lady Éowyn, Théoden's beautiful, headstrong niece The Grey Company then pushes onward to the high vale of Dunharrow, through the door beneath the peaks, and along the lightless Paths of the Dead. Summoning the cursed Army of the Dead, who gave the tunnel its name, Aragorn gathers a great Ghost-army behind the troop. He leads them out of the Paths, into the Morthond Vale, and down to the Stone of Erech. There, at the most storied site in Lamedon, he blows his horn and pledges the army of ghostly Oathbreakers to an alliance. Called to fight by the rightful King of the Dead, the Army of the Dead pledge to follow Aragorn and fulfill their ancient obligations to the Lord of the Gondor. Thus, they hope to end their curse.

As the Grey Company cross into central Gondor, King Théoden musters the Rohirrim and rides (with Merry at his side) to the defense of Gondor. Further east, Gandalf and Pippin find themselves caught up in the unfolding war. Two vast Mordorean war-hosts, one marching from Morannon and the other from Minas Morgul, reach the dike surrounding the Pelennor Fields below Minas Tirith. They are led by the Lord of the Ring-wraiths, the foul Witch-king. The Morgul-lord infects the retreating Faramir with his poisonous Black Breath. Overwhelming the defense, the Dark Lord's minions tow their seige machines across the fertile lawns and assail the Gondorian capital. Denethor, who is driven to madness after gazing into the Seeing-stone and coming under Sauron's influence, orders the creamation of both himself and the dying Faramir, leaving Gandalf to lead the defense. When the main gate crumbles, it is the Wizard who confronts the Witch-king as he enters the city.

At this critical moment, the Riders of Rohan arrive, cutting their way through the northern flank of the evil hordes. The Witch-king turns his attentions away from the city amd, mounted on a Fell-beast, flies to the point of attack. He duels and fells Théoden. He is then confronted by Merry and a Rohir Knight named Dernhelm. The Witch-king scoffs at their valorous intervention, knowing that "no man can kill him." Dernhelm reveals himself to be Éowyn, Théoden's niece and avenges her uncle's death. Though wounded, she slays the Morgul-lord.

The Battle of Pelennor Fields rages on, with the Riders at first victorious and then driven into retreat by Sauron's seemingly endless reserves. When all seems lost, though, Aragorn and the Grey Company arrive with reinforcements, including the cursed Army of the Dead. The Dark Lord's minions panic and scatter, and Minas Tirith is saved.

As the battle subsides, Gandalf intercedes at the premature funeral of Denethor and Faramir, but he only succeeds in saving the latter. Denethor perishes in the flames.

Book Five closes with the victorious armies of Gondor and Rohan marching on Mordor and arraying themselves outside the Black Gate. There, after listening to the Mouth of Sauron issue his evil master's terms, they refuse an armistice and find themselves facing an attack from an army of unfathomable proportions. Again, the dim fate of the Free Peoples hangs in balance. The Battle of Morannon begins.

THE RETURN OF THE KING (Book Six)

Book Six is the final installment in the epic tale. It opens with Sam finding his senses and looking for a new way into the three-tiered tower of Cirith Ungol. This he finds and, with the help of the One Ring, he passes by two enchanted stone Watchers that guard the way. The stout Hobbit eventually rescues Frodo from his Orc captors, who begin fighting one another. Using the Phial of Galadriel Sam breaks the malicious will of the Watchers, and the two Halflings escape from the tower. They descend the heights and find themselves in the rocky, trough-like vale that runs the length of the Mountains of Shadow and harbors the road running north from Cirith Ungol to Durthang. Finding nothing but blackish stone, sharp thorns, and sunless gloom, they slowly and stealthily make their way northward, then eastward, and then southward to Mount Doom. They cross the volcanic wastes of Gorgoroth and climb the northwest side of fiery mountain. As they find a switchbacked road, they once again encounter Gollum. Sam drives the creature away, and the Hobbits resume their ascent. They eventually come to the door opening into the cave at Sammath Naur, where the Dark Lord forged the Ruling Ring in the Crack of Doom. Followed by Gollum, the Halflings enter the long tunnel toward the Orodruin's smoking core. When they reach the fateful fissure, Frodo finally succumbs to the power of the

Bilbo and Thorin against the Trolls

One Ring and refuses to part with the accursed artifact. He dons the ring and disappears.

At this point, Sauron realizes what is occuring and directs all his ire and will toward Frodo. Sending the Nine Ringwraiths in flight toward Mount Doom, he desperately hopes to stay his own demise. But he is too late, for Gollum knocks Sam down and, after grappling with the invisible Ringbearer on a ledge by the Crack of Doom, the tortured creature falls. Bearing the precious Ruling Ring, he perishes in the enchanted fires.

With the destruction of the Ring, Mount Doom shakes, and all that Dark Lord created reels and crumbles. The Dark Tower falls, as do all the spires and walls throughout Mordor. Flames erupt through the plains and peaks, and lightning fills the skies. Black Rain falls. Finally, the Evil One loses form and passes into the Void. Their own rings destroyed, the Nazgûl wither and die—some forty centuries after their appointed call. In the cataclysmic tumult, Sauron's other minions panic. Some turn and slay their own; others scatter. The holocaust turns the tide on the plain outside Morannon, where the surrounded and embattled forces of Aragorn and Éomer find victory.

In the aftermath of the War of the Ring, Aragorn weds Arwen, Elrond's daughter, and is crowned King of the Reunited Kingdom of Arnor and Gondor. He reigns as Elessar Telcontar. His ally, Éomer, becomes King of Rohan and buries his uncle at Edoras. Éomer marries Lothíriel of Dol Amroth and renews the Oath of Eorl, an old pact that bonded the Rohirrim to the Dúnedain of the South Kingdom. Faramir and Éowyn strengthen these ties by marrying and becoming the Lord and Lady of Ithilien.

After Aragorn's coronation, Gandalf and the Hobbits travel to Edoras with Éomer and then push onward to Isengard to bid farewell to Treebeard. They return to the Shire via Rivendell. Once home, the Halflings discover that Gríma Wormtongue and his master Saruman have made their presence felt in their green and pleasant land. Sorely weakened and disguised as "Sharkey," Saruman supports a new, hateful regime led by Lotho Sackville-Baggins. His thugs terrorize the Shire. Frodo puts an end to the fallen Wizard's reign at the Battle of Bywater. Before Saruman is cast out, though, he blames Gríma for much of the murder and mayhem. Wormtongue flies into a rage and stabs Saruman to death. Hobbit arrows then silence the life of the traitorous Rohir. The Shire is once again at peace. Samwise marries, and Frodo serves a brief stint as Mayor of Hobbiton.

As for the rest of the Fellowship, Gimli and Legolas remain fast friends. The former gathers many of his Dwarven brethren and resettles in the Glittering Caves of Aglarond, near Helm's Deep. The Dwarves forge new gates for Minas Tirith. Legolas settles for a time in Ithilien, awaiting the day when he invites his beloved friend to accompany him on a voyage to the Lands Undying.

The story concludes about a year later, in 3021, at the very end of the Third Age. Sam and Frodo set out westward, joining Elrond, Galadriel, and a host of others—including Bilbo—for the Last Riding of the Keepers of the Ring. The Riding travels on to the Grey Havens on the Gulf of Lindon. There, Gandalf and Círdan await. Merry and Pippin arrive soon thereafter, in time to bid farewell to Frodo, Bilbo, and Gandalf before their passing over the sea. Then, Merry, Pippin, and Sam make the quiet, bittersweet journey home.

A SAMPLE FRP ADVENTURE

This section is an example of a fantasy role playing adventure. The adventure is presented in the form of the dialogue between the players and the Gamemaster, with other actions and information in italics. This example does not detail some of the game mechanics used to resolve actions. Examples of these mechanisms are presented in later sections.

The player characters are traveling on foot from Rivendell to Bree along the Great East Road carrying a shipment of fine Dorwinion wine and some herbs. The characters are:

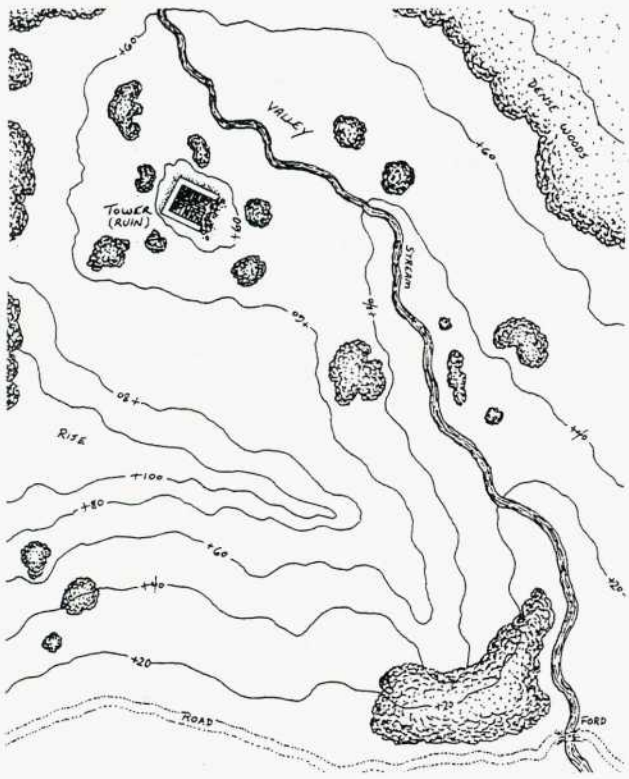
1) *Agonar*, a male Elven Mage.
2) *Leanan*, a female Dunlending Animist.
3) *Nári Zigildûn*, a Dwarven Warrior of unrevealed gender (to many, female Dwarves appear to be male).
4) *Drogo Bracegirdle*, a male Hobbit Scout; rude people might call him a thief or a burglar.

Near nightfall, about 30 miles out of Rivendell in the Trollshaws, the players decide to camp for the night. As the group leaves the road and enters the rough terrain to the north, a light rain begins to fall. After about 100 yards, they come upon a small ruined tower. The players do not know it, but 3 Orcs are in the cellar of the tower. The Orcs are just waking up and are starting to move around.

The following dialogue is an example of how part of a fantasy role playing game might proceed.

Gamemaster (GM): "You come to the top of a rise and see below you the ruins of a small tower in a shallow valley. The tower still has part of its roof standing. A small stream runs through the valley, and there are the usual shrubs and trees—pines, oaks, and the like." *The GM sketches out the valley and its contents on a sheet of paper.*

GM Sketch



While the GM sketches the physical situation, the players discuss among themselves what to do. They decide that their general course of action will be to check out the tower as a shelter for the night and possibly a little adventure. However, each player must take separate action with his character to accomplish this objective, with coordination and cooperation handled by limited communication between the characters.

GM: "What's your plan, and how do you each prepare?"

Drogo: "We are planning to scout out the tower for possible shelter. I will draw my short sword and move ahead of the others and scout out our route of approach, using available cover and moving as quietly as I can."

Nári: "I take out my crossbow and load it. I will cover Drogo and move up when he signals."

Leanan: "I draw my mace and shield and will move forward when Nári does."

Agonar: "I prepare and cast a Shield spell." *He rolls two special dice which together give a result between 01 and 100.* "My casting roll is a 28." *He succeeds.*

GM: "Drogo, make a maneuver roll to see how well you sneak up on the tower." *He rolls a 47 (on the 01-00 dice), the GM rolls a 24 activity roll for the Orcs, indicating to the GM that nothing is noticed by either side.* "You succeed and notice nothing unusual. You are now 10 feet from the tower and have a good idea of the layout. The rest of the group may move up if you signal."

Drogo: "I back up slightly so that there is a tree between me and the tower, and wave the rest of the group forward."

Rest of Group: "We carefully move up."

GM: "Each of you make a maneuver roll." *They roll 86, 35, and 46; the GM rolls a 62 for the Orcs; neither side notices anything, but the Orcs are becoming more active and may move up the stairs and outside soon.* "You all move up and notice nothing unusual."

GM: "Here is a sketch of the tower and the immediate vicinity. The tower is two storied and square. The side facing you has collapsed along with the second floor, but the other three walls and the roof are still relatively intact. The roof does have holes in it. The wall opposite you has a hole where the main door used to be. You can see a lot of rubble but nothing else inside."

The players (or GM) then mark their positions on the sketch.

GM: "Everyone decide your action for this round."

Drogo: "I very slowly move up to the wall on the right hand side of the tower and look in, using the wall for cover."

Nári: " I move up behind Drogo with my crossbow held ready."

Leanan: "I move up with Nári."

Agonar: "I move up with Leanan."

GM: "Everyone make a maneuver roll." *They roll 24, 89, 93, and 62; the Orcs roll a 65 and are still preparing to come up the stairs.* "You all move to the end of the right hand wall and look around it. You see a 15' by 15' interior with lots of rubble

consisting of rocks, timbers, ruined furniture, and other junk. There is what looks to be a large chest (about 4'x2'x2') under the rubble directly across from you, near the end of the left hand wall. You also see what looks like stairs leading down from the far left corner. What do you do this round?"

Drogo: "I move very slowly into the tower, along the inside of the right hand wall, watching the stairs."

Leanan: "I cross to the left hand wall and begin removing the rubble from the chest, searching for any magic items or loot".

Nári: "I aim between the stairs and the main door, so that I can fire at either if something happens."

Agonar: "I prepare my Levitate spell."

GM: "Leanan and Drogo, make maneuver rolls." *Rolling well, they roll 78 and 94; the Orcs roll a 73 and have finished getting ready and are starting up the stairs.* "Drogo, you notice nothing but you have quietly moved around to the main door. Leanan, you moved over to the pile of rubble containing the chest and have removed the rubble and found nothing. What do you do this round?"

Agonar: "I cast my Levitate spell and start to move up towards the roof." *He rolls a 54 and succeeds in levitating.*

Nári: "I remain ready to fire."

Drogo: "I peek out the main door and listen for any noises."

Leanan: "I try to open the chest."

GM: "It is really starting to get dark. Agonar, you rise about 4' this round, presenting a tempting target to any missile fire. Leanan you realize that the chest is rusted but not locked; it may make noise if you open it. Drogo, you see this when you peek out the door." *The GM hands Drogo a note saying, you see nothing unusual outside, but you hear a slight clank down the stairs.* "What do you do this round?" *He rolls and determines that the Orcs are coming up the stairs.*

Leanan: "I open the chest very, very quietly and look inside."

Drogo: "I duck behind the pile of rubble next to the door and hide."

Agonar: "I continue levitating, watching out for danger.

Nári: "I continue to cover the stairs and door."

GM: "Leanan, make a roll." *She rolls a 12.* "You open the chest, but it makes a creaking noise, you see a rusty dagger and a small box inside. Agonar, you are 14' up and sees nothing. However, you, Nári, and Drogo see three Orcs (in rigid leather and carrying short swords and equipment) come up the stairs and turn to face Leanan, who does not notice them."

Nári: "I fire at the largest one."

He rolls a 92 and refers to the Missile attack table, giving the Orc 21 hits and a 'D' Puncture critical. He rolls a 70 and the Orc is shot through the neck and dies (a really great shot).

GM: "What do you plan to do this round?"

Agonar: "I prepare a Sleep spell, and yell: 'Watch out Leanan, Orcs!!!!' "

Nári: "I drop my crossbow, and draw my battle-axe as I move towards Leanan. I scream, 'Come on and die, you Orkish pig-dogs!!!!'"

Drogo: "I continue to hide, with my short sword ready."

Leanan: "Since I don't immediately notice the Orcs, I try to grab the small box from the chest and put it into my cloak without anyone seeing me do it."

The GM rolls to help determine a reaction for the two remaining Orcs. He rolls a 06 and a 91. One Orc decides to run. One decides to kill the puny human who has her back to him. The Gamemaster makes perception rolls for Agonar, Nári, and Drogo in order to see if they notice Leanan taking the small box—they do not.

GM: "One Orc turns and begins to run out the main door. The other drops his equipment and charges towards Leanan, yelling and brandishing his short sword. Leanan, you succeed in your action this round, but you hear running behind you and shouts from your friends. Drogo, you may take a swing at the Orc as he exits."

Drogo: "I swing at him as he runs past."

He rolls a 02 and fumbles his short sword. He rolls a 49 and drops his weapon.

GM: "Amazing move Drogo, the Orc doesn't even notice you and keeps going. Nári, you and the Orc have reached Leanan, and may attack next round. Leanan, you are fully aware of what is happening. What do you all do now?"

Drogo: "I pick up my short sword."

Agonar: "I cast my Sleep spell at the Orc to try and save Leanan. I have only prepared for one round so I have a -15 modification to my attack."

Leanan: "Since I am not very good in combat, I drop and pull the chest over me." *The chest is big enough for her to fit inside.*

Nári: "I swing at the Orc and try to cut him in half."

GM: "Agonar's spell is cast first, then Leanan will maneuver to pull the chest over her in time, then the Orc, who is quicker than Nári, will attack Leanan, and finally Nári will attack the Orc. Drogo is out of action while recovering his weapon."

Agonar rolls a 68 attack, the Orc rolls a 17 Resistance Roll and goes to sleep. Leanan drops but would not have avoided the Orc's attack if Agonar had not put him to sleep. Nári follows through on his attack on the now sleeping Orc and gives him 40 hits, an 'E' Slash critical and a 'C' Crush critical, resulting in an unconscious Orc with a broken leg. The Orc and the chest fall on Leanan giving her 5 hits and an 'A' Unbalance critical, which gives her 4 more hits and stuns her for 1 round.

• • •

The adventure would continue with the group having the options of exploring the rest of the now-deserted tower, chasing the Orc (who may be going for help), leaving the area, or some other action or combination of actions. Nári and Agonar will receive lots of experience points for their spells and kills, and Drogo eventually manages to recover his short sword but not his self-esteem. Leanan may get a big surprise when she opens the small box she got without the rest of the group noticing (it has a poison needle trap on its latch which will strike her unless she is able to detect the trap and avoid setting it off).

2.0 • HOW TO PLAY: THE RULES & GUIDELINES

Most fantasy role playing games need "rules" (or guidelines) to define and control the physical realities of the world in which adventures take place. Ideally, such rules are able to handle most of the common situations that arise in a FRP game without detracting from the flavor and detail of the plot or setting of the game.

Middle-earth Role Playing (***MERP***) is a specific set of rules that handles the physical realities of people, places, and things in J.R.R. Tolkien's Middle-earth. ***MERP*** is divided into eight parts:

- **Part I** provides a general overview of fantasy role playing, Middle-earth, J.R.R. Tolkien's books, and the ***MERP*** rules and guidelines (Sections 1.0–2.0, pages 2-19).
- **Part II** presents a set of completely developed and ready-to-play characters (the Basic Character Templates) **and** discusses the various factors and traits that define a FRP character in ***MERP*** (Sections 3.0–6.0, pages 20-41).
- **Part III** outlines how to resolve commonly occurring actions and activities during the players' adventures (Sections 7.0–10.0, pages 42-57).
- **Part IV** details most of the rules that affect the Gamemaster's task of setting up and managing a world system (Sections 11.0–18.0, pages 58-77).
- **Part V** describes how to create and develop your own characters (Sections 19.0-27.0, pages 78-97).
- **Part VI** provides a sample of the game environment (pages 98-112).
- **Part VII** is the Appendices—including the Basic Character Templates, the culture/race descriptions, the creature descriptions, the spell lists, the secondary skills, optional material, conversion notes, selected readings, and all of the tables and record sheets that provide mechanisms for adding flavor and detail to a game without decreasing playability (Appendices A-1 to A-10, pages 113-265).
- **Part VIII** is an index (pages 266-270).

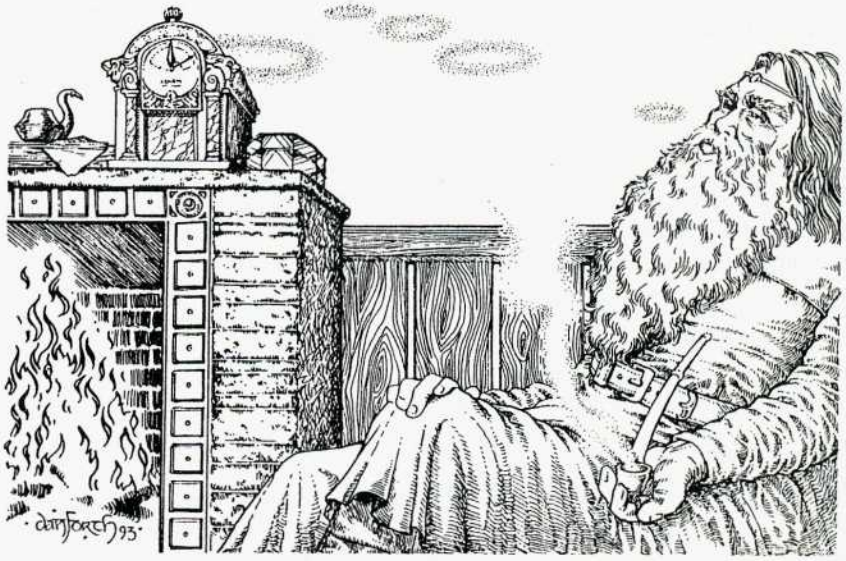
The Gamemaster and players should keep in mind that these "rules" are really only guidelines to aid in the creation and running of a fantasy role playing game. The Gamemaster should feel free to modify these rules to fit his (or her) view or style of role playing, and the players should realize that the Gamemaster is the final authority when it comes to rules interpretations or changes.

On the other hand, these rules and the Gamemaster's decisions concerning them are the only guide that the players have to their characters' capabilities and the reality of Middle-earth. So the Gamemaster must be consistent and even-handed in his decisions or the players will lose the trust and confidence in him that is necessary for a truly enjoyable and satisfying role playing game.

2.1 • LEARNING TO USE MERP

The Gamemaster should first skim the rules to get an overall view of the system; then he should read all of the rules thoroughly. If a section is not understood immediately, it should be marked and referred to again after all of the rules have been read. Frequent examples are included to aid in absorbing the rules. The Gamemaster need not memorize or fully analyze the significance of all of the rules at first. The rules are organized in such a fashion that many situations can be handled by referring to specific rules sections when they first arise.

Each player should first read Parts I and II. Then each player should choose one of the ready-to-play characters from Appendix A-1. A more experienced role player may want to read Part V immediately and create his own character. Finally, the characters should read Part III so that they will understand what their options are in a tactical (usually combat) situation. It is not necessary for the players to read Parts IV & VI, since it is concerned with how the Gamemaster may handle the setting of the game, the plot elements, and other factors. Part VII can be referred to as needed for specific information and situations.



The tea party in Bilbo's Hobbit-hole

Sections:
2.0
2.1

MOVING FROM LOR TO MERP

So you've been playing ***LOR*** for a few weeks or months or years. And having a grand time of it. In fact, you're still having second thoughts: do I really want to switch to ***MERP***? Rest assured. You've made the right decision.

Now when you tell the Gamemaster that you want to play a character who specializes in healing, you won't be told that a Bard is your only option. You can be an Animist. And if you want to cast awe-inspiring spells, you can be a Mage. Only if you want to play a resourceful jack-of-all-trades who learns languages easily and plays a musical instrument or sings will you be a Bard.

More specifically defined character classes are not the only advantage. You'll have more choices in just about every facet of fantasy role playing:

- more spells
- more cultures
  (for example, instead of choosing to be an Elf, you'll be a Noldo Elf, a Sinda Elf, or a Silvan Elf)
- more skills
  (such as foraging, rope-mastery, and caving)
- more adventure choices.

But maybe the thickness of the ***MERP*** rulesbook is a little intimidating? Not to worry. ***MERP*** describes the same basic components covered by the ***LOR*** guidelines: maneuvers, characters, and combat. You'll be doing the same exciting role playing you experienced with ***LOR***. (You're an expert at it by now.) With the difference of an extra dose of realism—an element that brings you even closer to the magnificent adventures unfolding.

Give yourself an evening of play—you'll be surprised how fast you feel at home with ***MERP***. And how quickly you come to value its greater range of choices and more depthful coverage of Tolkien's world.

And now, a few special words to Gamemasters. The many new choices available to players are actually going to make things easier, rather than harder, for you. Now when a player wants a Dwarf Scout as his or her character, you need no longer disappoint him or her with the words: *Dwarves can't be Scouts. You have to be a Warrior.* With ***MERP***, you have all the parameters right at hand for Dwarven Scouts. In fact, your players can even consider Dwarf Rangers and Dwarf Animists as well!

The benefits don't end with the character options. Open-ended adventures mean that you won't have to devise as many clever excuses to guide the PCs to take a certain course of action.

Consider *"Dawn Comes Early,"* the first ***LOR*** adventure you ever GMed. It required that your players decide to:
(1) release Tolman Greenthumb from the lockhouse
(2) defeat the marauding Trolls, and
(3) search for the Troll-hole and the treasure likely to be found there.

But what if your players wanted to tackle these challenges in a different order? And what if their reasons were quite sound? You probably had quite a job suggesting reasons why they should do things in the order specified by the directed adventure.

You certainly couldn't say: *Well, the adventure is written with freeing Tolman first.* That would destroy any sense realism as well as taking away all the fun. So, you pondered. Maybe Holfast (Shirriff and uncle) would whip Tolman? No, he couldn't do that and still have a reputation for fairness. Maybe the lockhouse is about to collapse? No, the PCs wouldn't know that, so it couldn't change their decisions. Hmmm. I know! The Trolls might hurt something other than sheep—a child or an old lady—and they need Tolman to help find the Trolls!

Because the ***LOR*** adventures were directed, you had to subtly influence your players to follow the written course of the adventure. The more creative and bold and confident your players, the more trouble you were likely to have. And the more experienced your players grew with ***LOR***, the bolder, the more confident, the more creative they became!

Now ***MERP*** will allow the PCs to be daring and brave (as they should be) while streamlining your role as GM. As I mentioned before, ***MERP*** adventures are open ended. This means that they describe the non-player characters, the physical sites, and the history behind the conflict involving these elements. But they don't lead you and your players through a pre-programmed adventure. Instead, your own choices determine the action that follows.

> **Note:** *Of course, added responsibilities do come with all these benefits. You'll have to make many more decisions yourself—the book won't tell you what to do. And when your players take a real tangent, you may have to devise a scenario from scratch to give them adventure in the odd corner of the world they've chosen to explore. But I think you'll find these additional tasks to be among the most rewarding aspects of being a GM. This is where you get to the good stuff!*

It's a big world out there in Middle-earth! And with ***MERP*** your scope is unlimited. So go discover all the adventure that awaits you—and fight the Shadow to a standstill. Good luck!

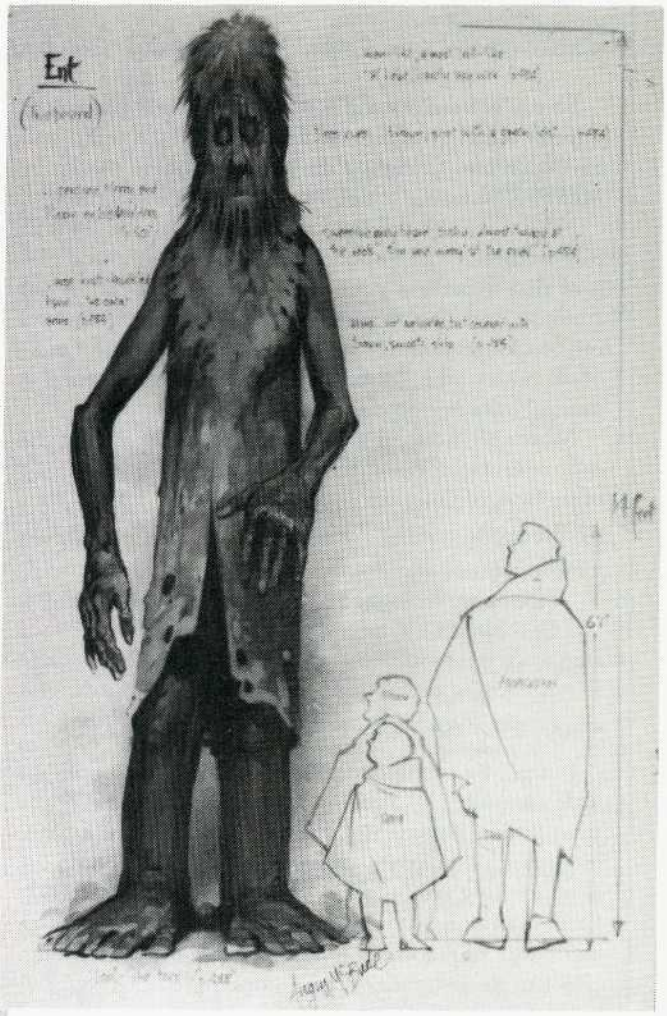
Treebeard

2.2 • DICE ROLLING CONVENTIONS

The GM and players often roll dice to determine the results of activities during a role playing game. Each die used in ***MERP*** gives a result between 0 and 9. There are two types of such dice commonly available in hobby and game stores: 10-sided dice or 20-sided dice (having the numbers 0 to 9 twice). If two of these dice are used, a variety of results can be obtained:

1-100 Roll — Most rolls in ***MERP*** are "1-100" rolls (also called "D100" rolls). Both dice are rolled together and one die is treated as the "ten's" die and the other as the "one's" die. A random result between 01 and 00 is achieved ("00" is used as 100 not 0).

Open-ended Roll — Many 1-100 rolls are "open-ended." Most of the time open-ended rolls yield a result between 01 and 100, but sometimes they yield results that are less than 01 or greater than 100. Some common open-ended rolls are: attack rolls, maneuver rolls, orientation rolls, perception rolls, resistance rolls, and encounter rolls. Rolls that are not open-ended include: critical strike rolls, stat rolls, and rolls to learn spell lists.



Frodo

If a roll is open-ended:

An initial 1-100 roll of over 95 *calls for a second 1-100 roll to be made and added to the first roll. If the second roll is also over 95, a third roll is made and added to the sum of the first two results. This process is continued until a roll under 96 occurs. The total obtained by this process is the result of the "open-ended" roll (high). Theoretically there is no limit as to how big the total of such a roll could get.*

An initial 1-100 roll of under 06 *calls for a second 1-100 roll to be made and subtracted from the first roll. If the second roll is over 95, a third roll is made and subtracted from the total of the first two results. This process is continued until a roll under 96 occurs. The total obtained by this process is the result of the "open-ended" roll (low). Theoretically there is no limit as to how small the total of such a roll could get.*

1-10 Roll — In instances when a result (roll) between 1 and 10 is required, only one die is rolled. This gives a result between 0 and 9, but the 0 is treated as a 10. Such a roll is referred to as "1-10" or "D10."

1-5 Roll — Roll one die, divide by 2, and round up.

5-50 Roll — Roll 1-10 five times and sum the results.

Other rolls — Any other rolls are variants of the above. (e.g., 2-20, 10-100, etc.).

2.3 • DEFINITIONS

The majority of unique terms found in the ***Middle-earth Role Playing*** system and Tolkien's works are not described below. Rather they are usually described when they are used in the text. The terms defined below are frequently used or they are very important for using and understanding ***MERP***.

Action: An action is the activity which a character may perform during a round (10 seconds).

Campaign: An ongoing fantasy role playing game which takes place as a series of connected adventures, with respect to both time and circumstance.

Chance: Often in ***MERP*** an action or activity has a "chance" of succeeding or occurring, and this chance is usually given in the form of # %. This means that if a roll (1-100) is made and the result is less than or equal to the #, then the action or activity succeeds (or occurs). Otherwise, it fails.

Channeling: One of the realms of magic; a complete description is given in Section 15.2 on page 70.

Critical Strike: Damage other than just hits which results from an attack.

Dice Roll: See "roll."

Essence: One of the realms of magic; a complete description is given in Section 15.1, page 70.

Fumble: An especially ineffective attack which yields a result that is disadvantageous for the attacker (see Section 8.3.1, page 50).

Gamemaster: The Gamesmaster, Game Master, judge, referee, dungeonmaster, etc. The person responsible for giving life to a FRP game by creating the setting, world events and other key ingredients. He interprets situations and rules, controls non-player characters, and resolves conflicts.

Group: A collection of player characters.

Hits: Accumulated pain and bleeding, that can lead to shock and unconsciousness (also called Concussion Hits). Each character can take a certain number of hits before he passes out (determined by his Body Development skill).

Level: A Character's level is a measure of his current stage of skill development, and usually is representative of his capabilities and power. As a character adventures, his level should increase as he gains experience (Section 6.0, pages 38-41).

Maneuver: An action performed by a character that requires unusual concentration, concentration under pressure, or a risk (e.g., climbing a rope, balancing on a ledge, picking a lock, etc.). Maneuvers requiring movement are "Moving Maneuvers," and other maneuvers are called "Static Maneuvers."

Melee: Hand-to-hand combat (i.e., combat not using projectiles, spells, or missile weapons).

Monsters: Non-traditional, unusual creatures that usually have some sort of enchanted form or abilities. They are usually evil and hostile.

Non-Player Character: A being in a role playing game whose actions are controlled by the Gamemaster.

Parry: The use of part of a character's offensive capability to decrease the effectiveness of one opponent's attack.

Player: A participant in a fantasy role playing game who controls one character, his player character.

Player Character: A character whose actions and activities are controlled by a player (as opposed to the Gamemaster).

Power Points: A number which determines how many spells a character may intrinsically cast each day (i.e., between periods of rest).

Frodo runs from Old Man Willow

Profession: A character's profession is a reflection of his training and thought patterns. In game terms, it affects how much effort is required to develop skill in various areas of expertise.

Resistance Roll: A dice roll which determines whether or not a character successfully resists the effect of a spell, poison, disease, or some other form of adversity.

Roll: In ***MERP*** two differently colored 10-sided dice are used to resolve any activity requiring a "Roll;" such dice are available in most hobby and toy stores. Each of these dice has two sets of the numbers 0, 1, 2, 3, 4, 5, 6, 7, 8, and 9. These dice can be used to obtain a variety of results. These results are described in Section 2.2 (page 18).

Round: The increment of time (10 seconds) used to resolve ***MERP*** actions.

Session: A single sitting of game adventure. A number of sessions form a campaign.

Spell List: A collection of related spells which are organized according to level. A character who has "learned" a spell list is able to cast a spell from that list if its level is less than or equal to his own experience level.

Stat: One of the six physical and mental characteristics that influence how effectively a character is able to perform most actions and activities.

Skill: Training in an area that influences how effectively a character is able to perform a particular action or activity. "Skill Rank" is a measure of the effectiveness of a specific skill.

Wild Beasts: Traditional animal species lacking enchanted form or abilities. They are capable of social organization, but lack culture.

• PART II •
YOUR CHARACTER

In a fantasy role playing game, each of the "players" controls the actions of his "player character," while the Gamemaster controls the actions of all of the other characters (called non-player characters). Thus, one of the main objectives of a FRP game is for you to take on the persona of your player character, reacting to situations as your character would. This is the biggest difference between FRP games and other games such as chess or bridge. Your player character is not just a piece or a card. In a good FRP game you place yourself in your character's "role. "

The ***Middle-earth Role Playing*** game deals with adventure, magic, action, danger, combat, treasure, heroes, villains, life, and death. So, by taking on the role of your characters, you can leave the real world behind for a while, and enter a world where the fantastic is real and reality is limited only by your imagination and that of the other players and the Gamemaster.

Choosing a Character

In a ***Middle-earth Role Playing*** game, you may choose a completely developed character to play (see Section 3.0, p. 21 *and* Appendix A-1, p. 114-145). There are sixteen such characters to choose from:

1) **Black Númenórean Warrior** (p. 114-115) — Indrâzor is a male warrior, a haughty, mercenary outcast from Umbar.

2) **Rohir Warrior** (p. 116-117) — A cool, but deeply passionate, female warrior, Léowyn is an aspiring shield-maiden.

3) **Dwarf Warrior** (p. 118-119) — Balí Redhelm is a pugnacious Dwarven male, a warrior from the Iron Hills.

4) **Sinda Elf Warrior** (p. 120-121) — Camthalion is a calm, nature-loving Elf-warrior.

5) **Dunlending Scout** (p. 122-123) — Belefleca is a fiery and gregarious male Dunlending. He fancies himself as author and poet.

6) **Hobbit Scout** (p. 124-125) — Boffo Northtook is an adventuresome Fallohide male who hails from the Northfarthing.

7) **Dwarf Scout** (p. 126-127) — Dwalin is a sober and suspicious male who makes his home in the Blue Mountains.

8) **Silvan Elf Scout** (p. 128-129) — Lóthiniel is a cheerful, fun-loving Elf-maiden from northern Mirkwood.

9) **Dúnadan Ranger** (p. 130-131) — Galadhil is a stern, quiet man from the frontier of Arthedain.

10) **Woodman Ranger** (p. 132-133) — Skutilla is a reserved but perceptive male who lives at Woodmen-town in southern Mirkwood.

11) **Dorwinadan Bard** (p. 134-135) — A woman of Riavod, a port on the Sea of Rhûn, Widonu is a hardy, wily, and friendly adventurer.

12) **Noldo Elf Bard** (p. 136-137) — Lólindir is a proud, creative male who makes his home in Lórien.

13) **Silvan Elf Mage** (p. 138-139) — Lamalas is a guarded, but fun-loving, male Avar who hails from the Elf-kingdom in northern Mirkwood.

14) **Dúnadan Mage** (p. 140-141) — Mírwen is a serious, but inquisitive female who is enamored of jewel-craft.

15) **Half-elf Animist** (p. 142-143) — Elbragol is a thoughtful and reserved Peredhil male who was raised by the Noldor of Forlindon.

16) **Beorning Animist** (p. 144-145) — Beraláth is a rugged, jovial Beijabar male who lives in the western part of the Anduin Vale.

Creating Your Own Character

If you are a more experienced player, you may want to create and develop your own character rather than using one of the characters that have already been fully developed. If this is the case, you should use the character design rules in Part V, pages 78-97. You will need the help of your Gamemaster to develop your character's background and history.

Your Character

Your character will have certain factors that define his attributes, capabilities, and skills. These factors determine how much of a chance your character has of accomplishing certain actions. Many of the actions that your character will attempt during play have a chance of success and a chance of failure. Therefore, even though actions are initiated by the Gamemaster and the players during the game, the success or failure of these actions is determined by the ***MERP*** rules, the factors that define your character and the random factor of a roll of the dice. The specific factors that define your ***MERP*** character are presented and discussed in the rest of Part II (Sections 4.0–6.0).

3.0 • KEEPING TRACK OF YOUR CHARACTER

In a fantasy role playing game each player must keep track of the factors defining and affecting his character, while the Gamemaster must keep track of the non-player characters.

3.1 • THE CHARACTER TEMPLATES

If you choose to play a completely developed character, you should select one of the sixteen Basic Characters listed on page 20. Then you should find the two-page *character template* that corresponds to your character. The sixteen templates are in Appendix A-1 (p. 114-145). A sample template can be found on the next two pages (p. 22-23). All of the information on these templates is defined and discussed in Sections 4.0-6.0.

The first page of your character template provides information that does not change during play. However, you will frequently have to update and refer to the information on the second page of your character template,. It is best to enter information in pencil so that it can be erased and updated. You may copy or photocopy these templates for your own use.

Unless your GM has decided otherwise, you should record the following information for a *Level 1* (i.e., 1st Level) character on the *second page* of your character template. This "1st Level" information is the 1st column of numbers on the 1st page of your character template.

1) Record your current *level* (1st) and *experience points* (10,000) in the appropriate spaces in the upper right corner.
2) In the column labeled, "Level Bonus," record all of the values from the first column on the first page of the template.
3) For each row, add together all of the bonuses listed and record the total in the column labeled, "Total Bonus." These bonuses are used during play.

The sample template on the next two pages has already had this information filled in for a "1st level" character.

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As your character adventures and gains experience you will record new "Level Bonuses" and "Spell Lists" when you reach a new experience level (see Section 6.0, p. 38-41). In addition, you will need to record new "Item Bonuses" and "Special Bonuses" as you acquire new equipment, magic items, and special abilities. When any of these changes occur, you will calculate new "Total Bonuses."

3.2 • IF YOU DEVELOP YOUR OWN CHARACTER

If you develop your own character, you should keep track of your character on a Character Record Sheet. The Character Record Sheet RS-1 (p. 227) has places for all of the important statistics and factors which are important to a character. The Gamemaster may want to use Character Record Sheets for certain crucial non-player characters, but in general he only needs to keep track of their levels. This allows him to refer to the Master Character Table ST-3 (p. 252-254) in order to obtain non-player character bonuses required during play.

Part V (p. 78-97) discusses the Character Record Sheet and the different types of capabilities and bonuses that the players should keep track of.

Strider smokes a pipe at the Prancing Pony

Sections:
3.0
3.1
3.2

Culture/Race: Dúnadan — **Galadhil** — Profession: Ranger

LEVEL BONUS (Skill Bonus for Rank+Stat+Profession)

Skill/Ability	Level 1 Bonus	Level 2 Bonus	Level 3 Bonus	Level 4 Bonus	Level 5 Bonus	Level 6 Bonus	Level 7 Bonus	Level 8 Bonus	Level 9 Bonus	Level 10 Bonus
Experience Points:	10,000	20,000	30,000	40,000	50,000	70,000	90,000	110,000	130,000	150,000
Movement & Maneuver:										
No Armor	+15	+15	+15	+15	+15	+15	+15	+15	+15	+15
Soft Leather	-30	-30	-30	-30	-30	-30	-30	-30	-30	-30
Rigid Leather	-5	+5	+5	+5	+5	+5	+5	+5	+5	+5
Chain	-10	-10	+0	+10	+15	+15	+15	+15	+15	+15
Plate	-60	-60	-60	-60	-60	-60	-60	-60	-60	-60
Weapon Skills:										
1-H Edged	+47	+59	+71	+83	+87	+91	+95	+99	+103	+107
1-H Concussion	+2	+4	+6	+8	+10	+12	+14	+16	+18	+20
2-Handed	+32	+34	+36	+38	+40	+42	+44	+46	+48	+50
Thrown	-13	-11	-9	-7	-5	-3	-1	+1	+3	+5
Missile	+17	+19	+21	+23	+30	+37	+44	+51	+58	+65
Pole-arms	+32	+34	+36	+38	+45	+52	+59	+66	+73	+80
General Skills:										
Climb	+18	+26	+34	+42	+50	+58	+66	+74	+82	+90
Ride	+13	+21	+29	+37	+45	+53	+61	+69	+77	+85
Swim	+18	+21	+24	+27	+30	+33	+36	+39	+42	+45
Track	+18	+26	+34	+42	+50	+58	+66	+74	+82	+90
Subterfuge Skills:										
Ambush	-25	-25	-25	-25	-25	-25	-25	-25	-25	-25
Stalk/Hide	+12	+19	+26	+33	+40	+47	+54	+61	+68	+75
Pick Lock	-25	5	5	10	10	15	15	20	20	25
Disarm Trap	+10	+10	+15	+15	+20	+20	+25	+25	+30	+30
Magical Skills:										
Read Rune	+5	+5	+5	+5	+5	+5	+5	+5	+5	+5
Use Item	+10	+10	+10	+10	+10	+10	+10	+10	+10	+10
Directed Spells	-15	-15	-15	-15	-15	-15	-15	-15	-15	-15
Miscellaneous & Secondary Skills and Bonuses:										
Perception	+22	+29	+36	+43	+50	+57	+64	+71	+78	+85
Body Development	49	55	61	67	73	79	85	91	97	103
Power Points	1	2	3	4	5	6	7	8	9	10
Acrobatics	-15	-15	-15	-15	-15	+15	+15	+15	+15	+15
Caving	+25	+25	+25	+25	+25	+25	+30	+35	+40	+45
Cookery	-20	-20	+10	+10	+10	+10	+10	+10	+10	+10
Fletching	-15	-15	-15	+15	+15	+15	+15	+15	+15	+15
Rope-Mastery	-25	-25	-25	-25	+5	+5	+5	+5	+5	+5
Sky-Watching	-20	+10	+10	+10	+10	+10	+10	+10	+10	+10

Galadhil's Tale — As long as I remember, I have been a grim, quiet man. Odd or flawed things interest me, as do subtle signals, cool colors, and irreverent artistry. I respect restraint and honor and deep passion.

I was born in Arthedain at Bar Baranorn, in Rúaduin (W."Rood"). I was the third child and younger son in the House of Galborn. My father, Haldrahir, and my mother, Alarien, treated me warmly, especially after my brother Androhir was killed by White-wolves during the awful winter of my fourth year. When our family was forced to abandon our impoverished estate two years later, I spent most of our days hunting, trapping, and fishing with my father. At the same time, I prepared myself for service with my uncle. A Ranger of the North, Galadan led a company that patrolled the Ettenmoors.

Events conspired to disrupt my plans, though, when a band of roving Dunmen slew my father and kidnapped my sister Elenien during a warm, rainy night last summer. Now, I hope to settle matters with these vile murderers before I make any plans for the future. I will find Elenien, and I will recover Carvegil (S. "Red-sword"), the magic sword of my forefathers and the symbol of the ancient noble line of Galborn of the Redeye. I am a fast friend of Elves and the little Halflings, a bitter enemy of Wolves and Dunlendings.

I carry a broadsword forged long ago in Annúminas, a gift from my uncle Galadan. It is called Maldavegil (S. "Gold-sword"), and is the companion blade to Carvegil. This weapon is inlaid with mithril and has a diamond in its pommel which glows gold whenever it comes into contact with a harmful poison.

Total weight: 73 lb — *without backpack* – 35 lb

Encumbrance Penalty: +0: 0-100 lb; -5: 101-120 lb; -10: 121-140 lb; -20: 141-160 lb

Rigid Leather Armor
Shield (+25 DB) (15 lb)
Composite Bow (3 lb)
Dagger (1 lb)
Leather Helm (-5 to Perception)
Broadsword (+15 OB) (3 lb)
2 Quivers (20 Arrows Each) (7 lb)
Handaxe (5 lb)

Clothes & Personal Effects (includes boots, cloak, weapons belt)

Belt Pouch (w/money, Flint & Steel) – 4 sp, 8 bp, 7 cp, 5 tp (1 lb)

Backpack & Frame (holds 45 lb, weighs 3 lb)

Tarp (4 lb)
100' superior rope (6 lb)
Waterskin (1 lb)
Bedroll (5 lb)
5 torches (5 lb)
Trail Rations (1 week, 14 lb)

Culture/Race: Dúnadan

Galadhil

Profession: Ranger

Current Level: _____ Experience Points: _____

† — Take the Level Bonuses for the Current Level from the previous page.

Skill/Ability	Level Bonus †	Item Bonus	Special Bonus	Total Bonus/Type
Movement & Maneuver:				
No Armor				MM
Soft Leather				MM
Rigid Leather				MM
Chain				MM
Plate				MM
Weapon Skills:				
1-H Edged		+15		OB
1-H Concussion				OB
2-Handed				OB
Thrown				OB
Missile				OB
Pole-arms				OB
General Skills:				
Climb				MM
Ride				MM
Swim				MM
Track				SM
Subterfuge Skills:				
Ambush				SP
Stalk/Hide				SP
Pick Lock				SM
Disarm Trap				SM
Magical Skills:				
Read Rune				SM
Use Item				SM
Directed Spells				OB
Miscellaneous & Secondary Skills:				
Perception		-5		SM
Body Development				SP
Power Points				SP
Acrobatics				MM
Caving				SM,MM
Cookery				SM
Fletching (craft skill)				SM
Rope-Mastery				SM
Sky-Watching				SM
Special Bonuses:				
Essence RR:	+0			RR
Channeling RR:	+5			RR
Poison RR:	+25			RR
Disease RR:	+25			RR
Defensive Bonus (DB):	+10	+25		DB
Base Spell OB:	+0			OB
Encumbrance Penalty				SP

Height:	6'5"
Weight:	225 lbs.
Hair/Eyes:	Black/Grey
Gender/Age:	Male/23
Realm:	Channeling
Demeanor:	Stern
Personality:	Serious, Focused
Motivation:	Destroy Evil
Alignment:	Good

Language	Lvl I Rank	New Ranks/ Level Learned
Adûnaic	4	
Westron	5	
Quenya	2	+1/10th
Sindarin	4	
Rohirric	3	
Hobbitish	1	+1/7th,9th
Silvan	1	+1/6th,8th

Stat	Value	Bonus
Strength	98	+25
Agility	91	+10
Constitution	90	+20
Intelligence	44	+0
Intuition	85	+5
Presence	63	+5
Appearance	82	–

Spell Lists	Level Learned
1) Moving Ways	1st
2) Nature's Guises	3rd
3) Path Mastery	6th
4) Nature's Way	8th
5) Surface Ways	10th
6)	
7)	

Equipment & Money

Notes

4.0 • YOUR CHARACTER'S ROLE

There are certain factors, called *Role Traits*, which are not formalized in the ***Middle-earth Role Playing*** system but which still affect the *role* of your character. This section details the three Role Traits used in ***MERP***:

- Personality
- Motivation
- Alignment

Each of these Role Traits represents a facet of your character's individual nature and temperament. These factors bring your character to life in the terms of the game, and they make your character seem more realistic to you, the other players, and the Gamemaster.

PERSONALITY

You may decide to inject your own personality into your character, which is very acceptable and enjoyable. However, sometimes it is exciting, stimulating, and rewarding to embody your character with a personality other than your own—after all, this is *Fantasy* Role Playing. Whatever you decide to do, it is important to carefully consider your character's personality.

The list below presents a number of Personality Role Traits. These traits are provided as examples to help you develop a personality for your character. You do not have to specifically pick a trait from each entry. In fact, its better to just choose a few—if your character doesn't have certain traits specified, he is just normal with respect to those traits.

If you are using a character template, you may want to add additional Personality Role Traits to those provided. And, remember, you may change your character's traits as he adventures and develops.

Each entry presents one extreme trait on the left and its opposite extreme trait on the right. In between are a spectrum of interim traits.

Example: *Galadhil is the character described on the Character Template on pages 22-23. His Personality Role Traits are: serious and focused. This means that Galadhil is generally middle-of-the-road with respect to the other personality traits.*

Galadhil's player may also decide that Galadhil will be Proud, Stubborn, and Pious. If so, he would record those traits in the Notes section of his character template.

Personality Trait List

Sullen, Morose, Somber, Serious ..... Lighthearted, Cheerful, Joyous

Merciful, Compassionate, Kind ..... Uncaring, Mean, Ruthless, Cruel

Austere, Sober, Restrained, Temperate, Moderate ..... Unrestrained, Indulgent

Martyr, Over-protective, Protective ..... Intimidating, Overbearing, Bully

Radical, Liberal, Open-minded ..... Orthodox, Conservative, Reactionary

Loving, Friendly, Amicable ..... Quarrelsome, Hostile, Antagonistic

Prudent, Patient, Cautious ..... Impatient, Impulsive, Reckless, Rash

Extrovert, Out-going, Talkative ..... Reserved, Shy, Timid, Introvert

Meek, Self-effacing, Modest, Humble ..... Proud, Conceited, Cocky, Pompous, Arrogant

Lethargic, Lazy, Idle, Easy Going, Laid Back, ... Vibrant, Energetic, Enterprising, Ambitious

Deferential, Respectful, Courteous, Polite, Civil .... Impolite, Rude, Impudent, Insolent

Docile, Pliable, Amenable, Cooperative ..... Stubborn, Obstinate

Confident, Sanguine, Secure ..... Nervous, Apprehensive, Daunted

Pacific, Nonviolent, Peaceful ... Pugnacious, Belligerent, Bellicose

Charitable, Forgiving ..... Vindictive, Vengeful

Benevolent, Generous, Giving ..... Selfish, Miserly, Greedy

Honest, Direct, Trustworthy ..... Shifty, Deceitful, Dishonest

Honorable, High-principled ..... Dishonorable

Loyal, Faithful, Reliable ..... Treacherous, Disloyal

Lawful, Just, Upright ..... Arbitrary, Chaotic, Corrupt

Moral, Ethical, Principled ..... Amoral, Immoral

Pious, Devout, Religious ..... Worldly, Impious

Quixotic, Idealistic ..... Practical, Pragmatic, Cynical

Gullible, Trusting ..... Skeptical, Suspicious, Paranoid

Curious, Inquisitive ..... Apathetic, Incurious

Focused, Attentive ..... Distracted, Absent-minded

Continent, Chaste ..... Lustful, Licentious, Lecherous

Quiet, Reserved ..... Flamboyant, Boisterous, Loud

Valorous, Brave, Bold, Audacious ..... Timid, Cowardly, Craven

Passive, Detached, Calm ..... Forceful, Enthusiastic, Excitable

Calm, Even-tempered ..... Quick-Tempered, Hot-headed

Stoic, Impassive, Stolid ..... Responsive, Complainer

Sociable, Gregarious ..... Nonsocial, Antisocial, Cold

Optimistic, Upbeat ..... Uncertain, Cynical, Fatalistic, Pessimistic

Creative, Inventive, Original ..... Conformist, Uncreative

Tolerant, Open-minded ..... Snobbish, Prejudiced, Intolerant

Disordered, Messy ..... Orderly, Perfectionist

Tolerant, Understanding ..... Envious, Possessive, Jealous

Dependent, Clinging ..... Self-reliant, Independent

MOTIVATION

Another question that you should answer about your character is: What is his motivation? What are his objectives in the game? It may be to adventure and have a good time. It may be to amass as much gold, wealth, and magic items as possible (like Fram the Dragon-slayer). It may be to kill and fight. It might be to defeat the evil minions of Sauron and make the world safe for the Free Peoples. Whatever your character's motivation, it really helps to flesh him out.

The list below presents a number of Motivation Role Traits. These traits are provided as examples to help your develop a motivation for your character. Many of the motivations listed below require you and your GM to decide together the motivation of your character. You may know that your character wants to destroy the enemy clan that killed his family in a raid. However, the GM would have to decide which clan in his world made the raid.

Example: *Galadhil (see pages 22-23) has one primary motivation in life: to destroy "Evil" wherever he finds it.*

Motivation Trait List

Destroy: *evil, Sauronic forces, culture/race, country, guild, population center, individual, etc.*

Hate & Work Against: *evil, Sauronic forces, culture/race, country, guild, population center, individual, etc.*

Hate: *evil, Sauronic forces, culture/race, country, guild, population center, individual, etc.*

Dislike: *evil, Sauronic forces, culture/race, country, guild, population center, individual, etc.*

Revenge against: *individual, family, clan, culture/race, population center, guild, etc.*

Preserve: *individual, family, clan, ruler, country, culture/race, population center, guild, etc.*

Protect: *individual, family, clan, ruler, country, culture/race, population center, guild, "the weak," etc.*

Serve: *individual, family, clan, ruler, country, culture/race, population center, guild, etc.*

Promote: *peace, freedom, justice, religion, morality, war, free enterprise, etc.*

Rebuild/Restart: *guild, population center, religion, clan, dynasty, etc.*

Fanatic about: *spreading religion, freedom, cleanliness, law & order, etc.*

Compulsive about: *spreading religion, freedom, cleanliness, law & order, etc.*

Fear of (Phobia): *heights, darkness, water, etc.*

Acquire xxx **for** yyy: *"xxx" is wealth, power, knowledge, magic items, etc. "yyy" is a ruler, country, culture/race, guild, religion, clan, population center, etc.*

Acquire Personal: *power, knowledge, magic items, pleasure, fame, etc.*

Acquire and Maintain Personal Honor

Adventure, Thrills, Excitement

Self-centered, general self-interest

Heroism

"Make the World a Better Place"

ALIGNMENT

You should determine whether or not your character is arrayed with a cause or a group with common goals. These are your character's Alignment Role Traits. The easiest decision is: is your character good, evil, or neutral? In Middle-earth terms the evil forces are usually (but not always) dominated by Sauron and are out to destroy the good forces (who are either passive or actively opposing Sauron).

There are also many alignment traits based on morals and philosophy:

- Does your character strongly believe that the end justifies the means (Machiavellianism)? Saruman did, and he was finally corrupted.
- Does he respect rigid laws? The Elves do not; some evil beings do.
- Is he a hedonist? Good or evil, his prime concern would be to enjoy himself.

All of these are interesting examples; there are other traits that can add dimension and complexity to your character.

The list below presents a number of Alignment Role Traits. Each entry presents a trait on the left and its opposing trait on the right. These traits are provided as examples to help your develop a alignment for your character. You do not have to specifically pick a trait from each entry. In fact, its better to just choose one trait—if your character doesn't have certain traits specified, he is just "Neutral" with respect to those traits.

Example: *Galadhil's (pages 22-23) Alignment Role Trait is: Good. This means that Galadhil is Neutral with respect to the other alignment traits. Galadhil could have more than one Alignment Role Trait; he could have a Good & Laws/Government alignment, i.e., "against Evil and for organized society."*

Alignment Trait List

Good	Neutral	Evil
Laws/Government	Neutral	Anarchy
Government	Neutral	Rebels/Opposing Government*
Laws/Principles	Neutral	Opportunism, "*The End Justifies the Means*" (Machiavellianism)
Religion	Neutral	Atheism
Religion	Neutral	Opposing Religion†
Free Enterprise	Neutral	Cartels/Guilds/Monopolies
Free Enterprise	Neutral	Socialism
Asceticism	Neutral	Hedonism
Altruism	Neutral	Egoism
Spiritual	Neutral	Materialist
Metaphorical	Neutral	Literal

* — This applies to any two ruling groups that oppose one other. The groups can control different countries, fiefs, city-states, etc.; or, they can be rival groups within the same political or geographical entity (e.g., rebellion, civil war, etc.). For Example, the Gondorian Kin-strife in Middle-earth, France vs. England in the 100-years War, York vs. Lancaster in the War of the Roses, North vs. South in the War of Northern Aggression, etc.

† — This applies to any two religions that oppose one another. This opposition can have a political or dogmatic basis. E.g., Christians vs. Moslems, Catholic vs. Greek Orthodox, Catholic vs. Protestant, etc.

5.0 • THE FACTORS DEFINING YOUR CHARACTER

In a ***Middle-earth Role Playing*** game each participant except for the Gamemaster (GM) is a "player" and assumes the persona of one of the individual characters; these characters are the player characters (PCs). All of the other characters are controlled (i.e., role played or dramatized) by the Gamemaster and are called non-player characters (NPCs). There are a variety of factors that control what each player is capable of in a fantasy role playing environment (e.g., mental attributes, physical attributes, background, physical appearance, skills, bonuses, etc.). How each of these factors is handled is described and discussed in this section.

The basic factors defining your character are:

- Role Traits ..... (Section 4.0, p. 24-25)
- Mental & Physical Statistics ..... (Section 5.1, p. 27)
- Culture & Race ..... (Section 5.2, p. 28-29)
- Profession ..... (Section 5.3, p. 30)
- Skills ..... (Section 5.4, p. 31-35)
- Experience Points ..... (Sections 5.5 & 6.0, p. 35, 38-41)
- Level ..... (Sections 5.5 & 6.0, p. 35, 38-41)
- Magical Abilities ..... (Section 5.6, p. 36)
- Equipment & Money ..... (Section 5.7, p. 36-37)

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MERP is a role playing system designed to handle (simulate) characters between 1st level and 10th level. It makes certain restrictions and simplifications that are intended to make learning fantasy role playing quicker and easier. People who master the entire system and want more detail, realism, and higher level characters should consider ICE's modularized ***Rolemaster*** systems. *Arms Law & Claw Law* details non-spell combat, with expanded critical tables, expanded armor types, martial arts, and individual weapon attack tables. *Spell Law* details and expands spell lists and spell casting. It contains 112 spell lists, over 2000 spells, spells up to 50th level, 15 types of spell users, and evil spell lists. *Character Law* presents an expanded character development system, with 19 professions and a more detailed treatment of stats and other factors affecting a character.

LOR Note: A ***LOR*** character is defined by 12 physical/mental capabilities and skills called stats. A ***MERP*** character is defined by six physical/mental capabilities called *stats*, dozens of *skills*, and a number of other special factors (culture/race, profession, experience level, power points, etc.). These factors are discussed in detail in the rest of this section.

BT-1 — STAT BONUSES TABLE

Stat	Bonus	Power Points *
102+	+35	4
101	+30	3
100	+25	3
98-99	+20	2
95-97	+15	2
90-94	+10	1
75-89	+5	1
25-74	0	0
10-24	-5	0
5-9	-10	0
3-4	-15	0
2	-20	0
1	-25	0

* – Power points are required for casting spells (see Section 8.4, p. 54). The number (based upon Intelligence or Intuition) given above is multiplied by the character's level to obtain the character's power point total.

BT-2 — STAT BONUS EFFECT TABLE

Skill or Ability	Applicable Stat
Movement and Maneuver:	
No Armor, Soft Leather, Rigid Leather	AG
Chain, Plate	ST
Melee OB	ST
Missile and Thrown OB	AG
Climb	AG
Ride	IT
Swim	AG
Track	IG
Ambush	none
Stalk/Hide	PR
Pick Lock	IG
Disarm Trap	IT
Read Rune	IG
Use Item	IT
Directed Spells	AG
Perception	IT
Body Development	CO
Defensive Bonus	AG
Essence Resistance Roll	IG
Channeling Resistance Roll	IT
Poison Resistance Roll	CO
Disease Resistance Roll	CO

5.1 • MENTAL AND PHYSICAL STATISTICS

The base mental and physical attributes of a character are represented by six statistics called stats:

Stat	Abbreviation
Strength	ST
Agility	AG
Constitution	CO
Intelligence	IG
Intuition	IT
Presence	PR

Each character has a numerical value on a scale of 1 to 100 for each of his stats. The value of a stat indicates how it rates relative to the same stat of other characters. The lower the value of a stat, the weaker it is relative to the same stat of other characters. Relatively high stats give bonuses which apply to attempts to accomplish certain activities and actions.

THE STATS

Strength (ST): Not brute musculature, but the ability to use your muscles to your greatest advantage. This stat affects a character's capabilities in melee combat, carrying loads, and other activities requiring strength.

Agility (AG): Manual dexterity, litheness, quickness, reaction time, and speed are all reflected by this stat. This stat affects a character's capabilities in defense, missile combat, movement, and other maneuvers.

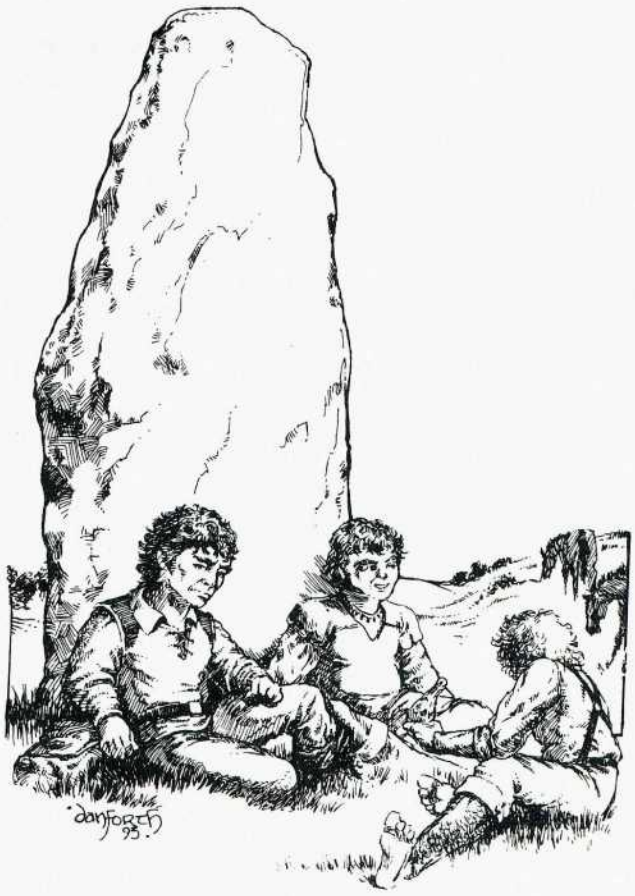
Constitution (CO): The general health and well-being of the character. This stat affects a character's capabilities to resist disease, poison, and other hardships, as well as the effects of pain, shock, and bleeding (i.e., concussion hits).

Intelligence (IG): The reasoning, memory, and common sense of a character. This stat affects a character's capabilities in activities that require thought or insight; for example, learning spell lists, learning languages, reading runes, etc.

Intuition (IT): The relationship of the character to the all-pervading force in nature (the Ainulindäle, the Song which created and shaped Arda) and things supernatural, including such phenomenon as wisdom, luck, genius, and the favor of the Valar. This stat affects the character's capacity to cast spells, use magic items, perceive things (e.g., traps), and perform a variety of other activities.

Presence (PR): A character's self-discipline, courage, bearing, self esteem, charisma, and self-discipline. This stat affects the character's appearance, his ability to affect and control other characters, his self-control in critical situations, and his ability to draw upon his inner reserves.

LOR Note: The ***LOR*** Strength stat is equivalent to the ***MERP*** stats of Strength and Constitution. The ***LOR*** Agility stat is equivalent to the ***MERP*** stat of Agility. The ***LOR*** Intelligence stat is equivalent to the ***MERP*** stats of Intelligence, Intuition, and Presence.



The Hobbits lunch beside a standing stone

STAT BONUSES

Certain bonuses and penalties may apply to a character's skills and activities if his stats are high enough or low enough. These stat bonuses are given in Table BT-1, and may be altered by modifications due to the character's race given in Table BT-3. Only one stat bonus applies to each skill or ability. The correspondence between stats and related skills are given in Table BT-2.

Note: *Players using the character templates should ignore these tables, their modifications have already been included in the bonuses on the character templates.*

Example: *One of our sample characters, Meredur, has a great constitution, is very agile, and is very strong. However while his Presence is good, his Intelligence and Intuition are below average. His stats and bonuses (from Table BT-1) for* ***MERP*** *are:*

Strength ..... 100 ..... normal bonus is ..... +25
Agility ..... 95 ..... normal bonus is ..... +15
Constitution ..... 91 ..... normal bonus is ..... +10
Intelligence ..... 42 ..... normal bonus is ..... +0
Intuition ..... 23 ..... normal bonus is ..... -5
Presence ..... 84 ..... normal bonus is ..... +5

Meredur will be good at fighting and skills involving physical matters (e.g., Movement, Body Development, Climbing, etc.), but he will be less competent with skills involving mental prowess (e.g., Reading Runes, Tracking, Spell Casting, etc.).

5.2 • CULTURE AND RACE

Each ***MERP*** character has a specific Middle-earth culture/race. The character templates already take this into account for all of the pre-calculated bonuses. For a player developing his own character, the choice of culture/race affects his character's bonuses for skills, his development during his adolescence, his special abilities, his appearance, and certain other factors.

LOR Note: Each ***LOR*** character has a culture/race, but it is automatically reflected in the "Stat" values on the ***LOR*** character records.

MIDDLE-EARTH CULTURE/RACES

There are a variety of culture/races that may be used by Gamemasters and players within the ***MERP*** rules. Note that the "Man" race is actually a general classification that includes many culture/races (e.g., Men include Haradrim, Dunlendings, Beornings, etc). For ***MERP*** purposes, each "Mannish" character must be from one of the Mannish culture/races.

Other culture/races may be invented or used, but the Gamemaster must decide their traits and capabilities. Appendix A-2 (p. 146-179) provides detailed descriptions of each of these races.

Frodo dances on a table

Non-Mannish Culture/Races:

Half-elves	Dwarves	Wild Trolls
Noldo Elves	Umli	Olog-hai
Sinda Elves	Common Orcs	Half-trolls
Silvan Elves	Uruk-hai	
Hobbits	Half-orcs	

Mannish Culture/Races:

Beornings	Dúnedain	Lossoth
Black Númenóreans	Easterlings	Rohirrim
Corsairs	Eriadorans	Variags
Dorwinrim	Gondorians	Woodmen
Dunlendings	Haradrim	Woses

STAT AND SPECIAL BONUSES

Certain characters receive special racial modifications to their stat bonuses and Resistance Rolls. These modifications are given in Table BT-3; there is a row for each non-mannish culture/race, a row for Dúnedain, and a row for all non-Dúnedain mannish culture/races.

Note: *Players using the character templates should ignore this table. Its modifications have already been included in the bonuses on the character templates.*

BACKGROUND OPTIONS

Each character has special capabilities based upon his "background options." Appendix A-2 (p. 146-179) provides details on the specific background options available for each culture/race, but most of those options fall into one of the following categories:

Special Abilities: These are certain extraordinary capabilities that the character possesses. In many cases these capabilities distinguish the player character from the general populace and are part of the reason that he has chosen to adventure rather than stay home on the farm.

Special Items: These are magic or unusual items that the character has had handed down to him or which fate has placed in his possession.

Money: This is the extra amount of money that the character starts with.

Hobby Skill Ranks: These are developed skill ranks that are not necessarily related to the character's race or profession.

Stat Increases: This option indicates enhanced stats.

Languages: This option allows a character to know extra languages.

Note: *Players using the character templates should ignore background options, such options have already been taken into account in the information on the character templates.*

DETERMINATION OF BACKGROUND DETAILS

Each character template has a section of text describing its character's background and history. The GM should develop a similar background for each player that creates his own character (Sections 22.0 and 25.0, p. 84-87, 92). This is up to the Gamemaster, although the player character concerned may have some input. The amount of detail that goes into this depends upon the amount of effort that the Gamemaster is able and willing to put into it.

BT-3 — SPECIAL RACIAL MODIFICATIONS TABLE

	Stat Bonus Modifications						Resistance Roll Modifications			
	ST	AG	CO	IG	IT	PR	Essence	Channeling	Poison	Disease
Hobbit	-20	+15	+15	0	-5	-5	+50	+20	+30	+15
Umli	+5	0	+10	0	-5	-5	+20	0	+5	+5
Dwarf	+5	-5	+15	0	-5	-5	+40	0	+10	+10
Wose	0	0	+5	0	0	-5	+20	0	0	0
Man	+5	0	0	0	0	0	0	0	0	0
Dúnadan	+5	0	+10	0	0	+5	0	0	+5	+5
Half-elf	+5	+5	+5	0	0	+5	0	0	+5	+50
Silvan Elf	0	+10	0	0	+5	+5	0	0	+10	+100
Sinda Elf	0	+10	+5	0	+5	+10	0	0	+10	+100
Noldo Elf	0	+15	+10	+5	+5	+15	0	0	+10	+100
Half-orc	+5	0	+5	0	0	-5	0	0	+10	0
Orc	+5	-5	+15	-10	-10	-10	0	0	+20	+5
Uruk-hai	+10	0	+20	0	-5	-10	0	0	+20	+5
Half-troll	+10	-5	+10	-5	-5	-5	0	0	+15	+5
Troll	+15	-10	+15	-15	-15	-10	0	0	+30	+10
Olog-hai	+20	-5	+15	-5	-10	-10	0	0	+20	+10

ST = Strength; AG = Agility; CO = Constitution; IG = Intelligence; IT = Intuition; PR = Presence

PHYSICAL APPEARANCE

In addition to each character's stats (which affect his capabilities during play) it is desirable to have some measure of the character's appearance. In this section, suggestions for determining factors affecting a character are given (i.e., demeanor, hair color, eye color, height, weight, etc.). Limitations and guidelines for these factors are given for each race in Appendix A-2 (p. 146-179).

Note: *This information has already been generated for players using the character templates.*

General Appearance: Appearance (AP) is a value (1–100) which gives a general idea of the character's exterior look (e.g., an 01 or 02 appearance indicates a really ugly person, while a 99 or 100 would indicate a very handsome character). This is a subjective rating, and the Gamemaster should treat it as a general guideline during play.

Physical Appearance Factors: Factors like height, weight, hair color, eye color, gender, age, and so on should be determined by the GM and players. They should be limited by the ranges given in the descriptions in Appendix A-2.

Demeanor: This is an indicator of the general attitude that the character seems to present to the world. This is up to the character and Gamemaster, but typical demeanors might include calm, reserved, angry, sly, greedy, silly, stubborn, stupid, rude, etc.

LANGUAGES

A variety of languages are spoken in Middle-earth. The languages that a character knows at the beginning of a game is given in the culture/race descriptions in Appendix A-2 (p. 146-179) and is summarized in Table ST-1 (p. 249). Characters may learn other languages as they adventure.

Note: *This information has already been generated for players using the character templates.*

CULTURAL /RACIAL INTERACTION

Certain races or cultures have a certain inherent bias (hostility or friendliness) towards other races or cultures. The racial descriptions given in Appendix A-2 (p. 146-179) summarize these attitudes.

Example: *Meredur is a Dúnadan. He is 6'5" tall and weighs 225 lb. He has brown hair and blue eyes, and a haughty demeanor. His stat bonuses for race are:*

Strength ..... 100 normal bonus is +25, race bonus is +5, total is +30

Agility ..... 95 normal bonus is +15, race bonus is +0, total is +15

Constitution ..... 91 normal bonus is +10, race bonus is +10, total is +20

Intelligence ..... 42 normal bonus is +0, race bonus is +0, total is +0

Intuition ..... 23 normal bonus is -5, race bonus is +0, total is -5

Presence ..... 84 normal bonus is +5, race bonus is +5, total is +10

He also gets a +5 bonus on poison and disease Resistance Rolls. He rolls a 34 for Appearance and adds his +10 Presence bonus to obtain an Appearance of 44 (he is not good looking, but he is impressive). He is fluent in Westron, Adûnaic, and Sindarin. He despises Corsairs and Black Númenóreans. Dunlendings, Haradrim, Wargs, and Orcs are the traditional enemies of his people.

5.3 • PROFESSIONS

Each character must have a profession. A character's profession reflects the fact that his early training and apprenticeship have molded his thought patterns, thereby affecting his ability to develop certain skills and capabilities.

Note: *A player using the character templates already has a profession for his character. In addition, all of his character's skills have already been developed for experience levels 1 to 10.*

A profession does not prohibit the development of skills, it merely makes some skills harder and others easier to develop. Any character can develop any skill under this system. Descriptions of the six professions follow—see Section 21.0 (p. 82-83) for more details about these professions. Appendix A-6.1 (p. 214-217), presents some optional professions that can be used by experienced role players.

WARRIOR (*Fighter*)

A Warrior is a character trained in the arts of combat and fighting. His primary areas of development are weapon skills, maneuvering in armor, and body development. It is difficult for a Warrior to learn to use subterfuge, spells, magic items, and languages. He has little interest in or aptitude for such pursuits.

SCOUT (*Thief*)

A Scout is a character trained in maneuvering, observation, ambush, and combat (to a limited extent). His primary areas of development are subterfuge and general skills, and he can also develop skills with weapons and armor. However, it is difficult for him to learn to use spells or magic items. In certain societies and circumstances, a Scout makes an excellent thief or assassin.

RANGER (*Tracker*)

A Ranger is a character trained in outdoor skills and combat. His primary area of development is general skills, but he can develop respectable fighting skills and can learn his own Ranger spells and open Channeling spells.

BARD (*jack-of-all-trades*)

A Bard is a character with some training in almost all of the categories of skills. His only primary area of development is languages, but he can learn his own Bard spell lists and open Essence spell lists and he can develop to a limited degree, weapon skills and maneuvering skills.

MAGE (*Magician*)

A Mage is a character trained in the casting of spells which draw their power from the Essence, the power that exists in everyone and everything. His primary areas of development are magical skills and learning spell lists. It is very difficult for a Mage to learn to use weapons and armor. The Mage relies on his spells rather than arms or normal maneuvers. A Mage may not wear any armor, helm, or greaves when casting spells. This applies to all characters casting spells of the Essence (Section 15.1, p. 70).

ANIMIST (*Cleric*)

An Animist is a character trained in the casting of spells which draw their power from the Valar through Channeling. His primary areas of development are learning spells, but he is capable of development in any of the categories of skills. He may not wear any metal armor, metal helm, or metal greaves while casting spells. This applies to all characters casting spells of Channeling (Section 15.2, p. 70).

LOR Note: Each ***LOR*** character has a profession which is automatically reflected in the "Stat" values on the ***LOR*** character records.

Rangers roam the rugged lands of Rhuaur

5.4 • SKILLS

As a character advances in levels he develops and trains in certain abilities called skills. His capability in each skill affects his chances of accomplishing certain actions and activities (e.g., fighting, maneuvering, spell casting, etc.). As he develops and improves a skill his "skill rank" with that skill will increase, indicating a corresponding increase in his abilities and bonuses with that skill.

LOR Note: ***MERP*** skills are equivalent to the ***LOR*** stats of Melee OB, Missile OB, General, Subterfuge, Magical, Perception, Endurance, and Spells known.

LOR Stat	Corresponding MERP Stats, Skills, & Bonuses
Strength	Strength & Constitution Stats
Agility	Agility Stat
Intelligence	Intelligence, Intuition, & Presence Stats
Movement	Movement & Maneuver Skills Category
Defense	Defensive Bonus
Melee OB	Weapon Skills Category
Missile OB	Weapon Skills Category
General	General Skills Category
Subterfuge	Subterfuge Skills Category
Magical	Magical Skills Category
Perception	Perception Skill
Endurance	Body Development Skill
Spells Learned	Spell Lists Learned

BT-4 — SKILL RANK BONUS TABLE

Skill Rank	SKILL RANK BONUS Normal Skills *	Only for Ambush *	Only for Body Development †
0	-25	-25	roll 1-10
1	+5	+1	roll 1-10
2	+10	+2	roll 1-10
3	+15	+3	roll 1-10
4	+20	+4	roll 1-10
5	+25	+5	roll 1-10
6	+30	+6	roll 1-10
7	+35	+7	roll 1-10
8	+40	+8	roll 1-10
9	+45	+9	roll 1-10
10	+50	+10	roll 1-10
11	+52	+11	roll 1-10
12	+54	+12	roll 1-10
13	+56	+13	roll 1-10
14	+58	+14	roll 1-10
15	+60	+15	roll 1-10
16	+62	+16	roll 1-10
17	+64	+17	roll 1-10
18	+66	+18	roll 1-10
19	+68	+19	roll 1-10
20	+70	+20	roll 1-10

* — +1 for each rank over 20 (e.g., +72 for rank 22).
† — Roll 1-10 for each rank over 20.

5.4.1 • SKILL RANK BONUSES

Most skills have a skill rank bonus which is applied when a character uses that skill. Each skill uses its skill rank bonus in a specific way as described in Sections 5.4.2 and 5.4.3 (p. 31-35).

Note: *Players using the character templates should ignore skill rank bonuses, their modifications have already been included in the bonuses on the character templates.*

The skill rank bonus is based upon the skill's rank as given in Table BT-4. Basically the table follows a standard progression. The bonus is -25 if the rank is 0 and +5 if the rank is 1. The bonus increases by 5 for each of ranks 2 to 10, 2 for each of ranks 11-20, and 1 for each rank above 20.

5.4.2 • PRIMARY SKILLS

These are the skills which are most commonly used in adventuring. These skills are organized into six categories that provide the basis for skill development (Section 24.0, p. 90-91). There is one row on the character record for calculating and recording the skill bonus for each of the skills.

Note: *A player using the character templates already has his skills developed for experience levels 1 to 10.*

Each skill is classified as being applicable to one of the four following purposes:

- A moving maneuver (MM) — Moving Maneuver Bonuses include all skill bonuses for skills involving a lot of movement: Climb, Ride, Swim, Stalk, movement & maneuver skills, and a number of Secondary Skills. These bonuses are added to maneuver rolls which are resolved on the Moving Maneuver Table MT-1 (p. 242).
- A static maneuver (SM) — Static Maneuver Bonuses include all skill bonuses for skills not involving much movement: Track, Hide, Pick Lock, Disarm Trap, Read Rune, Use Item, Perception, and a number of Secondary Skills. These bonuses are added to maneuver rolls which are resolved on the appropriate column of the Static Maneuver Table MT-2 (p. 243).
- An offensive bonus (OB) — Offensive Bonuses include all of the weapon skills bonuses, the Directed Spells skill bonus, and the Base Spell OB skill bonus. These bonuses are used in combat to attack opponents with weapons and spells (Section 8.3, p. 50-54). The bonuses are added to attack rolls which are applied to the various attack tables.
- A special purpose (SP) — Several of the skills do not fall in the general pattern outlined above: Body Development, Ambush, and a few Secondary Skills.

Section 8.0 (p. 44-54), describes how each of these bonuses is used to resolve actions. A description of what each skill entails follows.

MOVEMENT & MANEUVERING SKILLS

These skills determine how far a character may move in a given round: up to 50 feet plus the skill bonus **or** up to double that distance if a running maneuver is successfully completed (Section 8.1, p. 45). There are five Moving & Maneuvering Skills that must be developed separately for each of the five types of armor (no armor, soft leather, rigid leather, chain, and plate).

Armor does not include helmet, arm greaves, or leg greaves—items which protect parts of the body from certain critical damage. This equipment is handled separately (Section 5.7, p. 37).

These skills also apply to any activity involving movement which is unusual or performed under stress. When used for these purposes the bonus is added to a "moving maneuver roll" (Section 8.2.2, p. 48-49). This bonus is **not** used if another skill specifically applies to the activity.

Note: *Wearing leg greaves modifies each Movement and Maneuver skill bonus by -5.*

Note: *No Movement & Maneuver skill bonus may exceed the character's AG stat bonus by more than 10.*

No Armor (MM) — This skill applies when wearing no armor and is limited to two skill ranks. Only two skill ranks may be developed for this skill.

Soft Leather (MM) — This skill applies when wearing soft leather armor and is limited to three skill ranks. Only three skill ranks may be developed for this skill.

Rigid Leather (MM) — This skill applies when wearing rigid leather armor and is limited to five skill ranks. Only five skill ranks may be developed for this skill.

Chain (MM) — This skill applies when wearing chain armor and is limited to seven skill ranks. Only seven skill ranks may be developed for this skill.

Plate (MM) — This skill applies when wearing plate armor and is limited to nine skill ranks. Only nine skill ranks may be developed for this skill.

Curufin, a great Noldo craftsman

WEAPON SKILLS

These skills determine how effective a character is when using weapons in combat. These skills must be developed separately for each of the 6 types of weapons: 1-Handed Edged, 1-Handed Concussion, 2-Handed, Thrown, Missile, and Pole-arms.

The skill bonus for each type of weapon is an Offensive Bonus and is usually added to any "attack rolls" (Section 8.3, p. 50-54) made with that weapon. In certain circumstances all or part of this Offensive Bonus may be used to "parry" an opponent (Section 8.3, p. 50-54). Each specific weapon has special properties (i.e., fumble range, critical type, OB modifications, etc.) that are summarized in Table CST-1 (p. 232).

Note: *Wearing arm greaves modifies each OB by -5.*

1-Handed Edged (OB) — These weapons include the broadsword, dagger, handaxe, scimitar, and short sword. They may be used with a shield.

1-Handed Concussion (OB) — These weapons include the club, war hammer, mace, morning star, net, and whip. They may be used with a shield.

2-Handed (OB) — These weapons include the battle-axe, flail, quarterstaff, and 2-handed sword. They may not be used with a shield.

Pole-arms (OB) — These weapons include the javelin, spear, mounted lance, and halbard. The javelin and spear may be used with a shield, or they may be used 2-handed. Only when riding on a trained mount, may a mounted lance be used with a shield. A halbard may never be used with a shield.

Thrown (OB) — In addition to being used in melee, certain weapons may be used to attack from a distance (i.e., be thrown). The ranges are given in Table CST-1 (p. 232). These weapons include the dagger, handaxe, short sword, club, war hammer, mace, net, javelin, and spear. They may be used with a shield.

Missile (OB) — These weapons may not be used in melee, but they may be used to attack from a distance (the range are given in Table CST-1, p. 232). Missile weapons include the bola, sling, composite bow, crossbow, long bow, and short bow. Only the sling may be used with a shield.

Example: *Meredur likes to use a Battle-axe when he fights with a two-handed weapon. His OB with a Battle-axe is modified by +5 when attacking opponents wearing chain or plate, while it is modified by -5 when attacking opponents in rigid leather, soft leather, and no armor (see Table CST-1). When using a Battle-axe, attack rolls are resolved on the 2-Handed Weapons attack table, with fumbles occurring when an unmodified roll of 01, 02, 03, 04, or 05 occurs. If a critical strike is obtained with the Battle-axe, it is called the primary critical and is resolved on the Slash Critical Table CT-2 (p. 238). If the primary critical is a 'C', 'D', or 'E', a secondary critical two steps lower (an 'A', 'B', or 'C' respectively) also occurs and is resolved on the Crush Critical Table CT-1 (p. 238).*

GENERAL SKILLS

These skills affect how a character climbs, rides, swims, and tracks. The skill bonus for the appropriate skill is added to a "maneuver roll" when these activities are attempted (Section 8.2, p. 46-49).

Climb (MM) — This skill is used when usual climbing is attempted (i.e., for climbing a rope, tree, wall, etc., but not stairs or a ladder). The normal climbing rate for walls with adequate hand holds is 10'/round as a "medium" maneuver (Section 8.2.2, p. 48-49).

Ride (MM) — This skill is used when an animal is ridden (e.g., horse, camel, or giant eagle). A maneuver roll must be made using this skill whenever an unusual riding maneuver is attempted **or** each round an attack is made while riding.

Swim (MM) — This skill is used when a character is swimming. The GM should assign high difficulty (see p. 48-49) to swimming in armor. We suggest the following difficulties:

almost no clothes ... easy	rigid leather .... very hard
light clothes ..... light	chain ..... extremely hard
heavy clothes .... medium	plate ..... absurd
soft leather ..... hard	

Other factors such as treacherous water might increase the difficulty.

Track (SM) — This skill is used when attempting to follow or interpret tracks.

SUBTERFUGE SKILLS

These skills affect how a character ambushes, stalks, hides, picks locks, and disarms traps.

Ambush (SP) — If a character manages to move directly behind an opponent without the opponent noticing him (this usually involves stalking, see below), he may "ambush" him with a *melee* attack (not a missile attack). A normal melee attack is made and any critical that results may have the **skill rank** (not the skill bonus) for ambush added to it if the ambusher wishes (he may decide after the critical roll).

Stalk/Hide (MM/SM) — This skill affects how effectively a character stalks (moves without being seen or heard, a moving maneuver) and hides without moving (a static maneuver).

Stalking is resolved by using the Moving Maneuver Table MT-1 (p. 242). This roll is modified by adding the moving character's (i.e., the stalker) Stalk/Hide total skill bonus and by subtracting the highest Perception total skill bonus of anyone that could observe the stalker. A "F" result means that the stalker has been observed and only moves about 10'. A number result means that the stalker moves half his normal movement rate multiplied by the result and divided by 100 (i.e., the result is used as a %).

Hiding is resolved by having each searcher make a Perception maneuver modified by subtracting the hider's Stalk/Hide total skill bonus and adding the searcher's Perception total skill bonus.

Pick Lock (SM) — This skill affects attempts to pick locks.

Disarm Trap (SM) — This skill affects attempts to disarm traps. Usually, traps must be first detected using Perception skill.

Sam throws an apple at Bill Ferny

MAGICAL SKILLS

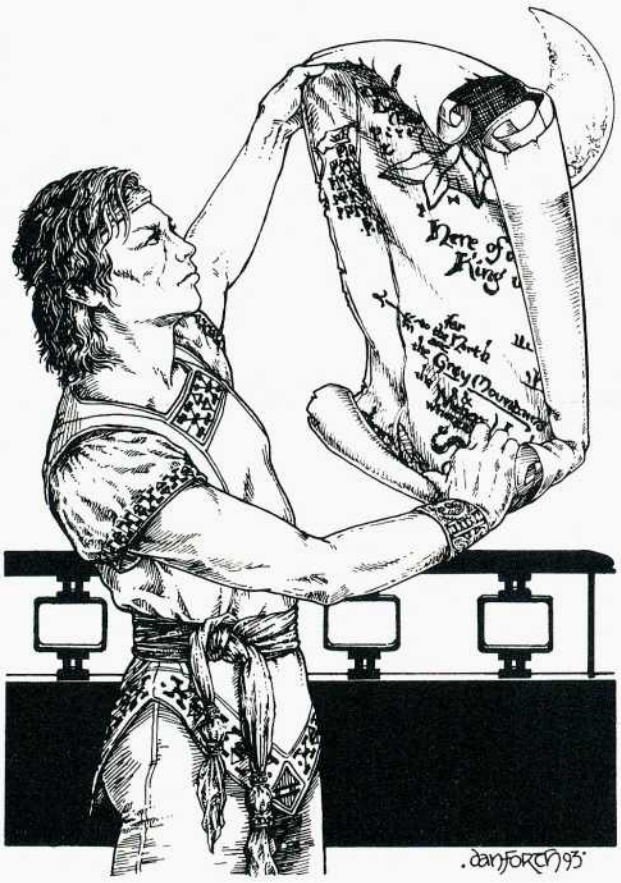
These skills affect a character's ability to cast spells from runes, to cast spells from items, and to attack with an elemental spell.

Read Rune (SM) — This skill represents a character's ability to determine what spell is on a piece of rune paper (or a scroll) and his ability to cast that spell from it. A static maneuver roll (modified by the Read Rune skill bonus) must be made in order to learn what spell is on a piece of rune paper. This same maneuver determines if the character can cast the spell from the item (Section 8.4, p. 54).

Use Item (SM) — This skill represents a character's ability to determine what spells and abilities are imbedded in an item (other than in rune paper or certain special items, see Section 15.5, p. 72). It also affects his ability to cast spells from the item. The process used is the same as for reading runes, except that the Use Item skill bonus is used.

Directed Spells (OB) — These skills determine how effective a character is when using directed spells (i.e., elemental spells) in combat. The skill bonus for directed spells is added to any "attack rolls" made with those spells (Section 8.3.2, p. 52). Directed spells include all of the "bolt" spells but not the "ball" spells (the Base Spells bonus is added to "ball" attacks).

No resistance roll is allowed against directed spells, However, a character attacked by a directed spell (or a ball spell) may make a moving maneuver roll (i.e., his action for that round is to take cover) to modify the attack roll by -10 to -60 depending upon the cover that is available.



Elrond examines Thorin's map

MISCELLANEOUS SKILLS

These skills differ in various ways from the normal skill rank and bonus system. Each skill is detailed as to what its differences are.

Perception (SM) — This skill affects how much information and clues a character gets through observation. It may be used to detect traps, to observe characters attempting to hide, to find hidden doors, etc. If a character states that he is watching or examining an area or place, the GM should make a static maneuver roll modified by the perception skill bonus of the character to determine if the character notices or detects anything. The GM may keep this roll secret, revealing only what the character has observed. This bonus may be used to modify an opponent's stalking maneuver roll for stalking.

Note: *Wearing a helmet modifies the Perception bonus by -5.*

Body Development (SP) — This skill represents a character's ability to withstand pain, shock and bleeding. Each time that a character's rank in this skill increases by one, the character rolls 1–10 and increases his skill rank bonus by this amount (the normal skill rank bonuses do **not** apply).

Each character starts the game with a special bonus for this skill of 5 (already included on the Character Record Sheets and in the character template bonuses). The total skill bonus for this skill is called the character's "hit total"—the number of concussion hits that the character can absorb (due to damage he takes from attacks and other occurrences) without becoming unconscious.

If a character takes more concussion hits than the sum of his hit total and his Constitution *stat* (not stat bonus), he dies due to massive shock and internal bleeding.

Spell Lists (SP) — This skill determines when a spell list is learned (i.e., when spells on that list may be cast). Each spell list rank gives a 20% chance of "learning" a chosen spell list (see Appendix A-4, p. 190-211). Thus, when a rank of 5 is obtained, there is a 100% (automatic) chance of learning the list.

Spell list skill rank may only be developed for one spell list at a time. If at the end of a development period (adolescence, apprenticeship, or when a new level is reached) a character has a spell list rank between 1 and 5, a roll should be made to see if the spell list is learned. If the roll is less than or equal to the spell list skill rank multiplied by 20, the spell list is learned. If the spell list is not learned the skill rank remains the same. When a list is learned, the spell list skill rank is reduced to 0.

If a skill rank of 5 is obtained during a development period, the spell list is immediately learned (with the spell list skill rank being reduced to 0). In addition, the character may develop the spell list skill rank for another spell list in order to take a chance of learning a second list (20% chance per rank).

Note: *For a player using a character template, the spell list learned at each level is indicated on the first page of his template and should be recorded in the appropriate space on the second page.*

Languages (SP) — This skill must be developed separately for each language. This skill rank determines how well a character speaks and reads a language (see Table CGT-1).

CGT-I — LANGUAGE RANK TABLE

Rank 1 — Allows basic verbal communication through simple phrases (e.g., Safe to eat?, Danger ahead?, What is cost?, Where is bathroom?, etc.). No reading or writing.

Rank 2 — Allows speech on very simple subjects through simple sentences if both parties speak slowly and with great care. Allows the reading of simple sentences for a basic overview, but few details and no writing.

Rank 3 — Allows speech with a fluency equivalent to that of an average native speaker, but without the tonal qualities (i.e., the speech would be accented). Allows the ability to read and write moderately simple passages but not for subtle concepts (i.e., about fifth grade level).

Rank 4 — Speech as in Rank 3, and the ability to read and write as an average literate man (i.e., about ninth grade level).

Rank 5 — Allows absolute fluency with no accent and total literacy.

5.4.3 • SECONDARY SKILLS

Secondary skills are not used as often as primary skills during adventuring. They are often tied to, or indicative of, a character's background or family trade.

Note: *A player using the character templates already has his secondary skills developed for experience levels 1 to 10.*

For a player developing his own character, the character record often does not provide enough rows for these skills. However, players can keep track of the skill ranks on the back of their character records or on a separate piece of paper. Players may use development points from any related skill category to develop these skills (Section 24.0, p. 90-91).

The GM should decide which secondary skills are appropriate for his game and inform the players. A chart listing some suggested secondary skills follows—descriptions of these skills is provided in Appendix A-5 (p. 212-213).

SECONDARY SKILL CHART

Skill	Stat Bonus Used	Skill Type	Related Skill Categories *
Acrobatics	AG	MM	General, M&M
Acting	PR	SM	General, Subterfuge
Animal Handling	PR	SM	General
Appraisal	IG	SM	General
Boat Handling	IT	SM,MM	General, M&M
Caving	IG	SM,MM	General
Contortions	AG	MM	General, M&M
Cookery	IT	SM	General
First Aid	IG	SM	General
Foraging	IT	SM	Any Category
Gambling	IT	SM	General, Subterfuge
Meditation	PR	SM	General, Magical
Rope-Mastery	IG	SM	General
Signaling	IG	SM	General
Sky-Watching	IT	SM	Any Category
Trickery	PR	SM	Subterfuge
Secondary Skill Groups: †			
Artistic Skills	IT	SM	General, Magical
Athletic Skills	AG	MM	General, M&M
Craft Skills	AG	SM	General, Weapon
Influence Skills	PR	SM	General, Subterfuge, Languages
Lore Skills	IG	SM	Any Category

* – M&M = Moving and Maneuver Skills Category

† — Each Secondary Skill Group is a set of related skills that have the same stat bonus, skill type (i.e., MM or SM), and related skill category. However, each skill in a group must be developed separately.

5.5 • EXPERIENCE LEVEL

Each character in ***MERP*** has a "level" that represents how capable he is. Characters become more powerful and skilled by advancing levels as they gain experience.

Experience is represented in play by experience points which the Gamemaster awards to characters for certain activities and achievements. Normally, a character starts play as a 1st level character and his level increases as he acquires experience points from his adventures. A character's level does not necessarily increase each time he gains experience points. It increases when his experience point total reaches certain values, as explained in Section 6.0 (p. 38-41).

Dúnadan Ranger

Sections:
5.4.3
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5.6 • SPELL LISTS AND POWER POINTS

A spell list is an ordering of spells based upon the correlation of spell level, intricacy of the spell, and potency of the spell. All spells in a list have some common characteristics and attributes, although each may have vastly different effects and applications. A character does not gain the ability to cast individual spells. Instead he "learns" (Section 5.4.2, p. 34) an entire spell list of related spells and is limited only by his level and the level of the spells.

The spell lists are in Appendix A-4 (p. 190-211). Each spell list falls into one of six groups:

- Open Essence Lists
- Open Channeling Lists
- Mage Lists
- Animist Lists
- Bard Lists
- Ranger Lists

These classifications determine which spell lists are learnable by which professions (Section 21.0, p. 82-83). Each spell on a spell list is preceded by a number called its level. Each spell has an area of effect, a duration (how long the spell effects last), a range (how far the spell can be cast), and a class. These factors are described in Appendix A-4 (p. 190-191).

LEARNING SPELL LISTS

A character may "learn" spell lists during:

- Adolescence skill development (Section 23.0, p. 88-89)
- Apprenticeship skill development (Section 24.0, p. 90-91)
- Level advancement (Section 6.0, p. 38-41)

Depending upon his profession (Section 21.0, p. 82-83) and culture/race (Section 20.0, p. 80-81), a character may learn only certain spell lists.

Note: *For a player using a character template, the spell list learned at each level is indicated on the first page of his template and should be recorded in the appropriate space on the second page.*

CASTING SPELL LISTS

Normally, once a character learns a spell list he may cast any spell on that list that is his level or lower. Certain professions may only cast spells up to a certain level (Section 21.0, p. 82-83). As outlined below, a character must use Power Points to cast a spell.

POWER POINTS (PPs)

Each character has a certain number of Power Points (PPs) available to use for casting spells. In order to cast a spell, a number of PPs equal to the spell's level must be used.

Each character has a number of Power Points based upon his level and one of his stats (Intelligence for Essence spells and Intuition for Channeling spells). The number of PPs that a character has is obtained by checking Table BT-I for the appropriate stat and multiplying the given PPs by the character's level. Once these PPs are used casting spells, they may be regained by resting for 8 hours.

Note: *Players using the character templates should ignore this process, their Power Point totals have already been included on their character templates.*

5.7 • MISCELLANEOUS FACTORS

In addition to the factors discussed in the previous sections, there are several other factors that define a ***MERP*** character:

- Resistance Roll (RR) Bonuses
- Defensive Bonus (DB)
- Equipment & Money
- Encumbrance Penalty

Note: *A player using a character template already has these factors recorded for his starting character. As his character adventures, these factors will change and need updating.*

RESISTANCE ROLL (RR) BONUSES

Certain attacks occurring during play will require a character to make a Resistance Roll (RR) to determine if or how an attack affects the character (Section 8.3.2, p. 52). The types of attacks are Essence spells, Channeling spells, Poisons, and Diseases.

RR Bonuses consist of a stat bonus, any item bonuses, and culture/race bonuses. The culture/race bonuses can be obtained from Table BT-3 (p. 244).

DEFENSIVE BONUS (DB)

A character's Defensive Bonus is used in combat as a subtraction from an opponent's attack roll against the character. A DB consists of the character's AG bonus and a +25 bonus if the character is using a shield (see below).

BT-I — STAT BONUSES TABLE

Stat	Bonus	Power Points *
102+	+35	4
101	+30	3
100	+25	3
98-99	+20	2
95-97	+15	2
90-94	+10	1
75-89	+5	1
25-74	0	0
10-24	-5	0
5-9	-10	0
3-4	-15	0
2	-20	0
1	-25	0

* – Power points are required for casting spells (see Section 8.4, p. 54). The number (based upon Intelligence or Intuition) given above is multiplied by the character's level to obtain the character's power point total.

Sections:
5.6
5.7

Bonus
Table
BT-I

BT-5 — WEIGHT PENALTY TABLE

Character's Weight	Weight Carried in Pounds (other than armor and clothes) 16-25	26-35	36-45	46-60	61-80	81-100	101-120	121-140	141-160
41–60	30	60	NA	NA	NA	NA	NA	NA	NA
61–80	20	35	60	80	NA	NA	NA	NA	NA
81–100	15	25	40	60	NA	NA	NA	NA	NA
101–120	15	20	30	40	60	NA	NA	NA	NA
121–140	10	15	25	35	40	60	NA	NA	NA
141–160	10	15	20	30	35	40	60	NA	NA
161–180	5	10	15	25	30	35	45	60	NA
181–200	5	10	15	20	25	30	35	50	60
201–220	5	10	15	20	25	30	35	45	55
221–240	0	10	10	15	20	25	30	40	50
241–260	0	10	10	15	20	25	30	35	45
261–280	0	5	10	15	15	20	25	30	40
281–300	0	5	5	10	15	20	25	30	35
301–350	0	0	5	10	10	20	25	25	35
351–400	0	0	0	5	10	15	20	25	30

Note: The result is the character's weight penalty. A character's Encumbrance Penalty is the smaller of zero or his ST Bonus minus his weight penalty (i.e., an Encumbrance Penalty can never be greater than zero).

Note: An additional penalty of 5 is added to the maximum penalty above for each 10 lb. over 160 lb.

EQUIPMENT & MONEY

Characters starts with some equipment and money (Section 26.0, p. 92, and the character templates). Then, as they adventure, they will gain and lose these things. Each player should keep track of his character's equipment and money on his character template or character record. If more room is required, use another piece of paper or the back of the character record or template.

Defensive Equipment

Normal armor (plate, chain, rigid leather, and soft leather) covers from the shoulders to mid-thigh, and to the middle of the upper arms. A character may also elect to wear a helmet, arm greaves, and/or leg greaves. If worn, armor, helmets, and greaves do not count for encumbrance purposes.

Helms and greaves may be metal or leather. Once a piece of leather equipment (helm or greaves) has protected the wearer from one critical, it will be worthless until replaced or repaired. Metal equipment has no such limitations if properly kept up and repaired. It is assumed that a character performs such maintenance.

Each type of defensive equipment has certain effects on play:

- Shield — If a character is using a shield, he may only use a 1-Handed weapon. In addition, his Defensive Bonus is increased by +25 against one foe in front of him or to his left. It is assumed the shield is on the left arm. The Gamemaster may wish to allow characters to be left-handed (10% chance) or ambidextrous (2% chance). Normally, you may sling your shield on your back when it is not being used in combat.
- Helmet — If a character is wearing a helmet, his Perception bonus is modified by -5 **and** he will be protected from some of the effects of critical strikes.
- Arm Greaves — If a character is wearing arm greaves, each of his Offensive Bonuses is modified by -5 **and** he will be protected from some of the effects of critical strikes.
- Leg Greaves — If a character is wearing leg greaves, each of his Movement & Maneuver Bonuses is modified by -5 **and** he will be protected from some of the effects of critical strikes.

ENCUMBRANCE PENALTY

The movement and maneuver capabilities of a character are affected by the weight of the material which he carries on his person. Each character should total the weight of all of the equipment and supplies that he carries (see Table ST-4, p. 255, for weights), rounding the total down to the nearest pound. If they are worn, armor, clothes, weapon belt, a helmet, and greaves are not included in this total—they already have their own penalties.

If the total is over 15 pounds, a *weight penalty* may result. A burden of 15 pounds or less will result in no weight penalty. It is assumed that smaller characters are rugged enough to bear this weight. This is particularly true for non-human races.

Table BT-5 gives the weight penalty for carrying excess weight based upon the weight of the character. A character's *Encumbrance Penalty* is equal to zero or his Strength bonus minus his weight penalty; whcihever is smaller (i.e., a character's Encumbrance Penalty may never be greater than zero). This penalty is applied to **running** movement (Section 8.1, p. 45) and moving maneuvers (Section 8.2.2, p. 48-49).

6.0 • EXPERIENCE AND ADVANCING LEVELS

Each character in ***MERP*** has a "level" that represents how capable he is. Characters become more powerful and skilled by advancing levels as they gain experience. Experience is represented in play by experience points which the Gamemaster awards to characters for certain activities and achievements. Normally, a character starts play as a 1st level character and his level increases as he acquires experience points from his adventures. A character's level does not necessarily increase each time he gains experience points. It increases when his experience point total reaches certain points, as explained in this section.

6.1 • EXPERIENCE POINTS

Learning how to award experience points is one of the most difficult tasks that a Gamemaster faces. It is something that is very hard to formalize. Basically a GM should award experience points for ideas and actions by the characters which are clever, intelligent, innovative, dangerous (but not foolhardy), and, above all successful.

Below we summarize some of the activities that normally arise during play which should be rewarded with experience points. The Gamemaster may total and reward experience points at any convenient time. This usually occurs at the beginning or end of a session of play.

Strider finds Gandalf's "G" rune on Weathertop

ET-I — CRITICAL POINT TABLE

Opponent's Level	Critical Delivered A	B	C	D	E
0	3	5	8	10	13
1	5	10	15	20	25
2	10	20	30	40	50
3	15	30	45	60	75
4	20	40	60	80	100
5	25	50	75	100	125
6	30	60	90	120	150
7	35	70	105	140	175
8	40	80	120	160	200
9	45	90	135	180	225
10	50	100	150	200	250
for each level above 10th	+5	+10	+15	+20	+25
to self *	100	200	300	400	500

These totals are further multiplied by:
- 0 x — if the foe is dead or dying (i.e., no points).
- 0.1 x — if the foe is unconscious or incapacitated.
- 0.5 x — if the foe is stunned.
- 2 x — if the character is alone in melee combat with the foe(s).

Note: Critical points may not exceed the opponent's "kill points."

Note: Result is the EPs received by the character delivering the crit.

* – These points are awarded to a character for criticals inflicted upon him by a foe.

Note: *The suggested experience points awards are guidelines, and the Gamemaster should feel free to modify them whenever common sense indicates that they are out of line.*

Note: *All of these totals may be multiplied by 4 if the activity has never been performed before by the character, by 2 if the activity has only been performed once before, and by 1/2 if it has become routine.*

1) Hit Points

At the end of a battle, a character receives one experience point for each hit he received during the battle.

2) Critical Points

These points are awarded for any criticals inflicted on a foe regardless of their effect. The experience points awarded are based upon the level of the foe and are modified depending upon the state of the foe and the combat. Table ET-I summarizes these points. A character also receives critical points when he *takes* a critical (e.g., 100 EPs for an 'A', 200 EPs for a 'B', etc.

Sections:
6.0
6.1
Experience Table ET-I

ET-2 — KILL POINT TABLE										
Opponent's Level	Level of the Character Delivering the "Killing" Blow									
	1	2	3	4	5	6	7	8	9	10
0	50	45	40	35	30	25	20	15	10	5
1	200	150	130	110	100	90	80	70	60	50
2	250	200	150	130	110	100	90	80	70	60
3	300	250	200	150	130	110	100	90	80	70
4	350	300	250	200	150	130	110	100	90	80
5	400	350	300	250	200	150	130	110	100	90
6	450	400	350	300	250	200	150	130	110	100
7	500	450	400	350	300	250	200	150	130	110
8	550	500	450	400	350	300	250	200	150	130
9	600	550	500	450	400	350	300	250	200	150
10	650	600	550	500	450	400	350	300	250	200

Note: Result is a number of experience points received by the character delivering the "Killing" blow.
Note: If the opponent's level is greater than 10, an extra 50 points is awarded for each level over 10.

3) Kill Points

These experience points are awarded for killing an active opponent or rendering him unconscious. This must occur in a combat situation (i.e., a true conflict, not a practice or staged fight). An active opponent is one that is not dead or unconscious. These points all go to the combatant who delivers the blow that knocks out or kills the opponent. The experience points awarded for "killing" a character are given in Table ET-2. These experience points are reduced by the number of experience points given for criticals already inflicted on the opponent (see part 2 above). In some cases the GM should add extra points for creatures with special abilities and powers.

Note: *A GM may want to award these points whenever a character(s)* defeats *an opponent, even if combat is not involved. This would involve getting a foe to submit or to perform as you want him to without actually fighting. Examples might include winning a Riddle game with a foe or sneaking into his abode and taking what you are after.*

Example: *For this example and the rest of the examples in this section, we will be referring to the sample adventure presented in Section 1.0 (p. 14-15). In that adventure, Nári (2nd level), Agonar (4th level), Drogo (1st level) and Leanan (2nd level) decided to explore and camp in a ruined tower that contained 3 Orcs (one 1st level, one 2nd level and one 4th level) who were breaking camp to travel for the night. The resulting encounter ended with 2 Orcs dead and 1 Orc having fled.*

Nári killed the 4th level leader outright, and since this is only the second Orc that Nári has killed he gets double the normal 300 experience points (ep), that is, 600 experience points. Nobody gets experience points for the one that got away (Drogo blew his chance when he fumbled). Agonar put the 2nd level Orc to sleep, but only gets 130 ep because he is 4th level and has put Orcs to sleep before.

If Drogo had thrown a dagger at the Orc and given him a 'B' Puncture critical before Nári killed him, then Drogo would have gotten 40 experience points (10 for the 'B' x 4 for a 4th level foe). In this situation, Nári would only have gotten 520 points, 2 x (300 normal ep - the 40 ep that Drogo got).

The 'E' and 'C' criticals delivered by Nári on the sleeping Orc would normally be worth 50 ep (25 x 2nd level) and 30 ep (15 x 2nd level) respectively. However, he was already unconscious (asleep), so the 80 ep is multiplied by 1/10 and Nári only gets 8 points.

Leanan received 100 experience points because of the 'A' critical she took when the Orc and the chest fell on her. She also receives 9 experience points for the 9 hits she took.

So for combat, Nári gets a total of 608 ep, Agonar gets 130 ep, Leanan gets 109 ep, and Drogo gets 0 ep.

4) Maneuver Points

These experience points are given for unique or inspired maneuvers (static and moving) successfully accomplished during an adventure. For moving maneuvers (Section 8.2.2, p. 48-49) a "100" result or higher must be obtained. Based upon difficulty, the experience points awarded are given in Table ET-3

Example: *Drogo successfully scouted the area (the GM ranks this a Medium maneuver) for 50 ep. He also snuck (or sneaked) across the tower without the Orcs hearing him (a Light maneuver), heard the Orcs coming (a Medium maneuver), and hid at the main door (a Medium maneuver) for a total of 110 ep. Leanan successfully cleared rubble (an Easy maneuver) for 5 ep, and she opened the chest but not quietly so she received no experience points. The successful taking and hiding of the small box (a Hard maneuver) gives her a total of 105 ep.*

ET-3 — MANEUVER POINT TABLE	
Routine	0
Easy	5
Light	10
Medium	50
Hard	100
Very Hard	150
Extremely Hard	200
Sheer Folly	300
Absurd	500

Note: Result is a number of experience points received by the character making the maneuver.

ET-4 — SPELL POINT TABLE										
	Level of the Character Casting the Spell									
Spell Level	1	2	3	4	5	6	7	8	9	10
1	100	90	80	70	60	50	40	30	20	10
2	100	100	90	80	70	60	50	40	30	20
3	100	100	100	90	80	70	60	50	40	30
4	100	100	100	100	90	80	70	60	50	40
5	100	100	100	100	100	90	80	70	60	50
6	100	100	100	100	100	100	90	80	70	60
7	100	100	100	100	100	100	100	90	80	70
8	100	100	100	100	100	100	100	100	90	80
9	100	100	100	100	100	100	100	100	100	90
10	100	100	100	100	100	100	100	100	100	100

Note: Result is a number of experience points received by the character casting the spell.

5) Spell Points

These points are awarded for casting spells during a combat situation (both intrinsic spells and spells from runes and items). Casting a spell that fails results in 0 points. The spell must have a purpose that aids the character or his group during the combat. The experience points awarded are given by the following formula and summarized in the Table ET-4.

100 – (10 x level of the caster)
+ (10 x level of the spell cast)

Example: *Agonar cast Levitate, which would have helped in a different situation by keeping him safe from melee. However in this situation it did nothing to help the group or himself, so he gets no points for it. His Sleep spell was a 1st level spell, so as a 4th level character he gets 70 ep.*

6) Idea Points

These experience points are given for ideas and plans that lead to the accomplishment of a goal or a successful event, action or adventure. The Gamemaster should keep track of ideas, plans and suggestions made by player characters that prove to be useful or successful. After an event, action or adventure is completed and experience points from parts 1) to 5) above have been awarded, the resulting experience points to **all** group members are totaled. The Gamemaster should award half of this total as "idea points", dividing it among the characters who came up with ideas based upon their respective contributions. This is very subjective, so the Gamemaster doesn't need to keep an exact tally of ideas and can usually rely on his general impressions of the adventure.

Example: *After calculating the experience points for combat, maneuvers, and spells, the Gamemaster now calculates the totals for each character, and a total for the group (half of which are awarded as idea points):*

Character	*Combat Pts.*	*Maneuver Pts.*	*Spell Pts.*	*Idea Pts.*	*Total Pts.*
Agonar	*130*	*0*	*70*	*110*	*310*
Leanan	*109*	*105*	*0*	*46*	*260*
Drogo	*0*	*110*	*0*	*250*	*360*
Nári	*608*	*0*	*0*	*160*	*768*
Group Total	*847*	*215*	*70*	*566*	*1698*

The objective and goal of the group was to carefully check out the ruined tower as a possible campsite or adventure site. Drogo and Nári worked directly towards this with Drogo taking the initiative and Nári backing him up. Drogo gets more idea points because he performed new actions each turn and essentially made a good choice each turn, while Nári just "waited for something to kill." Agonar also performed as a back up, but his unplanned and unnecessary Levitate spell used up valuable time and did nothing to accomplish the goal of the group: to scout and be prepared for danger. He could have prepared a sleep spell and been ready when danger (the Orcs) appeared. Leanan, of course, lost control when faced with the possibility of treasure and personal gain. She did nothing to achieve the group's objective. She only had the obvious idea to get to the loot first, and disregarded both her own and the group's safety and goals. So, Drogo gets 250 out of the 566 idea points, Nári gets 160, Agonar gets 110, and Leanan gets 46.

This process involves some very subjective decisions on the Gamemaster's part and takes practice. The actual suggestions made by the players during planning should be taken into account. If Agonar had actually suggested that he, Leanan, and Nári provide support as Drogo scouted things out, he would have gotten more idea points.

6) Travel Points

A character receives one experience point for each mile traveled on land in an unfamiliar area, and one experience points for every 10 miles if flying or at sea. The character must be conscious and interacting with his environment. Multiply by 1/2x in civilized areas, by 2x in moderately dangerous areas, and by 3x in extremely dangerous areas.

Example: *The group has traveled 30 miles from Rivendell through the moderately dangerous Trollshaws region. Thus each character gets 60 experience points (30 miles x 2 for moderately dangerous) for travel.*

7) Miscellaneous Points

Most of the experience point guidelines concern action in a tactical situation (i.e., a situation involving detailed and precise activity, usually under time constraints, such as fighting, maneuvering, and exploring). It is more difficult to award experience points for activities and accomplishments in a strategic environment (i.e., less structured than the tactical environment). Travel points reflect the experience gained by traveling through new and stimulating regions. The Gamemaster should award miscellaneous experience points for the other strategic activities not involving travel (e.g., figuring out a riddle or clue, planning a successful trip or adventure, etc.).

These points may also be awarded by the Gamemaster for events that have special significance to a given character (e.g., having a religious experience, visiting a special place, accomplishing a special mission or goal, casting non-combat spells, etc.). They are also awarded for any actions or accomplishments that the Gamemaster deems worthy of reward.

Example: *The Gamemaster decides that the group deserves some miscellaneous experience points for achieving their objective in a relatively effective manner. He gives Drogo 150 ep for taking the initiative and most of the reasonable risk. He gives Agonar and Nári 100 ep apiece for their solid support activity, while he gives Leanan only 50 ep because she disregarded her own safety and the group's when she went after a potential treasure. However, Leanan gets the reward of having the small box without the rest of the group knowing that she has it.*

Gandalf brandishes light and flame on Weathertop

6.2 • CHARACTER LEVELS

The level for each character is determined by how many experience points (EPs) he has accumulated. A character starts at 1st level with 10,000 EPs. Table ET-5 summarizes which experience point totals correspond to which levels.

Example: *If the GM decides to immediately reward experience points after this adventure, the points are totaled as follows:*

	Old EP	*Old Level*	*EP Gained*	*New EP*	*New Level*
Agonar	*43480*	*4th*	*470*	*43950*	*4th*
Leanan	*23400*	*2nd*	*370*	*23770*	*2nd*
Drogo	*19764*	*1st*	*570*	*20334*	*2nd*
Nári	*28940*	*2nd*	*928*	*29868*	*2nd*

Drogo's total experience points has passed 20000, so he advances from 1st level to 2nd level. He allocates his development points to his skills in order to increase his skill ranks, and then updates his Character Record Sheet. If Nári had gotten 132 more points, he would have advanced to 3rd level. The other two characters are not even close to advancing a level.

ET-5 — EXPERIENCE POINT TABLE

Level	Experience Point Total Required
1	10,000
2	20,000
3	30,000
4	40,000
5	50,000
6	70,000
7	90,000
8	110,000
9	130,000
10	150,000

6.3 • ADVANCING A LEVEL

Note: *A player using a character template need only copy the next level's bonuses from the appropriate column of page one of his template to the appropriate spaces on the second page of his template.*

When a character advances (goes up) a level, he may develop skills (increase his skill ranks) and update his bonuses. To develop a skill he allocates development points to it (see Table CGT-4, p. 246) in order to increase the skill's rank. This process is identical to apprenticeship skill development and is described in Section 24.0 (p. 90-91). After all development points have been allocated to increasing skill ranks, the profession bonuses (see Section 21.0, p. 82-83) are updated. Finally, any skill bonuses whose components have changed must be re-totaled. This process is summarized below:

1) Allocate development points to increase skill ranks.
2) Update skill rank bonuses.
3) If necessary, roll for hits (body development) and/or for a spell list.
4) Update level bonuses for the character's profession.
5) Retotal any skill bonuses affected by 2) and 3).
6) Mark the character's new level.

Sections:
6.1
6.2
6.3
Experience Table
ET-5

• PART III •
PERFORMING ACTIONS

In a tactical situation (i.e., combat), action is resolved in terms of feet and seconds. During the ***MERP*** tactical sequence, each character may take only a single action every 10 seconds. This 10 second period is call a "round." A round usually takes considerably longer than 10 seconds of real time to resolve. The normal allowable actions are:

- Preparing a spell
- Casting a spell
- Making a missile attack
- Loading or Reloading a missile weapon
- Parrying a missile attack
- Making a moving maneuver
- Making a melee attack
- Movement
- Making a static maneuver

Certain factors may affect the action that a character may take. Most of these are obvious and can be resolved by using common sense (e.g., a character with a broken arm can't use a two-handed weapon or a bow; an unconscious character can perform no action, except perhaps breathing; etc.). The Gamemaster is of course the final authority on these matters.

The Gamemaster and the players should divide up the work involved in controlling a tactical combat situation. The Gamemaster has to handle the physical layout and all of the non-player characters, but the players can help with other factors. One player should keep track of the damage taken and status of each character. Record Sheet RS-2 (p. 228) is provided for this and may be photo-copied for non-commercial purposes. Another player should keep track of the round and action sequencing (Section 7.0, p. 42-43). Another player can record activity by player characters which can later lead to experience points. Other players can handle the tables and read off results during play. By dividing up these tasks the game flows very smoothly, everyone gets involved, and no one is swamped with work.

The ***MERP*** system for tactical action and combat is simplified and abstracted to increase its playability. If beginning fantasy role players have mastered ***MERP*** and desire more detailed and realistic combat, ICE's ***Arms Law & Claw Law*** provides an expanded combat system, with individual attack tables for the various weapons, 20 classifications of armor, more detailed critical strike tables, and rules that allow more flexibility.

LOR Note: The way that tactical action and combat is handled in ***MERP*** is very similar to the way it is handled in ***LOR*** (p. 15-20). Both systems use a 10 second round, and both have a limited set of actions and a sequence in which the actions are resolved. The primary differences are:

- ***MERP*** actions are resolved differently.
- ***MERP*** has two types of maneuvers: static and moving.
- Spell Preparation and Loading/Reloading a missile weapon are ***MERP*** actions.
- ***MERP*** allows characters to use part of their Offensive Bonuses to "parry" attacks.

7.0 • THE SEQUENCE OF ACTIONS DURING A ROUND

Actions are normally performed in the following order during a round (unless a character cancels his action or puts it into an "opportunity state"):

1) Prepare or cast a spell.
2) Missile and thrown weapon attacks, missile parrying, and loading/reloading.
3) Moving maneuvers.
4) Melee attacks and melee parrying.
5) Movement.
6) Static maneuvers.

Note: *Orientation rolls are used when required by circumstance (Section 10.0, p. 57).*

Note: *Conflicting actions may modify this sequence (Section 10.0, p. 56).*

At the beginning of each round, each player should state or write down (the GM must decide which) what action he wishes his character to perform for that round. At the same time, the GM should decide what actions the non-player characters will take. The actions are then resolved in the order specified by the sequence above. The following sections describe how to resolve the various actions. The sample adventure presented in Section 1.0 (p. 14-15) is a good example of actions taken on a round by round basis.

Sequencing Attacks of the Same Type

Melee attacks are resolved one at a time. The character with the highest Movement and Maneuver Bonus resolves his attack first, then the character with the second highest proceeds, etc. If the Movement and Maneuver bonuses of

Example: *The following actions were taken on a round by round basis by the participants in the sample adventure presented in Section 1.0 (p. 14-15). The actions begin with the player characters 10' from the tower and ready to move up and with the Orcs waking up in the basement of the tower and preparing to break camp and leave.*

Round 6 is a good Example of action sequencing:

1) Agonar's spell is cast first and Orc #3 is put to sleep.

2) There is no missile fire.

3) Leanan maneuvers (and fails) to get under the chest before Orc #3 can attack her.

4) Nári attacks Orc #3 who is falling asleep and is down, breaking the Orc's leg. Both Orc #3 and the chest fall on Leanan who takes an 'A' Unbalance critical.

5) Orc #2 is out the door and begins to run away.

6) There are no static actions, except perhaps Drogo contemplating his fumble.

	PLAYER CHARACTERS				NON-PLAYER CHARACTERS		
Round	Agonar	Leanan	Drogo	Nári	Orc #1	Orc #2	Orc #3
1	Move	Move	Move	Move	——— prepare to leave ———		
2	Prepare Spell	Move	Move	Opportunity Attack	——— finish getting ready ——		
3	Cast Spell (success)	Static Maneuver (fails)	Static Maneuver (success)	Opportunity Attack	Move	Move	Move
4	Move	Static Maneuver (success)	Static Maneuver (success)	Opportunity Attack (fires)	Move (dies)	Move	Move
5	Prepare Spell	Moving Maneuver (success)	Opportunity Attack (fumbles)	Move	—	Move (flees)	Move
6	Cast Spell (Orc)	Moving Maneuver (fails)	Out From Fumble	Attack Orc (hits)	—	Runs (gone)	Attack Leanan (asleep)
7	Floats down	Takes Critical	Recovers weapon	Cleans Axe	—	Got Away	Captured

several characters are equal, those attacks are resolved simultaneously. This same process is also followed for moving maneuvers and movement. If a character's attack, moving maneuver, or movement is an opportunity action (see below), it is always resolved before other attacks of the the same type.

All other actions are resolved simultaneously during the proper points in the round (e.g., all spell preparation and casting is resolved simultaneously).

Opportunity Action

When it comes time during a round to resolve a character's declared action, he has the option of putting his action into an "opportunity" state (i.e., it becomes an opportunity action). In effect, such an action is delayed until the character wishes to resolve it. An opportunity action may be resolved any time after it has been declared. A character may not perform any other action until his opportunity action is canceled (see below) or resolved (at anytime he decides).

Opportunity actions represent activities like: waiting for a target, setting an ambush, waiting to push a boulder down on someone, etc. In the sample adventure presented in Section 1.0 (p. 14-15), Nári has an opportunity action when he waits for a shot with his crossbow.

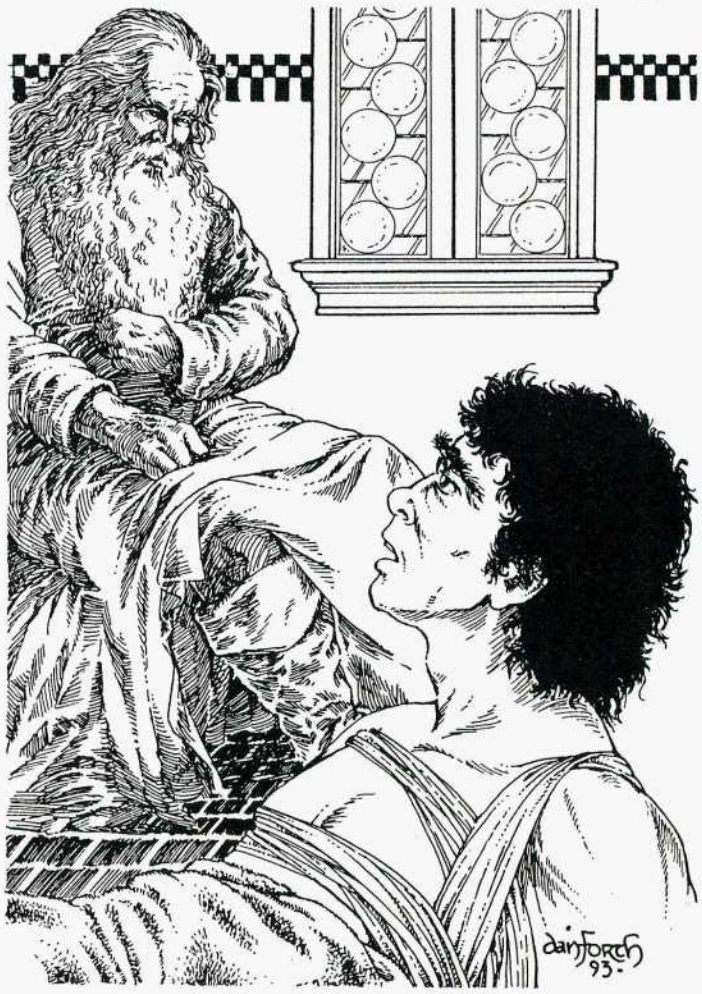
Canceling Action

During a round an action may be canceled before it would otherwise be resolved. A character who has canceled his action may perform one of the following alternative actions:

- Melee with half his normal Offensive Bonus
- Move half his normal (not running) movement
- Make a maneuver modified by -30

The alternative action chosen must be performed when the other actions of that type are normally resolved.

Frodo awakes in Rivendell



8.0 • THE ACTIONS

Normally, each round a character may perform one of the following actions:

- Preparing a spell *
- Casting a spell *
- Making a missile attack *
- Loading or Reloading a missile weapon *
- Parrying a missile attack †
- Making a moving maneuver
- Making a melee attack ‡
- Movement
- Making a static maneuver

* – Includes limited movement later.
† – Includes limited movement **or** limited attack later.
‡– May include parrying one opponent's attack.

Each of these actions is described in detail in the Action Table ST-11 and in the following sections. The sequence in which actions are resolved is discussed in Section 7.0 (p. 42-43).

Fifth King to accept a Ring of Power

ST-11 — ACTION TABLE

Action	Additional Information & Options
Prepare a Spell	May take 10' movement later.
Cast a Spell.	May take 20' movement later.
Missile Attack	May take 10' movement later.
Loading/Reloading	May take 10' movement later.
Missile Parry	Half of OB is subtracted from one missile attack. May later take half movement **or** later make a melee attack with half his OB.
Moving Maneuver	The maneuver may not cover a distance of over half that of the character's normal movement.
Melee Attack	May take 10' movement. May shift equipment, in which case OB is lowered by 30 for each item shifted (drawn, sheathed or unslung). Part of the OB may be used to parry one opponent's attack (a melee parry).
Movement	Movement is decreased by 10' for each item shifted.
Static Maneuver	No additional action allowed.

Cancel Action — Any action may be canceled before it is resolved. The character may then perform one of the following actions during the appropriate part of the round:

1) Melee with half normal Offensive Bonus.
2) Move half of his normal movement.
3) Make a maneuver modified by -30.

Opportunity Action — Any action may be delayed by making the action an opportunity action. Once an action is delayed, no other action may take place until the opportunity action is resolved or canceled. However the opportunity action may be initiated at any time during the current round or a following round.

Note: *If a Gamemaster is using facing for the characters (see Section 9.0, p. 55), a change of facing may accompany movement, even if the movement is made in addition to another action.*

Section 8.0 Summary Table ST-11

8.1 • MOVEMENT

Movement is simultaneous for all characters. If there are conflicts (opponents have both specified movement), players should write down where they intend to move. The Gamemaster should use common sense to interpret the intent of each character, and characters should be able to modify their actual movement during play in order to react to circumstances.

Each character may move up to 50' plus a number of feet equal to his Movement & Maneuver bonus *without* a moving maneuver roll. Alternatively, a character may move up to double that (running) if he successfully makes a moving maneuver roll (Section 8.2.2, p. 48-49).

A character may shift items and equipment on his person (e.g., draw a weapon, sling a shield, take out some herbs, etc.), but the distance that he may move is decreased by 10 feet for each item shifted (for that round). Terrain may also slow a character: going up a hill, through a thicket, across a stream, across sand, etc. It is suggested that a Gamemaster cut movement by half for such terrain.

RUNNING – DOUBLE MOVEMENT

If a character wishes to move double his normal movement (run), the Gamemaster should assign a difficulty based upon the terrain. Then the character makes a maneuver roll modified by his Movement & Maneuver bonus and applies the result to the Moving Maneuver Table MT-1 (p. 49, 242).

If the result is an "F," the character does not move **and** a second roll must be made on the Maneuver Failure Table FT-4 (p. 240).

Otherwise, the result is a number. The character may move up to the sum of his normal movement rate plus his encumbrance penalty (Section 5.7, p. 37) plus the maneuver result minus 100:

Distance Moved in Feet = Normal Movement Rate + Encumbrance Penalty + Maneuver Result – 100

Example: *Looking at the sample adventure in Section 1.0, p. 14-15, the fleeing Orc (#2) leaves the main door and begins to run. His normal movement rate is 55' per round (50' plus his Movement and Maneuver bonus in Rigid Leather of +5). His encumbrance penalty is only -5. The GM deems his running a light maneuver, rolls a 38, and adds the Orc's Movement & Maneuver bonus to get a total of 43. Referring to the Moving Maneuver Table (MT-1) under a "light" maneuver, we get a result of 70. Thus, the Orc moves 75' (= 110' + (-5) + 70 – 100).*

The number of rounds that a character is capable of running is equal to his Constitution bonus plus 5. For each round that he rests he will be able to regain 2 rounds of running capability.

Example: *A character with a Constitution bonus of +10 could run 15 rounds before having to rest; or he could run for 10 rounds reducing his running capability to 5, rest for 2 rounds and get 4 rounds of running capability back for a total of 9, and then run for 9 more rounds before being forced to rest.*

Frodo greets Glóin

MOUNTED MOVEMENT & ACTIONS

A mounted character may move up to the movement rate of his mount (usually a horse). Such movement rates are given in Table ST-4 (p. 255). The character and mount may move up to twice that (galloping) as outlined under Running above. However, the rider's Ride bonus is used for the moving maneuver instead of his Movement & Maneuver bonus.

A mounted character and mount may move (or sit on the mount and not move) and the character may take a second action in the same round. However, the character must make a moving maneuver modified by his Ride bonus. This second action is called a **mounted action** and is normally modified by -100 plus the result of the moving maneuver roll.

If a character wishes to gallop and take a mounted action, two moving maneuvers would be required. Certain horses (see Table ST-4, p. 255) may modify these moving maneuvers.

Example: *Suppose there is a horseman named Tulgas waiting outside for the fleeing Orc in the sample adventure in Section 1.0 (p. 14-15). Tulgas and his mount are 110' from the Orc and can move as the Orc begins to run. The horse has a normal movement rate of 100' so there is no need to gallop. However, in order to move 110' and make a melee attack Tulgas must make a moving maneuver. The GM rates this maneuver a "medium" maneuver, Tulgas rolls a 66, his Riding Bonus is 30, and his total of 96 obtains an "80" result from the Moving Maneuver Table MT-1 (p. 49, 242). Tulgas' Offensive Bonus with his Mounted Lance is 50, so he modifies his attack by +30 (= 50 + 80 – 100).*

8.2 • MANEUVERS

Maneuvers are actions which under normal circumstances have a chance of failing and usually entail an element of risk. Maneuvers do not include attacks and spell casting.

Unusual activities (e.g., swimming, climbing a rope, running up or down stairs, opening a locked chest, etc.) and activities performed under stress (e.g., running, dodging, stalking, hiding, etc.) are maneuvers and require rolls. Normal movement and activities are *not* maneuvers (e.g., walking, climbing stairs, drawing a weapon, etc.).

The Gamemaster is the final judge as to what is a maneuver and requires a roll, and what is normal activity and doesn't require a roll. In ***MERP***, maneuvers are classified as Static Maneuvers or as Moving Maneuvers. Each type of maneuver is resolved differently.

8.2.1 • STATIC MANEUVERS

Static Maneuvers include tracking, hiding, picking locks, disarming traps, reading runes, using items, perception, influencing other characters, and any other complex or unusual activity not involving significant movement.

If a character chooses a Static Maneuver as his action for a round, the Gamemaster should assign it a *difficulty* (ranging from 1 being the least difficult to 9 being the most difficult):

1) Routine	4) Medium	7) Extremely Hard
2) Easy	5) Hard	8) Sheer Folly
3) Light	6) Very Hard	9) Absurd

The Gamemaster may require more than one round for maneuvers which he decides are very difficult or complex. He may also allow a character to decrease the difficulty of appropriate maneuvers by using multiple rounds. The Gamemaster may also assign an additional modification to the maneuver roll (e.g., an attempt to hide in a completely empty, small, brightly lit room might be given a difficulty of "absurd -10").

After the difficulty is assigned, the character may then decide not to attempt the maneuver (i.e., he reconsiders and decides not to do it). In this case, he cancels his action and may perform some other limited action as described in Section 7.0 (p. 43).

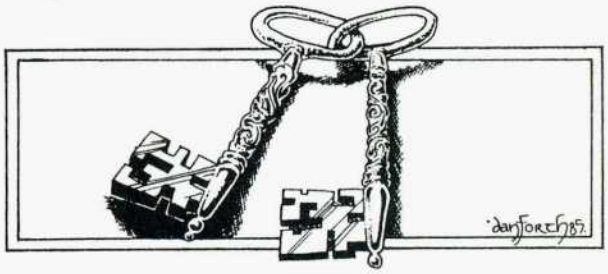
If the character decides to proceed with the maneuver, he makes an open-ended roll and adds his appropriate bonus along with any other applicable modifications. These modifications include:

- Special GM assigned modifications
- If a skill/ability applies to the maneuver, add the Total Skill/Ability bonus from the character's character template or from his character record.
- If there is no specific skill/ability that applies to the maneuver, the GM may decide that a stat bonus will modify the maneuver.

After modifications are made, the resulting total is cross-indexed with the appropriate column on the Static Maneuver Table MT-2 to obtain the maneuver result.

SUMMARY

1) The Gamemaster assigns a difficulty to the maneuver.
2) The character decides whether or not to perform the maneuver.
3) If he decides to perform the maneuver, an open-ended roll is made.
4) All applicable modifications are made to the roll.
5) The total is applied to the Static Maneuver Table MT-2 (p. 47, 243).



Example: *After the action in the sample adventure in Section 1.0 (p. 14-15), Leanan manages to excuse herself from the rest of the group for a few minutes. She makes a static maneuver to examine the small box she took during the earlier fight. The GM rules that this is a Light difficulty, so Leanan decides to go ahead.*

She rolls a 54 and adds +10 (for a Light static maneuver) and +20 (her Perception skill bonus). This modified roll of 84 is applied to the "Perception & Tracking" column of the Static Maneuver Table MT-2. This is a "Partial Success," so she may not make another static maneuver to examine the box for at least an hour. The GM tells Leanan that the box is wooden with silver inlays, and that it has some sort of trap. If Leanan had a modified roll of 111 or more she would have found out more information like the type of wood, the type of trap, the value of the box, etc.

Leanan decides not to wait an hour, and tells the GM that she will make a static maneuver to try and disarm the trap. and that she will be very careful and take her time doing it. She has a +10 Disarm Trap skill bonus and the GM assigns a difficulty of medium if she takes at least 2 minutes (12 rounds) on the maneuver. She decides to try and rolls a 37, which is modified to a 47. Referring to Table MT-2, she gets a result of "Failure," so she may not try again for 24 hours and there is a 20% chance that the trap goes off.

NOTES FOR TABLE MT-2

Interaction & Influence Note: Difficulty and other modifications are based upon the basic attitude of the audience towards the character and upon what the character is trying to get them to do.

Perception & Tracking Note: The information available through a perception roll is limited by the area that you examine and your resources (usually your senses). The topic requiring a roll can be determined by the character actively seeking information (e.g., he states, "I am looking for traps") or by other circumstances (e.g., does the character notice the attacker sneaking up on him?).

Perception & Tracking Note: When tracking a roll is only required once every 5 minutes (30 rounds).

MT-2 — STATIC MANEUVER TABLE

GENERAL	INTERACTION & INFLUENCE	DISARM TRAP & PICK LOCK	READ RUNE & USE ITEM	PERCEPTION & TRACK	
(includes any static action not covered on another column)	**Blunder:** Your blatant attempt at coercion alienates your audience. They are influenced to do the opposite of what you were attempting to get them to do. Until a major change occurs, any attempts by you to influence them will fail.	**Blunder:** If picking a lock, lockpick is broken and stuck in the lock, rendering it unopenable until removed (this requires someone other than you to successfully pick the lock). Any traps connected to it are set off. If disarming a trap, the trap is activated.	**Blunder:** Whatever spells or abilities are in the item or on the rune paper are activated and directed against you. Any runes on rune paper are gone, and you will never be able to use any of the spells or abilities contained in the item.	**Blunder:** You not only fail to get any valid information, but you pick up invalid information due to a misconception or improperly sensed details. You may never try again on the same topic in the same area.	Less than -25
Blunder: You fail spectacularly. If possible, your static action has the opposite effect from what you intended.					
Absolute Failure: Utter incompetence causes a mental lapse. Any static actions attempted during the next 10 min (60 rounds) will result in failure (see 05–75 below).	**Absolute Failure:** Your audience rejects you; you lose confidence and your air of authority. Any influence attempts during the next hour will result in failure (see 05–75 below).	**Absolute Failure:** You develop a mental block on this lock/trap; any further attempts to pick/disarm it will fail. There is a 50% chance that the trap will activate (includes picking a lock with an attached trap).	**Absolute Failure:** You have a mental block on this rune/item and will fail on any further attempts to read/use it. There is a 50% chance that the spell will be activated (includes attempting to use an item containing a spell).	**Absolute Failure:** Confusion causes a mental lapse. This perception roll and any perception rolls made during the next 10 min (60 rounds) will result in failure (see 05–75 below).	-25 to 04
Failure: You have failed. You may not try again the same static action in the same place for 1 day.	**Failure:** You have failed. Your audience will not be receptive to any of your attempts at influence at least 1 day.	**Failure:** You have no ideas on how to pick/disarm this lock/trap. After 24 hrs you may make a perception roll; if it succeeds you may make another pick/disarm attempt. There is a 20% chance that the trap will activate (includes picking a lock with an attached trap).	**Failure:** Currently you have no further ideas on how to read/use this rune/item. After you have gone up a level, you may make make another read/use attempt. There is a 20% chance that the spell will be activated (includes attempting to use an item containing a spell).	**Failure:** You gain no information, but you think that you have learned everything available. You may not try again on the same topic in the same area for 1 day.	05 to 75
Partial Success: If partial success is possible, you accomplish 20% of your static action. You may not try the same static action in the same place for 1 hour.	**Partial Success:** Your audience is still listening. You can continue to try to influence them.	**Partial Success:** You have figured out part of the lock/trap and have an intuitive feel for the rest. But, further effort at this time will be counterproductive. You can try again in 10 minutes.	**Partial Success:** You have an intuitive feel for the rune/item; you learn how many spells and abilities it contains and what they are. But, you can not yet read/use it. You may not make another attempt until 1 week has passed.	**Partial Success:** You gain some of the information on the topic that required the perception roll, but you are not aware that you missed something. You may not try again on the same topic in the same area for 1 hour.	76 to 90
Near Success: If partial success is possible, you accomplish half of your static action. You may try again after 3 rounds of contemplation.	**Near Success:** Keep talking, your audience is becoming more friendly. Modify your next roll by +20.	**Near Success:** You almost had it. If you spend 2 rounds thinking about your attempt (no other activity), you may try again with an extra +5 bonus.	**Near Success:** You almost had it. You learn how many spells and abilities it contains and what they are. If you wait 24 hours and you meditate about your attempt for 2 hours (no other activity), you may try again with an extra +10 mod.	**Near Success:** You gain some of the information on the topic that required the perception roll, and you are aware that you missed something. You may try again after 3 rounds of contemplation.	91 to 110
Success: Your static action is successful.	**Success:** You have influenced your audience.	**Success:** The lock/trap is picked/disarmed. +50 on any future attempts to pick/disarm this lock/trap.	**Success:** Learn 1 spell/ability in the item/rune paper. You may use it when you hold the it (runes are only usable once). You learn the other spells or abilities, and may make more rolls to be able to use them.	**Success:** You gain all of the information on the topic that required the perception roll.	111 to 175
Absolute Success: Your static action is successful and you get a +20 bonus to further static actions for the next 10 minutes (60 rounds).	**Absolute Success:** Not only did you influence your audience, but you receive a +50 bonus on influencing them until you cause them to lose confidence in you.	**Absolute Success:** In the future you may automatically pick/disarm (takes one round) this lock/trap or any identical lock/trap. +10 to attempts on similar locks/traps in the future.	**Absolute Success:** You learn all of the spells and abilities in an item or on a piece of rune paper, and you may use them whenever you hold the item or rune paper (runes are only usable once).	**Absolute Success:** You are aware of everything in the area examined (includes information on topics other than the one requiring the perception roll). You get a +20 on perception rolls 10 minutes.	Greater than 175
Modifications: * Difficulty — +30....Routine +20....Easy +10....Light +0....Medium -10....Hard -20....Very Hard -30....Extremely Hard -50....Sheer Folly -70....Absurd	**Modifications:** Difficulty — see * under General. +50 – Audience is personally loyal or devoted to the character. +20 – Audience is under hire to the character. + Inflence Skill bonus. **See Note on previous page.**	**Modifications:** Difficulty — see * under General. + Skill bonus for Pick Lock **or** Disarm Trap.	**Modifications:** - (spell's lvl) -30 — If realm of spell is not the same as the character's. -10 — If the spell or ability is *not* known. +20 — If the spell or ability is known. +30 — If the character can cast the spell intrinsically. + Skill bonus for Read Rune **or** Use Item	**Modifications:** Difficulty — see * under General. +20 — If a player states that his character is looking for specific information. The number of rounds spent affects the difficulty. + Skill bonus for Perception **or** Track. **See Notes on previous page.**	Maneuver Table MT-2

8.2.2 • MOVING MANEUVERS

Moving Maneuvers include climbing, swimming, riding, stalking, and any complex or unusual movement (e.g., acrobatics, dodging, tumbling, diving, etc.). Such a maneuver must be within the physical capabilities of the character performing the maneuver. Normally, a moving maneuver is limited to covering a distance no more than half of the character's normal (not running) movement.

If a character decides to make a Moving Maneuver as his action for a turn, the Gamemaster should assign it a *difficulty* (ranging from 1 being the least difficult to 9 being the most difficult):

1) Routine	4) Medium	7) Extremely Hard
2) Easy	5) Hard	8) Sheer Folly
3) Light	6) Very Hard	9) Absurd

The GM may also assign an additional modification to the maneuver roll (e.g., an unassisted running leap across a 40' chasm for a human might be given a difficulty of "absurd - 10," since the world record is only around 28'). Assigning difficulty requires a familiarity with the Moving Maneuver Table MT-1 (p. 49, 242) and a subjective decision by the GM (practice and experience will help).

Example: *Here are a few sample maneuver difficulties:*

Climbing a ladder ..... Routine
Climbing a tree with lots of low limbs ..... Easy
Climbing a tree with some low limbs ..... Light
Climbing the rough, brick wall of a cottage ..... Medium
Climbing a tree with limbs lower than 20' ..... Hard
Climbing a rough, stone wall in the rain ..... Very Hard
Climbing the smooth wall of a fortress ..... Sheer Folly
Hiding behind a large barrel in a dark cellar ..... Routine
Hiding behind a bush on a pitch-black night ..... Light
Hiding behind a bush on a moonlit night ..... Hard
Hiding behind a bush in broad daylight ..... Extremely Hard
Leaping a ditch (no armor) ..... 4'–Easy; 8'–Medium; 13'–Hard; 18'–Very Hard; 28'–Sheer Folly
Jumping a fence (no armor) ..... 4'–Light; 5'–Medium; 5.5'–Hard; 6'–Very Hard; 8'–Sheer Folly

After the difficulty is assigned, the character may then decide not to attempt the maneuver (i.e., he reconsiders and decides not to do it). In this case, he cancels his action and may perform some other limited action as described in Section 7.0 (p. 43).

If the character decides to proceed with the maneuver, he makes an open-ended roll and adds his appropriate bonus along with any other applicable modifications. These modifications include:

- Special GM assigned modifications
- The character's Moving & Maneuver bonus
- If a skill/ability applies to the maneuver, add the Total Skill/Ability bonus from the character's character template or from his character record.

After modifications are made, the resulting total is cross-indexed with the difficulty on the Moving Maneuver Table MT-1 to obtain the maneuver result.

Moving Maneuver Results

An 'F' (i.e., Failure) result requires a second roll on the Maneuver Failure Table FT-4 (p. 240). A number result indicates one of the following methods (depends upon the situation and the GM's decision):

(1) The percentage of the attempted moving maneuver that is accomplished (e.g., a "70" result means that 70% of the maneuver was performed). A result over 100 indicates that the maneuver was accomplished and that the distance covered by the maneuver may be increased by (# - 100) %.

(2) The chance of complete success (e.g., a "70" result means that there is a 70% chance that the maneuver has been accomplished).

(3) If the result is 100 or greater, the maneuver succeeds. Otherwise, during the next round, activity is reduced by: 100 - #. For example, a "70" result means that the maneuver has been accomplished, but the character has a -30 penalty to activity next round.

Example: *Nári is being chased by a large Warg and wants to climb a 12 foot, rough, brick wall. The normal rate of climbing is ten feet per round. The GM assigns a difficulty of Medium and decides to use method (1) above. Nári rolls and gets a result of "50" from Table MT-1. Thus, Nári climbs 5 feet during the first round.*

Nári glances back and sees the Warg charging hard. He knows the Warg might be able to leap up and grab him if he doesn't get up on the wall, so he decides to make an all-out attempt to get up this round. The GM decides the difficulty is still Medium, but that method (2) above will be used (i.e., all or nothing). Nári rolls and gets a result of "60" from Table MT-1. Thus, he has a 60% chance of making it to the top of the wall and a 40% chance of failing the maneuver. Making another roll, Nári gets a 37 and makes it up.

The next round Nári decides to slip over the other side of the wall and drop to the ground. The GM assigns a difficulty of Light. Nári will automatically drop all the way ground in one round—the maneuver is to determine how hard his landing is. So, the GM decides to used method (3) above. Nári rolls and gets a result of "90" on Table MT-1. Thus, he drops to the ground, but suffers a -10 penalty to his activity during the next round.

Summary

1) The GM assigns a difficulty to the maneuver.
2) The character decides whether or not to perform the maneuver.
3) If he decides to perform the maneuver, an open-ended roll is made.
4) All applicable modifications are made to the roll.
5) A result is obtained by applying the modified roll to the Moving Maneuver Table MT-1 (p. 49, 242).

Example: *In the sample adventure presented in Section 1.0 (p. 14-15), Leanan decides to try and turn over a large chest and get under it before an Orc can attack her. Considering the situation (she has her back to the Orc), the GM rates the maneuver as "Extremely Hard," but Leanan decides to try anyway. The GM decides to use method (1) for results from Table MT-1.*

MT-1 — MOVING MANEUVER TABLE

Open-ended Roll	Routine	Easy	Light	Medium	Hard	Very Hard	Extremely Hard	Sheer Folly	Absurd
Less Than (-150)	F	F	F	F	F	F	F	F	F
(-150) – (-101)	10	F	F	F	F	F	F	F	F
(-100) – (-51)	30	10	F	F	F	F	F	F	F
(-50) – (-26)	50	30	10	F	F	F	F	F	F
(-25) – 0	70	50	30	5	F	F	F	F	F
01 – 20	80	60	50	10	5	F	F	F	F
21 – 40	90	70	60	20	10	5	F	F	F
41 – 55	100	80	70	30	20	10	5	F	F
56 – 65	100	90	80	40	30	20	10	F	F
66 – 75	100	100	90	50	40	30	20	5	F
76 – 85	100	100	100	60	50	40	30	10	F
86 – 95	100	100	100	70	60	50	40	20	5
96 – 105	110	100	100	80	70	60	50	25	10
106 – 115	110	110	100	90	80	70	60	30	20
116 – 125	120	110	110	100	90	80	70	40	30
126 – 135	120	120	110	100	100	90	80	50	40
136 – 145	130	120	120	110	100	100	90	60	50
146 – 155	130	130	120	110	110	100	100	70	60
156 – 165	140	130	130	120	110	110	100	80	70
166 – 185	140	140	130	120	120	110	110	90	80
186 – 225	150	140	140	130	120	120	110	100	90
226 – 275	150	150	140	130	130	120	120	100	100
Greater Than 275	160	150	150	140	130	130	120	110	100

Leanan rolls an 03, so, she must roll again and subtract the second roll from the first (i.e., it is an open-ended roll)—her second roll is a 62, resulting in a unmodified roll of -59. Her Movement & Maneuver bonus is +20, and there is no specific skill/ability that applies to "getting into a chest," so no other modifications are made. Thus, the total maneuver roll is -39—not too swift. This gives a result of "Failure" (i.e., "F") from Table MT-1.

The Failure roll is a 74 and is modified by +10 due to the difficulty of the maneuver (Extremely Hard), which gives an "84." Checking the Moving Maneuver Failure Table FT-4 (p. 240), we see that Leanan has fallen down, taken 3 hits and is at -20 to activity for 3 rounds.

If Leanan had rolled a 78 on her maneuver roll, she would have a total maneuver roll of 98 (78 + 20), for a result of "50." Thus she would have been 50% of the way through her maneuver when the Orc could attack . In this case, the GM might rule that the chest acts like a shield, giving Leanan a +25 modification to her Defensive Bonus.

Moving to Attack

A commonly used moving maneuver is to attempt to move and then to make a melee attack. In this case, the normal difficulty on level ground is "Light."

If the result is *not* "F" (i.e., not a Failure), the character making the maneuver may immediately move up to half of his normal movement. Then the character may make a melee attack with half of his normal OB. Such an attack is resolved at the same time as normal melee attacks and is further modified by -100 *plus* the result of the maneuver.

Results:

F – Failure, roll on Moving Maneuver Failure Table FT-4 (p. 240).

– Depending upon the situation (GM's decision) a number result is:

(1) The percentage of the attempted moving maneuver that is accomplished (e.g., a "70" result means that 70% of the moving maneuver was performed). A result over 100 indicates that the maneuver was accomplished and the character performing the maneuver may increase the distance covered by the maneuver by (# - 100) %, **or**

(2) The chance of complete success (e.g., a "70" result means that there is a 70% chance that the maneuver has been accomplished), **or**

(3) Reduces activity by 100 - # next round (e.g., a "70" result means that the maneuver has been accomplished, but the character has a -30 penalty to activity next round).

Modifications:

+ Movement & Maneuver bonus

+ any other appropriate skill/ability bonus

-50 ..... if stunned

-70 ..... if down

-30 ..... if one limb out

8.3 • ATTACKS

This section describes attacks and the process used to resolve them. A very detailed example combat is included to illustrate many of the rules outlined in this section.

Attacks occur when a character (the attacker) attempts to affect or harm an opponent (the defender or target). Normally, an attacks falls into one of three categories:

- Spell Attacks
- Missile attacks (includes thrown weapons)
- Melee attacks (weapons and animals)

Each type of attack is normally resolved during a different part of the round. If a character's action for a round is an attack (spell, missile, or melee), he may also move up to 10' during the proper part of the round (i.e., during movement). Simple actions, such as dropping whatever is in his hands, may be performed with the permission of the Gamemaster, who may assign a penalty to the character's OB.

If a character's action is a melee attack, he has the option of moving the 10' just before melee attacks are resolved (i.e., the movement is a charge and thus part of the attack). The attacker may also shift an item (e.g., draw a weapon, unsling a shield, take herbs from a belt pouch, etc.), but then his Offensive Bonus is modified by -30.

Modifications & Special Attack Properties

Applicable modifications for attacks are given on the attack tables, and special attack properties are given in the statistics tables:

- Weapon Statistics Table CST-1 (p. 232)
- Animal Statistics Table CST-2 (p. 234)
- Spell Statistics Table CST-3 (p. 236)

Attack Resolution

An attack is resolved by the attacker making an open-ended attack roll, adding any applicable modifications, and then applying the modified roll to the appropriate attack table (AT-1 to AT-9, p. 233-236). Results are explained in Section 8.3.1 and include:

- Hits delivered
- Fumbles and Failures
- Critical Strikes
- Modifications to Resistance Rolls

The last three results will usually require a second roll on a fumble and failure table (FT-1 to FT-4, p. 240), a critical table (CT-1 to CT-11, p. 237-239), or the Resistance Roll Table RRT (p. 235).

Summary

1) Attacker makes an open-ended attack roll.
2) If an UM (unmodified) result is obtained, proceed to step 4 (i.e., the roll is not modified by anything).
3) All applicable modifications are made to the roll.
4) The modified roll is applied to the appropriate attack table.
5) The result may require a roll on a second table.

8.3.1 • ATTACK RESULTS

An attack may have several results depending upon the attack roll (modified or unmodified). These results include hits, fumbles, failure, criticals, and Resistance Roll modifications.

Hits

A number result on all of the attack tables (except the Base Spell Attack Table AT-9, p. 235) indicates the number of hits delivered to the target.

Fumbles and Failures

If an attack roll results in a 'F' result, the attack has fumbled or failed, and a roll must be made on one of the Fumble and Failure Tables: FT-1, FT-2, FT-3, or FT-4 (p. 240). A Fumble/Failure roll is only modified by one of the special modifiers listed at the bottom of the table being used (i.e., weapon fumbles are only modified by weapon type, spell failures are only modified by spell class, and moving & maneuver failures are only modified by maneuver difficulty).

Critical Strikes

A letter result of A, B, C, D, or E indicates that the target has been given one or more critical strikes (i.e., criticals or crits). The type and number of criticals depends upon the type of the weapon or spell used. This information is given in the statistic tables (Tables CST-1, CST-2, and CST-3, p. 232-236).

To determine the result of the critical a second roll (**not** open-ended) is made and applied to the appropriate critical table (CT-1 to CT-11, p. 237-239). This roll is only modified by a bonus based upon the severity of the critical (i.e., what letter):

-20 ..... 'A' critical
-10 ..... 'B' critical
+0 ..... 'C' critical
+10 ..... 'D' critical
+20 ..... 'E' critical

If the target takes a critical result that lasts for a certain number of rounds and he has not yet performed his action for the current round, the current round counts as one of the rounds affected by the result.

The criticals give very specific damage to targets that receive them. All of the damage specified by criticals should be self-explanatory except for the following common results:

+ # hits. — This many hits (#) are taken in addition to the normal hit result derived from the attack table used (e.g., "+5 hits.").

 # hits per round. — Each round after the crit is taken, the target takes this many (#) additional hits due to pain and bleeding (e.g., "3 hits/round.").

Stunned # rounds. — The target is stunned for this many (#) rounds, during which he may not attack and may only parry with half of his Offensive bonus (round up). Any other action requires a maneuver roll modified by -50 (e.g., "Stunned 5 rounds.").

- # to activity. — All of the target's bonuses (except DB and RRs) are lowered by the # (e.g., "-10 to activity.").

	FT-1 – HAND ARMS FUMBLE TABLE	CT-2 – SLASH CRITICAL TABLE
-49 – 05	Lose your grip. No further activity this round.	Weak strike yields no extra damage. +0 hits.
06 – 20	You slip. If your weapon is 1-handed and non-magic, it breaks.	Minor calf wound. 1 hit per round
21 – 35	Bad follow-through. You lose your opportunity, give yourself 2 hits.	Blow to upper leg. +5 hits. If no leg armor: +3 hits and 2 hits/rnd.
36 – 50	Drop your weapon. It will take 1 round to draw a new one or 2 rounds to recover old one.	Minor chest wound. +3 hits. 1 hit per round. -5 to activity.
51 – 65	You lose your wind and realize that you should try to relax. -40 to activity for 2 rounds.	Minor forearm wound. +4 hits. 2 hits per round. Stunned 1 round.
66 – 79	You stumble. The classless display leaves you stunned for 2 rounds. With luck, you might still survive.	Medium thigh wound. +6 hits. 1 hit per round. -10 to activity. Stunned 2 rounds.
80	Incredibly inept move. Roll a 'B' crush crit on yourself. If opponent is using a slashing weapon, your weapon is broken.	Neck strike severs carotid artery. Neck broken. Dies in 1 round of intense agony.
81 – 86	Bite and swallow tongue in the excitement. Stunned 2 rounds.	Slash weapon arm. +10 hits. 1 hit per round. If no arm armor: muscle and tendon damage, arm useless.
87 – 89	Lose your grip on your weapon and reality. Stunned 3 rounds.	Destroys one eye. +10 hits. Stunned for 30 rounds.
90	Poor execution. You attempt to maim yourself as your weapon breaks. You take a 'C' slash crit.	Disemboweled, dies instantly. 25% chance your weapon is stuck in opponent for 2 rounds.
91 – 96	Unbelievable mishandling of your weapon. A friendly combatant near you takes a 'B' crush critical.	Knocked out for 6 hours with a strike to side of head. +15 hits. If no helm: dies instantly.
97 – 99	Stumble over an unseen, imaginary, deceased turtle. You are very confused. Stunned 3 rounds.	Sever lower leg. 20 hits per round. Drops and lapses into unconsciousness.
100	Worst move seen in ages. -60 to activity from a pulled groin. Foe is stunned 2 rounds laughing.	Slash side. Down, unconscious and dies in 3 rounds due to massive internal organ damage.
101 – 106	You fall in an attempt to commit suicide. Stunned 3 rounds. If using a pole-arm, its shaft is shattered.	Major abdominal wound. +10 hits. 8 hits per round. -10 to activity. Stunned for 4 rounds.
107 – 109	You break your weapon through ineptness. Stunned 4 rounds.	Sever weapon arm. 15 hits per round. Down and unconscious immediately.
110	You stumble, driving your weapon into the ground. Stunned 5 rounds. If mounted: you pole vault 30', take a 'C' crush crit upon landing.	Impaled in heart. Dies instantly. Heart destroyed. 25% chance your weapon is stuck in foe 3 rounds.
111 – 116	Your mount rears suddenly. Stunned 3 rounds recovering.	Sever hand. Knocked down. 12 hits/round. Stunned for 6 rounds.
117 – 119	You do not coordinate your movement with your mount's. -90 to activity for next 3 rounds trying to stay mounted.	Sever spine. Collapses immediately. Paralyzed from the neck down permanently. +20 hits.
120	You fall off your mount. Roll a 'D' crush crit on yourself.	Strike to head destroys brain. Life is hard for the unfortunate fool. Expires in a heap, immediately.
	Modifications: -20 - 1H Concussion Weapon -10 - 1H Slashing Weapon +0 -- 2-Handed Weapons +10 Pole Arms +20 Mounted Weapon	**Modifications:** -50 - 'T' critical strike -20 - 'A' critical strike -10 - 'B' critical strike +0 -- 'C' critical strike +10 'D' critical strike +20 'E' critical strike

AT-1 — 1-HANDED SLASHING WEAPONS ATTACK TABLE

Roll	Plate	Chain	Rigid Leather	Soft Leather	None
UM 01-08	Possible Fumble				
09-45	0	0	0	0	0
46-50	1	0	0	0	0
51-55	1	1	0	0	0
56-60	2	1	0	0	0
61-65	2	2	0	0	0
66-70	3	3	2	3	0
71-75	3	4	3	5	0
76-80	4	5	5	7A	7
81-85	5	6	6	9A	9A
86-90	5	7	7A	10B	10A
91-95	6	8	9A	12B	11B
96-100	6	9	10B	13B	13C
101-105	7	10A	11B	14C	15C
106-110	8	11A	12B	15C	17D
111-115	8A	12B	13C	17C	19D
116-120	9A	13B	15C	18D	20D
121-125	9A	13C	16C	19D	21E
126-130	10B	14C	17D	20D	23E
131-135	11B	15C	18D	22D	25E
136-140	11C	16D	20D	23E	27E
141-145	12D	17D	21E	24E	28E
146-150	12E	18E	22E	25E	30E

Critical:
A ..... Critical roll is modified by -20
B ..... Critical roll is modified by -10
C ..... Critical roll is modified by 0
D ..... Critical roll is modified by +10
E ..... Critical roll is modified by +20

The type of critical is determined by the specific weapon attack being used (see Table CST-1, p. 232).

Modifications: Attacker's OB – Defender's DB
+15 ..... Flank attack. *
+20 ..... Rear attack (in addition to the flank bonus). *
+20 ..... Defender surprised. *
+20 ..... Defender stunned or down. *
-30 ..... If attacker drawing or changing weapons.
-20 ..... If attacker has taken over half of his hits.
-10 ..... For each increment of 10' (over 10') that the attacker has moved.
-variable — The defender may use part of his OB to parry.

** – Not applicable to missile or thrown weapons.*

Resistance Roll Modifications

Non-failure results from the Base Spell Attack Table AT-9 (p. 235) are numbers which are used as modifications to the target's Resistance Roll. A result of this type requires the target make a Resistance Roll to avoid (or decrease) the effects of the spell.

Once this modification has been obtained from the attack roll, the target must make a *resistance roll* and add the attack roll result, the target's appropriate RR bonus, and any other appropriate modifications (see Table RRT, p. 235). Then the attacker's level and the target's level are cross-indexed to obtain a number from the Resistance Roll Table RRT (p. 235):

- If the target's modified RR is greater than or equal to this number, he has successfully resisted the spell
- Otherwise, the target has failed to resist.

The results of failing to resist vary from spell to spell, but are uniformly bad for the target.

Unmodified Rolls

Certain results on the attack tables are marked with a "UM." When the attack roll before modification falls within one of these ranges, no modifications are made to the attack roll. These results can only be achieved if the unmodified roll falls within these ranges. Modified rolls falling into these ranges are treated as the next lower (or higher) result.

Maximum and Minimum Results

The attack tables have maximum and minimum result. If a modified attack roll exceeds a maximum result, the roll is treated as the highest non-UM result allowed. If a modified attack roll is less than a minimum result, the roll is treated as the lowest non-UM result allowed.

- On all of the attack tables, the minimum result is one more than the unmodified fumble/failure result.
- On attack tables AT-1 to AT-4 (p. 233) the maximum result is 150.
- On attack tables AT-8 and AT-9 (p. 235-236) the maximum result is 96 (i.e., one less than the unmodified results).
- On the Bolt Attack Table AT-7 (p. 236) the maximum result is determined by the attack spell.
- On the animal attack tables AT-5 and AT-6 (p. 234), the maximum result is determined by the animal's size (i.e., tiny, small, medium, large, or huge).

8.3.2 • SPELL ATTACKS

Spell attacks fall into two categories: directed spell attacks and base spell attacks. Directed spell attacks include all "Bolt" spells and all "Ball" spells (see Table CST-3, p. 236), and such attacks are resolved on Tables AT-7 and AT-8 (p. 236). Base spell attacks include all other spells, and such attacks are resolved on Table AT-9 (p. 235).

All spell failures are resolved on the Spell Failure Table FT-3 (p. 240).

Each spell has a *range* given in its spell description section, Appendix A-4 (p. 190). The distance between a character making a spell attack and the target of the attack must be less than or equal to the range of the spell.

8.3.3 • MISSILE ATTACKS

Missile attacks are resolved on the Missile Weapon Attack Table AT-4 (p. 233). Missile attack fumbles are resolved on the Missile Weapons Fumble Table FT-2 (p. 240).

Restrictions

If a character is "engaged in melee," he may not make a missile attack with a bow, a crossbow, or a sling. A character is considered to be engaged in melee, if the following two conditions hold:

- At least one melee attack was made against the character in the previous round
- The character is still within 10' of at least one of the foes that melee attacked him in the previous round.

Missile Parrying

If a character has a shield and he is facing an opponent making a missile attack against him, he may "parry" the missile attack with up to half of his Offensive bonus (see Melee Parrying in Section 8.3.4, p. 54). Later in the round, he may move half of his normal (not running) movement, **or** he may make a melee attack modified by half of his normal Offensive Bonus.

Range and Reloading

Normally, missile attacks are made against targets more than 10' from the attacker. Table CST-1 (p. 232) indicates which weapons are allowed to make missile attacks by giving them a *base range*. For each weapon with a base range, the table gives short, medium, long, and maximum ranges. Each of these ranges gives a modification to the attack roll. These ranges are all multiples of the base range.

All of the bows and the sling require loading and reloading. The number of rounds required for loading each weapon (and reloading without penalty) is given on Table CST-1. Some of the weapons can be reloaded in fewer rounds (even 0 rounds), resulting in a modification (given in the table) to the next missile attack roll made by that weapon. Unless the load/reload time is 0, loading or reloading counts as the action for a round, but the character may still move up to 10'.

Example: *A composite bow has a base range of 75', so when it is fired at a target between 0' and 75' away there is no modification to the OB (this is short range). When a composite bow is fired at a target between 76' and 150' away, the modification to the OB is -25 (medium range). Between 151' and 225' the modification to the OB is -50 (long range), and between 226' and 300' the modification is -75' (maximum range). Shots at a target more than 300' away are not allowed.*

A composite bow normally takes 1 round to load or reload without penalty, and thus could be fired once every other round without penalty. However it may be reloaded in 0 rounds ("reload(0) at -25 to OB") and fired the round immediately following a round in which it was fired, if the OB for that round is reduced by 25. Thus firing every round results in a -25 penalty to the firer's OB.

A character named Sheynk fires his composite bow at an Orc and misses. The next round he has two options for reloading: he can fire again with a -25 to his OB (normally 55), resulting in a missile attack on the Orc with a +30 OB **or** *he can spend the round reloading. He decides to spend the round reloading, and then in the third round he may fire with his full 55 OB.*

Sections:
8.3.1
8.3.2
8.3.3

Example: *Suppose when the fight starts in the sample adventure presented in Section 1.0 (p. 14-15), the combatants take the following actions. Orc #2 unslings his shield and attacks Nári with his short sword. Orc #3 drops his short sword, draws his 2-handed sword, and attacks Nári. Nári draws his handaxe, unslings his shield, and engages the Orcs. Orc #2 ends up on Nári's left and Orc #3 on Nári's right. Agonar decides to prepare his spell for a 2nd round since Leanan is in no immediate danger (as an Elf, he thinks of Nári as "only a Dwarf"). Leanan hearing the shouts still ducks under the chest. Drogo starts to sneak up behind the Orcs. The pertinent bonus for the combatants in this situation are given at the bottom of this page.*

Due to the relative movement & maneuver bonuses, Orc #2 will attack first, and Orc #3 and Nári will attack simultaneously (the rest are performing other actions this round). Nári has to use his shield against Orc #2, he decides to use 20 of his OB to parry Orc #3 (subtract 20 from Orc #3's attack), and he will use his remaining 45 OB to attack Orc #3. The Orcs decide to attack with all of their OBs and not to parry (Orcs are like that).

Orc #2 rolls an 86, his OB of 40 (50 -10 for a short sword against chain) is added, Nári's DB of 10 and his shield bonus of 25 are subtracted, and the total of 91 is obtained. Cross-indexing this with chain on Table AT-1, we see that Nári has taken 8 hits but no critical.

Orc #3 and Nári attack simultaneously (if Nári had been stunned by Orc #2's attack, he would not have been able to attack, but he could have parried with half of his OB, 33). Orc #3 rolls a 98, since this is between 96 and 100, he rolls again (gets a 14) and adds it to his first roll. This gives a total of 112. He adds his OB of 40, he subtracts Nári's DB of 10 and his parry of 20, and the total of 122 is obtained. Checking Table AT-3, we see that Nári has taken 24 hits and a 'C' critical (the Orcs have rolled well).

Nári rolls a 93, adds the portion of his OB that is used to attack (+45), subtracts Orc #3's DB of 5, and obtains a total of 133. From Table AT-1, we see that Orc #3 takes 18 hits and a 'D' critical.

Checking the Weapon Statistics Table (ST-1), we see that a 2-handed sword gives a Slash primary critical and a Crush secondary critical. So Nári has taken a 'C' Slash critical, an 'A' Crush and a total of 32 hits. Orc #3 has taken 18 hits and a 'D' slash critical.

Nári's 'C' Slash critical is a 32 (the actual roll): he takes 5 more hits and since he is wearing leg greaves he takes no further damage from this slash critical. His 'A' crush critical is a 58 (roll) minus 20 (for being an 'A' critical) for a 38: he takes 5 more hits and (since he has no arm armor) is stunned 1 round. Nári was "lucky," he has "only" taken 42 hits (out of 46 before he passes out) and is stunned one round. Orc #3's critical is a 28 (roll) plus 10 for being a 'D' critical for a 38; the Orc takes 3 more hits for a total of 21 (2 more and he passes out), he takes 1 hit per round, and he must subtract -5 from all of his bonuses.

Things don't look good for Nári: both of his opponents are unstunned, he is stunned, and if he takes 5 more hits he will lose consciousness.

The next round starts with the above situation, and with Drogo behind Orc #2 (he made a successful stalking maneuver), Agonar ready to cast his sleep spell (having prepared for 2 rounds to avoid the penalty), and Leanan still under the chest (she is starting to peek out). Agonar will attack first because he is casting a spell. Drogo will strike next because of his moving & maneuver bonus of +40. Nári can not attack (he is stunned, and may only parry with half of his OB) and the Orcs will attack simultaneously because Orc #3's Moving & Maneuver bonus has been reduced to 0 by the results of the critical.

Agonar rolls a 01, this is an unmodified roll and the spell automatically fails as indicated on Table AT-9. Agonar rolls a 98 (a roll of 88 + 10 for using a Class F spell) on the Spell Failure Table (FT-3), causing the spell to effect Agonar. Agonar makes a Resistance Roll (from Table RRT he sees that he needs 50 or above to resist); rolling a 37, he fails to resist and falls asleep. Not good for the home team—its all up to Drogo the Hobbit.

Drogo decides to Ambush Orc #2; he has an Ambush Skill Rank of 2. He rolls his attack roll of 65, adds his OB of 35, adds +10 because he is using a short sword against leather armor, adds a bonus of 15 for a flank attack and 20 for a rear attack and 20 for a surprise attack, subtracts 10 for the Orc's DB (but not the shield), and obtains a total of 155. This is reduced to 150, the maximum possible result on Table AT-1. The Orc takes 22 hits and an 'E' Slash critical. Drogo rolls a 78 (a roll of 58 +20 for being an 'E' critical), however his Ambush skill rank of 2 may be added to this to give an 80. Drogo chooses to do this, and Orc #2's carotid artery is severed, his neck is broken, and he dies in one round.

Of course, Orc #2 may not attack (or do much of anything except gurgle). Orc #3 winds up to take his swing with his 2-handed sword, and rolls a 04. Unfortunately for the Orc, this is a fumble (2-handed swords fumble on a 01-05, unmodified). The fumble roll is a 28, he gives himself 2 hits for a total of 23 hits. The Orc passes out and drops. Nári can't believe what happened. Leanan starts to get out from under the chest, while Drogo wipes off his short sword and Agonar snores as he floats to the ground. The group has really cut it a little close (to death) this time.

	OB	Armor	DB	Shield	Movement & Maneuver Bonus	Weapon	Hits
Nári	65	chain	10	Yes	+0	Handaxe	46
Orc #2	50	rigid leather	10	Yes	+5	Short Sword	28
Orc #3	40	rigid leather	5	No	+0	2-Handed Sword	22
Drogo	35	none	30	No	+40	Short Sword	27
Agonar	8	none	20	No	+25	spells	31
Leanan	30	rigid leather	10	Yes	+20	Mace	25

— *All combatants are right-handed.*

8.3.4 • MELEE ATTACKS

All melee attacks are resolved on attack tables AT-1 to AT-3 (p. 233) or attack tables AT-5 and AT-6 (p. 234). All melee attack fumbles are resolved on the Melee Weapons Fumble Table FT-1 (p. 240).

Target Choice and Melee Parrying

Just before melee attacks are resolved each combatant must declare his activity:

- *Which opponent he will attack.* Each character may only attack one foe each round (except with magical aid, see *Speed* and *Haste* on the Living Change spell list, p. 199). A character may only attack a foe who is adjacent to him (within 10')—it is assumed that the character moves a few feet to attack.
- *OB used to parry.* How much of his Offensive Bonuses he will use to parry.
- *How to use his shield.* If he is using a shield, he may apply a +25 modification to his DB against one opponent in front of him or to his left.

Note: *It is assumed that a shield is used on the left arm (i.e., characters are right-handed). A GM may allow a character to be left-handed (10% chance) or ambidextrous (2% chance).*

When the characters indicate their actions for a round (Section 7.0, p. 42-43), the Gamemaster may wish to require the characters to indicate or write down their target and the amount they wish to parry with.

A character may "parry" the melee attack of one of his foes—the foe must be the target his own melee attack He may reduce his Offensive Bonus by any amount (but not to less than 0), and his target's melee attack roll is then modified downward by that amount. In effect, the character may use all or part of his Offensive Bonus to subtract from the melee attack roll of one of his adjacent foes. The character still makes a melee attack roll against the foe that he is parrying, adding whatever part of his Offensive Bonus that was not used to parry (it can be 0).

A stunned character or a character using a 2-Handed weapon may not parry more than half his Offensive Bonus.

Elven Warden

8.4 • PREPARING AND CASTING SPELLS

A character may cast a spell from a list that he has learned if the following conditions hold:

- The spell level is less than or equal to the caster's own level
- The caster has at least as many Power Points as the spell's level
- The spell level is allowed for the character's profession (Section 21.0, p. 82-83)

Whenever a spell is cast, an attack roll must be made and resolved on the appropriate attack table (Section 8.3.2, p. 52). Even when casting a non-attack spell a roll must be made and resolved on the Base Spell Attack Table (AT-9, p. 235) to determine if the spell fails.

During a round in which a character casts a spell, he may also move up to 20' when movement is resolved.

Example: *In the sample adventure in Section 1.0 (p. 14-15), Agonar cast his Sleep spell the round that the Orc attempted to attack Leanan.*

Power Points (PPs)

Each character has a certain number of Power Points (PPs) available to use for casting spells (Section 5.6, p. 36). In order to cast a spell, a number of PPs equal to the spell's level must be used. Once these PPs are used casting spells, they may only be regained by resting for 8 hours.

Time Required to Cast Spells

It takes one round of action to cast a spell. However, up to 4 rounds can be spent preparing a spell. The more rounds spent preparing a spell, the more effective the spell. The attack roll for the spell is modified according the number of rounds spent preparing the spell.

-30 ....if caster spends 0 rounds preparing the spell
-15 ....if caster spends 1 round preparing the spell
+0 ....if caster spends 2 rounds preparing the spell
+10 ....if caster spends 3 rounds preparing the spell
+20 ....if caster spends 4 rounds preparing the spell

Instantaneous spells (marked with an "*") are unaffected by these preparation modifications. Thus, a character casting an instantaneous spell does not incur a penalty if the spell is cast without preparation, and he may take some other full action during the same round.

All preparation rounds for a given spell must be consecutive. The preparation rounds must also immediately precede the casting round, unless casting the spell becomes an opportunity action (Section 7.0, p. 43). During a preparation round, a character may also move up to 10 feet when movement is resolved.

Example: *In the sample adventure in Section 1.0 (p. 14-15), Agonar prepared his spell during the round that the Orc moved towards Leanan.*

9.0 • REPRESENTING THE PHYSICAL SITUATION

The Gamemaster must decide how to keep track of movement, the relative positions of all of the characters, ranges for firing missiles and casting spells, and the layout of the area in which they are adventuring. This usually requires a playing surface that represents the physical situation as well as playing pieces representing the characters and other combatants. Many possibilities exist for such play aids, and the Gamemaster may elect to use whichever seems most appropriate for his game and for a particular situation. Below, we present a few of the most helpful display techniques and hints.

The Gamemaster can sketch the layout on a sheet of paper (or on a black board) and mark the position of each character on it. For small sheets of paper we suggest a scale of 1" = 50'. For a larger surface, 1" = 20' or 1" = 10' would be more appropriate. Many fantasy role playing game miniatures are scaled for 1" = 5'. You can keep track of distance with a ruler. The problem with this technique is lack of detail and the hassles of erasing each time a character moves.

To solve part of this problem we suggest that a playing piece be used to represent the position of each character. These can be as elaborate as the players and Gamemaster wish. Suggestions include: commercially available miniatures (small statues of various types of fantasy characters and creatures), chess pieces, coins, or 1/2" square to 1" square pieces of cardboard marked with the characters names. The cardboard pieces are particularly easy to make and use; they can be colored or decorated to aid the flavor of play.

We have included in ***MERP*** two sheets of 8.5" x 11" paper (hex paper) with different sized grids consisting of hexagons placed on them. These sheets make keeping track of distances easier; just count the number of hexagons between two points. If playing pieces are used, each playing piece can occupy a separate hexagon to indicate its location.

Most large photo-copying centers have a transparency machine which is capable of copying any black and white figure onto a clear plastic sheet. We suggest that you take a piece of the hexagon paper included in ***MERP*** and have a transparency made. This can be laid over any sort of layout, superimposing a grid on it.

FACING

The Gamemaster may wish to use some sort of mechanism for keeping track of which way each character is facing. This really helps determine what each character is aware of and what he is capable of doing. A GM may keep track of facing by using playing pieces as discussed above and by marking the "front" of each playing piece.

A Wolf attacks the Fellowship in Hollin

COMMUNICATION BETWEEN CHARACTERS

When characters talk or plan in the midst of combat, it is assumed that they are talking out loud and may be heard by their foes. Of course if they are close together they may speak softly or whisper. If a long complicated discussion arises or a complex suggestion is made by one character to another, that should constitute their action for that round.

If a group of characters holds a discussion on what to do or where to go, the amount of real time spent talking by the players should be treated by the Gamemaster as the time spent talking in the game by the characters. For example, if the group of players take 5 minutes to decide on how to enter a particular door, it will take 30 rounds of game time (30 rounds at 10 seconds a round equals 5 minutes).

10.0 • HANDLING SPECIAL SITUATIONS

There are a variety of things that come up during tactical situations that cannot be covered in a set of rules. The Gamemaster must use common sense and a die roll (low is bad, high is good) to make a decision in such cases. Several techniques described below aid these decisions.

PERCEPTION

If something happens during a combat that might be noticed by the characters (e.g., the arrival of new combatants, a character sneaking up to ambush someone, etc.), the Gamemaster may require a Perception roll from all characters who might notice it. These rolls are resolved on the Static Maneuver Table MT-2 (p. 243). Alternatively, the Gamemaster may use the rolls to aid in making a subjective decision.

Example: *In the sample adventure in Section 1.0 (p. 14-15), three Orcs climb the stairs onto the ground floor of the tower. Drogo is hiding next to the main door. The GM might allow Perception rolls for the Orcs to notice him.*

Drogo has made a successful Hiding static maneuver, so the Gamemaster rates the Orcs' Perception rolls as "Extremely Hard," giving a modification of -30. The Orcs' rolls are 23, 57, and 133 (the last roll was a 98 with a second roll of 35 added, since the first was between 96 and 100). Modified by the -30 and their perception bonuses of +5, the total rolls are -02, 32, and 108.

Referring to Table MT-2, we see that the first Orc notices nothing (perhaps because Nári's crossbow bolt is about to kill him) and the second Orc notices nothing. The third Orc realizes that Nári, Agonar and Leanan are in the tower and considers the possibility of other opponents in hiding, but he does not see Drogo. If his roll had totalled 111 or higher, he would have seen Drogo.

CONFLICTING ACTIONS

Sometimes the actions of two or more characters may conflict, and the Gamemaster must resolve the problem. In general, both should make conflict rolls modified by their respective Movement and Maneuver bonus. The GM gives each roll a difficulty and obtains results from the Moving Maneuver Table MT-1 (p. 242). Then the character with the higher of the two results succeeds, and the difference between the two results gives the GM some idea of how successful the character was. The same result by both characters means a draw of some kind, and the GM must decide what happens. These *conflict rolls* are just used as a measure of the effectiveness and quickness of a character's action and do not affect the action being attempted.

Attempts to Avoid Melee Attacks

One of the most common conflicts occurs when one character attempts to avoid melee with another. If a foe is adjacent to a character and attempts to maneuver away before melee occurs, the character who has chosen melee as his action may decide to attack that character before he maneuvers away. Both characters make conflict rolls:

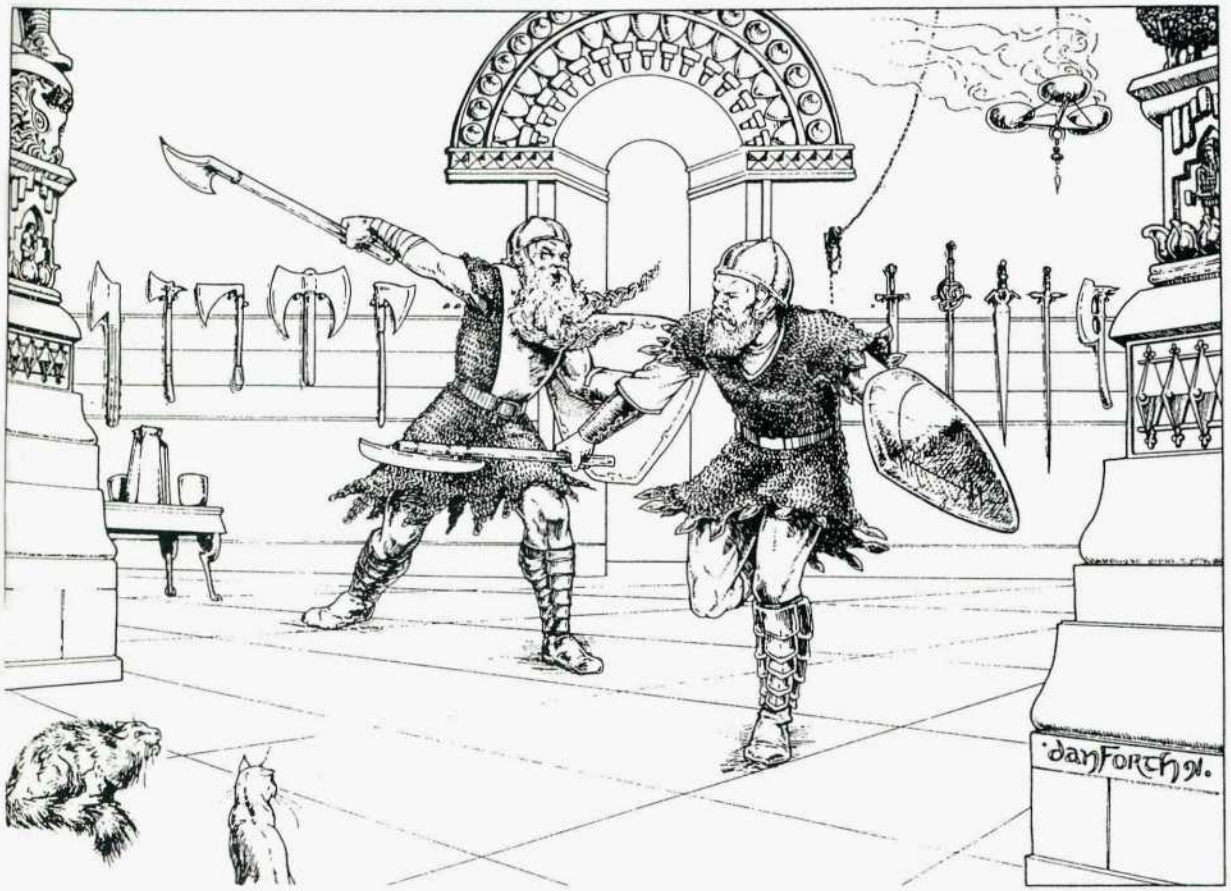
- If the character who has chosen melee has the higher result, the attack is resolved normally and then the maneuver is resolved if the maneuvering character is still functioning.
- If the maneuvering character's result is higher, he may perform his maneuver before the other character can attack.
- If there is a draw (equal results), it is suggested that the attacking character be allowed to melee with half of his Offensive Bonus (all of it if the other character cancels his maneuver action) **or** that he may wait and melee with all of his Offensive Bonus after his opponent's maneuver is completed.

If a character attempts to move within 10' of a character performing an opportunity melee action (Section 7.0, p. 43), the meleeing character may intercept, stop the movement and attack.

Example: *In the sample adventure in Section 1.0 (p. 14-15), one Orc decides to flee out the main door of the tower past Drogo who was hiding with his weapon ready (opportunity melee action). In this case, Drogo could automatically attack.*

However, suppose that the Orc is standing next to a window faced by Nári with a blood-stained battle-axe, who has obviously chosen melee attack as his action. The Orc has chosen to make a moving maneuver to leap out the window before Nári can attack. Nári tells the GM that he wants to attack before the Orc can get away. The GM rates Nári's conflict roll as "light" and the Orc's as a "medium." Both Nári and the Orc have a +0 Movement & Maneuver bonus.

The Orc rolls an 87, obtaining a result of "70" from the Moving Maneuver Table (MT-1). If Nári rolls a 56 or above, he will attack the Orc, and if the Orc is still able (good luck Orc) he will attempt his maneuver when movement is resolved. If Nári rolls a 40 or less the Orc will get to attempt his maneuver immediately, and if he makes it through the window Nári will be unable to attack him (Nári may cancel his attack and take half of his normal movement). If Nári rolls between 41 and 55, there is a draw. The GM decides that Nári may attack with half of his OB before the Orc makes his maneuver. Of course, Nári may elect to wait and see if the Orc makes it through the window (if the Orc blows it, Nári can waste him).



Dwarves sparring on the practice floor

ORIENTATION

If a character takes a confusing action (e.g., teleports, dives, falls, is knocked down, etc.), the Gamemaster may require an orientation roll (modified by the Perception bonus of the character) to determine the awareness and readiness of the character. The orientation roll can be made on the Moving Maneuver Table MT-1 (p. 242) with the result indicating how much action is allowed the next (or current) round, or by how much bonuses are reduced.

Example: *The Orc in the previous example successfully leaps through the window. The GM rates the orientation roll as "easy," and then makes an orientation roll of 53, modified by the Orc's Perception bonus of +5 for a total of 57. From Table MT-1 a result of "90" is obtained. So any bonuses next round are reduced by 10 (= 100 -90), and any movement is 90% of normal. Of course, this same process is also used for player characters.*

EFFECTS OF SPELLS

Certain spells allow more than one action in a round (e.g., *Haste I* allows 2 actions to be performed in one round). The use of spells to move (e.g., *Levitation, Flying, Windwalking,* etc.) count as the sole action for a round unless they are merely used to hold position (i.e., hover).

RESTRICTED ACTIVITY

Certain critical results from attacks limit actions, while other criticals restrict activity (e.g., -20 to activity). Unless stated otherwise in the critical description, these subtractions from activity apply to all bonuses except the Defensive Bonus and Resistance Roll bonuses.

• PART IV •
THE GAMEMASTER'S TASK: THE WORLD SYSTEM

In order to run a fantasy role playing game, a Gamemaster must develop and outline all of the basic components of a "World System." These components are similar to the components of a novel or play:

1) A *setting* must be developed in which action may take place.
2) The *characters* who inhabit the setting must be sketched out.
3) A general *plot* or scenario must be outlined.
4) Decisions must be made concerning how to handle certain elements of role playing (e.g., adventures, magic, religion, healing, poisons, etc.).

Developing the components mentioned above requires a lot of work and effort on the part of the Gamemaster. For a Middle-earth world system, the Gamemaster should first and foremost read and absorb J.R.R Tolkien's works, primarily *The Hobbit* and *The Lord of the Rings*. These novels provide a rich, descriptive outline of an exciting setting—all of Arda, and Middle-earth in particular. They introduce an enormous variety of types of characters and creatures—Elves, Hobbits, Dúnedain, Wizards, Ents, Nazgûl, Orcs, Trolls, Dragons, Balrogs, etc. And of course the novels are intertwined with a plot of truly epic proportions (the struggle of the Free Peoples against the Dark Lord, Sauron of Mordor, and his minions).

Play Aids

There exist a number of commercial products which provide part or all of each of these components. Adventure and campaign modules and sourcebooks provide settings, characters, and scenarios. Rules systems such as ***MERP*** provide the guidelines for handling the various elements of role playing. A GM should keep in mind that all such play aids are merely guidelines for his own creativity and imagination. These modules and rules are meant to be modified and adapted to fit the GM's concept of what he wants his "world system" to be like.

ICE Middle-earth Products

Iron Crown Enterprises' (ICE) *Middle-earth Campaign Guide* provides a wealth of general information on Middle-earth. It describes the principle inhabitants, languages, cultures, topography, climate, trade routes, population centers, and a variety of other factors concerning Middle-earth. It also provides a 24"x36" full color poster map of the entire continent of Middle-earth, including the wild lands north, south, and east of the Western Middle-earth detailed by J.R.R Tolkien.

ICE's Middle-earth *Realm* sourcebooks provide even more detail concerning specific regions of Middle-earth. Each of these sourcebooks provides a view of a particular portion of Tolkien's Middle-earth and is concerned with the necessary elements of setting, culture, characters, and plot which specifically apply to fantasy role playing. They include detailed maps of the region covered by the module, descriptions of the cultures and specific major adventure locations in the area, as well as other material which makes a Gamemaster's job easier and more productive.

ICE's Middle-earth *Peoples* sourcebooks provide a wealth of information on the inhabitants of Middle-earth. Each such sourcebook is focused on a different group, including Valar & Maiar, Elves, Dwarves, etc.

Other ICE Middle-earth products include:

- ***MERP*** *Combat Screen and Reference Sheets* — Contains a stand-up cardboard screen that a GM can use during play to keep his dice rolls and adventure material confidential. Also includes easy-to-reference sheets with all of the key ***MERP*** tables.
- ***MERP*** *Accessory Pack* — Contains a variety of play aids to help a GM get his ***MERP*** game going: full-color playing pieces and playing surfaces, dice, and a complete adventure.
- *Northwestern Middle-earth Gazetteer* — This sourcebook provides GMs and players with critical facts for role playing campaigns.
- *Northwestern Middle-earth Map Set* — A collection of incredibly detailed maps of Middle-earth.

Starting Your Adventures

MERP includes a very simple sample adventure in Part VI (p. 98-112), which is designed to be played by a beginning Gamemaster and group. This adventure includes the inn at the "Last Bridge" on the road from Bree to Rivendell (p. 98-100), the Trollshaws region (p. 101), a ruined castle (p. 102-110), and a Troll lair (p. 111-112). After beginning a group in this area, a Gamemaster can outline and design an area of his own in Middle-earth, or he can use one of ICE's sourcebooks set in an adjacent region—the Middle-earth *Realm* sourcebook, *Arnor*, is perfect for this.

Whatever approach a Gamemaster employs, ***MERP*** provides guidelines and suggestions for designing and organizing the key elements of his fantasy role playing game. The following sections discuss the various elements of a fantasy role playing game and present some of the problems and situations that may arise during play.

11.0 • THE NON-PLAYER CHARACTERS (NPCs)

A fantasy role playing game not only needs a setting (Section 12.0, p. 62-63), it also needs characters and creatures to inhabit those settings. The player characters provide the adventurers for a game, but it is up to the Gamemaster (or his choice of playing aids) to provide the rest of his world's population: the non-player characters (NPCs) and creatures.

Of course, the Gamemaster does not need to develop the entire population of Middle-earth. He need only sketch out the non-player characters that are required for interaction with the player characters. For a simple game, the NPCs usually required include:

- Allies and opponents for the player characters
- Neutral characters for the player characters to interact with (e.g., to buy and sell to, get information from, pay taxes to, etc.),
- Any other characters and creatures who can add depth and flavor to a fantasy role playing game

Playing aids such as ICE's sourcebooks usually provide complete descriptions of a variety of non-player characters, along with guidelines for how to use them. The example adventure in Part VI (p. 98-100) details the non-player characters required by that adventure. These characters should provide a good sample of the various types of non-player characters and creatures that are useful in fantasy role playing. The Master Character Table ST-3 (p. 252-254) provides average bonuses for characters, based on profession and level. The rest of this section will outline some of the most important classes of non-player characters and creatures.

A Ghost

Reaction Rolls

When deciding what non-player characters do in a given situation or how they react, a Gamemaster may wish to make an open-ended "reaction roll." As a very general guideline, if the reaction roll is high, the non-player character should react favorably with regard to the player characters in the given situation. If the roll is low, the reaction should be unfavorable. If the roll is mid-range, the reaction is neutral. The intensity of the reaction should be based upon how high or low the reaction roll is.

Example: *In the sample adventure presented in Section 1.0 (p. 14-15), three Orcs exit their camp at dusk by walking up a flight of stairs to the ground floor of a ruined tower. The first hint they get of danger is when their leader is shot through the neck and dropped. The two remaining Orcs look around and see a female human kneeling over a chest with her back to them, a Dwarf with a "still smoking" (and thus unloaded) crossbow, and an Elf levitating about 14' over the Dwarf.*

Their options in order of aggressiveness are to: attack the Dwarf, attack the kneeling human, draw their short bows, take cover and fight defensively, slowly retreat looking for possible openings to attack, or flee. The GM takes into account the death of their leader (Orc leaders usually lead through intimidation), and makes a reaction roll for each Orc (high being aggressive). The first Orc rolls 06 and flees for his life (or to "get help"), the second rolls a 91 and "bravely" decides to attack the nearest and of course "weakest" opponent, the kneeling female human with her back to him.

If he had rolled much above the 91, he would have charged the sneaky (but tough) Dwarf who shot his leader. If he had rolled a medium roll, he would have drawn a missile weapon or taken some defensive type action. Of course, on a low roll he would have joined his buddy and run away.

11.1 • THE GENERAL POPULACE

The first step in outlining the non-player characters is to determine the cultures/races which inhabit the world at large. For Middle-earth, such a general populace is detailed in Tolkien's works and in ICE's Middle-earth sourcebooks. ***MERP*** provides very general descriptions of these cultures and races in Appendix A-2 (p. 146-179).

Next the Gamemaster must decide which cultures and races inhabit the specific region of Middle-earth in which his game is to take place. The sample adventure in ***MERP*** (Part VI, p. 98-112) is set in the area between Bree and Rivendell. Thus, in terms of ***MERP***, cultures/races in the surrounding area include Hobbits, Dwarves, Elves, Orcs, Trolls, and the Men (Dúnedain, Woodmen, Eriadorans, and Dunlendings).

Defining the general populace allows the Gamemaster to visualize the way of life of the region along with the motivations and obvious features and mannerisms of the non-player characters. It also helps him to develop a plot for his game (Section 13.0, p. 65-69) and provides an aid for developing richer character backgrounds (Section 22.0, p. 84-87).

Sections:
11.0
11.1

11.2 • HOSTILE POPULATIONS

The members of cultures/races which are hostile to the player characters must be defined in more detail than the general populace. This must be done because the player characters are most likely to encounter them during an adventure. That is, player characters are most likely to choose to visit an adventure site (Section 12.3, p. 62-63) inhabited by members of a hostile population.

If the player characters are members of the Free Peoples (good guys or neutral) of Middle-earth, the hostile population will in general consist of Orcs, Trolls, evil creatures, and evil or neutral Men. For beginning games, we suggest that the player characters not be evil, since evil groups of characters are much harder for a Gamemaster to handle.

11.3 • INHABITANTS OF ADVENTURE SITES

Normally the inhabitants of an adventure site are members of the hostile population. However this is not always true—the inhabitants may be friendly or neutral towards the player characters. In such a case, the site is an adventure site because the player characters want someone or something that is at that spot. Such a situation is interesting, but it may be too complex a situation for an inexperienced Gamemaster to handle. We suggest that for beginning fantasy role players the inhabitants of adventure sites be hostile.

Keep in mind that intelligent inhabitants of an adventure site will require certain features in an adventure site: a reason for being there, a food supply, a water supply, toilet facilities (sometimes), entertainment (e.g., for Orcs this could be torturing prisoners or each other), and a variety of other things.

Thinking Races

The most dangerous (and thus exciting) foe is an intelligent or somewhat intelligent character. So, many of the adventure sites in Middle-earth will be occupied by Orcs, Trolls, evil Men, evil Elves, etc. There are also many intelligent creatures in Middle-earth not generally thought of as characters or people (e.g., Dragons, Ents, etc.).

Flora and Fauna

Many adventure sites will be inhabited by animals (defined as not particularly intelligent creatures) and plants. Animals may be non-hostile, non-hostile unless bothered, non-hostile unless attacked, hostile, aggressively hostile, etc. They may also be under the control of intelligent inhabitants of the adventure site. Table ST-2 (p. 250-251) summarizes the capabilities of many of the animals of Middle-earth. Plants are sometimes dangerous, but more often they are sources of food, healing, or poison. They are sometimes the goal that adventurers are after (e.g., they are looking for certain herbs to heal one of their characters).

Monsters and Other Creatures

In addition to characters and animals, Middle-earth adventure sites may have a variety of monsters and intelligent creatures. Tolkien's writings are full of creatures such as Dragons, Giant Spiders, Balrogs, Wargs, Kraken, Ents and many other enchanted or unusual creatures. These types of creatures are described in Appendix A-3 (p. 180-189) and Table ST-2 (p. 250-251).

11.4 • DESCRIPTIONS OF MIDDLE-EARTH CREATURES

The special monsters and animals of Tolkien's world are very important to any campaign. The creatures vary from minor nuisances like Dumbledors to major irritants such as Balrogs. Some of these monsters are intelligent and/or social animals and need special care when being encountered. Some of these special monsters have been given detailed descriptions in Appendix A-3 (p. 180-189); only the combat characteristics are covered in Table ST-2 (p. 250-251). A large number of the monsters in Tolkien's world are very powerful. Monsters such as Balrogs and Dragons should not be faced by low level characters or inexperienced players.

This is a list of special Middle-earth creatures that may be used by Gamemasters within the ***MERP*** rules. Other creatures may be invented or used, but the Gamemaster must decide their traits and capabilities.

Balrogs
Crebain
Dragon
Dumbledors
Great Eagles
Ents
Festítycelyn
Fell Beasts
Flies of Mordor
Giants
Hummerhorns
Huorns
Kraken
Mearas
Mewlips
Mûmakil
Nazgûl
Olog-hai
Orcs
Great Spiders
Trolls
Vampires
Wargs
Werewolves
Wights

11.5 • ASSOCIATES OF THE PLAYER CHARACTERS

Often a Gamemaster and players will want to have non-player characters that associate or adventure with the group of player characters. This is often necessary when there are not enough player characters to make a group large enough to handle a particular adventure. In addition, it is often helpful to have allies or a powerful friend to help balance against against overly powerful foes. In Tolkien's novel, *The Hobbit*, Gandalf fulfilled this role for the group of Dwarves and Bilbo during their adventures. The "plot" of the Gamemaster's world will heavily influence how such non-player characters are introduced and used.

Hiring Non-player Characters

Player characters may wish to hire non-player characters to adventure with them. A Gamemaster must decide what kind and how many characters are available at a given time and in a civilized area. The number of available characters should be limited in the smaller civilized areas. Warriors and Scouts should be the most available, with Bards and Rangers being less common, Animists being rare, and Mages being even rarer.

To hire a non-player character, the Gamemaster should require a roll on the Influence and Interaction Column of the Static Maneuver Table MT-2 (p. 243). For a given civilized area, the Gamemaster should rate the difficulty of hiring non-player characters who are looking to go adventuring. The following ratings for difficulty are based upon the offer made by the character attempting to hire. A GM may decide to use these values for the sample adventure in Part VI (it should vary based upon how many players there are). A "share" is the total money value of non-magic treasure (gp, sp, bp, cp, tp, and gems) obtained during the adventure divided by the number of characters in the group.

Difficulty	Offer Made
Routine	1 gp (or more) per day + a share.
Easy	5-9 sp per day + 1/2 of a share.
Light	5-9 sp per day + 1/4 of a share.
Medium	1 gp (or more) per day.
Hard	5-9 sp per day.
Very Hard	1-4 sp per day.
Extremely Hard	A half of a share.
Sheer Folly	A quarter of a share.
Absurd	"Come adventure with us"

After being hired, the Gamemaster still controls the hired character, but the hirer should decide his actions in non-crucial or non-dangerous situations. Unless the hirer makes a successful influence or interaction roll, the GM should make a "reaction roll" (see the beginning of this section) for the hired character in dangerous or distasteful situations to determine his actions. A relatively low roll would indicate an unwillingness to enter or deal with the situation, while a relatively high roll would indicate willingness.

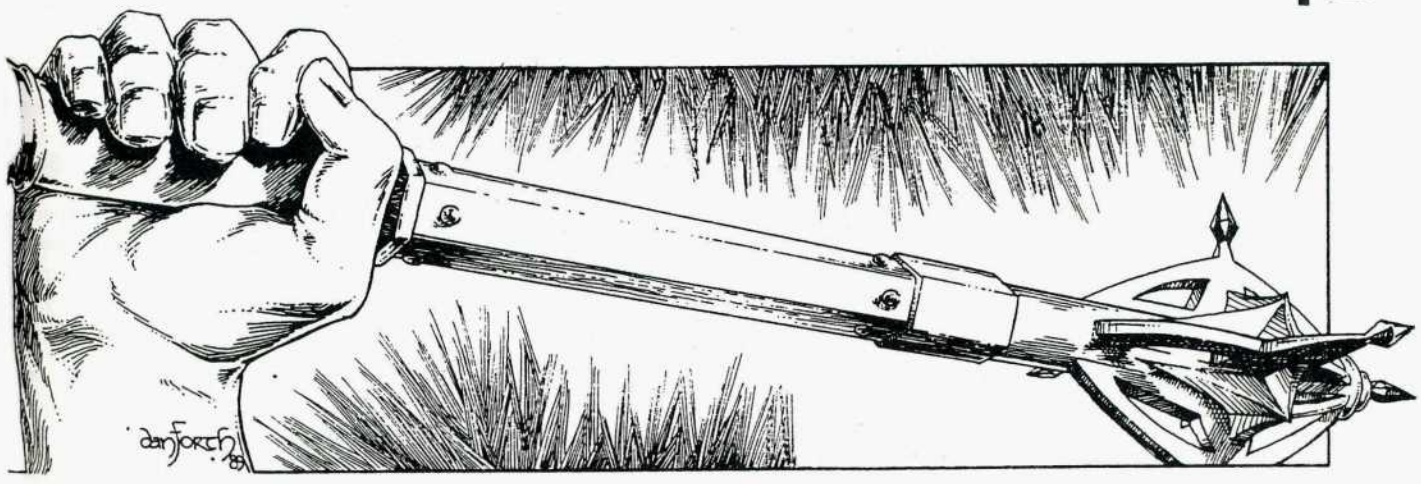
Allies

Certain non-player characters may be allies of the player characters and aid them if they happen to be on the same mission or in the same area. A good example of this is the meeting between Frodo and Sam with Faramir and the Rangers of Ithilien in the forests of North Ithilien. Frodo and Faramir were "allies," and Faramir gave Frodo advice, aid, and a place to rest up. A Gamemaster may wish to structure his game so that the player characters have allies to turn to for healing, information, and other help.

Guardians

Hired characters and allies are more passive examples of the type of help that a Gamemaster may give to player characters. "Guardians" are more active forms of aid. Guardians are non-player characters who either show up when needed or when summoned by the player characters. For example, Tom Bombadil was a guardian for Frodo and his friends for a little while after they left the Old Forest. When they were about to be destroyed by Wights, Frodo summoned Tom Bombadil by reciting a verse. We suggest that guardians be limited by distance, by the number of times that they may be called, or by the severity of the danger faced by the player characters. Guardians can vary in their power and effectiveness.

Morgoth's Mace



12.0 • THE SETTING

The setting for a game can vary according to the amount of time, effort, or money a Gamemaster is willing to spend. Fortunately for a Gamemaster running a game in Middle-earth, an enormous amount of the work has already been done—by J.R.R. Tolkien. Further detailed material is also available in the form of ICE's sourcebooks. Playing aids such as maps, layouts of buildings and towns, descriptions of various hazards, and provisions for treasure are all necessary ingredients for a setting that is realistic and playable.

For the purpose of bringing beginning Gamemasters gradually into fantasy role playing, ***MERP*** will simplify the process of constructing and designing a setting for a game. The three basic types of settings defined in ***MERP*** are: civilized areas, the countryside, and adventure sites. Each type of setting satisfies a different need in a fantasy role playing game. The three taken together provide a framework that will handle most situations that arise in a game.

12.1 • CIVILIZED AREAS

Civilized areas in a fantasy role playing game provide a place for player characters (and other characters) to buy and sell things, to get food and lodging, to get information on potential adventures, to heal and recuperate, etc. In other words, a civilized area is a place that serves as a base of operations for a group of adventurers. These areas also have potential for adventures such as attacks by thieves or muggers, con jobs, tavern brawls, attempted poisonings, involvement in politics, etc. Suggestions for various activities of this type and guidelines on how to run them are presented in Section 14.1 (p. 65) and Part VI (p. 98-100).

A civilized area can be as simple as an isolated inn or castle (the sample civilized area provided with ***MERP*** is the Inn at the Last Bridge, p. 98-100), or as complex as a huge city with intricate internal politics and adventures. In general, a civilized area setting (Part VI provides a complete example) can be described by providing:

1) Maps and layouts.
2) A description of inhabitants and visitors.
3) A price list of available services, supplies and equipment.
4) Some sort of outline of available information and clues.
5) An outline of available healing and recuperation facilities.
6) An outline of possible hazards and adventures.
7) A basic description of the area's current events and mood.

12.2 • THE COUNTRYSIDE

The countryside in a fantasy role playing game includes all of the areas of the world which are not adventure sites or civilized areas. The countryside is the setting in which characters can travel, camp, explore, scout, hide, and evade pursuing forces. Characters can also encounter creatures and other characters in the countryside, resulting in ambushes, fights, meeting, sightings, etc. These activities and how to resolve them are detailed in Sections 14.2 and 14.3 (p. 66-68) and Part VI (p. 101). Basically, the countryside is the general setting in which the civilized areas and adventure sites are placed.

The countryside that a Gamemaster uses can be represented by a simple pencil sketch of a small area with the primary terrain features, the locations of the civilized areas, and the locations of the adventure sites all marked. Alternatively, the countryside can include all of Middle-earth in a very general form (from the maps in J.R.R. Tolkien's works and ICE's *Middle-earth* maps), along with very detailed maps and descriptions of the specific region in which the game is taking place. The map and sample terrain layout provided in ***MERP*** are good examples of a detailed countryside. In general, an adequate countryside (see Part VI for a complete example) can be described by providing:

1) A sketch map of the overall world.
2) Detailed maps of the specific area in which the adventures occur.
3) The location of civilized areas and adventure sites.
4) Sketches of typical terrain that might be encountered.
5) A description of normal creatures and inhabitants.
6) A description of characters and creatures who might pass through.
7) A list of possible encounters and hazards (including weather).

12.3 • ADVENTURE SITES

Adventure sites are specific places which provide opportunities for characters to sneak around, explore, fight, loot, and all of the other things that contribute to the central objective of fantasy role playing—adventure. Section 14.4 (p. 68-69) describes some suggested types of adventures. Adventure sites usually have several common attributes:

- A physical layout (a castle, a ruin, a cave complex, a temple, etc.),
- Some sort of danger (guards, hostile inhabitants, traps, etc.),
- Some sort of objective or goal (treasure, rescuing captives, wiping out evil creatures, etc.)

These features are described in the following sections. Activities in adventure sites are resolved as actions in a tactical environment (Sections 7.0-10.0, p. 42-57).

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12.3

The range of the complexity of an adventure site can range from a simple cave (for an example see the Troll cave in Part VI), to a ruined castle (for an example see the castle in Part VI), to the complexity of ruined cities and hollowed out mountains. In general, an adventure site can be described by providing:

1) Why the place was designed and built originally.
2) What (if anything) has happened to make the place an adventure site.
3) What the place currently is used for.
4) Who or what lives there, or visits frequently.
5) The layout and its immediate surrounding area.
6) The hazards (traps, guards and inhabitants).
7) Any treasure or goals.

Physical Layouts

To run characters in an adventure site the Gamemaster must have at least a sketch of the site's physical layout. This can be a simple sketch of the rooms, door, walls, corridors, towers, etc. and their relationship to one another. The layouts in Part VI provide an example of how to approach designing adventure sites.

Hazards

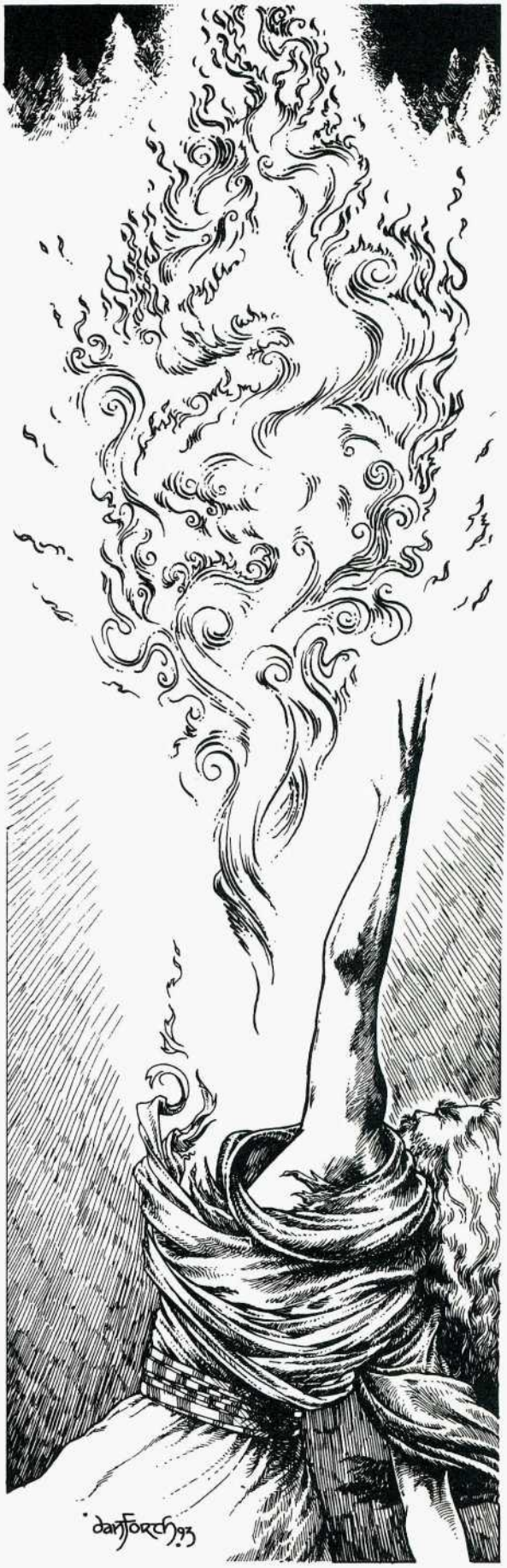
In order for an adventure site to provide exciting action, there must be hazards. This may take the form of guards, traps, and hostile inhabitants like Men, Orcs, Trolls, and other creatures. The hazards may include natural obstacles like sheer walls, chasms, collapsing walls, etc. Their location should be marked on the adventure site's physical layouts. The adventure sites in Part VI provide examples of some of these hazards.

Goals and Objectives

Characters have to have some reason to visit an adventure site. This can take the form of a mission—rescuing a prisoner, scouting out the adventure site, assassinating someone, stealing something, and a variety of other things limited only by the imagination. Many times it may just be a desire to fight, loot, and pillage—the key word being **loot.**

Treasure

Table ST-6 (p. 258-259) provides a list of some of the types of treasure that might be found in an adventure site: money, gems, weapons, armor, magic items, spells on scrolls, spells in potions, and clues to other objectives (maps, books, inscriptions, etc.). Treasure should not be restricted to this table; magic items and spells are only limited by the imagination. Very powerful items are called artifacts and usually have a detailed history, purpose and alignment (i.e., good or evil). Magic items are discussed in more detail in Section 15.5 (p. 72-73). A Gamemaster must be careful when he sets up the treasure at an adventure site. Too much money or too powerful items can unbalance a game, while players may lose interest in a game with too little money or items.



Gandalf calls fire from the trees of Hollin

13.0 • THE PLOT

The plot for a fantasy role playing game consists of the general politics of the world, the activities and objectives of the non-player characters, the goals and incentives for the player characters, and the interactions between all of these elements. A plot can be as simple as a ruined tower inhabited with bandits and their treasure (the player characters want the loot). On the other hand, a plot can be as complex as the plot in *The Lord of the Rings*. We suggest a simple plot for beginners. Part VI provides such a plot with a castle holding the possibility for treasure and adventure. If a Gamemaster wants another detailed adventure, the ***MERP*** *Accessory Pack* provides a full-blown adventure and lots of play aids.

GENERAL POLITICS

Sketching out the general politics for a game helps the Gamemaster make decisions concerning the actions of non-player characters. It also helps him make the player characters' backgrounds come to life. It provides a framework for the general course of events in the regions that the players characters travel through. For example, a war or armed raid may be taking place in an area where the player characters are adventuring.

Gandalf makes visible the Doors of Durin

The World Politics

The politics of Middle-earth during the Second and Third Ages and are fairly simple: Sauron and his forces are trying to take over the known world through direct conflict (war) or through subversion and corruption of the Free Peoples. The Free Peoples are trying (in a disunited fashion) to resist Sauron's expansion and hopefully to defeat him. In between we have neutral forces being influenced by the two extremes. Through all this, many separate kingdoms and cultures have their own internal politics and objectives. The specific political situation (How powerful is Sauron? What is he doing? What are the Free Peoples doing? etc.) should be based upon the time in which the game is being run. The Gamemaster may gather needed material along these lines from Tolkien's works and ICE's *Middle-earth Campaign Guide*.

The Fourth Age (i.e., after the destruction of The Ring and Sauron) allows for a greater flexibility in determining the politics of Middle-earth. The Gamemaster may develop any sort of political situation that he wishes, restricted only by the history of the earlier ages. During this period, we suggest the main political organizations be empires, kingdoms, guilds, religious groups, and the like. Much of the conflict in Middle-earth can result because of conflicts between such groups. Truly evil (as opposed to self-interested) organizations could be included in the form of the remnants of Sauron's forces, pirates, bandits, etc.

Regional Politics

The politics of the specific region being adventured in should be more detailed than the world politics. Questions that should be answered include: Are Sauron's forces active in the area? Is Sauron corrupting the local rulers? Are the local rulers already evil? Are the local rulers in conflict? Where are the headquarters of the opposing sides? How do both sides treat characters not involved in the conflict? In short, any activities of the locals that might affect the player characters should be outlined.

NPC OBJECTIVES AND PLANS

The objectives and plans of any significant non-player characters should be noted. The objective of a farmer would be to bring in his crops; shopkeepers and traders want to sell high and buy low; local officials want to collect taxes and keep things peaceful; etc. More unusual characters may have personal objectives that conflict or coincide with the player characters. Such objectives should be carefully thought out.

PC GOALS AND INCENTIVES

The player characters should set their own goals—sometimes with help from their Gamemaster through background details. However, to maintain an exciting game, the Gamemaster should supply incentives. A good adventure should have the dangers and rewards balanced. Obtaining treasure, experience points, crucial information, and the like should involve risk, difficulty, and good play. This is something that requires experience and a good Gamemaster, so it may take several adventures to master.

14.0 • ADVENTURES & ACTIVITIES IN THE STRATEGIC ENVIRONMENT

The strategic environment usually consists of the civilized areas and the countryside (Section 12.0, p. 62). A tactical environment (Sections 7.0-10.0, p. 42-57) can be anywhere, but usually takes place in adventure sites. Action that takes place in a strategic environment is usually less dangerous and requires less time and detail to resolve. Such action can often be resolved in very little real time (as opposed to time within the framework of the game).

14.1 • ACTIVITY IN CIVILIZED AREAS

Activity in civilized areas can be as simple as returning after each adventure, healing, re-equipping, gathering information, and heading back out to adventure again. However, it is often very interesting to make a visit to a civilized area more involved. A civilized place can be a source of information, intrigue, recreation, and dangerous encounters.

Buying and Selling

Each character can usually handle his own buying and selling of normal goods (supplies and items) on his own. This process and a monetary system is described in Section 18.0 (p. 76-77), and prices are available in Tables ST-4, ST-5, and ST-7 (p. 255-260). However, certain unusual parts of the process may involve trading and dickering, and the Gamemaster should play the role of the person that the character is trying to trade with. The Gamemaster must also determine if sellers or buyers exist for unusual or special items or herbs. Normally this is part of the description of the civilized area.

Food and Lodging

Each civilized area should have facilities for food and lodging, even if it is only swill or table scraps and a barn. Table ST-4 (p. 255) gives some suggested prices for food and lodging at a normal inn in a town. The Gamemaster may make a roll for each inn (or lodging desired) visited to determine the amount of activity for that day. Very high means that there is no room for the characters; very low means that they might be able to get cheaper rates.

Gathering Information

Often a civilized area is the place to pick up information about adventure sites, missions, and other scenarios described in Section 14.4 (p. 68-69). Information on missions that non-player characters want performed should be made available at inns and public places, either through word of mouth or direct contact with the person who wants the mission performed. Notices of tournaments, duels, and other public activities should also be available, as well as other material like wanted posters.

Rumors and clues about local occurrences, creatures, and adventure sites should be available from local people in bars and inns. Often it helps to get the locals in a good mood in order to get lots of information—plying them with food, liquor, and entertainment sometimes works. Such information should be in the form of rumors, legends, tall tales, and outright lies.

Reliable information like maps and descriptions (from characters who really know what is going on) should be available for a price. This type of information can be bartered for like any other commodity (Section 18.0, p. 76-77).

The Gamemaster may wish to allow characters to make "background legend rolls" on a given topic, in order to remember tales, legends or other information from their background or past history. Bards are professionally adept at this and should be given an extra bonus of +5 per level, because it is assumed that they continually increase and update their knowledge base. The Gamemaster may use the Perception column or the General column of the Static Maneuver Table MT-2 (p. 243) to help resolve legend rolls.

Healing and Recuperation

Healing and recovery from injuries is discussed in Section 17.0 (p. 74-75). The Gamemaster should sketch out the healing facilities (first aid, herbs and animists) in each civilized area, even if it is only a farmer's wife with some old rags and a hot poker. Food and lodging and possibly a nurse should be required whenever a character is recuperating from serious injuries.

Encounters

Sometimes action in a strategic environment turns into action in the tactical environment (i.e., fighting, stealing, running, etc.). A Gamemaster should make an open-ended "activity roll" each day in a civilized area to determine the likelihood of an "encounter." If this roll is very high, then some encounter may occur. How high the roll has to be to initiate an encounter should be based upon the type of civilized area and the situation of the player characters. The Encounter Table ST-10 (p. 262) can help a GM determine when encounters occur.

Some typical encounters in a civilized area include: a brawl in the tavern or inn that the player characters are visiting, an attempt to mug player characters and steal their possessions (on the street or in their quarters), an attempt to sell the player characters fake goods (or information), an attack by outside forces on the civilized area, etc. The possibilities are endless and often lead to an adventure which can fill out an entire game session.

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ST-9 — STRATEGIC MOVEMENT RATE TABLE

Transport Type	TERRAIN TYPE Road	Open	Forest	Rough	Rough & Forest	Mountainous
Sneaking	4	4	3	2	2	1
Careful walk	8	7	4	4	3	2
Normal walk	10	8	6	5	3	2
Jog/Walk	15*	12*	9*	7*	4**	3**
Slow Ride	15	12	9*	7*	4*	3**
Fast Ride	25	18*	12**	10**	6**	4**

Note: Result is the miles covered in a 4 hour period.

* — Requires a maneuver roll once every 4 hours from each character.

** — Requires a maneuver roll once every 2 hours from each character.

14.2 • ACTIVITY IN THE COUNTRYSIDE

While in the countryside, groups usually are attempting to get from one place to another—see Section 14.3 (p. 68) for activity in the countryside while searching for something. The Gamemaster must deal with activities such as movement, making camp, evading pursuers, and encounters.

Activity in the countryside is normally handled in intervals of 4 hours when the player characters are moving or active, and 8-12 hours if they are resting, sleeping or hiding. Distance is generally measured in miles.

Movement

Normal movement in a strategic situation is resolved in intervals of 4 hours. This type of movement is different than tactical movement. Table ST-9 gives some normal 4 hour movement rates based upon terrain. The terrain is assumed to have some sort of open areas or paths. If the group is hacking its way through a jungle or dense growth, the movement rates should be halved. The Gamemaster should modify this based upon special circumstances, such as encumbrance, wounded characters, traveling more than 8 hours in a row (4 hours if jogging and walking), not having enough food, weather conditions, etc.

If traveling at night, the movement rate is normal for groups with all members capable of seeing at night. For groups with no characters capable of seeing at night, movement is lowered to 10% normal. For groups consisting of at least half of its characters capable of seeing at night, the movement rate is 75% of the normal rate; it is 50% if fewer than half are capable of night vision.

Camp Sites for Resting and Sleeping

While traveling it is assumed that the group rests for about 15 minutes every 2 hours (10 minutes per hour in mountainous terrain)—this is figured into the strategic movement rates given in Table ST-9. A group can travel 8 to 12 hours a day, and it is assumed they make camp for the rest of any 24 hour period. We will call such a rest period night, but groups (especially Elves and Dwarves) can travel at night and sleep during the day. If the group has only traveled for 8 hours, it is assumed that they have found a good, defensible camp site. Otherwise, the Gamemaster should make an open-ended roll to help him decide the quality of the camp site found. A low roll indicates a poor camp site and possibly dangerous surroundings. A high roll indicates a good camp site.

Normally, the player characters will set a watch in shifts (usually 3, 4 or 5 shifts), but the Gamemaster should not suggest it or remind them. If an encounter occurs, the Gamemaster should divide the night into a number of parts (usually based upon the player characters' shifts) and roll to randomly determine when the encounter occurs. Only the characters on watch (if any) will be awake and alert when the encounter begins. Other characters must be awakened by various actions or noises occurring during the encounter, or by the specific actions of already awake player characters.

Encounters

Basically, at certain times the Gamemaster makes an open-ended **activity roll** to see how much action there is in the area containing the player characters. Then one of the players makes an open-ended **avoidance roll** to determine how well the group avoids any activity. Applicable modifications from Table ST-10 should be added to both of these rolls.

If the modified avoidance roll is greater than the modified activity roll, nothing happens. Otherwise, the difference between these two modified rolls is cross-indexed with the density of habitation on the Encounter Table ST-10.

This process is called an encounter roll and is normally performed once every 4 hours when a group is moving and once during each period of sleep (night) when the group camps.

ST-10 — ENCOUNTER TABLE

Population Density

Encounter Roll	Dense	Moderate	Light	Sparse	Waste
01–30	s/–	–/–	–/–	–/–	–/–
31–50	e/–	s/–	–/s	–/s	–/–
51–60	e/–	s/–	s/s	–/s	–/–
61–70	e/–	e/–	s/s	–/s	–/s
71–80	e/–	e/s	s/s	–/s	–/s
81–90	e/–	e/s	e/s	–/s	–/h
91–100	h/s	e/s	e/s	–/h	–/h
101–120	h/h	e/s	e/h	s/h	–/h
121–140	a/h	h/h	h/h	e/h	s/a
141–160	a/a	a/h	h/h	e/h	e/a
161–180	a/a	a/a	a/h	h/a	h/a
181–200	t/a	a/a	a/a	a/a	a/t
201+	t/t	t/t	t/t	t/t	t/t

Note: This table is intended to cover the usual pattern of encounters between player characters and local inhabitants or wild beasts. The "Population Density" categories (i.e., each column) represent the relative density of social beings or inhabitants. The "Encounter Roll" is the difference between the GM's *Activity Roll* and the traveling group's *Avoidance Roll* (see Section 14.2, p. 66-68).

Results: The letter codes before the slashes represent interaction with social beings, usually local inhabitants; letters that follow the slashes cover interaction with wild beasts. If there is a letter in both categories, the GM should roll again: a low result (i.e., 01-50) means that there is an encounter with wild beasts; a high result (i.e., 51-00) means interaction with social beings.

Encounter Codes:

t = trap or ambush or surprise attack
a = attacking group
h = hostile group
e = basic encounter
s = sighting by another group

The encounter codes are meant to be general and relative. A basic encounter with a group from an outrageously brutal or suspicious culture may be more dangerous than a hostile force of passive people. The GM should take note of the local folk and beasts to determine which type will be involved and what their relative strength will be. A simple rule of thumb: the higher the Encounter Roll (i.e., the difference between the Activity Roll and the Avoidance Roll), the more dangerous the encounter. The GM may wish to increase the number of capabilities of the given inhabitants or beasts accordingly. Specific Middle-earth sourcebooks and modules will often give Special Encounter Tables keyed to specific regions and locales.

Modifications to the Activity Roll:

Terrain Moving In:
+30 ..... Road
+20 ..... Open
-10 ..... Forest
-15 ..... Rough
-30 ..... Forest and Rough
-40 ..... Mountainous

Activity of Inhabitants:
+25 ..... Hostile
+50 ..... Patrolled area
+100 ..... If hue and cry (see Section 14.2, p. 66-68)
+30 ..... Night-adapted inhabitants at night
-30 ..... Night-adapted inhabitants during day

General:
-50 ..... Traveling at night *
-10 ..... Perception
variable ..... spells used to detect groups

Modifications to the Avoidance Roll:

Group Size: **
-50 ..... one
-20 ..... two
+0 3-4
+10 5-7
+20 8-10
+50 11-20
+75 21-50
+100 ..... 51+

Travel Mode:
-50 ..... Sneaking
-20 ..... Careful walk
+0 ..... Normal walk
+10 ..... Jog/walk
+20 ..... Slow ride
+40 ..... Fast ride
variable ..... Flying, boat, ship, etc.

General:
-30 ..... if actively searching for something
variable ..... spell used by the group
+20 ..... if in camp and traveled 12 hours
+40 ..... if in camp and traveled 16 hours

* – This can be lowered depending upon the lighting (e.g., moon or stars on a clear night).

** – Rangers, Elves and Hobbits count 1/2.

Evasion and Hiding

Sometimes a group will find itself in the position of being pursued through the countryside by hostile forces. This may take the form of being chased by another group (direct pursuit), or it might take the form of a general hue and cry (i.e., the countryside is alerted and looking for the group).

A general hue and cry is handled by rolling for encounters once an hour instead of once every 4 hours. As for direct pursuit, most of the time the pursued group will want to avoid capture or conflict (evasion and hiding). Other times they will want to ambush the pursuing group (handle as a normal combat). Direct pursuit is handled once every hour as follows:

1) Determine the distance separating the pursued group and the pursuing group.
2) The pursuing group must make a tracking maneuver, modified by adding one pursuing character's Track bonus and subtracting one pursued character's Track bonus (if the pursued characters are aware of the pursuit). +40 is added to this roll if the pursued group is unaware of the pursuit and does not try to cover their tracks.
3) If the tracking maneuver is a "success" or an "absolute success" (from Table MT-2, p. 243), the distance separating the two groups is modified by the difference in their movement rates. Each "near success" before a "success" increases the distance separating the groups by 200' (most of the time this can be ignored).
4) If the tracking maneuver is a "partial success," the distance separating the groups is increased by the movement rate of the pursued group.
5) The other tracking maneuver results are self-explanatory failures.

If the pursuers sight the pursued group, action should be resolved as a tactical situation (Part III, p. 42-57). In rain (or snow) if the distance separating the two groups exceeds the distance that the pursuers can cover in one hour, the pursuit is ended (less for very heavy rain, more for light rain).

A flet in Lórien

Sections:
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14.3 • SCOUTING THE COUNTRYSIDE

Often a group is not just moving through the countryside; they are actively searching for someplace or something. The object of the search may be herbs, an adventure site, food, water, etc. Searches are more likely to result in encounters.

Looking For Adventure Sites

Searching for adventure sites can fall into one of two different categories:

- Looking for a specific site
- Looking for any random site in the area

A search for a specific site is usually the result of information obtained in the form of maps, rumors or other clues (Section 14.1, p. 65). Searches for random sites may be initiated because of rumors or just a general desire for loot and adventure. Random sites could consist of animal or monster lairs, old tombs, abandoned towers and temples, or deserted ruins of any type.

Searching For Herbs

Characters may go searching for herbs in order to heal a group member, for healing during future adventures, or just to sell to make money. Table ST-5 (p. 256-257) indicates the climate and type of terrain in which specific herbs are found. Each hour a group searches in such a locale, the group may make one static maneuver on the "Perception & Tracking" column of Table MT-2 (normal perception bonuses do not apply) to find herbs. When searching for more than one herb, add 15 minutes for each additional herb sought.

The following procedure is used:

1) The difficulty of finding the herb is obtained from Table ST-5 (p. 256-257), giving a modification for the perception maneuver.
2) The group's roll also receives any of following applicable maneuver modifications:
   -50 ....If searching an area previously searched within 6 months
   +20 ....For each Animist and Ranger in the group
   +2 ....For each searcher in the group
3) Success or failure is determined from the "Perception & Tracking" column of Table MT-2 (p. 243):
   Absolute Success indicates that 1–5 doses were found
   Success indicates one dose was found
   Near Success allows another roll is made for this hour and modified by +20
   Partial Success or *Failure* results in no herbs found
   Absolute Failure or *Blunder* mean no more doses will be found during the rest of the day and the GM may decide to have the group find a poison or irritant and mistake it for a healing herb (e.g., they might find poison oak or poison ivy and mistake it for a healing herb)

A group may decide to split into smaller groups (or individuals), allowing a roll for each small group. However the small groups must cover entirely separate areas for 4 hour periods, usually out of earshot, and are thus subject to separate encounter rolls.

14.4 • TYPICAL ADVENTURES

This section outlines some typical adventures that the Gamemaster might use in his game. These suggestions are general and need to be adapted to a specific region and circumstance.

SCENARIOS

These scenarios are adventures that can be keyed to a specific region or adventure site. The Gamemaster may wish to make information concerning several of these available to the player characters and hope that they pick one. Alternatively, he may wish to require that a scenario be chosen because it is the only one that the Gamemaster has available.

Missions

Missions are often adventures in which a non-player character sends the player characters to an adventure site or region to accomplish a certain goal. The non-player character may or may not accompany the group, and he may or may not give them all of the information that he has on the mission. Often the non-player character has ulterior motives and is willing to pay for the services of the player characters.

Sometimes the player characters have missions of their own choosing. Examples of this might be: rescuing a captured group member, rescuing a friend or relative, searching for herbs to heal an injured group member, or searching for a specific magic item. Basically any goal of the player characters can be used to initiate a mission.

Scouting

Scouting missions do not necessarily take place in adventure sites. They may consist of general investigation of the countryside. In a scouting mission the main goal is information, either for a non-player character or for the player characters themselves. Such information could later lead to a specific mission. Scouting missions often lead to combat in the form of encounters with hostile guards or patrols.

Raiding

Raiding is an adventure designed to attack, fight and loot. It doesn't have to be keyed to a specific adventure site. Player characters are out for any appropriate fight with a suitable reward (treasure and experience points).

Looting Attack

A looting attack is basically the same as raiding, except that the player characters are attacking a specific adventure site.

Tournaments

Tournaments are staged competitions in fighting, archery, riding, and other combat skills. These are usually held in civilized area during fairs and holidays. Cash prizes are usually offered, and on rare occasion, magic items are awarded. Usually the combatants are not trying to injure or kill one another, but accidents do happen. During tournaments, unless a participant is trying to kill someone, all criticals inflicted are reduced to 'A' criticals regardless of the result from the attack table.

Aragorn brings athelas for Frodo

Duels

Duels are also very interesting. Player characters or non-player characters often feel that they have a basic disagreement that can not be settled by talking. If neither party feels inclined to run away and leave town, a duel might result. This can range from a duel in which the winner is the first to draw blood (using only 'A' critical, see above) to a duel to the death.

GENERAL ENCOUNTERS

In addition to scenarios, adventures may often occur when the player characters encounter something through chance. Encounters can occur in civilized areas or the countryside, and sometimes but not always lead to combat. Encounters include ambushes, fights, meetings, sightings, barroom brawls, etc. Encounters can occur anywhere: in the countryside or in civilized areas. Section 14.1 (p. 65) gives a suggested technique for determining when and what kind of encounters occur.

15.0 • MAGIC AND SPELLS

Middle-earth had unique ties to the Undying Lands which created a potential for the appearance and use of significant power (magic). Such power manifested itself on a massive scale in the First Age, and to a lesser, but significant degree, in the Second Age. By the time of the late Third Age, it was quite subtle—except in the cases of Dragons, the Balrog, Saruman, and (of course) Sauron.

This low-key approach to the utilization of great power was a factor relating to the nature of those possessing the gift. The Valar laid down their direct guardianship of Middle-earth in stages—at the end of the First Age and with the downfall of Númenor. They still kept watch and intervened in the Third Age by sending the Istari (Wizards), beings who themselves had great power. The Istari, like their masters, did not use force unless it was absolutely necessary to combat Darkness, and then only to the degree needed. As a result of this approach, they appeared far weaker than they really were.

The other masters of magic in Middle-earth employed their abilities in relative secret. Men and Hobbits were not great friends of spells and often were unaware of their usage outside of fairy tales and legends. This created an atmosphere where magical occurrences were rarely seen and often became merged or confused with natural events.

Using Magic in MERP

This section deals with magic and the use of spells in ***MERP***. Spell usage falls into two separate *realms*, Essence and Channeling, each of which concerns a different source of power required to cast the spell. This spell system is limited to 1st through 10th level spells and two realms of magic. This provides a more usable framework for low level adventures. Section 5.6 (p. 36) and Section 8.4 (p. 54) present the mechanisms for learning spell lists and casting spells.

For higher level spells and a more detailed framework, ICE's *Spell Law* provides an expanded spell system with three realms of magic, over 2500 spells, and over 150 spell lists.

The Dangers of Using Magic

There are two principal dangers that help to restrain the use of magic in the Third Age. The first of these, and the most obvious, is the Shadow of Sauron of Mordor—drawing the attention of the Lidless Eye has led to the downfall of many a spell caster. For Gamemasters who want to encourage restraint in spell casting, Section 15.3 (p. 71) presents a mechanism for reflecting this danger.

The other danger is the corrupting influence of the use of significant magic for "non-pure" goals. Unless a spell is cast for the purposes of combating Darkness or maintaining the "Balance," there is a chance that the caster will be corrupted, "drawn towards darkness." This is what happened to Saruman—he used too many powerful spells, too often. Section 15.4 (p. 71) presents a mechanism for reflecting such corruption.

Setting Restraints on Magic Use

When constructing the setting for a fantasy role playing game based upon Middle-earth, a Gamemaster must take great care to show restraint regarding the use of magic. Magic-users are relatively rare, although most folk had some "magic" in them, and open displays of power are still rarer. Elves certainly employ magic in daily life, and Dwarves use spells for a variety of reasons, even for producing wondrous toys. Nonetheless, such enchanting skills are not necessarily the norm. Among Hobbits magic is considered the stuff of legends. Many Men often feel the same way; indeed some have never even heard of the use of magic. The racial descriptions in Appendix A-2 (p. 146-179) give more details for the individual races.

15.1 • ESSENCE

The Essence realm utilizes the power that exists in everyone and everything of and in Arda and, in particular, Middle-earth. Essence in Middle-earth has its source in The Song (The Ainulindalë) which created Arda and the order of things. A character who casts spells of the Essence taps this power, molds it, and diverts it into his spells. Most of the truly powerful Essence spells deal with forces elemental in nature: fire, earth, water, wind, light, cold, etc.

The more inert material that is on the person of someone casting Essence spells, the more difficult it becomes to manipulate the Essence. Thus, when casting or using an Essence spell, **no** armor, greaves or helmet may be worn.

15.2 • CHANNELING

The Valar are the offspring of Eru (God) who came to Arda to fulfill The Song. The Channeling realm utilizes the power of the Valar as channeled through characters casting spells. Since the Valar are not part of The Song (they helped to develop part of The Song, and Morgoth corrupted part of it), Channeling is independent of the Essence.

A character casting Channeling spells draws directly from the power of one or more of the Valar, even though this does not "usually" require the conscious cooperation of the Valar involved. Thus, spells of this realm do not necessarily reflect the nature of the Valar as long as the spells are relatively subtle and low level (e.g., healing, detection, etc.). More powerful and higher level spells not included in ***MERP*** might require active consent of the Valar—the Valar include Morgoth, so evil Channeling spells may be cast if the power comes from him.

Metal interferes with drawing power from the Valar, so no metal armor, metal helmets, or metal greaves may be worn when casting a Channeling spell.

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15.2

15.3 • RISK FACTORS

One of the primary reasons for the subtle and secret use of magic and spells is the presence of Sauron in Mordor in the Third Age. Sauron is not one to restrain himself when he deems it necessary to act with great authority. He does act cautiously and quietly, especially when nursing himself after a great defeat, but he is capable of unbridled explosions.

Those who live under his eye are particularly careful not to cause attention to be brought upon themselves. This feeling may contribute to the restraint found in those who possess the ability to wield spells. To be sure, some are weary or concerned about upsetting the Balance of Things, but most are doubtlessly afraid of attracting the attention of the Dark Lord or his minions. Still others died at the hands of Sauron or others of power; for the bold and those with power often dare to combat those most dangerous.

The danger that Sauron and his minions present to spell casters is reflected in ***MERP*** by "risk factors." Each spell has a risk factor which reflects the potential of drawing the attention of Sauron or his servants. Each Gamemaster must decide whether or not to use risk factors in his game.

Using Risk Factors

Each time a character casts a spell, the Gamemaster should make an open-ended roll and add the Risk Factor for the spell. This roll may also be modified by a factor based upon the time period.

Spell Use Risk Roll = open-ended roll + Risk Factor + Period Modifier

Early Third Age	-15
Middle Third Age	+0
Late Third Age	+25
Fourth Age	-25

If the modified result is 100 or more, some sort of "Shadow-force" has noticed the casting of the spell. A second open-ended roll must be made on the Spell Use Risk Table ST-12 (p. 264). Otherwise, nothing unusual happens.

The results on Table ST-12 are guidelines to help a Gamemaster determine the consequences of the spell being noticed. The GM should modify the results to reflect the specific area and circumstances.

15.4 • CORRUPTION

Whenever a spell failure occurs there is a chance that the spell caster will be partially corrupted and "drawn towards the darkness." Certain results from Table FT-3 (p. 240) indicate that the spell caster receives *Corruption Points* (CPs). When this happens, the spell caster is allowed to make a Resistance Roll against Essence (the attack level is the level of the spell being cast). If this RR is successful, only half (round down) of the CPs are received; otherwise, all of the CPs are received.

A Gamemaster should not apply Corruption Points (CPs) if an *appropriate* spell was cast for "pure" goals (i.e., directly working against or fighting evil, protecting the weak and helpless, healing the sick and injured, etc.). The key word here is appropriate. For example, a *Fire Bolt* is not appropriate to use on a bully or a thief but a *Sleep* spell might be.

A GM may also want to have "evil" items give Corruption Points when they are used. **The origins of any item are very important, even innocent spell adders and multipliers—if an item was made by Sauron or one of his minions, its use will affect the user negatively even if only in a minor way.** In this case, each time a character uses an evil item, he must make an RR against Essence (the attack level is 10). If this RR is successful, no CPs are received; otherwise, one CP is received. Certain very powerful evil artifacts may give more than one CP when this RR results in failure.

Note: *A Gamemaster who wants a game with magic used very freely may ignore Corruption Points altogether.*

The Gamemaster should keep track of each character's CP total as play progresses. Each character's CP total normally starts at zero, and increases through spell failure and using evil items (e.g., the One Ring corrupted its wearer very quickly). A GM may also want to assign CPs for particularly evil acts by characters. A GM may wish to allow certain rituals at certain places to "cleanse" (i.e., remove) CPs from characters.

In general, a character's CPs reflect his tendency towards evil. On this scale, a total of zero indicates an "innocent" and a 100+ indicates a totally evil being. The effects of Corruption Points is up to the GM and the player of the corrupt character, but we suggest the following:

- If the character is faced with temptation, the GM may make an open-ended roll and add the character's CP total and subtract his PR stat bonus. A result of 100+ means that the character must give in to the temptation.
- If the character is in the presence of an "evil being" who commands the character to do something, the character must make an Essence RR modified by subtracting his CP total and adding his PR stat bonus (use the evil being's level for the attack level). Failure means that the character must obey the evil being's command.

  A RR should be made for each such command. During a given day, each RR is modified by an additional +5 for every such RR already made that day (e.g., the sixth RR against evil commands made on a given day would have a +25 RR modification).

Sections:
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15.5 • MAGIC ITEMS

Certain items are magical in nature; they either have magical properties or have the capacity to cast spells.

Bonus Spell Items

There are two types of magic items, called bonus spell items, which enable a character to cast more spells than he would be able to normally: spell adders and spell multipliers. Spell bonus items are usually in the form of a staff (5' long), a rod (2.5' long), or some other hand-held object of a similar size. Only one bonus spell item is usable by a given character between 8 hour periods of rest. Bonus spell items should be held or worn.

- A +1 ***spell adder*** allows a character to cast one extra spell between 8 hour periods of rest in addition to those which he can normally cast by using his power points; a +2 spell adder allows 2 additional spells; a +3 spell adder allows 3 additional spells; etc.
- A x2 ***spell multiplier*** doubles the number of power points available to a character between 8 hour periods or rest; a x3 spell multiplier triples his power points; etc.

Magic Items With Bonuses

Magic items with bonuses (e.g., a +10 mace, a +5 lock pick, a set of +15 chain, etc.) add their bonus to the total skill bonus of any skill that normally utilizes an item of that type. For example, the use of a +10 mace would increase a character's Offensive Bonus by 10, a +5 lock pick would increase his Pick Lock skill bonus by 5, and a set of +15 chain would increase his Defensive Bonus by 15. The use of such items does not usually require a Use Item static maneuver roll (Section 5.4.2, p. 33). Such bonuses apply to any appropriate rolls by any character using the item.

Magic Items Containing Spells

Certain magic items contain spells which a character may cast. Such spells do not require power points, and the caster need not have learned the list which they come from. However, a character casting a spell from an item is still subject to the effects of spell failure (as well as Corruption Points if the GM is using that option).

Normally in order for a character to use an item or rune, he must successfully make a static maneuver roll on the Read Rune & Use Item column of Table MT-2 (p. 243). Items that a character starts the game with do not require such a roll from the character that they are keyed to. A Gamemaster may wish to include other special items that do not require a Read Rune roll or a Use Item roll, or which cast a spell with no preparation modifications (instantaneous).

Spells from this type of item fall into one of several categories:

Rune Paper: A scroll with a spell inscribed on it, the spell may only be cast once from the rune paper before it disappears. A piece of rune paper may be reused by placing another rune on it by using a spell from the Spell Way list (Appendix A-4.1, p. 194).

Potion: A vial of special liquid with a spell "in" it. The spell takes immediate effect when swallowed (no roll necessary to use); it only has effect once. A potion may use the spell to directly affect the character drinking it, or it may allow him to cast the spell.

Daily Spell Item: A magic item containing a spell that may be cast a certain number of times each day.

Charge Spell Item: A magic item containing a spell that may only be cast a limited number of times (called its number of charges). Then the item is exhausted (lost its charges) and the spell may no longer be cast. The size of the item determines the maximum number of charges and the maximum level of the spell:

	Minimum Length	Maximum # Charges	Maximum Spell Level
Wand	1'	10	2nd
Rod	2.5'	30	5th
Staff	5'	100	10th

Magic Item Relative Values

The open use and availability of magic items is very rare in Middle-earth. In fact a Gamemaster may wish to prohibit the buying and selling of magic items, perhaps, only allowing limited trading of such items. At the very least, we suggest that magic items only be bought, and sold in large cities or in special civilized areas. And then, the transactions must be handled quietly and discretely. Normally, no more than 50% of the relative value of an item may be obtained when selling it for money.

Frodo sees Sauron's Eye in Galadriel's Mirror

Note: *Many buyers will give no credence to a "magic" weapon. Rather, they will want to hear its capabilities and test the weapon for themselves. E.g., this sword is sharp, it cleaves chainmail like butter.*

To determine the relative value (i.e., price) of a magic item, first check the Equipment and Price Table ST-4 (p. 255) to determine the base price of the item. The base prices for items containing spells (not including the cost of the spell itself) are included in Table ST-7 (p. 260). If a magic item contains a spell, there is an additional cost added to the base price.

If a magic item has a bonus (see above) or is especially lightweight, its base price (and any additional cost) is multiplied by a factor given in Table ST-7.

Example: *A few sample magic items and their costs follow:*

Staff of Firebolts *— 500 gp + 5 cp*
100 gp — since it is a "Staff" charge item
5 cp — normal Quarterstaff price
400 gp — since Firebolt is a 6th level spell

Rod of Waterbolts *— 180 gp + 3 cp*
30 gp — since it is a "Rod" charge item
3 cp — an estimate of a rod price
150 gp — since Waterbolt is a 4th level spell

Wand of Shock Bolts *— 40 gp + 1 cp*
10 gp — since it is a "Wand" charge item
1 cp — an estimate of a wand price
30 gp — since Shock Bolt is a 2nd level spell

Wand of Calm II *— 80 gp + 2 cp*
Calm II is a 2nd level spell just like Shock Bolt, but it is a Channeling spell so the price doubles

Dagger with Daily II (twice per day)
Levitate Spell *— 245 gp + 3 sp*
20 gp — since it is a "Daily" item
3 sp — since it is a dagger
225 gp — 150 gp since Levitate is a 4th level spell, +75 gp since it is twice per day.

Ring with Daily II
Levitate Spell *— 90 gp + ring price*
Price of Dagger above is doubled since a ring is smaller.

Potion of Haste I *— 100 gp*
10 gp — for a vial of Potion
90 gp — since Haste I is a 6th level spell

+15 magic Handaxe *— 1250 sp = 125 gp*
5 sp — cost of a normal +0 handaxe
x250 — multiple due to +15 bonus

ST-7 — MAGIC ITEM PRICING TABLE

COST =
(Base Cost + Additional Cost) x Multiplicative Factors

MULTIPLICATIVE FACTOR:

Due to Item Bonus	Due to Item Weight
10x .....+5 bonus	1x ..... 100% of weight given
50x ....+10 bonus	10x .... 80–99% of weight given
250x ....+15 bonus	50x .... 60–79% of weight given
1000x ....+20 bonus	100x .... 40–59% of weight given
5000x ....+25 bonus	

BASE COST:
- A piece of Rune Paper (holds one spell) ..... 1 gp
- A vial of Potion (holds one spell) ..... 10 gp
- A Charge Item:
  - Wand ..... 10 gp + the normal cost of the item
  - Rod ..... 30 gp + the normal cost of the item
  - Staff ..... 100 gp + the normal cost of the item
- A Daily Item ..... 20 gp + the normal cost of the item
- +1 spell adder ..... 50 gp
- +2 spell adder ..... 100 gp
- +3 spell adder ..... 200 gp
- +4 spell adder ..... 400 gp
- x2 spell multiplier ..... 200 gp
- x3 spell multiplier ..... 400 gp
- A bonus item ..... the normal cost of the item

ADDITIONAL COST (in gold pieces) DUE TO IMPLANTED SPELLS:

Type of Item Or Bonus	Level of the Spell in the Item *									
	1	2	3	4	5	6	7	8	9	10
Rune Paper	3	10	20	30	40	60	80	100	125	150
Potion	5	15	30	45	60	90	120	150	200	225
Daily Item †	15	50	100	150	200	300	400	500	600	750
Wand	10	30	—	—	—	—	—	—	—	—
Rod	40	80	120	150	200	—	—	—	—	—
Staff	100	150	200	250	300	400	500	600	700	800

Note: Recharging a wand, rod or staff after it has been exhausted costs half of the above—although, finding someone with both the skill and the willingness to perform such an operation may be difficult.

* – Channeling spells cost double these prices.

† – Once per day; add half of factor for each additional time per day.

16.0 • RELIGION

Middle-earth is a vast continent which is the home of numerous cultures/races. Most have their own god or gods and have their own set of associated rules and rituals. Many of these religions involve cruel deities and the worship of Darkness. Other pantheons reflect some local perception of and belief in some or all of the Valar. This is particularly true in northwestern Middle-earth, where the Elves and enlightened Men know of the true nature of those on high.

Eru and the Valar

Eru is Arda's One God, and the Valar are his servants. It is the Valar who live in Aman. Eru originally assigned them the guardianship of the world. Although they removed themselves from direct interaction with Middle-earth following the Downfall of Númenor in S.A. 3319, they still attempt to maintain the balance of things. Through their agents (the Wizards or Istari), they aid the Free Peoples in the struggle against Sauron. The Valar feel justified intervening, since they are doing no more than righting a wrong and combatting power with power. Both the Wizards and Sauron are lesser Valar, those beings called Maiar.

The Valar include a number of beings who normally exist as spirits and only take physical form when dealing with lesser creatures or visiting Middle-earth. Some—like Morgoth, Sauron, and the Balrogs—have become enslaved in their adopted bodies as a result of expending too much of their inner power. Although they could originally alter their appearance at will, their Evil has bound them to their hideous forms.

The fifteen greater Valar are often called the Powers of Arda or Ainur. More detailed descriptions of the Valar can be found in Section 1.0 (p. 6-7). It is they who are most revered by the inhabitants of Middle-earth. Within their group the eight Aratar ("Exalted") are preeminent: Manwë, Varda, Ulmo, Aulë, Yavanna, Námo, Nienna, Oromë, and Morgoth. The other six greater Valar are: Vána, Nessa, Irmo, Estë, Vairë, and Tulkas.

Remember that the Valar are worshipped by many peoples under different names and with unique beliefs. Some folk revere specific Valar above all others simply because the Vala has power over locally significant natural influences. For instance, Ulmo might have more significance to a coastal race, and he might be called by a totally foreign name.

Religious Worship

Religious practices vary with locale, but those found in northwestern Middle-earth are generally informal. Personal meditation and infrequent communal celebrations dominate the ritual life of the region. Elsewhere in Middle-earth, strict or formal religious norms are more widespread.

17.0 • INJURY, DEATH, & HEALING

During the course of a game, characters will likely receive damage in the form of injury or death (sorry, but that's life in Middle-earth). There are two major factors in damage to a character:

- Injuries to the body of the character
- Death (the departure of the soul from the body)

Injuries to the body can lead to "death." Each of these two types of damage requires separate types of healing.

INJURIES

Injuries can occur as a result of attacks, fumbles, failure, spells, etc. Injury takes the form of hits, hits per round, stunned rounds, subtractions from activity, and specific injuries to various parts of the body. These injuries are detailed in Section 8.3.1 (p. 50-52).

DEATH

Death (departure of the soul) occurs in one of four ways:

1) Immediate Death — An injury occurs which causes the character to die immediately. This usually is the result of a critical strike from an attack.
2) Excessive Hits — If a character receives more hits than the sum of his Body Development hit total (Section 5.4.2, p. 34) and his Constitution stat, the soul will depart after 6 rounds. If someone heals enough of these hits (before the 6 rounds are up) to drop the total under the sum mentioned above, then death will not occur due to excessive hits.
3) Death After a Number of rounds — Certain injuries (i.e., usually critical results) indicate that a character will die after a number of rounds pass. If such an injury is healed before the rounds have passed, the character will not die due to the injury.
4) Special — Certain special spells or occurrences may lead directly to death (e.g., when he fell into the Crack of Doom, Gollum died).

Stat Deterioration

If a dead body is still injured enough to cause death, the body will begin to decay normally. As a body decays the main effect is the deterioration of stats due to a lack of oxygen flow to the brain. Each round after death has occurred, a roll must be made on Table IHT-1 for each of the character's stats to see if that stat is reduced. The *Lifekeeping* spell will not affect this type of decay.

Once any stat reaches zero or below, the character's soul will not return to his body through normal means (spells or herbs).

If all of the injuries to a character that caused death have been cured (or a *Preservation* spell or herb has been used), the character will be in a coma until his soul is returned. In such a case, decay still occurs, but it is dramatically slowed. A roll on Table IHT-1 is only required once a day for each stat. In this case, the column headings referring to rounds are used to refer to the number of days after death.

HEALING

In a fantasy role playing game, healing is very important. It determines how often characters die and how much time and money are required for recovery from injury.

Natural Healing & First Aid

Injuries heal naturally and may be temporarily patched as follows:

Hits — One every hour if resting; one every 3 hours if not resting.

Hits per round — A *bandage and compress* will stop 1, 2 or 3 hits per round (or reduce a hits per round "wound" by 3). This effect will continue only if the character does not do more than walk during the next 8 hours—the hits per round start again if he does more than walk.

A *tourniquet* will stop 4 to 10 hits per round from a limb wound. Until the wound is healed the tourniquet must be loosened once every 24 rounds—at which time, the character takes 3 hits per round for 5 rounds. If the tourniquet is not loosened, the limb will be lost.

Subtractions to Activity — These are eliminated and activity is restored to normal when the Injury causing them is healed.

An estimate of the average natural recovery time for specific injuries is provided in Table IHT-2. These times are based upon a period of rest and recuperation, and proper treatment (e.g., setting of broken bones, bandaging of wounds, proper nutrition, etc.). The Gamemaster should base the severity upon the description of the damage.

Healing with Spells

There are Animist base spell lists that allow them to heal injuries, preserve the body, and prevent the soul from leaving the body (Appendix A-4.6, p. 206-209):

- The *Preservation* spell on the Direct Channel list (p. 206) slows the decay of a dead body as outlined above.
- The *Lifekeeping* spell on the same list will prevent the soul from leaving a dying body (see above). Once a soul has actually left a body (i.e., death has occurred), *Lifekeeping* will **not** bring it back.
- *Lifegiving* is required to bring a soul back to a body. *Lifegiving* is as least a 12th level spell, and thus is not normally castable by ***MERP*** player characters. A GM may wish to make this spell available to high level non-player characters (e.g., Elrond, Galadriel, Radagast, etc. might have this spell).

The effectiveness of a Lifegiving spell depends upon the caster's level as given in Table IHT-3. For each "death," a Lifegiving spell may be attempted a maximum of five times—once at 12th level effectiveness, once at 15th, once at 17th, once at 20th, and once at 25th.

There is also one Open Channeling spell list, Surface Ways, that allows the healing of hits, burns, and frostbite (Appendix A-4.5, p. 203).

If characters wish to pay for healing spells, the Gamemaster should determine if the required level of Animist is available (this is part of the development of a civilized area, Section 12.1 p. 62). The suggested price is at least the level of the spell times the level of the spell caster (in gp). This price is often treated as a "donation." Certain Animists may heal all comers, their own people for free, or those who "donate" all that they can.

Healing with Herbs

Healing herbs are another form of healing. Table ST-5 (p. 256-257) provides the following information about herbs:

- A list of sample herbs
- Their prices in town
- Their natural forms
- How to prepare them
- Where they are normally found

Section 14.3 (p. 68) gives suggestions for how to handle searching for herbs in the wild. The Lifegiving herbs are treated as 20th level *Lifegiving* spells for the purposes of failure, recovery, and limitations on casting.

IHT-1 — STAT DETERIORATION TABLE

	ROUND AFTER DEATH		
Roll	1st-6th	7th-18th	After 18th
1-10	0	0	0
11-25	0	0	1
26-50	0	1	2
51-75	1	2	3
76-90	1	2	4
91-00	1	3	5

IHT-2 — RECOVERY TABLE

	SEVERITY		
Type of Injury	Light	Medium	Severe
Burn/Tissue	3 days	10 days	25 days
Bone/Muscle/Tendon	5 days	15 days	35 days
Head/Internal Organs	2 weeks	2 months	varies

IHT-3 — LIFEGIVING EFFECT & PRICE TABLE

Lvl of Caster	% Chance of Failure	Days Required For Recovery	Suggested Price
12th	10% x Days Dead	100 x Days Dead	150 gp
15th	5% x Days Dead	50 x Days Dead	250 gp
17th	2% x Days Dead	20 x Days Dead	350 gp
20th	1% x Days Dead	5 x Days Dead	500 gp
25th	1% x Days Dead	none	800 gp

18.0 • MISCELLANEOUS TOPICS

There are many different elements of fantasy role playing that add detail, flavor, and realism. Many of these elements of a real world can not be covered. A few of the more important remaining topics will be discussed in this section.

Poisons

Poisons are an interesting play aid because they add danger and excitement to even the most simplistic attack or trap. Table ST-5 (p. 256-257) gives a selection of useful poisons along with prices, effect, source and form.

Diseases

Diseases are also interesting and add realism to a game. Diseases can range from a common cold to a plague created by the Dark Lord to decimate the populations of certain regions. Table ST-5 (p. 256-257) gives a summary of the source and effect of certain diseases.

Buying

Many areas of Middle-earth will operate on a barter system (see boxed text on the next page). That is, trading and exchanging goods of approximately equal value. Cash values can be a comparative standard for those using barter. Table ST-4 (p. 255) can be used for approximating the relative barter values of various goods. However, it is often easier to handle buying and selling on a cash basis.

Selling

The prices given in Table ST-4 are those given if characters are buying goods. The value of magic items can be determined as described in Section 15.5 (p. 72-73). If characters try to sell goods in a civilized area they can automatically get 50% of the normal price; that is, if a buyer can be found (e.g., a buyer for a staff that casts fireballs might be hard to find at a country inn).

A character can attempt to get more than 50% by making a static maneuver on the Influence and Interaction section of the Static Maneuver Table MT-2 (p. 243). This roll can be modified by any Trading skill bonus (Appendix A-5, p. 212-213). Of course, he runs the risk of not being able to sell the goods. The Gamemaster should base the difficulty of the Influence roll on:

- The price that the character is trying to get.
- The person he is trying to sell to (e.g., what is his experience in trading and how much does he want the goods).
- His trading techniques (e.g., if he tries for 80%, gets a partial success result, and then lowers his asking price to 70%, the difficulty may drop for a 2nd roll.

Money

We suggest that money be in the form of coins, each weighing 1/4 of an ounce (64 to the pound). The coins have different values based upon the metal (mithril, gold, silver, bronze, copper, or tin) that they consist of:

1 mithril piece (mp) = 100 gold pieces (gp)
1 gold piece (gp) = 10 silver pieces (sp)
1 silver piece (sp) = 10 bronze pieces (bp)
1 bronze piece (bp) = 10 copper pieces (cp)
1 copper piece (cp) = 10 tin pieces (tp)

Mithril coins are very rare and may not be taken for full value everywhere. In Middle-earth, mithril coins are more common in early to mid-Third Age, their value at the time dropping to 50 gp or even 10 gp.

Note: *Except for mithril coins, the value of each type of coin is 10 times the value of the next lower coin. Thus the value of an amount of money (of less than 10 gp) can be written as a 5 digit number, with the 1st digit representing gold pieces, the 2nd silver, the 3rd bronze, the 4th copper and the last tin (e.g., 63251 is 6 gp, 3 sp, 2 bp, 5 cp, and 1 tp). Then costs and prices can be added and subtracted as base 10 numbers (see example in Section 25.0, p. 92).*

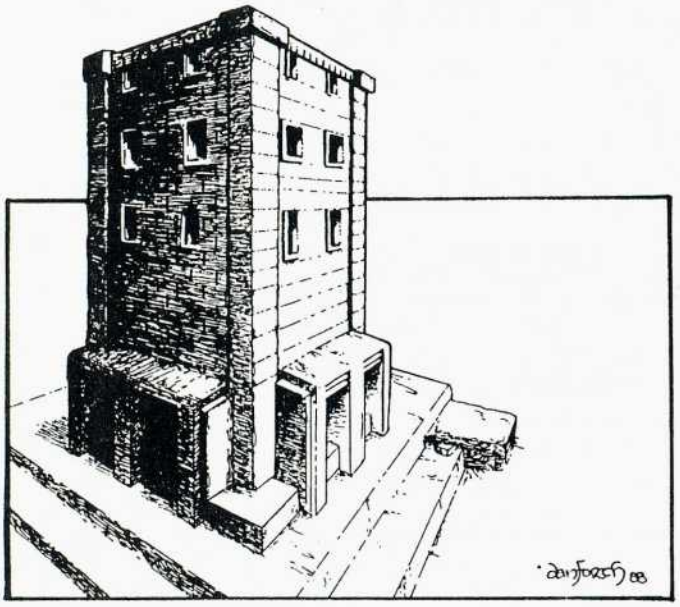
Weather

Determining the daily weather is important when adventuring. Table ST-8 (p. 261) provides a method for determining the temperature and precipitation of a given day. The Gamemaster should:

1) Determine the month.
2) Determine the general climate of the area (e.g., warm and humid, cool and dry, hot and dry, etc.).
3) Determine the temperature.
4) Determine if there is precipitation, how much and what kind.

The numbered months correspond roughly to the months as they are in North America (i.e., 1 is January, 2 is February, etc.). The Elven names for the months are also provided. The pattern will be the same for different hemispheres and temperature zones, but the local seasonal cycle may vary by as much as 6 months.

Watch-tower



ECONOMICS IN MIDDLE-EARTH

Only in the largest cities of Middle-earth (e.g., Minas Tirith, Minas Ithil, Tharbad, Annúminas, Fornost) is the exchange of coinage for goods usual and commonplace. In the rural lands of Arnor and Gondor, among different cultures (the Woodmen and the Woses, to name but two), and in the havens of the immortal Eldar, different ways of distributing wealth are used.

Note: *In Middle-earth, a coin is a specific measure of a precious metal rather than a symbol of a government's promise to redeem the coin (its materials generally worth little) with something of value (often gold or silver). Thus the coins of long fallen kingdoms (such as Númenor) have value centuries or millennia after the authorities that minted them have ceased to exist.*

Barter is the most widespread commercial system employed in Middle-earth. Goods are exchanged for goods. A Woodman herbalist trades her healing salves for a woolen cloak. An Eriadoran shepherd swaps his bale of wool for a sack of wheatberries. A Lossoth hunter gives a fresh polar bear carcass for a reindeer trained to pull his sleigh.

Even in areas where coinage is typically used, people frequently engage in barter-based exchanges. The reverse, however—coin given in places where barter rules supreme—is not always possible. The degree of isolation is the key element determining the outcome.

Isolated societies that don't use coinage have little use for it. Consider the Easterling warrior offered gold for one of his fine horses. The horse can run beside him as he rides his nomadic circuit, but the gold is heavy and would have to be carried. The horse, as part of a herd, might gain him a beautiful wife—or alone might be exchanged for a kingly tent. The gold could be traded for nothing owned by the members of his tribe. And he encounters a Gondorian or a Dorwinadan (who probably has little he wishes to acquire anyway) perhaps once every decade. Of course he will not accept coins from a travelling adventurer!

Note: *Not all nomadic societies eschew coinage. The Easterlings—raiders who measure wealth in horseflesh—do so. However, nomadic traders, such as the Haradrim, find coins, gems, and jewelry to be the most compact way to transport wealth.*

The other predominant method for distributing wealth rests upon ties of kinship and sovereign obligation. In this system, a lord is required by law or by tradition to supply his vassals with certain commodities—typically food, shelter, clothing, tools, and weapons—for the vassal's family and dependents. In turn, the vassal provides a portion of these items to retainers and their families who have pledged fealty to him and to his lord.

Typically, within this "hierocratic system," a retainer or vassal who performs a deed of great courage (or celebrates an event of strong portent) may receive gifts from the lord in commemoration of it. Gems, jewelry, fine garments or furnishings, land, a manor, a high-couraged steed, the right to hold oaths from more retainers—these are examples of such presents.

Most of the societies and cultures of Middle-earth employ a unique mixture of the three major systems of exchange. The Eldar use the hierocratic system in its purest form. The Dúnedain, heavily influenced by the Elves, mix it with free markets based on coinage. The Woses rely exclusively on barter to effect exchanges. The chart below provides specifics.

Dwarves—limited hierocratic exchange (the King to his vassals); widespread free market based on coinage; barter is rare.

Umli—limited hierocratic exchange; exclusively barter otherwise.

Eldar—exclusively hierocratic exchange (Lord to vassal to retainer); guests from other cultures must be supported by gifts, until they depart or (rarely) are allowed to pledge fealty.

Avari—varies along a spectrum with hierocratic exchange at one end and barter at the other; coinage-based free markets are very rare.

Hobbits—limited hierocratic exchange (King of Arnor to the Thane); extensive free market based on coinage; some barter.

Beornings—largely hierocratic exchange; some barter; in the Third Age, after the Quest of Erebor, Beorning Lords accepted coinage from travellers.

Black Númenóreans—very limited, largely symbolic, hierocratic exchange (among the highest nobles); widespread coinage-based free market; some barter.

Corsairs—predominant hierocratic exchange; large, supplemental coinage-based free market; some barter.

Dorwinrim—coinage-based free market and extensive barter.

Dúnedain—predominant hierocratic exchange; large, supplemental coinage-based free market; considerable barter.

Dunlendings—limited hierocratic exchange (typically just shelter and food); widespread barter; limited amounts of coinage accepted from outsiders by all but isolated tribes.

Easterlings—varies by tribe; in general, exclusively barter; coinage not accepted.

Eriadorans—widespread barter; limited hierocratic exchange (Arnorian vassals to retainers); some coinage used in villages.

Gondorians—widespread coinage-based free market; limited hierocratic exchange (Gondorian vassals to retainers); some barter.

Haradrim—limited hierocratic exchange (division of booty after raids); widespread free market based on gold jewelry; coinage accepted.

Lossoth—exclusively barter.

Rohirrim—limited hierocratic exchange (patriarch to his family; weaponry and war gear guarantied by the King to his Marshalls and their troops); widespread free market based on silver coinage; widespread barter.

Variags—exclusively barter; coinage not accepted; limited hierocratic exchange (division of spoils after raids).

Woodmen—exclusively barter; some coinage accepted.

Woses—exclusively barter; coinage not accepted.

Orcs—pre-dominant hierocratic exchange (Orc-lord or Sauron to his minions); supplemented with stealing by violence or by stealth; coinage accepted willingly.

Wild Trolls—no system of voluntary exchange; all accomplished by stealing—using violence or stealth

Black Trolls—pre-dominant hierocratic exchange (Sauron to his minions); supplemented with stealing by violence or by stealth; coinage accepted willingly but not truly understood.

Half-trolls—pre-dominant hierocratic exchange (Sauron to his minions); supplemented with stealing by violence or by stealth; coinage accepted and valued as among civilized mannish societies.

• PART V •
DESIGNING A CHARACTER

MERP is a role playing system designed to handle (simulate) characters between 1st level and 10th level. It makes certain restrictions and simplifications that are intended to make learning fantasy role playing quicker and easier.

People who master the entire system and want more detail, realism and higher level characters should consider ICE's modularized ***Rolemaster*** system. *Arms Law & Claw Law* details non-spell combat, with expanded critical table, expanded armor types, martial arts, and individual weapon attack tables. *Spell Law* details and expands spell lists and spell casting; it contains 112 spell lists, over 2000 spells, spells up to 50th level, 15 types of spell users, and evil spell lists. *Character Law* presents an expanded character development system, with 19 professions and a more detailed treatment of stats and other factors affecting a character.

In a fantasy role playing (FRP) game, you (as a player) assume the persona of an individual character—your player character.

If you are not using a character template (see Section 3.0, p. 21), you must first "design" (i.e., generate or create) your player character. You must determine your character's attributes, background, physical appearance, skills, etc. In short, you must determine all of the various factors that control what your character is capable of doing in a fantasy role playing environment. These factors are described in detail in Section 5.0 (p. 26-41).

To design your character, you should perform each of the following steps (as described in Sections 19.0-27.0, p. 79-97):

1) Decide in general what type of character to play. *

2) Roll and assign your character's stats. *

3) Choose a race for your character. *

4) Choose a profession for your character. *

5) Determine role traits and background.

6) Develop your character's adolescence skills.

7) Develop your character's apprenticeship skills.

8) Outfit your character.

9) Total your character's penalties and bonuses.

10) Develop a persona for your character.

* – These steps are interrelated and may affect each other.

The Character Record Sheet

The Character Record Sheet (Appendix A-9, p. 227) is the key to designing your character. This sheet is organized to aid you during the design process. As you follow each step of the process, you should record your results on this sheet. Use a pencil, since you will be changing and updating your character regularly. You may photocopy this sheet for your own use. The various parts of the Character Record Sheet and what needs to go in them are discussed throughout Part V (p. 78-97). You can refer to Section 27.0 (p. 96-97) for a general discussion of how to use your Character Record Sheet to keep track of your character.

If the Gamemaster and players wish to avoid the process of generating characters, they can use the character templates (Section 3.0, p. 21 and Appendix A-1, p. 113-145). In addition, the Master Character Table ST-3 (p. 252-254) gives average bonuses for the various professions and levels.

What Type of Character to Play?

Before beginning to design your character, you should make a general decision as to what general type of character you want to play. This decision should concern your character's profession, race, and physical and mental attributes.

Example: *The player that will be developing and controlling the character in this example and the rest of the examples presented in Part V has read The Lord of the Rings and wants to play a character similar to Aragorn II. Thus in general, he wants to generate a character who is a Dúnadan Ranger with good physical stats. This example character will be called Galadhil.*

To give the readers an idea of the different types of characters that may be developed, here are some of the characters from The Lord of the Rings (usually of very high level) and their races and professions in MERP terms.

Aragorn II ..... *Dúnadan Ranger*
Elrond ..... *Half-elf Animist*
Éomer ..... *Rohir Warrior*
Frodo ..... *Hobbit Scout*
Galadriel ..... *Noldo Elf Mage*
Gandalf ..... *Human Mage (really one of the Istari)*
Gimili ..... *Dwarf Warrior*
Glorfindel ..... *Noldo Elf Bard*
Legolas ..... *Sinda Elf Warrior*
Radagast ..... *Human Animist (really one of the Istari)*

LOR Note: A ***LOR*** character is designed by choosing a character type, assigning six skill bonuses, and totaling the bonuses. In ***MERP*** this process is a bit more involved, but is very similar. Steps 1-5, 8, and 10 above correspond to "choosing a character type" in ***LOR***, while steps 6 and 7 correspond to "assigning skill bonuses," and step 9 corresponds to "totaling the bonuses."

19.0 • GENERATING STATISTICS

After determining what general type of character to play, you must generate the stats which determine your character's mental and physical prowess. Section 5.1 (p. 27) describes the six ***MERP*** stats:

Stat	Abbreviation
Strength	ST
Agility	AG
Constitution	CO
Intelligence	IG
Intuition	IT
Presence	PR

To determine the stats for your character, first make six rolls (1-100) and record them on a piece of paper. Ignore rolls of less than 20; you need six rolls above 19. Now assign each of the six rolls to one of the six stats as you see fit and record them on your Character Record Sheet.

Note: *Keep in mind that when a profession for your character is chosen (Section 21.0, p. 82-83), the value assigned to the "prime stat" for your character may be replaced with a value of 90. Thus, it is often a good idea to assign your lowest stat to the prime stat for the profession you are planning to chose.*

Note: *In addition, if you plan to play an Elf, you must assign a certain stat to your Presence stat. Each Noldo Elf must assign his highest stat to his Presence, each Sinda Elf must assign one of his two highest stats to his Presence, and each Silvan Elf must assign one of his three highest stats to his Presence. Elves have certain advantages over the "mortal" races and in terms of a fantasy role playing game, this is reflected by this restriction on how they assign their stats.*

You should now have one value (between 20 and 100 inclusive) for each of your six stats. Remember, the higher the stat the more capable your character will be when performing an action using that particular stat. At this point the normal stat bonuses should also be recorded (Section 27.0, p. 96, and Table BT-1).

BT-1 — STAT BONUSES TABLE

Stat	Bonus	Power Points *
102+	+35	4
101	+30	3
100	+25	3
98-99	+20	2
95-97	+15	2
90-94	+10	1
75-89	+5	1
25-74	0	0
10-24	-5	0
5-9	-10	0
3-4	-15	0
2	-20	0
1	-25	0

* – Power points are required for casting spells (see Section 8.4, p. 54). The number (based upon Intelligence or Intuition) given above is multiplied by the character's level to obtain the character's power point total.

Finwë, first High King of the Noldor

To obtain your character's Appearance (AP), make a roll (1-100, do *not* re-roll 01-19). Then add your character's stat bonus for Presence (see Table BT-1). Treat results greater than 100 as 100, and treat results less than one as 01. If the Gamemaster allows it, your character may exchange his Appearance with one of his stats. We suggest that this only be allowed if the character's Appearance is increased by the exchange.

Example: *Our character, Galadhil, makes 6 stat rolls: 91, 98, 07, 44, 85, 28. Since the 07 is less than 20, he rolls again and gets a 63. These are the 6 values that he may assign to his stats: 91, 98, 44, 85, 28, and 63. The player has read about Aragorn the Ranger and thinks that he wants to be that type of character. Galadhil wants to be strong, quick, and still be able to cast some spells. Since a Ranger has Constitution as a prime stat, he knows that he will be able to replace one of his low rolls (the 28) with a 90 when he chooses his profession. So he assigns his 6 stats as indicated below.*

He had to place his 85 in Intuition in order to have one power point per level (see Table BT-1), otherwise he would be unable to cast spells (Section 5.6, p. 36). Galadhil has also looked up his stat bonuses from Table BT-1 and recorded them.

A 77 is rolled for Appearance, and with a Presence stat bonus of +5, Galadhil's Appearance is 82 (fairly good-looking). He decides not to exchange this 82 with one of his stats.

Stat (Abbr.)	Value	Normal Bonus
Strength (ST)	98	+20
Agility (AG)	91	+10
Constitution (CO)	28	+0
Intelligence (IG)	44	+0
Intuition (IT)	85	+5
Presence (PR)	63	+0
Appearance (AP)	82	

Section 19.0
Bonus Table BT-1

20.0 • CHOOSING CULTURE & RACE

There are a variety of Middle-earth culture/races that you may choose for your character. These culture/races are described in Appendix A-2 (p. 146-179) and are listed below. You may not choose to play an Elf if you did not assign one of your highest stats to Presence as outlined in Section 19.0 (p. 79).

Non-Mannish Culture/Races:

Half-elves	Dwarves	Wild Trolls
Noldo Elves	Umli	Olog-hai
Sinda Elves	Common Orcs	Half-trolls
Silvan Elves	Uruk-hai	
Hobbits	Half-orcs	

Mannish Culture/Races:

Beornings	Dunlendings	Lossoth
Black Númenóreans	Easterlings	Rohirrim
Corsairs	Eriadorans	Variags
Dorwinrim	Gondorians	Woodmen
Dúnedain	Haradrim	Woses

The culture/race you choose affects your character's bonuses for skills, development during adolescence, special abilities, appearance, and certain other factors (Appendix A-2, p. 146-179). Once the race (or culture) is chosen, you should record it on your Character Record Sheet. You should also record any stat bonuses and Resistance Roll bonuses due to culture/race (Table BT-3, p. 81).

Promontory in Rhudaur

Restrictions on Culture/Race

The Gamemaster may wish to restrict the players' choices to certain "acceptable" culture/races. For example, a GM may not want to allow you to have a player character Orc or Troll because members of those races are usually subject to external domination (evil masters, such as Nazgûl or Sauron). However, a GM running a game set in the 4th Age of Middle-earth (i.e., after the destruction of Sauron and The Ring) might allow player characters to be Orcs and Trolls.

In order to get a feeling of which culture/races are usually suitable for player characters, the GM should read the culture/race descriptions in Appendix A-2 (p. 146-179). The Culture/Race Table CGT-3 gives special modifications for these races.

The GM may wish to require a random determination of culture/race using the Culture/Race Table CGT-3 (p.81).

Physical Appearance

You must determine the factors that make up your character's physical appearance: height, weight, hair color, eye color, gender, age, and so on. Your Gamemaster must decide whether to assign these factors or whether you may choose them within the limits given in the racial descriptions in Appendix A-2 (p. 146-179).

In addition, you may want to give your character a "demeanor." This is an indicator of the general attitude that your character seems to present to the world. This is up to you and your Gamemaster, but typical demeanors include: calm, aloof, stern, neutral, angry, sly, greedy, silly, stubborn, stupid, rude, etc. For more examples, you can refer to the Personality Role Traits listed in Section 4.0 (p. 24-25) and Section 22.0 (p. 86-87).

Languages

The languages that your character knows are given in the culture/race descriptions in Appendix A-2 (p. 146-179) and are summarized in Table ST-1 (p. 249). Characters may learn other languages as they adventure.

CGT-3 — RACE/CULTURE TABLE

1st Roll	Race	2nd † Roll	Race or Culture
01–03	Hobbit	01–05	Dúnadan
04–08	Umli	06–10	Rohîr
09–21	Dwarf	11–15	Beorning
22–25	Wose	16–20	Woodman
26–75	Man †	21–25	Dorwindan
76–78	Half-elf	26–30	Lossadar
79–91	Silvan Elf	31–54	Eriadoran
92–97	Sinda Elf	55–78	Gondorian
98–00	Noldo Elf	79–83	Dunlending
*	Orc	84–86	Easterling
*	Uruk	87–89	Haradan
*	Half-orc	90–92	Corsair
*	Half-troll	93–95	Variag
*	Wild Troll	96–00	Black Númenórean
*	Olog		

* – These races are not normally player characters.

† – This classification includes many separate sub-races (or cultures). A second roll may be made to determine the specific race (or culture).

Example: *Still thinking of Aragorn, Galadhil chooses to be a Dúnadan (the singular of Dúnedain). He records this in the "Race" space, and looks up and records his special racial modifications from Table BT-3.*

After reading the racial description of the Dúnadan, the player decides that Galadhil will be 6'5," 225 lb., with black hair, grey eyes, and a stern demeanor. He also records which languages (and to what rank) a Dúnadan knows.

Name: Galadhil
Culture/Race: Dúnadan
Profession: _____ Age: 23
Realm: _____ Gender: Male
Height: 6'5" Weight: 225 lbs.
Hair: Black Eyes: Grey
Demeanor: Stern

Stat (Abbr.)	Value	Normal Bonus	Race Bonus
Strength (ST)	98	+20	+5
Agility (AG)	91	+10	+0
Constitution (CO)	28	+0	+10
Intelligence (IG)	44	+0	+0
Intuition (IT)	85	+5	+0
Presence (PR)	63	+0	+5

	Stat	Items	Special	Total
Poison RR Bonus:	CO___	___	+5	___RR
Disease RR Bonus:	CO___	___	+5	___RR

LANGUAGES: Rank

1) Adûnaic 4
2) Westron 5
3) Quenya 1
4) Sindarin 4

BT-3 — SPECIAL RACIAL MODIFICATIONS TABLE

	Stat Bonus Modifications						Resistance Roll Modifications			
	ST	AG	CO	IG	IT	PR	Essence	Channeling	Poison	Disease
Hobbit	-20	+15	+15	0	-5	-5	+50	+20	+30	+15
Umli	+5	0	+10	0	-5	-5	+20	0	+5	+5
Dwarf	+5	-5	+15	0	-5	-5	+40	0	+10	+10
Wose	0	0	+5	0	0	-5	+20	0	0	0
Man	+5	0	0	0	0	0	0	0	0	0
Dúnadan	+5	0	+10	0	0	+5	0	0	+5	+5
Half-elf	+5	+5	+5	0	0	+5	0	0	+5	+50
Silvan Elf	0	+10	0	0	+5	+5	0	0	+10	+100
Sinda Elf	0	+10	+5	0	+5	+10	0	0	+10	+100
Noldo Elf	0	+15	+10	+5	+5	+15	0	0	+10	+100
Half-orc	+5	0	+5	0	0	-5	0	0	+10	0
Orc	+5	-5	+15	-10	-10	-10	0	0	+20	+5
Uruk-hai	+10	0	+20	0	-5	-10	0	0	+20	+5
Half-troll	+10	-5	+10	-5	-5	-5	0	0	+15	+5
Troll	+15	-10	+15	-15	-15	-10	0	0	+30	+10
Olog-hai	+20	-5	+15	-5	-10	-10	0	0	+20	+10

ST = Strength; AG = Agility; CO = Constitution; IG = Intelligence; IT = Intuition; PR = Presence

Section 20.0 Character Generation Table CGT-3 Bonus Table BT-3

21.0 • CHOOSING A PROFESSION

At this point, you must choose one of the six professions and record it on your Character Record Sheet. The Gamemaster may wish to restrict certain culture/races from choosing certain professions (e.g., Dwarves and Hobbits may not be Mages or Bards). Suggestions for such restrictions appropriate to Middle-earth are summarized in the descriptions of the individual culture/races (Appendix A-2, p. 146-179).

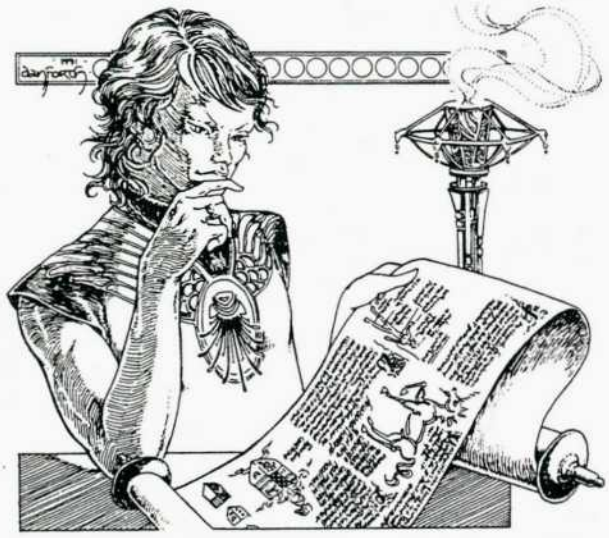
Prime Stat

Each profession has one stat which is that profession's "prime stat" (see below and Table BT-6). If you wish, you may replace the value previously assigned to your character's prime stat with a 90.

The character should also total his stat bonuses at this point and record that he is 1st level and has 10,000 Experience Points.

Realm and Power Points

You should choose a realm of magic (Section 15.0, p. 70) at this point. This is automatic for Mages (Essence), Animists (Channeling), Bards (Essence), and Rangers (Channeling). Warriors and Scouts have the option of choosing either Essence or Channeling.



An Elf reads a scroll of lore

You should also record how many power points (Section 5.6, p. 36) your character has for casting spells. The number of power points your character gets per level can be obtained from Table BT-1, using your Intelligence stat (if your realm is Essence) or your Intuition stat (if your realm is Channeling).

Example: *Galadhil chooses to become a Ranger. He records this along with the other factors determined at this time: his Realm (for casting spells) is Channeling (since he is a Ranger), his level is 1st, and he has 10,000 experience points. He also (cleverly) decides to replace his prime stat as a Ranger, Constitution, with a 90. This is done and the stat bonus is upgraded from +0 to +10. Since his Realm is Channeling, his Power Points are determined by Intuition; from Table BT-1, we look up and record that his Power Point total is 1. Finally, Galadhil totals his normal stat bonuses and his racial stat bonuses to obtain his total stat bonus.*

Profession: Ranger Age: 23
Realm: Channeling Gender: Male

• • •

Stat (Abbr.)	Value	Normal Bonus	Race Bonus	Total Bonus
Strength (ST)	98	+20	+5	+25
Agility (AG)	91	+10	+0	+10
Constitution (CO)	90	+10	+10	+20
Intelligence (IG)	44	+0	+0	+0
Intuition (IT)	85	+5	+0	+5
Presence (PR)	63	+0	+5	+5

• • •

Current Level: 1
Experience Points: 10,000
Power Points: 1

THE PROFESSIONS

Each character must have a profession, sometimes called a character class. Your character's profession reflects the fact that his early training has moulded his thought patterns, thereby affecting his ability to develop certain skills and capabilities. A profession does not prohibit the development of skills, it merely makes some skills harder and others easier to develop. Any character can develop any skill under this system. Descriptions of the six professions follow.

Section 21.0 Bonus Table BT-6

BT-6 — PROFESSION TABLE

Profession	Prime Stat	Realm	Profession Skill Bonuses (per Level)
Warrior	ST	Ess. or Chan.	(+1)–general skills; (+2)–Body Development; (+3)–weapon skills
Scout	AG	Ess. or Chan.	(+1)–weapons skills, general skills; (+2)–subterfuge skills; (+3)–Perception
Mage	IG	Essence	(+2)–Read Rune, Use Item, Base Spell OB; (+3)–Directed Spells
Animist	IT	Channeling	(+1)–Read Rune, Use Item, general skills, Perception; (+2)–Directed Spells, Base Spell OB
Ranger	CO	Channeling	(+2)–weapon skills, Perception, Stalk/Hide; (+3)–general skills
Bard	PR	Essence	(+1)–weapon skills, general skills, subterfuge skills, magical skills, Base Spell OB, Perception

Note: *A number of optional professions are provided in Appendix A-6.1 (p. 214-217).*

Warrior

Prime Stat – Strength

Profession Bonuses – +3 per level on weapon skills
+1 per level on general skills
+2 per level on Body Development

Spell Restrictions – May learn open spell lists from one realm (his choice). May only cast 1st, 2nd and 3rd level spells.

A Warrior (or Fighter) is a character trained in the arts of combat and fighting. His primary areas of skill development are weapon skills, maneuvering in armor, and body development. It is difficult for a Warrior to learn to use subterfuge, spells, magic items, and languages. He has little interest in or aptitude for such pursuits.

Scout

Prime Stat – Agility

Profession Bonuses – +1 per level on weapon skills
+1 per level on general skills
+2 per level on subterfuge skills
+3 per level on Perception

Spell Restrictions – May learn open spell lists from one realm (his choice). May only cast 1st, 2nd, 3rd, 4th and 5th level spells.

A Scout (Thief) is a character trained in maneuvering, observation, ambush, and combat. His primary areas of development are subterfuge and general skills, and he can also develop skills with weapons and armor. However, it is very difficult for him to learn to use spells or magic items. In certain societies and circumstances, a Scout makes an excellent thief or assassin.

Mage

Prime Stat – Intelligence

Profession Bonuses – +2 per level on Read Rune
+2 per level on Use Item
+3 per level on Directed Spells
+2 per level on Base Spell OB

Spell Restrictions – May learn open Essence spell lists and Mage spell lists.

A Mage (Magician) is a character trained in the casting of spells which draw their power from the Essence, the power that exists in everyone and everything. His primary areas of development are magical skills and learning spell lists. It is very difficult for a Mage to learn to use weapons and armor; the Mage relies on his spells rather than arms or normal maneuvers. A Mage may not wear any armor, helm, or greaves when casting spells. This applies to all characters casting spells of the Essence (Section 15.0, p. 70).

Animist

Prime Stat – Intuition

Profession Bonuses – +1 per level on Read Rune
+1 per level on Use Item
+1 per level on general skills
+2 per level on Directed Spells
+2 per level on Base Spell OB
+1 per level on Perception

Spell Restrictions – May learn open Channeling spell lists and Animist spell lists.

An Animist (Cleric) is a character trained in the casting of spells which draw their power from the Valar through Channeling. His primary areas of development are learning spells, but he is capable of development in any of the categories of skills. He may not wear any metal armor, metal helm, or metal greaves while casting spells. This applies to all characters casting spells of Channeling (Section 15.0, p. 70).

Ranger

Prime Stat – Constitution

Profession Bonuses – +2 per level on weapon skills
+3 per level on general skills
+2 per level on Perception
+2 per level on Stalk/Hide

Spell Restrictions – May learn open Channeling spell lists and Ranger spell lists. However, may only cast 1st, 2nd, 3rd, 4th and 5th level spells from the open Channeling lists (no restrictions on his Ranger lists).

A Ranger (Tracker) is a character trained in outdoor skills and combat. His primary area of development is general skills, but he can develop respectable fighting skills and can learn his own Ranger spells and open Channeling spells.

Bard

Prime Stat – Presence

Profession Bonuses – +1 per level on weapon skills
+1 per level on general skills
+1 per level on subterfuge skills
+1 per level on magical skills
+1 per level on Base Spell OB
+1 per level on Perception

Spell Restrictions – May learn open Essence spell lists and Bard spell lists. However, may only cast 1st, 2nd, 3rd, 4th and 5th level spells from the open Essence lists (no restrictions on his Bard lists).

A Bard (jack-of-all-trades) is a character with some training in almost all of the categories of skills. His only primary area of development is languages, but he can learn his own Bard spell lists and open Essence spell lists. He can develop to a limited degree, weapon skills and maneuvering skills.

22.0 • BACKGROUND & ROLE TRAITS

At this point, you have determined your character's culture/race, profession, and stats. In addition, you have determined a number of other capabilities based upon those three factors (e.g., stat bonuses, realm of magic, languages, special bonuses, etc.). Using the material in this section, you will determine your character's special background options, role traits (Section 4.0, p. 24-25), and general background.

BACKGROUND OPTIONS

Each culture/race has specific background options. You should read your character's culture/race description (Appendix A-2, p. 146-179) and determine which options you will choose or roll for on Table CGT-2. Table GGT-5 (p. 89, 248) summarizes how many background options members of each culture/race get. Background options normally include: special abilities, special items, money, hobby skill ranks, stats, and languages. Your Gamemaster may choose to assign options in his own manner.

Special Abilities

These are certain extraordinary capabilities that some characters possess. In many cases these capabilities distinguish a player character from the general populace and are part of the reason that he has chosen to adventure rather than stay home on the farm. The Gamemaster may make up special abilities designed for your specific character.

Special Items

These are magic or unusual items that your character has had handed down to him or which fate has placed in his possession. Your Gamemaster may create special items designed specifically for your character or allow you to roll on Table CGT-2. Such items are keyed to a specific player character or to a character's profession and culture/race.

Each time a character attempts to use an item not specifically keyed to him, he must make a static maneuver modified by his Use Item skill bonus (Section 5.4.2, p. 33). This makes such items much harder to sell. Spells from these items are always cast with no modifications for preparation time (i.e., they have instantaneous effect, see Section 8.4, p. 54).

A Black Rider

Hobby Skill Ranks

These are developed skill ranks that are not necessarily related to your character's culture/race or profession. Normally, choosing such a background option means that:

- The rank of one primary skill (Section 5.4.2, p. 31-34) may be increased by 2, **or**
- The rank of one secondary skill (Section 5.4.3, p. 35) may be increased by 5.

Money

This is the *extra* amount of money that your character can start with. Each player character normally starts with 2 gold pieces (Section 26.0, p. 92).

Stat Increases

This background option allows your character to enhance his stats. No stat may be increased to more than 101 through this method. Normally, choosing such a background option means that:

- The value of one stat may be increased by two, **or**
- The values of three stats may be increased by one each.

Languages

This option allows your character to learn extra languages. The Gamemaster may wish to restrict which languages your character may choose. Normally, choosing such a background option means that your character learns one extra language to skill rank 5.

Example: *Galadhil must now choose his background option; he has 3 options since he is a Dúnadan (Table CGT-5 and Appendix A-2, p. 163-164). He chooses one Special Ability option, one Special Item option, and one Hobby Skill Rank option.*

Galadhil chooses "Very Observant" as his special ability since he is a Ranger, and records his +10 bonus in the "Special" column of the Track skill row and the Perception skill row. He also writes "Very Observant" next to "Special" on his Character Record Sheet.

Track ... IG____ ____ ____ +10

Perception ... IT____ ____ ____ +10

• • •

Alignment:_____

Special: Very Observant

• • •

Galadhil chooses a +15 broadsword as his special item, and records a +15 in the "Item" column of the 1-H Edged row.

1-H Edged ... ST____ ____ +15 ____

• • •

Finally, he chooses to put his hobby skill ranks into Caving (a secondary skill, Section 5.4.3, p. 35). Since it is a secondary skill he gets 5 skill ranks and records them.

Caving___ ☒☒☒☒☒ ☐☐☐☐☐ ☐☐☐☐☐ ...

CGT-2 — BACKGROUND OPTIONS TABLE

HOBBY SKILL RANKS —

Increase one primary skill rank by 2 ranks
or Increase one secondary skill rank by 5 ranks

STAT INCREASES —

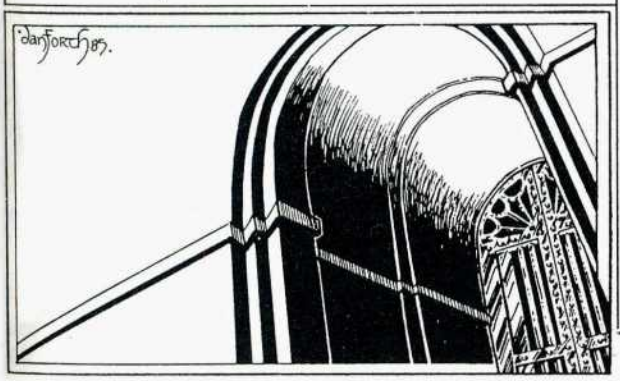
Increase one stat by 2
or Increase each of three stats by 1

LANGUAGES—

Learn one language to skill rank 5

SPECIAL ABILITIES —

Roll	Ability
01-50	A special +5 bonus to any one primary skill.
51-55	A special +15 bonus to any one secondary skill.
56-60	Empathy with a type of animal: start with one pet or loyal companion animal of that type (e.g., falcon, hawk, weasel, cat, dog, horse, etc.). A special +50 bonus for Animal Handling when dealing with that animal. Any maneuver on or with such an animal receives a special +25 bonus.
61-65	Infravision: ability to see sources of heat in darkness. Range is up to 100' (alternatively, any one other sense may be enhanced in a similar manner).
66-70	Resistance: a special +10 bonus to RRs against one type adversity, normally Essence spells, Channeling spells, poisons, or diseases.
71-75	Proficient with spells: start having learned one extra spell list (this background option may only be obtained once). The type of spell list is still limited by profession and race.
76-80	Adept at moving maneuvers: a special +10 bonus to all moving maneuvers.
81-85	Very observant: a special +10 bonus to Perception and Track skills.
86-90	Lightning reactions: +5 to DB and +5 to all OBs.
91-95	Charismatic: a special +10 bonus to all Influence Skills.
96-00	Resistant to pain: +3 to each D10 roll for concussion hits from Body Development skill development.



SPECIAL ITEMS —

Roll	Item
01-60	**+10 bonus magic item:** +10 to any skill with which the item is used (e.g. a +10 mace would increase its OB by 10 when used in combat, a +10 lockpick would give a +10 bonus for picking locks, a +10 saddle would give a +10 bonus to riding, a +10 suit of armor would increase DB by 10, etc.). The player may choose the type of item. **OR** **+1 spell adder item:** Allows the caster to cast one additional spell per day without expending power points (see Section 15.5, p. 72-73). It is suggested that such items be at least 3' long and hand-held.
61-89	Daily spell item: an item which allows a spell to be cast a certain number of times a day without expending power points (see 15.5, p. 72-73): a 1st level spell four times a day, a 2nd level spell three times a day, a 3rd level spell twice a day, or a 4th level spell once a day. The player may choose any spell (4th level or lower) and the type of item (if the GM deems it appropriate), **or** the Gamemaster and player may agree on a special magic item (e.g., a canteen that refills once a day, a rope that ties and unties itself, a backpack which is weightless regardless of contents, etc.).
90-00	+15 bonus magic item (as above) **or** +2 spell adder (as above).

Note: If multiple rolls or choices are taken from this table, it is suggested that the player have the choice of having all of the abilities joined in one item or spread throughout two or more separate items. The bonuses on items and spell adders would be cumulative (up to a total of +30) if taken in one item.

MONEY OPTION —

Roll	Amount
01–02	1 gp
03–05	2 gp
06–15	5 gp
16–25	10 gp
26–35	15 gp
36–45	20 gp
46–55	30 gp
56–65	35 gp
66–70	40 gp
71–75	50 gp
76–80	60 gp
81–85	70 gp
86–90	80 gp
91–94	100 gp
95–97	125 gp
98–99	150 gp
100	200 gp

DETERMINATION OF BACKGROUND DETAILS

Each character template includes a description of the character's background and history (see Appendix A-1, p. 113-145 for examples). Your Gamemaster should develop a similar general background for the character that you are developing, although you may have some input.

After you have chosen your character's background options and Role Traits, the GM may use these choices to help develop your character's general background. For example, if you chose three money options, an item option, and a language option, your GM might tell you that your character is a merchant's son. If you chose two special capabilities, a money option, and chose to increase 2 stats, your character might be a farmer's son who has left the farm for adventure. This is up to your GM, although you may have some input. The amount of detail that goes into this depends upon the amount of effort that the Gamemaster is able and willing to put into it.

Example: *Based upon Galadhil's choices, the Gamemaster and player get together and decide upon a brief outline of his background:*

Galadhil's Tale *— As long as I remember, I have been a grim, quiet man. Odd or flawed things interest me, as do subtle signals, cool colors, and irreverent artistry. I respect restraint and honor and deep passion.*

I was born in Arthedain at Bar Baranorn, in Rúaduin (W."Rood"). I was the third child and younger son in the House of Galborn. My father, Haldrahir, and my mother, Alarien, treated me warmly, especially after my brother Androbir was killed by White-wolves during the awful winter of my fourth year. When our family was forced to abandon our impoverished estate two years later, I spent most of our days hunting, trapping, and fishing with my father. At the same time, I prepared myself for service with my uncle. A Ranger of the North, Galadan led a company that patrolled the Ettenmoors.

Events conspired to disrupt my plans, though, when a band of roving Dunmen slew my father and kidnapped my sister Elenien during a warm, rainy night last summer. Now, I hope to settle matters with these vile murderers before I make any plans for the future. I will find Elenien, and I will recover Carvegil (S. "Red-sword"), the magic sword of my forefathers and the symbol of the ancient noble line of Galborn of the Redeye. I am a fast friend of Elves and the little Halflings, a bitter enemy of Wolves and Dunlendings.

I carry a broadsword forged long ago in Annúminas, a gift from my uncle Galadan. It is called Maldavegil (S. "Gold-sword"), and is the companion blade to Carvegil. This weapon is inlaid with mithril and has a diamond in its pommel which glows gold whenever it comes into contact with a harmful poison.

ROLE TRAITS

You and your Gamemaster must determine your character's role traits as outlined in Section 4.0, p. 24-25. Role Traits include:

- Personality
- Motivation
- Alignment

Example: *Galadhil's player decides the following Role Traits: "Serious" and "Focused" for Personality, "Destroy Evil" for Motivation, and "Good" for Alignment.*

Personality: ***Serious, Focused***
Motivation: ***Destroy Evil***
Alignment: ***Good***

Gallind, an Elf, wants to acquire a lost family heirloom

Personality Trait List

Sullen, Morose, Somber, Serious ..... Lighthearted, Cheerful, Joyous
Merciful, Compassionate, Kind ..... Uncaring, Mean, Ruthless, Cruel
Austere, Sober, Restrained, Temperate, Moderate ..... Unrestrained, Indulgent
Martyr, Over-protective, Protective ..... Intimidating, Overbearing, Bully
Radical, Liberal, Open-minded ..... Orthodox, Conservative, Reactionary
Loving, Friendly, Amicable ..... Quarrelsome, Hostile, Antagonistic
Prudent, Patient, Cautious ..... Impatient, Impulsive, Reckless, Rash
Extrovert, Out-going, Talkative ..... Reserved, Shy, Timid, Introvert
Meek, Self-effacing, Modest, Humble ..... Proud, Conceited, Cocky, Pompous, Arrogant
Lethargic, Lazy, Idle, Easy Going, Laid Back, ... Vibrant, Energetic, Enterprising, Ambitious
Deferential, Respectful, Courteous, Polite, Civil .... Impolite, Rude, Impudent, Insolent
Docile, Pliable, Amenable, Cooperative ..... Stubborn, Obstinate
Confident, Sanguine, Secure ..... Nervous, Apprehensive, Daunted
Pacific, Nonviolent, Peaceful ... Pugnacious, Belligerent, Bellicose
Charitable, Forgiving ..... Vindictive, Vengeful
Benevolent, Generous, Giving ..... Selfish, Miserly, Greedy
Honest, Direct, Trustworthy ..... Shifty, Deceitful, Dishonest
Honorable, High-principled ..... Dishonorable
Loyal, Faithful, Reliable ..... Treacherous, Disloyal
Lawful, Just, Upright ..... Arbitrary, Chaotic, Corrupt
Moral, Ethical, Principled ..... Amoral, Immoral
Pious, Devout, Religious ..... Worldly, Impious
Quixotic, Idealistic ..... Practical, Pragmatic, Cynical
Gullible, Trusting ..... Skeptical, Suspicious, Paranoid
Curious, Inquisitive ..... Apathetic, Incurious
Focused, Attentive ..... Distracted, Absent-minded
Continent, Chaste ..... Lustful, Licentious, Lecherous
Quiet, Reserved ..... Flamboyant, Boisterous, Loud
Valorous, Brave, Bold, Audacious ..... Timid, Cowardly, Craven
Passive, Detached, Calm ..... Forceful, Enthusiastic, Excitable
Calm, Even-tempered ..... Quick-Tempered, Hot-headed
Stoic, Impassive, Stolid ..... Responsive, Complainer
Sociable, Gregarious ..... Nonsocial, Antisocial, Cold
Optimistic, Upbeat ..... Uncertain, Cynical, Fatalistic, Pessimistic
Creative, Inventive, Original ..... Conformist, Uncreative
Tolerant, Open-minded ..... Snobbish, Prejudiced, Intolerant
Disordered, Messy ..... Orderly, Perfectionist
Tolerant, Understanding ..... Envious, Possessive, Jealous
Dependent, Clinging ..... Self-reliant, Independent

Motivation Trait List

Destroy: *evil, Sauronic forces, culture/race, country, guild, population center, individual, etc.*

Hate & Work Against: *evil, Sauronic forces, culture/race, country, guild, population center, individual, etc.*

Hate: *evil, Sauronic forces, culture/race, country, guild, population center, individual, etc.*

Dislike: *evil, Sauronic forces, culture/race, country, guild, population center, individual, etc.*

Revenge against: *individual, family, clan, culture/race, population center, guild, etc.*

Preserve: *individual, family, clan, ruler, country, culture/race, population center, guild, etc.*

Protect: *individual, family, clan, ruler, country, culture/race, population center, guild, "the weak," etc.*

Serve: *individual, family, clan, ruler, country, culture/race, population center, guild, etc.*

Promote: *peace, freedom, justice, religion, morality, war, free enterprise, etc.*

Rebuild/Restart: *guild, population center, religion, clan, dynasty, etc.*

Fanatic about: *spreading religion, freedom, cleanliness, law & order, etc.*

Compulsive about: *spreading religion, freedom, cleanliness, law & order, etc.*

Fear of (Phobia): *heights, darkness, water, etc.*

Acquire *xxx* **for** *yyy*: *"xxx" is wealth, power, knowledge, magic items, etc. "yyy" is a ruler, country, culture/race, guild, religion, clan, population center, etc.*

Acquire Personal: *power, knowledge, magic items, pleasure, fame, etc.*

Acquire and Maintain Personal Honor

Adventure, Thrills, Excitement

Self-centered, general self-interest

Heroism

"Make the World a Better Place"

Alignment Trait List

Good ..... Neutral ..... Evil
Laws/Government .. Neutral ..... Anarchy
Government ..... Neutral ..... Rebels/Opposing Government*
Laws/Principles ..... Neutral ..... Opportunism, "*The End Justifies the Means*" (Machiavellianism)
Religion ..... Neutral ..... Atheism
Religion ..... Neutral ..... Opposing Religion†
Free Enterprise ..... Neutral ..... Cartels/Guilds/Monopolies
Free Enterprise ..... Neutral ..... Socialism
Asceticism ..... Neutral ..... Hedonism
Altruism ..... Neutral ..... Egoism
Spiritual ..... Neutral ..... Materialist
Metaphorical ..... Neutral ..... Literal

* — This applies to any two ruling groups that oppose one other. The groups can control different countries, fiefs, city-states, etc.; or, they can be rival groups within the same political or geographical entity (e.g., rebellion, civil war, etc.). For Example, the Gondorian Kin-strife in Middle-earth, France vs. England in the 100-years War, York vs. Lancaster in the War of the Roses, North vs. South in the War of Northern Aggression, etc.

† — This applies to any two religions that oppose one another. This opposition can have a political or dogmatic basis. E.g., Christians vs. Moslems, Catholic vs. Greek Orthodox, Catholic vs. Protestant, etc.

23.0 • ADOLESCENCE SKILL DEVELOPMENT

During his early years of life (i.e., his adolescence), your character will develop his skills as indicated in Table CGT-5. Each of your character's skills will increase its skill rank by a fixed number of ranks. The exact number of ranks can be found in the column of Table CGT-5 that corresponds to your character's culture/race. The significance and mechanics of skills are described in Section 5.4, p. 31-35.

Your character's skills are based upon his culture/race background. For example, if a character is raised in an Dwarvish society, he would use the appropriate Dwarf skill development. (i.e., the skill ranks indicated in the "Dwarf" Column of Table CGT-5).

Learning Spell Lists

Table CGT-5 also indicates your character's chance of learning a spell list (Section 5.4.2, p. 34) during his adolescence. Your character will learn a spell list if you roll 1-100 and get a result that is less than or equal to the "% Chance for learning a spell list" indicated for your culture/race on Table CGT-5.

Recording Your Character's Skill Ranks

For each of your character's skills on his Character Record Sheet, you should place an "X" in one appropriate skill rank box for every skill rank indicated in Table CGT-5.

Note: *Some skills are not included in Table CGT-5 because no race develops those skills during adolescence.*

Example: *Galadhil must now record his skill ranks, languages, and spell lists obtained during his Adolescence (see Table CGT-5).*

Galadhil really gets lucky when he rolls to try and learn a spell list. Needing to roll (1-100) "10" or less, he rolls an "04" and learns a spell list. He chooses "Moving Ways" and records it.

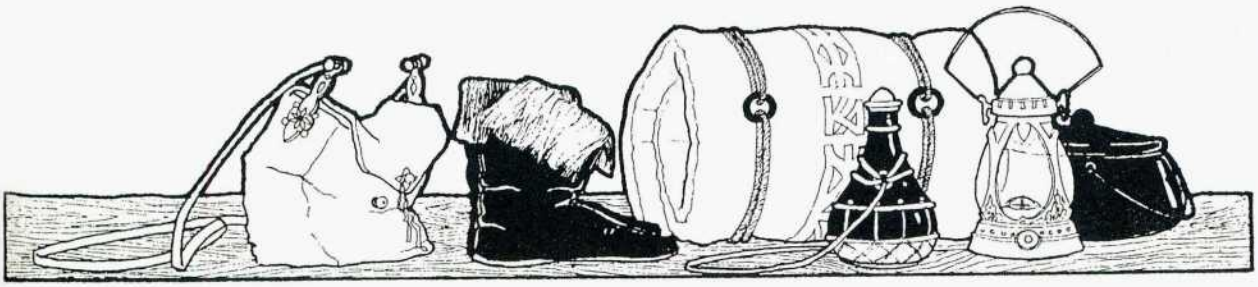
Spell Lists:	Chance
1) Moving Ways	[X]
2)	[ ]

Galadhil also gets 6 ranks of language; he chooses one more rank in Quenya, 3 ranks in Rohirric, and one each in Kuduk (i.e., Hobbitish) and Silvan. He would like to have picked Khuzdul (Dwarvish), but his GM ruled that he would not have had the opportunity during his youth.

Languages:	Rank
1) Adûnaic	4
2) Westron	5
3) Quenya	2
4) Sindarin	4
5) Rohirric	3
6) Kuduk (Hobbitish)	1
7) Silvan	1

Galadhil marks his Adolescence skill ranks with "X"s in the appropriate boxes (see Table CGT-5). He marks one box each in No Armor, Rigid Leather, Missile weapons, 2-Handed weapons, Pole-arms, Ride, Swim, Read Rune, and Use Item. He marks two boxes in Chain and 1-Handed Edged weapons, and three boxes in Body Development.

Skill	5% Ranks
Movement & Maneuver Skill Category:	
No Armor	☒☐ ——Maximum
Soft Leather	☐☐☐ ——Number
Rigid Leather	☒☐☐☐☐ ——of
Chain	☒☒☐☐☐ ☐☐ –Ranks
Plate	☐☐☐☐☐ ☐☐ ——
Weapon Skill Skill Category:	
1-H Edged	☒☒☐☐☐ ☐☐☐☐☐
1-H Concussion	☐☐☐☐☐ ☐☐☐☐☐
2-Handed	☒☐☐☐☐ ☐☐☐☐☐
Thrown	☐☐☐☐☐ ☐☐☐☐☐
Missile	☒☐☐☐☐ ☐☐☐☐☐
Pole-arms	☒☐☐☐☐ ☐☐☐☐☐
General Skill Category:	
Climb	☐☐☐☐☐ ☐☐☐☐☐
Ride	☒☐☐☐☐ ☐☐☐☐☐
Swim	☒☐☐☐☐ ☐☐☐☐☐
Track	☐☐☐☐☐ ☐☐☐☐☐
Subterfuge Skill Category:	
Ambush	☐☐☐☐☐ ☐☐☐☐☐
Stalk/Hide	☐☐☐☐☐ ☐☐☐☐☐
Pick Lock	☐☐☐☐☐ ☐☐☐☐☐
Disarm Trap	☐☐☐☐☐ ☐☐☐☐☐
Magical Skill Category:	
Read Rune	☒☐☐☐☐ ☐☐☐☐☐
Use Item	☒☐☐☐☐ ☐☐☐☐☐
Directed Spells	☐☐☐☐☐ ☐☐☐☐☐
Miscellaneous & Secondary Skills and Bonuses:	
Perception	☐☐☐☐☐ ☐☐☐☐☐
Body Development	☒☒☒☐☐ ☐☐☐☐☐



CGT-5 — ADOLESCENCE SKILL RANK TABLE

	Dwarves	Umli	Noldo Elves	Sinda Elves	Silvan Elves	Half-elves	Hobbits	Beornings	Black Númenóreans	Corsairs	Dorwinrim	Dúnedain	Dunlendings	Easterlings	Eriadorans	Gondorians	Haradrim	Lossoth	Rohirrim	Variags	Woodmen	Woses	Orcs	Uruk-hai	Half-orcs	Trolls	Olog-hai	Half-trolls
Movement & Maneuver Skills:																												
No Armor	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Soft Leather	0	3	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1	3	0	1	1	3	1	1	1	0	0	1
Rigid Leather	1	3	0	0	0	1	0	0	0	2	1	1	1	0	1	0	0	0	1	0	0	0	3	3	3	0	0	2
Chain	3	0	0	0	0	1	0	0	2	0	0	2	0	0	1	0	0	0	2	0	0	0	2	3	1	0	0	3
Weapon Skills:																												
1-H Edged	0	0	1	1	1	1	0	0	1	2	0	2	0	1	1	1	1	0	2	2	1	2	0	4	0	0	0	0
1-H Conc.	4	3	0	0	0	0	0	0	0	0	1	0	1	0	0	0	0	0	0	0	0	0	3	1	3	0	0	0
2-Handed	0	1	0	0	0	0	0	1	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	1	0	3	5	4
Thrown	1	1	0	0	0	0	2	1	1	1	1	0	2	1	1	0	1	3	0	1	1	4	1	1	1	1	2	2
Missile	0	0	1	2	3	2	2	0	1	1	1	1	1	2	1	1	0	0	1	1	1	0	0	1	1	0	0	0
Pole-arms	0	0	0	0	0	0	0	2	0	0	1	1	2	2	1	0	2	2	1	1	1	1	1	1	0	0	0	0
General Skills:																												
Climb	1	0	0	1	2	1	2	2	0	0	0	0	5	0	0	0	0	0	0	0	3	3	1	1	1	1	1	1
Ride	0	0	1	1	1	1	0	0	1	0	2	1	0	5	1	0	7	0	8	4	0	0	0	1	0	0	0	0
Swim	0	1	2	2	3	1	0	2	3	5	1	1	1	0	1	1	0	2	1	0	1	2	0	0	0	0	0	0
Subterfuge Skills:																												
Ambush	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	1	1	1	0	0	0
Stalk/Hide	0	1	2	3	4	2	5	4	0	0	0	0	2	0	1	0	0	4	0	1	4	4	0	0	0	0	0	0
Pick Lock	1	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Disarm Trap	1	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Magical Skills:																												
Read Rune	0	0	2	1	1	1	0	0	1	0	0	1	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0
Use Item	0	0	1	1	0	0	0	0	1	0	0	1	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0
Miscellaneous:																												
Perception	2	1	3	3	3	1	4	1	0	0	0	0	1	1	1	1	1	1	1	1	1	1	0	1	0	0	1	0
Body Develop.	3	2	1	1	1	1	2	3	2	2	1	3	3	2	2	1	2	3	2	2	2	3	2	3	2	5	5	4
% Chance of learning a Spell List *	3	5	40	30	20	10	0	3	10	5	10	10	2	2	3	15	2	5	3	5	3	5	0	0	0	0	0	0
# of Additional Language Ranks †	4	3	10	8	6	4	3	3	6	5	5	6	2	2	4	5	3	1	4	3	2	2	2	2	2	2	2	2
# Background Options	4	4	2	3	4	3	5	5	3	5	5	3	4	4	5	5	5	4	5	4	5	5	2	2	3	1	1	2

* – If the player rolls equal to or below this number (1–100), his character learns a spell list. The choice of this list must be made within the restrictions of his profession (see Section 21.0, p. 82-83) and race (see Section 20.0, p. 80-81).

† – This allows the player to increase the ranks of languages he already knows due to his race (up to a rank of 5), or it allows him to choose other languages and develop ranks in them, or a combination of the two possibilities.

Table CGT-5

24.0 • APPRENTICESHIP SKILL DEVELOPMENT

After his early years of life (i.e., his adolescence), your character will develop his *apprenticeship* skills. Based upon his profession, your character receives a certain number of skill *development points* (DPs) in each of the skill categories (Table CGT-4). The various skills and categories are described in Section 5.4 (p. 31-35).

Your development points in a given category may be used towards increasing the skill ranks of any skills in that category:

- A skill rank may be increased by one by allocating one development point.
- A skill rank may be increased by two by allocating three development point.
- A skill rank may not be increased by more than two ranks during your character's apprenticeship.

There are only two exceptions to this process: developing Movement & Maneuver skills and learning spell lists.

Perception

You may develop Perception skill using DPs from any skill category or combination of categories (transferring them on a one-to-one basis).

Learning Spell Lists

Each development point you allocate to learning a spell list gives you a 20% chance of "learning" (Section 5.4.2, p. 34) that spell list. Thus allocating five DPs results in a 100% chance of learning a spell list.

If you allocate one to four DPs to learning spell lists, you may only attempt to learn one list (i.e., all DPs have to go to the same list). However, if you allocate enough DPs to have a 100% chance of learning a spell list (i.e., 5 DPs), you automatically learn that spell list **and** you may allocate more DPs to take a chance of learning one other spell list.

You may only roll once during apprenticeship to learn a spell list. However, if you attempt to learn a list and fail, the DPs carry over to learning that list when you next advance a level (Section 5.5, p. 35).

Your chance of learning a spell list should be recorded on the Character Record Sheet next to the spell list name.

Your character's profession and culture/race limit which spell lists he may attempt to learn.

CGT-4 — DEVELOPMENT POINT TABLE

	PROFESSION					
Category	Warrior	Mage	Animist	Scout	Ranger	Bard
Movement and Maneuver	3	0	1	1	2	0
Weapon Skills	5	0	1	3	3	2
General Skills	2	2	2	3	4	2
Subterfuge Skills	2	0	1	5	2	2
Magical Skills	0	5	2	0	0	3
Body Development	3	1	1	2	2	1
Languages	0	2	2	1	1	3
Spell Lists *	0	5	5	0	1	2

* – Special see above.

CATEGORIES:

Movement & Maneuver Skills:	Weapon Skills:	General Skills:	Subterfuge Skills:	Magical Skills:
No Armor	1-Handed Edged	Climb	Ambush	Read Rune
Soft Leather	1-Handed Concussion	Ride	Stalk/Hide	Use Item
Rigid Leather	2-Handed	Swim	Pick Lock	Directed Spells
Chain	Thrown	Track	Disarm Trap	
Plate	Missile			
	Pole-arms			

SPELL LISTS: Each spell list is learned separately.

LANGUAGES: Skill in each language is developed separately.

BODY DEVELOPMENT: Determines a character's hits.

Perception — This skill may be developed with points from any category or combination of categories.

Secondary Skills — DPs from one or more skill categories can be used to develop each Secondary Skill. The skill categories that correspond to each Secondary Skill are given in Appendix A-5 (p. 213) and Section 5.4.3 (p. 35).

Movement & Maneuver Skills

There is no limit on how many of your DPs from your Movement and Maneuver (M&M) Skills category you may allocate to any M&M skill. Each DP you allocate to one of your M&M skills increases that skill's skill rank by one, regardless of how many points you allocate to that skill.

Secondary Skills

Development points from one or more skill categories can be used to develop each Secondary Skill. The skill categories that correspond to each Secondary Skill are given in Appendix A-5 (p. 213) and Section 5.4.3 (p. 35).

Transferring Development Points

Development points that you have not allocated may be transferred to another skill category. Then those DPs may be be used normally to develop skills in that category. Such DPs are transferred as follows:

- If the category that the DPs are transferred to has an initial DP total that is zero (e.g., Weapon Skills for a Mage or Spell Lists for Warriors and Scouts), then that category receives one DP for every four DPs transferred.
- If the category that the DPs are transferred to has an initial DP total that is not zero, then that category receives one DP for every two DPs transferred.
- DPs may be transferred from several categories.
- Unused DPs are lost.

Note: *This process is also used each time that a character's level increases (Section 5.5, p. 35).*

Example: *Galadhil must now develop his skills during his Apprenticeship. Remember that some skills have already had their ranks increased during Adolescence skill development. He checks Table CGT-4 and finds out how many DPs he gets in each category:*

Movement & Maneuver Skills	2
Weapon Skills	3
General Skills	4
Subterfuge Skills	2
Magical Skills	0
Body Development	2
Languages	1
Spell Lists	1

Galadhil decides to concentrate his weapon development in 1-H Edged weapons and allocates all 3 of his Weapon Skill DPs to 1-H Edged skill, increasing that skill rank by 2. Remember (except for Movement & Maneuver skills), normally an allocation of 1 DP increases a skill rank by 1, but an allocation of 3 DPs only increases a skill rank by 2. He also puts both of his Movement & Maneuver DPs into Rigid Leather, increasing his Rigid Leather skill rank by 2.

Skill	5% Ranks
Movement & Maneuver Skill Category:	
No Armor	☒☐ ———Maximum
Soft Leather	☐☐☐ ———Number
Rigid Leather	☒☒☒☐☐ ———of
Chain	☒☒☐☐☐ ☐☐ –Ranks
Plate	☐☐☐☐☐ ☐☐☐☐—
Weapon Skill Skill Category:	
1-H Edged	☒☒☒☒☐ ☐☐☐☐☐
1-H Concussion	☐☐☐☐☐ ☐☐☐☐☐
2-Handed	☒☐☐☐☐ ☐☐☐☐☐
Thrown	☐☐☐☐☐ ☐☐☐☐☐
Missile	☒☐☐☐☐ ☐☐☐☐☐
Pole-arms	☒☐☐☐☐ ☐☐☐☐☐

Looking at his 2 DPs in Subterfuge Skills, he decides to allocate one DP to Stalk/Hide and one DP to Disarm Trap. He puts one of his General Skills DPs into Track and one into Climb and decides to transfer the other 2 General Skills DPs to Body Development, resulting in a total of 3 DPs for Body Development (since DPs normally transfer at a rate of 2 to 1).

General Skill Category:	
Climb	☒☐☐☐☐ ☐☐☐☐☐
Ride	☒☐☐☐☐ ☐☐☐☐☐
Swim	☒☐☐☐☐ ☐☐☐☐☐
Track	☒☐☐☐☐ ☐☐☐☐☐
Subterfuge Skill Category:	
Ambush	☐☐☐☐☐ ☐☐☐☐☐
Stalk/Hide	☒☐☐☐☐ ☐☐☐☐☐
Pick Lock	☐☐☐☐☐ ☐☐☐☐☐
Disarm Trap	☒☐☐☐☐ ☐☐☐☐☐

He uses the 3 DPs that he has in Body Development to increase that skill's rank by 2. Since points from any category can be used for Perception (on a 1 to 1 basis), he uses his Language DP to increase his Perception skill rank by one.

Magical Skill Category:	
Read Rune	☒☐☐☐☐ ☐☐☐☐☐
Use Item	☒☐☐☐☐ ☐☐☐☐☐
Directed Spells	☐☐☐☐☐ ☐☐☐☐☐
Miscellaneous & Secondary Skills and Bonuses:	
Perception	☒☐☐☐☐ ☐☐☐☐☐
Body Development	☒☒☒☒☒ ☐☐☐☐☐

Finally, he uses his point in Spell Lists to try and learn the "Nature's Guises" list. This gives him a 20% chance of learning the list (rolling less than or equal to 20). He rolls an 84 and does not learn the list. However, he records the list and the fact that he has a 20% chance to build on when he reaches the next level.

Spell Lists:	Chance
1) Moving Ways	[X]
2) Nature's Guises	[20]

25.0 • YOUR CHARACTER'S ROLE

You should develop a detailed scheme and outline of your character's *role* or *persona* based upon his Role Traits and background (Section 22.0, p. 84-87). These may be your own persona, in which your character is basically yourself placed in the game world and situation. Alternatively, you may choose a persona entirely different from your own, or some medium between the two extremes.

Example: *Galadhil is a noble person, devoted to fighting evil in the form of the minions of Sauron. Unfortunately, he tends to carry this to an extreme. To him mere association with a known agent of Sauron should be punished by quick execution. Likewise, he feels that many neutral people who steal or perform "evil" acts must be destroyed. His motivation is to become as powerful as possible, so as to most effectively thwart the plans of the Dark Lord. He also wants to find his father (living or dead), if it does not interfere with his personal war against evil.*

26.0 • READYING YOUR PLAYER CHARACTER

Once you have completed the steps outlined in Sections 19.0-25.0, you need to obtain equipment and supplies for your character. You also needs to total each of your character's bonuses (i.e., Offensive Bonuses, Defensive Bonus, Moving Maneuver bonuses, etc.).

OUTFITTING

Your character automatically begins the game with the equipment and money listed below. The Culture/Race description for your character provides specific details and suggestions for this equipment and money (Appendix A-2, p. 146-179).

- Up to two normal weapons of his choice (in addition to any special items). He must have a skill rank of at least one in each weapon skill that applies to these weapons.
- One suit of armor if his Movement & Maneuver bonus for that armor is -10 or higher.
- Clothes (including cloak and boots), scabbards for his weapons, a weapons belt, belt pouch, and normal personal effects.
- Two gold pieces (or its equivalent value in other coins and/or belongings) with which to buy equipment and to survive on until he can get more. In addition, your character may start with more money from his background options (Section 22.0, p. 84).

To begin the game, your character may also purchase any equipment and supplies that he wishes from Tables ST-4 (p. 255) and Table ST-5 (p. 256-257) with this cash. If your character has enough money and your Gamemaster approves, these purchases may include herbs (Table ST-5) and perhaps items with magic bonuses (Table ST-7, p. 260) (Section 15.5, p. 72-73). The Gamemaster may wish to make other equipment available.

BT-5 — WEIGHT PENALTY TABLE

Character's Weight	Weight Carried in Pounds (other than armor and clothes)								
	16-25	26-35	36-45	46-60	61-80	81-100	101-120	121-140	141-160
41–60	30	60	NA	NA	NA	NA	NA	NA	NA
61–80	20	35	60	80	NA	NA	NA	NA	NA
81–100	15	25	40	60	NA	NA	NA	NA	NA
101–120	15	20	30	40	60	NA	NA	NA	NA
121–140	10	15	25	35	40	60	NA	NA	NA
141–160	10	15	20	30	35	40	60	NA	NA
161–180	5	10	15	25	30	35	45	60	NA
181–200	5	10	15	20	25	30	35	50	60
201–220	5	10	15	20	25	30	35	45	55
221–240	0	10	10	15	20	25	30	40	50
241–260	0	10	10	15	20	25	30	35	45
261–280	0	5	10	15	15	20	25	30	40
281–300	0	5	5	10	15	20	25	30	35
301–350	0	0	5	10	10	20	25	25	35
351–400	0	0	0	5	10	15	20	25	30

Note: The result is the character's weight penalty. A character's Encumbrance Penalty is the smaller of zero or his ST Bonus minus his weight penalty (i.e., an Encumbrance Penalty can never be greater than zero).

Note: An additional penalty of 5 is added to the maximum penalty above for each 10 lb. over 160 lb.

Sections:
25.0
26.0

Bonus Table BT-5

You can keep track of your supplies and equipment on the back of your Character Record Sheet.

In summary, your character starts play with:

- Two weapons (at least skill rank 1 with each).
- Armor (M&M bonus must be at least -10).
- Clothes, including cloak and boots.
- Scabbards, weapon belt, belt pouch.
- Normal personal effects.
- Two gold pieces (or the equivalent in his culture).
- Any equipment & money from background options.
- Equipment purchased with your starting money.

Example: *Galadhil must now determine what equipment and supplies he will carry. As starting equipment, he may automatically choose to have:*

	weight in lb.
His +15 sword (only weighs 3 lb)	*3*
Rigid Leather Armor	*wear*
A Handaxe	*5*
A Composite Bow	*3*
Belt Pouch w/ money	*0.5*
Weapons belt	*wear*
Clothes (includes boots and cloak) and personal effects	*wear*
	11.5

Gollum and Bilbo exchange riddles

Galadhil has 2 gold pieces to spend on other equipment (from the Equipment and Price Table ST-4). He decides to buy:

gp	*sp*	*bp*	*cp*	*tp*		*weight in lb.*
0	*0*	*0*	*0*	*0*	*Starting equipment*	*11.5*
0	*2*	*5*	*0*	*0*	*Leather helm*	*wear*
0	*5*	*5*	*0*	*0*	*Shield*	*15.0*
0	*3*	*0*	*0*	*0*	*Dagger*	*1.0*
0	*1*	*0*	*0*	*0*	*2 Quivers (20 Arrows each)*	*7.0*
0	*0*	*3*	*3*	*0*	*Backpack & Frame*	*3.0*
0	*0*	*2*	*0*	*0*	*Bedroll*	*5.0*
0	*0*	*1*	*0*	*0*	*Tarp*	*4.0*
0	*0*	*1*	*0*	*0*	*Flint and steel*	*0.5*
0	*2*	*4*	*0*	*0*	*100' superior rope*	*6.0*
0	*0*	*0*	*1*	*5*	*5 torches*	*5.0*
0	*0*	*0*	*1*	*0*	*Waterskin (full)*	*1.0*
0	*0*	*1*	*0*	*0*	*Trail rations (1 week)*	*14.0*
1	*5*	*2*	*5*	*5*		*73.0 lb.*

Galadhil decides against arm greaves (-5 to OB) and leg greaves (-5 to Movement & Maneuvers), due to the cost and penalties. These purchases leave him with 4 silver pieces, 7 bronze pieces, 4 copper pieces, and 5 tin pieces.

CALCULATING YOUR ENCUMBRANCE PENALTY

After your character has been outfitted, you should total the weights of all of the character's equipment and supplies (other than clothes and armor), rounding down to the nearest pound. If this total is over 15 pounds, an Encumbrance Penalty may result (Section 5.7, p. 37).

Table BT-5 gives the weight penalty for carrying excess weight based upon the weight of your character. Your character's *Encumbrance Penalty* is equal to zero **or** his Strength bonus minus his weight penalty, whichever is smaller (i.e., your character's Encumbrance Penalty may never be greater than zero). This penalty is applied to **running** movement (Section 8.1, p. 45) and moving maneuvers (Section 8.2.2, p. 48-49).

Example: *In the Example in the previous section, Galadhil equipped himself and figured out how much weight he was carrying, 73.0 lb. He checks Table BT-5, and finds his penalty is -20 (he weighs 225 lbs). Since he is extremely strong, he has a strength bonus of +25, resulting in an Encumbrance Penalty of 0 (it can not be greater than zero). For a normal person (with no strength bonus), the Encumbrance Penalty would be -20. People have teased Galadhil that he would make a good pack animal (the teasing does not usually last long and is seldom repeated).*

Galadhil would start incurring a penalty if he picked up 8 more pounds of stuff, so he tells the Gamemaster that a lot of the heavy stuff (backpack, waterskin, rope, most of the rations, bedroll, tarp, and torches) is in his backpack. Then even if he enters a fight or has to run away carrying someone, he can drop his pack and his Encumbrance penalty will not cause him to suffer much (it can never be greater than 0).

Encumbrance Penalty: 0 = ST +25 – Wt. Mod. 20

BT-2 — STAT BONUS EFFECT TABLE	
Skill or Ability	Applicable Stat
Movement and Maneuver:	
No Armor, Soft Leather, Rigid Leather	AG
Chain, Plate	ST
Melee OB	ST
Missile and Thrown OB	AG
Climb	AG
Ride	IT
Swim	AG
Track	IG
Ambush	none
Stalk/Hide	PR
Pick Lock	IG
Disarm Trap	IT
Read Rune	IG
Use Item	IT
Directed Spells	AG
Perception	IT
Body Development	CO
Defensive Bonus	AG
Essence Resistance Roll	IG
Channeling Resistance Roll	IT
Poison Resistance Roll	CO
Disease Resistance Roll	CO

TOTALING YOUR BONUSES

At this point you must determine and total your bonuses for all of your character's skills and other capabilities.

Skill Rank Bonuses

Total the number of skill ranks for each skill and determine the bonus from Table BT-4. Then record each bonus on the appropriate skill's bonus line of your Character Record Sheet.

Stat Bonuses

For each of your stats, the stat bonus from Table BT-1 (79, 245) and the racial stat bonus modification from Table BT-3 (p. 81, 244) should already be recorded in the appropriate space next to the stats on your Character Record Sheet. So, add the two values for each stat and record the total in the appropriate space.

Then you need to record these total stat bonuses in the *Stat Bonus* spaces of all of the skills and other capabilities (Table BT-2).

Professional Bonuses

Each profession receives bonuses for certain skills and skill categories (Section 21.0, 82, and Table BT-6, p. 82, 245). Record these bonuses in the *Profession Bonus* spaces of all skills to which they apply.

Item Bonuses

Certain magic items provide bonuses to certain skills. Record these bonuses on your Character Record Sheet.

BT-4 — SKILL RANK BONUS TABLE			
	SKILL RANK BONUS		
Skill Rank	Normal Skills *	Only for Ambush *	Only for Body Development †
0	-25	-25	roll 1-10
1	+5	+1	roll 1-10
2	+10	+2	roll 1-10
3	+15	+3	roll 1-10
4	+20	+4	roll 1-10
5	+25	+5	roll 1-10
6	+30	+6	roll 1-10
7	+35	+7	roll 1-10
8	+40	+8	roll 1-10
9	+45	+9	roll 1-10
10	+50	+10	roll 1-10
11	+52	+11	roll 1-10
12	+54	+12	roll 1-10
13	+56	+13	roll 1-10
14	+58	+14	roll 1-10
15	+60	+15	roll 1-10
16	+62	+16	roll 1-10
17	+64	+17	roll 1-10
18	+66	+18	roll 1-10
19	+68	+19	roll 1-10
20	+70	+20	roll 1-10

* — +1 for each rank over 20 (e.g., +72 for rank 22).
† — Roll 1-10 for each rank over 20.

Special Bonuses

These bonuses can come from background options, spells, equipment penalties, etc. Some of these bonuses are already recorded on your Character Record Sheet.

Totaling the Bonuses

Finally, for each skill and capability, you must add together the individual bonuses and record the result in the *Total Bonus* space on the player Character Record Sheet. These Total Bonuses are the values that are actually used when playing.

Example: *Galadhil now fills in all of his bonuses and totals them. His item and special bonuses are a +15 broadsword, -5 to Perception when wearing a helmet, +10 to Track and Perception, +5 to Poison RRs and Disease RRs.*

His professional bonuses are +2 for Weapon Skills, Perception, and Stalk/Hide. He also gets +3 on all General Skills.

The Stat bonuses come straight from his Character Record Sheet, and the Skill rank bonuses are obtained from Table BT-4 (-25 for skill rank 0; otherwise, 5 times the skill rank up to rank 10).

For each skill rank in Body Development, Galadhil rolls 1-10. He rolls: 5, 8, 4, 3, and 4; for a total of 24. This, plus his stat bonus of +20 and the standard +5, gives Galadhil 49 hits. Thus he can take 49 hits in damage before he passes out.

Section 26.0 Bonus Tables: BT-2 BT-4

RS-I — CHARACTER RECORD SHEET

Name: Galadhil
Culture/Race: Dúnadan
Profession: Ranger Age: 23
Realm: Channeling Gender: Male
Height: 6'5" Weight: 225 lb.
Hair: Black Eyes: Grey
Demeanor: Stern
Personality: Serious, Focused
Motivation: Destroy Evil
Alignment: Good
Special: Very Observant

Spell Lists:	Chance
1) Moving Ways	[X]
2) Nature's Guises	[20]
3)	[ ]
4)	[ ]
5)	[ ]
6)	[ ]
7)	[ ]
8)	[ ]
9)	[ ]
10)	[ ]

Languages:	Rank
1) Adûnaic	4
2) Westron	5
3) Quenya	2
4) Sindarin	4
5) Rohirric	3
6) Kuduk (Hobbitish)	1
7) Silvan	1
8)	

Stat (Abbr.)	Value	Normal Bonus	Race Bonus	Total Bonus
Strength (ST)	98	+20	+5	+25
Agility (AG)	91	+10	+0	+10
Constitution (CO)	90	+10	+10	+20
Intelligence (IG)	44	+0	+0	+0
Intuition (IT)	85	+5	+0	+5
Presence (PR)	63	+0	+5	+5
Appearance (AP)	82			

Encumbrance Penalty: 0 = ST +25 – Wt. Mod. 20

Current Level: 1
Experience Points: 10,000
Power Points: 1
Armor Worn: Rigid Leather

Shield (+25 DB) ☒
Helmet (-5 Perception) ☒
Arm Greaves (-5 OBs) ☐
Leg Greaves (-5 MMs) ☐

	Stat	Items	Special	Total Bonus
Defensive Bonus (DB):	AG +10	+25		+35 DB
Essence RR Bonus:	IG +0			+0 RR
Channeling RR Bonus:	IT +5			+5 RR
Poison RR Bonus:	CO +20		+5	+25 RR
Disease RR Bonus:	CO +20		+5	+25 RR

Skill	5% Ranks	2% Ranks	Rank Bonus	Stat Bonus	Profession Bonus	Item Bonus	Special Bonus	Special Bonus	Total Bonus
Movement & Maneuver Skill Category:									
No Armor	☒☐ —Maximum		+5	AG +10	xxxxx			+0	+15 MM
Soft Leather	☐☐☐ —Number		-25	AG +10	xxxxx			-15	-30 MM
Rigid Leather	☒☒☒☐☐ —of		+15	AG +10	xxxxx			-30	-5 MM
Chain	☒☒☐☐☐ ☐☐ –Ranks		+10	ST +25	xxxxx			-45	-10 MM
Plate	☐☐☐☐☐ ☐☐☐☐ —		-25	ST +25	xxxxx			-60	-60 MM
Weapon Skill Skill Category:									
1-H Edged	☒☒☒☒☐ ☐☐☐☐☐	☐☐☐☐☐	+20	ST +25	+2	+15			+62 OB
1-H Concussion	☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐	-25	ST +25	+2				+2 OB
2-Handed	☒☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐	+5	ST +25	+2				+32 OB
Thrown	☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐	-25	AG +10	+2				-13 OB
Missile	☒☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐	+5	AG +10	+2				+17 OB
Pole-arms	☒☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐	+5	ST +25	+2				+32 OB
General Skill Category:									
Climb	☒☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐	+5	AG +10	+3				+18 MM
Ride	☒☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐	+5	IT +5	+3				+13 MM
Swim	☒☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐	+5	AG +10	+3				+18 MM
Track	☒☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐	+5	IG +0	+3		+10		+18 SM
Subterfuge Skill Category:									
Ambush	☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐	-25	XXxxxxx	xxxxx	xxxxx			-25 SP
Stalk/Hide	☒☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐	+5	PR +5	+2				+12 MM/SM
Pick Lock	☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐	-25	IG +0					-25 SM
Disarm Trap	☒☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐	+5	IT +5					+10 SM
Magical Skill Category:									
Read Rune	☒☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐	+5	IG +0					+5 SM
Use Item	☒☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐	+5	IT +5					+10 SM
Directed Spells	☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐	-25	AG +10					-15 OB
Miscellaneous & Secondary Skills and Bonuses:									
Perception	☒☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐	+5	IT +5	+2	-5	+10		+17 SM
Body Development	☒☒☒☒☒ ☐☐☐☐☐	☐☐☐☐☐	24	CO +20				+5	49 SP
Base Spell OB			xxxxx	XXxxxxx					+0 OB
Caving	☒☒☒☒☒ ☐☐☐☐☐	☐☐☐☐☐	+25	IG +0					+25 SM/MM
	☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐							

27.0 • KEEPING TRACK OF YOUR CHARACTER

Each player must keep track of the factors defining and affecting his character. The Gamemaster must keep track of all of the non-player characters. As a ***MERP*** player, you should keep track of your character on either a Character Template or a Character Record Sheet. This section summarizes how to use the Character Record Sheet (RS-1), while Section 3.0 (p. 21) covers the Character Templates.

YOUR CHARACTER RECORD SHEET

The Character Record Sheet (CRS) has spaces for all of the factors which affect your character's bonuses and capabilities (e.g., skill bonuses, languages known, spell lists known, height, weight, etc.). You should fill in all of the appropriate spaces—this process is described step by step in Sections 19.0-26.0 (p. 79-95). Then you should add the values in each row, putting the result in the "total" space at the end of the row. When this process is completed, your character is ready to play. All of the bonuses which can affect his actions are on his Character Record Sheet.

You may photocopy as many Character Record Sheets as you wish for use in your game. However they may not be copied for commercial use. You can use the back of the Character Record Sheet to keep track of your character's supplies, equipment, and other possessions.

Your Gamemaster may want to use Character Record Sheets for certain crucial non-player characters (NPCs), but in general he only needs to keep track of their levels. This allows him to refer to the Master Character Table ST-3 (p. 252-254) in order to obtain the most common non-player character bonuses required during play.

SKILL BONUSES

Each skill has a row on your Character Record Sheet (marked with "1"s on the sample CRS on the next page). Skill bonuses are the numbers added to various rolls which determine the success of events and actions during play. They represent how capable your character is performing various activities. The basic classifications for skill bonuses are:

- Offensive Bonuses (OB)
- Defensive Bonuses (DB)
- Moving Maneuver Bonuses (MM)
- Static Maneuver Bonuses (SM)

Each skill bonus has its classification indicated on the Character Record Sheet. These classifications are discussed in detail in Section 5.4 (p. 31).

Each skill bonus is the sum of several specific bonuses, each of which has a column under "Skill Bonuses" on your Character Record Sheet. The specific bonuses include:

- The skill rank bonus .....(Section 5.4.1, p. 31)
- The stat bonus .....(Section 5.1, p. 27)
- The profession bonus .....(Section 21.0, p. 82)
- The item bonuses .....(Section 15.5, p. 72)
- Any special bonuses .....(Section 26.0, p. 94)

If a bonus space contains a series of "X"s, that specific type of bonus doesn't apply to that skill. If a space already has a number in it, then it is a fixed bonus and does not change.

When a skill rank is increased by one through skill development (Section 24.0, p. 90-91), the increase is marked on your Character Record Sheet by placing an "X" in the first open box on the row for that skill.

Movement & Maneuver skill ranks are limited by the number of boxes on your Character Record Sheet. Skills without boxes (i.e., Base Spell OB, Defensive Bonus, and all of the Resistance Rolls) never have a skill rank. All other skills are not limited as to how high the skill ranks can go—space considerations allow only 15 boxes to be included on the Character Record Sheet.

DEFENSIVE EQUIPMENT

There is a section of the Character Record Sheet with a space for the type of armor being worn (marked with "2"s on the sample CRS on the next page). There are also boxes to check in order to indicate whether or not your character is using a shield, a helmet, arm greaves, and/or leg greaves. If worn, armor, helmets, and greaves do not count for encumbrance purposes.

OTHER CAPABILITIES

Other information should be recorded on your Character Record Sheet. This information is not used as much during play as the skill bonuses, but it is still important.

Stats

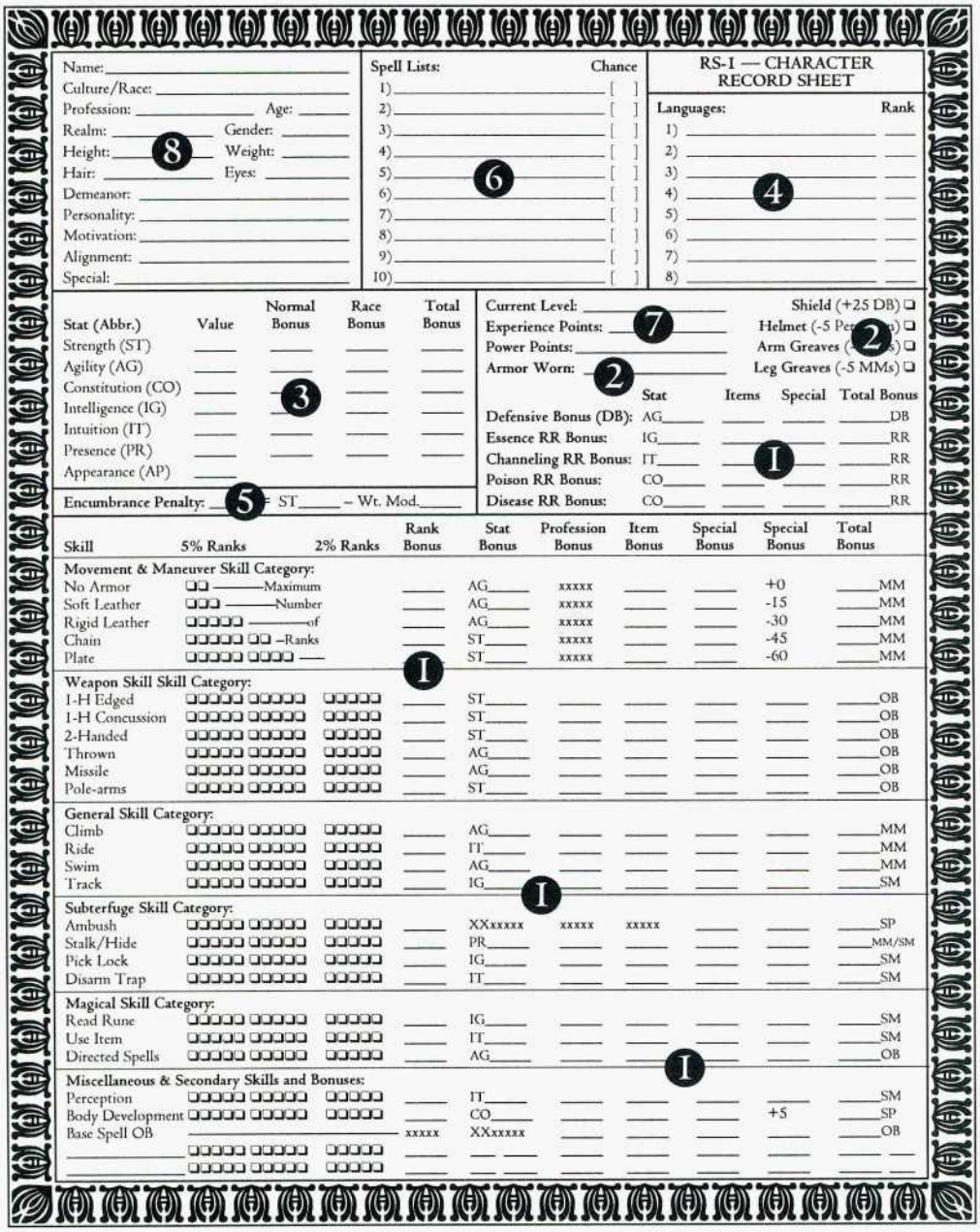
Your character's stats and stat bonuses should be recorded in the stat section of your Character Record Sheet (marked with a "3" on the sample CRS on the next page). Stats are numbers between 1 and 101 that represent the physical and mental capabilities of the character (Section 5.1, p. 27). These values are placed next to the stat names and abbreviations in the column marked "value." Each stat value has a normal bonus (Table BT-1, p. 245) and a race bonus (Table BT-3, p. 244). Each of these bonuses is placed in the appropriate column. The sum of these two bonuses is placed in the "total" column.

Languages

There is a section of your Character Record Sheet marked "**Languages:**" (marked with a "4" on the sample CRS on the next page). You should use this section to record each of the languages that your character knows and the "rank" to which he knows each one (Section 5.4.1, p. 34).

Encumbrance Penalty

There is a section of your Character Record Sheet marked "Encumbrance Penalty" (marked with a "5" on the sample CRS on the next page). In this section, you should record your character's Weight Modifier, Strength stat bonus, and his resulting Encumbrance Penalty (Section 5.7, p. 37).



RS-1 — CHARACTER RECORD SHEET

Name: _____
Culture/Race: _____
Profession: _____ Age: _____
Realm: _____ Gender: _____
Height: _____ Weight: _____
Hair: _____ Eyes: _____
Demeanor: _____
Personality: _____
Motivation: _____
Alignment: _____
Special: _____

Spell Lists: Chance
1) _____ [ ]
2) _____ [ ]
3) _____ [ ]
4) _____ [ ]
5) _____ [ ]
6) _____ [ ]
7) _____ [ ]
8) _____ [ ]
9) _____ [ ]
10) _____ [ ]

Languages: Rank
1) _____ ____
2) _____ ____
3) _____ ____
4) _____ ____
5) _____ ____
6) _____ ____
7) _____ ____
8) _____ ____

Stat (Abbr.)	Value	Normal Bonus	Race Bonus	Total Bonus
Strength (ST)	____	____	____	____
Agility (AG)	____	____	____	____
Constitution (CO)	____	____	____	____
Intelligence (IG)	____	____	____	____
Intuition (IT)	____	____	____	____
Presence (PR)	____	____	____	____
Appearance (AP)	____			

Encumbrance Penalty: ____ = ST ____ – Wt. Mod. ____

Current Level: _____
Experience Points: _____
Power Points: _____
Armor Worn: _____

Shield (+25 DB) ❑
Helmet (-5 Per[illegible]) ❑
Arm Greaves ([illegible]) ❑
Leg Greaves (-5 MMs) ❑

	Stat	Items	Special	Total Bonus
Defensive Bonus (DB):	AG____	____	____	____DB
Essence RR Bonus:	IG____	____	____	____RR
Channeling RR Bonus:	IT____	____	____	____RR
Poison RR Bonus:	CO____	____	____	____RR
Disease RR Bonus:	CO____	____	____	____RR

Skill	5% Ranks	2% Ranks	Rank Bonus	Stat Bonus	Profession Bonus	Item Bonus	Special Bonus	Special Bonus	Total Bonus
Movement & Maneuver Skill Category:									
No Armor	❑❑ —Maximum		____	AG____	xxxxx	____	____	+0	____MM
Soft Leather	❑❑❑ —Number		____	AG____	xxxxx	____	____	-15	____MM
Rigid Leather	❑❑❑❑❑ —of		____	AG____	xxxxx	____	____	-30	____MM
Chain	❑❑❑❑❑ ❑❑ –Ranks		____	ST____	xxxxx	____	____	-45	____MM
Plate	❑❑❑❑❑ ❑❑❑❑ —		____	ST____	xxxxx	____	____	-60	____MM
Weapon Skill Skill Category:									
1-H Edged	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	____	ST____	____	____	____	____	____OB
1-H Concussion	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	____	ST____	____	____	____	____	____OB
2-Handed	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	____	ST____	____	____	____	____	____OB
Thrown	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	____	AG____	____	____	____	____	____OB
Missile	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	____	AG____	____	____	____	____	____OB
Pole-arms	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	____	ST____	____	____	____	____	____OB
General Skill Category:									
Climb	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	____	AG____	____	____	____	____	____MM
Ride	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	____	IT____	____	____	____	____	____MM
Swim	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	____	AG____	____	____	____	____	____MM
Track	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	____	IG____	____	____	____	____	____SM
Subterfuge Skill Category:									
Ambush	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	____	XXxxxxx	xxxxx	xxxxx	____	____	____SP
Stalk/Hide	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	____	PR____	____	____	____	____	____MM/SM
Pick Lock	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	____	IG____	____	____	____	____	____SM
Disarm Trap	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	____	IT____	____	____	____	____	____SM
Magical Skill Category:									
Read Rune	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	____	IG____	____	____	____	____	____SM
Use Item	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	____	IT____	____	____	____	____	____SM
Directed Spells	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	____	AG____	____	____	____	____	____OB
Miscellaneous & Secondary Skills and Bonuses:									
Perception	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	____	IT____	____	____	____	____	____SM
Body Development	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	____	CO____	____	____	____	+5	____SP
Base Spell OB	_____		xxxxx	XXxxxxx	____	____	____	____	____OB
_____	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	____	__ __	____	____	____	____	____ __
_____	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	____	__ __	____	____	____	____	____ __

Spell Lists

There is a section of your Character Record Sheet marked "**Spell Lists:**" (marked with a "6" on the sample CRS on this page). You should use this section to record each of the spell lists that your character is learning and has learned (Section 5.4.2, p. 34). You should put an "X" in the "chance" box to the right of the spell list if your character has already learned the spell list. If your character has not completed learning the spell list, you should put his percentage chance of learning the spell list in the "chance" box.

Level, Experience, and Power Points

Your character has a Current Level, an Experience Point total (Section 6.0, p. 38-41), and a Power Point Total (Section 5.6, p. 36). These should be recorded in their respective sections on your Character Record Sheet (marked with a "7" on the sample CRS on this page).

Constant Information

Certain information concerning your character is relatively constant and unchanging. Your Character Record Sheet provides spaces for this information (marked with an "8" on the sample CRS on this page). This information includes your character's name, culture/race, age, profession, realm of magic, height, weight, hair color, eye color, demeanor, personality, motivation, and alignment. A space is also provided for any special properties you might wish to record.

• PART VI •
A SAMPLE GAME SETTING

Note: *The Gamemaster,* ***not the players****, should read these scenarios thoroughly. As the players adventure, the GM should describe the people, creatures and settings detailed in this section.*

CIVILIZED AREAS – THE INN AT THE LAST BRIDGE

The Last Inn stands on the eastern bank of the river Mitheithel (Hoarwell) and just off the Great East Road leading from the Elven haven of Rivendell to the settled western lands and the town of Bree. The Last Bridge, so called because it is the southernmost bridge across the Mitheithel and the easternmost structure on the Great East Road, is within view of the Inn. Travel along the road is curtailed but steady. Guests at the Inn are plentiful (if somewhat seedy), although some may appear a bit too eager to learn more of the treasures whispered about over an ale in the public room.

1st Floor of the Last Inn

Now, in TA 1640 (nearly 1400 years before the events that take place in ***The Lord of the Rings***), the rugged, rocky, and heavily-wooded region of fallen Rhudaur known as the Trollshaws is a dangerous area to travel. Hill-trolls wandering south from the Ettenmoors (near Angmar) have gathered in large numbers and roam the forests at will after dark. (In the daytime, they rest in their underground lairs, picking at the bones of their victims.) Rumors of disappearances are widespread. Now, word of bizarre and frightful events taking place in a once-abandoned castle halfway between the the Last Inn and the old Hillmen city of Cameth Brin regularly reach the perked-up ears of those adventurers, schemers and fortune-seekers brash or foolish enough to listen, reflect and make plans.

The Last Inn itself is a relatively safe, clean and roomy establishment run by the Grumm family for generations. The current owners, Rubb and Bura Grumm, are honest and industrious men.

Note: *For character capabilities, check the Master Character Table ST-3 (p. 252-254). More specific stats for all NPCs in Part VI can be found in the Non-player Character Summary Chart on the next page.*

The Grumms employ their two young sons as stable hands, and their daughters Minna, Bannie, and Gleefa cook and clean. Bura is also recognized as a fine nurse and employs healing herbs and potions with a skill that has caused some to call her a magician. (She is really an Animist.)

In addition to the stables and courtyard behind it, the first floor of the Last Inn boasts a spacious public room, a smaller tavern for serious drinking and gossiping with the locals, two small booths with curtains, a 13-by-13 foot

NON-PLAYER CHARACTER SUMMARY CHART

Name/Location	Level	Hits	Armor	DB	Shield	Weapon/ Melee OB	Weapon/ Missile OB	General Skills Bonus	Subterfuge Skills Bonus
THE LAST INN:									
Rubb Grumm	3	66	none	0	none	club/64	long bow/55	36	15
Bura Grumm	5	61	none	5	none	quarterstaff/45	short bow/40	26	12
Leddon Grumm	4	56	none	10	none	short sword/70	composite bow/60	44	25
TRAVELERS:									
Turlin (Ar-Gûlar)	9	*see stats for Ar-Gûlar*							
Goldang	2	64	none	10	none	mace/46	bola/38	27	28
Falen	2	56	none	5	none	short sword/44	composite bow/32	22	22
THE TROLLSHAWS:									
Typical Hillman	4	88	rigid leather	10	none	spear/52	short bow/76	27	38
Orc	3	79	chain	30	yes	handaxe/63	short bow/40	18	12
Tough Troll	12	134	rigid leather	30	none	club/106	thrown rock*/108	31	6
Average Troll	10	112	rigid leather	20	none	club/88	thrown rock*/90	26	4
Young Troll	8	90	rigid leather	20	none	club/70	thrown rock*/72	21	3
Female Troll	6	72	rigid leather	20	none	club/56	thrown rock*/57	17	2
Baby Troll	1	35	rigid leather	10	none	club/29	thrown rock*/40	12	1
Stoor	3	48	none	20	none	short sword/22	short bow/38	21	45
HERUBAR GÛLAR:									
Ar-Gûlar	9	72	none	55	none	dagger/45	composite bow/35	67	65
Thuk, Orc Captain	5	95	chain	35	yes	scimitar/89	composite bow/77	45	11
Golem	15	190	plate	40	none	mace/110	none	0	0

room (with a secret exit to the shadowy shrubbery at the eastern edge of the Inn) for private discussions, and a large kitchen that serves the best roast fowl east of the river. The Grumm family also lives on the first floor in rather cramped quarters.

The second floor of the Inn offers four comfortable and well-heated private bedrooms and two very large communal sleeping rooms. Let the frugal be forewarned, however; thievery is common in the larger rooms, and rogues who are proficient pickpockets regularly travel the Great East Road and prey upon unsuspecting souls looking to save a copper piece or two by sleeping in the large, bare, chilly rooms with their fellow wayfarers. Because of the Grumms' fundamental decency, brawls and muggings are rare but occasionally unavoidable.

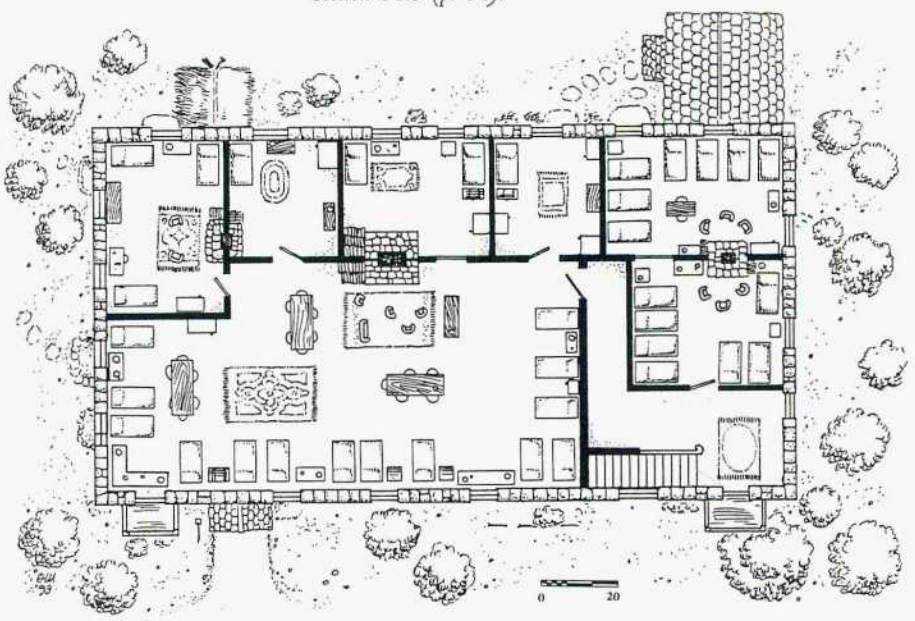
Many travel the Great East Road regularly and stop at the Last Inn en route to Bree, the towns of Rhudaur or, occasionally, Rivendell. Unquestionably the most popular visitor is the wandering minstrel Turlin, a handsome and charming fellow who is as free with his money as he is with yarns and songs. Turlin sleeps at the Inn every fortnight or so on his way west to Bree or north to Cameth Brin, where song-loving Hillmen have gathered. Some say the ballads of the honey-voiced Turlin could charm the scales off a Troll's back!

Another regular guest at the Last Inn is Falen the Trader, a man of mixed Dúnedain and Easterling blood, who (it is joked) could sell sunlight to an Orc. Only Turlin knows more about the goings-on in and around the Trollshaws than Falen does.

A third regular at the Inn is the herb-and-potion salesman and would-be healer, Goldang, who was run out of Gondor years ago after inadvertently poisoning a noble household. Goldang also possesses a wealth of information about Cameth Brin, where he regularly travels, and declares that the scary tales of the once-haunted castle in the woods are true. For a few copper pieces, Goldang will tell more, but only in the privacy of a booth or a room.

Other wayfarers travel the Great East Road and stay at the Last Inn, but most mind their business and are gone before anyone notices that they've arrived.

Note: *For information about Hiring Non-player Characters, see Section 11.5 (p. 61).*



2nd Floor of the Last Inn

Outside of the Last Inn

Because of the Inn's location and distance from centers of population and production, prices for accessories tend to be a bit steep for most traveler's tastes, about one and a half times the normal price. Food and lodging are available at normal prices, but only the most common weapons can be purchased, usually from travelers looking to make a quick score of copper pieces. Crude clothing can be purchased from Falen, who also deals in arrows and bows. Magic items are rarely seen around the Inn. Bura Grumm keeps a few healing herbs in a locked chest in her kitchen pantry, but these are not for sale. The only means of ground transport available are a light horse and a pony kept at the Inn's stables. Each sells for one and a half times the normal price.

Note: *For more on prices, refer to the Equipment and Price Table ST-4 (p. 255).*

Bilbo squeezes through

The first-time traveler will notice a gloom in the air at the Inn, for the Grumm's eldest and brightest son, Leddon, has disappeared and is feared held prisoner by Trolls in the nearby Trollshaws. The Grumms are offering a reward of two gold pieces plus a lifetime of free meals and lodging to anyone who safely returns with Leddon or more sadly, who produces what can be identified as the remains of their beloved son, who has been missing for almost a week. Leddon wears a distinctive ring made of bone carved in the shape of a male goat rearing on his hind legs and bears an ugly scar on the calf of his left leg.

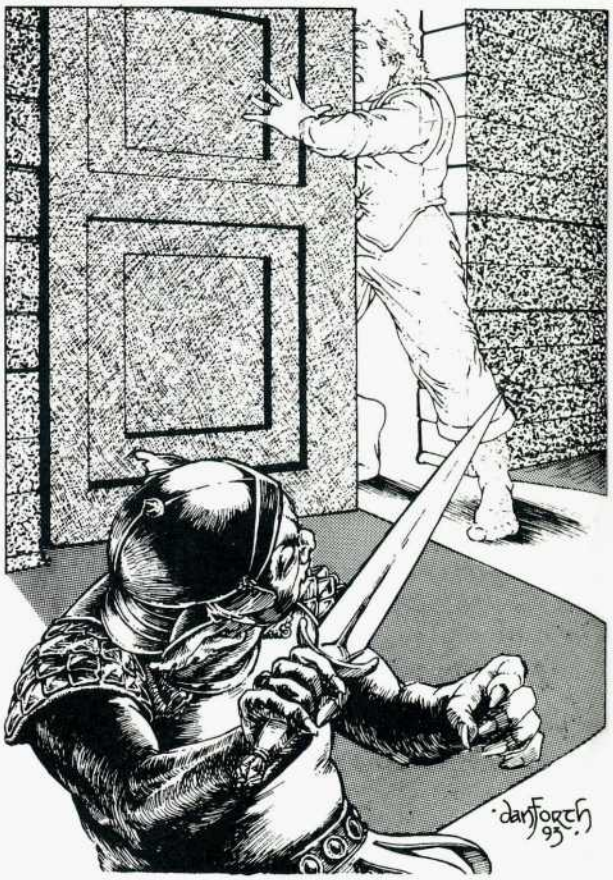
As with any crossroads establishment, nothing is more abundant than rumors of gold, gems, magic weapons and items hidden in the area nearby. Over ale and biscuits in the tavern of the Last Inn, one can learn of a castle in the woods two or three days north of the Inn and just east of the river, a castle rumored to be unoccupied and full of treasure. One drunken fellow known as Grepp, insisting that he alone knows the true tale of the castle, tells of a crude but detailed map leading one to the booty hidden deep within the stronghold. He even intimates that for one gold piece, he could locate and hand over a copy of the treasure map.

According to Grepp, a hard-drinking farmer and local gossip, the castle long ago belonged to a well-born but mysterious Edain nobleman, a Mage whose experiments with animals were much talked about and feared. Grepp calls the castle Herubar Gûlar, or "Dwelling of the Lord of High Sorcery," and hints that if one is fortunate enough to avoid the many traps and pitfalls that yet guard the wealth hidden there, he might be the richest and most powerful man in all the Trollshaws. When someone laughs at his tall tale and asks why he, Grepp himself, does not claim the booty, Grepp only shakes his head and says: "I am too old and too cowardly for that."

Those too spooked by Grepp's tales or by the warnings of others to mount an exploratory expedition to the castle in the woods may want to gather a few like-minded friends and tackle a simpler goal, like scouting a Troll-lair and, if all goes right, raiding it. Such lairs are hollowed out of the rocks in the deep woods bordering the Inn, and most hold substantial booty.

Stouter-hearted adventurers may take up the Grumms on their offer and search for their son, Leddon, hoping to rescue him—perhaps seizing some gold and gems in the process—and to return to claim the reward.

Under the shadowy elms and oaks of the Trollshaws, many adventures await. Rest at the Inn and learn as much as possible, for once within the woods, you will discover why this land is unsettled, and why men call it the Trollshaws.



THE COUNTRYSIDE – FORESTS AND HILLS OF THE TROLLSHAWS

Three grave dangers await those courageous or greedy enough to scout and move about the dark and dangerous woodlands called the Trollshaws: rude and superstitious Hillmen, the roving Orc patrols of Angmar, and the creatures who give the region its name, the Hill-trolls.

Whether searching for healing herbs or a stash of gems, one had best avoid meeting any of the unsavory trio of threatening groups. Natural dangers—such as stumbling upon a pack of hungry wolves or a black bear guarding her young—also abound in these wild woods. The only chance of encountering friendship in the precipitous countryside north of the Great East Road is the rare, face-to-face meeting with a Hobbit, for a few Stoors still inhabit the Trollshaws. The only problem is that a Stoor clumsy enough to bump into is likely to be drugged, half-dead or wholly insane.

Note: *For more information on moving about the Trollshaws in search of action, and what happens when you find it, see Section 14.2 (p. 66-68). The Encounter Table ST-10 (p. 262) will also prove helpful.*

THE HILLMEN

Hillmen, descendants of Dunlendings and just as hospitable, fought the Witch-king when he subdued (some might say razed) Rhudaur hundreds of years ago. Now they fight for him, at least when "asked." Lovers of copper jewelry and loud, bawdy songs, Hillmen relish the outdoor life, scaling steep cliffs like mountain goats. Superstitious and xenophobic, Hillmen fear darkness and prefer to spend the long winter nights in their homes, talking too loud, screaming insults and curses at each other, and laughing at misfortunes and missteps that might bring tears to a kinder race of men.

Among themselves, Hillmen speak Dunael, although most know Westron well enough. They also offer sacrifices to their vengeful, despicable deities and deeply despise Woses, Dwarves and Dúnedain (all rarely seen in these parts), as well as Orcs and Strawheads (the Rohirrim).

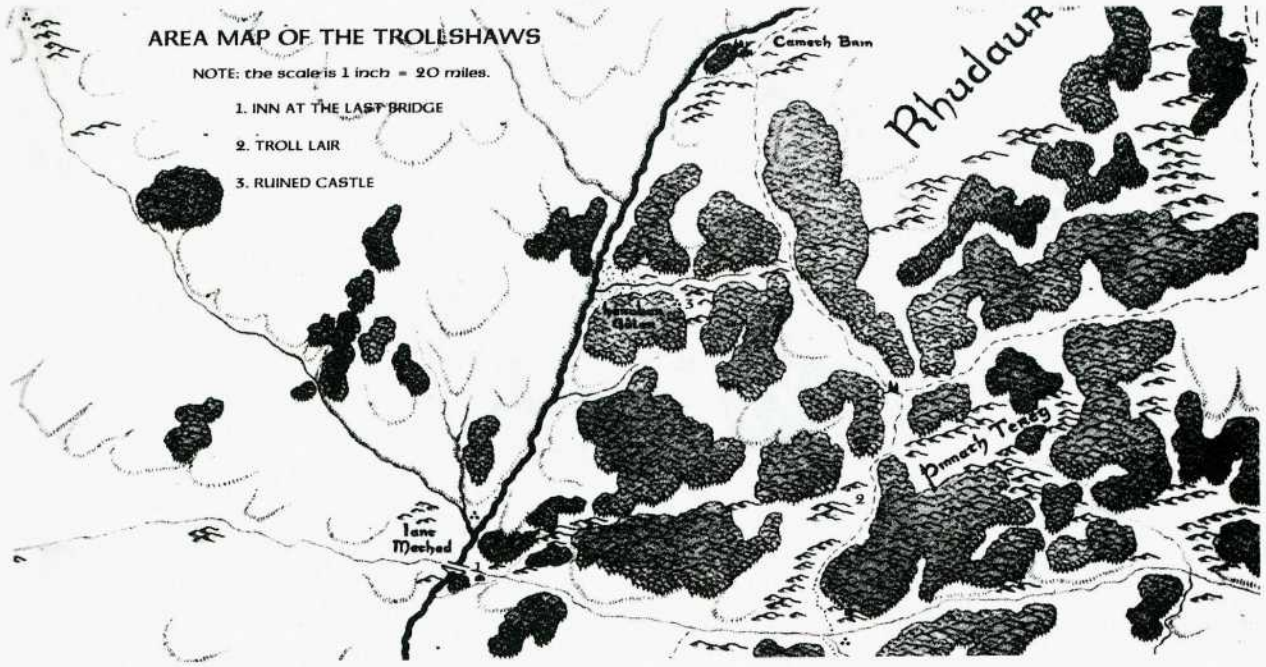
Hillmen are great trackers, all but impossible to lose or throw off your trail, and are quiet as mountain cats. They know the Trollshaws so well they could give guided tours blindfolded, but of course they would never trust you enough to even turn their backs on you. (A wise adventurer would treat them the same.)

THE HILL-TROLLS

Trolls are huge, tough, ugly, stupid and bloodthirsty, and the Hill-trolls of the Trollshaws, although a bit more intelligent than most of their brethren, are no exception. Hill-trolls do speak a bit of Westron, usually enough to make you understand that you are in great danger and have but a moment to make friends or die. Trolls relish nothing more than the grinding of flesh and bone in their ghastly teeth, although they prefer fattening up a victim over a course of several days before dining on the unlucky wretch. Hill-trolls do employ hammers as well as their claws and like most Trolls, must avoid sunlight or they will turn to stone, the sight of which drives fellow-Trolls into paroxyms of uncontrollable, hideous laughter.

THE PATROLS OF ANGMAR

The Witch-king keeps a close eye on the Trollshaws. His Orcs and Wargs regularly scout Rhudaur, sniffing for news and fresh meat traveling to and from the settled West.



ADVENTURE SITES — AN ABANDONED CASTLE

Three days north of the Last Inn and just off a tributary of the Mitheithel stand the crumbling, eerie ruins of a once-magnificent castle, Herubar Gûlar, the Dwelling of the Lord of High Sorcery.

The stream that once fed a moat shielding the stronghold from frontal attack has now cut through the wall and eaten away at Tower 3, which is flooded, and has tumbled Tower 4, which has dammed the stream and diverted its flow. (A subterranean river skirts the walls in the rear and provides escape from the deepest bowels of the keep, if one makes it that far in his exploration of the much-feared Castle in the Woods.) The main gate is blackened and blasted. The entrance on the castle side of the splintered, plank bridge is flooded; the approach from the road, however, is high and dry. Steep cliffs fall behind the castle and provide ideal protection.

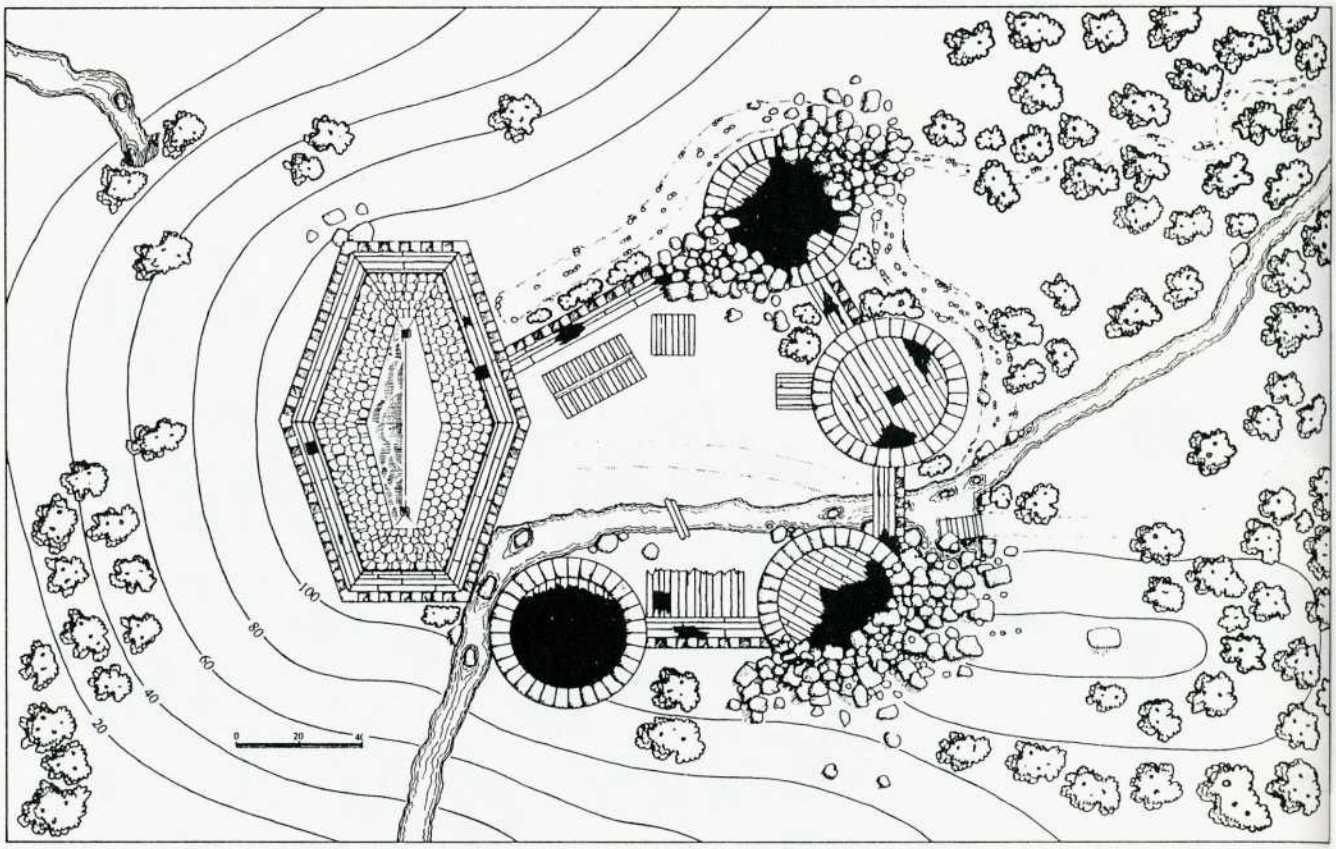
The castle is currently occupied by a rowdy band of Orcs led by their captain, Thuk, and his master, the elusive and peripatetic Mage and agent of the Witch-king known to the Orcs of the castle as Ar-Gûlar. (The perceptive PC may recognize the handsome evil-doer from his regular appearances at the Inn, where he sings and charms audiences as Turlin, the wandering minstrel.) Ar-Gûlar is, in actuality, a fallen Edain noble, the bastard son of a powerful lord of Rhudaur, who was denied any inheritance but received an extraordinary education and developed a zest for deception, the use of magic and sorcery, and revenge upon the Edain nobility. Thus was he led by fate to the dark gates of the Witch-king's realm.

Ar-Gûlar's duties are threefold: first, to gather all the information he can about the region's inhabitants and their movements and aims; second, to cause them as much trouble as possible while seizing all the wealth he can; and third, to report all he learns and to surrender to the Witch-king most of what he gains through his perfidy and black magic.

The obvious entrance to the castle is up the road or along the stream bed, taking care to stay behind the generous cover of trees and shrubbery. At least two Orc lookouts are on duty. From the second floor of Tower I, where the Orcs sleep, and the third floor of the hexagonal keep, where a ruined observatory provides a broad view of the landscape before the gates, Orcs are ever-vigilant after dark. During daylight hours, Orc guards don't see very well and rely instead upon their keen sense of hearing.

Note: *Connected stairwarys and secret passages are marked by corresponding capital letters.*

Overview of the castle



THE FOUR TOWERS

Those adventurers with enough guts to enter the crumbling castle walls may first want to explore the four decaying towers, to secure them and seize any booty stashed there. All four towers are fifty feet in diameter and have interior stairs up from ground level. Luckily for the would-be plunderer, only one tower is occupied by Orcs.

1. Tower 1. Tower 1 is flooded at basement level, the stairs broken and dangerous. A corroded, gold-colored chest rests on a ledge ten feet below the water line line of the forty-foot deep pool that fills this tower. The brightness of the "gold" may catch one's eye, but the stinging fish and small kraken (twenty-five feet from tip of tentacle to crown of head) lying low in the shadows may catch a hand, an arm, or more! The chest holds 200 gp worth of jewels, silver, and gold and has corroded to the point that it cannot be pulled up without destroying it. The first diver into the pool risks a 10% chance of disturbing the kraken; each dive thereafter increases the chance of provoking the creature by 5%. Each successful dive brings up 1-100 sp worth of jewels and money. The stinging fish are merely nuisances and inflict no damage other than an ugly rash. (The PCs don't know this and may suspect the fish to be poisonous.)

> **Note:** *See the Creatures Summary Table ST-2 (p. 251) and Appendix A-3 (p. 185), for more information on the kraken.*

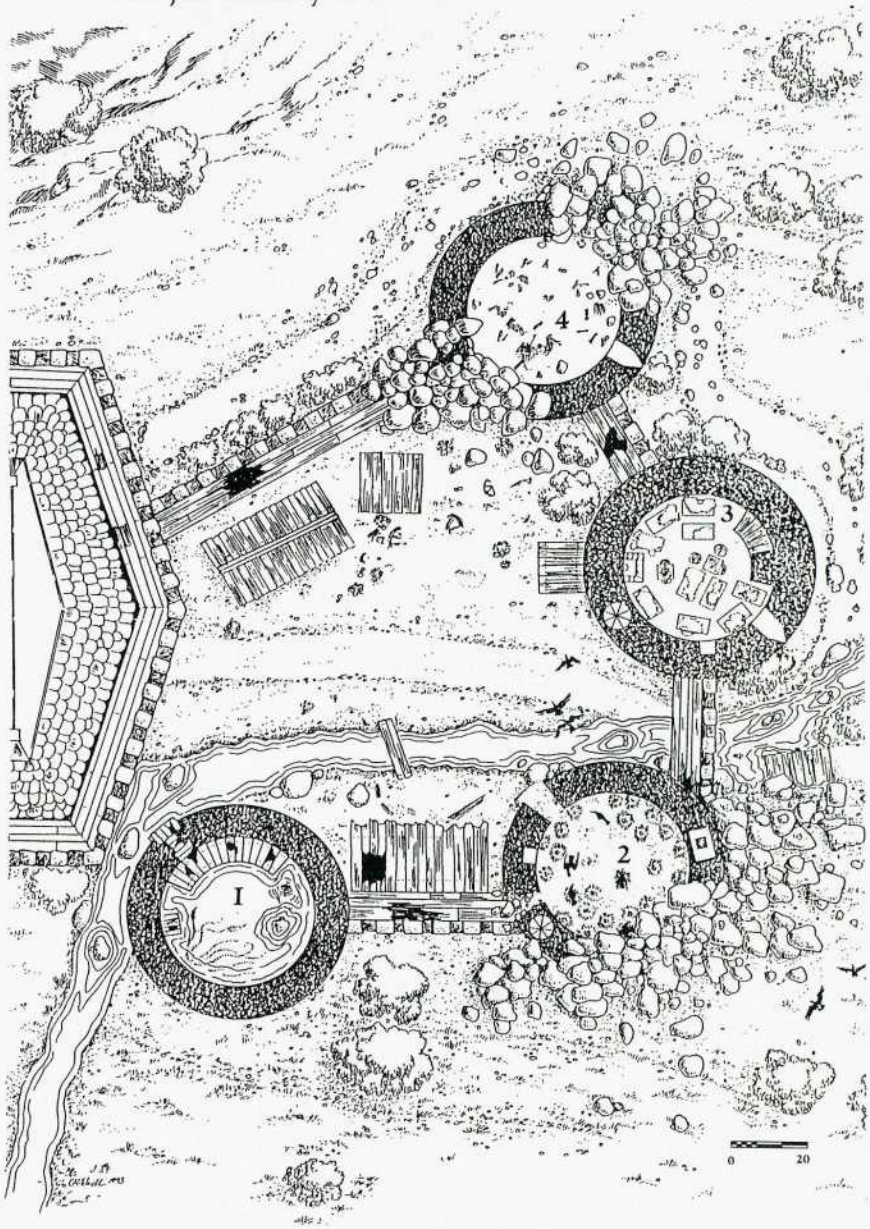
2. Tower 2. This structure is in ruins; only scattered human bones, a skeleton with an arrow through the rib cage, and a beastly stench greet the entering hero.

3. Tower 3. Here the 10-12 Orcs who call the castle home sleep, keep their weapons handy, and argue about who can swallow a live Stoor faster. At least five Orcs are always present here; one to seven more may appear depending upon the time of day and the level of activity in the region. Those not sleeping or lying around on the second floor of Tower 3 are off on patrol or in the Lookout Tower (formerly an Observatory) on the third floor of the Castle Keep. However, they will respond to any alarm or disturbance. Like most Orcs, those of the castle fear water as well as light and are surprisingly adept healers. Also of Note in Tower 3 is a secret passage built into the thick wall that leads down to the first level of the underchambers of the keep. This passage is known only to the Orc commander and to the evil lord Ar-Gûlar himself.

> **Note:** *PCs must make a Hard (-10) perception roll to determine whether or not they discover this secret passage.*

4. Tower 4. Crebain have claimed Tower 4 as their own. Here up to thirty-three of the large blackbirds live as they spy for their lord and squabble all day long. At any one time, only 3-30 of the birds are present. Crebain also pick up baubles and small gems, saving them for their master, Ar-Gûlar. Each of the birds' twenty nests contains 1-10 sp worth of booty. Crebain will fight to protect their nests and raise a racket likely to rouse all the Orcs of the castle in a moment or two (20% chance each round). Crebain are also very fast fliers, cruising at 140 feet per round. They can travel at four times that speed when rushing secret messages to Ar-Gûlar, wherever he may be, and can reach him in less than an hour when he is entertaining at the Last Inn, for example. Tower 4 also has a secret passage built into the thick wall that leads down to Level 2A of the underchambers of the donjon. (PCs must make a Very Hard (-20) perception roll to discover the passage.)

Behind a slightly less filth-encrusted brick marked by a barely-discernible "X" about four feet above the floor, there rests a simple leather-covered box with an Easy (+20) lock. Inside the box is a duplicate key to the treasure chest lying deep within lower chambers of the castle, on Level 3. A Medium (+0) stabbing trap protects the box; anyone pulling at the covering brick who doesn't duck below the level of the brick will be met with a blade driven deeply into him. (An 'A' Slash and a 'C' Puncture Critical.) On the other hand, a typical Dwarf or Hobbit will merely chuckle to himself as the blade juts harmlessly above his head.



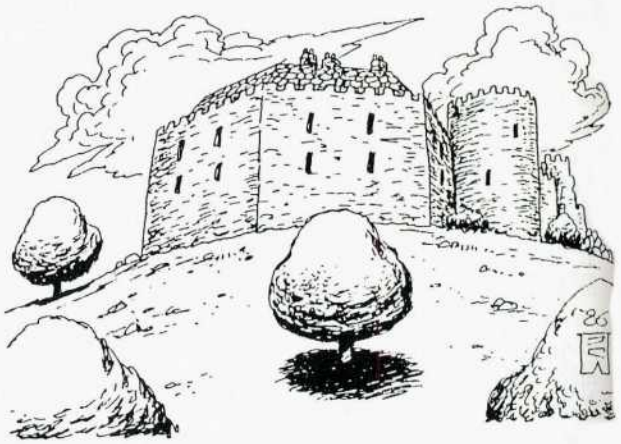
The four towers of the castle

THE CASTLE KEEP

FIRST FLOOR

The ground floor of the 120' by 80' hexagonal keep was once an elegant hall of striking proportions and beauty. (Obvious to anyone but an Orc, a wealthy Edain baron or lord once owned and occupied the castle.) Now the walls are hung with tattered tapestries and ripped paintings. Smashed sculptures litter the inscribed stone floor. Orcs rarely enter the keep except to maintain a lookout from the third-floor observatory.

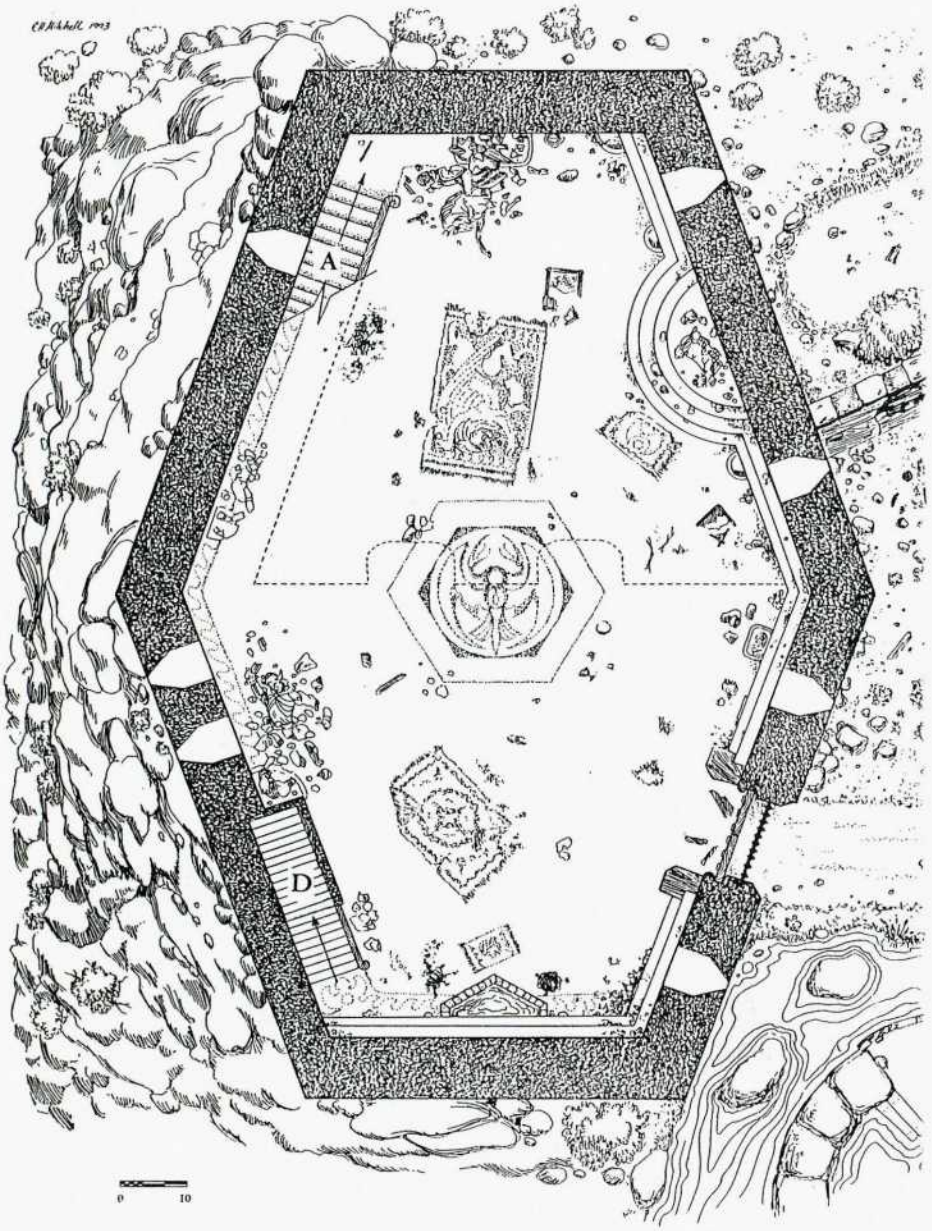
Keep – Outside



SECOND FLOOR

A balcony overlooks the Great Hall, where balls and feasts enlivened and enlightened the structure long ago. Guest Quarters and the remnants of icons in the now-empty Ceremonial Chamber take up the rest of the second floor.

Keep – 1st floor



THIRD FLOOR

1. Lord's Bedroom. This 36' by 24' chamber holds a secret passageway (built into the wall) that leads to the Library, bypassing the Servants' Chambers.

2. Servants' Chambers. A 30' by 13' room where the Mage-lord's personal servants slept and stood ready to serve him at any hour.

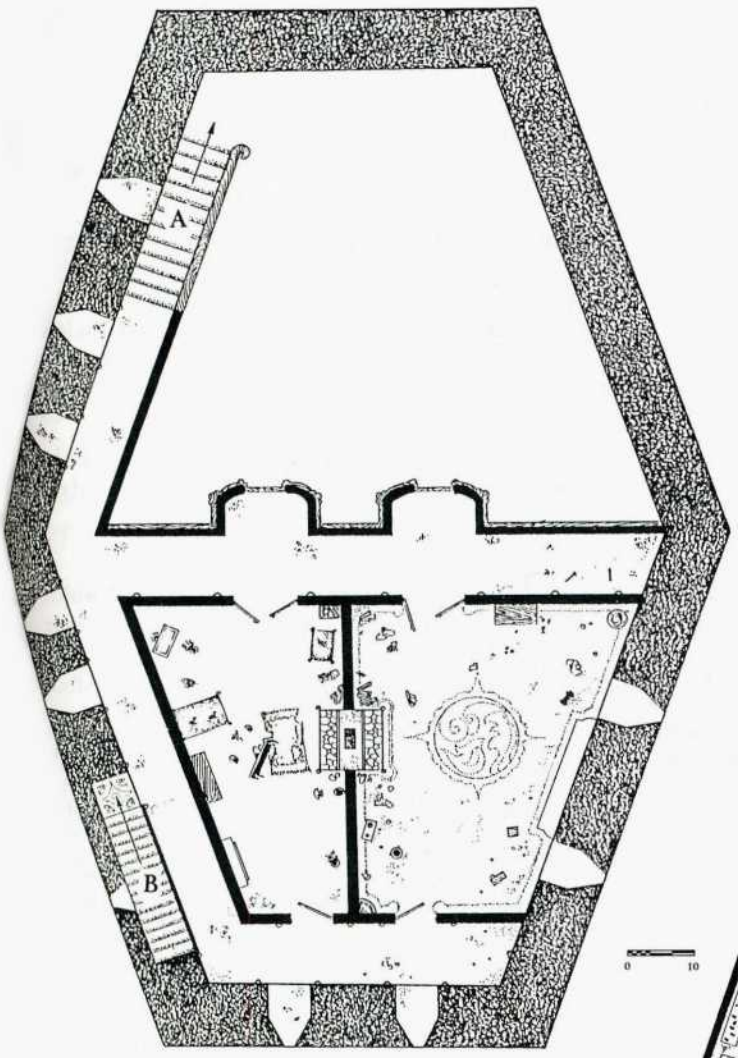
3. Library of Lore. Floor-to-ceiling bookshelves line much of the Library's walls. Looted, yellowed maps and ripped-up books are strewn about the floor and tables. Dust has settled over everything. (The Library, approximately 50' by 25', also contains a secret, unlooted room and two secret passageways discussed further in #'s 6, 7, and 8.)

4. Observatory/Lookout. A 37' by 20' room with windows looking out upon the road leading to the castle gates. The telescope in one window is functional, but the glass is smudged. Orcs use this room as a lookout station; the watch changes every four hours. There is always at least one Orc here, and there is a 10% chance of the Orc Captain, Thuk, coming by in any given 10 minute period.

5. Laboratory. This 65' by 20' chamber holds aged texts, papers, and puzzling experimental devices, all in disarray. A tiny, secret room (further discussed in # 9) stands undisturbed, hidden behind floor-to-ceiling bookshelves.

6. Secret Passage (Bedroom). This narrow hall built into the wall leads directly to the secret passage hidden behind bookshelves in the Library.

7. Secret Room. Only Ar-Gûlar (Turlin) knows of this narrow room hidden behind bookshelves in the Library; he keeps it

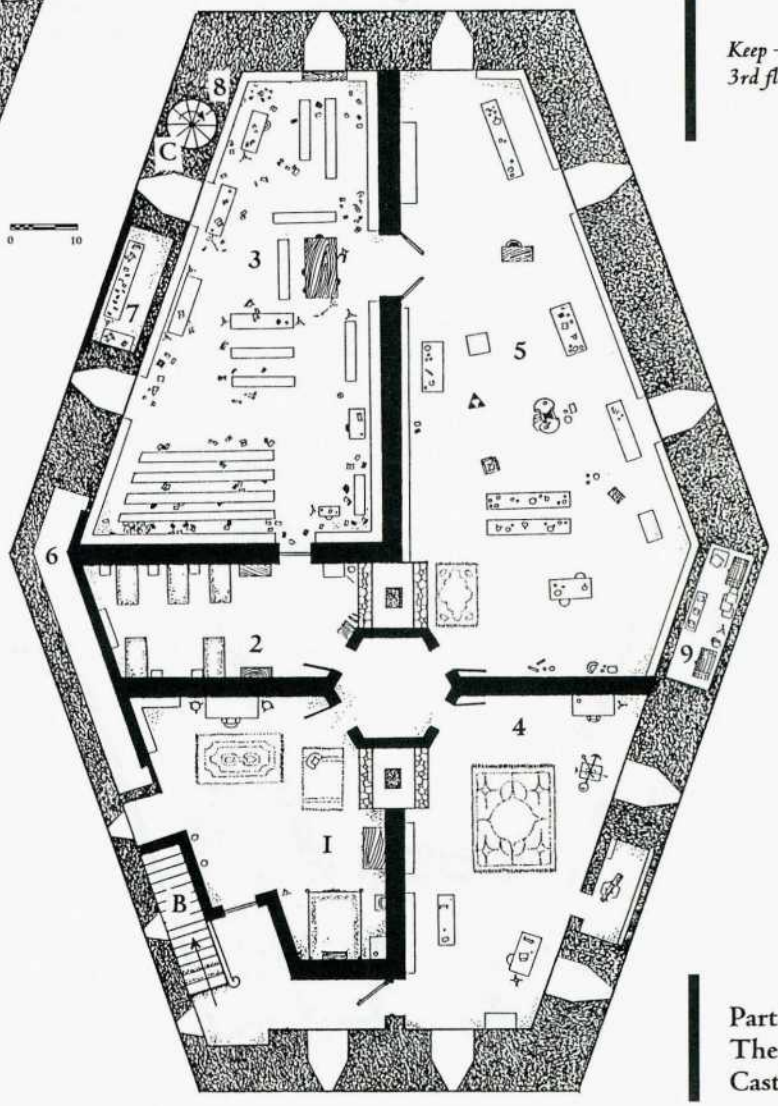


8. Secret Passage. This winding and narrow stairway leads down to the Mage-lord's lower bedroom hidden on the first level of the keep's Underchambers. To discover this passage requires a successful Very Hard (-20) Perception Roll.

9. Secret Room. This tiny chamber, hidden behind bookshelves in the Laboratory, is unknown to Ar-Gûlar and the Orcs. Here the Edain lord of old stored papers documenting his experiments in altering the size and functions of various beasts native to the region. (The handwritten text ends abruptly, suggesting that the Mage-lord gave up his studies suddenly.) The papers total 10 pounds and would be worth 10-100 gp to the right people in the right place—a big city, most likely. The room is Extremely Hard (-30) to discover; Ar-Gûlar does not it exists and believes that the Library's secret room holds all the secrets of old.

Keep – 2nd floor

Keep – 3rd floor



intact both as a lure and as insurance, should the Witch-king turn against him or cast him out. (Ar-Gûlar also wants to keep his identity as a magic user and an agent of Angmar a secret, of course.) The room holds regional maps and assorted histories and bestiaries of interest to travelers in the Trollshaws; spread across a table are ten Black Númenórean sorcery texts. Each tome weighs just over 10 pounds and would bring 30 gp in Fornost or in another city. (The very bold might want to try selling the volumes in Carn Dûm, which is closer but much riskier.) Several rhymes written on charred and dusty scrolls both warn and beckon those who find and examine this room, which is Extremely Hard (-30) to discover. One such poem lies exposed on the table:

Down deep, deep down,
Treasure will be found.
Past the beasts and near the pools
Wealth greets the wise, Death welcomes fools!

Note: *The GM is advised to make full use of the information and clues contained in this secret chamber, many of which will lead to further adventures both within the castle and outside it.*

THE LOWER CHAMBERS OF THE KEEP

LEVEL ONE

1. Arena. The first level below the ground once housed an elegant arena of battle and well-lighted stage for performances of song, dance and drama. The sunken arena now holds the booty taken by the Orcs from travelers and others foolish enough to travel in the Trollshaws. Guarding the bronze, copper, silver and gold pieces scattered over the floor of the pit (and chained to its center) is an angry and not-well-fed black bear known affectionately to the Orcs as GRRR. The bear is a 3rd level beast and takes 150 hits. (See Table ST-2.) All Orcs must deposit their booty here (under the watchful eye of their commander), and all do. The loot strewn across the floor of the arena includes: 5000tp, 2000bp, 5000cp, 500sp, and 30gp.

2. Storage Room and Wine Cellar. Looted and wrecked, this chamber is useless, holding only cobwebs and empty, broken wine bottles.

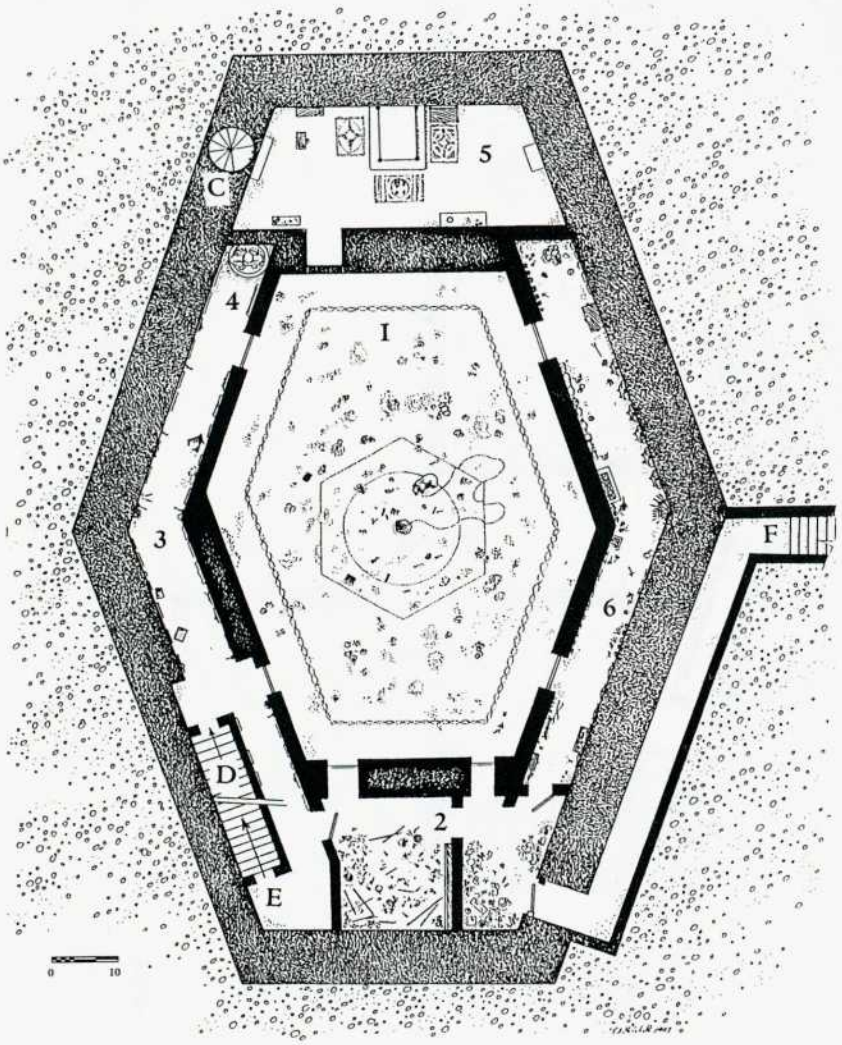
3. Hall of Heroes. Down the stairs and to the left, one finds the shadowy Hall of Heroes. This long and narrow passage is lined with slashed family portraits of the original inhabitants of the castle and at first glance appears useless to the treasure-seeker. However, a closer look will reveal grimy, dust-shrouded, and crude maps of the castle's underchambers. (Other messages urge one to seek greater treasure in the deeper depths of the keep.) Tucked into the frames of three paintings at the end of the hall near the great stone statue is jewelry totaling 50gp.

4. Statue. This eight-foot tall stone giant is in fact a sleeping golem. Even a light tug at one of the three portraits hiding the family gems will bring to life the imposing golem. The golem will not rest until those who dare to disturb the portraits leave the Hall or join their ancestors in oblivion. See the Non-player Character Summary Chart on page 99 for the Golem's combat statistics.

5. Lord's Secret Bedroom. It is here that the Mage-lord of old commonly rested, sleeping on a raised platform bed near a chest of magic items.

Items in the chest:

1. A +15 chainmail of gleaming golden metal which contracts upon contact with perspiration. Each time the wearer gets into a tense situation, there is a 20% chance of a 'C' Crush Critical once every twenty-four hours.
2. Ten +10 arrows and one, similar in appearance to the others that, when shot, returns to attack the archer instead of his foes. The attack is resolved normally; the archer rolls any resulting crit for himself.
3. One pair of shiny boots that don't leave tracks behind you when you walk but which, after 8 hours of constant wear, rush off with the unwary wearer in an easterly direction for one hour. (Inscribed in the leather of both boots is an Elvish warning that one has put on more than he suspects.)
4. 25 gp worth of charms and jewelry, including a ring of bone carved in the shape of Rhudaur.
5. Books, drawings, and papers of lore which appear very important but which in fact are fakes. For example, verses written in an elegant Sindarin script appear to give clues to further secrets of the castle keep but in fact lead one to death traps in the lower levels.
6. One +15 magic dagger that bleats like a sheep when Orcs are within 100 feet of the holder.
7. One genuine +20 arrow, reusable if recovered, for the slaying of fell beasts. (Roll any Critical normally and roll as "Slaying" on Table CT-10.)
8. A potion that, when swallowed, gives the Gift of Underchamber-Vision to the imbiber. Swallowing the contents of the tiny vial gives one a brief vision of the lowest chamber of the castle; dangerous areas are marked in red, and places where booty is kept appear as yellow. The PC wih a good memory (Intelligence, or INT) will thus be able to draw a detailed layout of Level 3 of the Underchambers.
9. A clear potion like that described in #8 above, except that it provides a false vision of Level 3. In fact, this vision reverses the areas of booty and danger.



Lower chambers — level 1

6. **Arms Storage Area.** The overflow of arms and weapons seized in battle and ambush are kept to the right of the stairs in this long, narrow chamber. Orcs cannot or will not use these items which are piled here in haphazard fashion.

Items in the Arms Storage Area:

1. Piles of 2-20 of each type of normal but tarnished weapons and armor.
2. Two +5 broadswords.
3. One +5 morning star (the weapon, not the celestial body).
4. A +5 magic javelin that returns to its thrower after its first use during a twenty-four period (i.e., once per day). (For more information on Magic Items, see Section 15.5, p. 72-73)
5. A long bow with three +5 arrows.
6. A +10 battle-axe that weighs only 60% of the average weight of similar axes.
7. Storage Hall. Spare clothing and junk are piled here.
8. Hallway and Stairs.

LEVEL 2-A

1. **Herb and Poison Storage Room.** Located to the left of the stairs, this artificially lighted chamber, 100 feet by 14, sprouts mushrooms galore. Ten varieties of herbs and poisons (some healing, some noxious) also grow in abundance.

Note: *PCs should roll one die; the number rolled represents the herb chosen. Check the Herbs, Poisons, and Diseases Table ST-5 (p. 256-257) for more information.*

Herbs & Poisons:

1. Arfandas. 2-20 doses grow per month.
2. Culkas. 1-10 doses grow per month.
3. Belan. 1-10 doses grow per month.
4. Gariig. 1-10 doses grow per month.
5. Attanar. 2-20 doses grow per month.
6. Degiik. 1-10 doses grow per month.
7. Arnuminas. 2-20 doses grow per month.
8. Kilmakur. 1-10 doses grow per month.
9. Kly. 1-5 doses grow per month.
10. Uraana. 1-5 doses grow per month.

2. **Torture Chamber.** This 50' by 43' chamber is the focus of this level of the keep. Here the Orc captain and his two most trusted followers persuade uncommunicative captives to reconsider their commitment to continued silence. A variety of devices, including heated tongs, tongue clamps, and eye gougers aid them in their quest for information. Those who refuse to talk or remain of interest to the Orc commander or his lord are held in the four small dungeon chambers.

3. **Dungeon Chamber #1.** Here, a prisoner withholding desired information is held and fed a steady diet of mildly poisonous and hallucinogenic mushrooms. (Orcs of the castle commonly carry antidotes to the poisons in vials labelled in Orcish.)

4. **Dungeon Chamber #2.**

5. **Dungeon Chamber #3.**

6. **Dungeon Chamber #4.**

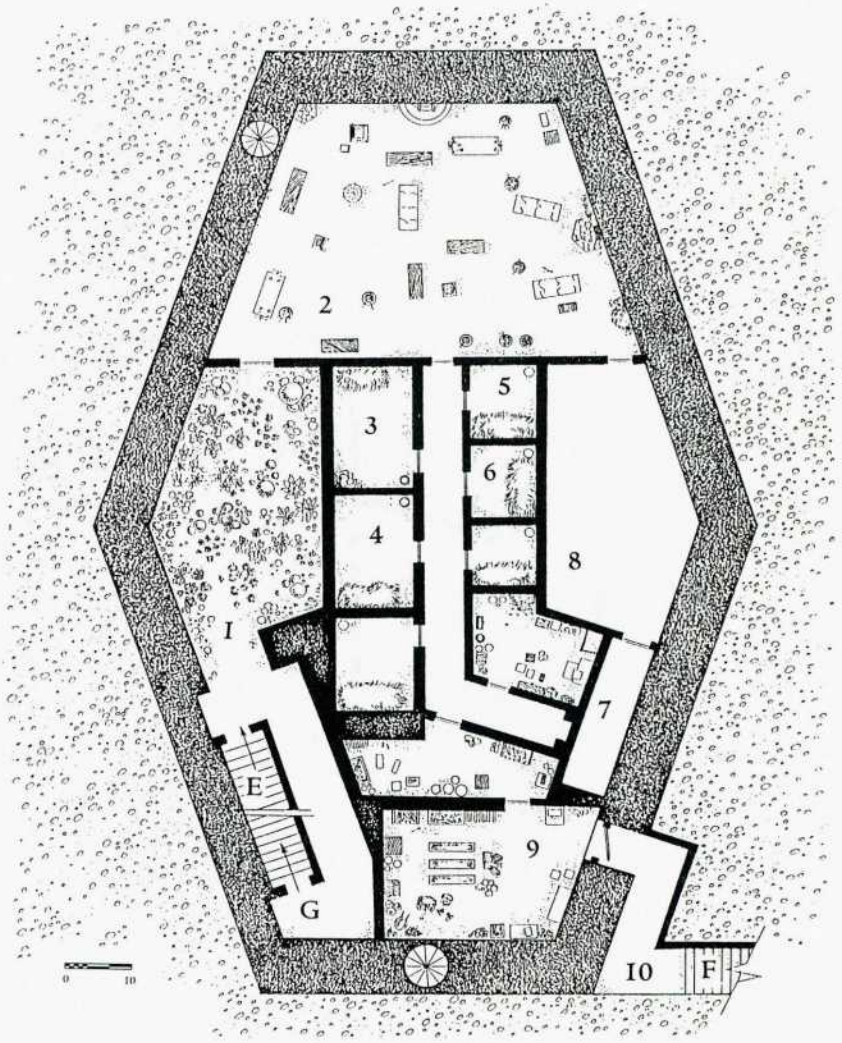
7. **Hall of Essence Inhibition.** Here, power points can be drained. For example, each time a character enters the Hall of Essence Inhibition, one half of his remaining power points are drained (round down).

8. **Hall of Essence Enhancement.** On the other hand, entering the Hall of Essence Enhancement maximizes one's power points, but only once each twenty-four hour period.

9. **Secret Passage.** Narrow, dark stairs lead down to Level Three of the Underchambers, where the great treasures of the castle remain hidden. This passage is guarded by a flame trap and, in the spring and summer, by a vicious family of horse flies. The flame trap fills the room with fire (giving everyone 1-5 'B' Heat Crits) if every person entering the four-foot high oval stone door does not first utter the Elvish words inscribed in dusty stones above the doorway:

Down I go and down I dance
To seek my golden magic chance.

10. **Secret Stairs.** They lead up to Level One of the Underchambers.



Lower chambers – level 2-A

LEVEL 2-B

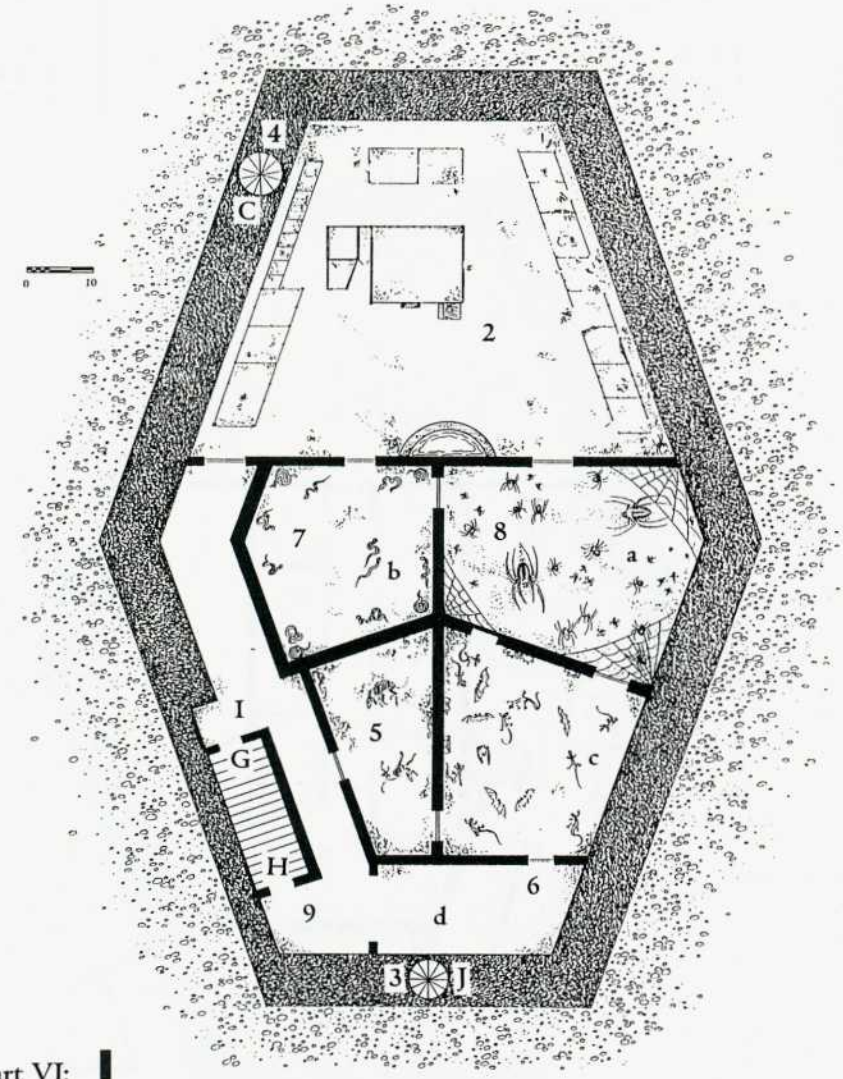
Note: *The accompanying illustration marks areas where there is a good chance of being bitten, indicates the percentage chance that a PC will be bitten each round he spends in that particular chamber, and tells what kind of bite he will suffer, should his luck desert him.*

a = 5% Spiders
b = 20% Asps (Snakes)
c = 5% Bats
d = 10% Lizards

1. Stairway. Down these stairs, the audacious adventurer reaches Ar-Gûlar's favorite chambers, what he calls his "game room." For on this level reside the hardy offspring of the warped experiments performed so many years ago. A dark, wide stairway crumbling into ruin is hardly inviting, but go on you must to reach the treasures still further down.

2. Breeding Pit. Empty now (but for a few spiders and asps hidden in the shadows), this decayed chamber still holds the stench of corruption and dark arts. Here it was that the Mage-lord of old first bred the outsized spiders, snakes, bats, lizards and hounds that thrived in the gloom of this level of the dungeon keep. (And myth has it that in this dank cell the lord met his death, swallowed by his own misshapen beasts.)

Lower chambers – level 2-B



3. Passage. Located near the wide stairway, this passage leads up to Level One and down to the treasure of Level Three of the Underchambers. It is also something of a challenge since it is guarded by a pair of stabbing traps that can literally hand the unwary interloper his head. The traps give I-5 'B' Puncture Criticals and are Very Hard (-20) to disarm. When the door is opened normally, the traps operate mechanically by shooting out a dozen razor-sharp, thin, knife-like blades from a pair of hidden receptacles on either side of the door to the walkway.

4. Secret Passage. This narrow passageway winds up to the Mage-lord's lower bedroom on Level One of the Underchambers.

5. Hall of Hounds. The Hall of Hounds is silent now. No beasts remain, but the enormous skeletons of two hounds are visible to the torch-carrying explorer.

6. Hall of Lizards and Bats. A score of small poisonous lizards and bats inhabit this chamber (see Table ST-2, p. 250, for statistics). This chamber has a secret passage leading down to Level 3. Venom from these creatures can be used to poison-tip arrows, but of course the beasts involved are unlikely to cooperate. The effect of a poisonous bite varies: a bat-bite leads to paralysis while lizard venom causes the loss of use of the limb struck. Antidotes are available in Cameth Brin, and the Orcs of Herubar Gûlar commonly carry them in vials about their necks.

7. Hall of Snakes. Dozens of poisonous asps (small snakes) lurk in the shadows of this chamber (see Table ST-2, p. 250, for statistics). Asp venom causes the loss of use of the affected limb.

8. Hall of Spiders. Hundreds of spiders ranging in size from minute (i.e., small) to a pair the size of a two-man tent (i.e., large) live in this dangerous den (see Table ST-2, p. 250, for statistics). A spider bite leads to paralysis.

9. Stairs. This dark, creepy passage leads down to the lowest level of the keep.

There is little reason to tarry at this level; no one but Ar-Gûlar does, for these are his pets and his agents of assassination. Even Thuk, captain of the Orc-guard, prefers not to accompany his lord as he visits this twisted zoo.

LEVEL THREE

1. Stairs. On this level, one finds some of the greatest treasures of the western Trollshaws—and one faces the gravest dangers. None of the Orcs ever comes to this level of the keep; Ar-Gûlar alone enters these dark chambers. The stairs from the previous level lead one into a wide walkway, the Hall of Runes.

2. Hall of Runes. The Hall of Runes is full of cryptic clues to magic items and treasures hidden elsewhere on this floor. For example, behind the wall-to-ceiling tapestry of a battle scene one will find hidden in a crack in the wall a slender, pliable key that will unlock a gold chest in the Great Weapon and Treasure Room down the hall. (To find the key requires a Very Hard (-20) Perception Roll.) Messages inscribed on the wall warn all who enter to leave the way they came or to surrender unto death and damnation.

3. Great Weapons and Treasure Room. This most valuable room lies beyond the flooded Loading Platform and holds fine weapons, some of them magical, stored in gold-plated, locked vaults. The lock on the door is Very Hard (-20) to unlock. Simple but valuable jewelry is kept in a plain bronze chest on the floor. Other items adorn the walls. A pit trap at the exit to the hallway may dump the greedy or spooked treasure-seeker into a 20' deep, spiked pit below; PCs must make a Hard (-10) Perception Roll to avoid the 1-5 'C' Puncture Crits inflicted by the pit trap.

Items in the Chest:

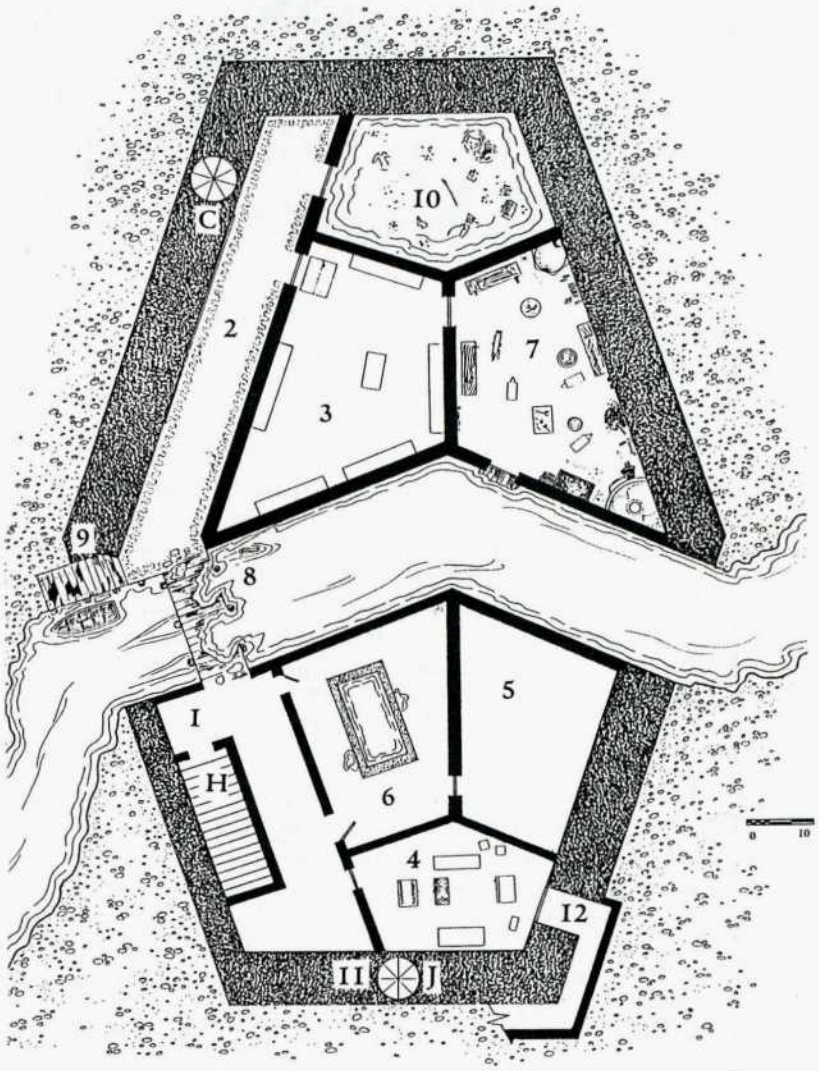
1. A +15 broadsword.
2. 100 gp of jewelry and gems.
3. One +10 chain mail with no movement encumbrance.
4. Mithril ring; +10 to wearer's DB.
5. Wand of herblore that allows instant analysis and knowledge of healing herbs.
6. A +15 set of rigid leather armor.
7. Five +10 arrows.

4. Room of Jewels and Magic Vaults. This very dangerous chamber lies just off the Hall of Runes. The lock on the door is Routine (+30) to pick. Inscribed on the door is the following warning:

Once inside, the wise will not tarry;
For danger will be tough to parry.

When someone enters, the door slams shut behind him once every 12 rounds, or every two minutes. The adventurer with a good sense of time can manage to leave the room before the two minutes expire and can reenter if he is quick enough. There is no handle on the inside of the door and no other exit. Once the door is shut, the walls begin moving in on the trapped fortune-seeker; the walls can be stopped and the door opened by reciting the two-line verse inscribed on the door. The walls give each character trapped within 1-5 'E' Crush Crits. The walls move back automatically after the crush criticals are delivered. The large, gilded vaults in this chamber hold cheap, fake jewels and magic items (worth 10 sp in total) designed to lure one away from the Great Weapon and Treasure Room further on.

5. Room of Luring Light. This chamber is an enticing death trap. This chamber is emblazoned by a magic glow of warm amber. Nothing is to be found inside but the will-sapping light, an ancient curse and 10th level spell. If one fails to resist the spell, he stands motionless and motiveless as a statue and is incapable of independent action until rescued.



Lower chambers – level 3

Gandalf leads the way in Moria

6. Baths. Only ruins of this splendid pool remain.

7. Forges. These forges which once rang with the clash of metal upon metal lie quiet and cool.

8. Dock. Flooded and rotted now, this dock still provides access to the underground stream that flows around the lowest depths of the keep.

9. Loading Platform. This waterlogged structure also offers escape to those willing to trust their fate to the curving, unmapped subterranean river that flows by, although much of the platform is underwater now. (Much further on, the stream joins the aboveground river which flows through and by the castle's walls. The swift current makes swimming upstream a very difficult and dangerous maneuver at best.)The boats nearby are rotted and warped. There is just enough dry wood lying around the higher areas of the platform to build a raft.

10. Vault of Runes. This underwater chamber contains both cursed weapons and magic items. The lock to this chamber is Extremely Hard (-30) to pick. Potions stored here have leaked into the water, and if it is swallowed, one risks a substantial loss of memory or poisoning. (A Character takes 1-100 hits.) There is a 10% chance that with his first dive, a PC will swallow water. Every following dive increases the chance of ingesting the tainted water by 5%. Scattered about the bottom of the 12' deep pool are magic items and a valuable book.

Note: *Each time a character dives, he rolls a 1-10 to see what he comes up with. If the PC rolls 8, 9, or 10, he rolls a 2-20 to see how many gp's he has grabbed. A PC who rolls an item that has already been taken receives 2-20 gold pieces.*

Items at the bottom of the pool:

1. A handsome, lightweight cloak that allows the wearer to invoke invisibility (see the spell with the same name on p. 195) up to three times every twenty-four hours.
2. A Book of Runes (sealed in a small, watertight chest) with all Mage-only spells to the Tenth level.
3. Two +10 magic Shields of Wolf-Coming that cause sword attacks against the bearer to fail in the first attack each twenty-four hour period. With each subsequent attack, the bearer of the shield has a 20% chance of turning into a wolf immediately. This lycanthropic state lasts for 10 minutes.
4. A Bow with ten Arrows of Itching that, when striking a foe, cause him to scratch incessantly for ten minutes.
5. A Ring of Friend-finding that glows when the wearer is within 50 feet of a potential ally.
6. A Neckerchief of Invisibility (4th Level) that allows the wearer to become invisible (see the spell with the same name on p. 195). The neckerchief can be used only once a day under normal restrictions.
7. A Magic Staff that divines the nature and worth of all metals in a ten foot radius. An added bonus allows the bearer a +10 defense against Elemental Spell Attacks. The staff does not work underwater.
8. A total of 500gp of gems, jewels, and gold pieces for the having lie scattered about the bottom of the pool. With each dive, the sure-handed adventurer is likely to grab 2-20gp worth of valuables.
9. Gold Pieces.
10. Gold Pieces.

11. Secret Stairs. Located inside the Jewel and Magic Vaults Room, these stairs lead up to Level 2-B of the Underchambers. The stairs require a Very Hard (-20) Perception Roll to discover.

12. Secret Exit. A hidden hole in the wall just two feet by three feet allows access to the underground stream which circles the underchambers of the keep. A short swim downstream leads one to the river and a good chance at escaping.

No lower levels exist, and no more treasures or traps are to be found in this, the decaying but deathly-dangerous Castle in the Woods, Herubar Gûlar. Enter if you dare, adventurer, and may good fortune light your path! (And the best of luck to your widow and children.)

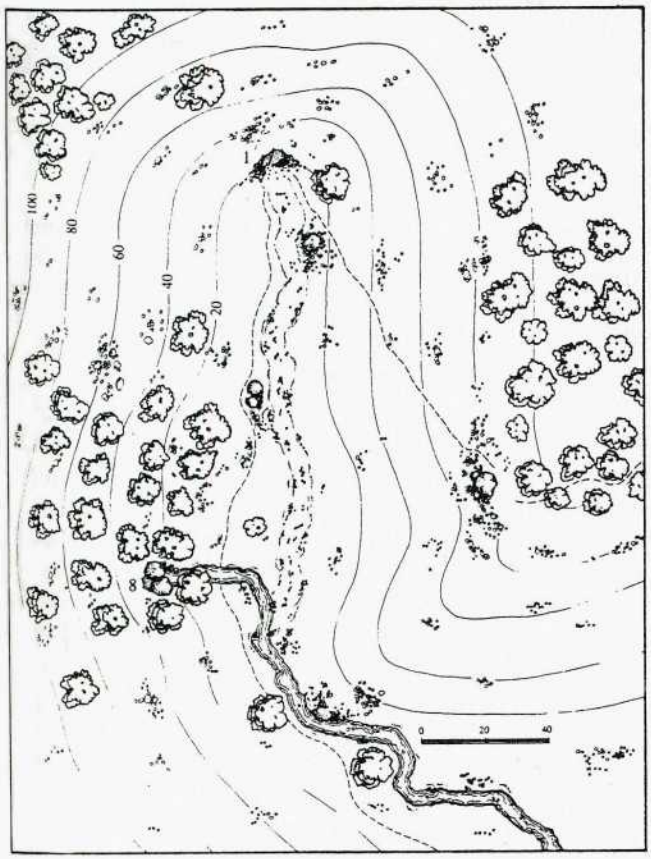
ADVENTURE SITES — A HILL-TROLL LAIR

The Hill-trolls holding Leddon Grumm captive have built their lair within a stony hill surrounded by deep woods. The lair is occupied by six Trolls: three adult males, one adult female, one adolescent male Troll, and a Troll-baby. At night, one or two of the adult males usually go out raiding.

1. Entrance. The fifteen-foot high main opening into the cave is set well below the ridge (see map) and is blocked by a boulder that takes two or three strong men to roll aside. One male Troll normally guards the cave entrance after dark—when he manages to stay awake—while inside the other Trolls sleep. Unknown to the rock-brained Trolls, a secret entrance exists just 160' feet away from the boulder-blocked opening they use. The secret passage is blocked by trees and rocks but accessible to skilled and hardy climbers.

2. Living Area. The path from the Entrance leads to the shadowy, smelly cell the Hill-trolls call home. Here four male Trolls sleep on rough wooden pallets, eat, drink and brag. A fire usually burns in the center of the chamber; a hole in the roof of the cave allows the escape of smoke. Their most commonly-used arms are kept handy here too, near their bedsides. Empty and smashed bottles and bones are scattered over the floor of the cave.

Hill-troll lair — outside



Hill-troll lair — overview

3. Torture and Holding Cell. Here Leddon and another man (who claims to have been to the Castle in the Woods) are held captive. Ironically they are chained just a few feet from the secret exit, a jagged hole which is completely blocked by a huge rock. However, water from the underground stream that leads to the outside and to freedom does trickle out from beneath the rock. The prisoners are generally unguarded. However, once every four hours, one of the male Trolls is supposed to check on them and their chains.The four male Trolls who occupy the lair are trying to fatten the lean Leddon, but their offerings—half-cooked rabbit and raw venison—have met with marked resistance from the plucky young man. Due to a recent influx of careless fortune-seekers, the floors of this cell and of the larger living area are littered with bones and skeletons. But for this stroke of good fortune, Leddon Grumm and his fellow captive would already have joined their fleshless comrades in an uneasy, eternal rest.

4. Beer, Wine and Food Storage Cell. Shelves are "stocked" with the best and worst Dorwinion vintages, bottles of Bree beer and sundry supplies.

Hill-troll lair – inside

5. Treasure Cell. Except at meal times (when it is left unguarded), this chamber is usually guarded by a single male Troll. A large boulder blocks the way to anyone larger than a child or a small Hobbit. Two strong men could roll the boulder aside with great effort; inside lies a small pile of loot.

Items in the Pile:

1. Two gold-plated helmets, gaudy but worth about 3 gp each.
2. A dozen discarded belts and bloodstained tunics.
3. Two bejewelled bracelets worth 1-10 sp each.
4. A necklace of rare stones worth 5-50 sp.
5. A pair of matching 6" by 6" by 4" jewelry boxes filled with trinkets and a handful of silver pieces, each box worth 1-10 gp.
6. Scattered rings (including Leddon's) worth 1-10 sp in total.
7. Three apparently undisturbed leather herb pouches. (The GM may roll randomly to determine what herbs are present and how much of each herb is contained within each pouch.)

6. Arms Storage Area. A few battered shields and axes of normal capabilities are scattered about the floor. A half-dozen short swords lay nearby; one is +5, and another is only 50% of the normal weight of a short sword.

7. Path to lower halls. This long, winding, and dark passage leads down to the dank cell where a lone and weary female Troll lives with her only offspring. (Adult male Trolls don't believe in spoiling their young and thus raise them on spare limbs and tough tendons and joints that they themselves pass by.)

8. Secret passage. This winding, narrow and low-ceilinged opening follows the course of a stream to exit the Troll lair about 160 feet from the entrance the Hill-trolls themselves use. A large, round stone blocks the way.

Be forewarned, adventurer, that entering a Troll lair, however quietly, is a dangerous undertaking, and the word "undertaking" is used with all due premeditation.

Note: *Refer to the Herbs, Poisons, and Diseases Table ST-5 (p. 256-257) to determine which herbs and how much of them are found in the herb pouches mentioned in the Treasure Cell. Also, check the Non-player Character Summary Chart on page 99 for more information about the levels and capabilities of the Trolls of this lair.*

• PART VII •
THE APPENDICES

Middle-earth Role Playing contains a number of different types of reference material which can be very useful to the Gamemaster and players during play. There are ten ***MERP*** appendices, each of which covers one type of reference material:

Appendix A-1 — *The Character Templates* — This section contains sixteen ready to play, completed developed characters. ..... p. 113-145

Appendix A-2 — *The Culture/Races* — This section contains complete descriptions for all of the cultures and races listed in Section 20.0 (p. 80). ..... p. 146-179

Appendix A-3 — *The Creatures* — This section contains complete descriptions for unique Middle-earth beasts and monsters. ..... p. 180-189

Appendix A-4 — *The Spell Lists* — This section contains the descriptions and parameters of the ***MERP*** spells. ..... p. 190-211

Appendix A-5 — *The Secondary Skills* — This section contains the descriptions of all of the secondary skills and secondary skill Groups listed in Section 5.4.3 (p. 35). ..... p. 212-213

Appendix A-6 — *Optional Material* — This section contains optional material for Gamemasters who want more detail and flexibility in their games. ..... p. 214-219

Appendix A-7 — *Conversion Notes* — This section contains suggestions for converting ***MERP*** material to and from: ***Rolemaster***™, ***Lord of the Rings Adventure Game***™, ***Fantasy HERO***™, and *AD&D*®. ..... p. 220-225

Appendix A-8 — *Selected Readings* — This section contains a ***MERP*** bibliography. ..... p. 226

Appendix A-9 — *The Record Sheets* — This section contains a number of record sheets and hexgrids that may be photocopied for your personal use during play. ..... p. 227-231

Appendix A-10 — *The Tables* — This section contains all of the ***MERP*** tables, ranging from the tactical combat resolution tables to the summary and strategic tables for weather, treasure and prices. ..... p. 232-265

APPENDIX • A-I
THE CHARACTER TEMPLATES

The following thirty-two pages contain sixteen character templates, each on two facing pages. Each of these templates is a ready to play, completely developed ***MERP*** character. Section 3.0 (p. 21) outlines what information is contained in a character template and how to use this information.

1) Black Númenórean Warrior (p. 114-115) — Indrâzor is a male warrior, a haughty, mercenary outcast from Umbar.

2) Rohir Warrior (p. 116-117) — A cool, but deeply passionate, female warrior, Léowyn is an aspiring shield-maiden.

3) Dwarf Warrior (p. 118-119) — Balí Redhelm is a pugnacious Dwarven male, a warrior from the Iron Hills.

4) Sinda Elf Warrior (p. 120-121) — Camthalion is a calm, nature-loving Elf-warrior.

5) Dunlending Scout (p. 122-123) — Belefleca is a fiery and gregarious male Dunlending. He fancies himself as author and poet.

6) Hobbit Scout (p. 124-125) — Boffo Northtook is an adventuresome Fallohide male who hails from the Northfarthing.

7) Dwarf Scout (p. 126-127) — Dwalin is a sober and suspicious male who makes his home in the Blue Mountains.

8) Silvan Elf Scout (p. 128-129) — Lóthiniel is a cheerful, fun-loving Elf-maiden from northern Mirkwood.

9) Dúnadan Ranger (p. 130-131) — Galadhil is a stern, quiet man from the frontier of Arthedain.

10) Woodman Ranger (p. 132-133) — Skutilla is a reserved but perceptive male who lives at Woodmen-town in southern Mirkwood.

11) Dorwinadan Bard (p. 134-135) — A woman of Riavod, a port on the Sea of Rhûn, Widonu is a hardy, wily, and friendly adventurer.

12) Noldo Elf Bard (p. 136-137) — Lólindir is a proud, creative male who makes his home in Lórien.

13) Silvan Elf Mage (p. 138-139) — Lamalas is a guarded, but fun-loving, male Avar who hails from the Elf-kingdom in northern Mirkwood.

14) Dúnadan Mage (p. 140-141) — Mírwen is a serious, but inquisitive female who is enamored of jewel-craft.

15) Half-elf Animist (p. 142-143) — Elbragol is a thoughtful and reserved Peredhil male who was raised by the Noldor of Forlindon.

16) Beorning Animist (p. 144-145) — Beraláth is a rugged, jovial Beijabar male who lives in the western part of the Anduin Vale.

Skill/Ability	Level 1 Bonus	Level 2 Bonus	Level 3 Bonus	Level 4 Bonus	Level 5 Bonus	Level 6 Bonus	Level 7 Bonus	Level 8 Bonus	Level 9 Bonus	Level 10 Bonus
	LEVEL BONUS (Skill Bonus for Rank+Stat+Profession)									
Experience Points:	10,000	20,000	30,000	40,000	50,000	70,000	90,000	110,000	130,000	150,000
Movement & Maneuver:										
No Armor	+30	+35	+35	+35	+35	+35	+35	+35	+35	+35
Soft Leather	-15	-15	-15	-15	-15	-15	-15	-15	-15	-15
Rigid Leather	-30	-30	-30	-30	-30	-30	-30	-30	-30	-30
Chain	-5	+5	+5	+5	+5	+5	+5	+5	+5	+5
Plate	-70	-70	-70	-70	-70	-70	-70	-70	-70	-70
Weapon Skills:										
1-H Edged	+43	+56	+69	+82	+92	+99	+106	+113	+120	+125
1-H Concussion	+33	+36	+39	+42	+45	+48	+51	+54	+57	+60
2-Handed	+3	+36	+39	+42	+45	+48	+51	+54	+57	+60
Thrown	+33	+36	+44	+52	+60	+68	+76	+84	+92	+100
Missile	+33	+36	+39	+42	+45	+48	+51	+54	+57	+65
Pole-arms	+33	+41	+49	+57	+65	+73	+81	+89	+97	+105
General Skills:										
Climb	+31	+32	+38	+39	+45	+46	+52	+53	+59	+60
Ride	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15
Swim	+41	+42	+43	+44	+45	+46	+47	+48	+49	+50
Track	-24	+7	+8	+14	+15	+21	+22	+28	+29	+35
Subterfuge Skills:										
Ambush	-25	-25	-25	-25	-25	-25	-25	-25	-25	-25
Stalk/Hide	+10	+10	+10	+10	+15	+15	+20	+20	+25	+25
Pick Lock	-25	-25	+5	+5	+5	+5	+5	+5	+5	+5
Disarm Trap	+0	+5	+5	+10	+10	+15	+15	+20	+20	+25
Magical Skills:										
Read Rune	-25	-25	-25	-25	-25	-25	-25	-25	-25	-25
Use Item	-25	-25	-25	-25	-25	-25	-25	-25	-25	-25
Directed Spells	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0
Miscellaneous & Secondary Skills and Bonuses:										
Perception	+5	+10	+15	+20	+25	+30	+35	+40	+45	+50
Body Development	44	+57	+70	+83	+96	+109	+122	+135	+148	+161
Power Points	0	0	0	0	0	0	0	0	0	0
Boat Handling	+30	+35	+40	+45	+50	+55	+60	+65	+70	+75
Gambling	+25	+25	+30	+35	+40	+45	+50	+52	+54	+56
Rope-Mastery	+5	+5	+5	+5	+5	+5	+5	+5	+5	+5
Sky-Watching	-25	-25	+5	+10	+15	+20	+25	+30	+35	+40

Indrâzor's Tale —I was raised to be better than other Men. My father Angaroth and my mother Zírabel knew no other way, for we are the true heirs of Elros and the line of Westernesse, the noblest of all the Secondborn. It is both a blessing and a burden to have such hallowed blood flow through your veins.

I was born two dozen years ago at Karab-tarid, the "Horse-spire," on Tol Glingal near Umbar. There, I learned to sail, swim, fish, and read the stars like a sailor wed to the sea. When I was seven, I went away to Umbar, where I studied the arts of language, commerce, and war among others of my station. Many of us clashed with our so-called Dúnadan instructors, the self-styled "Corsairs" from Gondor. They questioned the purity of our bloodlines. We questioned theirs, and they beat us; but, we resolved to take the punishment and later get even. I hate them like I hate the Eldar. No one is better than I, save my ancestors.

When I reached twenty-one, I became both a man and outcast. While riding on a raid against some rebellious Haradrim, my company was ambushed and I was knocked unconscious. I was unjustly accused of betraying my Lord Nílardu. The vile Corsair Prince in charge of my fate remembered my manner and condemned me. Offered the choice of exile or execution, I chose the former. I have wandered ever since, serving as a mercenary and hoping to find enough wealth to go back home, repurchase my citizenship, and reclaim my honor.

Although I could not see my family before leaving Umbar, I was allowed to see my younger brother. He brought me my blue-black mail, and the sharp-edged round-shield forged by my grandfather's father. This enchanted shield floats atop any liquid (will also float up to 500 lb.), as stable as a wide boat, and serves me well on seas and streams alike.

Total weight: 74.5 lb — *without backpack* – 30 lb

Encumbrance Penalty: +0: 0-60 lb; -5: 61-80 lb; -10: 81-100 lb; -15: 101-120 lb; -25: 121-140 lb; -35: 141-160 lb

Chain Armor — Steel Helm (-5 to Perception)
Arm Greaves (-5 to all OBs)
Broadsword (+10 OB) (3 lb) — Spear (5 lb)
Handaxe (5 lb) — Dagger (1 lb)
Shield (+25 DB, special: see background) (15 lb)
Clothes & Personal Effects (includes boots, cloak, weapons belt)
Belt Pouch (w/money, Flint & Steel) — 9 sp, 3 bp, 5 cp, 2 tp (1 lb)
Backpack & Frame (holds 45 lb, weighs 3 lb) — Bedroll (5 lb)
Tent (9 lb) — Lock Pick Kit (0.5 lb)
50' superior rope (3 lb) — 9 torches (9 lb)
Waterskin (1 lb) — Trail Rations (1 week, 14 lb)

Culture/Race: Black Númenórean

Indrâzor

Profession: Warrior

Current Level: _____ Experience Points: _____

† — Take the Level Bonuses for the Current Level from the previous page.

Skill/Ability	Level Bonus †	Item Bonus	Special Bonus	Total Bonus/Type
Movement & Maneuver:				
No Armor	_____	_____	_____	_____ MM
Soft Leather	_____	_____	_____	_____ MM
Rigid Leather	_____	_____	_____	_____ MM
Chain	_____	_____	_____	_____ MM
Plate	_____	_____	_____	_____ MM
Weapon Skills:				
1-H Edged	_____	+10/-5	_____	_____ OB
1-H Concussion	_____	-5	_____	_____ OB
2-Handed	_____	-5	_____	_____ OB
Thrown	_____	-5	_____	_____ OB
Missile	_____	-5	_____	_____ OB
Pole-arms	_____	-5	_____	_____ OB
General Skills:				
Climb	_____	_____	_____	_____ MM
Ride	_____	_____	_____	_____ MM
Swim	_____	_____	_____	_____ MM
Track	_____	_____	_____	_____ SM
Subterfuge Skills:				
Ambush	_____	_____	_____	_____ SP
Stalk/Hide	_____	_____	_____	_____ SP
Pick Lock	_____	_____	_____	_____ SM
Disarm Trap	_____	_____	_____	_____ SM
Magical Skills:				
Read Rune	_____	_____	_____	_____ SM
Use Item	_____	_____	_____	_____ SM
Directed Spells	_____	-5	_____	_____ OB
Miscellaneous & Secondary Skills:				
Perception	_____	-5	_____	_____ SM
Body Development	_____	_____	_____	_____ SP
Power Points	_____	_____	_____	_____ SP
Boat Handling	_____	_____	_____	_____ SM,MM
Gambling	_____	_____	_____	_____ SM
Rope-Mastery	_____	_____	_____	_____ SM
Sky-Watching	_____	_____	_____	_____ SM
Special Bonuses:				
Essence RR:	+0	_____	_____	_____ RR
Channeling RR:	+0	_____	_____	_____ RR
Poison RR:	+15	_____	_____	_____ RR
Disease RR:	+15	_____	_____	_____ RR
Defensive Bonus (DB):	+15	+25	_____	_____ DB
Base Spell OB:	+0	-5	_____	_____ OB
Encumbrance Penalty	_____	_____	_____	_____ SP

Height: 6'4"
Weight: 225 lb.
Hair/Eyes: Black/Grey
Gender/Age: Male/25
Realm: Channeling
Demeanor: Haughty
Personality: Confident
Motivation: Self Interest
Alignment: Self Centered

Language	Lvl I Rank	New Ranks/ Level Learned
Adûnaic	5	
Westron	5	
Haradaic	5	
Apysaic	2	
Black Speech	2	
Varadja	–	
—	–	

Stat	Value	Bonus
Strength	90	+10
Agility	100	+25
Constitution	79	+10
Intelligence	58	+0
Intuition	36	+0
Presence	62	+5
Appearance	96	–

Spell Lists	Level Learned
1) _____	
2) _____	
3) _____	
4) _____	
5) _____	
6) _____	
7) _____	

EQUIPMENT & MONEY

NOTES

Skill/Ability	Level 1 Bonus	Level 2 Bonus	Level 3 Bonus	Level 4 Bonus	Level 5 Bonus	Level 6 Bonus	Level 7 Bonus	Level 8 Bonus	Level 9 Bonus	Level 10 Bonus
	LEVEL BONUS (Skill Bonus for Rank+Stat+Profession)									
Experience Points:	10,000	20,000	30,000	40,000	50,000	70,000	90,000	110,000	130,000	150,000
Movement & Maneuver:										
No Armor	+25	+25	+25	+25	+25	+25	+25	+25	+25	+25
Soft Leather	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20
Rigid Leather	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5
Chain	-15	-5	+5	+5	+5	+5	+5	+5	+5	+5
Plate	-70	-70	-70	-70	-70	-70	-70	-70	-70	-70
Weapon Skills:										
1-H Edged	+38	+51	+64	+77	+82	+87	+92	+97	+102	+107
1-H Concussion	-7	-4	-1	+2	+5	+8	+11	+14	+47	+50
2-Handed	-7	-4	-1	+2	+5	+8	+11	+44	+47	+55
Thrown	-2	+1	+4	+7	+10	+13	+16	+49	+57	+65
Missile	+33	+41	+49	+57	+70	+83	+91	+96	+101	+106
Pole-arms	+28	+36	+44	+52	+60	+68	+81	+89	+94	+99
General Skills:										
Climb	-4	-3	-2	+29	+30	+31	+32	+33	+34	+35
Ride	+46	+52	+55	+58	+61	+64	+67	+70	+73	+76
Swim	+26	+27	+28	+29	+30	+31	+32	+33	+34	+35
Track	-19	-18	+13	+14	+15	+16	+22	+23	+24	+30
Subterfuge Skills:										
Ambush	-25	-25	-25	-25	-25	-25	-25	-25	-25	-25
Stalk/Hide	+5	+5	+5	+10	+15	+15	+20	+25	+25	+30
Pick Lock	-20	-20	+10	+10	+15	+20	+20	+25	+30	+30
Disarm Trap	-25	+5	+5	+10	+10	+15	+20	+20	+25	+30
Magical Skills:										
Read Rune	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20
Use Item	-25	-25	-25	-25	-25	-25	-25	-25	-25	-25
Directed Spells	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5
Miscellaneous & Secondary Skills and Bonuses:										
Perception	+10	+15	+20	+25	+30	+35	+40	+45	+50	+52
Body Development	29	36	44	51	59	66	74	81	89	96
Power Points	1	2	3	4	5	6	7	8	9	10
Animal Handling	+5	+5	+5	+5	+10	+10	+10	+10	+15	+15
Contortions	-5	-5	-5	+25	+30	+35	+40	+45	+50	+55
Horseback Gymnastics	-5	-5	-5	+25	+30	+35	+40	+45	+50	+55
First Aid	-20	+10	+10	+10	+10	+15	+15	+15	+20	+20
Foraging	+5	+10	+15	+20	+25	+30	+35	+40	+45	+50
Sky-Watching	+5	+10	+15	+20	+25	+30	+35	+40	+45	+50

Léowyn's Tale — As a youth riding near my home in Aldburg, I knew that I control a steed and wield a sword better than my gifted brother. I resented the fact that I could not fight with the muster of my kind. It seemed strange that the wild Dunlending women could run to battle, while the daughters of the Mark stayed home tending the hearth.

My restlessness led me to secretly mimic my brother's martial training and, by the time boys began to notice my fair form, I could wrestle and throw a spear like a young Cairl. Twice I threw my brother for a fall as we tustled over Midwinter pudding. Lëofen, my father, soon became disturbed with my ambition to ride as a shield-maiden, so he sent me west to my aunt Breawyn's home in the Deeping Coomb. There, at the Snotorn manor, I was to learn how to be a good woman and wife. The widow Breawyn understood my passions, though, and allowed me my time. She was good to me. She even gave me her son's first mail hauberk, as well as the helm and weaponry of his youth.

I fell in love with Argulf, the third son of Breawyn's nearest neighbor. We disagreed at times, but he too respected my aspirations. He loved me and I loved him, and we rode and sang and joked together off and on for two wonderful years.

Then, while with our people's envoy in Gondor, he was murdered. It was said that one of his fellow Rohirrim may have killed him for the locket I gave him. A day after I heard of his passing, I bid farewell to Breawyn and rode eastward to the South Kingdom. I have sent messages home to both my mother and my aunt, but I have yet to look back. Now I ride to find Argulf's murderer.

Total weight: 40 lb — *without saddlebags* – 23.5 lb

Encumbrance Penalty: +0: 0-35 lb; -10: 36-45 lb; -20: 46-60 lb; -25: 61-80 lb; -30: 81-100 lb; -35: 101-120 lb

Chain Armor
Steel Helm (-5 to Perception)
Shield (+20 DB) (8.5 lb)
Broadsword (+15 OB) (3 lb)
Composite Bow (3 lb)
2 Quivers (20 Arrow each) (7 lb)
Dagger (1 lb)
Horse & Equipment (GM discretion)
Clothes & Personal Effects (includes boots, cloak, weapons belt)
Belt Pouch (w/money, Flint & Steel) — 17 sp, 2 bp, 3 cp, 4 tp (1 lb)
Saddlebags (holds 15 lb, weighs 1.5 lb)
Bedroll (3 lb)
Lock Pick Kit (0.5 lb)
25' superior rope (1.5 lb)
5 torches (5 lb)
Waterskin (1 lb)
Trail Rations (2 days, 4 lb)

Culture/Race: Rohir

Léowyn

Profession: Warrior

Height:	5'5"
Weight:	130 lb.
Hair/Eyes:	Blonde/Blue
Gender/Age:	Female/27
Realm:	Essence
Demeanor:	Formal
Personality:	Cautious
Motivation:	Preserve Clan
Alignment:	Neutral

Language	Lvl I Rank	New Ranks/ Level Learned
Rohirric	5	
Westron	5	
Dunael	3	
Silvan	2	
—	–	
—	–	
—	–	

Stat	Value	Bonus
Strength	90	+15
Agility	99	+20
Constitution	87	+5
Intelligence	79	+5
Intuition	54	+0
Presence	47	+0
Appearance	94	–

Spell Lists	Lvl Learned
1)	
2)	
3)	
4)	
5)	
6)	
7)	

Current Level: _____ Experience Points: _____

† — Take the Level Bonuses for the Current Level from the previous page.

Skill/Ability	Level Bonus †	Item Bonus	Special Bonus	Total Bonus/Type
Movement & Maneuver:				
No Armor				MM
Soft Leather				MM
Rigid Leather				MM
Chain				MM
Plate				MM
Weapon Skills:				
1-H Edged		+15		OB
1-H Concussion				OB
2-Handed				OB
Thrown				OB
Missile				OB
Pole-arms				OB
General Skills:				
Climb				MM
Ride				MM
Swim				MM
Track				SM
Subterfuge Skills:				
Ambush				SP
Stalk/Hide				SP
Pick Lock				SM
Disarm Trap				SM
Magical Skills:				
Read Rune				SM
Use Item				SM
Directed Spells				OB
Miscellaneous & Secondary Skills:				
Perception		-5		SM
Body Development				SP
Power Points				SP
Animal Handling				SM
Contortions				MM
Horseback Gymnastics				MM
First Aid				SM
Foraging				SM
Sky-Watching				SM
Special Bonuses:				
Essence RR:	+5			RR
Channeling RR:	+0			RR
Poison RR:	+5			RR
Disease RR:	+5			RR
Defensive Bonus (DB):	+20	+20		DB
Base Spell OB:	+0			OB
Encumbrance Penalty				SP

Equipment & Money

Notes

Skill/Ability	Level 1 Bonus	Level 2 Bonus	Level 3 Bonus	Level 4 Bonus	Level 5 Bonus	Level 6 Bonus	Level 7 Bonus	Level 8 Bonus	Level 9 Bonus	Level 10 Bonus
	LEVEL BONUS (Skill Bonus for Rank+Stat+Profession)									
Experience Points:	10,000	20,000	30,000	40,000	50,000	70,000	90,000	110,000	130,000	150,000
Movement & Maneuver:										
No Armor	+5	+5	+10	+10	+10	+10	+10	+10	+10	+10
Soft Leather	-40	-40	-10	-10	-10	-10	-10	-10	-10	-10
Rigid Leather	-25	-25	-25	-25	-25	-25	-25	-25	-25	-25
Chain	+5	+15	+15	+15	+15	+15	+15	+15	+15	+15
Plate	-60	-60	-30	-20	-10	+10	+10	+10	+10	+10
Weapon Skills:										
1-H Edged	+3	+6	+39	+42	+45	+48	+51	+54	+57	+60
1-H Concussion	+58	+71	+84	+89	+94	+99	+104	+109	+114	+119
2-Handed	+33	+41	+49	+62	+75	+88	+96	+101	+106	+111
Thrown	+8	+11	+14	+17	+20	+23	+26	+29	+32	+35
Missile	+8	+11	+14	+22	+30	+38	+51	+64	+77	+83
Pole-arms	+3	+36	+39	+42	+45	+48	+51	+54	+57	+65
General Skills:										
Climb	+6	+7	+8	+9	+15	+16	+22	+28	+34	+40
Ride	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
Swim	-19	-18	-17	-16	-15	-14	-13	-12	-11	-10
Track	-24	-23	+8	+9	+10	+11	+12	+13	+14	+15
Subterfuge Skills:										
Ambush	-25	-25	-25	-25	-25	-25	-25	-25	-25	-25
Stalk/Hide	+0	+5	+10	+15	+20	+25	+30	+35	+40	+45
Pick Lock	+10	+10	+15	+15	+20	+20	+25	+25	+30	+30
Disarm Trap	+0	+5	+5	+10	+10	+15	+15	+20	+20	+25
Magical Skills:										
Read Rune	-25	-25	-25	-25	-25	-25	-25	-25	-25	-25
Use Item	-30	-30	-30	-30	-30	-30	-30	-30	-30	-30
Directed Spells	-25	-25	-25	-25	-25	-25	-25	-25	-25	-25
New Spell Lists	—	—	—	—	—	—	—	—	—	—
Miscellaneous & Secondary Skills and Bonuses:										
Perception	+5	+5	+5	+10	+10	+15	+15	+20	+20	+25
Body Development	60	73	86	99	112	125	138	151	164	177
Power Points	0	0	0	0	0	0	0	0	0	0
Caving	-25	+5	+5	+5	+10	+10	+15	+15	+20	+20
First Aid	-30	+0	+0	+0	+0	+0	+0	+0	+0	+0
Foraging	-25	-25	+5	+10	+10	+15	+15	+25	+35	+45

Balí Redhelm's Tale — I grew up in the Iron Hills, near the headwaters of the river Carnen. There, I lived with my father Náin and spent my summers on expeditions into the Grey Mountains. It was during my tenth such sojourn that the Ice-drake Lomaw claimed Náin's life. His death placed the family mantle upon my shoulders and, though I have resolved to slay the beast and claim his trove has my father's head-price, I understand that I must bide my time and refine my skills. Others of my kind find my restraint strange, but I respect and follow the ways of my father's forefathers. We are never rash. Our fires run too deep.

Now, I wander in search of a Dragon-slaying axe, so that I can fell Lomaw and complete my quest. My brother Gáli remains at home, acting in my stead while I learn new ways and finish my long search. He is a stalwart fighter, and I trust him more than anyone.

Like all Naugrim, I tolerate the Northmen and suffer the company of other Hildor fairly well. I am suspicious of soft, city folk and pretentious Elves—especially the Noldor. Still, I will deal with anyone who helps further my goal and accords me honorable respect.

I walk where others ride, bearing the arms of my line with pride. Unfortunately, I find myself compelled to keep my magic helm in my pack. Instead of scaring travellers with my ferocious-looking steel cowl, I cover my head with a deep blue hood. However, whenever I wear this enchanted hood, I can summon my helm to my head and any weapon on my belt to my hand with a simple command: *"Now be ready!"*

Total weight: 57 lb — *without backpack* – 20 lb

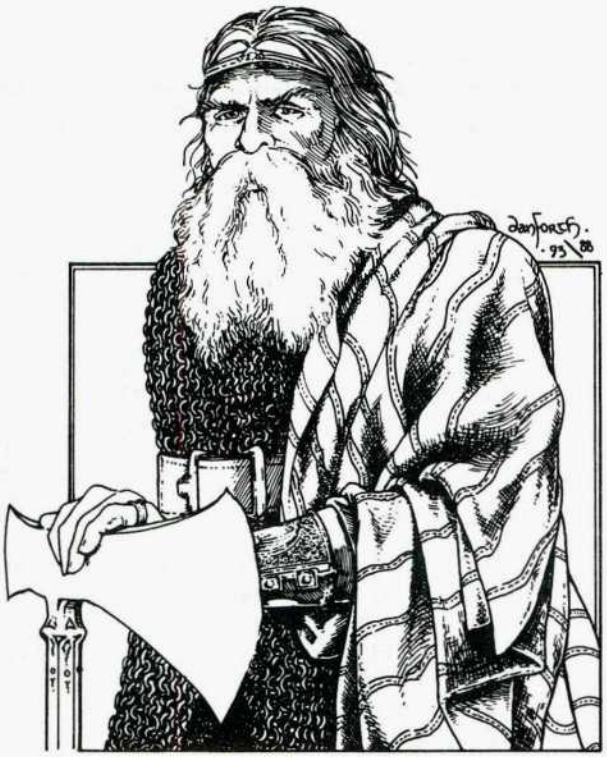
Encumbrance Penalty: +0: 0-60 lb; -5: 61-80 lb; -10: 81-100 lb; -20: 101-120 lb; -35: 121-140 lb

Chain Armor (+10 DB) — Shield (+25 to DB, 8.5 lb)
Leg & Arm Greaves (-5 OBs, -5 M&M bonuses)
Steel Helm & Blue Hood (-5 Perception, special: see background)
Battle-Axe (+15 OB) (3 lb) — War Hammer (5 lb)
Sling (0.5 lb) — Pouch (20 stones) (3 lb)
Clothes & Personal Effects (incl. armor, boots, cloak, weapons belt)
Belt Pouch (w/money, Flint & Steel) — 7 gp, 7 sp, 7 bp, 7 tp (1 lb)
Backpack & Frame (holds 45 lb, weighs 3 lb) — Bedroll (5 lb)
Tarp (4 lb) — Lock Pick Kit (0.5 lb)
50' superior rope (3 lb) — 7 torches (7 lb)
Waterskin (1 lb) — Trail Rations (1 week, 14 lb)

Culture/Race: Dwarf

Balí Redhelm

Profession: Warrior



Current Level: _____ Experience Points: _____

† — Take the Level Bonuses for the Current Level from the previous page.

Skill/Ability	Level Bonus †	Item Bonus	Special Bonus	Total Bonus/Type
Movement & Maneuver:				
No Armor	_____	-5	_____	_____ MM
Soft Leather	_____	-5	_____	_____ MM
Rigid Leather	_____	-5	_____	_____ MM
Chain	_____	-5	_____	_____ MM
Plate	_____	-5	_____	_____ MM
Weapon Skills:				
1-H Edged	_____	-5	_____	_____ OB
1-H Concussion	_____	-5	_____	_____ OB
2-Handed	_____	+10/-5	_____	_____ OB
Thrown	_____	-5	_____	_____ OB
Missile	_____	-5	_____	_____ OB
Pole-arms	_____	-5	_____	_____ OB
General Skills:				
Climb	_____	_____	_____	_____ MM
Ride	_____	_____	_____	_____ MM
Swim	_____	_____	_____	_____ MM
Track	_____	_____	_____	_____ SM
Subterfuge Skills:				
Ambush	_____	_____	_____	_____ SP
Stalk/Hide	_____	_____	_____	_____ SP
Pick Lock	_____	_____	_____	_____ SM
Disarm Trap	_____	_____	_____	_____ SM
Magical Skills:				
Read Rune	_____	_____	_____	_____ SM
Use Item	_____	_____	_____	_____ SM
Directed Spells	_____	_____	_____	_____ OB
Miscellaneous & Secondary Skills:				
Perception	_____	-5	_____	_____ SM
Body Development	_____	_____	_____	_____ SP
Power Points	_____	_____	_____	_____ SP
Caving	_____	_____	_____	_____ SM,MM
First Aid	_____	_____	_____	_____ SM
Foraging	_____	_____	_____	_____ SM
Special Bonuses:				
Essence RR:	+40	_____	_____	_____ RR
Channeling RR:	-5	_____	_____	_____ RR
Poison RR:	+35	_____	_____	_____ RR
Disease RR:	+35	_____	_____	_____ RR
Defensive Bonus (DB):	+0	+20	_____	_____ DB
Base Spell OB:	+0	_____	_____	_____ OB
Encumbrance Penalty	_____	_____	_____	_____ SP

Height:	4'10"
Weight:	165 lb.
Hair/Eyes:	Black/Grey
Gender/Age:	Male/25
Realm:	Channeling
Demeanor:	Sober, Quiet
Personality:	Pugnacious
Motivation:	Protect Race
Alignment:	Laws/Principles

Language	Lvl I Rank	New Ranks/ Level Learned
Khuzudul	5	
Westron	5	
Sindarin	3	
Umitic	2	
Silvan	2	
—	–	
—	–	

Stat	Value	Bonus
Strength	98	+25
Agility	77	+0
Constitution	93	+25
Intelligence	63	+0
Intuition	55	-5
Presence	43	-5
Appearance	49	–

Spell Lists	Level Learned
1) _____	
2) _____	
3) _____	
4) _____	
5) _____	
6) _____	
7) _____	

Equipment & Money

Notes

Skill/Ability	Level 1 Bonus	Level 2 Bonus	Level 3 Bonus	Level 4 Bonus	Level 5 Bonus	Level 6 Bonus	Level 7 Bonus	Level 8 Bonus	Level 9 Bonus	Level 10 Bonus
	LEVEL BONUS (Skill Bonus for Rank+Stat+Profession)									
Experience Points:	10,000	20,000	30,000	40,000	50,000	70,000	90,000	110,000	130,000	150,000
Movement & Maneuver:										
No Armor	+35	+35	+35	+35	+35	+35	+35	+35	+35	+35
Soft Leather	-15	-15	-15	-15	-15	-15	-15	-15	-15	-15
Rigid Leather	-30	-30	-30	-30	-30	-30	-30	-30	-30	-30
Chain	-60	-60	-60	-60	-60	-60	-60	-60	-60	-60
Plate	-75	-75	-75	-75	-75	-75	-75	-75	-75	-75
Weapon Skills:										
1-H Edged	+23	+31	+39	+47	+60	+73	+81	+86	+91	+96
1-H Concussion	-12	-9	-6	+27	+30	+33	+36	+39	+42	+45
2-Handed	-12	-9	+24	+27	+30	+33	+36	+39	+42	+45
Thrown	+3	+36	+39	+42	+45	+48	+51	+54	+57	+60
Missile	+48	+61	+74	+87	+92	+97	+102	+107	+112	+117
Pole-arms	+18	+21	+24	+27	+30	+33	+41	+49	+57	+65
General Skills:										
Climb	+31	+32	+38	+39	+45	+46	+52	+53	+59	+60
Ride	+21	+22	+23	+24	+25	+26	+27	+28	+29	+30
Swim	+36	+37	+38	+39	+40	+41	+42	+43	+44	+45
Track	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15
Subterfuge Skills:										
Ambush	-25	-25	-25	-25	-25	-25	-25	-25	-25	-25
Stalk/Hide	+40	+45	+50	+55	+60	+65	+70	+72	+74	+76
Pick Lock	+5	+5	+10	+10	+15	+15	+20	+20	+25	+25
Disarm Trap	-10	+20	+20	+25	+25	+30	+30	+35	+35	+40
Magical Skills:										
Read Rune	+5	+5	+5	+5	+5	+5	+5	+5	+5	+5
Use Item	+20	+20	+20	+20	+20	+20	+20	+20	+20	+20
Directed Spells	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0
Miscellaneous & Secondary Skills and Bonuses:										
Perception	+35	+40	+45	+50	+55	+60	+65	+67	+69	+71
Body Development	28	36	43	51	64	77	90	103	116	129
Power Points	1	2	3	4	5	6	7	8	9	10
Acrobatics	+30	+35	+40	+45	+50	+55	+60	+65	+70	+75
Boat Handling	-10	+20	+25	+30	+35	+40	+45	+50	+55	+60
First Aid	+5	+10	+15	+20	+25	+30	+35	+40	+45	+50
Foraging	+20	+25	+30	+35	+35	+35	+40	+45	+50	+55
Meditation	-5	+25	+25	+30	+30	+35	+35	+40	+40	+45
Sky-Watching	+20	+25	+30	+35	+40	+45	+50	+55	+60	+65

Camthalion's Tale — I have always loved to follow the beasts that climb and leap through the high boughs of the forests near my home in Lindamar. There, amidst the great trees of Harlindon, I learned to live close to the stars.

Like my twin brother Haldamir, I have one green eye and one blue eye, although mine are switched. My right eye has a sky-colored hue, the same shade found in his left eye. Our mentor, the bard Arovessë, used to say that we could know the "other side of each other," the feeling deep behind each other's words. I only know that, however far we separated, we could feel each other's mortal pains and fears. This is why I know my brother is dead.

Haldamir left home two years ago. He planned to ride to Lórien, and then on to Belfalas in southern Gondor. He sought a bell, which was created by our great uncle for the Lady Galadriel, for it is said that within this mystical instrument is a mirror that answers the dark questions of the spirit and absolves all lament. Deeply troubled by his Sea-longing and the loss of his young love Lessien, Haldamir felt compelled to prove the veracity of this tale. Now he is lost. I have resolved to find him.

I love beasts and other Elves, but I mistrust Men. I hate their disdain for nature, and their thirst to settle every corner of the land. Still, I can weather any storm if it's necessary. Bearing the magic longbow Haldamir presented me upon his departure, I am confident enough to tackle the crowded highways of northwestern Endor.

Total weight: 25.5 lb — *without satchel* – 16 lb

Encumbrance Penalty: +0: 0-35 lb; -5: 36-45 lb; -10: 46-60 lb; -15: 61-80 lb; -20: 81-100 lb; -25: 101-120 lb; -40: 121-140; -50: 141-160

Dagger (1 lb)
Broadsword (4 lb)
Long Bow (+10 OB) (3 lb)
2 Quivers (20 Arrows Each) (7 lb)
Clothes & Personal Effects (includes boots, cloak, weapons belt)
Belt Pouch (w/money, Flint & Steel) — 3 sp (1 lb)
Satchel (holds 10 lb, weighs 1 lb) 1 Torch (1 lb)
50' superior rope (3 lb)
Waterskin (1 lb)
Lock Pick Kit (0.5 lb)
Greatbread (1 week, 4 lb)

Culture/Race: Sinda Elf

Camthalion

Profession: Warrior

Height:	6'5"
Weight:	192 lb
Hair/Eyes:	Blonde/Bl.-Gr.
Gender/Age:	Male/27
Realm:	Channeling
Demeanor:	Calm, Quiet
Personality:	Calm, Content
Motivation:	Alturistic
Alignment:	Good

Language	Lvl I Rank	New Ranks/ Level Learned
Sindarin	5	
Westron	5	
Silvan	5	
Quenya	4	
Waildyth	2	
Rohirric	2	
Nahaiduk	2	

Stat	Value	Bonus
Strength	90	+10
Agility	96	+25
Constitution	76	+10
Intelligence	44	+0
Intuition	90	+15
Presence	92	+20
Appearance	87	–

Spell Lists	Level Learned
1) Surface Ways	1st
2)	
3)	
4)	
5)	
6)	
7)	

Current Level: _____ Experience Points: _____

† — Take the Level Bonuses for the Current Level from the previous page.

Skill/Ability	Level Bonus †	Item Bonus	Special Bonus	Total Bonus/Type
Movement & Maneuver:				
No Armor				MM
Soft Leather				MM
Rigid Leather				MM
Chain				MM
Plate				MM
Weapon Skills:				
1-H Edged				OB
1-H Concussion				OB
2-Handed				OB
Thrown				OB
Missile		+10		OB
Pole-arms				OB
General Skills:				
Climb				MM
Ride				MM
Swim				MM
Track				SM
Subterfuge Skills:				
Ambush				SP
Stalk/Hide				SP
Pick Lock				SM
Disarm Trap				SM
Magical Skills:				
Read Rune				SM
Use Item				SM
Directed Spells				OB
Miscellaneous & Secondary Skills:				
Perception				SM
Body Development				SP
Power Points				SP
Acrobatics				MM
Boat Handling				MM,SM
First Aid				SM
Foraging				SM
Meditation				SM
Sky-Watching				SM
Special Bonuses:				
Essence RR:	+0			RR
Channeling RR:	+15			RR
Poison RR:	+20			RR
Disease RR:	+110			RR
Defensive Bonus (DB):	+25			DB
Base Spell OB:	+0			OB
Encumbrance Penalty				SP

Equipment & Money

Notes

Skill/Ability	Level 1 Bonus	Level 2 Bonus	Level 3 Bonus	Level 4 Bonus	Level 5 Bonus	Level 6 Bonus	Level 7 Bonus	Level 8 Bonus	Level 9 Bonus	Level 10 Bonus
	LEVEL BONUS (Skill Bonus for Rank+Stat+Profession)									
Experience Points:	10,000	20,000	30,000	40,000	50,000	70,000	90,000	110,000	130,000	150,000
Movement & Maneuver:										
No Armor	+20	+20	+20	+20	+20	+20	+20	+20	+20	+20
Soft Leather	-30	-30	-30	-30	-30	-30	-30	-30	-30	-30
Rigid Leather	-15	-15	-15	-15	-15	-15	-15	-15	-15	-15
Chain	-60	-60	-60	-60	-60	-60	-60	-60	-60	-60
Plate	-75	-75	-75	-75	-75	-75	-75	-75	-75	-75
Weapon Skills:										
1-H Edged	+16	+22	+28	+34	+40	+46	+52	+58	+64	+70
1-H Concussion	+16	+17	+18	+19	+20	+21	+22	+23	+24	+25
2-Handed	-14	-13	-12	-11	-10	-9	-8	-7	-6	-5
Thrown	+26	+32	+38	+44	+50	+56	+62	+68	+71	+74
Missile	+16	+17	+18	+19	+20	+21	+22	+23	+24	+25
Pole-arms	+26	+32	+38	+44	+50	+56	+62	+68	+71	+74
General Skills:										
Climb	+61	+67	+73	+79	+85	+88	+91	+94	+97	+100
Ride	+11	+12	+13	+14	+15	+16	+17	+18	+19	+20
Swim	+16	+17	+18	+19	+20	+21	+22	+23	+24	+25
Track	+6	+12	+18	+24	+30	+36	+42	+48	+54	+60
Subterfuge Skills:										
Ambush	1	2	3	4	5	6	7	8	9	10
Stalk/Hide	+22	+29	+36	+43	+50	+57	+64	+71	+75	+79
Pick Lock	+7	+14	+21	+28	+35	+42	+49	+56	+63	+70
Disarm Trap	+12	+19	+26	+33	+40	+47	+54	+61	+68	+75
Magical Skills:										
Read Rune	-25	-25	-25	-25	-25	-25	-25	-25	-25	-25
Use Item	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20
Directed Spells	-15	-15	-15	-15	-15	-15	-15	-15	-15	-15
Miscellaneous & Secondary Skills and Bonuses:										
Perception	+18	+26	+34	+42	+50	+58	+66	+74	+82	+87
Body Development	37	43	48	54	59	65	70	76	81	87
Power Points	1	2	3	4	5	6	7	8	9	10
Acrobatics	+5	+35	+40	+45	+50	+55	+60	+65	+70	+75
Acting	+30	+30	+35	+35	+40	+40	+45	+45	+50	+50
Contortions	-15	+15	+15	+20	+20	+25	+25	+30	+30	+35
Foraging	-20	+10	+10	+15	+15	+20	+20	+25	+25	+30
Public-Speaking	+30	+35	+40	+45	+50	+55	+60	+65	+70	+75
Singing	+30	+30	+35	+35	+40	+40	+45	+45	+50	+50

Belefleca's Tale — My mother Malbicca used to say: *"never be afraid of snakes, especially the Men of Rohan."* I used to laugh at all her wonderful stories and adages, but remember this one most. Oddly enough, though, I failed to take her advice to heart. I still shudder at snakes, and I still fear the Rohirrim. I'll pet any wolf, no matter how feral, and I'll duel any Troll or Orc, but I will not walk among snakes or confront a Man from Rohan. It is a strange fear borne out a song I heard while I still a stumbling child. I cannot shake the feeling.

Nonetheless, I love to travel, especially in the wild, and I have resolved to chronicle my journeys in both song and prose. It is for this reason that I left my ancestral home in Cillien-o-Cilstrem in Dunfearan. Equipped only with a stout spear, a shield, a handaxe, and a book of precious writing skins, I now seek an adventure worthy of lore. It is my hope to stake a place in the rich history of my people. My sister Mára predicted my fame, and I am sure that winding journeys will prove her visions true.

Without doubt, I am brash and boisterous and given to singing songs with the slightest suggestion or whim. My fellow Dunmen consider me gregarious, but other peoples label me loud. Perhaps the Men of the Hills are loud by their standards, but we are hardly as dull or tiresome as these dour complainers. I laugh when I hear them complain.

Total weight: 44.5 lb — *without backpack* – 26 lb

Encumbrance Penalty: +0: 0-35 lb; -5: 36-45 lb; -15: 46-60 lb; -20: 61-80 lb; -25: 81-100 lb; -35: 101-120 lb; -50: 121-140 lb

Shield (+25 DB) (15 lb)
Spear (+15 OB) (4 lb)
Handaxe (5 lb)
Dagger (1 lb)
Clothes & Personal Effects (includes boots, cloak, weapons belt)
Belt Pouch (w/money, Flint & Steel) — 2 sp, 9 bp, 6 cp, 7 tp (1 lb)
Backpack (holds 20 lb, weighs 2 lb)
Bedroll (5 lb)
Lock Pick Kit (0.5 lb)
Book of Writing Skins (1 lb)
50' superior rope (3 lb)
2 torches (2 lb)
Waterskin (1 lb)
Trail Rations (2 days, 4 lb)

Culture/Race: Dunlending

Belefleca

Profession: Scout

Current Level: _____ Experience Points: _____

† — Take the Level Bonuses for the Current Level from the previous page.

Skill/Ability	Level Bonus †	Item Bonus	Special Bonus	Total Bonus/Type
Movement & Maneuver:				
No Armor				MM
Soft Leather				MM
Rigid Leather				MM
Chain				MM
Plate				MM
Weapon Skills:				
1-H Edged				OB
1-H Concussion				OB
2-Handed				OB
Thrown				OB
Missile				OB
Pole-arms		+15		OB
General Skills:				
Climb				MM
Ride				MM
Swim				MM
Track				SM
Subterfuge Skills:				
Ambush				SP
Stalk/Hide				SP
Pick Lock				SM
Disarm Trap				SM
Magical Skills:				
Read Rune				SM
Use Item				SM
Directed Spells				OB
Miscellaneous & Secondary Skills:				
Perception				SM
Body Development				SP
Power Points				SP
Acrobatics				MM
Acting				SM
Contortions				MM
Foraging				SM
Public-Speaking				SM
Singing				SM
Special Bonuses:				
Essence RR:	+0			RR
Channeling RR:	+5			RR
Poison RR:	+10			RR
Disease RR:	+10			RR
Defensive Bonus (DB):	+10	+25		DB
Base Spell OB:	+0			OB
Encumbrance Penalty				SP

Height: 5'10"
Weight: 175 lb.
Hair/Eyes: Brown/Brown
Gender/Age: Male/20
Realm: Channeling
Demeanor: Animated
Personality: Emotional
Motivation: Self-centered
Alignment: Religion

Language	Lvl 1 Rank	New Ranks/ Level Learned
Dunael	5	
Westron	5	
Pûkael	1	
—	–	
—	–	
—	–	
—	–	

Stat	Value	Bonus
Strength	76	+10
Agility	90	+10
Constitution	91	+10
Intelligence	36	+0
Intuition	79	+5
Presence	81	+5
Appearance	52	–

Spell Lists — Level Learned

1) _____
2) _____
3) _____
4) _____
5) _____
6) _____
7) _____

Equipment & Money

Notes

Skill/Ability	Level 1 Bonus	Level 2 Bonus	Level 3 Bonus	Level 4 Bonus	Level 5 Bonus	Level 6 Bonus	Level 7 Bonus	Level 8 Bonus	Level 9 Bonus	Level 10 Bonus
	LEVEL BONUS (Skill Bonus for Rank+Stat+Profession)									
Experience Points:	10,000	20,000	30,000	40,000	50,000	70,000	90,000	110,000	130,000	150,000
Movement & Maneuver:										
No Armor: +50 all levels — *Soft Leather:* +0 all levels — *Rigid Leather:* -10 all levels — *Chain:* -90 all levels — *Plate:* -105 all levels										
Weapon Skills:										
1-H Edged	-14	-8	-2	+4	+10	+16	+22	+28	+34	+40
1-H Concussion	-44	-43	-42	-41	-40	-39	-38	-37	-36	-35
2-Handed	-44	-43	-42	-41	-40	-39	-38	-37	-36	-35
Thrown	+51	+52	+53	+54	+55	+56	+57	+58	+59	+60
Missile	+56	+62	+68	+74	+80	+86	+92	+98	+101	+104
Pole-arms	-44	-43	-42	-41	-40	-39	-38	-37	-36	-35
General Skills:										
Climb	+56	+62	+68	+74	+80	+86	+92	+98	+101	+104
Ride	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15
Swim	+46	+47	+48	+49	+50	+51	+52	+53	+54	+55
Track	-24	+7	+13	+19	+25	+31	+37	+43	+49	+55
Subterfuge Skills:										
Ambush	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
Stalk/Hide	+27	+34	+41	+48	+55	+59	+63	+67	+71	+75
Pick Lock	+17	+29	+41	+53	+60	+64	+68	+72	+76	+80
Disarm Trap	+12	+19	+26	+33	+45	+57	+64	+68	+72	+76
Magical Skills:										
Read Rune	-25	-25	-25	-25	-25	-25	-25	-25	-25	-25
Use Item	-25	-25	-25	-25	-25	-25	-25	-25	-25	-25
Directed Spells	+15	+15	+15	+15	+15	+15	+15	+15	+15	+15
New Spell Lists	—	—	—	—	—	—	—	—	—	—
Miscellaneous & Secondary Skills and Bonuses:										
Perception	+28	+36	+44	+52	+60	+68	+73	+78	+83	+88
Body Development	47	52	58	63	69	74	80	85	91	96
Power Points	1	2	3	4	5	6	7	8	9	10
Acrobatics	+15	+45	+45	+50	+50	+55	+55	+60	+60	+65
Appraisal	-25	5	5	5	10	10	10	15	15	15
Contortions	+15	+15	+45	+45	+50	+50	+55	+55	+60	+60
First Aid	-25	-25	-25	5	5	5	10	10	10	15
Rope-Mastery	-25	-25	5	5	5	10	10	10	15	15
Trickery	-30	-30	-30	-30	-30	-30	0	5	10	15

Boffo Northtook's Tale — My name is Boffo Northtook, for I am of the line of Oatbarton Tooks and my storied uncle, Boffo Tûk, was my mother Isumelia's favorite. He once roamed with the Rangers of the North, helping guard the frontier beyond the Hills of Evendim, and my mom thought he was as grand as a warm, double-cream cake on a cool winter morning.

We Tooks are Fallohides. We're tall and fair and slender and rare by Halfling standards, and we like to explore about. They say we're full of wanderlust. This is especially true of us Northtooks. Unlike our kinsmen in Westfarthing, we enjoy living on the edge of the cold, empty Northlands.

Why I left home, I'm not too sure. I think it's because I like riddles so much that I had to find the reason behind my uncle's strange bequest. He only left me three things: a magic sword (actually a dagger), a pouch full of enchanted river-rocks, and a scroll that bearing these words:

"He reaches afar, Shaking hands with his nose.
Which summons rain, Whenever he blows.
He blesses stones, With his pose."

I have resolved to solve this puzzle, regardless of how far I must travel. After all, I carry my uncle's name.

Note: Unbeknowst to Boffo, each of his stones embodies a 1st-3rd level spell—of his choice—that's cast when the pebble is thrown and affects the place of striking. The pebbles hail from far off Mûmakan, and were enchanted by Mûmathûmûr, the Oliphaunt-king.

So, I'm off to Gondor, where Boffo Tûk once made and lost a fortune. I hope to meet an Elf or two along the trail, and I hope to avoid those nasty Mountain Wolves. We'll see.

Total weight: 15.0 lb — *without satchel* – 6.0 lb

Encumbrance Penalty: +0: 0-15 lb; -20: 16-25 lb; -35: 26-35 lb; -60: 36-45 lb; -80: 46-60 lb

Sling (0.5 lb)
Dagger (+5 OB, 1 lb)
1 Pouch (20 stones) (3 lb)
Clothes & Personal Effects (includes boots, cloak, weapons belt)
Belt Pouch (w/money, Flint & Steel) – 7 sp, 3 bp, 2 cp, 6 tp (1 lb)
Lockpick Kit (+10 to Pick Lock & Disarm Trap) (0.5 lb)
Satchel (holds 10 lb, weighs 1 lb)
- Bedroll (small, 2 lb)
- 25' superior rope (1.5 lb)
- Waterskin (1 lb)
- Pipe and Pipeweed (0.5 lb)
- Greatbread (1 week, 2 lb)

Pouch with 12 "River-rocks" (special: see background)

Culture/Race: Hobbit (Fallohide)

Boffo Northtook

Profession: Scout

Current Level: _____ Experience Points: _____

† — Take the Level Bonuses for the Current Level from the previous page.

Skill/Ability	Level Bonus †	Item Bonus	Special Bonus	Total Bonus/Type
Movement & Maneuver:				
No Armor				MM
Soft Leather				MM
Rigid Leather				MM
Chain				MM
Plate				MM
Weapon Skills:				
1-H Edged		+5		OB
1-H Concussion				OB
2-Handed				OB
Thrown				OB
Missile				OB
Pole-arms				OB
General Skills:				
Climb				MM
Ride				MM
Swim				MM
Track				SM
Subterfuge Skills:				
Ambush				SP
Stalk/Hide				SP
Pick Lock		+10		SM
Disarm Trap		+10		SM
Magical Skills:				
Read Rune				SM
Use Item				SM
Directed Spells				OB
Miscellaneous & Secondary Skills:				
Perception				SM
Body Development				SP
Power Points				SP
Acrobatics				MM
Appraisal				SM
Contortions				SM,MM
First Aid				SM
Rope-Mastery				SM
Trickery				SM
Special Bonuses:				
Essence RR:	+50			RR
Channeling RR:	+20			RR
Poison RR:	+55			RR
Disease RR:	+40			RR
Defensive Bonus (DB):	+40			DB
Base Spell OB:	+0			OB
Encumbrance Penalty				SP

Height:	3'9"
Weight:	62 lb.
Hair/Eyes:	Brown/Brown
Gender/Age:	Male/31
Realm:	Channeling
Demeanor:	Carefree
Personality:	Cheery
Motivation:	Curiousity
Alignment:	Good

Language	Lvl 1 Rank	New Ranks/ Level Learned
Kuduk	5	
Westron	5	
Dunael	2	
Silvan	1	
—	–	
—	–	
—	–	

Stat	Value	Bonus
Strength	56	-20
Agility	100	+40
Constitution	92	+25
Intelligence	69	+0
Intuition	78	+0
Presence	49	-5
Appearance	61	–

Spell Lists	Level Learned
1)	
2)	
3)	
4)	
5)	
6)	
7)	

EQUIPMENT & MONEY

NOTES

Skill/Ability	Level 1 Bonus	Level 2 Bonus	Level 3 Bonus	Level 4 Bonus	Level 5 Bonus	Level 6 Bonus	Level 7 Bonus	Level 8 Bonus	Level 9 Bonus	Level 10 Bonus
	LEVEL BONUS (Skill Bonus for Rank+Stat+Profession)									
Experience Points:	10,000	20,000	30,000	40,000	50,000	70,000	90,000	110,000	130,000	150,000
Movement & Maneuver:										
No Armor	+10	+10	+10	+10	+15	+15	+15	+15	+15	+15
Soft Leather	-35	-35	-35	-35	-35	-5	-5	-5	-5	-5
Rigid Leather	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20
Chain	-5	+0	+5	+10	+10	+10	+10	+10	+10	+10
Plate	-65	-65	-65	-65	-65	-65	-35	-30	-25	-20
Weapon Skills:										
1-H Edged	-4	-3	-2	+29	+30	+31	+32	+33	+34	+35
1-H Concussion	+51	+62	+73	+76	+79	+82	+85	+88	+91	+94
2-Handed	-4	-3	-2	+29	+30	+31	+32	+33	+34	+35
Thrown	+11	+12	+13	+14	+15	+21	+27	+33	+39	+45
Missile	-19	-18	-17	-16	+15	+16	+17	+18	+19	+20
Pole-arms	-4	-3	-2	-1	+30	+36	+42	+48	+54	+60
General Skills:										
Climb	+11	+17	+23	+29	+35	+41	+47	+53	+59	+65
Ride	-19	+12	+13	+14	+15	+16	+17	+18	+19	+20
Swim	-14	-13	-12	-11	-10	-9	-8	-7	-6	-5
Track	+11	+12	+13	+19	+20	+26	+27	+33	+34	+40
Subterfuge Skills:										
Ambush	-25	-25	-25	-25	-25	-25	-25	-25	1	2
Stalk/Hide	+2	+9	+16	+23	+30	+37	+49	+61	+65	+69
Pick Lock	+22	+29	+41	+48	+60	+67	+71	+75	+79	+83
Disarm Trap	+17	+29	+36	+48	+55	+67	+71	+75	+79	+83
Magical Skills:										
Read Rune	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20
Use Item	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20
Directed Spells	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20
New Spell Lists	—	—	—	—	—	—	—	—	—	—
Miscellaneous & Secondary Skills and Bonuses:										
Perception	+23	+31	+39	+47	+55	+63	+71	+79	+84	+89
Body Development	42	47	53	58	64	69	75	80	86	91
Power Points	1	2	3	4	5	6	7	8	9	10
Appraisal	-20	+10	+15	+20	+25	+30	+35	+40	+45	+50
Caving	+10	+10	+10	+10	+15	+15	+20	+20	+25	+25
Diplomacy	-20	+10	+10	+20	+20	+25	+25	+30	+30	+35
First Aid	-20	-20	+10	+10	+10	+10	+10	+10	+10	+10
Foraging	+10	+10	+20	+20	+25	+25	+30	+30	+35	+35

Dwalin's Tale — I am Dwalin, son of Drúin; I hail from the Nan Naugrim, the "Dwarven Vale" tucked into the eastern flank of the Blue Mountains. I grew up there and in the hill-mines of nearby Numeriador. I became acquainted with both the Eldar and the Dúnedain while still a youth, and I bear no prejudice against these noble peoples. On the other hand, I feel nothing but malice toward the Orcs and Trolls that occasionally haunted my homeland.

I am like most of my kind, in that I take my friends and enemies seriously. Thus, when my childhood companion, Báin, asked me along on two expeditions to the Iron Hills, I went as his scout. He rewarded me with some gold and a few new trading contacts, not to mentioned his own good company.

Báin saved my life when we were assailed by Giant-spiders in Mirkwood, along road the Elves call the Way of Dwarves. Thus, I owe him my life. Now he is crippled, however—the result of a skirmish with some Hill-trolls in the Coldfells—and he has asked me to filfill my obligation by recovering the hammer he lost in the fray. A magic symbol of his lineage, the Dragon-slaying hammer embodies the spirit of his forebearers. Báin believes it is in a Troll-lair somewhere in Rhudaur. I can only hope that it hasn't been lost or traded. My current travels lead me to complete this appointed quest, but it may take some time before I have the strength and aptitude necessary to undertake the task. Now, I travel in search of the power, experience, and tools I need.

Total weight: 61.5 lb — *without backpack* – 23.5 lb

Encumbrance Penalty: +0: 0-45 lb; -10: 46-60 lb; -15: 61-80 lb; -20: 81-100 lb; -40: 101-120 lb

Chain Armor
Shield (+25 DB) (15 lb)
2 Daggers (2 lb)
Mace (+15 OB) (5 lb)
Lockpick Kit (+10 to Pick Lock & Disarm Trap) (0.5 lb)
Clothes & Personal Effects (includes boots, cloak, weapons belt)
Belt Pouch (w/money, Flint & Steel) – 7 gp, 4 sp, 8 bp, 7 cp (1 lb)
Backpack & Frame (holds 45 lb, weighs 3 lb)
Tarp (4 lb)
100' superior rope (6 lb)
Waterskin (1 lb)
Bedroll (5 lb)
5 torches (5 lb)
Trail Rations (1 week, 14 lb)

Culture/Race: Dwarf

Dwalin

Profession: Scout

Current Level: _____ Experience Points: _____

† — Take the Level Bonuses for the Current Level from the previous page.

Skill/Ability	Level Bonus †	Item Bonus	Special Bonus	Total Bonus/Type
Movement & Maneuver:				
No Armor				MM
Soft Leather				MM
Rigid Leather				MM
Chain				MM
Plate				MM
Weapon Skills:				
1-H Edged				OB
1-H Concussion		+15		OB
2-Handed				OB
Thrown				OB
Missile				OB
Pole-arms				OB
General Skills:				
Climb				MM
Ride				MM
Swim				MM
Track				SM
Subterfuge Skills:				
Ambush				SP
Stalk/Hide				SP
Pick Lock		+10		SM
Disarm Trap		+10		SM
Magical Skills:				
Read Rune				SM
Use Item				SM
Directed Spells				OB
Miscellaneous & Secondary Skills:				
Perception				SM
Body Development				SP
Power Points				SP
Appraisal				SM
Caving				SM,MM
Diplomacy				SM
First Aid				SM
Foraging				SM
Special Bonuses:				
Essence RR:	+45			RR
Channeling RR:	+5			RR
Poison RR:	+25			RR
Disease RR:	+25			RR
Defensive Bonus (DB):	+5	+25		DB
Base Spell OB:	+0			OB
Encumbrance Penalty				SP

Height: 4'9"
Weight: 150 lb.
Hair/Eyes: Black/Brown
Gender/Age: Male/23
Realm: Channeling
Demeanor: Sober, Quiet
Personality: Suspicious
Motivation: Materialistic
Alignment: Neutral

Language	Lvl I Rank	New Ranks/ Level Learned
Khuzudul	5	
Westron	5	
Sindarin	3	
Umitic	2	
Silvan	2	
—	–	
—	–	

Stat	Value	Bonus
Strength	96	+20
Agility	90	+5
Constitution	56	+15
Intelligence	77	+5
Intuition	92	+5
Presence	41	-5
Appearance	77	–

Spell Lists	Level Learned
1)	
2)	
3)	
4)	
5)	
6)	
7)	

Equipment & Money

Notes

Skill/Ability	Level 1 Bonus	Level 2 Bonus	Level 3 Bonus	Level 4 Bonus	Level 5 Bonus	Level 6 Bonus	Level 7 Bonus	Level 8 Bonus	Level 9 Bonus	Level 10 Bonus
	LEVEL BONUS (Skill Bonus for Rank+Stat+Profession)									
Experience Points:	10,000	20,000	30,000	40,000	50,000	70,000	90,000	110,000	130,000	150,000
Movement & Maneuver:										
No Armor	+30	+30	+30	+30	+30	+30	+30	+30	+30	+30
Soft Leather	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20
Rigid Leather	-35	-35	-35	-35	-35	-35	-35	-35	-35	-35
Chain	-70	-70	-70	-70	-70	-70	-70	-70	-70	-70
Plate	-85	-85	-85	-85	-85	-85	-85	-85	-85	-85
Weapon Skills:										
1-H Edged	+11	+17	+23	+29	+35	+41	+47	+53	+59	+62
1-H Concussion	-24	-23	-22	-21	-20	-19	-18	-17	-16	-15
2-Handed	-24	-23	-22	-21	-20	-19	-18	-17	-16	-15
Thrown	-4	-3	-2	-1	+0	+1	+2	+3	+4	+5
Missile	+41	+47	+53	+59	+65	+71	+77	+80	+83	+86
Pole-arms	-24	-23	-22	-21	-20	-19	-18	-17	-16	-15
General Skills:										
Climb	+31	+32	+33	+34	+35	+36	+37	+38	+39	+40
Ride	+21	+22	+23	+24	+25	+26	+27	+28	+29	+30
Swim	+36	+37	+38	+39	+40	+41	+42	+43	+44	+45
Track	+16	+22	+28	+34	+40	+46	+52	+58	+64	+70
Subterfuge Skills:										
Ambush	-25	1	2	3	4	5	7	8	9	10
Stalk/Hide	+47	+54	+61	+68	+75	+82	+86	+90	+94	+98
Pick Lock	+22	+29	+36	+43	+50	+57	+64	+71	+78	+85
Disarm Trap	+17	+24	+31	+38	+45	+52	+59	+66	+73	+90
Magical Skills:										
Read Rune	+20	+20	+20	+20	+20	+20	+20	+20	+20	+20
Use Item	+15	+15	+15	+15	+15	+15	+15	+15	+15	+15
Directed Spells	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5
Miscellaneous & Secondary Skills and Bonuses:										
Perception	+33	+41	+49	+57	+65	+73	+81	+86	+91	+96
Body Development	21	27	32	38	43	49	54	60	65	71
Power Points	2	4	6	8	10	12	14	16	18	20
Acrobatics	-5	+25	+30	+35	+40	+45	+50	+55	+60	+65
First Aid	+20	+25	+30	+35	+40	+45	+50	+55	+60	+65
Foraging	+15	+20	+25	+30	+35	+40	+45	+50	+55	+60
Meditation	+15	+15	+20	+20	+25	+25	+30	+30	+35	+35
Play Flute	+35	+40	+40	+45	+45	+50	+50	+55	+55	+60
Trickery	+5	+35	+40	+45	+50	+55	+60	+65	+70	+75

Lóthiniel's Tale — As my name implies, I love flowers. I have always gloried in the blooms in the glens that dot my forested homeland. They enliven my spirit and make me sing. So, every Spring for as long as I can remember, I have walked a wide-reaching circuit near the Woodland Realm from which I hail. I wander far outside the Greenwood, to the shores of the Long Lake, the foothills of the Grey Mountains, and Anduin Vale, all the while tending the fragrant blossoms given birth by the Sun. My father, Aroníril, once walked beside me, teaching me the ways of the scout. Now I go alone or with my sister Calmiriel.

Last year, I discovered an awful truth: that someone or something was slowly poisoning the flowers of Rhovanion. Resolving to uncover and end their heinous plot, I equipped myself to go southward through the forest. Before I could leave, though, my father took me to the Elf-king, who explained the depth of the danger and tried to disuade me from my appointed plan. I listened, but I refused to abandon my course. My father then spoke of a potion called Olvialë. When sprayed upon a stalk, it could cure any ill that might threaten the plant.

I now travel in search of this storied medicine, which is reputed to be as rare as any herbal remedy. My quest may seem strange or futile, but I do not care. Others may label me foolish or naïve, but I revel in my simple optimism and love for lost causes. I bear no malice for anyone or anything, save those who would cause harm to the defenseless—especially my beloved blooms.

I carry little. Nevertheless, my father bequeathed me a good, light bow and a magic dagger of defense. Together, they should insure a successful sojourn.

Total weight: 17 lb — *without satchel* — 11 lb

Encumbrance Penalty: +0: 0-15 lb; -10: 16-25 lb; -15: 26-35 lb; -20: 36-45 lb; -30: 46-60; -35: 61-80; -40: 81-100; -60: 101-120

Composite Bow (1 lb) — Quiver (20 Arrows) (4 lb)
Flute (0.5 lb) — Broadsward (4 lb)
Dagger (0.5 lb, if held in left hand, acts as a shield against melee attacks only: +25 DB)
Clothes & Personal Effects (includes boots, cloak, weapons belt)
Belt Pouch (w/money, Flint & Steel) — 3 sp, 9 bp, 3 cp, 6 tp (1 lb)
Satchel (holds 10 lb, weighs 1 lb) 1 Torch (1 lb)
25' Rope (1.5 lb) — Lock Pick Kit (0.5 lb)
Waterskin (1 lb) — Waybread (1 week, 1 lb)

Culture/Race: Silvan Elf

Lóthiniel

Profession: Scout

Current Level: _____ Experience Points: _____

† — Take the Level Bonuses for the Current Level from the previous page.

Skill/Ability	Level Bonus †	Item Bonus	Special Bonus	Total Bonus/Type
Movement & Maneuver:				
No Armor	_____	_____	_____	_____ MM
Soft Leather	_____	_____	_____	_____ MM
Rigid Leather	_____	_____	_____	_____ MM
Chain	_____	_____	_____	_____ MM
Plate	_____	_____	_____	_____ MM
Weapon Skills:				
1-H Edged	_____	_____	_____	_____ OB
1-H Concussion	_____	_____	_____	_____ OB
2-Handed	_____	_____	_____	_____ OB
Thrown	_____	_____	_____	_____ OB
Missile	_____	_____	_____	_____ OB
Pole-arms	_____	_____	_____	_____ OB
General Skills:				
Climb	_____	_____	_____	_____ MM
Ride	_____	_____	_____	_____ MM
Swim	_____	_____	_____	_____ MM
Track	_____	_____	_____	_____ SM
Subterfuge Skills:				
Ambush	_____	_____	_____	_____ SP
Stalk/Hide	_____	_____	_____	_____ SP
Pick Lock	_____	_____	_____	_____ SM
Disarm Trap	_____	_____	_____	_____ SM
Magical Skills:				
Read Rune	_____	_____	_____	_____ SM
Use Item	_____	_____	_____	_____ SM
Directed Spells	_____	_____	_____	_____ OB
Miscellaneous & Secondary Skills:				
Perception	_____	_____	_____	_____ SM
Body Development	_____	_____	_____	_____ SP
Power Points	_____	_____	_____	_____ SP
Acrobatics	_____	_____	_____	_____ MM
First Aid	_____	_____	_____	_____ SM
Foraging	_____	_____	_____	_____ SM
Meditation	_____	_____	_____	_____ SM
Play Flute	_____	_____	_____	_____ SM
Trickery	_____	_____	_____	_____ SM
Special Bonuses:				
Essence RR:	+15	_____	_____	_____ RR
Channeling RR:	+10	_____	_____	_____ RR
Poison RR:	+15	_____	_____	_____ RR
Disease RR:	+105	_____	_____	_____ RR
Defensive Bonus (DB):	+20	+25	_____	_____ DB
Base Spell OB:	+0	_____	_____	_____ OB
Encumbrance Penalty	_____	_____	_____	_____ SP

Height:	5'9"
Weight:	115 lb
Hair/Eyes:	Sandy/Blue
Gender/Age:	Female/29
Realm:	Essence
Demeanor:	Cheerful
Personality:	Fun-loving
Motivation:	"Life is a game"
Alignment:	Good

Language	Lvl I Rank	New Ranks/ Lvl Learned
Silvan	5	
Westron	5	
Quenya	4	
Sindarin	4	
—	–	
—	–	
—	–	

Stat	Value	Bonus
Strength	43	+0
Agility	90	+20
Constitution	78	+5
Intelligence	95	+15
Intuition	79	+10
Presence	87	+10
Appearance	94	–

Spell Lists	Lvl Learned
1) Unbarring Ways	1st
2)	
3)	
4)	
5)	
6)	
7)	

Equipment & Money

Notes

LEVEL BONUS (Skill Bonus for Rank+Stat+Profession)

Skill/Ability	Level 1 Bonus	Level 2 Bonus	Level 3 Bonus	Level 4 Bonus	Level 5 Bonus	Level 6 Bonus	Level 7 Bonus	Level 8 Bonus	Level 9 Bonus	Level 10 Bonus
Experience Points:	10,000	20,000	30,000	40,000	50,000	70,000	90,000	110,000	130,000	150,000
Movement & Maneuver:										
No Armor	+15	+15	+15	+15	+15	+15	+15	+15	+15	+15
Soft Leather	-30	-30	-30	-30	-30	-30	-30	-30	-30	-30
Rigid Leather	-5	+5	+5	+5	+5	+5	+5	+5	+5	+5
Chain	-10	-10	+0	+10	+15	+15	+15	+15	+15	+15
Plate	-60	-60	-60	-60	-60	-60	-60	-60	-60	-60
Weapon Skills:										
1-H Edged	+47	+59	+71	+83	+87	+91	+95	+99	+103	+107
1-H Concussion	+2	+4	+6	+8	+10	+12	+14	+16	+18	+20
2-Handed	+32	+34	+36	+38	+40	+42	+44	+46	+48	+50
Thrown	-13	-11	-9	-7	-5	-3	-1	+1	+3	+5
Missile	+17	+19	+21	+23	+30	+37	+44	+51	+58	+65
Pole-arms	+32	+34	+36	+38	+45	+52	+59	+66	+73	+80
General Skills:										
Climb	+18	+26	+34	+42	+50	+58	+66	+74	+82	+90
Ride	+13	+21	+29	+37	+45	+53	+61	+69	+77	+85
Swim	+18	+21	+24	+27	+30	+33	+36	+39	+42	+45
Track	+18	+26	+34	+42	+50	+58	+66	+74	+82	+90
Subterfuge Skills:										
Ambush	-25	-25	-25	-25	-25	-25	-25	-25	-25	-25
Stalk/Hide	+12	+19	+26	+33	+40	+47	+54	+61	+68	+75
Pick Lock	-25	5	5	10	10	15	15	20	20	25
Disarm Trap	+10	+10	+15	+15	+20	+20	+25	+25	+30	+30
Magical Skills:										
Read Rune	+5	+5	+5	+5	+5	+5	+5	+5	+5	+5
Use Item	+10	+10	+10	+10	+10	+10	+10	+10	+10	+10
Directed Spells	-15	-15	-15	-15	-15	-15	-15	-15	-15	-15
Miscellaneous & Secondary Skills and Bonuses:										
Perception	+22	+29	+36	+43	+50	+57	+64	+71	+78	+85
Body Development	49	55	61	67	73	79	85	91	97	103
Power Points	1	2	3	4	5	6	7	8	9	10
Acrobatics	-15	-15	-15	-15	-15	+15	+15	+15	+15	+15
Caving	+25	+25	+25	+25	+25	+25	+30	+35	+40	+45
Cookery	-20	-20	+10	+10	+10	+10	+10	+10	+10	+10
Fletching	-15	-15	-15	+15	+15	+15	+15	+15	+15	+15
Rope-Mastery	-25	-25	-25	-25	+5	+5	+5	+5	+5	+5
Sky-Watching	-20	+10	+10	+10	+10	+10	+10	+10	+10	+10

Galadhil's Tale — As long as I remember, I have been a grim, quiet man. Odd or flawed things interest me, as do subtle signals, cool colors, and irreverent artistry. I respect restraint and honor and deep passion.

I was born in Arthedain at Bar Baranorn, in Rúaduin (W."Rood"). I was the third child and younger son in the House of Galborn. My father, Haldrahir, and my mother, Alarien, treated me warmly, especially after my brother Androhir was killed by White-wolves during the awful winter of my fourth year. When our family was forced to abandon our impoverished estate two years later, I spent most of our days hunting, trapping, and fishing with my father. At the same time, I prepared myself for service with my uncle. A Ranger of the North, Galadan led a company that patrolled the Ettenmoors.

Events conspired to disrupt my plans, though, when a band of roving Dunmen slew my father and kidnapped my sister Elenien during a warm, rainy night last summer. Now, I hope to settle matters with these vile murderers before I make any plans for the future. I will find Elenien, and I will recover Carvegil (S. "Red-sword"), the magic sword of my forefathers and the symbol of the ancient noble line of Galborn of the Redeye. I am a fast friend of Elves and the little Halflings, a bitter enemy of Wolves and Dunlendings.

I carry a broadsword forged long ago in Annúminas, a gift from my uncle Galadan. It is called Maldavegil (S. "Gold-sword"), and is the companion blade to Carvegil. This weapon is inlaid with mithril and has a diamond in its pommel which glows gold whenever it comes into contact with a harmful poison.

Total weight: 73 lb — *without backpack* – 35 lb

Encumbrance Penalty: +0: 0-100 lb; -5: 101-120 lb; -10: 121-140 lb; -20: 141-160 lb

Rigid Leather Armor
Leather Helm (-5 to Perception)
Shield (+25 DB) (15 lb)
Broadsword (+15 OB) (3 lb)
Composite Bow (3 lb)
2 Quivers (20 Arrows Each) (7 lb)
Dagger (1 lb)
Handaxe (5 lb)

Clothes & Personal Effects (includes boots, cloak, weapons belt)

Belt Pouch (w/money, Flint & Steel) – 4 sp, 8 bp, 7 cp, 5 tp (1 lb)

Backpack & Frame (holds 45 lb, weighs 3 lb)

Tarp (4 lb)
Bedroll (5 lb)
100' superior rope (6 lb)
5 torches (5 lb)
Waterskin (1 lb)
Trail Rations (1 week, 14 lb)

Culture/Race: Dúnadan

Galadhil

Profession: Ranger

Height:	6'5"
Weight:	225 lbs.
Hair/Eyes:	Black/Grey
Gender/Age:	Male/23
Realm:	Channeling
Demeanor:	Stern
Personality:	Serious, Focused
Motivation:	Destroy Evil
Alignment:	Good

Language	Lvl I Rank	New Ranks/ Level Learned
Adûnaic	4	
Westron	5	
Quenya	2	+1/10th
Sindarin	4	
Rohirric	3	
Hobbitish	1	+1/7th,9th
Silvan	1	+1/6th,8th

Stat	Value	Bonus
Strength	98	+25
Agility	91	+10
Constitution	90	+20
Intelligence	44	+0
Intuition	85	+5
Presence	63	+5
Appearance	82	–

Spell Lists	Level Learned
1) Moving Ways	1st
2) Nature's Guises	3rd
3) Path Mastery	6th
4) Nature's Way	8th
5) Surface Ways	10th
6)	
7)	

Current Level: _____ Experience Points: _____

† — Take the Level Bonuses for the Current Level from the previous page.

Skill/Ability	Level Bonus †	Item Bonus	Special Bonus	Total Bonus/Type
Movement & Maneuver:				
No Armor				MM
Soft Leather				MM
Rigid Leather				MM
Chain				MM
Plate				MM
Weapon Skills:				
1-H Edged		+15		OB
1-H Concussion				OB
2-Handed				OB
Thrown				OB
Missile				OB
Pole-arms				OB
General Skills:				
Climb				MM
Ride				MM
Swim				MM
Track				SM
Subterfuge Skills:				
Ambush				SP
Stalk/Hide				SP
Pick Lock				SM
Disarm Trap				SM
Magical Skills:				
Read Rune				SM
Use Item				SM
Directed Spells				OB
Miscellaneous & Secondary Skills:				
Perception		-5		SM
Body Development				SP
Power Points				SP
Acrobatics				MM
Caving				SM,MM
Cookery				SM
Fletching (craft skill)				SM
Rope-Mastery				SM
Sky-Watching				SM
Special Bonuses:				
Essence RR:	+0			RR
Channeling RR:	+5			RR
Poison RR:	+25			RR
Disease RR:	+25			RR
Defensive Bonus (DB):	+10	+25		DB
Base Spell OB:	+0			OB
Encumbrance Penalty				SP

Equipment & Money

Notes

LEVEL BONUS (Skill Bonus for Rank+Stat+Profession)

Skill/Ability	Level 1 Bonus	Level 2 Bonus	Level 3 Bonus	Level 4 Bonus	Level 5 Bonus	Level 6 Bonus	Level 7 Bonus	Level 8 Bonus	Level 9 Bonus	Level 10 Bonus
Experience Points:	10,000	20,000	30,000	40,000	50,000	70,000	90,000	110,000	130,000	150,000
Movement & Maneuver:										
No Armor	+20	+25	+25	+25	+25	+25	+25	+25	+25	+25
Soft Leather	+15	+15	+15	+15	+15	+15	+15	+15	+15	+15
Rigid Leather	-15	-15	-15	-15	-15	-15	-15	-15	-15	-15
Chain	-35	-35	-35	-35	-35	-35	-35	-35	-35	-35
Plate	-50	-50	-50	-50	-50	-50	-50	-50	-50	-50
Weapon Skills:										
1-H Edged	+17	+19	+21	+23	+25	+27	+29	+31	+33	+35
1-H Concussion	+17	+19	+21	+23	+25	+27	+29	+31	+33	+35
2-Handed	+17	+24	+31	+38	+45	+52	+59	+66	+73	+80
Thrown	+22	+29	+36	+43	+50	+57	+64	+71	+78	+85
Missile	+27	+34	+41	+48	+55	+62	+69	+76	+83	+87
Pole-arms	+17	+19	+21	+23	+25	+27	+29	+31	+33	+35
General Skills:										
Climb	+58	+66	+74	+82	+90	+98	+106	+111	+116	+121
Ride	+18	+21	+24	+27	+30	+33	+36	+39	+42	+45
Swim	+23	+26	+29	+32	+35	+38	+41	+44	+47	+50
Track	+8	+16	+24	+32	+40	+48	+56	+64	+72	+80
Subterfuge Skills:										
Ambush	-25	-25	-25	-25	-25	-25	-25	-25	-25	-25
Stalk/Hide	+27	+34	+41	+48	+55	+62	+66	+70	+74	+78
Pick Lock	+5	+5	+10	+10	+15	+15	+20	+20	+25	+25
Disarm Trap	-15	+15	+15	+20	+20	+25	+25	+30	+30	+35
Magical Skills:										
Read Rune	-25	-25	-25	-25	-25	-25	-25	-25	-25	-25
Use Item	-15	-15	+15	+15	+15	+15	+15	+15	+15	+15
Directed Spells	-10	-10	-10	-10	-10	-10	-10	-10	-10	-10
Miscellaneous & Secondary Skills and Bonuses:										
Perception	+22	+29	+36	+43	+50	+57	+64	+71	+78	+82
Body Development	32	37	43	48	54	59	65	70	76	81
Power Points	1	2	3	4	5	6	7	8	9	10
Acrobatics	+40	+45	+50	+55	+60	+65	+70	+75	+80	+85
Animal Lore	+25	+25	+25	+30	+35	+40	+45	+50	+52	+54
First Aid	-25	+5	+5	+10	+10	+15	+15	+20	+20	+25
Foraging	+25	+30	+35	+40	+45	+50	+55	+60	+65	+70
Plant Lore	+25	+25	+25	+30	+35	+40	+45	+50	+52	+54
Sky-Watching	-15	-15	+15	+15	+20	+20	+25	+25	+30	+30

Skutilla's Tale — I believe in the ancient Northman creed, which says: *"Leave it be, less it would be more."* My people, the Woodmen of Rhovanion, would perish but for this rule. We are few and we are poor in material wealth.

My mother, Skudaswinth, gave birth to me on the trail between Buhr Widu and her home in Woodmen-town, which is in the dark forest of Mirkwood. Superstition has it that anyone born on the trail shall live on the trail, and it seems that this true. While I am anything but a friend of strangers, much less new cultures, I have spent most of the recent years traveling far and wide.

Not long ago, I travelled to see a somewhat reclusive kinsman who lived in flet just south and west of the great East Bight. His name was Borvacer, and we grew up together learning the odd ways of "Béma's Magic." We studied wood-magic and healing for five years.

My trip ended in sorrow. I found myself witness to the aftermath of a great tragedy for, as I came upon Borvacer's tree-home, I saw smoke. Sneaking to the base the broad oak that harbored the flet, I stumbled upon my friend's mutiliated corpse. There were other signs of a violent struggle, and indications that Borvacer's wife and two children had been taken by the attackers. Wounds and footprints told me that a band of Easterling raiders had slain my compatriot and enslaved his family. After burying my fallen friend I swore an oath to free his kin and avenge his death.

Now, bearing my magic quarterstaff, I travel southward, toward the coasts of Gondor—all the while following the twisting trail of the Easterling slavers.

Total weight: 34.5 lb — *without backpack* – 14 lb

Encumbrance Penalty: +0: 0-35 lb; -5: 36-45 lb; -10: 46-60 lb; -15: 61-80 lb; -20: 81-100; -25: 101-120; -40: 121-140; -50: 141-160

Soft Leather Armor (+15 DB)

Quarterstaff (+10 OB) (3 lb)

Handaxe (5 lb)

Short Bow (2 lb)

1 Quivers (20 Arrows) (4 lb)

Clothes & Personal Effects (includes boots, cloak, weapons belt)

Belt Pouch (w/money, Flint & Steel) — 2 sp, 4 bp, 3 cp, 7 tp (1 lb)

Backpack (holds 20 lb, weighs 2 lb)

- Bedroll (5 lb)
- 50' superior rope (3 lb)
- Waterskin (1 lb)
- Lock Pick Kit (0.5 lb)
- 5 torches (5 lb)
- Greatbread (1 week, 4 lb)

Culture/Race: Woodman

Skutilla

Profession: Ranger

Height:	6'1"
Weight:	195 lb.
Hair/Eyes:	Blonde/Green
Gender/Age:	Male/19
Realm:	Channeling
Demeanor:	Reserved
Personality:	Reclusive
Motivation:	"Live&Let-Live"
Alignment:	Neutral

Language	Lvl I Rank	New Ranks/ Level Learned
Nahaiduk	5	
Westron	5	
Sindarin	3	
—	–	
—	–	
—	–	
—	–	

Stat	Value	Bonus
Strength	78	10
Agility	95	15
Constitution	90	10
Intelligence	54	0
Intuition	93	10
Presence	46	0
Appearance	53	–

Spell Lists	Level Learned
1) Path Mastery	2nd
2) Surface Ways	5th
3) Moving Ways	7th
4) Nature's Guises	10th
5)	
6)	
7)	

Current Level: _____ Experience Points: _____

† — Take the Level Bonuses for the Current Level from the previous page.

Skill/Ability	Level Bonus †	Item Bonus	Special Bonus	Total Bonus/Type
Movement & Maneuver:				
No Armor				MM
Soft Leather				MM
Rigid Leather				MM
Chain				MM
Plate				MM
Weapon Skills:				
1-H Edged				OB
1-H Concussion				OB
2-Handed		+10		OB
Thrown				OB
Missile				OB
Pole-arms				OB
General Skills:				
Climb				MM
Ride				MM
Swim				MM
Track				SM
Subterfuge Skills:				
Ambush				SP
Stalk/Hide				SP
Pick Lock				SM
Disarm Trap				SM
Magical Skills:				
Read Rune				SM
Use Item				SM
Directed Spells				OB
Miscellaneous & Secondary Skills:				
Perception				SM
Body Development				SP
Power Points				SP
Acrobatics				MM
Animal Lore				SM
First Aid				SM
Foraging				SM
Plant Lore				SM
Sky-Watching				SM
Special Bonuses:				
Essence RR:	+0			RR
Channeling RR:	+10			RR
Poison RR:	+10			RR
Disease RR:	+10			RR
Defensive Bonus (DB):	+15	+15		DB
Base Spell OB:	+0			OB
Encumbrance Penalty				SP

EQUIPMENT & MONEY

NOTES

LEVEL BONUS (Skill Bonus for Rank+Stat+Profession)

Skill/Ability	Level 1 Bonus	Level 2 Bonus	Level 3 Bonus	Level 4 Bonus	Level 5 Bonus	Level 6 Bonus	Level 7 Bonus	Level 8 Bonus	Level 9 Bonus	Level 10 Bonus
Experience Points:	10,000	20,000	30,000	40,000	50,000	70,000	90,000	110,000	130,000	150,000
Movement & Maneuver:										
No Armor: +20 all levels — *Soft Leather:* +0 all levels — *Rigid Leather:* -10 all levels — *Chain:* -65 all levels — *Plate:* -80 all levels										
Weapon Skills:										
1-H Edged	+11	+12	+13	+14	+15	+16	+17	+18	+19	+20
1-H Concussion	+11	+17	+23	+29	+35	+41	+47	+53	+59	+65
2-Handed	-19	-18	-17	-16	-15	-14	-13	-12	-11	-10
Thrown	+21	+22	+23	+24	+25	+26	+27	+28	+29	+30
Missile	+26	+32	+38	+44	+50	+56	+62	+68	+74	+77
Pole-arms	+11	+12	+13	+14	+15	+16	+17	+18	+19	+20
General Skills:										
Climb	+21	+22	+23	+24	+25	+26	+27	+28	+29	+30
Ride	+11	+12	+13	+14	+15	+16	+17	+18	+19	+20
Swim	+21	+22	+23	+24	+25	+26	+27	+28	+29	+30
Track	+21	+22	+23	+24	+25	+26	+27	+28	+29	+30
Subterfuge Skills:										
Ambush	-25	-25	-25	-25	-25	-25	-25	-25	-25	-25
Stalk/Hide	+16	+17	+18	+19	+20	+21	+22	+23	+24	+25
Pick Lock	-9	+22	+23	+24	+25	+26	+27	+28	+29	+30
Disarm Trap	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15
Magical Skills:										
Read Rune	+21	+22	+28	+29	+35	+36	+42	+43	+49	+50
Use Item	-24	+7	+8	+14	+15	+21	+22	+28	+29	+35
Directed Spells	-9	-8	-7	-6	-5	-4	-3	-2	-1	+0
Miscellaneous & Secondary Skills and Bonuses:										
Perception	+6	+12	+18	+24	+30	+36	+42	+48	+54	+60
Body Development	21	27	32	38	43	49	54	60	65	71
Power Points	2	4	6	8	10	12	14	16	18	20
Base Spell OB	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
Acting	-15	-15	+15	+20	+25	+30	+35	+40	+45	+50
Appraisal	-10	+20	+25	+30	+35	+40	+45	+50	+55	+60
Diplomacy	-15	+15	+20	+25	+30	+35	+40	+45	+50	+55
First Aid	-10	+20	+25	+30	+35	+40	+45	+50	+55	+60
Play Harp (Art Skill)	+30	+35	+40	+45	+50	+52	+54	+56	+58	+60
Lore Skill #1 †	+20	+20	+25	+25	+30	+30	+35	+35	+40	+40
Lore Skill #2 †	+20	+20	+25	+25	+30	+30	+35	+35	+40	+40
Lore Skill #3 †	-10	+20	+20	+25	+25	+30	+30	+35	+35	+40
Lore Skill #4 †	-10	+20	+20	+25	+25	+30	+30	+35	+35	+40

Widonu's Tale — I live for music, good red wine, fast friendships, and the joy of finding an undiscovered pleasure. My mother Tardonu was the same way, as was my father Wagyora. Before they perished in the stormy waves of the great Inland Sea, the "Sea of Casks," they taught me to embrace life like it was a lover in need of a full-blown hug.

I was born and raised in the city of Riavod. An old, cosmopolitan port situated near the confluence of the River Running and the Sea of Rhûn, it is often called the "Crossroads of Endor." Myriad cultures characterize this lively harborage, a place where a one-block stroll might mean meetings with tribesmen bearing a dozen different banners and speaking as many tongues.

It is hardly surprising, then, that I grew up fast. By the age of fourteen, I was running with friends all night at times, and earning my keep by playing songs on my enchanted harp. My father, who traded in wine, at first sought to rein me in a bit; but, in the end he conceded me to the streets. His frequent journeys kept him away most of the time, and my mother saw little reason to intervene in my affairs. She had grown up the same way. So, I grew up strong and established myself as a credible songstress.

Not long ago, I met a charming young man from the Land of Gondor. His name was "Himramir." We shared a few meals and plays and spoke of travelling together. He disappeared suddenly, though, taking a copper and sapphire broach my grandmother had given to me soon after my birth. Feeling betrayed, I decided to follow in his dusty wake and reclaim the heirloom. So, I search and explore.

† — The GM must choose (or allow the player to choose) four Lore Skills for the character.

Total weight: 25 lb — *without satchel* – 14.5 lb

Encumbrance Penalty: +0: 0-15 lb; -10: 16-25 lb; -15: 26-35 lb; -25: 36-45 lb; -35: 46-60; -55: 61-80

Composite Bow (3 lb)
Quiver (20 Arrows) (4 lb)
Dagger (0.5 lb, if held in left hand, acts as a shield against melee attacks only: +25 DB)
Mace (4 lb)
Harp (+2 spell adder, 2 lb)

Clothes & Personal Effects (includes boots, cloak, weapons belt)

Belt Pouch (w/money, Flint & Steel) — 10 sp, 8 bp, 3 cp, 2 tp (1lb)

Satchel (holds 10 lb, weighs 1 lb)
Lock Pick Kit (0.5 lb)
Waterskin (1 lb)
Bedroll (3 lb)
1 torch (1 lb)
Greatbread (1 week, 4 lb)

Culture/Race: Dorwinadan

Widonu

Profession: Bard

Height:	5'2"
Weight:	110 lb.
Hair/Eyes:	Dk. Brown/Grey
Gender/Age:	Female/26
Realm:	Essence
Demeanor:	Hardy
Personality:	Friendly
Motivation:	"Live&Let-Live"
Alignment:	Neutral

Language	Lvl I Rank	New Ranks/ Level Learned
Logathig	5	
Westron	5	
Silvan	3	+1/4th,9th
Black Speech	2	+1/2nd,7th
Adûnaic	1	+1/1st,6th
Dunael	1	+1/3rd,8th
Rohirric	1	+1/5th,10th

Stat	Value	Bonus
Strength	53	+5
Agility	95	+15
Constitution	82	+5
Intelligence	96	+15
Intuition	42	+0
Presence	90	+10
Appearance	97	–

Spell Lists	Level Learned
1) Controlling Song	1st
2) Item Lore	2nd
3) Sound Control	4th
4) Essence's Way	6th
5) Physical Enhancement	7th
6) Unbarring Ways	9th
7)	

Current Level: _____ Experience Points: _____

† — Take the Level Bonuses for the Current Level from the previous page.

Skill/Ability	Level Bonus †	Item Bonus	Special Bonus	Total Bonus/Type
Movement & Maneuver:				
No Armor				MM
Soft Leather				MM
Rigid Leather				MM
Weapon Skills:				
1-H Edged				OB
1-H Concussion				OB
2-Handed				OB
Thrown				OB
Missile				OB
Pole-arms				OB
General Skills:				
Climb				MM
Ride				MM
Swim				MM
Track				SM
Subterfuge Skills:				
Stalk/Hide				SP
Pick Lock				SM
Disarm Trap				SM
Magical Skills:				
Read Rune				SM
Use Item				SM
Directed Spells				OB
Miscellaneous & Secondary Skills:				
Perception				SM
Body Development				SP
Power Points		+2 adder		SP
Acting				SM
Appraisal				SM
Diplomacy				SM
First Aid				SM
Play Harp (Art Skill)				SM
Lore Skill #1 †				SM
Lore Skill #2 †				SM
Lore Skill #3 †				SM
Lore Skill #4 †				SM
Special Bonuses:				
Essence RR:	+15			RR
Channeling RR:	+0			RR
Poison RR:	+5			RR
Disease RR:	+5			RR
Defensive Bonus (DB):	+15	+25		DB
Base Spell OB:				OB
Encumbrance Penalty				SP

Equipment & Money

Notes

Skill/Ability	Level 1 Bonus	Level 2 Bonus	Level 3 Bonus	Level 4 Bonus	Level 5 Bonus	Level 6 Bonus	Level 7 Bonus	Level 8 Bonus	Level 9 Bonus	Level 10 Bonus
	LEVEL BONUS (Skill Bonus for Rank+Stat+Profession)									
Experience Points:	10,000	20,000	30,000	40,000	50,000	70,000	90,000	110,000	130,000	150,000
Movement & Maneuver: *No Armor:* +20 all levels — *Soft Leather:* -25 all levels — *Rigid Leather:* —40 for levels — *Chain:* —70 all levels — *Plate:* -85 all levels										
Weapon Skills:										
1-H Edged	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15
1-H Concussion	-24	-23	-22	-21	-20	-19	-18	-17	-16	-15
2-Handed	+6	+7	+13	+14	+20	+21	+27	+28	+34	+35
Thrown	-9	-8	-7	-6	-5	-4	-3	-2	-1	+0
Missile	+21	+27	+28	+34	+35	+41	+42	+48	+49	+55
Pole-arms	-24	-23	-22	-21	-20	-19	-18	-17	-16	-15
General Skills:										
Climb	+21	+22	+23	+24	+25	+26	+27	+28	+29	+30
Ride	+16	+17	+18	+19	+20	+21	+22	+23	+24	+25
Swim	+26	+27	+28	+29	+30	+31	+32	+33	+34	+35
Track	+26	+27	+28	+29	+30	+31	+32	+33	+34	+35
Subterfuge Skills:										
Ambush	-25	-25	-25	-25	-25	-25	-25	-25	-25	-25
Stalk/Hide	+41	+42	+48	+54	+60	+66	+72	+78	+84	+90
Pick Lock	+26	+27	+28	+29	+30	+31	+32	+33	+34	+35
Disarm Trap	+11	+12	+13	+14	+15	+16	+17	+18	+19	+20
Magical Skills:										
Read Rune	+36	+42	+48	+54	+60	+66	72	+78	+81	+84
Use Item	+41	+47	+53	+59	+65	+71	+77	+83	+89	+92
Directed Spells	-9	-8	-7	-6	-5	-4	-3	-2	-1	+0
Miscellaneous & Secondary Skills and Bonuses:										
Perception	+31	+37	+43	+49	+55	+61	+67	+70	+73	+76
Body Development	27	33	38	44	49	55	60	66	71	77
Power Points	2	4	6	8	10	12	14	16	18	20
Base Spell OB	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
Acting	+5	+5	+35	+35	+40	+40	+45	+45	+50	+50
Appraisal	-5	+25	+25	+30	+30	+35	+35	+40	+40	+45
First Aid	-5	+25	+25	+30	+30	+35	+35	+40	+40	+45
Meditation	+5	+35	+35	+40	+40	+45	+45	+50	+50	+55
Trickery	+35	+35	+40	+40	+45	+45	+50	+50	+55	+55
Diplomacy	+5	+35	+35	+40	+40	+45	+45	+50	+50	+55
Public-Speaking	+5	+5	+35	+35	+40	+40	+45	+45	+50	+50
Lore Skill #1 †	+25	+30	+35	+40	+45	+50	+55	+60	+65	+70
Lore Skill #2 †	+25	+25	+30	+30	+35	+35	+40	+40	+45	+45
Lore Skill #3 †	+25	+25	+30	+30	+35	+35	+40	+40	+45	+45
Lore Skill #4 †	-5	+25	+25	+30	+30	+35	+35	+40	+40	+45

Lólindir's Tale — Although I was born in Mithlond, in Lindon, I grew up in Lórien. There, the Noldor are few, but my father, Taurnil, doesn't care. He is a fast friend of Celeborn.

I like to think of myself as a poet and a scholar of music. My early studies focused on the Noldo and Sinda heritage, but I have now started studying the rich, oral traditions of the Dunlendings. The boisterous, melodic Dunmen fascinate me.

Given these predilictions, I recently journeyed across the Misty Mountains to Dunfearan. I studied in a remote area with a blind Dunnish loremaster named Bron. Although she taught me much about her people's tongue, their legends, and their music, Bron asked nothing in return. Still, she mentioned a flute she once heard, an instrument called the "Mountain Grebe." Taken long ago, it was a powerful focus of Dunlending tradition. I have since decided that, some day, I will find it for her.

† — The GM must choose (or allow the player to choose) four Lore Skills for the character.

Total weight: 23.5 lb — *without satchel* – 13 lb

Encumbrance Penalty: +0: 0-15 lb; -5: 16-25 lb; -10: 26-35 lb; -15: 36-45 lb; -20: 46-60; -25: 61-80; -30: 81-100; -35: 101-120; -45: 121-140; -55: 141-160

Long Bow (3 lb) — Quarterstaff (+1 spell adder, 4 lb)
Quiver (20 Arrows) (4 lb) — Dagger (1 lb)
Rigid Leather Breastplate (magical, wears as a regular shirt, does not interfere with spell casting)
Clothes & Personal Effects (includes boots, cloak, weapons belt)
Belt Pouch (w/money, Flint & Steel) — 2 sp, 3 bp, 8 cp, 7 tp (1 lb)
Satchel (holds 10 lb, weighs 1 lb) Bedroll (3 lb)
Lock Pick Kit (0.5 lb) — 2 Torches (2 lb)
Waterskin (1 lb) — Waybread (1 month, 4 lb)

Culture/Race: Noldo Elf

Lólindir

Profession: Bard

Current Level: _____ Experience Points: _____

† — Take the Level Bonuses for the Current Level from the previous page.

Skill/Ability	Level Bonus †	Item Bonus	Special Bonus	Total Bonus/Type
Movement & Maneuver:				
No Armor	_____	_____	_____	_____ MM
Weapon Skills:				
1-H Edged	_____	_____	_____	_____ OB
1-H Concussion	_____	_____	_____	_____ OB
2-Handed	_____	_____	_____	_____ OB
Thrown	_____	_____	_____	_____ OB
Missile	_____	_____	_____	_____ OB
Pole-arms	_____	_____	_____	_____ OB
General Skills:				
Climb	_____	_____	_____	_____ MM
Ride	_____	_____	_____	_____ MM
Swim	_____	_____	_____	_____ MM
Track	_____	_____	_____	_____ SM
Subterfuge Skills:				
Ambush	_____	_____	_____	_____ SP
Stalk/Hide	_____	_____	_____	_____ SP
Pick Lock	_____	_____	_____	_____ SM
Disarm Trap	_____	_____	_____	_____ SM
Magical Skills:				
Read Rune	_____	_____	_____	_____ SM
Use Item	_____	_____	_____	_____ SM
Directed Spells	_____	_____	_____	_____ OB
Miscellaneous & Secondary Skills:				
Perception	_____	_____	_____	_____ SM
Body Development	_____	_____	_____	_____ SP
Power Points	_____	+1 adder	_____	_____ SP
Acting	_____	_____	_____	_____ SM
Appraisal	_____	_____	_____	_____ SM
First Aid	_____	_____	_____	_____ SM
Meditation	_____	_____	_____	_____ SM
Trickery	_____	_____	_____	_____ SM
Diplomacy	_____	_____	_____	_____ SM
Public-Speaking	_____	_____	_____	_____ SM
Lore Skill #1 †	_____	_____	_____	_____ SM
Lore Skill #2 †	_____	_____	_____	_____ SM
Lore Skill #3 †	_____	_____	_____	_____ SM
Lore Skill #4 †	_____	_____	_____	_____ SM
Special Bonuses:				
Essence RR:	+20	_____	_____	_____ RR
Channeling RR:	+10	_____	_____	_____ RR
Poison RR:	+20	_____	_____	_____ RR
Disease RR:	+110	_____	_____	_____ RR
Defensive Bonus (DB):	+15	_____	_____	_____ DB
Base Spell OB:		_____	_____	_____ OB
Encumbrance Penalty	_____	_____	_____	_____ SP

Height: 6'7"
Weight: 218 lb.
Hair/Eyes: Black/Grey
Gender/Age: Male/33
Realm: Essence
Demeanor: Proud
Personality: Haughty
Motivation: Learn & Create
Alignment: Good

Language	Lvl 1 Rank	New Ranks/ Level Learned
Quenya	5	
Westron	5	
Sindarin	5	
Adûnaic	2	+1/1st,6th
Dunael	2	+1/2nd,7th
Haradaic	2	+1/3rd,8th
Logathig	2	+1/4th,9th
Black Speech	2	+1/5th,10th

Stat	Value	Bonus
Strength	37	+0
Agility	57	+15
Constitution	61	+10
Intelligence	95	+20
Intuition	79	+10
Presence	97	+30
Appearance	100	–

Spell Lists	Lvl Learned
1) Item Lore	1st
2) Controlling Ways	1st
3) Illusions	3rd
4) Sound Control	5th
5) Lore	6th
6) Spell Ways	8th
7) Essence Ways	9th

Equipment & Money

Notes

Skill/Ability	Level 1 Bonus	Level 2 Bonus	Level 3 Bonus	Level 4 Bonus	Level 5 Bonus	Level 6 Bonus	Level 7 Bonus	Level 8 Bonus	Level 9 Bonus	Level 10 Bonus
	LEVEL BONUS (Skill Bonus for Rank+Stat+Profession)									
Experience Points:	10,000	20,000	30,000	40,000	50,000	70,000	90,000	110,000	130,000	150,000
Movement & Maneuver: *No Armor:* +20 all levels — *Soft Leather:* +0 all levels — *Rigid Leather:* -10 all levels — *Chain:* -65 all levels — *Plate:* -80 all levels										
Weapon Skills:										
1-H Edged	+5	+5	+5	+5	+5	+5	+5	+5	+5	+5
1-H Concussion	-25	-25	-25	-25	-25	-25	-25	-25	-25	-25
2-Handed	-25	-25	-25	-25	-25	-25	-25	-25	-25	-25
Thrown	-15	-15	-15	-15	-15	-15	-15	-15	-15	-15
Missile	+25	+25	+25	+25	+25	+25	+25	+25	+25	+25
Pole-arms	-25	-25	-25	-25	-25	-25	-25	-25	-25	-25
General Skills:										
Climb	+20	+20	+20	+20	+20	+20	+20	+20	+20	+20
Ride	+20	+20	+20	+20	+20	+20	+20	+20	+20	+20
Swim	+25	+25	+25	+25	+25	+25	+25	+25	+25	+25
Track	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5
Subterfuge Skills:										
Ambush	-25	-25	-25	-25	-25	-25	-25	-25	-25	-25
Stalk/Hide	+30	+30	+30	+30	+30	+30	+30	+30	+30	+30
Pick Lock	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5
Disarm Trap	-10	-10	-10	-10	-10	-10	-10	-10	-10	-10
Magical Skills:										
Read Rune	+32	+39	+46	+53	+60	+72	+84	+88	+92	+96
Use Item	+22	+29	+36	+43	+50	+57	+64	+76	+83	+87
Directed Spells	+23	+36	+49	+62	+75	+80	+85	+90	+97	+104
Miscellaneous & Secondary Skills and Bonuses:										
Perception	+35	+40	+45	+50	+55	+60	+65	+67	+69	+71
Body Development	11	17	22	28	33	39	44	50	55	61
Base Spell OB	2	4	6	8	10	12	14	16	18	20
Power Points	2	4	6	8	10	12	14	16	18	20
First Aid	+25	+25	+30	+30	+35	+35	+40	+40	+45	+45
Lore Skill †	-5	+25	+30	+30	+35	+35	+40	+40	+45	+45

Lamalas' Tale — I was born Lamalas son of Celahir at Aradhrynd, the Halls of the Elven-king, in Greenwood the Great. Studying under the tutelage of the Avar mage Ardumir, I became a learned fellow at a very young age. Unfortunately, I also became exceptionally restless. I pined for the wide woodlands and the star-filled nights that captivated my peers.

So, I abandoned my studies, resolving to learn my craft among my carefree compatriots in the cool green woodlands. I roamed for many a year, from the Misty Mountains to the Iron Hills, discovering the gifts of the land.

Recently, however, the Elven-king has tired of my ways—however well-meaning—and he ordered me home. Commanding me to bear a sealed packet to the Court of Rohan in Edoras, he probably hopes to channel my passions and reclaim a valuable subject. Perhaps he will.

† — The GM must choose (or allow the player to choose) a Lore Skill for the character.

Total weight: 21.0 lb — *without satchel* – 9.5 lb

Encumbrance Penalty: +0: 0-15 lb; -10: 16-25 lb; -15: 26-35 lb; -20: 36-45 lb; -30: 46-60; -35: 61-80; -40: 81-100; -60: 101-120

Composite Bow (3 lb) — Quiver (20 Arrows) (4 lb)
Dagger (1 lb) — Necklace (+2 spell adder, 0.5 lb)
Clothes & Personal Effects (includes boots, cloak, weapons belt)
Belt Pouch (w/money, Flint & Steel) — 5 sp, 4 bp, 5 cp, 3 tp (1 lb)
Satchel (holds 10 lb, weighs 1 lb) Bedroll (3 lb)
Lock Pick Kit (0.5 lb) — 2 Torches (2 lb)
Waterskin (1 lb) — Waybread (1 month, 4 lb)

Culture/Race: Silvan Elf

Lamalas

Profession: Mage

Current Level: _____ Experience Points: _____

† — Take the Level Bonuses for the Current Level from the previous page.

Skill/Ability	Level Bonus †	Item Bonus	Special Bonus	Total Bonus/Type
Movement & Maneuver:				
No Armor	____	____	____	____ MM
Soft Leather	____	____	____	____ MM
Rigid Leather	____	____	____	____ MM
Chain	____	____	____	____ MM
Plate	____	____	____	____ MM
Weapon Skills:				
1-H Edged	____	____	____	____ OB
1-H Concussion	____	____	____	____ OB
2-Handed	____	____	____	____ OB
Thrown	____	____	____	____ OB
Missile	____	____	____	____ OB
Pole-arms	____	____	____	____ OB
General Skills:				
Climb	____	____	____	____ MM
Ride	____	____	____	____ MM
Swim	____	____	____	____ MM
Track	____	____	____	____ SM
Subterfuge Skills:				
Ambush	____	____	____	____ SP
Stalk/Hide	____	____	____	____ SP
Pick Lock	____	____	____	____ SM
Disarm Trap	____	____	____	____ SM
Magical Skills:				
Read Rune	____	____	____	____ SM
Use Item	____	____	____	____ SM
Directed Spells	____	____	____	____ OB
Miscellaneous & Secondary Skills:				
Perception	____	____	____	____ SM
Body Development	____	____	____	____ SP
Power Points	____	+2 adder	____	____ SP
First Aid	____	____	____	____ SM
Lore Skill †	____	____	____	____ SM
Special Bonuses:				
Essence RR:	+20	____	____	____ RR
Channeling RR:	+15	____	____	____ RR
Poison RR:	+10	____	____	____ RR
Disease RR:	+100	____	____	____ RR
Defensive Bonus (DB):	+10	____	____	____ DB
Base Spell OB:	____	____	____	____ OB
Encumbrance Penalty	____	____	____	____ SP

Height: 6'0"
Weight: 153 lb.
Hair/Eyes: Sandy/Green
Gender/Age: Male/26
Realm: Essence
Demeanor: Guarded
Personality: Fun-loving
Motivation: Pleasure
Alignment: Good

Language	Lvl I Rank	New Ranks/ Level Learned
Silvan	5	
Westron	5	
Quenya	3	
Sindarin	3	
Adûnaic	3	
—	–	
—	–	

Spell Lists	Level Learned
1) Lofty Bridge	1st
2) Spirit Mastery	1st
3) Light Law	2nd
4) Essence Hand	2nd
5) Illusions	3rd
6) Water Law	4th
7) Unbarring Ways	4th
8) Living Change	5th
9) Fire Law	6th
10) Spell Ways	6th
11) Ice Law	7th
12) Earth Law	8th
13) Essence's Perceptions	8th
14) Essence's Ways	9th
15) Wind Law	10th
16) Physical Enhancement	10th

Stat	Value	Bonus
Strength	33	+0
Agility	52	+10
Constitution	46	+0
Intelligence	98	+20
Intuition	92	+15
Presence	76	+10
Appearance	86	–

Equipment & Money

Notes

Skill/Ability	Level 1 Bonus	Level 2 Bonus	Level 3 Bonus	Level 4 Bonus	Level 5 Bonus	Level 6 Bonus	Level 7 Bonus	Level 8 Bonus	Level 9 Bonus	Level 10 Bonus
	LEVEL BONUS (Skill Bonus for Rank+Stat+Profession)									
Experience Points:	10,000	20,000	30,000	40,000	50,000	70,000	90,000	110,000	130,000	150,000
Movement & Maneuver:										
No Armor: +15 all levels — *Soft Leather:* -30 all levels — *Rigid Leather:* -15 for levels — *Chain:* -55 all levels — *Plate:* -80 all levels										
Weapon Skills:										
1-H Edged	+15	+15	+15	+15	+15	+15	+15	+15	+15	+15
1-H Concussion	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20
2-Handed	+10	+10	+10	+10	+10	+10	+10	+10	+10	+10
Thrown	-15	-15	-15	-15	-15	-15	-15	-15	-15	-15
Missile	+15	+15	+15	+15	+15	+15	+15	+15	+15	+15
Pole-arms	+10	+10	+10	+10	+10	+10	+10	+10	+10	+10
General Skills:										
Climb	-15	+15	+15	+15	+15	+15	+15	+15	+15	+15
Ride	+10	+10	+10	+10	+10	+10	+10	+10	+10	+10
Swim	+15	+15	+15	+15	+15	+15	+15	+15	+15	+15
Track	-5	+25	+25	+25	+25	+25	+25	+25	+25	+25
Subterfuge Skills:										
Ambush	-25	-25	-25	-25	-25	-25	-25	-25	-25	-25
Stalk/Hide	+10	+10	+10	+10	+10	+10	+10	+10	+10	+10
Pick Lock	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5
Disarm Trap	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20
Magical Skills:										
Read Rune	+32	+39	+46	+53	+60	+67	+74	+81	+88	+92
Use Item	+17	+24	+31	+38	+45	+52	+59	+66	+73	+77
Directed Spells	+18	+26	+34	+42	+50	+58	+66	+74	+82	+90
Miscellaneous & Secondary Skills and Bonuses:										
Perception	+10	+15	+20	+25	+30	+35	+40	+45	+50	+55
Body Development	37	43	48	54	59	65	70	76	81	87
Base Spell OB	+2	+4	+6	+8	+10	+12	+14	+16	+18	+20
Power Points	2	4	6	8	10	12	14	16	18	20
Appraisal	-5	-5	+25	+25	+25	+25	+25	+25	+25	+25
First Aid	-5	-5	+25	+25	+25	+25	+25	+25	+25	+25
Signaling	-5	-5	-5	+25	+25	+25	+25	+25	+25	+25
Lore Skill #1 †	+25	+30	+35	+40	+45	+50	+55	+60	+65	+70
Lore Skill #2 †	-5	+25	+30	+35	+40	+45	+50	+55	+60	+65
Lore Skill #3 †	-5	+25	+30	+35	+40	+45	+50	+55	+60	+65
Lore Skill #4 †	-5	-5	-5	+25	+30	+35	+40	+45	+50	+55
Lore Skill #5 †	-5	-5	-5	-5	+25	+30	+35	+40	+45	+50

Mírwen's Tale — They call me Mírwen, the "Jewel-maiden," for I was born beneath the light of an enchanted gem. This peerless emerald adorned the ring on my mother Mírien's finger, the same ring that my grandmother and my grandmother's grandmother proudly wore.

Later in life, I learned that the jewel, the Mîr Galen, and the ring, the Corlaiqa, originally hailed from ancient Númenor. They were rescued by Míriphel, a prescient Seer in the House of Elendil the Tall. It is said that she who wears the Corlaiqa shall find blessing in her magic and curiosity in her soul.

I inherited these gifts, along with the ring, the day my mother died. I also became heir to a strange legacy: a quest to find the lost Book of the Green Light, which was written in the Elder Days by the Noldo scholar Rúmil of Tirion. A gift from the Noldor to Elros—the first King of the Dúnadan of Westernesse—the tome purportedly teaches readers much of what was once known about Noldo jewel-craft. It is beyond price, and legends warn that it should never fall into unrighteous hands.

Naturally, I seek Rúmil's book, just as I seek a proper peace for my kind.

† — The GM must choose (or allow the player to choose) five Lore Skills for the character.

Total weight: 15.0 lb — *without satchel* – 5.0 lb

Encumbrance Penalty: +0: 0-15 lb; -5: 16-25 lb; -10: 26-35 lb; -15: 36-45 lb; -25: 46-60; -30: 61-80; -35: 81-100; -55: 101-120

Quarterstaff (+10 OB, 3 lb) Dagger (1 lb)

Ring (+2 spell adder)

Clothes & Personal Effects (includes boots, cloak, weapons belt)

Belt Pouch (w/money, Flint & Steel) — 12 sp, 6 bp, 3 cp, 5 tp (1 lb)

Satchel (holds 10 lb, weighs 1 lb)

Bedroll (3 lb) 1 Torch (1 lb)

Waterskin (1 lb) Greatbread (1 week, 4 lb)

Culture/Race: Dúnadan

Mírwen

Profession: Mage

Current Level: _____ Experience Points: _____

† — Take the Level Bonuses for the Current Level from the previous page.

Skill/Ability	Level Bonus †	Item Bonus	Special Bonus	Total Bonus/Type
Movement & Maneuver:				
No Armor				MM
Soft Leather				MM
Rigid Leather				MM
Chain				MM
Plate				MM
Weapon Skills:				
1-H Edged				OB
1-H Concussion				OB
2-Handed				OB
Thrown				OB
Missile				OB
Pole-arms				OB
General Skills:				
Climb				MM
Ride				MM
Swim				MM
Track				SM
Subterfuge Skills:				
Ambush				SP
Stalk/Hide				SP
Pick Lock				SM
Disarm Trap				SM
Magical Skills:				
Read Rune				SM
Use Item				SM
Directed Spells				OB
Miscellaneous & Secondary Skills:				
Perception				SM
Body Development				SP
Power Points		+2 adder		SP
Appraisal				SM
First Aid				SM
Signaling				SM
Lore Skill #1 †				SM
Lore Skill #2 †				SM
Lore Skill #3 †				SM
Lore Skill #4 †				SM
Lore Skill #5 †				SM
Special Bonuses:				
Essence RR:	+20			RR
Channeling RR:	+5			RR
Poison RR:	+15			RR
Disease RR:	+15			RR
Defensive Bonus (DB):	+10			DB
Base Spell OB:				OB
Encumbrance Penalty				SP

Height: 5'10"
Weight: 150 lb.
Hair/Eyes: Brown/Hazel
Gender/Age: Female/27
Realm: Essence
Demeanor: Serious
Personality: Inquisitive
Motivation: Curiousity
Alignment: Neutral

Language	Lvl 1 Rank	New Ranks/ Level Learned
Adûnaic	5	
Westron	5	
Sindarin	5	
Quenya	5	
—	–	
—	–	
—	–	

Spell Lists	Level Learned
1) Essence Perceptions	1st
2) Spirit Mastery	1st
3) Light Law	2nd
4) Essence Hand	2nd
5) Essence's Ways	3rd
6) Spell Ways	4th
7) Illusions	5th
8) Ice Law	6th
9) Lofty Bridge	7th
10) Earth Law	8th
11) Living Change	9th
12) Unbarring Ways	10th

Stat	Value	Bonus
Strength	39	+5
Agility	90	+10
Constitution	43	+10
Intelligence	99	+20
Intuition	78	+5
Presence	57	+5
Appearance	64	–

Equipment & Money

Notes

Skill/Ability	Level 1 Bonus	Level 2 Bonus	Level 3 Bonus	Level 4 Bonus	Level 5 Bonus	Level 6 Bonus	Level 7 Bonus	Level 8 Bonus	Level 9 Bonus	Level 10 Bonus
	LEVEL BONUS (Skill Bonus for Rank+Stat+Profession)									
Experience Points:	10,000	20,000	30,000	40,000	50,000	70,000	90,000	110,000	130,000	150,000
Movement & Maneuver:										
No Armor: +15 all levels — *Soft Leather:* -30 all levels — *Rigid Leather:* -15 for levels — *Chain:* -35 all levels — *Plate:* -80 all levels										
Weapon Skills:										
1-H Edged	+10	+10	+10	+10	+10	+10	+10	+10	+10	+10
1-H Concussion	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20
2-Handed	+10	+15	+20	+25	+30	+35	+40	+45	+50	+55
Thrown	-15	-15	-15	-15	-15	-15	-15	-15	-15	-15
Missile	+20	+20	+20	+20	+20	+20	+20	+20	+20	+20
Pole-arms	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20
General Skills:										
Climb	+16	+17	+18	+19	+20	+21	+22	+23	+24	+25
Ride	+21	+22	+23	+24	+25	+26	+27	+28	+29	+30
Swim	+16	+17	+18	+19	+20	+21	+22	+23	+24	+25
Track	+16	+17	+23	+24	+30	+31	+37	+38	+44	+45
Subterfuge Skills:										
Ambush	-25	-25	-25	-25	-25	-25	-25	-25	-25	-25
Stalk/Hide	+15	+15	+20	+20	+25	+25	+30	+30	+35	+35
Pick Lock	-10	+15	+15	+15	+15	+15	+15	+15	+15	+15
Disarm Trap	+20	+20	+20	+20	+20	+20	+20	+20	+20	+20
Magical Skills:										
Read Rune	+16	+22	+28	+34	+40	+46	+52	+58	+64	+70
Use Item	+21	+27	+33	+39	+45	+51	+57	+63	+69	+75
Directed Spells	+17	+19	+21	+23	+25	+27	+29	+31	+33	+35
Miscellaneous & Secondary Skills and Bonuses:										
Perception	+26	+32	+38	+44	+50	+56	+62	+68	+74	+77
Body Development	21	27	32	38	43	49	54	60	65	71
Base Spell OB	+2	+4	+6	+8	+10	+12	+14	+16	+18	+20
Power Points	2	4	6	8	10	12	14	16	18	20
Animal Handling	-20	+10	+10	+15	+15	+20	+20	+25	+25	+30
Boat Handling	-10	+20	+20	+25	+25	+30	+30	+35	+35	+40
First Aid	+15	+15	+20	+20	+25	+25	+30	+30	+35	+35
Sky-Watching	-10	-10	-10	+20	+20	+25	+25	+30	+30	+35

Elbragol's Tale — I am Elbragol, the "Sudden Star," the son of the Sinda Elf-maiden Silmarwen and the Arthadan Ranger Orodhil. My mother bore me some thirty-one years ago, as she lay dying in the smoldering ruins of my father's keep. Thus, I was orphaned at birth. Rescued by Amboron of Vinyathrad, I was raised by the Noldor of Forlindon. They taught me to respect the cultures of my parents, as well that of the High-elves of the House of Finwë.

I take pride in my Peredhil roots, and walk proudly among any people. Yet I am most comfortable in the wilds, as if I could remember and feel the same passions that drove my father to the frontier of northern Eriador.

Strangely, my enchanted staff, Arnimorn, is reputedly the property of the Man who slew my parents. It is fashioned in the Dúnadan style, and serves as a constant reminder of the treachery fomented by jealous, greedy hearts.

It is my dearest wish and chosen purpose to serve the Lords of both Lindon and Arthedain. I hope to lend my skills as a spell-caster to each of their causes. First, however, I shall embark on a journey to find an Arthadan Seer named Nimradan, the man who killed my family in order to fulfill an evil pledge.

Total weight: 22 lb — *without satchel* – 12.5 lb

Encumbrance Penalty: +0: 0-25 lb; -5: 26-35 lb; -10: 36-45 lb; -15: 46-60; -20: 61-80; -25: 81-100; -30: 101-120; -45: 121-140; -55: 141-160

Quarterstaff (+2 spell adder, +10 DB, 4 lb) Dagger (1 lb)
Long Bow (3 lb) 1 Quiver (20 Arrows) (3.5 lb)
Clothes & Personal Effects (includes boots, cloak, weapons belt)
Belt Pouch (w/money, Flint & Steel) — 4 sp, 8 bp, 5 cp, 2 tp (1 lb)
Satchel (holds 10 lb, weighs 1 lb) Lock Pick Kit (0.5 lb)
Bedroll (3 lb) 1 Torch (1 lb)
Waterskin (1 lb) Waybread (1 month, 4 lb)

Culture/Race: Half-elf

Elbragol

Profession: Animist

Current Level: _____ Experience Points: _____

† — Take the Level Bonuses for the Current Level from the previous page.

Skill/Ability	Level Bonus †	Item Bonus	Special Bonus	Total Bonus/Type
Movement & Maneuver:				
No Armor	_____	_____	_____	_____ MM
Weapon Skills:				
1-H Edged	_____	_____	_____	_____ OB
1-H Concussion	_____	_____	_____	_____ OB
2-Handed	_____	_____	_____	_____ OB
Thrown	_____	_____	_____	_____ OB
Missile	_____	_____	_____	_____ OB
Pole-arms	_____	_____	_____	_____ OB
General Skills:				
Climb	_____	_____	_____	_____ MM
Ride	_____	_____	_____	_____ MM
Swim	_____	_____	_____	_____ MM
Track	_____	_____	_____	_____ SM
Subterfuge Skills:				
Ambush	_____	_____	_____	_____ SP
Stalk/Hide	_____	_____	_____	_____ SP
Pick Lock	_____	_____	_____	_____ SM
Disarm Trap	_____	_____	_____	_____ SM
Magical Skills:				
Read Rune	_____	_____	_____	_____ SM
Use Item	_____	_____	_____	_____ SM
Directed Spells	_____	_____	_____	_____ OB
Miscellaneous & Secondary Skills:				
Perception	_____	_____	_____	_____ SM
Body Development	_____	_____	_____	_____ SP
Power Points	_____	+2 adder	_____	_____ SP
Animal Handling	_____	_____	_____	_____ SM
Boat Handling	_____	_____	_____	_____ SM
First Aid	_____	_____	_____	_____ SM
Sky-Watching	_____	_____	_____	_____ SM
Special Bonuses:				
Essence RR:	+10	_____	_____	_____ RR
Channeling RR:	+15	_____	_____	_____ RR
Poison RR:	+10*	_____	_____	_____ RR
Disease RR:	+55	_____	_____	_____ RR
Defensive Bonus (DB):	+10	+10	_____	_____ DB
Base Spell OB:	_____	_____	_____	_____ OB
Encumbrance Penalty	_____	_____	_____	_____ SP

Height: 6'3"
Weight: 200 lb.
Hair/Eyes: Black/Grey
Gender/Age: Male/31
Realm: Channeling
Demeanor: Reserved
Personality: Thoughtful
Motivation: Preserve Culture
Alignment: Good

Language	Lvl I Rank	New Ranks/ Level Learned
Sindarin	5	
Westron	5	
Quenya	4	
Silvan	3	
—	–	
—	–	
—	–	

Spell Lists	Level Learned
1) Calm Spirits	1st
2) Surface Ways	1st
3) Creations	2nd
4) Blood Ways	2nd
5) Bone/Muscle Ways	3rd
6) Direct Channeling	4th
7) Sound/Light Ways	4th
8) Nature's Movement	5th
9) Detection Mastery	6th
10) Protections	6th
11) Organ Ways	7th
12) Spell Defense	8th
13) Nature's Lore	8th
14) Purifications	9th
15) Animal Mastery	10th
16) Plant Mastery	10th

Stat	Value	Bonus
Strength	53	+5
Agility	83	+10
Constitution	46	+5
Intelligence	92	+10
Intuition	95	+15
Presence	64	+5
Appearance	91	–

Equipment & Money

Notes

Skill/Ability	Level 1 Bonus	Level 2 Bonus	Level 3 Bonus	Level 4 Bonus	Level 5 Bonus	Level 6 Bonus	Level 7 Bonus	Level 8 Bonus	Level 9 Bonus	Level 10 Bonus
	LEVEL BONUS (Skill Bonus for Rank+Stat+Profession)									
Experience Points:	10,000	20,000	30,000	40,000	50,000	70,000	90,000	110,000	130,000	150,000
Movement & Maneuver:										
No Armor: +15 all levels — *Soft Leather:* -30 all levels — *Rigid Leather:* -15 for levels — *Chain:* -35 all levels — *Plate:* -80 all levels										
Weapon Skills:										
1-H Edged	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20
1-H Concussion	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20
2-Handed	+10	+10	+10	+10	+10	+10	+10	+10	+10	+10
Thrown	+10	+10	+10	+10	+10	+10	+10	+10	+10	+10
Missile	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20
Pole-arms	+20	+25	+30	+35	+40	+45	+50	+55	+57	+59
General Skills:										
Climb	+16	+17	+18	+19	+20	+21	+22	+23	+24	+25
Ride	+31	+32	+33	+34	+35	+36	+37	+38	+39	+40
Swim	+16	+17	+18	+19	+20	+21	+22	+23	+24	+25
Track	+6	+12	+18	+24	+30	+36	+42	+48	+54	+60
Subterfuge Skills:										
Ambush	-25	-25	-25	-25	-25	-25	-25	-25	-25	-25
Stalk/Hide	+20	+20	+25	+30	+35	+40	+45	+50	+50	+50
Pick Lock	-25	+5	+5	+5	+5	+5	+5	+5	+10	+15
Disarm Trap	+30	+30	+30	+30	+30	+30	+30	+30	+30	+30
Magical Skills:										
Read Rune	+31	+37	+43	+49	+55	+61	+67	+73	+79	+85
Use Item	+6	+7	+13	+14	+20	+21	+27	+28	+34	+35
Directed Spells	-18	+14	+16	+23	+25	+32	+34	+41	+43	+50
Miscellaneous & Secondary Skills and Bonuses:										
Perception	+36	+42	+48	+54	+60	+66	+72	+78	+84	+87
Body Development	32	38	43	49	54	60	65	71	76	82
Base Spell OB	+2	+4	+6	+8	+10	+12	+14	+16	+18	+20
Power Points	3	6	9	12	15	18	21	24	27	30
Animal Handling	+30	+30	+35	+35	+40	+40	+45	+45	+50	+50
First Aid	-25	+5	+5	+10	+10	+15	+15	+20	+20	+25
Foraging	+30	+35	+40	+45	+50	+55	+60	+65	+70	+75
Sky-Watching	+30	+35	+40	+45	+50	+55	+60	+65	+70	+75

Beraláth's Tale—I am part of a small, secretive Northman people, the so-called "Bear-folk of Rhovanion." We call ourselves Beijabar. Elda chroniclers speak of us as the "Beornings," or Children of Beorn.

I grew up to the west of the Great River, not far from the hallowed Carrock, at Long-spring House. There, just below the High Pass, I learned the lore of my people and the ways of wilds. My father, Berasefa, was a Skin-changer. He taught me to conjure. Before long, I found comfort and courage in Nature-magic and the powers of the almighty Béma. The Huntsman gave me strength and blessed my spells.

Like all my people, my family is entrusted with a Watch. The Free Peoples rely on us to keep the Misty Mountain passes and the adjoining trails open and safe, weather permitting. Our Watch extends northward and westward from the Carrock, and includes the old Orc-hold at Goblin-gate. Between the Yrch and their crude traps, many of my brethren have perished.

While the Beijabar are a reclusive lot, our service as the caretakers of the gates into Rhovanion demands that we deal with other nations. Thus, I have been appointed to deliver word of the recent elevation of my father to the post of Waildanbair. I plan to travel far and wide, spreading good tidings on behalf of my kinsmen, and learning the ways of other peoples.

Total weight: 43.5 lb — *without backpack* – 24.5 lb

Encumbrance Penalty: +0: 0-25 lb; -5: 26-35 lb; -10: 36-45 lb; -15: 46-60 lb; -20: 61-80; -25: 81-100 lb; -30: 101-120 lb; -40: 121-140; -50: 141-160

Shield (+25 DB) (15 lb)
Handaxe (5 lb)
Spear (+10 OB) (2 lb)
Bracelet (+2 spell adder, 0.5 lb)

Clothes & Personal Effects (includes boots, cloak, weapons belt)

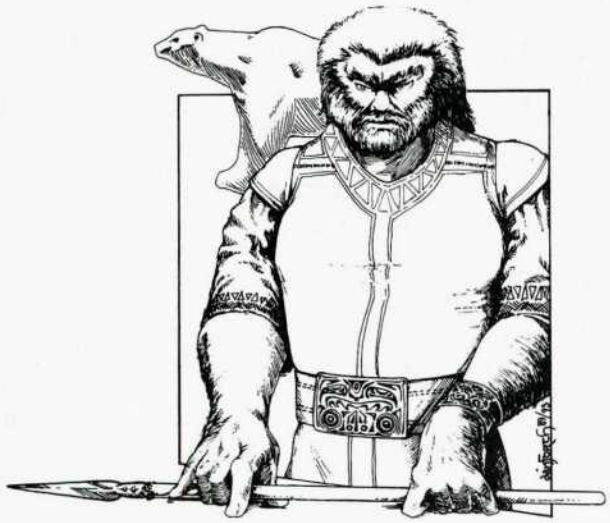
Belt Pouch (w/money, Flint & Steel) — 2 sp, 3 bp, 2 cp, 5 tp (1 lb)

Backpack (holds 20 lb, weighs 2 lb)
Tarp (4 lb)
25' superior rope (1.5 lb)
Waterskin (1 lb)
Bedroll (5 lb)
Lock Pick Kit (0.5 lb)
3 Torches (3 lb)
Greatbread (3.5 days, 2 lb)

Culture/Race: Beorning

Beraláth

Profession: Animist



Current Level: _____ Experience Points: _____

† — Take the Level Bonuses for the Current Level from the previous page.

Skill/Ability	Level Bonus †	Item Bonus	Special Bonus	Total Bonus/Type
Movement & Maneuver:				
No Armor				MM
Weapon Skills:				
1-H Edged				OB
1-H Concussion				OB
2-Handed				OB
Thrown				OB
Missile				OB
Pole-arms		+10		OB
General Skills:				
Climb				MM
Ride				MM
Swim				MM
Track				SM
Subterfuge Skills:				
Ambush				SP
Stalk/Hide				SP
Pick Lock				SM
Disarm Trap				SM
Magical Skills:				
Read Rune				SM
Use Item				SM
Directed Spells				OB
Miscellaneous & Secondary Skills:				
Perception				SM
Body Development				SP
Power Points		+2 adder		SP
Animal Handling				SM
First Aid				SM
Foraging				SM
Sky-Watching				SM
Special Bonuses:				
Essence RR:	+0			RR
Channeling RR:	+25			RR
Poison RR:	+5			RR
Disease RR:	+5			RR
Defensive Bonus (DB):	+5	+25		DB
Base Spell OB:				OB
Encumbrance Penalty				SP

Height: 6'4"
Weight: 220 lb.
Hair/Eyes: Red/Green
Gender/Age: Male/22
Realm: Channeling
Demeanor: Cheerful
Personality: Jovial
Motivation: Preserve Culture
Alignment: Neutral

Language	Lvl I Rank	New Ranks/ Level Learned
Atliduck	5	
Waildyth	5	
Westron	5	
Nahaiduk	5	
Silvan	3	
—	–	
—	–	

Stat	Value	Bonus
Strength	61	+5
Agility	78	+5
Constitution	88	+5
Intelligence	49	+0
Intuition	100	+25
Presence	51	+0
Appearance	59	–

Spell Lists	Level Learned
1) Animal Mastery	1st
2) Calm Spirits	1st
3) Surface Ways	2nd
4) Nature's Lore	2nd
5) Plant Mastery	3rd
6) Direct Channeling	4th
7) Blood Ways	5th
8) Bone/Muscle Ways	6th
9) Organ Ways	7th
10) Sound/Light Ways	8th
11) Protections	9th
12) Creations	10th

Equipment & Money

Notes

APPENDIX • A-2
CULTURE AND RACE DESCRIPTIONS

The following are general descriptions of the predominant races of Middle-earth. Naturally, certain individuals will differ to varying degrees. Certain modifiers are included for purposes of realism, but GMs should feel free to omit them if they consider them to be unwieldy.

The information is intended to serve as a guideline for equipping and developing both player characters and powerful or otherwise significant non-player characters. The outfitting options and the background options have been generated to enhance the process by which the living peoples of Middle-earth are translated into a game system.

The options listed under each race correspond to the generalities described or extrapolated from *The Hobbit* and *The Lord of the Rings*. However, individual characters may stray from the norms of their race. A GM may decide to allow a character to possess a weapon typically not favored by his or her race or to learn a language usually of little interest to Elves or Dwarves, etc. How much deviation from the norms is to be allowed is up to the GM. And when a character does not follow the norms, the GM needs to include plausible reasons for the differences in the character's personal history and background.

Players developing their characters should follow the normal procedure for outfitting and utilizing background options described in Section 22.0 (p. 84). Where dice rolling is required (special abilities, special items, extra money), the information below should be inserted into or paired with Table CGT-2 (p. 247).

Remember that adventuring characters will come into contact with peoples and cultures unknown to them in their formative years. A Lossoth warrior might speak only Labba and Westron upon leaving his native lands and carry only his fishing spear. Six months later (possibly second or third level), he may have picked up a smattering of Sindarin and be wielding a long kynac!

A-2.1 • DWARVISH RACES

DWARVES
(Pl. Khazâd, sing. Khazad)

The Dwarves are descendants of the Seven Fathers, the original lords crafted from the earth by the Vala Aulë. He is the Smith of the Valar, the giver of mountains and master of crafts, and the Dwarves call him Mahal (Kh. "Maker"). They were created first, but Eru forced his servant Aulë to delay their awakening until after the coming of Elves and Men. Following their birth the Seven Kings formed tribes based on their lines and separated. Although these Seven Tribes have since spread across Middle-earth, they have remained close and have spawned a universal reputation for ruggedness, practicality, and unwavering loyalty. Most groups favor the rocky highlands and deep caverns of the mountains, for the Dwarves, perhaps more than any race, remember their origin and heritage.

Physical Character

Build: Short, stocky, strong, with exceptionally strong limbs. Males average 150 pounds; females, 135 pounds.

Coloring: Black, red, or dark brown hair. Fair to ruddy complexion.

Endurance: Tremendous. They can carry great burdens over long distances with little rest.

Height: Males average 4'9"; females, 4'5".

Lifespan: 200-400 years.

Resistance: Resistance against flame and ice: +30 DB and RR bonuses versus heat and cold attacks.

Special Abilities: Dwarves see well in extreme darkness. In the dimmest light, they can see 50' perfectly, and fairly well up to 100'. They can see 10' in total darkness (non-magical).

Culture

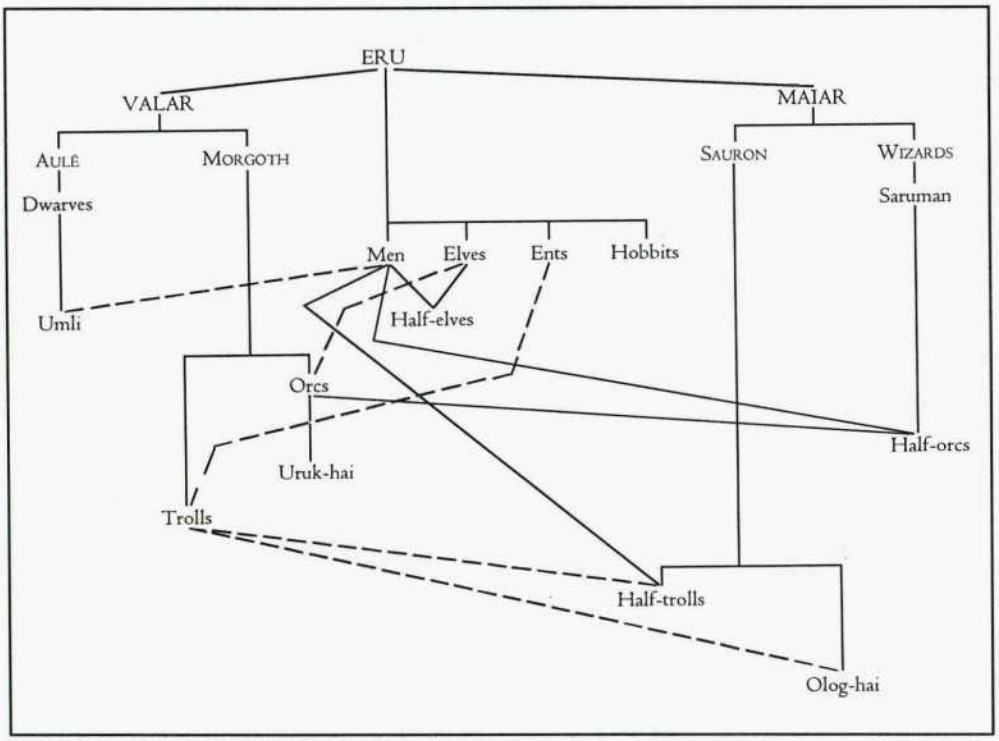
Clothing & Decoration: Beards, sometimes braided. Long hair. Heavy garb with colorful hooded cloaks. Crenelated trimwork is popular.

Fears & Inabilities: Open water and the Vala Ulmo (Lord of Waters). They do not normally swim (-50 to Swimming maneuvers).

Lifestyle: Dwarves are superb miners and craftsmen, and unsurpassed stoneworkers. They live in tightly-knit groups and favor underground cities which are usually cut into rugged hills or mountains.

Marriage Pattern: Monogamous. Only a third of the race is female. The line is traced through the male.

Religion: Dwarves believe that each lineage has a common spirit which permeates them all and ties them together. They revere their ancestors above all other things but Aulë their maker, and believe that in each King exists a part of his predecessors. Those of "Durin's Folk," the Dwarves of Moria and the highlands of Wilderland, believe their Kings to all be one Dwarf—Durin the Deathless.



Other Factors

Demeanor: Sober, quiet, possessive, suspicious, pugnacious, introspective, and often very greedy. Tenacious warriors, they fight without quarter and never retreat. Each Dwarf treats his kind as brothers and non-Dwarves as lesser beings who, one way or another, are a constant threat. Their blood is thick and their bonds are deep. They enter into agreements with extreme care but, once made, honor them to the letter. The old adage is true: "no friend ever did a Dwarf a favor, no enemy a wrong, without being repaid in full."

Language: *Starting Languages:* Among themselves, Dwarves speak Khuzdul (Rank 5), a guarded tongue known by virtually no one but themselves. When in public or about in the wild, Dwarves speak Westron (Rank 5), the Common Speech, or one of the Elvish tongues: Bethteur (Rank 3) or Sindarin (Rank 3). *Skill Development:* Dwarves also have the opportunity to learn: Atliduk (Rank 3), Dunael (Rank 1), Logathig (Rank 3), or Nahaiduk (Rank 3).

Prejudices: Orcs, Wargs, and Dragons are the sworn enemies of all Dwarven-kind. Above all other races, they despise these the most, although they are extremely suspicious of mages and Elves. They have suffered too much as a result of magic. No Dwarf will ever forget the sly words of Sauron, one whose conjuring enslaved many of their great lords.

Restrictions on Professions: No Dwarven Mages or Bards. Taught and blessed by the Vala Smith Aulë, Dwarves practice a plain, practical Earth-magic. They know of spells and enchantments, but generally scoff at the ways of Elves or other conjurers, preferring instead to use such power in the making of permanent physical items. Traditional Mages and Bards are unheard-of; instead they produce alchemists and engineers.

Outfitting Options

Weapons: Dagger, handaxe, short sword, club, war hammer, mace, crossbow, battle-axe, spear. *RM options:* throwing axe, heavy crossbow, light crossbow, war mattock, pole arm.

Armor: Any. Dwarves favor chain mail. Lamellar (treat as Chain -5 vs. melee, +5 vs. missile) and scale (treat as Plate) are also available. Target shields (+20 vs. melee, +10 vs. missile, half normal weight) and wall shields (+30 vs. melee, +40 vs. missile, 2x normal weight) are popular.

Clothing: *Outer garb:* detachable hood with flaps sewn into it, permitting the face to be covered; heavy cloak fastened with a decorated brooch; tall boots of heavy leather; these garments are bright solid colors—scarlet, forest green, indigo blue, golden yellow, royal purple. *Inner garb:* a leather jerkin or woolen tunic of a deep hue (maroon, pine green, navy blue, brownish black); a wool or linen shirt (usually a deep hue, sometimes white); close-fitting trousers of deep-hued leather or wool; shoes or inner-boots of soft leather.

Money: 2 gold pieces or a gem (aquamarine, topaz, garnet, peridot, spinel) of comparable value.

Dwarf

Background Options

Dwarves get four background options.

Special Abilities: Replace the range 56-60 with: ability to sense the presence mechanical traps 50% of the time (GM should have the player roll dice without telling the reason whenever he or she knows the character is proximate to a trap). Replace the range 71-75 with: superior orienting abilities underground; character always knows the direction of true north and the approximate elevation of his or her location.

Special Items: Spell adders not available. Spell items must not contain spells from the following lists: Illusions, Spell Ways, Spirit Mastery, all Mage lists except Living Change, Controlling Songs, Calm Spirits, Sound/Light Ways, Creations. Light-stones or rune-keys are available. Any weapons will be of superior workmanship and forged of steel.

Extra Money: 1-200 gold pieces or a gem (emerald, amethyst, ruby, sapphire, diamond) of comparable value.

Hobbies: *Primary Skills:* moving & maneuvering in any armor, 1-handed concussion weapons, 2-handed weapons, pole arms, use item, disarm trap, perception, body development. *Secondary Skills:* caving, contortions; *Artistic Skills:* instrumental music; *Craft Skills:* smithing, trap-building; *Influence Skills:* public speaking.

Stat Increases: Only Constitution and Strength may be increased by 2. All other stats may be increased by 1 at most.

Extra Languages: In addition to the tongues listed above, a Dwarf might in unusual circumstances learn: Adûnaic (Rank 2), Apysaic (Rank 2), Labba (Rank 2), or Umitic (Rank 3).

UMLI

The Umli live in the Far North of north-central Middle-earth, east of the Lossoth. They are a race of short folk who apparently came from an ancient union of Men and Dwarves. Legends call them Half-dwarves.

Physical Character

Build: Strong and compact, with large features and considerable facial hair. Males average 150 pounds; females, 135 pounds.

Coloring: Ruddy skin and red hair, with penetrating pale blue eyes.

Endurance: Exceptional in cold climes; average in temperate areas; poor in warm or hot climates.

Height: Males average 4'9"; females, 4'5".

Lifespan: 100-200 years.

Resistance: Umli have +30 DB and RR bonuses versus cold/ice attacks and -15 DB and RR bonuses versus heat/fire attacks.

Special Abilities: Umli need sleep but three hours a day. In the cold (below 35°F), they halve any encumbrance penalties; above 90°F they suffer double encumbrance penalties.

Culture

Clothing & Decoration: Fur-lined skin coats, shirts, pants, boots, and hoods.

Fears & Inabilities: None.

Lifestyle: Hunters, gatherers, and fisherman, they move from site to site depending on the season. Most reside in caves of underground settlements. Many mine, and the Umli are accomplished smiths and artisans.

Marriage Pattern: Monogamous. The line is traced through the male.

Religion: Somewhat formal. They worship Eru and the Valar, and revere Aulë (who they call Mahlic) above all others.

Umli

Other Factors

Demeanor: Possessive, persevering, stubborn, fierce, and yet quiet.

Language: *Starting Languages:* They speak Umitic (Rank 5). Some Umli know a little Labba (Rank 2), Westron (Rank 2), or Khuzdul (Rank 1). *Skill Development:* Umli also have the opportunity to learn: Logathig (Rank 2), and Bethteur (Rank 3).

Prejudices: They hate Dragons and Wargs above all other races.

Restrictions on Professions: None.

Outfitting Options

Weapons: Dagger, handaxe, short sword, club, war hammer, mace, whip, bola, composite bow, short bow, sling, battle-axe, flail, quarterstaff, javelin, spear. *RM options:* knife, war mattock, harpoon.

Armor: Any. The Umli favor rigid leather armor made from the pelts of the polar bear, northern elk, seal, or whale hide.

Clothing: *Outer garb:* long, fur-lined coat made from the pelts of the polar bear, seal, white fox, arctic hare, or snow lion; large leather hood with long, fur-lined "wings" that wrap around the neck as a scarf; soft felt or knitted cap of yarn spun from animal hair; heavy, fur-lined leather mittens over lighter, knitted liner-mittens; leather pants; heavy, thigh-high leather boots. *Inner garb:* shirt of sueded leather; jerkin of knitted yarn spun from animal hair; leg hose of sueded leather or knitted yarn; soft leather shoes or half-boots. None of their garments are dyed, remaining the beige or neutral shades natural to the wild.

Money: Goods which may be bartered or sold for coinage: a skin of spermaceti (important ingredient in ointments and candles) worth 20 silver pieces; 7 leaves of Darsurion (a leaf heals 1-6 concussion hits) worth 3 sp each; 4 seal pelts worth 5 sp each; or 10 carved trinkets of narwhal ivory worth 2 sp each.

Background Options

Umli get four background options.

Special Abilities: All available. Replace range 91-93 with: excellent memory; remembers spoken or written words exactly as heard or seen.

Special Items: All available. Most should be constructed from materials common in the Far North: hides, bone, wood, bronze, iron.

Extra Money: A selection of herbs (Arfandas, Edram, Jojojopo, Darsurion, Gefnul, Mirenna, Winclamit, Arlan, Delrean, Melandar, Olvar, Aldaka, Febfendu, Atigax, Kathkusa, and/or Zur) worth 1-200 gold pieces.

Hobbies: *Primary Skills:* moving and maneuvering in any armor, any weapon skills, tracking, any magical skills, stalk/hide, perception, body development. *Secondary Skills:* caving, foraging, rope-mastery, sky-watching; *Artistic Skills:* dance, storytelling; *Athletic Skills:* ice-skating, skiing; *Craft Skills:* bone-carving, leather-working, smithing, trap-building, wood-carving; *Influence Skills:* public speaking.

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, Umli might in unusual circumstances learn: Black Speech (Rank 2), Nahaiduk (Rank 2), or Orkish (Rank 2).

A-2.2 • ELVISH RACES

(Quendi)

Elves were the first to awaken and venture into Middle-earth. They are a graceful and noble race of immortal beings who resemble Men, but shine with an inner glow which betrays the spirit of unique thoughts and gifts. No race has been blessed more, or cursed so much, by the hand of Fate.

Though basically similar to mortal men, Elves have several important, if subtle differences. As a race they are taller than humans, but they are uniformly slender and have less body hair. Elven men have no beards. Fine features and fair, unmarred skin combine with sparkling eyes to give the Elf an enchanted aura. A strange deftness and ease of movement give them a graceful quality, and it is not surprising that they are very agile and so light afoot; they leave few traces of their passing and can walk on the surface of freshly fallen snow. Their gentle physical appearance belies great strengths, however, for they are highly resistant to the crippling effects of extreme temperatures, and are immune to disease and illness.

They are also immortal, and age in a graceful, nearly imperceptible manner. Elves commonly die from only two causes: through violence or as a result of a weariness of the world. In the latter case an Elf is simply overcome with grief over the course of time, thereby losing the will to live. All the Elves who pass away are gathered in the Halls of Mandos, the Place of Awaiting, in the far west of Aman (Valinor). There they await the End of the World, or are released back into the world to replace another of their line who has perished. In a sense, Elves are often reborn as descendants of themselves.

The Elves revere the Valar (Q. "Powers") and many know their nature well. Still, they have no formal religion; instead they show their respect through poetry and song and gather to celebrate life and the gifts from on high. This respect for the way of things is largely tied to their acceptance of their close ties to the Fate set down in the Song of Creation, although much of it also stems from an understanding and joy regarding the creations of nature which have been handed down and overseen by the Valar. Above all but Eru they worship Varda, Queen of the Valar and fairest of all in creation. She is the bringer of light, and they call her "Lady of the Stars" (Elentári or Elbereth)

Elves do not need sleep. Instead, they receive rest through meditation involving memories, past events they recall with remarkable vividness. Normally they go into this trance-like state for approximately two hours each day, although they can function for many days with little or no relief. While in their meditative state, Elves are extremely difficult to awaken; they rise at a point previously decided. This manner of rest is in keeping with the Elven fondness for the night. Men have often referred to them as people of the stars with good reason, for Elves see as well on a star-lit evening as a man would at the height of day. Elven sight is ideal for the partial darkness of the shadowy forest or cloudy sky, and allows them a mobility unlike that of any other race. In absolute darkness, however, they suffer as others do; they can not see at all.

Their sense of hearing is also superb, and no doubt accounts for the Elven skills with music. Their reverence for song is unparalleled and has affected their language and way of keeping precious records. The Elves were first to use spoken words and have taught the other races of the gift of speech; thus their own name for their kind: "Quendi"—the "Speakers." All of their speech has a musical quality when spoken properly, lending itself well to verse. Elven Bards, then, have had little trouble in maintaining the histories and epics of their race as a collection of wondrous songs and spoken poetry.

There are two major groupings of Elves in Middle-earth. Their split in the early First Age formed the basis for the development of two separate Elven cultures. The most exalted group is the Eldar, the three kindreds (Noldor, Vanyar, and Teleri) which made the Great Journey across Middle-earth during the First Age. Most settled for a time in Aman (the Undying Lands), or along the shores of now-sunken Beleriand. Only the Noldor (High-elves) and Sindar (Grey-elves who are a group of Teleri) remained in Middle-earth following the War of Wrath that ended the First Age. All other Elven kindreds are counted as Avari or Silvan Elves. They are commonly called Wood-elves.

From these cultures came the three groups which form the Elven races of Middle-earth: (1) the Noldor, (2) the Sindar, and (3) the Silvan Elves.

THE NOLDOR

(sing. Noldo)

The Noldor are often called "High Elves" ostensibly because they are considered to be the most noble of the Quendi in Middle-earth. In reality, they are so named because they are the only Elves living in Endor who have ever resided in the Blessed Realm of Aman across the sea. This exalted status is accentuated by their close ties with the Valar, a relationship which accounts for their unique cultural and linguistic roots. Other names for the Noldor include Deep-elves, Golodhrim or Gelydh (Sindarin labels), and Nómin (Adan label).

Finwë was the first King of the Noldor, which is counted among the Eldar as the Second Kindred. Finwë's sons—Fëanor, Fingolfin, and Finarfin—produced the three traditional lines which compose the whole of the Noldor.

Physical Character

Build: Of all the Elves, the Noldor are the strongest and sturdiest of build, although they are still slimmer than Men. Males average 215 pounds; females, 175 pounds.

Coloring: Most are dark haired and have greyish eyes which betray a proud demeanor. Descendants of the Fingolfin and Finarfin are often fair haired and blue eyed, for their blood contains Vanyar influences.

Endurance: They do not carry great burdens, but they are capable of traveling 16-20 hours a day. The Noldor do not sleep; instead they rest in a trance for 1-3 hours a day (this restores any Power Points used casting spells).

Height: Males average 6'7"; females, 6'3".

Lifespan: They are immortal and will only die due to violence or if they weary of life and lose the will to live.

Resistance: They cannot become sick or scarred and are virtually immune to disease. +20 DB and RR bonuses versus cold attacks.

Special Abilities: No race sees better outside during the darkness of night than the Elves. Noldo vision under moonlight or starlight is as good as a Man's during the height of day. In other situations when there is any light source, Noldor can see at least 50' perfectly and fairly well up to 100'. In absolute darkness, however, they are no better than Men (i.e., they can't see at all). Their hearing range is three times the norm. Noldor are unparalleled at understanding and working with crafts. +20 for Use Item rolls.

Culture

Clothing & Decoration: They favor rich clothing and fine craftmanship, and often have the appearance of great wealth.

Fears & Inabilities: None.

Lifestyle: Of all the Elves of Middle-earth, the Noldor are the most ordered. While their brethren are content to wander or mark time in quiet diffusion, the Noldor seek to build communities and states in beautiful, guarded places.

Marriage Pattern: Monogamous and for life. They sometimes marry mortal Men. Such unions produce Half-elves.

Religion: Informal and centered around communal celebration and personal meditation. Like the Dwarves, the Noldor are fiery craftsmen who are fast friends of Aulë. The Smith imbued them with a heightened respect for physical objects. It is not surprising, then, to find that the Noldor revere Aulë more than any other Vala, save Varda herself. Like all Elves, they worship Varda as giver of Light and maker of the stars.

Other Factors

Demeanor: Regardless of the line, all Noldor are noble of bearing and carry themselves with assurance. They are haughty and often appear to be arrogant. Of all the Elves, they are the most inquisitive and passionate, being full of a desire for experience and expertise in the arts and the ways of the world. Because of this thirst for knowledge, the Noldor have often fallen prey to lust, corruption, and strife.

Language: *Starting Languages:* The Noldorin tongue is called Quenya (Q. "The Speech;" pronounced Kwen-ya), and they embrace it as their true tongue (Rank 5), but largely confine its use to their own environs. It is still the exclusive language of ceremonies, writings, and oral traditions, regardless of circumstance.

For speech outside of their own quiet territory, the Noldor employ the language of their more numerous Sinda cousins, Sindarin (Rank 5). When dealing with Men or races unacquainted with Sindarin, they rely on the Common Tongue of Westron (Rank 5) or, more rarely, the Adûnaic of the Dúnedain (Rank 3). *Skill Development:* Noldor also have the opportunity to learn: Labba (Rank 3) or the Silvan Tongues, Bethteur (Rank 4).

Noldo Elf

Prejudices: The Noldor hate Orcs, Trolls, and Dragons above all creatures. Due to their pride they tend to look down upon non-Dúnadan Men.

Restrictions on Professions: None. The term Noldor means "Wise" or "Knowing," and serves as a fine label for the Second Kindred. For this reason, they produce the greatest number of Elven bards and loremasters.

Outfitting Options

Weapons: Dagger, broadsword, mace, composite bow, long bow, flail, two-handed sword, quarterstaff, javelin, lance. *RM options:* falchion, foil, main gauche, rapier, bastard sword, irgaak, kynac, long kynac.

Armor: Any. Noldor prefer to derive the protection given by armor from magical items (rings, bracelets, tiaras) where such are available rather than from encumbering leather or metal.

Clothing: *Males:* fine linen, cotton, or silk shirt or blouse often pure white in color; jewel-hued velvet or silk tunic (sapphire, emerald, ruby, amethyst, topaz), sometimes with slashed sleeves revealing the shirt beneath, sometimes sleeveless, usually embroidered or appliquéd with geometric or weapon-inspired motifs; velvet or brocade mantle with wide sleeves, cape-like body, and varying in length from the hip to the ankles; close-fitting hose; soft boots rising only to the ankles or as high as the knee.

Females: fine linen, cotton, or silk shift often pure white in color; jewel-hued silk or velvet gown, sometimes with slashed sleeves to reveal the sleeves of the shift underneath, sometimes sleeveless, often embroidered or appliquéd at the neck, hem, sleeves; belt of silk, velvet, or decorative cord that encircles the waist and the hips to be knotted or otherwise secured in front; soft slippers or ankle boots; velvet or brocade mantle with wide sleeves, cape-like body, and hanging to the ankles. Females who leave the Elven havens to go adventuring often don garb similar to that worn by males.

Money: Gems (peridot, aquamarine, beryl, citrine, tourmaline) worth a total of 2 gold pieces.

Background Options

Since the Noldor are Elves and tied by their immortality to the Song of Creation, they are strongly bound to Fate and get only two background options.

Special Abilities: All available. Replace range 61-65 with: sensitive to the Essence, the way it pools and flows; this sensitivity causes the character to be immediately aware of the presence of any enchantments or spells (cast by Essence-users only, not Channeling) within 50 feet.

Special Items: All available. Most should be constructed from fine or rare materials: ardarcer, arborang (high steel), arheled (high glass), borang (low steel), silver, galvorn, gold, mithril, gems.

Extra Money: Gems (amethyst, diamond, emerald, opal, sapphire) worth a total of 1-200 gold pieces.

Hobbies: *Primary Skills:* any weapon skills, ride, read rune, use item, directed spells, perception, body development, spell lists, languages. *Secondary Skills:* acting, meditation, sky-watching; *Artistic Skills:* dance, instrumental music, poetry, singing; *Craft Skills:* embroidery, sewing, metal-smithing, jewel-smithing; *Influence Skills:* leadership, public speaking; *Lore Skills:* history of famous weapons and other enchanted creations.

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Noldo might in unusual circumstances learn: Black Speech (Rank 3), Logathig (Rank 3), or Rohirric (Rank 3).

THE SINDAR

(sing. Sinda)

The Sindar or "Grey-elves" are Eldar and were originally part of the great kindred called the Teleri. Unlike the Noldor, Vanyar, and bulk of the Teleri, the Sindar chose not to cross over the sea to Aman; instead they stayed in Middle-earth. They, like the Silvan Elves, are part of the Moriquendi, the "Dark Elves" who never saw the Light of Valinor.

Physical Character

Build: Thin when compared to Men, the Sindar are nearly as tall as the Noldor but are generally slighter of build. They are more muscular than the Silvan folk. Males average 190 pounds; females, 155 pounds.

Coloring: Most have fair hair and pale blue or grey eyes. Like the Noldor, they have light skin.

Endurance: They do not carry great burdens, but they are capable of traveling 16-20 hours a day. The Sindar do not sleep; instead they rest in a trance for 1-3 hours a day (this restores any Power Points used casting spells).

Height: Males average 6'5"; females, 6'1".

Lifespan: They are immortal and will only die due to violence or if they weary of life and lose the will to live.

Resistance: They cannot become sick or scarred and are virtually immune to disease. +15 bonus versus cold attacks.

Special Abilities: Sinda vision under moonlight or starlight is as good as a Man's during the height of day. In other situations when there is any light source, Sindar can see at least 50' perfectly and fairly well up to 100'. In absolute darkness, however, they are no better than Men (i.e., they can't see at all).

The Sindar are less musical than the Vanyar or Silvan Elves, and are less skilled in forging or crafts than the Noldor. Nonetheless, they are adept at all the arts and excel in their special provinces. No race builds better boats or ships.

Culture

Clothing & Decoration: Sinda clothing is exceedingly well made, yet subtle and utilitarian. They do not favor the rich garb of their Noldor cousins. Greys and silvers are their chosen colors.

Fears & Inabilities: None.

Lifestyle: The Sindar are the most open and cooperative of Middle-earth's Elves. They are great teachers and borrowers and have an interest in the works of all races. This is in contrast to the more inquisitive Noldor, who are quick to scoff at things which are subtle or modest in appearance or utility. Grey-elves are a settled people and enjoy the company of others. Unlike the Silvan Elves, they build towns and havens and gather in close-knit communities. Many of the Sindar feel a kinship to the sea. They build superb ships and are renowned sailors.

Marriage Pattern: Monogamous and for life. They sometimes marry mortal Men. Such unions produce Half-elves.

Religion: Informal and centered around communal celebration and personal meditation, just as those of other Elves. Like the Noldor, they revere Eru and see Varda as their patron Vala. Given their love for sailing and the sea, they also have a special respect for Ulmo, the "Lord of Waters."

Other Factors

Demeanor: Of the three Elven races of Middle-earth, the Sindar are the quietest and calmest, and appear to be the most content. They are less frivolous and playful than the Silvan Elves and are less fiery and passionate than the Noldor. Sindar feelings are deep and not easily aroused, but when they are they cannot be stayed. This is the root of their Sea-longing.

Language: *Starting Languages:* Their own speech Sindarin (Rank 5) has become the principal speech of all the Elves of northwestern Middle-earth and has heavily influenced mannish tongues. Nonetheless, the Sindar know Westron (Rank 5), Bethteur or Silvan Elvish (Rank 4), and some Quenya (Rank 3). *Skill Development:* Sindar also have the opportunity to learn: Adûnaic (Rank 3), Atliduk (Rank 4), Logathig (Rank 4), Nahaiduk (Rank 4), or Rohirric (Rank 3).

Prejudices: The Sindar are great friends of most races and have remained particularly close to Dwarves. Their chief enemies are Orcs, Wargs, and Dragons.

Restrictions on Professions: None.

Sinda Elf

Outfitting Options

Weapons: Dagger, broadsword, composite bow, long bow, flail, quarterstaff, two-handed sword, javelin, spear. *RM options:* kynac, falchion, foil, dag, main gauche, rapier, bastard sword, gé, yarkbalka.

Armor: Any. Sindar prefer to derive the protection given by armor from magical clothing (robes, capes, gauntlets, belts, veils) where such is available rather than from encumbering leather or metal suits.

Clothing: Smock of gauze or light silk; close-fitting vest or tunic of fine linen, cotton, or heavy silk—tunics vary in length from short garments barely extending below the waist to long ones slit up the sides for freedom of movement; leather or metal belt or a sash of linen or silk; close-fitting hose or a sarong skirt of lucent organdy or heavy silk reaching from mid-calf to the ankles; boots or decorative open sandals; hip-length cape. The colors of the garments are all variations on white and grey: cream, eggshell, ivory, pearl, lemon, charcoal, taupe, blue-grey, rose-grey, green-grey, smoke, silver, beige, etc. Embroidery and appliqué are used sparingly, usually to create texture or pattern (as with white on white or cream on lemon) rather than for contrast (white on charcoal or blue-grey on ivory).

Money: Gems (clear quartz, blond chalcedony, zircon, mother-of-pearl, white spinel) worth a total of 2 gold pieces.

Background Options

Since the Sindar are Elves and tied by their immortality to the Song of Creation, they are strongly bound to Fate and get only three background options.

Special Abilities: All available. Replace range 61-65 with: proficient at learning languages; character receives an additional 10 ranks to be distributed among the languages of his or her choice (subject to GM approval); additionally he or she receives 1 extra language rank at each level.

Special Items: All available. Most should be beautifully crafted, bearing floral or leaf motifs, and constructed from fine or relatively rare materials: steel, silver, mithril, crystal, close-grained wood, marble, agate, amber.

Extra Money: Gems (fire opal, diamond, pearl, moonstone) worth a total of 1-200 gold pieces.

Hobbies: *Primary Skills:* any weapon skills, swim, read rune, use item, stalk/hide, perception, spell lists, languages; *Secondary Skills:* acting, boat-handling, meditation, rope-mastery, signaling, sky-watching; *Artistic Skills:* instrumental music, poetry, singing; *Craft Skills:* wood-crafts, weaving, spinning, sewing, embroidery, fletching, ship-building; *Influence Skills:* public speaking, leadership; *Lore Skills:* navigation, lettering systems and alphabets.

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Sinda might in unusual circumstances learn: Apysaic (Rank 3), Black Speech (Rank 3), Haradaic (Rank 4), or Orkish (Rank 3).

SILVAN ELVES
(Avari)

When the Eldar departed from the original Elven homeland during the Elder Days, a number of their brethren remained behind. They decided not to seek the light of the Aman and were labeled as the Avari (Q. "Unwilling, Refusers"). These kindreds were left to fend for themselves during the days when Morgoth's Shadow swept over the East. In these dark times they were forced into the secluded safety of the forests of eastern Middle-earth, where they wandered and hid from the wild Men who dominated most of the lands. They became known as the Silvan or Wood-elves.

Although initially willing to seek the West, some of the Teleri stopped short of their goal and never came to the Undying Lands. Their communities came to include Avar Elves, and some confusion arose as to the identity of Silvan kindreds. Many of the Teleri have been called Wood-elves, but here the term is only applicable to the Avari.

Physical Character

Build: Most are slight of build, and all are thin by mannish standards. Males average 150 pounds; females, 125 pounds.

Coloring: Ruddy of complexion, with sandy hair and blue or green eyes. Generalizations are difficult, however, since they are many kindreds and there is wide variation among them.

Endurance: They do not carry great burdens, but they are capable of traveling 16-20 hours a day. Silvan Elves do not sleep; instead they rest in a trance for 1-3 hours a day (this restores any Power Points used casting spells).

Height: Males average 6'0"; females, 5'9".

Lifespan: They are immortal and will only die due to violence or if they weary of life and lose the will to live.

Resistance: They cannot become sick or scarred and are virtually immune to disease. +10 bonus versus cold attacks.

Special Abilities: Their vision under moonlight or starlight is as good as a Man's during the height of day. In other situations when there is any light source, Silvan Elves can see at least 50' perfectly and fairly well up to 100'. In absolute darkness, however, they are no better than Men (i.e., they can't see at all).

The Silvan folk are superb musicians and have tremendous hearing, even for Elves. +10 to Base Spell attacks from Bardic spells. They are also elusive: +10 for Trickery and Stalk/Hide maneuvers.

Culture

Clothing & Decoration: Their preferred clothes are usually forest green, grey, or brown, and range from functional designs to fanciful expressions of individual creativity. Their garments lack the formality and pomp typical of Noldo garb.

Fears & Inabilities: None.

Lifestyle: The culture of the Silvan Elves is best characterized as unstructured and rustic by Elven standards, but rich and relatively advanced when compared to the ways of Men. They have always been independent, but as of late many have settled in kingdoms ruled by the Noldor or Sindar. Still, all the Silvan folk enjoy a good journey or adventure and most look at life much as a game to be played. Music and trickery are their favorite pastimes. The Silvan Elves are also masters of the wood and know much of wood-craft and wood-lore.

Marriage Pattern: Monogamous and for life. They sometimes marry Men. Such unions produce Half-elves.

Religion: Informal and centered around communal celebration and personal meditation. Like all Elves, they worship Varda as giver of Light and maker of the stars. The principal difference is their strong attachment to the Vala Oromë, the "Huntsman and Tamer of Beasts."

Other Factors

Demeanor: They are a fun-loving but guarded folk. Outward mirth often hides their grim intentions.

Language: *Starting Languages:* Silvan tongues, which are often called Wood-speech (Bethteur), are their favored languages (Rank 5). The Silvan Elves of Mirkwood and places further west, however, generally use Sindarin (Rank 5) as their native tongue. Because all Elvish has a song-like quality, however, the slightly unique Silvan vocal pattern betrays their racial origin, even when they employ the tongues of the Eldar. Most know Westron (Rank 4) and a little Quenya (Rank 2). *Skill Development:* Silvan Elves also have the opportunity to learn: Adûnaic (Rank 2), Atliduk (Rank 4), Logathig (Rank 4), Nahaiduk (Rank 4).

Prejudices: The Silvan Elves seclude themselves more readily than the Eldar, for they have a less friendly history of relations with Men. They despise Orcs, dislike Dwarves, and are suspicious of Men.

Restrictions on Professions: None. Of all the Elven groups, they are the quickest to employ spells, and often use magic for simple uses or mere tricks. Still, they are not normally prone to use magic of great power.

Outfitting Options

Weapons: Dagger, handaxe, broadsword, short sword, whip, bola, long bow, short bow, quarterstaff, two-handed sword, javelin, spear. *RM options:* main gauche, shang, rapier, gé, kynac, boomerang, net, boar spear, throwing stars.

Armor: Any. Silvan Elves are a varied group. Some prefer enchanted leather armor, while others favor no protective garb, and guard themselves instead with *Shield* spells.

Clothing: *Weapon-users:* Silk or cotton blouse (white, beige, pale green, or pale grey); trim-fitting tunic (length varies from mid-calf to mid-thigh) of heavy silk/cotton or leather worked so finely as to drape like fabric (bark brown, leaf green, storm grey); bandoliers crossing the chest, belt around the waist, straps around the limbs to accommodate weapon sheaths; leggings of sturdy canvas or supple leather; sandals or soft boots.

Non-weapon-users: flowing gauze blouse or smock (white, beige, pale green, or pale grey fabric with embroidery from a similar color spectrum), sometimes restrained by a gauze or silk sash, otherwise hanging free; silk leggings, flowing gauze pants similar to a divided skirt, or a many-gored gauze skirt (matching the blouse/smock or bark brown, leaf green, storm grey); heavy silk or gauze mantle fashioned like a cloak with sleeves or elongated (shoulder to waist) arm openings, usually falling to the ankles, often embroidered all over to create a leafy texture; sandals ornamented with gems or carved wood.

Money: Possessions to be bartered or sold: Elven rope (100' worth 20 sp; holds up 500 lbs., weighs only 3 lbs.), Elven silk (length of 3 yards worth 2 gp), or an assortment of precious stones (lapis lazuli, malachite, agate, turquoise, onyx, amber) worth 2 gp.

Background Options

Since the Silvan Folk are Elves and tied by their immortality to the Song of Creation, they are bound to Fate and get four background options.

Special Abilities: All available. Replace range 61-65 with: special affinity with trees and woodland foliage; all physical activities performed by the character are at a +15 bonus when in forested terrain.

Special Items: All available. Due to the Silvan fondness for woodland, many items should be fashioned from fine or enchanted wood, even weaponry typically metal in other cultures. Steel, silver, white gold, tasarang, and bronze are also possible materials.

Extra Money: Gems (aquamarine, black opal, bloodstone, carnelian, garnet, fire opal, blue topaz, jade, star sapphire) worth a total of 1-200 gp.

Hobbies: *Primary Skills:* moving and maneuvering in soft or rigid leather, any weapon skills, climb, swim, track, use item, directed spells, ambush, stalk/hide, perception, spell lists, languages. *Secondary Skills:* acrobatics, acting, animal handling, boat-handling, cookery, first aid, foraging, meditation, rope-mastery, signaling, sky-watching. *Artistic Skills:* instrumental music, singing. *Athletic Skills:* skiing, skating, surfing, rappelling. *Craft Skills:* wood-crafts, leather crafts, fletching, spinning, weaving. *Lore Skills:* plant lore, animal lore, ecology.

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Silvan Elf might in unusual circumstances learn: Apysaic (Rank 2), Black Speech (Rank 3), Varadja (Rank 3), or Waildyth (Rank 3).

Silvan Elf

HALF-ELVES
(Peredhil)

Half-elves are a rare breed, the offspring of Men and Elves. While the Dúnedain, Corsairs, and Black Númenóreans have Elvish (and even Maia) blood, their connection to Elves lies in the remote past, and they are not called Half-elves. True Half-elves have one Elven parent and one Mannish parent.

Upon reaching adulthood, a Half-elf must decide whether to live as a mortal Man or an immortal Elf. Elrond of Rivendell chose the latter course, while his brother Elros—first King of Númenor—opted for mortality. Those who become Men receive the Gift of Death and are not bound to Fate like their Elven kin.

Physical Character

Build: Strong and slender, thinner than Men but stouter than Elves. They have thin, angular features. Males average 190 pounds, females 135 pounds.

Coloring: Fair, generally with brown or black hair and grey eyes.

Endurance: Considerable. Half-elves need but 4 hours rest a day: sleep for mortals or meditation for the immortals.

Height: Males average 6'3", females 5'11".

Lifespan: Mortal Half-elves live 250-500 years.

Resistance: Half-elves are virtually immune to disease and natural illness. They have a +5 bonus against cold attacks.

Special Abilities: Half-elves can see extremely well in the dark. Under moonlight or starlight they can see perfectly for 500'. In other darkness situations they see as Elves do (50' to 100' if a light source is available).

Half-elves

Culture

Clothing & Decoration: Varies, although it is generally well-made and beautifully and subtly adorned. Favored colors are deep blues and greens, greys and grey-greens, silver, and white.

Fears & Inabilities: None.

Lifestyle: Varies, although they generally live in secluded retreats or havens, or among Elvenkind. Their culture is much like that of the Sindar, although they are constantly concerned with the ways of Men.

Marriage Pattern: Monogamous. The line is traced through the male or female.

Religion: Quiet, personal, and involving meditation. They respect Eru and the Valar and revere Varda and Oromë above all others. Those who live by the sea hold Ulmo dear.

Appendix A-2 Cultures /Races

Other Factors

Demeanor: Patient, reserved, considerate, balanced, mellow, and thoughtful.

Language: *Starting Languages:* Most speak Sindarin (Rank 5) as their first tongue. They all know Westron (Rank 5) and some Quenya (Rank 3). *Skill Development:* Half-elves also have the opportunity to learn: Adûnaic (Rank 5) and Silvan Elvish, Bethteur (Rank 5).

Prejudices: Orcs are their sworn enemies.

Restrictions on Professions: None.

Outfitting Options

Weapons: Dagger, broadsword, long sword, war hammer, mace, morning star, composite bow, crossbow, battle-axe, flail, quarterstaff, two-handed sword, lance, spear. *RM options:* falchion, main gauche, rapier, dag, armored fist, heavy crossbow, war mattock, bastard sword, boar spear.

Armor: Any. Half-elves are comfortable in plate, scale, and lamellar armor.

Clothing: *Males:* silk blouse or tunic, often with full, gathered sleeves (grey, silver, or white); brocade, damask, velvet, or heavy silk tabard (deep azure or verdigris or a subtle pattern combining these hues) varying in length from the hip to the knees; elegant belt of silver, white gold, bronze, or polished steel; silk trousers with a tapered leg or close-fitting hose (grey, silver, blue, or green); soft leather slippers or ankle boots worn inside sturdier leather boots rising to the knee or to mid-thigh (various hues of grey, blue, or green); long, full cloak of deepest blue, dark green, or charcoal grey silk lined with another lighter shade (sky blue, seagreen, pearl grey, white).

Females: light silk shift (grey, white, or silver) worn under a form fitting gown of velvet, damask, brocade, or heavy silk (deep azure or verdigris or a subtle pattern combining these tints) with a generous, flaring skirt; belt of silver, white gold, bronze, or polished steel; slippers or ankle boots of soft or sueded leather; mantle of velvet, heavy silk, or brocade (deep sapphire or indigo, emerald, jade, or moss green) with elaborate sleeves fancifully tailored, gathered, slashed, or falling open to drape around the arm while framing it; long, full cloak of dark blue, pine green, or smoke grey silk lined with another lighter shade (pastel blue or green, dove grey, white).

Money: 20 silver pieces or Arnorian or Gondorian mint.

Background Options

Because of their strong cultural and racial ties, Half-elves only get three background options.

Special Abilities: All available. Replace range 61-65 with: sympathy for the Free Peoples of Middle-earth; character senses when their enemies (minions of Sauron, either knowingly or unknowingly) are near (within 500 feet).

Special Items: All available. Finely wrought metals are a popular material for such.

Extra Money: 1-200 gold pieces or Arnorian or Gondorian mint.

Hobbies: *Primary Skills:* moving and maneuvering in any armor, any weapon skills, ride, swim, track, any magical skills, ambush, stalk/hide, any miscellaneous skills. *Secondary Skills:* acrobatics, acting, animal handling, boat-handling, first aid, foraging, meditation, sky-watching. *Artistic Skills:* storytelling, instrumental music, singing. *Athletic Skills:* skiing, skating, sprinting. *Craft Skills:* fletching, sewing. *Influence Skills:* public speaking, diplomacy, leadership. *Lore Skills:* cultural/racial history, geography.

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Half-elf might in unusual circumstances learn: Labba (Rank 3), Logathig (Rank 3), Nahaiduk (Rank 3), or Rohirric (Rank 3).

A-2.3 • HOBBITS

(Kuduk)

Hobbits have an unclear origin, although it appears they arose in the East in the First Age, at about the same time as Men. Indeed, they are said to be related to Men. Their habits, however, are unique: they burrow and dig and reside in "holes"; thus their name Kuduk, which means "hole-dweller" (from the ancient Rhovanion Hobbitish kûd-dûkan).

Physical Character

Build: Smallest of the speaking people, Hobbits average between 2 and 4 feet in height, and tend to be fat or pudgy. They have large and hairy feet—to the point of being furry.

There are three principal varieties, or tribes, of Hobbits: the Harfoots, Stoors, and Fallohides. The Fallohides are the tallest (average: males, 3'9", 65 pounds; females, 3'7", 62 pounds). They have fair skin and, of all the groups, resemble Men the most. Their numbers are small, however, and some observers have confused them with nearby mannish groups.

The most common Hobbits are Harfoots. They are are the smallest in size (average: males, 3'5", 54 pounds; females 3'3", 51 pounds) and the darkest in color, having brown skin and hair. Neat and uniformly beardless, they are in many ways the picture of the average Hobbit.

The Stoors are the stockiest Hobbit folk and often appear shorter than some of the Harfoots because of their wide profile. Generally, however, they are taller than Harfoots and shorter than Fallohides (average: males, 3'7", 66 pounds; females 3'5", 62 pounds). Their coloration is also somewhat of a compromise, although they have curly brown hair which resembles that of their shorter cousins. Nonetheless, the most distinguishing features of Stoors are their huge hands and feet (large even by Hobbit standards) and frequent beard growth.

Endurance: Hobbits have a subtle ruggedness which is akin to that of Dwarves and Orcs. When pushed, they can travel long distances over tough terrain, despite the fact that their normal routine requires frequent meals and relaxation.

Lifespan: 90-110 years. They become adults at 30.

Resistance: Their feet and hands are almost immune to heat and cold. Accordingly, they are almost always barefoot. Their innate simplicity and innocence gives them heightened resistance to magical attacks.

Special Abilities: Dexterous, they move nimbly and quietly. Their long, strangely slender fingers allow them to craft fine handiwork and help explain their fine reputation as thieves.

Culture

Clothing & Decoration: They wear linen or wool garb—shirts, pants which fall to the upper ankle, and brightly colored vests. They occasionally don hats, but rarely wear shoes or gloves.

Fears & Inabilities: Hobbits shy away from the bizarre or unusual, but otherwise have normal dispositions.

Lifestyle: They are capable craftsmen, but are not friends of complex machines or magic. Their vices are few: six hefty meals a day, pipeweed smoking, and bright apparel. Still, regardless of this dull and insular lifestyle, the Hobbits' steady approach to life has proved successful; in the face of wars, plagues, and famines, they have survived relatively undisturbed.

Some Hobbits are curious enough to travel or adventure a bit, and the Fallohides have produced a considerable number of rather bold individuals. Each Hobbit tribe has its own favorite locale: Fallohides enjoy the woodlands found in cool northern climes; Harfoots favor hillsides and highlands; and Stoors prefer riversides and flatlands. Accordingly, their preferences have had an effect on their living patterns. The conservative Harfoots, for instance, have always had sites for their traditional smials or Hobbit-hole houses, while the Stoors and Fallohides have begun relying on surface dwellings of wood, brick, or stone.

All the Hobbits enjoy the simple life of farmers, millers, and craftsmen. Workshops and sheds dot their territories, uniformly low structures, for the halflings hate towers and rarely build above the first story.

In the Shire (K. "Sûza") the traditional office of the ruling Thain is hereditary.

Hobbits

Marriage Pattern: Monogamous. Harfoots and Fallohides trace their lines through either the male or female. Stoors trace theirs through the female.

Religion: Hobbit religion is without exception low-key and informal. It is actually a series of joyful celebrations centering on the gifts of Nature. Mid-years (midsummers) is the time for the summer festival, while the two Yule days at the beginning and end of the year mark the beginning of the return of the Sun and the march toward Spring. Harvest times, of course, are always of special note.

Other Factors

Demeanor: Hobbits are basically cheery, conservative, unassuming, and peaceful folk. Ambition is not part of their makeup. Most are conformists who avoid the unknown and shun adventure, preferring instead to stay within the comforts of neat, humble villages.

Language: *Starting Languages:* Hobbits speak their own subtle variant of Westron (Rank 5) which is modern Hobbitish. This adoption of the Common Speech is indicative of their subtle adaptability, for the whole of the tribes abandoned the original Kuduk tongue when they migrated out of Rhovanion in the 13th and 14th centuries of the Third Age. The traditional Westron name for Hobbits is Banakil (W. "Halfling"). *Skill Development:* Hobbits also have the opportunity to learn: Adûnaic (Rank 4), Kuduk (Rank 5), Sindarin (Rank 4).

Prejudices: Fallohides are the most prone to mingle with Big People. Stoors rarely deal with other races, and the Harfoots, for the most part, prefer to interact with the grim Dwarves. All Hobbits share in hating Wargs and Orcs.

Restrictions on Professions: Hobbits produce no Mages, Animists, Bards, or Rangers.

Outfitting Options

Weapons: dagger, handaxe, short sword, club, short bow, sling. *RM options:* blackjack, jo, pilum, throwing stars.

Armor: None or soft or rigid leather. Only in rare circumstances will a Hobbit acquire something like Bilbo's shirt of Elven chain mail.

Clothing: *Males:* white or cream linen shirt; colorful (royal blue, scarlet, grass green) waistcoat or vest, often embellished with embroidery or made from an ornate brocade; leather belt with a pewter, gold, or brass buckle; loose woolen trousers with legs that reach anywhere from just below the knee to just above the ankle, often stripped (bright yellow, green, blue, orange), always vibrantly dyed.

Females: white or cream linen blouse and petticoat; dirndl-styled woolen jumper in a bright hue (lemon yellow, fuchsia pink, sky blue, apple green, turkey red), reaching to mid-calf; bodice (in a contrasting color) that laces up the front; lace or crocheted shawl knotted around the top of the shoulders; white or cream linen apron.

Money: 20 silver pieces of Arnorian mint.

Background Options

Those Hobbits who dare venture away from home are assumed to be extraordinary, and therefore get five background options.

Special Abilities: Range 71-75 not available (re-roll).

Special Items: Spell adders and items that cast spells not available. Only items that perform a natural task in a superior way (weapon, saddle, rope, lockpick, etc.) would be present in Hobbitish society.

Extra Money: 1-200 gold pieces of Arnorian mint.

Hobbies: *Primary Skills:* moving and maneuvering without armor, missile weapon skills, climb, track, stalk/hide, perception. *Secondary Skills:* acrobatics, animal handling, appraisal, boat-handling, cookery, rope-mastery, sky-watching. *Artistic Skills:* storytelling, dancing. *Athletic Skills:* skating, juggling, stiltwalking. *Craft Skills:* wood-crafts, metal-crafts (horse-shoes, hinges, tools, etc.), leather-crafts, fletching, sewing, earthworks (digging Hobbit-holes). *Influence Skills:* entertaining, public speaking. *Lore Skills:* plant lore, genealogy, local geography.

Stat Increases: Strength and Presence may be increased by 1 at most. All other stats available for normal background option increase.

Extra Languages: In addition to the tongues listed above, a Hobbit might in unusual circumstances learn: Atliduk (Rank 3), Dunael (Rank 2), Nahaiduk (Rank 3), Orkish (Rank 1), Rohirric (Rank 4), or Silvan Elvish, Bethteur (Rank 4).

A-2.4 • MEN

(Hildor or Atani)

Men were the Secondborn and first arose in the Utter East during the First Age. There, in a land called Hildórien, they awoke to find a wild continent, and it was some time before they first encountered the Firstborn, or Elves. The Eldar gave them the name Hildor (E. "Followers"), although they are now more commonly called Atani (Q.) or Edain (S.) which both mean "Second People."

Men differ from the Elves in many ways, the least subtle of which is their "Gift of Death." Men are mortal and live their brief lives with a fire and passion unlike any other race. They are also more varied in nature and often flawed and vulnerable. Unlike the Firstborn, they are quite susceptible to disease and temperature extremes. In the First, Second, and Third Ages, however, they rarely weary of life.

There are two greater groupings of Men: the High Men, who are commonly called Edain; and the Common Men, those who did not ally themselves with the Elves in the wars against Morgoth. Some speak of the Northmen as a third group, Middle Men, who are racially close to the Edain, but did not benefit from any contact or alliance with the Elves.

Blessed by their faith in Eru and his Vala servants, the Adan line is special. High Men are exceptionally large, averaging 6'3" to 6'7" and weighing 200 to 275 pounds. Their great bones and musculature gives them a grand appearance; only the Noldo Elves rival their strength. They are not as nimble or resilient as the Elves, however. The hair of High Men is dark-brown or coal-black—their eyes blue, grey, or black—and they tend toward fair skin. Those of pure blood live as long as 250-300 years.

Common Men are more numerous and less blessed. Stocky and relatively short (5' to 6'4"), they have produced a wide variety of types. Their hair and skin colors vary from the deepest brown and blacks to the lightest shades of blond and cream. Unlike the High Men, many wear beards and mustaches. From their ranks come the vast majority of Middle-earth's mannish lines.

BEORNINGS

Also called Beijabar or Bajaegahar, this dispersed group of large men has a confused origin. They are a Northman branch related to the Woodmen, Lake-men, and Dale-men of Rhovanion, although they apparently became distinct in elder times, probably before the Northman migrations out of Eriador. Their numbers are few, and some have distinguished them as a clan rather than a separate people. Culturally, and to some degree physically, however, they are unique.

Physical Character

Build: Physically, the Beornings are the largest of the Northmen, and all are strong of build and bone structure. Men are exceedingly hairy; they average 215 pounds. Women average 145 pounds.

Coloring: Their complexions are fair, but unlike most Northmen (who are usually are blond), the majority have reddish hair.

Endurance: Beornings need sleep only twice every three days.

Height: Men average 6'4"; women, 5'7".

Lifespan: 80-100 years.

Resistance: Average.

Special Abilities: Wild animals will not attack a Beorning unless actively provoked.

Culture

Clothing & Decoration: They are extremely hairy, and their tendency to wear furs gives them an "animal-like" appearance. Favoring rugged tunics, capes, and woolen pants with leggings, they rarely wear any traditional armor.

Fears & Inabilities: They shy away from civilized areas.

Lifestyle: Beornings have traditionally lived in small groups or single families on well-tended "manors." Some, like Beorn's line, have favored relative lowlands, while the majority reside in the passes and foothills of the Misty Mountains or Grey Mountains. In each case, their presence is extremely subtle. Beorning families tend both themselves and their surrounding manors with the aid of a wide variety of friendly animals, members of the household which appear tame to the outsider. Males leave their manors for extended periods in order to conduct military, religious, or social affairs.

Marriage Pattern: Monogamous. The line is traced through the male.

Religion: Centers on the ancient Cult of the Bear (Rh. "Bairakyn"). The head of the Cult, or Waildanbair (Rh. "Ruling Bear"), is also the hereditary lord of the whole Beorning clan and is the foremost of the famous Shape-changers. During their secluded ceremonies, these Men take the form of bears and recreate their ancient legends and epics using complex dance rituals. These gatherings occur at specific holy places which have some connection to their patron Vala Oromë (whom they call Araw).

Beorning

Other Factors

Demeanor: Beornings are loners by nature, but enjoy their rare moments with others. Generous and normally quiet and introspective, they can become jovial and explosive when in social situations. Their deep, thundering laughter is legend. As warriors, Beornings are fierce and often uncontrollable. This is particularly true of the rare Shape-changers, for they have a tendency to transform into Bears when outraged or overly stimulated. Once Bears, they can attack with tremendous force, but they have little more than single-minded instinct to work upon.

Language: *Starting Languages:* Beornings generally use two forms of communication: their standard language Atliduk (Rank 5) and the system of Nature-signals called Waildyth (Rank 5). The latter can be used to speak over long distances without betraying one's presence, since the sounds are merely variations on the noises of the wild—beasts, the wind, and the like. Most Beornings also know Westron (Rank 5) and the Woodman tongue Nahaiduk (Rank 5). *Skill Development:* Beornings also have the opportunity to learn: Logathig (Rank 4), Sindarin (Rank 4), or Silvan Elvish, Bethteur (Rank 3).

Prejudices: Beornings hate Orcs, Wargs, Trolls, Giants, and Dragons.

Restrictions on Professions: Beornings produce no Mages. A few, however, are Shape-changers who can change from Man to Bear-form, but have limited control over this process. See Appendix A-6.1 (p. 217) for a method of handling such Shape-changing.

Outfitting Options

Weapons: dagger, handaxe, broadsword, club, mace, whip, bola, short bow, sling, quarterstaff. *RM options:* woodsman's axe, cudgel, jo, cabis.

Armor: None or soft or rigid leather.

Clothing: *Males:* soft or sueded leather tunic (with sleeves reaching from mid-forearm to the wrist) trimmed with fur (rabbit, beaver, mink, marten, sable) at the neck, waist, wrists, and hem; leggings of soft or sueded leather; stout leather boots; cloak made from a dear, bear, or cougar pelt.

Females: the same garments described above with the addition of a full suede skirt (falling to mid-calf or the ankles) trimmed with furs at its hem; or a caftan-styled gown of soft leather with its pleats hanging from a yoke and possessing long wide sleeves. Varying shades of tan, brown, and red are the favored colors for Beorning garments. Small spots of yellow, white, or sky blue occasionally are used ornamentally in a yoke at neck or waist. Women who go adventuring often wear leggings without a skirt if they must be prepared for combat.

Money: Goods to be bartered or exchanged for coinage: 10 deerskins, finely worked, worth 2 sp each; 5 otter pelts worth 4 sp each; 4 beaver pelts worth 5 sp each.

Background Options

Those Beornings who leave their tight society are assumed to be special, and get five background options.

Special Abilities: All available. Modification to range 71-75: the spell list learned must be within the realm of Channeling.

Special Items: No items casting Essence spells or enhancing Essence-using abilities are available. Channeling spells, although rare, may be present, as may the enhancement of Channeling abilities. Beorning craftsmanship is excellent, although their work is rustic and lacks the refinement typical of Elvish crafts.

Extra Money: A selection of pelts worth 1-200 gp (black fox, 5 gp; marten, 8 gp; black sable, 10 gp; ermine, 13 gp; golden sable, 15 gp; mink, 11 gp; red sable, 12 gp; white fox, 7 gp).

Hobbies: *Primary Skills:* moving and maneuvering in no armor, soft leather, or rigid leather, any weapon skills except two-handed or pole arms, climb, ride, swim, track, ambush, stalk/hide, perception, body development, Channeling spell lists. *Secondary Skills:* acrobatics, animal handling, boat-handling, caving, cookery, first aid, foraging, signaling, sky-watching. *Artistic Skills:* painting, storytelling, dance, chanting. *Athletic Skills:* rappelling. *Craft Skills:* wood-crafts, leather-crafts, fletching. *Influence Skills:* public speaking, trading. *Lore Skills:* animal lore.

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Beorning might in unusual circumstances learn: Labba (Rank 3), Orkish (Rank 3).

BLACK NÚMENÓREANS

The term "Black Númenórean" (S. "Mornúmenedain") is used to describe Men of Dúnadan stock who are descended from the "Unfaithful" Númenórean colonists and conquerors who came to Middle-earth during the middle and late Second Age. These Unfaithful had broken with the Valar and Elves who bequeathed them the island kingdom of Númenor at the beginning of the Second Age. Many worshipped their own idols or paid homage to the Dark Lord Sauron. Gradually, the Unfaithful came to control Númenor and her colonies, the greatest of which was centered around the Havens of Umbar. When Númenor was destroyed by Eru in S.A. 3319, many of the Unfaithful survived in their refuges in Middle-earth.

Black Númenóreans, therefore, are actually very similar in physical and cultural character to the Dúnedain. Certain changes have occurred after their centuries of separate development, but both groups have actively sought to remain relatively pure and true to their origins.

Physical Character

Build: Strong and imposing, with angular features. Men average 225 pounds; women, 150 pounds.

Coloring: After long years in the hot South, the Black Númenóreans have tanned, grey-brown skin, and black hair. Their piercing eyes are various shades of grey.

Endurance: Considerable.

Height: Men average 6'4"; women, 5'10".

Lifespan: 90-175 years.

Resistance: Average.

Special Abilities: +25 to boat-handling maneuvers. +10 to melee Offensive Bonuses; -10 to Defensive Bonus.

Culture

Clothing & Decoration: Black and gold are their favored colors. They wear rich clothing made of dyed silk and cotton. Gems and feathers add elaboration. The karma—Númenor's famous overlapping scale helm surmounted by a colored leather fish crest—is still in use.

Fears & Inabilities: They fear Death, but not in battle. Confidence and passion lead them to believe they can overcome any known physical enemy.

Lifestyle: Black Númenórean culture reflects a rigid slant. Their societies are well-ordered and ruled by force of personality, backed by harsh law. Dictators and oligarchs hold sway over the people, most of whom are subject races who serve and pay tribute to the Black Númenórean upper class. Warriors are considered the elite, and most Men serve in the army at one time in their lives. This has enabled them to almost always be at war. Superb craftsmen and fighters, the Black Númenóreans are experts at ship-building and naval warfare.

Marriage Pattern: Monogamous. The line is traced through the male.

Religion: Organized religion is the norm among Black Númenóreans. The most important cults are those pertaining to death and the afterlife, for these old Númenórean concerns have been perpetuated and modified. Mummification is the norm. Námo is the only Vala accorded respect.

Most revere their own local heroes or gods associated with war, power, terror, and the unknown. They see the untamed Darkness as the only frontier they cannot master; therefore they worship it. Those few that still worship the Valar favor Tulkas the Strong, the greatest master of strength and deeds. It is the always-laughing Tulkas who best embodies the spirit of raw strength, for he is quick to make war, weak of counsel, forthright, and sworn of passion and honor.

Other Factors

Demeanor: Black Númenóreans are generally haughty and self-centered—rash, confident, and full of pride. They believe in their own superiority and support the view that it is the destiny of their race to rule Middle-earth. Their views have made them quick to strike a blow; warlike and single-minded, they enjoy a fight. When in a superior position they will rarely offer quarter.

Language: *Starting Languages:* They have a strong passion for tradition and have, therefore, maintained the Adûnaic tongue of Númenor in a relatively pure form (Rank 5). Most also know Westron (Rank 5) and Haradaic (Rank 5). *Skill Development:* Black Númenóreans also have the opportunity to learn: Apysaic (Rank 5).

Prejudices: Black Númenóreans are biased against nearly every other people, but their prejudices against the Elves and the Dúnedain are particularly vehement.

Restrictions on Professions: None.

Outfitting Options

Weapons: Dagger, scimitar, broadsword, short sword, mace, morning star, composite bow, battle-axe, flail, quarterstaff, two-handed sword, lance, spear. *RM options:* bastard sword, cat of nine tails, armored fist, falchion, harpoon, pole arm, long sword, shang.

Armor: Any. Prefer scale mail armor.

Clothing: *Males:* silk or cotton blouse of rich hue (wine, purple, cobalt, absinthe) with beadwork ornamenting the neck (seed pearls; beads of jade, carnelian, malachite, agate, or lapis lazuli); tabard or over-tunic of silk, black or gold preferred, ornamented with embroidery in metallic thread (gold, electrum, bronze); wrist bracers of gold or bronze with geometric engraving; belt of metal or leather with extensive metallic ornamentation; silken hose; leather slippers decorated with metallic embroidery; cloak of spangled gauze or of feathers.

Females: silk or cotton gown of rich hue (burgundy, violet, indigo, cerulean) with beadwork ornamenting the sleeves, neck, and hemline (seed pearls; beads of jade, carnelian, malachite, agate, or lapis lazuli; gemstone spangles of diamond, ruby, emerald, topaz, etc.); tabard or over-tunic of silk, black or gold preferred, ornamented with embroidery in metallic thread (gold, electrum, bronze) and gold, onyx, or black opal beadwork; belt of metal or leather with extensive metallic ornamentation; leather slippers with beadwork or embroidery over their entire surfaces; cloak of spangled gauze or of feathers.

Money: 2 gold pieces.

Background Options

Due to their stratified society and rigid upbringing, they get three background options.

Special Abilities: All available. Modification to range 56-60: the animal with whom the character feels an empathetic bond should be a predator; i.e., a hawk, not a songbird; a ferret, not a ground hog; a great cat, not a horse; etc.

Special Items: All available. Númenórean workmanship is superb and favors geometric motifs as well as strong contrasts such as that shown by the favored juxtaposition of onyx and gold.

Extra Money: 1-200 gold pieces.

Hobbies: *Primary Skills:* moving and maneuvering in armor, any weapon skills, climb, ride, swim, any magical skills, ambush, stalk/hide, pick lock, perception, body development, spell lists. *Secondary Skills:* acting, appraisal, boat-handling, gambling, rope-mastery, signaling, sky-watching, trickery. *Artistic Skills:* painting, sculpting, jewelry making. *Athletic Skills:* sprinting, jumping. *Craft Skills:* metal-crafts, embroidery. *Influence Skills:* impressing, public speaking, seduction, trading, interrogation, leadership. *Lore Skills:* geography, navigation.

Stat Increases: Any stat except Intuition may be increased.

Extra Languages: In addition to the tongues listed above, a Black Númenórean might in unusual circumstances learn: Black Speech (Rank 4) or Silvan Elvish (Rank 3).

CORSAIRS

The Corsairs are descendants of the Dúnadan rebels who fled from Gondor in the wake of the Kin-strife of T.A. 1432-47. Most settled in Umbar in T.A. 1447 and began a long struggle for control with the stronger Haradan and Black Númenórean elements. Since that time, modest inbreeding with the locals has created a somewhat distinct group, although their Dúnadan roots remain strong. Their heritage as sailors and merchantmen from southern Gondor still influences their culture and lifestyle. They long to reclaim Gondor as their own.

Physical Character

Build: Strong of build. Males average 215 pounds; women, 145 pounds.

Coloring: Corsairs are generally fair skinned and have grey or bluish eyes and black or dark brown hair.

Endurance: Considerable. They do not get seasick.

Height: Men average 6'3"; women, 5'9".

Lifespan: 95-190 years.

Resistance: Normal.

Special Abilities: +25 bonus for sky-watching activity.

Culture

Clothing & Decoration: Corsairs favor purple, red, and gold clothing made from silk or fine cotton. They wear tunics and only rarely don leggings. Men wear gold collars, while women are well-adorned with jewelry.

Fears & Inabilities: Disease and illness, and their own natural mortality.

Lifestyle: Corsair culture reflects the conservative elements found among Gondor's aristocracy, only it is carried to an extreme. The warm coastal influence of Umbar has added some additional influences, mostly Black Númenórean, and the result is a throwback to the ancient marine culture of Númenor.

Marriage Pattern: Monogamous. Line is traced through male.

Religion: Corsair religion is preoccupied with Death and Darkness, and largely revolves around ancestor and hero worship. Great Númenórean Kings are revered as godlike. Ceremonies dwell on the perpetuation of the life of the individual and, more importantly, the lineage. The dead are buried with elaborate fanfare and are laid to rest in a preserved state, one of pronounced splendor.

Some revere Námo, the Keeper of the Dead, or Varda.

Other Factors

Demeanor: Aggressive, haughty, determined, embittered—the Corsairs have the attitude of royalty in unjust exile.

Language: *Starting Languages:* The first tongue of the Corsairs is Adûnaic (Rank 5), since they identify it with Númenor and the line of the Dúnedain. All them speak Gondor's Common Speech, Westron (Rank 5), as well as the Haradaic (Rank 4) of Umbar's citizenry. *Skill Development:* Corsairs also have the opportunity to learn: Apysaic (Rank 4), Atliduk (Rank 3), Nahaiduk (Rank 3), or Rohirric (Rank 3).

Prejudices: The Corsairs are a minority group and are locked in a constant struggle with their allies the Black Númenóreans and Haradrim. They look upon both groups with suspicion and some disdain. The Black Númenóreans, like the Dúnedain, have in many cases married subject peoples and the Corsairs consider

this a sign of weakness. They view the Haradrim as yet another inferior race, one which must be tolerated. Their greatest enemy is the Northmen (Rohirrim, Woodmen, Beornings, etc.), because they are held to blame for the Kin-strife.

Restrictions on Professions: None.

Outfitting Options

Weapons: Dagger, scimitar, broadsword, short sword, mace, morning star, whip, bola, composite bow, long bow, short bow, flail, quarterstaff, two-handed sword, lance, spear. *RM options:* armored fist, bastard sword, boar spear, cat of nine tails, cutlass, falchion, harpoon, main gauche, net, pole arm, sabre.

Armor: Any. Corsairs who are wealthy adorn their armor with gold chasing or engraving. Some favor wearing a modified version of the old karma helm.

Clothing: *Males:* silk or cotton blouse in the rich colors favored by the Corsairs (scarlet, purple, gold), usually with embroidered borders at the wrists and neck; silk or cotton tunic (also in a rich hue), often worn without a shirt, reaching to anywhere between the ankles and just above the knee, possessing an elaborate hem (fringed, crenelated, scalloped); belt of heavy gold plates engraved with sea motifs; collar of engraved gold plates; sandals or leather boots.

Females: silk or cotton blouse with revealing neckline often worn off the shoulder, usually in the rich colors favored by the Corsairs (crimson, violet, gold); ankle-length silk or cotton underskirt, often pleated or gathered into a yoke at the hip, again in rich hues; short over-skirt of silk or damask, falling to mid-thigh or to the knee, with an elaborate hemline (crenelated, fringed, scalloped); bodice with showy laces; ornamental gold belt; sandals or silk slippers.

Money: 2 gold pieces.

Background Options

Normal, five background options.

Special Abilities: All available.

Special Items: All available. Corsairs favor weapons and tools ornamented with gold.

Extra Money: 1-200 gold pieces of Umbarean mint.

Hobbies: *Primary Skills:* moving and maneuvering in armor, any weapon skills, climb, ride, swim, track, any magical skills, ambush, stalk/hide, perception, body development, spell lists. *Secondary Skills:* acrobatics, acting, appraisal, boat-handling, first aid, rope-mastery, signaling, sky-watching. *Artistic Skills:* painting, sculpting, dance. *Athletic Skills:* sprinting, rappelling, jumping. *Craft Skills:* wood-crafts, metal-crafts, embroidery. *Influence Skills:* public speaking, trading, leadership. *Lore Skills:* cultural history, geography, navigation.

Stat Increases: Any stat except Intuition may be increased.

Extra Languages: In addition to the tongues listed above, a Corsair might in unusual circumstances learn: Black Speech (Rank 4), Orkish (Rank 3), Sindarin (Rank 3), or Silvan Elvish (Rank 3).

DORWINRIM
(sing. Dorwinadan)

The Dorwinrim occupy the lower Carnen and Uldona valleys and the hilly region running south from the Redwater to the northwest shore of the Sea of Rhûn—the land called Dorwinion. They are a mixture of Northman and Easterling stock.

Physical Character

Build: Dorwinrim are slightly larger than most groups labeled as "Common Men." Males average 155 pounds; females, 110 pounds. Overall, they are somewhat stocky and have wide features; narrow noses and eye slits are the only exception.

Coloring: Their fair, slightly yellowish complexion is unique. They have subdued eyes which are usually brown (like their straight hair), although some are blue or green.

Endurance: Average.

Height: Men average 5'9"; women, 5'2'.

Lifespan: 60-80 years.

Resistance: Normal.

Special Abilities: +30 bonus to RR versus poisons. +15 for situations involving acting or public speaking. +10 for boat-handling maneuvers.

Culture

Clothing & Decoration: A wide variety of wools and linens. They wear shirts and pants and adorn themselves modestly.

Fears & Inabilities: None.

Lifestyle: They are traders and river-men who abandoned their nomadic past in favor of an urban, albeit rustic life. Dorwinion is known for its fine wines and strong oils. Hardy vines cover the land and provide the principal sources of income: grapes and wine. Trees produce olives and olive oil. Additional revenue comes from the Sea of Rhûn: shellfish products, food, and dyes bring good money to the Dorwinrim.

Marriage Pattern: Monogamous. The line is traced through the male or female.

Religion: Dorwinadan religion is a prominent and stable element. It is a unifying force among a people who have no formal law and equate authority with power. Donu, a local manifestation of Yavanna, is the Queen of their pantheon. She is their one "Mother Goddess."

Worship centers around tribal and clannish totems (L. "Igana"), holy symbols which represent deified heroes blessed by Donu. The heroes are believed to have power over the places they influenced during life and hold sway over their descendants. Therefore, a family or clan guards its territory religiously. The totems are also crucial, since they are believed to have real power and are the sole means of communication with the hero they represent.

Dorwinrim

Outfitting Options

Weapons: Battle-axe, broadsword, club, dagger, halbard, javelin, long bow, quarterstaff, scimitar, short bow, sling, two-handed sword. *RM options:* irgaak, jo, katana, long sword, no-dachi, throwing stars.

Armor: Any. Dorwinrim prefer the lighter types of armor, although a warrior garbed in a full suit of chain or plate mail is not unknown.

Clothing: *Males:* linen shirt or blouse, usually cream or white; short woolen vest, sometimes with decorative points at the hem, sometimes cut straight, usually with panels of fabric in contrasting earthy hues (rust and black, soft brown and dull yellow, brick and dark brown, etc.); loose woolen trousers in subdued colors (black, dark grey, tan, sienna, bone, taupe, umber, etc.); linen sash or leather belt; wooden clogs or sturdy leather boots; long, full coat, often with quilting and trapunto to provide protection in the severe weather that visits the area in winter.

Females: linen shirt or blouse, usually cream or white; woolen vest, usually more form-fitting on women of marriageable age, looser on children and matrons, with panels of fabric in contrasting earthy shades (orange and charcoal, black and bone, taupe and dark brown, etc.); full woolen skirt in subdued colors (rust, dark grey, tan, sienna, brick, dull yellow, umber, etc.); linen sash or leather belt; wooden clogs or sturdy leather boots; long, full coat, with elaborate quilting and trapunto.

Money: 20 silver pieces or 10 kysûri, the unique ivory coinage of the Dorwinrim.

Background Options

Normal, five background options.

Special Abilities: All available.

Special Items: All available. The Dorwinadan aesthetic sense prefers exquisite simplicity over elaborate ornamentation. Their weapons and tools are beautifully made and possess graceful lines, but little carving or engraving. They do employ gems for insets, however.

Extra Money: 10-2,000 silver pieces or 5-1,000 kysûri.

Hobbies: *Primary Skills:* any weapon skills, climb, swim, any magical skills, ambush, stalk/hide, pick lock, perception, body development, spell lists, languages. *Secondary Skills:* acrobatics, acting, appraisal, boat-handling, cookery, first aid, gambling, rope-mastery, trickery. *Artistic Skills:* storytelling, sculpting. *Athletic Skills:* surfing, skiing, skating, juggling. *Craft Skills:* wood-crafts, stone-crafts, metal-crafts, leather-crafts, sewing, fletching. *Influence Skills:* public speaking, diplomacy, seduction, trading. *Lore Skills:* geography, navigation.

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Dorwinadan might in unusual circumstances learn: Apysaic (Rank 3), Black Speech (Rank 3), Orkish (Rank 2), Rohirric (Rank 3), or Umitic (Rank 2).

Other Factors

Demeanor: The Dorwinrim are known for their hardy, hospitable character. Most favor strong drink and story-telling and never shy away from a celebration. Their distinct rolling laughter and physical closeness (e.g., hugging) adds to their reputation of friendliness, although it is somewhat deceiving; a Dorwinadan may appear closer than he really is. The Dorwinrim are amazingly loyal to friends, and distinctly short or cruel with enemies.

Language: *Starting Languages:* The Dorwinrim are well-versed in the commercial tongues of northwest and north-central Middle-earth. They speak fluent Westron (Rank 5) and Logathig (Rank 5), the latter their own home tongue. Since they frequently deal with the Silvan Elves, many have acquainted themselves with Silvan speech or Sindarin (Rank 3). *Skill Development:* Dorwinrim also have the opportunity to learn: Atliduk (Rank 4), Haradaic (Rank 3), Labba (Rank 3), Nahaiduk (Rank 4), Varadja (Rank 3).

Prejudices: Renowned as explorers, traders, and travelers, they have learned much of the spirit of others and enjoy dealing with a wide variety of Elves and Men alike.

Restrictions on Professions: None.

DÚNEDAIN

The Dúnedain are descendants of the Edain who settled on the island kingdom of Númenor during the Second Age. It was their Númenórean forefathers who colonized and conquered much of Middle-earth. When the Isle of the West sank into the sea during the Downfall of S.A. 3319, two groups survived: the Black Númenóreans and the Faithful Dúnedain. The latter settled Arnor and Gondor, the Realms in Exile. Like all their brethren, they have traces of Elven and (even a little) Maia blood.

Note: *Use this catagory of Men for the members of the royal and princely houses of Arnor and Gondor (e.g., Stewards like Denethor II and Princes like Imrahil of Dol Amroth), as well as their direct descendants (e.g., Rangers like Aragorn).*

Physical Character

Build: Tall and strong. Men average 225 pounds; women, 150 pounds.

Coloring: Fair skin and black or dark brown hair. They have grey, hazel, blue, or green eyes.

Endurance: Considerable.

Height: Men average 6'5"; women, 5'10".

Lifespan: 100-300 years.

Resistance: Normal.

Special Abilities: None.

Culture

Clothing & Decoration: Rich and well made, with elaborate collars. The Dúnedain of lowland Gondor wear light tunics and often go without leggings. Those of colder areas wear more. They favor feathers and white symbols on dark fields.

Fears & Inabilities: The Dúnedain fear Death, for they are acutely aware of their own great skills and potential.

Lifestyle: Comfortable and centered around cosmopolitan cities and towns.

Marriage Pattern: Monogamous. They often marry folk of other races. The line is traced through the male.

Religion: Restrained and personal. The Dúnedain revere Eru and all the Valar, especially Manwë, Araw (Oromë) and Varda. They have elaborate burials involving preservation of the body.

Other Factors

Demeanor: Noble, confident, impatient, proud, and often haughty.

Language: *Starting Languages:* Their original tongue is Adûnaic (Rank 4), but most speak Westron (Rank 5). Many also speak Sindarin (Rank 4) and a little Quenya (Rank 1). *Skill Development:* Dúnedain also have the opportunity to learn: Dunael (Rank 3), Haradaic (Rank 4), Kuduk (Rank 4), Rohirric (Rank 4).

Prejudices: The Dúnedain hate the Corsairs, for they blame them for the Kin-strife, Gondor's civil war. They also despise the Black Númenóreans. The Dunlendings, Haradrim, Wargs, and Orcs have always been their enemies.

Restrictions on Professions: None. They are well-suited to magic, although the Dúnedain of the North (those from Arnor and her regions, particularly Arthedain) use spells and enchantments more often than any other group. However, in both North and South, the royal lines, court artisans, and court seers practice various forms of traditional and blessed magic (e.g., sword-making and observations through Seeing-stones).

Outfitting Options

Weapons: Battle-axe, broadsword, composite bow, dagger, flail, halbard, lance, long bow, mace, morning star, quarterstaff, short sword, spear, two-handed sword, war hammer. *RM options:* armored fist, bastard sword, boar spear, dag, falchion, foil, kynac, long kynac, main gauche, rapier, war mattock.

Armor: Any. Dúnadan warriors have access to some of the best armor made, as well as the powerful physique necessary to feel comfortable in the heavier types.

Clothing: *Arnorian males:* linen, silk, or woolen undershirt, in a rich color (maroon, celestial blue, purple, navy blue), with close-fitting sleeves; woolen under-hose; silk or woolen outer hose; flowing silk or woolen tunic (rich hues) with wide, flowing sleeves ornamented with fine embroidery and appliqué; decorative leather belt often set with precious stones; silk or woolen collar covering the shoulders and often the neck, decorative bands of embroidery at the top and bottom edges; soft slippers; stout outer boots; quilted cape with generous hood and wide sleeves; fur over-cloak.

Arnorian females: linen, silk, or woolen undershift, in a rich color (royal blue, deep red, sky blue, violet, midnight blue), with close-fitting sleeves; woolen hose; flowing silk or woolen gown (rich hues) with wide, flowing sleeves ornamented with fine embroidery and appliqué; decorative leather belt or girdle often set with precious stones; silk or woolen collar covering the shoulders and often the neck, decorative bands of embroidery at the top and bottom edges; headpiece of lace or embroidered fabric, crescent-shaped, with one point hanging onto the forehead; soft slippers; leather ankle boots; quilted cape with generous hood and wide sleeves; fur over-cloak.

Gondorian males: silk or cotton undershirt, usually white or a pastel; rich-hued silk or cotton waistcoat with elaborate sleeves (gathered, slashed, multiple puffs), close-fitting bodice, and wide skirt pieces; belt of finely dyed leather and gold or silver links; decorative collar, elaborately embroidered, covering the shoulders but revealing the neck; sandals or soft shoes; quilted cape with generous hood and wide sleeves.

Gondorian females: silk or cotton undershift, usually white or a pastel, often sleeveless; rich-hued silk or cotton gown with elaborate sleeves (gathered, slashed, multiple puffs) and close-fitting bodice; silk sash or girdle; decorative collar, elaborately embroidered, covering the shoulders but often revealing the neck and chest; ornamental headpiece; sandals or soft shoes; quilted cape with generous hood and wide sleeves.

Money: 20 silver pieces.

Background Options

The Dúnedain are traditional and well-educated. They have a well organized society. This, combined with the fact that their early days are so filled with learning, gives only three background options.

Special Abilities: All available.

Special Items: All available to Arnorian Dúnedain. Gondorian Dúnedain should not have spell adders or daily spell items (range 61-89).

Extra Money: 1-200 gold pieces. Lower sums (1-10 gp) are more likely to be in the form of silver pieces (10-100 sp).

Hobbies: *Primary Skills:* moving and maneuvering in armor, any weapon skills, ride, swim, track, read rune, stalk/hide, perception, body development, languages. *Secondary Skills:* animal handling, boat-handling, first aid, meditation, rope-mastery, sky-watching. *Artistic Skills:* poetry, singing, playing a musical instrument. *Athletic Skills:* skiing, skating, sprinting, jumping, pole vaulting. *Craft Skills:* stone-crafts, metal-crafts, sewing, embroidery, fletching. *Influence Skills:* public speaking, diplomacy, leadership. *Lore Skills:* history, Elven lore, military tactics.

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Dúnadan might in unusual circumstances learn: Atliduk (Rank 3), Labba (Rank 3), Logathig (Rank 4), or Nahaiduk (Rank 3).

DUNLENDINGS

Also called "Hillmen," this group of Common Men traditionally lives in the hills and highlands west of the Anduin valley. Most have become settled farmers and herders and make up majority populations in Eriador. Others remain pure and live in the foothills and mountain vales.

Physical Character

Build: They are of medium to stocky build and rugged, with little body hair. Men average 175 pounds; women, 135 pounds

Coloring: They have a tanned or ruddy complexion and brown hair.

Endurance: They are superb mountaineers and handle tough terrain with little additional effort.

Height: Men average 5'10"; women, 5'6".

Lifespan: Short; about 50-80 years.

Resistance: Normal.

Special Abilities: +20 for climbing and acrobatic maneuvers. +20 for public speaking and acting activity.

Culture

Clothing & Decoration: Crude wool and hide tunics with leggings. They also wear rough over-coats, short cloaks, and fur hats. The woolens are woven in bright plaids, the colors indicating the wearer's family lines and clan. Ritual tattooing is widespread.

Fears & Inabilities: Numerous superstitions, notably a fear of Darkness centering around the spirits in the earth and plants (which come forth at night).

Lifestyle: Dunlendings are herders, hunters, and gatherers who live in extended families and reside in villages and fortified clan-holds. They use chariots. Extremely theatric, they are gifted poets, musicians, singers, and storytellers. Pugnacious, they often settle disputes by raiding, fighting, or even warring on one another (and of course others).

Marriage Pattern: Monogamous, but one must marry outside the family. Political marriages common. Line traced through the female.

Religion: Superstitious rituals devoted to a complex grouping of vengeful petty deities. Many are vaguely based on the Dunlendings' peculiar interpretations of the Valar. Oral traditions are crucial to the keeping of histories and law. Sacrifices are widespread and the clergy are both revered and feared.

Other Factors

Demeanor: Suspicious and self-centered, yet vocal and animated. They love to talk, laugh, sing, and scream.

Language: *Starting Languages:* They speak their native tongue Dunael (Rank 5) and Westron (Rank 4). Written Dunael is rare, for a premium is placed on oration and the performing arts. *Skill Development:* Dunlendings also have the opportunity to learn: Rohirric (Rank 4).

Prejudices: Dunlendings generally hate the Rohirrim and Woses above all, although many also despise the Dúnedain, Dwarves, and Orcs.

Restrictions on Professions: None.

Outfitting Options

Weapons: Broadsword, club, dagger, handaxe, javelin, short bow, spear. *RM options:* cudgel, baw, cabis.

Armor: None or soft leather. Some elite warriors fight naked.

Clothing: *Males:* woolen (vibrant plaid in a variety of colors: forest green, scarlet, royal blue, white, yellow, dark blue, orange, etc.) or hide tunic; breeches or a short skirt of wool or hide; short woolen jacket or cape worn over one shoulder; stout leather belt; decorative torque around the neck; hide leggings; soft leather footgear permitting superb maneuvering in rough terrain; fur over-coat and hat; hair worn in a braid or many small braids or bleached with a lime-wash causing it to clump in spikes standing away from the scalp like a fistful of daggers.

Females: linen or wool shirt (usually white or cream); full woolen skirt (vibrant stripes or plaid); woolen bodice (sometimes a solid color); woolen jacket or cape worn over one shoulder; soft leather footgear or stout boots; fur over-coat and hat; hair worn long, usually in multiple braids which are then woven together to form elaborate buns or twists.

Money: Goods to be bartered or exchanged for coinage: 10 deerskins, finely worked, worth 2 sp each; 5 skunk pelts worth 4 sp each; 4 red fox pelts worth 5 sp each; a bale of carded wool worth 20 sp.

Background Options

Dunlendings get four background options.

Special Abilities: All available.

Special Items: All available. Dunnish workmanship is rather crude, although it has aesthetic appeal to those with rustic tastes; it is usually of materials that do not long endure (bronze, copper, tin, leather, yarn, wood).

Extra Money: A selection of pelts (black fox, 5 gp; marten, 8 gp; black sable, 10 gp; ermine, 13 gp; golden sable, 15 gp; mink, 11 gp; red sable, 12 gp; white fox, 7 gp) or a selection of herbs worth 1-200 gp (arkasu, bursthelas, aloe, kelventari, rewk, thurl, attanar, arnuminas, arpsusar, terbas, berterin, yaran, suranie).

Hobbies: *Primary Skills:* moving and maneuvering in soft leather armor, any weapon skills, climb, ride, swim, track, use item, directed spells, ambush, stalk/hide, perception, body development, spell lists. *Secondary Skills:* acrobatics, acting, animal handling, caving, foraging, sky-watching. *Artistic Skills:* body painting, tattooing, poetry, singing, storytelling, playing an instrument. *Athletic Skills:* sprinting, jumping. *Craft Skills:* metalcrafts, leather crafts. *Influence Skills:* public speaking. *Lore Skills:* Dunnish history, local geography.

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Dunlending might in unusual circumstances learn: Pûkael (Rank 4).

EASTERLINGS

This term refers to a collection of peoples who live in north-central Middle-earth, the area to the east of the western shore of the Sea of Rhûn. These nomadic confederations are ever in search of territory and wealth and periodically invade the lands of their neighbors. The Balchoth and Wainriders are two such peoples. Each group has its own subculture and language, although most are related. The following is a general view; where specifics are mentioned, the discussion centers on the westernmost Easterling people—the Sagath.

Physical Character

Build: Compact and agile. Men average 135 pounds; women, 95 pounds.

Coloring: Swarthy, with a tan or yellowish/tan quality.

Endurance: Normal, although they can ride horses, wagons, or chariots for long periods without exhaustion.

Height: Short to medium. Men average 5'6"; women, 5'1".

Lifespan: Short, about 40-65 years.

Resistance: Normal.

Special Abilities: They are superb with riding animals and produce fabulous horsemen. +10 bonus to Offensive Bonuses when fighting from a horse or chariot. +20 to animal handling with regard to horses.

Culture

Clothing & Decoration: Colorful linen cloaks, woolen tunics, leather pants, and lower leg protectors. They also wear fur hats with ear flaps, or fur-covered pot helms. Some groups paint their upper bodies and faces.

Fears & Inabilities: Darkness and thunderstorms.

Lifestyle: They are nomads who live in mobile camps and move their camps using great wagons (wains). Warriors all, they also herd horses and cattle. The leaders travel in, and fight from, rugged war chariots.

Easterling

Marriage Pattern: Men may take more than one wife, but this is rare and costly since they must pay a bride-price. The line is traced through the male.

Religion: Superstitious rituals concerning nature spirits and heroic ancestral deities. Many worship Darkness and Morgoth.

Other Factors

Demeanor: Cold, determined, brave to the point of foolhardiness. They relish, or are at the least unconcerned with, death in battle.

Language: *Starting Languages:* Most speak a Logathig dialect (Rank 5), as well as a smattering of Westron (Rank 2). *Skill Development:* Easterlings also have the opportunity to learn: Apysaic (Rank 3), Black Speech (Rank 4), Haradaic (Rank 3), Varadja (Rank 4).

Prejudices: Easterlings have little regard for anyone except their own people. They hate the Dúnedain.

Restrictions on Professions: None.

Outfitting Options

Weapons: bola, dagger, javelin, scimitar, short bow, short sword, sling. *RM options:* long sword, usriev (8-foot long cross between a lance and a long, thin two-handed sword—razor-sharp 4-foot blade—use two-handed sword table, changing Krush crits to Puncture crits).

Armor: None but shield and helm.

Clothing: *Males:* woolen or linen tunic (white, cream, lemon, or buff with bright crewelwork on the collar and along the front opening) with long, close-fitting sleeves, stand-up collar, a back vent for ease on horseback, opening in front from neck to hem with buttons or individual ties at intervals to secure it closed; leather weapons belt; leather pants; soft, unfitted, knee-high leather boots with lacing on the outside calf to snug them to the leg; colorful linen cloak pieced together from scraps dyed a variety of colors (red, blue, green, yellow); fur hat with ear flaps.

Females: woolen or linen ankle-length smock (white, cream, lemon, or buff with bright crewelwork on the collar and along the front opening) with long, close-fitting sleeves, stand-up collar, opening in a front placket extending from neck to the lower ribs with buttons or individual ties at intervals to secure it closed; soft unconstructed, knee-high leather boots with lacing on the outside calf to snug them to the leg; colorful linen cloak pieced together from scraps dyed a variety of colors (red, blue, green, yellow); fur hat with ear flaps.

Money: Draft-kine worth 20 sp.

Background Options

They get four background options.

Special Abilities: All available except range 51-55. Expand range 56-60 (empathy with an animal) to become 51-60.

Special Items: All available. Easterling crafts involve shapely creations from bone, leather, iron and bronze.

Extra Money: Livestock and possibly a wain (wagon) or a war chariot, the total worth 1-200 gp (draft-kine, 20 sp each; light horse, 45 sp each; wain, 6 gp; war chariot, 25 gp).

Hobbies: *Primary Skills:* moving and maneuvering without armor, 1-handed edged weapon skills, 2-handed weapon skills, thrown and missile weapon skills, ride, track, use item, directed spells, ambush, stalk/hide, perception, body development, spell lists. *Secondary Skills:* acrobatics, animal handling, contortions, foraging, signaling, sky-watching. *Artistic Skills:* body painting, storytelling. *Craft Skills:* leather-crafts, bone-carving, crewelwork, fletching. *Lore Skills:* animal lore, war tactics.

Stat Increases: Any stat except Intuition may be increased.

Extra Languages: In addition to the tongues listed above, an Easterling might in unusual circumstances learn: Labba (Rank 2), Orkish (Rank 3), Rohirric (Rank 2), Silvan Elvish (Rank 2).

ERIADORANS

This is a generalized label for the rural folk of Eriador, the Common Men inhabiting the lands that once comprised the kingdom of Arnor. Eriadorans contain varying degrees of Dunlending, Northman, and Dúnadan blood. They bear close resemblance to the rural inhabitants of Gondor, save that many rural Gondorians possess some diluted Harnadan lineage. However, the material presented below applies equally well to the rural folk of both Eriador and Gondor.

Note: *Use this catagory for characters born and raised among the farms, grazing lands, and small hamlets of Arthedain, Rhudaur, Cardolan, and Gondor.*

Physical Character

Build: All types, but normally medium. Men average 160 pounds; women, 125 pounds.

Coloring: Variations of fair to tan or olive skin. All colors of hair and eyes.

Endurance: Average.

Height: Males average 5'10", women 5'4".

Lifespan: Moderate, averaging 60-80 years.

Resistance: Normal.

Special Abilities: None.

Culture

Clothing & Decoration: Practical wool and linen garb, including cloaks, boots, etc. Tunics are worn in warmer areas; shirts belted over pants or skirts and leggings predominate in cooler locales.

Fears & Inabilities: None, aside from local superstitions.

Lifestyle: These rural folk are mostly farmers and herders with little contact areas outside their village or region.

Marriage Pattern: Monogamous. The line is traced through either the male or female.

Religion: Variations of subdued rituals. Most have reverence for local spirits, although the principal worship focuses on Eru and the Valar. Araw (the Vala Oromë) is the patron spirit of Common Men. As farmers, they often pray to Yavanna, the Queen of the Earth. They call her "Dalam" or "Ardalam."

Other Factors

Demeanor: Practical, hard-working, quiet, loyal, and often shy.

Language: *Starting Languages:* The Common Speech, Westron, is their chief tongue, although local dialects abound. *Skill Development:* Eriadorans also have the opportunity to learn: Kuduk (Rank 4).

Prejudices: Eriadorans are suspicious of most outsiders and might be in awe of some. They hate no race, aside from the Orcs and Wargs.

Restrictions on Professions: Eriadorans produce no true Mages. Bards, Animists, and Rangers are exceedingly rare.

Outfitting Options

Weapons: Dagger, handaxe, club, throwing dagger, sling, quarterstaff. *RM options:* fishing spear (treat as -5 javelin).

Armor: Soft leather or no armor.

Clothing: *Warm locale:* knee-length linen tunic and wide leather belt or short tunic belted over a full, linen skirt; boots; short wool cape. *Cool locale:* linen shirt under a woolen tunic; wide leather belt; woolen breeches or full woolen skirt over wool leggings; boots; long, hooded, wool cloak. Linens are undyed, unbleached soft white. Woolens are subdued green, grey, or brown.

Money: Livestock which may be sold for coinage: a milk cow (20 sp), a pair of sheep (10 sp each), four goats (5 sp each), or ten geese (2 sp each).

Background Options

Eriadorans receive 5 background options, the normal amount.

Special Abilities: All available except range 71-75 (re-roll).

Special Items: Spell adders and daily spell items not available. Weapons and tools made by these rural folk are usually crude, but serviceable. Wood, bronze, iron, leather, wool, and linen are the most abundant materials.

Extra Money: 2-200 bronze pieces, roll 1D100.

Hobbies: *Primary Skills:* moving & maneuvering in no armor or soft leather, climb, swim, track, stalk/hide, perception; *Secondary Skills:* acrobatics, animal handling, caving, cookery, foraging, rope-mastery, sky-watching, *Artistic Skills:* dance; *Craft Skills:* leather-working, woodcarving.

Stat Increases: Any stat except Presence eligible for increase.

Extra Languages: In addition to the tongues listed above, a rural Eriadoran might in unusual circumstances learn: Adûnaic (Rank 2) and Dunael (Rank 3), more commonly encountered in southeastern Eriador.

GONDORIANS

The town folk of Gondor are representative of all Common Men dwelling in the cities of northwestern Middle-earth. The information summarized below applies to the ordinary residents of Calembel, Dol Amroth, Linhir, Pelargir, Osgiliath, and Minas Tirith. Arnorians, people from Annúminas, Fornost, Bree, and Tharbad also fit this description. These folk contain varying degrees of Harnadan, Dunlending, Northman, and Dúnadan blood.

Note: *Use this catagory for characters who are not of pure Dúnadan blood, but are born and raised in any of the major cities of Arthedain, Cardolan, or Gondor.*

Physical Character

Build: All types, but normally medium. Males average 155 pounds; women, 125 pounds.

Coloring: Variations of fair to tan or olive skin. All colors of hair and eyes.

Endurance: Average.

Height: Males average 5'10"; women, 5'4".

Lifespan: Moderate, averaging 65-85 years.

Resistance: Normal.

Special Abilities: None.

Culture

Clothing & Decoration: Various types of elaborate or practical wool and linen garb, including cloaks, boots, etc. Tunics are worn in warmer areas; shirts and pants or leggings are worn in cooler locales. Some imported silks and fine cottons are in evidence.

Fears & Inabilities: None, aside from local superstitions.

Lifestyle: Urban folk are a varied, rather cosmopolitan lot. Many are from mercantile or guild backgrounds and some have dealt with enchantments.

Marriage Pattern: Monogamous. The line is traced through either the male or female.

Gondorian

Religion: Variations of subdued rituals with some organized cults and shrines. Most have reverence for local or community spirits, although the principal worship focuses on Eru and the Valar. Araw (Oromë) is the patron spirit of Common Men. Many of the elite revere Varda. People from ports honor both Varda and Manwë.

Other Factors

Demeanor: Practical, aggressive, hard-working, and inquisitive.

Language: *Starting Languages:* The Common Speech Westron (Rank 5) is their chief tongue, although local dialects abound. *Skill Development:* Gondorians also have the opportunity to learn: Adûnaic (Rank 4), Haradaic (Rank 4), or Sindarin (Rank 4).

Prejudices: Urban folk are worldly enough to deal with most outsiders. They hate no race, aside from the Orcs and Wargs.

Restrictions on Professions: None, although Mages, Bards, Animists, and Rangers are rather rare—particularly outside of the largest cities.

Outfitting Options

Weapons: Battle-axe, broadsword, composite bow, dagger, halberd, javelin, long bow, mace, morning star, quarterstaff, short sword, spear, two-handed sword. *RM options:* bastard sword, foil, main gauche, rapier.

Armor: Any. Inhabitants of the larger cities (Minas Tirith, Tharbad, Fornost) have more reliable access to to chain and plate mail than do those in towns or small cities.

Clothing: *Warm locale:* knee-length tunic (linen, fine cotton, or silk, often finely embroidered) and wide leather belt or short tunic belted over a full skirt (linen, fine cotton, or silk); boots; short wool cape. *Cool locale:* shirt (linen or silk) under a tunic (wool or silk); leather belt; woolen breeches or full skirt (wool or silk over a wool petticoat) over wool or silk leggings; boots; long, hooded, wool cloak. Colors depend on the wealth of the wearer. Poorer folk wear linens an undyed, unbleached soft white and woolens a subdued green, grey, or brown. Wealthier individuals display snow-white linens and woolens and silks tinted with expensive dyes—maroon, purple, forest green, deep brown, indigo.

Money: 20 silver pieces of Gondorian or Arnorian mint.

Background Options

Normal, five background options.

Special Abilities: All available except range 71-75 (re-roll).

Special Items: All available. Items made by urban Gondorians and urban Eriadorans display high quality craftsmanship and include durable materials often unavailable in more rural societies (steel being a prime example). Enchanted metals (mithril, eog, etc.) are not available, however.

Extra Money: 1-200 silver pieces.

Hobbies: *Primary Skills:* moving and maneuvering in any armor, any weapon skills, climb, ride, read rune, ambush, stalk/hide, pick lock, disarm trap, perception, body development, languages. *Secondary Skills:* acrobatics, acting, animal handling, appraisal, boat-handling (a choice available only to Gondorians in cities on the river or shore), contortions, cookery, first aid, gambling, trickery. *Artistic Skills:* painting, sculpting, playing an instrument, dance, singing. *Athletic Skills:* juggling, stilt walking, tightrope walking. *Craft Skills:* wood-crafts, stone-crafts, smithing, leather crafts, sewing, embroidery, trap building, fletching. *Influence Skills:* public speaking, diplomacy, seduction, trading, interrogation, bribery. *Lore Skills:* city history, local geography.

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Gondorian might in unusual circumstances learn: Dunael (Rank 2), Kuduk (Rank 3), Logathig (Rank 4), or Quenya (Rank 2).

HARADRIM
(sing. Haradan)

This is a collective name for the peoples who occupy the great arid and semi-arid lands south of Harondor and Mordor, the land called Harad. Since this is rough and unblessed territory, their greatest populations lie beside the seacoast, rivers, bays, and myriad oases. However, Harad contains little true desert, and sparse groups settle or roam the whole region. Haradrim (S. "Southmen") are also called "Southrons" or "Haradwaith" (a term also referring to the land).

Physical Character

Build: *North and central desert:* most groups are small and wiry, particularly those of the open country; males average 130 pounds; women, 95 pounds. *Coastal areas and Far Harad:* most are related to the Men of Mûmakan, and are tall and wiry; males average 190 pounds; women, 150 pounds.

Coloring: Northern groups have light/medium grey or brown skin; straight black hair; and dark brown eyes. Southern groups have dark grey, brown, or black skin; straight or curly black hair; and dark brown or black eyes.

Endurance: Haradrim can travel great distances in hot climes and need little water. They are slowed only slightly by sand. They operate poorly in the cold.

Height: *Northern groups:* males average 5'5"; women, 5'0". *Southern groups:* males average 6'5"; women 6'1".

Lifespan: *Northern groups:* average, about 80-100 years. *Southern groups:* short, about 40-60 years.

Resistance: +10 DB and RR bonuses versus heat/fire attacks; -10 DB and RR bonuses versus cold/ice attacks.

Special Abilities: Their eyes are attuned to extremely bright light, and they are unaffected by brilliant displays which might blind others.

Culture

Clothing & Decoration: Red, purple, and gold are favored colors, although white and black are used in practical cases. Both men and women wear their wealth, mostly in the form of gold.

Fears & Inabilities: None.

Lifestyle: Laughter, partying, and violent games are common. Although some groups are nomads, most are used to urban life. Generally well traveled, they are used to interaction with foreign Men. Many are or were involved with the caravan trade, and most ride well: horses and camels in northern Harad, horses and elephants in southern Harad. There is a distinct separation between males and females and very strong bonds between members of families and clans.

Marriage Pattern: Men may take more than one wife, but this is expensive since it involves a bride-price. The line is traced through the male.

Religion: Elaborate rituals in service to idols which represent various "high gods." Altars for household gods are carried everywhere.

Other Factors

Demeanor: Passionate, fiery, and instilled with a fierce but peculiar honor. Some consider them cruel and vengeful, particularly since life is not particularly valued.

Language: *Starting Languages:* Northern groups speak Haradaic (Rank 5), their home tongue, as well as Westron (Rank 5) and Apysaic (Rank 4). Southern groups normally use Apysaic (Rank 5), Westron (Rank 3), and Haradaic (Rank 3). *Skill Development:* Haradrim also have the opportunity to learn: Logathig (Rank 4) and Varadja (Rank 3).

Prejudices: Most hate the Dúnedain, Elves, Dwarves, and anyone who looks particularly different—although they are suspicious of most peoples.

Restrictions on Professions: None.

Outfitting Options

Weapons: Dagger, scimitar, short bow, short sword, spear. *RM options:* blow gun, boomerang, darts (throwing).

Armor: None.

Clothing: Long-sleeved cotton, silk, or gauze blouse (white or cream) with embroidered (red, purple, gold) neck yoke and wrist cuffs; cotton pants with leather panels on the inner leg for riding protection; stout leather boots; loose cotton tunic (white or black) falling to the knees or ankles ornamented with tassels and embroidery at the neck opening, across the shoulders, at the wrists of the wide sleeves; leather weapons belt; cotton headwrap with trailing portions that protect the neck from the sun; gold bracelets and torques.

Money: Gold bracelets worth 2 gp (unset with any gemstones).

Background Options

Normal, five background options.

Special Abilities: All available.

Special Items: All available. Haradrim favor gold ornamented with elaborate engraving but bare of gems.

Extra Money: Gold bracelets and/or gold torque worth 1-200 gp.

Hobbies: *Primary Skills:* moving and maneuvering with no armor, 1-handed edged weapon skills, thrown and missile weapon skills, ride, track, any magical skills, ambush, stalk/hide, disarm trap, perception, body development, spell lists. *Secondary Skills:* animal handling, appraisal, foraging, sky-watching, trickery. *Artistic Skills:* storytelling, singing. *Athletic Skills:* sprinting, jumping, pole vaulting. *Craft Skills:* metal-crafts, gold smithing, fletching. *Influence Skills:* leadership, bribery. *Lore Skills:* animal lore, local geography, war tactics.

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Haradan might in unusual circumstances learn: Black Speech (Rank 3) or Silvan Elvish (Rank 3).

Haradrim

LOSSOTH

(sing. Lossadan)

The Lossoth live in the Far North of western Middle-earth and are often called "Snowmen" or "Forodwaith" (the latter is also a name for their land). They are a sparsely settled, nomadic folk who move with the seasonal migrations of big game and rarely interact with other Men.

Lossoth

Physical Character

Build: Stocky and hard, with pronounced muscles. They have wide features and large, pudgy hands and feet. Men average 175 pounds; women, 135 pounds.

Coloring: Fair, with reddish highlights. They have pale blue eyes and fair hair.

Endurance: They are extremely rugged and can travel great distances with little or no rest.

Height: Short; men average 5'5"; women, 5'3".

Lifespan: Men about 50-60 years; women about 75-90 years.

Resistance: +20 bonus versus cold/ice attacks. -20 bonus versus heat/fire attacks.

Special Abilities: They have an acute sense of smell and perception. They can pick up a Man's scent a mile downwind and 100 feet upwind (1000 feet otherwise). +10 bonus to Perception.

Culture

Clothing & Decoration: Fur, leather, and sea-mammal hides. Some possess one colorful, patterned coat made of spun fabric and lined with fur. All wear colorful, lined, conical hoods.

Fears & Inabilities: Many fear Darkness.

Lifestyle: The Lossoth are poor, nomadic hunters and gatherers. They use stonework, bone, and limited amounts of wood and metal (mostly copper). Most are primarily fisherfolk, employing light (but steady), ocean-ready boats called "meriki." Some herd reindeer and all make use of hunting dogs. Furry horses or reindeer draw their sleighs, although the dogsled is used in areas of extreme cold. Extended families and bands are normally the largest groups.

Marriage Pattern: Monogamous. The line is traced through the female.

Religion: They worship Nature-spirits who they believe to be akin to enchanted or godlike beasts. Dance and story-telling rituals make up the bulk of ceremonial life.

Other Factors

Demeanor: Generous, quiet, slow-paced, reserved, and shy—but fearless and persevering.

Language: *Starting Languages:* The Lossoth speak Labba (Rank 5) and do not write. Some speak a little Westron (Rank 2) or Sindarin (Rank 2). *Skill Development:* Lossoth also have the opportunity to learn: Atliduk (Rank 2) or Logathig (Rank 3).

Prejudices: They hate Wargs, Dragons, Giants, and Trolls above all things. Those that know of Orcs also hate them.

Restrictions on Professions: None.

Outfitting Options

Weapons: Dagger, javelin, net, short bow, spear. *RM options:* harpoon, ice knife (treat like +5 gagger), fishing net, ice axe (treat as a baw), trident.

Armor: Their normal clothing acts as soft leather armor. Otherwise, none.

Clothing: Soft, suede tunic decorated with beadwork; soft, suede pants also boasting beadwork; females wear a beaded suede skirt over plainer pants; soft, leather moccasins; heavy, fur-lined leather or wool coat trimmed with designs embroidered using animal hair, fringed leather, and beadwork; heavy, fur-lined leather outer pants; animal (snow hare, snow fox, rodent) pelt pouch (sometimes skinned so that the beast's mouth serves as the opening) on a leather thong or strap worn over the shoulder; thick, fur-lined outer boots; heavy fur-lined mittens attached at the wrist to a cord which passes through the sleeves and body of the coat, preventing the loss of a mitten; conical, fur-lined hood with elaborately beaded, fringed, and embroidered exterior surface.

Money: Goods which may be bartered or sold for coinage: a skin of spermaceti (important ingredient in ointments and candles) worth 20 silver pieces; 7 leaves of Darsurion (a leaf heals 1-6 concussion hits).worth 3 sp each; moose or elk pelt worth 20 sp; or a whole dried fish worth 20 sp in markets of lower latitude.

Background Options

They get four background options.

Special Abilities: All available.

Special Items: All available. Lossoth favor items of copper or leather ornamented with fur, fringe, and beads.

Extra Money: A selection of herbs (Arfandas, Edram, Jojojopo, Darsurion, Gefnul, Mirenna, Winclamit, Arlan, Delrean, Melandar, Olvar, Aldaka, Febfendu, Atigax, Kathkusa, and/or Zur) or a quantity of sturgeon roe worth 1-200 gold pieces.

Hobbies: *Primary Skills:* moving and maneuvering in soft leather, any weapon skills except 1-handed concussion, track, use item, directed spells, ambush, stalk/hide, perception, body development, spell lists. *Secondary Skills:* animal handling, boat-handling, first aid, foraging, signaling, sky-watching. *Artistic Skills:* dance, storytelling. *Athletic Skills:* skiing, skating. *Craft Skills:* coppersmithing, leather crafts, beadwork, fletching. *Lore Skills:* snow lore, animal lore, Lossoth history.

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Lossadan might in unusual circumstances learn: Umitic (Rank 3).

ROHIRRIM

(Riders of Rohan; sing. Rohir)

The Rohirrim (S. "Masters of Horses") are the Northmen of Rohan and have a complex ancestry. They settled in Rohan (then Calenardhon) about T.A. 2510 at the request of Cirion, the Steward of Gondor. The grant was a reward for the Northmen's aid in the defeat of the Easterling Balchoth.

Between T.A. 1977 and 2510, the ancestors of the Rohirrim—then called the Éothéod—lived in the northern Anduin Valley. During the period T.A. 1857-1977, these Northmen lived further south in the Anduin Valley, between the Old Ford and the Gladden Fields (S. "Loeg Ningloren"). Prior to T.A. 1857 they were called the Éothraim of Rhovanion and lived south and east of Mirkwood.

The Rohirrim call Rohan the "Riddermark."

Physical Character

Build: Average to stocky and strong. Men average 190 pounds; women, 130 pounds. The men have considerable facial hair.

Coloring: Blond, with fair skin and blue eyes.

Endurance: Average, although they can ride as long as their mounts can endure, and as long as they can stay awake.

Height: Men average 6'1"; women, 5'5".

Lifespan: 60-85 years.

Resistance: Average.

Special Abilities: +20 bonus to melee Offensive Bonus when fighting from horseback.

Culture

Clothing & Decoration: Linen and/or woolen shirts, medium length pants, and leggings. Warriors commonly wear chain mail and carry shields bearing the symbol of their folk, a white horse on a green field.

Fears & Inabilities: None.

Lifestyle: Herders and horse-masters, they spend much of their year living in various semi-permanent camps set out on a circuit of pastures. They return to their permanent homes for the winter. Some garden or farm. Most Rohirrim are also accomplished hunters and fishermen.

Marriage Pattern: Monogamous. Line is traced through the male.

Religion: Somewhat formal. Rituals celebrate life, fertility, and the cycles of the seasons. Most are held atop hills in mountain vales or at the base of the peaks. They revere Eru and the Valar and, in particular, Araw (Oromë). The ancient Cult of the Stag and Cult of the Earth are maintained.

Other Factors

Demeanor: Practical, rugged, straightforward, and somewhat loud. They enjoy song, celebration, physical games, and battle.

Language: *Starting Languages:* They speak Rohirric (Rank 5), the descendant of the older Eothrik tongue of Rhovanion. Most also speak Westron (Rank 5) and a little Dunael (Rank 1). *Skill Development:* Rohirrim have a chance to learn: Adûnaic (Rank 3), Atliduk (Rank 4), Logathig (Rank 3), or Nahaiduk (Rank 4).

Prejudices: The Rohirrim hate the Dunlendings and consider the Woses to be lesser beings. They also have an age-old hatred of Orcs, Wargs, Easterlings, and Dragons.

Restrictions on Professions: None, although the Rohirrim rarely produce Mages.

Outfitting Options

Weapons: Broadsword, dagger, lance, composite bow. *RM options:* long knife, light lance, heavy lance, long sword.

Armor: Chain mail with helmet and shield.

Clothing: *Males:* long-sleeved cotton shirt (dark grey or blue); wool jerkin (maroon, brown, grey, blue) falling to mid-thigh, embroidered bands at its hem and neck; wool trousers wrapped with linen strips around the calves to keep the fabric snug; high boots or shoes; woolen cloak or surcoat (charcoal grey, dark blue, forest green, black).

Females: wear the shirt, jerkin, trousers, and boots typical of male garb when they ride, preferring lighter hues (pale grey, sky blue, seagreen) and more ornate embroidery; at home they don low shoes and cotton or woolen gowns (white or pale grey favored) with simple, form-fitting lines and extensive embroidery on the sleeves, shoulders, skirt hem, bodice, and about the neck; their outer capes are also richly embroidered and usually bright blue or light green.

Other Gear: Since most Rohirrim spend the summer away from their homes, traveling with their horses and herds, every adult has at least one small tent, a bedroll, and mess kit.

Money: 20 silver pieces of Gondorian mint or the rarer celebratory Rohirric *pening* (equivalent in value to Gondor's silver piece).

Background Options

Normal, five background options.

Special Abilities: All available except range 71-75 (re-roll).

Special Items: Spell adders and daily spell items not available. Weapons and tools are usually ornamented elaborately—gold and silver engraving and settings of ruby or amber are popular.

Extra Money: 1-200 gold pieces of Gondorian mint or a number of riding horses worth an equivalent amount (light horse, 45 sp; medium horse, 60 sp; heavy horse, 80 sp; lesser warhorse, 20 gp; greater warhorse, 75 gp).

Hobbies: *Primary Skills:* moving and maneuvering in chain mail, any weapon skills except 1-handed concussion, climb, ride, swim, track, ambush, stalk/hide, perception, body development, languages. *Secondary Skills:* animal handling, caving, first aid, foraging, gambling, sky-watching. *Artistic Skills:* storytelling, singing. *Athletic Skills:* sprinting, horse racing. *Craft Skills:* metal-crafts, leather-crafts, embroidery, fletching. *Influence Skills:* public speaking, diplomacy, leadership. *Lore Skills:* cavalry tactics, Rohir history, horse lore.

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Rohir might in learn: Pûkael (Rank 2) or Sindarin (Rank 3).

VARIAGS

The Variags live in the region of Khand, a semi-arid plateau which lies southeast of Mordor. They are a distinct race, but are occasionally confused with the Haradrim of Far Harad. In reality, they have as many ties to the Easterlings. Brutal and semi-nomadic, they have long been influenced by Mordor and the constant wars with their neighbors.

Physical Character

Build: Medium; men average 155 pounds; women, 125 pounds.

Coloring: Extremely dark grey or black skin, straight black hair, and red or reddish brown eyes.

Endurance: Variags can travel for extreme periods on horseback with little or no rest.

Height: Medium; men average 5'9"; women, 5'3".

Lifespan: Short, about 50-70 years.

Resistance: Average.

Special Abilities: Variags are superb riders and handle both horses and camels well. +10 bonus to Offensive Bonuses when fighting from horseback (+5 bonus when fighting from camelback).

Culture

Clothing & Decoration: Variags favor black and red clothing and wear richly adorned garb. Their armor is designed around hideous, frightening beast designs. They carry gold or gilded weapons. Many wear gold trinkets in their ears, noses, cheeks, or lips. Ornate, ritual scarring (as opposed to tattooing) is frequently present.

Fears & Inabilities: Variags fear Darkness (but not the night) and illness or infirmity—anything that might infringe upon their physical prowess.

Lifestyle: Always at war, Variags live a brutal and exciting life. Most are herders and raid the stocks of their enemies. Elite warriors and the female priesthood control life.

Marriage Pattern: Women take more than one mate, and there is no marriage. A women's brother helps raise the children. The line is traced through the female.

Religion: Variags worship a pantheon of cruel gods and have elaborate nighttime ceremonies; sacrifices abound. The Lord of Darkness is the strongest deity, and is actually a modified incarnation of Morgoth or Sauron. Female priests interpret laws.

Other Factors

Demeanor: Confident, fearless, jealous, abrupt, impulsive, and cold hearted.

Language: *Starting Languages:* Variags speak Varadja (Rank 5), Haradaic (Rank 3), and Westron (Rank 2). *Skill Development:* Variags also have the opportunity to learn: Logathig (Rank 4).

Prejudices: The Variags despise all Men except those who have recently defeated them in battle. They have grudging respect for the races of Mordor, but generally hate all non-mannish folk.

Restrictions on Professions: None.

Outfitting Options

Weapons: bola, dagger, javelin, scimitar, short bow, sling. *RM options:* knife, horse bow, usriev (8-foot long weapon with a 4-foot haft, like a lance, securing a long, thin, razor-sharp, 4-foot blade; use two-handed sword table, changing Krush crits to Puncture crits).

Armor: Soft or rigid leather and a small, reinforced, oval shield and a layered leather helm.

Clothing: *Males:* short or long-sleeved tunic (red or black) spun from camel hair; leather tunic, its front and back surfaces entirely covered with the stylized image of a beast's snarling face; leather belt; breeches (red or black) spun from camel hair; leather riding greaves covering the inner surfaces of the thigh and calf; sandals; helmet of layered leather with brightly hued tassels and plumes; black camel-hair cloak, its surface entirely encrusted with gold embroidery and metallic red and purple appliqué.

Females: short or long-sleeved tunic (red or black) spun from camel hair; camel hair over-tunic, loose flowing sleeves, hem at the ankles; black or red tabard, its surface entirely encrusted with gold embroidery and metallic red/black and purple appliqué; camel hair breeches (red or black); leather riding greaves covering the inner surfaces of the thigh and calf; sandals; head dress, taking the stylized form of a bat, serpent, lizard, hawk, wild cat, or horse.

Money: Camel worth 20 sp.

Background Options

They get four background options.

Special Abilities: All available.

Special Items: All available. Variag craftsman favor brightly colored implements of bone, leather, iron, gold, and bronze adorned with beast motifs.

Extra Money: Livestock (camel, 20 sp each; light horse, 45 sp each) or gold jewelry (earrings, nose rings, cheek rings, finger rings, wrist bracers) worth a total of 1-200 gp.

Hobbies: *Primary Skills:* maneuvering in soft or rigid leather, any weapon skills, ride, track, directed spells, ambush, stalk/hide, perception, body development, spell lists. *Secondary Skills:* acrobatics, animal handling, appraisal, contortions, foraging, gambling, sky-watching. *Artistic Skills:* body painting, tattooing, storytelling, singing. *Athletic Skills:* sprinting, jumping, horse racing. *Craft Skills:* leather-crafts, metal-crafts, fletching, embroidery. *Influence Skills:* intimidation. *Lore Skills:* animal lore, local geography, Dark religion, Variag history.

Stat Increases: Any stat except Intuition may be increased.

Extra Languages: In addition to the tongues listed above, a Variag might in unusual circumstances learn: Apysaic (Rank 4), Black Speech (Rank 3), or Orkish (Rank 4).

WOODMEN

The Woodmen have long dwelt in Mirkwood, the great forest in Rhovanion. They are a loose tribe of hunter/gatherers who live in or below the trees as extended families, bands, or clans. They are Northmen and thus related to the Beornings in the nearby Anduin Vales and the foothills of the Grey Mountains. The Rohirrim are their distant kin.

Physical Character

Build: Average to stocky, with strong but angular features. The men possess large amounts of facial hair. Men average 195 pounds; women, 135 pounds.

Coloring: Fair skin with reddish highlights. They have blond hair and blue or green eyes.

Endurance: Average.

Height: Men average 6'1"; women, 5'5".

Lifespan: 65-85 years.

Resistance: Average.

Special Abilities: They can climb and move along tree limbs exceedingly well: +20 to climbing and acrobatics maneuvers. +10 to foraging maneuvers.

Culture

Clothing & Decoration: They wear crude woolen tunics and short pants with leggings. Most favor coats, cloaks, and fur hats.

Fears & Inabilities: None.

Lifestyle: They are an independent lot who have no formal political structure. Living off the gifts of the forest, they reside in small, close groups secluded from other races. They interact with few other than the Beornings and Silvan Elves. Utterly at home in the woodlands, their tracking, climbing, hiding, hunting, and foraging techniques are superb.

Marriage Pattern: Monogamous. The line is traced through the male.

Religion: Mostly personal and within the family or band. Female Wuitan ("Knowing Ones") serve as shamans—Animists who act as seers, healers, and spiritual leaders. They manage the ancient Cult of Growing ("Alanakyn") which meets for rare tribal ceremonies. The Vala Araw (Oromë) is revered above all others.

Other Factors

Demeanor: Quiet, independent, reclusive.

Language: *Starting Languages:* They speak the Rhovanion tongue called Nahaiduk (Rank 5), a little Westron (Rank 2), and a little Sindarin (Rank 2). *Skill Development:* Woodmen also have the opportunity to learn: Atliduk (Rank 4), Logathig (Rank 4).

Prejudices: Woodmen hate Orcs, Wargs, Trolls, and Giant Spiders.

Restrictions on Professions: No restrictions.

Outfitting Options

Weapons: Club, dagger, handaxe, long bow, quarterstaff, short sword, sling. *RM options:* woodman's axe, throwing darts, knife.

Armor: None or soft leather.

Clothing: Smock of beige or soft white wool; short tunic of buff, moss green, or grey wool, ornamented with contrasting crewelwork across the shoulders, chest, and at the lower hem; woolen leggings and full trousers ending at the knee, gather into a cuff *or* full trousers gathered at the knee into a narrow sheath extending to the ankle; short woolen coat in subdued colors; long woolen cloak with hood; fur hat; fur boots, soft and unconstructed for excellent traction on tree limbs.

Money: Herbs worth 20 sp (Rewk, 9 sp; Thurl, 1 sp).

Background Options

Normal, five background options.

Special Abilities: Replace range 71-75 with: character may merge his or her body into the bole of any tree with a trunk at least 1 foot in diameter for up to 1 hour; his or her presence cannot be detected while merged; after 1 hour, the character is automatically expelled from the tree.

Special Items: All available. Woodmen create items of wood, bark, fur, leather, and feathers.

Extra Money: Herbs worth 1-200 gp (Terbas, 2 gp; Berterin, 19 gp; Slota, 36 gp).

Hobbies: *Primary Skills:* moving and maneuvering in soft armor, any weapons skills except 2-handed and pole-arms, climb, swim, track, read rune, ambush, stalk/hide, perception, body development. *Secondary Skills:* acrobatics, first aid, foraging, rope-mastery, signaling. *Artistic Skills:* woodcarving, storytelling, dance. *Athletic Skills:* rappelling, tightrope walking. *Craft Skills:* wood-crafts, leather-crafts, fletching, crewelwork. *Lore Skills:* forest lore, geography of Mirkwood, plant lore, animal lore.

Stat Increases: Any stat except Presence may be increased.

Extra Languages: In addition to the tongues listed above, a Woodman might in unusual circumstances learn: Orkish (Rank 2), Silvan Elvish (Rank 3), or Waildyth (Rank 3).

WOSES

(Drúedain, sing. Drúadan)

Of all Men, none surpass the Woses in the arts of wood-lore and wood-craft. This very ancient and diminutive race has long been tied to the forests and has remained the greatest lot of woodland warriors ever produced by the Secondborn. Their skills have in fact guarded their narrow survival, for they are considered ugly by Men and Elves alike and have been hunted and persecuted since the days of the First Age.

The Woses have many names. They call themselves Drughu. Drúedain (sing. Drúadan) is the label given them by the Elves, while Men use various terms: Púkel-men, Wild Men, Drûgs, or Woses, the latter a Westron construction. Orcs fear the Woses and have named them Oghor-hai.

Physical Character

Build: Woses generally have a broad, stumpy profile marked by wide faces, flat features, and deep-set eyes. Short, thick legs, heavy lower bodies, and pronounced brows help give them an eerie character—unlike any other Men.

This uniqueness is accentuated by their peculiar hair growth, for few of the Wose Men have any hair below their eye level. Those that do are revered, although even they have no more than a slender patch of black chin hair which lies well below their wide mouths. Nearly all Wose Men are bald from the forehead to the back center of their squat skulls, but take pride in the hair they have along the flanks of the head.

Men average 145 pounds; women, 135 pounds.

Coloring: Ruddy skin, black hair, and black eyes. Because the Woses have guarded eyes which are dark and set with black pupils, they appear to gaze from shadowy pools which might be mistaken at a distance for a pair of cavities. One must get quite close to a Wose to notice any eye movement at all, much less any of the subtle distinctions in the eyes themselves. This haunting feature is made even more unsettling when a Wose is angry; then the pupils glow with a fiery red hue.

Woses

Endurance: Average.

Height: Men average 4'9"; women, 4'4".

Lifespan: 30-50 years.

Resistance: Average.

Special Abilities: The wide noses of the Woses are the most sensitive found in Man. Even in an open field, they can smell an Orc before another Man can see him. Together with their strong eyesight, they can track better than almost any hunting hound. Only running water will stay their pursuit. This is even true at night, since Woses are blessed with superb night-vision. Even in the dark forest of the night they can see 1000 feet as if it were daylight. +25 bonus to tracking maneuvers; +15 bonus for foraging.

They have the ability to sit for days on end without movement. With legs crossed, hands on their laps or knees, and eyes closed or facing groundward, they can remain silent as a statue. This affords them peace and allows for recall or meditation. Unfortunately, it apparently does nothing to lengthen their years, for the Woses generally die at a young age.

Culture

Clothing & Decoration: They often braid their hair, pulling it back to join behind in multiple tails. Woses wear little or no clothing or adornments. Instead, they prefer to go about relying on their rugged bodies, using pigments to create imagery. Those that are most acquainted with other Men occasionally don hide leggings and a breechcloth, and in rugged terrain they employ a distinct high, thick-soled laced shoe. Beyond these trappings, they have little use for the costumes of other Men.

Fears & Inabilities: Woses do not like towns and cities.

Lifestyle: Wose culture revolves around the forests and plants they hold so dear. They are frugal and eat little, even in the best of times, and they partake of no drink but water. Being exclusively vegetarian, they live on the gifts of the woodlands and are quick to acquire an understanding of the nature and location of nearly every plant in an area—regardless of its size. Only the Elves and Ents exceed their skills in carving and plant-lore.

It is for their stone sculpture that the Woses are best known. They carve a variety of motifs and beasts, and employ a particular form in the making of life-like "watch-stones" (Púkel-men). These are guardian statues which they place to protect paths, entries, crossroads, and the like. Legends surround the watch-stones, most of which are true. It is clear that they are enchanted. Orcs fear them most of all, and with good cause, since the Woses can communicate with watch-stones of their making and can derive knowledge from the carvings' "experiences." Some very powerful watch-stones actually come to life in order to guard their posts—acting instead of their creators—although in such a case, the Wose sculptor will feel all the pain of his creation. They place these watch-stones and hideous statues around the borders of their lands and at various sensitive sites. Some are used to do no more than dishearten their foes.

Marriage Pattern: Monogamous, producing few young. The line is traced through the female.

Religion: Many of the watch-stones stand over the Wose holy sites. Unlike many of the other Men, particularly the Dunlendings with whom the Woses are often associated, the Woses have a strong tradition of organized worship. This is a pronounced animism which revolves around a reverence for Nature. They hold Eru and the Valar in proper awe, although they have their own view of the nature of the masters of the world. Of all the Valar, they worship none more than Yavanna, the Giver of Fruits and Queen of the Earth, whom they call "Mam-ugu-Mam." It is she who presides over the kelvar (plants), and it is the plants which breath life into the world of the Woses.

Other Factors

Demeanor: Woses generally seclude themselves from other folk and do not take on friends easily, but when they do, they are unwaveringly loyal. Those that do get to know them will be impressed by their frequent bouts of laughter, since the Woses will laugh when others sing. Their rich and unrestrained joviality forms quite a contrast to their usual demeanor; normally they appear unemotional and slow to speak.

Language: *Starting Languages:* When they do talk, the Woses use the guttural Pûkael tongue (Rank 5) which is ideally suited to their deep voices and is alien to that of other Men. Some also speak a little Westron (Rank 2) or Dunael (Rank 2). Having no use for traditional runes or script, the Woses have developed their own system of pictographic signs—most quite simple—which they utilize for the most practical purposes, notably to mark paths or signal their brethren while out in the wood. *Skill Development:* Woses also have the opportunity to learn more of the Westron (Rank 4) and Dunael (Rank 4) tongues.

Prejudices: Woses hate Orcs, Wargs, and Rohirrim. The latter group has occasionally made sport of hunting the Wild Men.

Restrictions on Professions: There are no Wose Mages or Bards.

Outfitting Options

Weapons: club, dagger, handaxe, mace, quarterstaff, spear, war mattock. *RM options:* blowgun, jo, throwing darts, pipebow (a 3' long blowgun; treat as a light crossbow delivering a dart coated with Pûra, 2nd lvl conversion poison). Most weapons possess stone blades or tips or attack surfaces and wooden hafts.

Armor: None or soft or rigid leather. Woses rarely wear armor, but tortoise shell, eel hide, and bark strips are the favored types when it is required.

Clothing: Hide leggings; suede breechcloth; suede collar covering the shoulders and falling to the lower ribs; swirling designs in body paint on the face, arms, thighs, and stomach; knee-high shoe with thong fasteners along the outer side of the leg.

Money: Herbs worth 20 sp (Rewk, 9 sp; Thurl, 1 sp).

Background Options

Normal, five background options.

Special Abilities: All available. The spell list learned in range 71-75 must be a Channeling, Ranger, or Animist list. Replace range 61-65 with: character gifted at birth with an enchanted Tattoo of Wildness that camouflages his of her skin (+50 to stalk/hide) in a forest environment; the tattoo covers the whole body, but is invisible until its power is desired.

Special Items: All available, but spell adders and daily spell items are based on Channeling, not Essence. Stone, wood, bark, and bright pigments are the materials used by Wose craftsmen.

Extra Money: Herbs worth 1-200 gp (Terbas, 2 gp; Berterin, 19 gp; Pûra, 28 gp).

Hobbies: *Primary Skills:* moving and maneuvering in soft or rigid leather, any weapon skills, climb, swim, track, use item, ambush, stalk/hide, perception, body development, spell lists (Channeling realm only). *Secondary Skills:* caving, first aid, foraging, meditation, signaling, sky-watching. *Artistic Skills:* sculpting, body painting, tattooing, storytelling. *Craft Skills:* wood-crafts, stone-crafts. *Influence Skills:* leadership. *Lore Skills:* plant lore, local geography, Wose history, Wose pictographs.

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Wose might in unusual circumstances learn: Rohirric (Rank 3).

A-2.5 • ORCS

(Yrch, sing. Orch)

These hideous creatures are members of a race descended from Elves who were twisted and perverted by Morgoth during the First Age. Although they are not inherently evil, they are culturally and mentally predisposed toward Darkness. The following is a description of Common Orcs; superior breeds are discussed farther below. Goblin is a term used by some Westron speakers when they discuss Orcs.

COMMON ORCS

Common Orcs fear the sun and make their dwellings in caverns beneath the mountains. The Hithaeglir (Misty Mountains) and the Ered Mithrin (Grey Mountains) harbor myriad tribes who prey upon the men of Rhovanion, sometimes at the direction of Sauron's will, often prompted merely by a greed for plunder. The Orcs inhabiting the peaks surrounding Mordor (Ephel Dúath, Ered Lithui) are more strongly dominated by the Dark Lord.

Physical Character

Build: Heavy, with thick hides, short legs, and long, thin arms. They have grotesque, fanged faces and random hair growth. Males and females average 65 pounds.

Coloring: Black or grey hair, black or reddish-brown eyes, and deep grey or black hides.

Endurance: Tremendous. Orcs can travel for 2 days without rest. Alternatively, they can run for up to 12 hours without stopping.

Fears & Inabilities: Natural sunlight and deep, running water. In full daylight, their activity is at -60; in artificial or magical daylight, their activity is at -25.

Height: Males and females average 4'.

Lifespan: Indefinite; certainly hundreds of years, but the nature of their warlike life permits few to live past the age of 50.

Resistance: +30 bonus versus heat/fire attacks.

Special Abilities: Orcs sleep during daylight hours, although they need rest only once every 3 days. Orcish vision in most darkness is as good as a Man's during the height of day. When there is barely any light (cloudy, moonless nights; upper caverns, dungeons), Orcs can see at least 50' perfectly and fairly well up to 100'. In absolute darkness (deep caverns), they can see 10'.

Culture

Clothing & Decoration: Skins, leathers, and metal armor—crude, but well made and effective.

Lifestyle: Bred as laborers and warriors, Orcs respect power and terror above all things. They join and cooperate in substantial groups only when led by a "focused will," some overwhelmingly strong individual. To them, politics equates with force, and separate Orc tribes often war. Inter-tribal cannibalism is the norm.

They are, however, quite skilled. Their smiths rival those of the Dwarves and Elves and, although the items they produce lack beauty in form, they are exceptionally effective. Orcs are also fine healers, despite their lack of concern for scarring. Utility is their principal goal.

Marriage Pattern: Orcs do not marry; they breed. The females live together in secluded areas which are normally accessible only to the strongest males. In addition, the females are receptive only to the fiercest and most attractive males. This results in the strongest offspring. The many young are kept together and raised jointly by all the female Orcs.

Religion: Orcs worship Darkness and power. Most revere Sauron as a god, respecting his ability to induce utter terror.

Uruk
Common Orc
Half-Orc
(left to right)

Other Factors

Demeanor: Orcs are cruel, jealous, petty, ambitious, selfish, and suspicious. They are almost always uncomfortable and, aside from mealtime or battle, are never happy or at peace.

Language: *Starting Languages:* Orcs speak various Orkish dialects (Rank 5) which are generally related to Westron and are somewhat understandable (Rank 3) to one knowing Westron or another such Orkish dialect. *Skill Development:* Orcs also have the chance to learn: Westron (Rank 2) and Black Speech (Rank 3).

Prejudices: Orcs hate all races, including Orcs of other tribes. They particularly despise Elves, who they believe to be a spiteful, wicked, and wayward race.

Restrictions on Professions: Orcs produce no Mages, Animists, Bards, or Rangers.

Outfitting Options

Weapons: Club, dagger, handaxe, scimitar, short bow, spear, whip. *RM options:* harpoon, barbed arrows.

Armor: None, soft or rigid leather. Leather helmet. Shields are rare.

Clothing: *Males:* short hide kilt; leather wrist guards; leather boots. The leather and hides are undyed.

Females: hide tunic, falling to mid-thigh; no foot gear; leather thong worn as a headband to restrain the hair.

Money: 20 sp of varying mints, obtained as plunder in battle or stolen from the tribe's hoard.

Background Options

Common Orcs get only two background options.

Special Abilities: All except ranges 56-60, 71-75, and 91-95. Extend range 96-00 to become range 91-00; re-roll other results.

Special Items: Daily spell items and spell adders not available. Weapons and tools made by Orcs are ungainly to look upon, but serviceable. Iron, steel, hide, and sinew are typical materials.

Extra Money: 1-200 gp of varying mints, obtained as plunder in battle or stolen from the tribe's hoard.

Hobbies: *Primary Skills:* moving and maneuvering in soft or rigid leather, any weapon skills except 2-handed, climb, ride (Wargs), track, ambush, stalk/hide, pick lock, disarm trap, body development. *Secondary Skills:* acrobatics, animal handling (bats and Wargs), appraisal, caving, contortions, first aid, gambling, trickery. *Artistic Skills:* totem making. *Athletic Skills:* sprinting, rappelling, juggling, jumping, pole vaulting. *Craft Skills:* metal-crafts, leather crafts. *Lore Skills:* cavern geography, tactics.

Stat Increases: Intelligence, Intuition, and Presence may not be increased.

Extra Languages: In addition to the tongues listed above, a Common Orc might in unusual circumstances learn: Atliduk (Rank 2) or more of Black Speech (Rank 4) or the Westron (Rank 4) tongue.

URUK-HAI
(sing. Uruk)

Following Sauron's resurrection in T.A. 1000, he began breeding a new race of Orcs, one capable of independent and intelligent action. After centuries of work, he produced the first Greater Orcs, and he called them the Uruk-hai (BS "Orc-race") because they were more suited to the formation of societies. Initially, the Uruk-hai remained close to Sauron and served as lieutenants and elite guards, but gradually their numbers grew and their strain strengthened. Their existence remained guarded until Sauron was willing to show his hand. Nonetheless, in T.A. 2475 they were unleashed in full scale battle formations. They are the Dark Lord's finest goblin troops.

The Uruk-hai differ from Common or Lesser Orcs in many ways:

Build: Uruk-hai have a more "human" appearance, despite cat-like eyes, fang-teeth, and black/grey hides; they have longer, stronger, and straighter legs.

Height: Uruk-hai average 5'6" and 145 pounds.

Special Abilities: Despite their preference for darkness, Uruk-hai operate freely in daylight.

Demeanor: Uruk-hai are possess more intelligence and cunning than Common Orcs.

Language: *Starting Languages:* Black Speech (Rank 5), Orkish (Rank 4), and good Westron (Rank 4). *Skill Development:* Uruk-hai also have the opportunity to learn: Atliduk (Rank 3), Dunael (Rank 3) or Nahaiduk (Rank 3).

Outfitting Options

Weapons: Broadsword, club, dagger, handaxe, long bow, mace, scimitar, short bow, short sword, spear, whip. *RM options:* clawed club or clawed mace (use morning star table), long sword, harpoon, barbed arrows.

Armor: Any, excepting plate armor. Steel helmets and round or target shields common.

Clothing: *Males:* sleeveless hide tunic, cropped at the waist, or falling to mid-thigh; hide pants with wide leather belt and often a thigh strap and sheath for a dagger or knife; leather or steel wrist guards; sturdy hide boots.

Females: hide tunic, falling to mid-thigh; belt of leather ornamented with steel plates, grommets, and spikes; hide vest ornamented to match the belt; thong sandals; circlet of steel plates worn as a headband to restrain the hair.

Money: 20 sp of varying mints, obtained as plunder in battle or allotted from the tribe's hoard for service to the tribe's chief.

Background Options

Uruk-hai get three background options.

Special Abilities: All available except ranges 56-60, 71-75, and 91-95. For a result in range 56-60, re-roll. Treat ranges 71-75 and 91-95 as the result for 96-00: resistant to pain.

Special Items: Spell adders not available. Weapons and tools made by Uruk-hai are usually ungainly to look upon, but perform admirably. Iron, steel, hide, and sinew are typical materials.

Money: 1-200 gp of varying mints, obtained as plunder in battle or allotted from the tribe's hoard for service to the tribe's chief.

Hobbies: *Primary Skills:* moving and maneuvering in any armor except plate, any weapon skills, climb, ride (Wargs), track, use item, ambush, stalk/hide, pick lock, disarm trap, body development. *Secondary Skills:* acrobatics, animal handling (bats and Wargs), appraisal, caving, contortions, first aid, gambling, signaling, trickery. *Artistic Skills:* totem making. *Athletic Skills:* sprinting, rappelling, jumping, pole vaulting. *Craft Skills:* metal-crafts, leather crafts, fletching. *Influence Skills:* impressing, intimidating, interrogation, leadership. *Lore Skills:* cavern geography, tactics, strategy.

Stat Increases: Intuition and Presence may not be increased.

Extra Languages: In addition to the tongues listed above, an Uruk might in unusual circumstances learn: Logathig (Rank 4).

HALF-ORCS

(sing. Perorch; pl. Piryrch)

Half-orcs are a hideous creation, born of Man and Orc. They are often confused with Uruk-hai, but are a distinct race, small in number but capable and deadly. Their origin is also unclear, although it appears that they were first used by the tainted Wizard Saruman. He still employs them as agents, spies, lieutenants, and special guards. They are particularly effective in Eriador, for Saruman's Half-orcs have Dunlending blood in them and some are capable of blending into Dunnish societies.

Build: Half-orcs are akin to Uruk-hai, but look more like dark Men. Males average 150 pounds; females, 135 pounds.

Height: Males average 5'8"; females, 5'5".

Language: *Starting Languages:* They know Westron quite well (Rank 5), and most know both Orkish (Rank 3) and a little Black Speech (Rank 2). *Skill Development:* Half-orcs also have the opportunity to learn: Dunael (Rank 3) or more Black Speech (Rank 4) or more Orkish (Rank 4) dialects.

Restrictions on Professions: Half-orcs have none.

Outfitting Options

Weapons: Broadsword, club, dagger, handaxe, long bow, mace, morning star, scimitar, short bow, short sword, spear, war hammer, whip. *RM options:* clawed club or clawed mace (use morning star table), long sword, harpoon, barbed arrows.

Armor: Any. Chain and plate armor are made of utilitarian steel.

Clothing: *Males:* Hide tunic; breeches or a short skirt of hide; stout leather belt; short woolen (dull plaid: moss green, dull yellow, beige, grey blue, charcoal) jacket or cape worn over one shoulder;.steel torque about the neck; soft leather footgear; fur over-coat and hat; hair worn in many small braids.

Females: those who escape the breeding pits dress to pass as young males; those who remain in captivity wear a hide tunic, falling to mid-thigh, and thong sandals.

Money: 20 sp.

Background Options

Half-orcs get four background options.

Special Abilities: All available.

Special Items: All available. Most Half-orcs are equipped from the armories of Saruman and thus have some of the finest gear.

Extra Money: Coinage, gems, and weapons worth 1-200 gp.

Hobbies: *Primary Skills:* moving and maneuvering in any armor, any weapon skills, climb, ride, swim, track, use item, directed spells, ambush, stalk/hide, pick lock, disarm trap, perception, body development, languages. *Secondary Skills:* acting, animal handling, appraisal, caving, gambling, signaling, trickery. *Artistic Skills:* storytelling. *Athletic Skills:* sprinting, rappelling, jumping. *Craft Skills:* wood-crafts, metal-crafts, leather crafts, fletching, trap-building, weaving. *Influence Skills:* seduction, bribery, manipulation, leadership. *Lore Skills:* geography, tactics, strategy.

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Half-orc might in unusual circumstances learn: Atliduk (Rank 3), Rohirric (Rank 3), or Nahaiduk (Rank 4).

A-2.6 • TROLLS

(Tereg, sing. Torog)

Bred by Morgoth in mockery of Ents, Trolls are as tough and stupid as the stone from which they were made. Their exact origin is clouded, although some feel they are related to Giants. In any case, the essence of the Earth permeates their being.

Trolls hate all other creatures, a legacy of Morgoth's dark touch. By nature they prefer to remain solitary or in small groups. Even their brethren are considered to be potential enemies.

Wild Trolls are divided into several types (based on their location): Hill, Forest, Cave, Snow, and Stone Trolls. The latter is the most common group. These types all revert to the stone of their substance when exposed to the light of day, for they were created in Darkness and the Sun can unmake the spell.

Another group, Sauron's Olog-hai, despise but can withstand sunlight. These "Black Trolls" and the more heinous Half-trolls are discussed farther below.

WILD TROLLS

As creations of Morgoth, all Trolls are vulnerable to Sauron's influence. However, numbers of Wild Trolls live independently, apart from the Dark Lord's armies, in the wilderness areas of Endor. The Trollshaws possess a notable concentration of Trolls, although they dwell in lesser numbers elsewhere.

Of the Wild Trolls, Cave Trolls are the largest and most powerful breed. They are extremely solitary and cannibalistic. They are almost blind, but have superb hearing and sense of smell. Their scaly hides are pale, like those of most cave-dwelling creatures.

Forest Trolls are the least brutal of the Tereg. They are more graceful and live in loosely organized bands who hunt together. They are rarely cannibalistic, preferring woodland game (or Man or Dwarf). They are expert with slings, snares, and skinning knives.

Hill Trolls live in small groups, but are quite quarrelsome and greedy. They prefer clubs and thrown stones in a fight and are very territorial. They guard their stolen treasures jealously, even those of little use to them (e.g., books).

Snow Trolls are rare creatures with grey-white hides and icy blue eyes. When exposed to sunlight they turn into pillars of icy slag. They go for long periods without food, but are virtually unstoppable when they at last sight prey.

Stone Trolls spend a great deal of time hoarding piles of food and treasure, stealing it from each other, and boasting of their riches. Their fratricidal tendencies are extreme.

Physical Character

Build: Wild Trolls are huge and immensely strong, with thick bodies and limbs. Their tough hides have an inconsistent quality; many have overlapping scales and some have body hair. Males average 850 pounds; females, 650 pounds.

Coloring: Various shades of brown, green, or grey hide, with black or brown eyes. They have black blood.

Endurance: Average.

Height: *Cave Trolls:* Males average 12'; females 10'2". *Forest Trolls:* Males average 9'; females 8'2". *Hill Trolls:* Males average 10'6"; females 9'8". *Snow Trolls:* Males average 11'; females 10'2". *Stone Trolls:* Males average 9'; females 8'2".

Lifespan: Variable; hundreds of years.

Resistance: Trolls do not understand fear.

Special Abilities: Torog vision in most darkness is as good as a Man's during the height of day. In other situations when there is barely any light (cloudy, moonless nights; upper caverns, dungeons), Trolls can see at least 50' perfectly and fairly well up to 100'. In absolute darkness (deep caverns), they can see 10'.

Culture

Clothing & Decoration: Little or none, aside from random armor and hides.

Fears & Inabilities: Sunlight. When exposed to the natural light of day they turn to stone.

Lifestyle: Trolls live in order to play and eat. To them play means killing and pillaging, and eating means fresh meat—raw or cooked—or jelly made from innards. They eat folk of other races and take whatever bright trinkets they might acquire. No society or inner purpose stirs them, since they unite only when compelled to. Trolls live in scattered caves and ruins, usually on the edge of civilized lands, and come forth only at night.

Marriage Pattern: None. Females are exceedingly rare, although the distinction is confused. Trolls are reluctant to breed; only when compelled by an outside force does their popualtion grow.

Religion: None.

Other Factors

Demeanor: Mean, slow, stupid, and somewhat lazy.

Language: *Starting Languages:* Most have little or no language capability and communicate through noises, signals, or actions. The more intelligent Trolls speak a debased Westron (equivalent to Rank 4). *Skill Development:* Wild Trolls also have the opportunity to learn: Dunael (Rank 3). This singular potential seems peculiar to Trolls of Eriador.

Prejudices: Trolls have little regard for anyone, although they particularly hate Dwarves.

Restrictions on Professions: Wild Trolls only produce Warriors.

Outfitting Options

Weapons: Club, mace, war hammer. *RM options:* cudgel, fist, thrown rock. The weapons used by Wild Trolls are crude creations of wood and stone joined by sinew wrappings.

Armor: None or soft leather.

Clothing: Rough, sleeveless coat of hide; belt or strap of leather from which to hang a weapon.

Money: 20 silver pieces stolen from travelers or rival Troll clans.

Background Options

Wild Trolls are limited to one background option.

Special Abilities: Ranges 56-60 and 71-75 not available (re-roll).

Special Items: Any special item possessed by a Wild Troll was obtained because some individual of another race lost it through carelessness, theft, or violence. Wild Trolls make nothing enchanted. Although they may possess spell adders or daily spell items, they cannot use them.

Extra Money: Coinage, gems, weapons, and enchanted items worth 1-200 gp.

Hobbies: *Primary Skills:* moving and maneuvering in soft leather, 1-handed concussion weapon skills, thrown weapon skills, climb, track, stalk/hide, body development. *Secondary Skills:* caving, foraging, gambling. *Craft Skills:* stone-crafts, leather crafts, trap building (snares). *Lore Skills:* animal lore (small game).

Stat Increases: Only Strength and Constitution may be increased. Forest Trolls may increase Agility.

Extra Languages: In addition to the tongues listed above, a Wild Troll might in unusual circumstances learn: Orkish (Rank 3).

OLOG-HAI
(sing. Olog)

The Olog-hai have been bred by Sauron from lesser Troll stock and have until late been a rare breed. Cunning and organized—yet as big and strong as their lesser brethren—the Olog-hai are superb warriors. They know no fear and thirst for blood and victory.

Olog-hai are also called Black Trolls, for they have black scaly hides and black blood. Most carry blank shields and war hammers, although they are adept at using almost any weapon. They differ from older Troll varieties in other ways as well.

Resistance: Black Trolls ignore bleeding or stun results when given a critical strike from a normal weapon, since they are more resistant to unenchanted weapons.

Special Abilities: They can operate freely in daylight.

Demeanor: They are relatively quick.

Language: *Starting Languages:* They are capable of using normal language properly, and speak Black Speech (Rank 5) and Westron (Rank 3). *Skill Development:* Black Trolls also have the opportunity to learn: Orkish (Rank 4) and more Westron (Rank 5).

Outfitting Options

Weapons: Battle-axe, club, flail, mace, morning star, two-handed sword, war hammer. *RM options:* bastard sword, fist, spiked club, war mattock, thrown rock.

Armor: Chain with plate inserts. Pot helmet and shield.

Clothing: Rough, sleeveless coat of hide; hide wrist guards; hide or chain leg guards; leather belt or strap from which to hang a weapon.

Money: 2 gp.

Wild Troll
Olog
Half-Troll
(left to right)

Background Options

Black Trolls are limited to one background option.

Special Abilities: Ranges 56-60 and 71-75 not available (re-roll).

Special Items: Special equipment is usually issued to a Black Troll by the orders of his commander. Sometimes items are acquired as booty on the field of battle. Enchanted weapons are the most common special items possessed by a Black Troll.

Extra Money: Coinage, gems, or weapons worth 1-200 gp.

Hobbies: *Primary Skills:* moving and maneuvering in leather or chain armor, any weapon skills, track, ambush, stalk/hide, perception, body development. *Secondary Skills:* caving, gambling, signaling. *Athletic Skills:* wrestling. *Craft Skills:* metal-crafts, leather crafts, trap building. *Influence Skills:* impressing, intimidating, leadership, interrogation. *Lore Skills:* strategy, tactics.

Stat Increases: ST, CO, and IG may be increased.

Extra Languages: In addition to the tongues listed above, an Olog might in unusual circumstances learn: Atliduk (Rank 3), Haradaic (Rank 4), or Nahaiduk (Rank 3).

HALF-TROLLS

(sing. Pertorog; pl. Pirtereg)

Half-trolls are the product of a union of Olog-hai and Variag Men. For this reason, they are sometimes confused with Black Trolls, but they are smaller and quicker and vaguely resemble Men. Their 7' height, jet-black skin, long sharp red tongues, and glowing red eyes should also serve notice of their uniqueness.

Half-trolls differ from Olog-hai in other ways: they are more agile, they are as intelligent as Men, and they avoid other Trolls. Their unique attributes often result in Half-trolls acting as elite bodyguards, Slayers, or War-lords.

Build: Half-trolls are powerful without the extreme bulk of their lesser counterparts. Males average 290 pounds; females, 270 pounds.

Height: Males average 7'1"; females, 6'10".

Clothing & Decoration: They wear crude black clothing and considerable amounts of armor;

Language: *Starting Language:* Half-trolls speak Black Speech (Rank 5) and Westron (Rank 4). *Skill Development:* They have the opportunity (skill development) to learn Varadja (Rank 3), Haradaic (Rank 4), and Orkish (Rank 4).

Outfitting Options

Weapons: Battle-axe, bola, broadsword, composite bow, crossbow, dagger, flail, halbard, javelin, mace, morning star, scimitar, short bow, short sword, two-handed sword, war hammer, whip. *RM options:* falchion, armored fist, war mattock, bastard sword, blow gun, boomerang, throwing darts, kynac.

Armor: Any. Plate armor forged of a black metal is common.

Clothing: Black tunic of leather, silk, or wool; black belt or bandolier; black wrist guards; black boots; black cape of wool, silk, or the pelt of a dark-furred beast.

Money: 2 gp.

Background Options

Half-trolls get 2 background options.

Special Abilities: Range 71-75 is unavailable (re-roll). Modify range 56-60: the type of animal must be one of those species more susceptible to Sauron's influence—serpent, bat, crebain, rat, wolf, lizard, etc..

Special Items: Special equipment is usually issued to a Half-troll by the orders of his commander. Sometimes items are acquired as booty on the field of battle. Enchanted weapons and tools are the most common special items possessed by a Half-troll.

Extra Money: Coinage, gems, or weapons worth 1-200 gp.

Hobbies: *Primary Skills:* moving and maneuvering in any armor, any weapon skills, climb, ride, track, ambush, stalk/hide, pick lock, disarm trap, perception, body development. *Secondary Skills:* acrobatics, animal handling, appraisal, caving, first aid, gambling, signaling, trickery. *Athletic Skills:* wrestling, sprinting. *Craft Skills:* metal & leather crafts, fletching. *Influence Skills:* leadership, interrogation, seduction. *Lore Skills:* tactics, strategy, Black Religion.

Stat Increases: Any stat but Intuition may be increased.

Extra Languages: In addition to the tongues listed above, a Half-troll might in unusual circumstances learn: Logathig (Rank 4).

APPENDIX • A-3
THE CREATURES

This section contains descriptions of a number of unusual Middle-earth beasts and monsters. Table ST-2 (p. 250-251) provides a summary of the combat skill bonuses and capabilities of each of these creatures.

Note: *More detailed descriptions of these creatures can be found in ICE's "Creatures of Middle-earth" product.*

Balrogs

Huge and fiery, these man-like demons of might are among the most feared of the denizens of Middle-earth. They are intelligent, very cunning, and capable of causing massive destruction when the mood strikes them. Their most feared physical weapon is the flaming whip, but their other hand often contains a secondary weapon such as a sword or mace. The whip and all other weapons attack using the 2-Handed Weapons Attack Table AT-3 (p. 233). Grappling them will cause massive burns and bring great pain. Anyone foolish enough to be caught in their grasp will most likely be torn apart by their great body strength if he doesn't die of terror first. Balrogs "fly" over obstacles and don't have to touch the ground except in a restricted space. They also have the ability to alter their size considerably.

Balrog

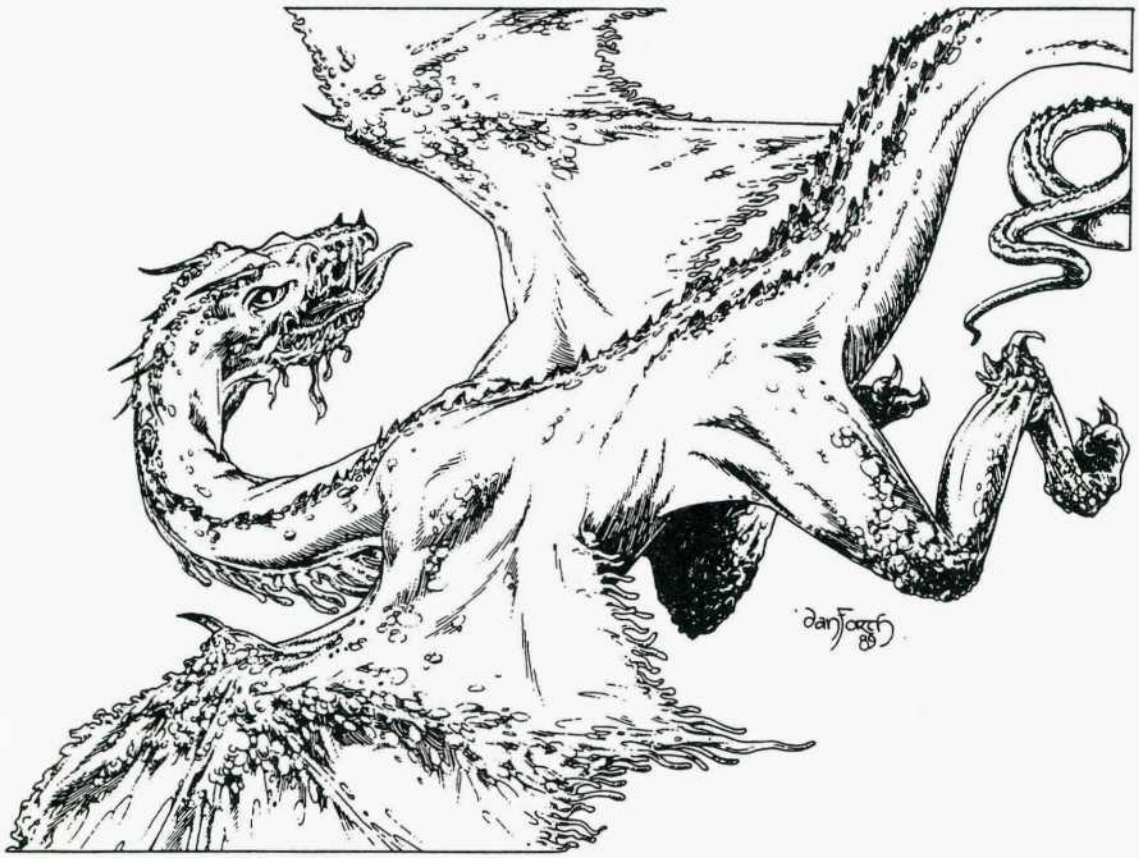
Since they are Maiar, Balrogs are imbued with an imposing presence. Their presence is one of their best long-range weapons: anyone coming in sight of a Balrog revealed in all of its terrible anger will have to make a Resistance Roll (RR) versus a 15th level fear spell or run in terror. If the RR is failed by more than 50, the character will faint or be frozen in place for 1-10 rounds (Treat as unconscious or stunned, respectively). If he fails by more than 100, the character will die of a heart attack.

Each time a flaming weapon of the Balrog delivers damage, it causes a Heat critical in addition to the normal criticals and will do an additional 5-50 hits of flame damage. The whip can reach out to 20 feet and ignores shields. Anyone coming in contact with the body of the Balrog out of water will take a fireball attack (+30 OB) with no subtractions except for natural resistance and spells.

Anytime a Balrog wishes to use his great strength to rend a person in two, all he must do is catch a person with a successful "Hard" moving maneuver (with all bonuses applicable). Once the victim is in his grasp the Balrog needs to succeed on the Very Hard column of Table MT-1 (p. 242) with a modification of +50 minus the target's strength bonus if the poor soul is conscious. A 100 result means the victim is split in the middle and quite dead. Any result less than 100 is the number of concussion hits taken less the victim's Strength bonus, if conscious.

The Balrog of ***The Lord of the Rings*** is referred to simply as "The Balrog" in western lore and is a being so awesome that the presence of any brethren would hardly go unnoticed. It is likely, however, that other Balrogs were trapped beneath the land following the fall of their master, just as the Balrog of *Moria* was; such a circumstance could have prevented their detection. There had been, in the First Age, many Balrogs, for they were servants of Morgoth, the Dark enemy, master of all darkness and mentor of Sauron. The cataclysm that accompanied Morgoth's departure enveloped almost all of the host.

Of all the single dark entities in Middle-earth save Sauron, none possessed greater physical power than Balrogs. Originally they came from the Undying Lands, just as the Istari and Sauron had, and their relative strength when compared to the inhabitants of Middle-earth is enormous. Even Dragons fear Balrogs. They are described in many ways by the few who lived to tell of their passing: Balrogs are both flame and shadow, huge and changing, "shadow-winged" and slimy, stronger than the greatest serpent, bearing a flaming whip and sword of tremendous size and power. As a foe, they are called by Legolas the greatest bane of the Elves, save the Lord of the Dark Tower. Gandalf struggled for ten days with the Balrog of Moria before winning.



Dragon

Crebain

A type of large black crow that has fallen under the sway of evil. Crebain live primarily in Dunland and Fangorn Forest. Normally they are present in large flocks in order to keep an eye on one another and to improve the chance of spotting whatever they are sent to find. Primarily scouts, they usually will not attack. They have a +50 Perception bonus while in the air.

Dragons

There are three kinds of Dragons, all of which were created by Morgoth during the First Age of the Sun. Some slithered like snakes, others walked, while the most miraculous flew. All varieties use their physical bodies in combat, while many of the most powerful of the Dragons also breath fire of extreme temperatures. Dragons are 90-120' long and have a wingspan about 20% larger than their length. This entire huge length is covered with incredibly tough and shiny scales bigger than a man's hand. Dragons have an awesome presence that terrorizes onlookers as Balrogs do. Further, all of them are cunning, vain, extremely intelligent, and possess excellent senses of all sorts. They are rapacious, greedy, and love destruction and fire.

Physical attacks by Dragons are of terrifying power. The GM should allow Dragons to attack multiple targets, one with each limb that is available, plus the mouth and tail. All extremities should be able to attack more than one person with a -15 modification for each additional target. A Dragon can attack one target with any two adjacent extremities.

The most fearsome weapon of some Dragons is the breath weapon, however. When used against one target, it should act on the Bolt Spells Attack Table AT-7 (p. 236) with a 100-150 OB out to 300 feet. When used against a group, the Ball Spell Attack Table AT-8 (p. 236) is used with a 30-50 OB out to 150 feet. When used on the ball table, the breath covers a cone with a 50' wide base. A Dragon can breath once every six rounds, up to 4-6 times per hour.

With a breath like a full force hurricane, a Dragon can set a river steaming like hot tea and reduce to cinders and blackened stumps a thriving Mannish settlement. The mighty winged Dragons first appeared on the scene in the later First Age when Morgoth, intent upon destroying the Valar, unleashed a host of winged, fire-breathing monsters led by Ancalagon the Black, the mightiest of all Dragons (Ancalagon makes Smaug look like a homesick Hobbit). Fortunately, Ancalagon was slain by Ëarendil in a battle in the sky. The slain monster fell upon the "Mountains of Tyranny" raised by Morgoth and flattened them (and Morgoth's hopes) in one earth shattering crash that instantly invalidated all contemporary topographical maps of Middle-earth.

Dragons, while unwise, are cunning and cruel creatures who can reason, dream, and even prophesy. They are always ready to suspect the worst of others, since they themselves are always up to the worst. Nothing pleases a Dragon more than sacking a town of its treasure, gathering the booty into a golden heap and nesting upon it for a century or two. Dragons do have genuine weaknesses: they tend to grow vain and complacent if unchallenged, giving themselves away in riddling talk, and each seems to have an Achilles heel, or soft spot, where its armor can be pierced and mortal damage done.

Dumbledors

A race of ferocious winged insects mentioned in Hobbit poems. They are essentially 6-8 pound black and yellow wasps with a poison that gives 2-20 hits if the target is hit and given a critical and fails an additional 3rd level RR.

Eagles, Great

The Great Eagles are the absolute rulers of the air in the northern mountains, barring certain Dragons. Eagles are the greatest of all birds and are thought to be of divine creation; the Eldar, the first Elves, believed Eagles to be direct manifestations of the Thought of Manwë, Lord of the Valar. In truth, the Eagles seem worthy of such worship. Indomitable in spirit and never evil, Eagles lived in the treetops of the world until Manwë ordered them to build their eyries in the peaks and crags of Middle-earth's greatest mountains and to keep an eye upon the Mortal Lands below, reporting to him what they saw and heard. These winged reporters were greater in size than their Third Age descendants: Thorondor, the First King of the Eagles, had a wingspan of 180 feet!

In the turmoil of the First Age, the Eagles served the Eldar valiantly. After Beleriand was swallowed up by the sea, the Eagles flew east. Some settled in the high peaks of the Misty Mountains (then a home to the inhospitable Orcs), and some settled in the Grey Mountains. There the Dragons slept, mated, and then slept some more. In these high snowy peaks, the natural rivalries between the giant beasts sharpened their talons. Later in the Third Age, Dwarves, Elves, Hobbits, Istari and men would come to depend upon the Eagles for rescue, information, and defense. When the Eagles chose to cooperate, the help-seekers were not disappointed.

Great Eagle

The Great Eagles of Middle-earth are princely birds. Imperious, swift and proud, these hunters show no mercy to foes or prey. Clasped in the Eagle's talons, a foe may as well shut his eyes and prepare for eternity. Armed with a hooked beak and vice-like, four-toed talons to clutch and crush or impale its prey, an eagle cannot be easily overcome by force. The eyes of the Eagle are relatively bigger than man's and, unlike other birds, their retinas contain dense concentrations of extraordinarily precise color nerve receptors to give a marvelously accurate sense of color discrimination. A soaring Eagle can perceive details in a landscape eight times better than a man. for example, the Lord of the Eagles can spot a rabbit dashing for cover a mile below in the moonlight! On top of the superb accuracy, an Eagle's eyes point both forwards and sideways, allowing the great bird an unusual degree of peripheral vision. Little loss of accuracy and clarity occurs in the dark.

The great natural gifts of the Eagles make them valuable allies in war. However domineering and lacking in sentiment, the Eagles are concise, rational, and difficult to beguile. Unlike Dragons, who (one-on-one) have greater destructive power, the Great Eagles operate as a squadron, and their wisdom and knowledge make them a match for almost any evil force in Middle-earth. These extremely wise and intelligent beasts should not interfere often in the concourse of the world, but when they do act, their interference should be most puissant and effective in nature.

Ents, Onodrim

The Ents are the strongest and largest of the natural races. Their limbs are extremely hard and can rend stone and steel when they are roused, which, while rare, is a sight few wish to behold. When enraged, all viewing the Ent must resist a 10th level spell of Fear. Those failing by 1-50 flee; those failing by more than 50 freeze in terror for 1-100 rounds.

An Ent may use any object at hand as a thrown missile much like a giant, but with a 110 OB due to their greater ability. The skin on an Ent is extremely tough, being resistant to all but strong axe blows. Therefore, blunt weapons and arrows do only half damage and must do an 'E' critical before being able to roll on the Physical Criticals for Large Creatures Table CT-10 (p. 239) at minus 10. Flaming weapons or fire affects them as a normal creature.

Though the oldest of speaking peoples, Ents were dormant until the coming of the Elves. Elves taught them to speak and inspired them to become mobile. Ents are the shepherds of the forest and usually resemble one specific variety of tree. This leads to a wide disparity of sizes and description. Gentle by nature, Ents are not quick thinkers and do not act rashly except when incredibly angry.

Ents are a dwindling race, partially because they have been reverting to their dormant tree-like form out of weariness, forgetfulness, or bitterness. Another key cause is the disappearance of the Entwives, who, over a span of many years, became sundered from their mates and have vanished from the pages of history.

Fell Beast

Festítycelyn

A vast turtle-like animal mentioned only in Hobbit legends, the Fastitocalon is big enough to camp on. They would be about 150 feet long, almost as wide, with huge heads and flippers that are extremely powerful. If angered, they would find it quite easy to destroy most boats or ships.

Ent

Fell Beasts

Cruel mockeries of the Eagles, the Fell Beasts make their homes in high caves or on shelves beneath overhangs of rock. A number of them are spread throughout the hills of Southern Mirkwood. These creatures grow to lengths of thirty feet with 30-35 foot wingspans and are distantly related to the cold drakes of ancient days. They cannot breath fire, but their physical armory is formidable. Nine inch claws and six inch fangs along with equivalently sized legs and jaws have persuaded many to become the Fell Beasts' next lunch.

Fell Beasts have excellent nightsight and can glide soundlessly and effortlessly, allowing them to attack with complete surprise at night. (Add +50 OB to any first attack at night if the target does not make a -30 Perception roll to spot the beast.) During daylight hours, they use a more direct approach; a fast dive out of the sun impales their target on their outstretched claws. Somewhat social creatures, they often hunt in pairs, one beast making a distraction while the other strikes from behind. Large Fell Beasts can support the weight of two men in flight and are frequently used as mounts by Sauron's Nazgûl and Olog-hai warlords.

Flies of Mordor

The only beasts in Mordor, these grayish insects are each marked with the Eye of Sauron on their back. Individually, they are much like horseflies.

Giants

Again a beast rumored only in Hobbitish legends, these large ten foot monsters are reputed to guard the passes in Rhovanion. Large and simple-minded, they are still to be avoided. The attack in the chart is their club attack. Giants are also capable of crushing people under their huge feet and throwing any large object that is at hand. Both attacks require a maneuver roll against the victim's movement and maneuver bonus, and, if successful, an attack with a 90 OB. Objects are thrown on the missile attack table, doing double hits, while the stomp attack is done on the Two-Handed Weapons Attack Table AT-3 (p. 233), causing triple the listed concussion hits.

Hummerhorns

Giant

Hummerhorns

These large insects are said to attack armored knights. Shaped much like mosquitos, they have a wingspread of about four feet and weigh about ten pounds. Loving swamps and marshy areas, they will swarm any unlucky passersby in large numbers, attacking until they are all dead or the victims are dried husks.

Huorns

Huorns are tree-ish beings who inhabit forests under the care of Ents. Their form more closely resembles a tree than that of the Ents—indeed, the Huorns are actually trees who have awakened from their long, vegetative sleep or Ents who have slipped into dormancy.

Huorns who have come under the influence of Shadow are hostile to the kelvar ("living things that can flee"), and create a hot, oppressive atmosphere when such walk beneath their boughs. Huorns free of the Dark Lord stand in woodlands made merry by singing birds, shafts of sunlight, and airy glades. Huorns of both persuasions (good and bad) can be persuaded to fight their foes under the direction of an Ent. Most speak Entish and understand Westron.

Merry's words in Tolkien's *The Two Towers* shed additional light on the nature of Huorns. "Treebeard won't say much about them, but I think they are Ents that have become almost like trees, at least to look at. They stand here and there in the wood or under its eaves, silent, watching endlessly over the trees; but deep in the darkest dales there are hundreds and hundreds of them...

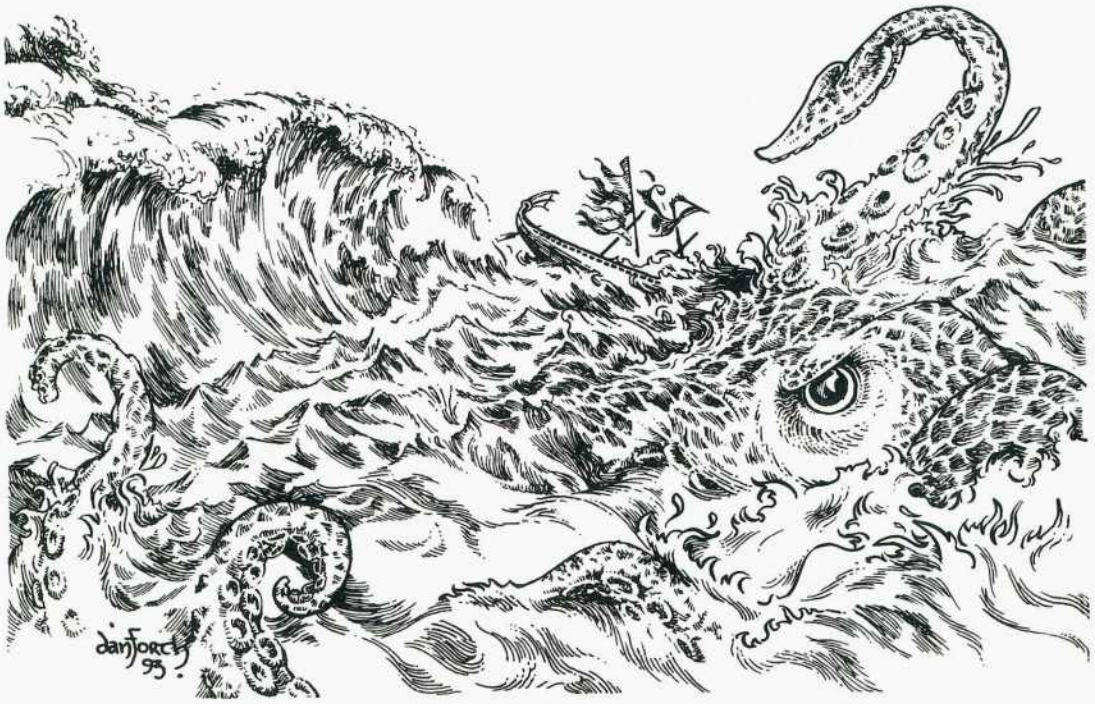
"There is great power in them, and they seem able to wrap themselves in shadow: it is difficult to see them moving. But they do. You are standing looking at the weather, maybe, or listening to the rustling of the wind, and then suddenly you find that you are in the middle of a wood with great groping trees all around you. They still have voices, and can speak with the Ents...but they have become queer and wild. Dangerous."

Huorn

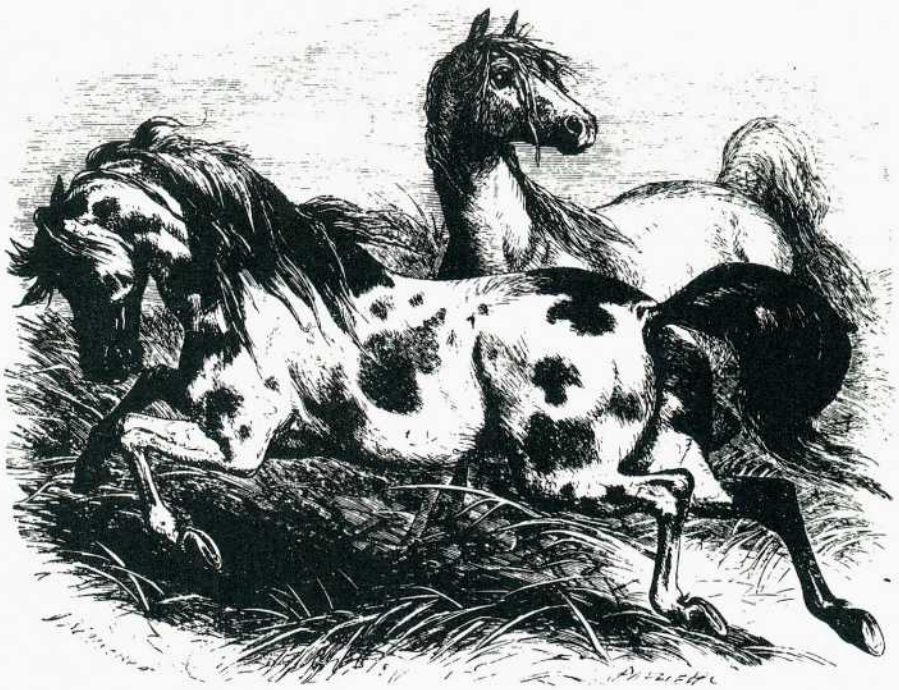
KRAKEN

Huge, evil kin to the giant squid, Kraken lurk wherever the forces of Darkness need a guard in fresh or salt water. Each Kraken has many, many arms and can attack up to three targets at once (with its full OB). If it chooses to concentrate the three simultaneous attacks into one, the creature is even more formidable (+50 OB for each attack foregone). A Kraken can also attack more than three foes, albeit with somewhat diminished effectiveness (-25 from each attack for every target over three attacked in the same round).

Once entangled (any 'C' critical or better), a victim cannot use his shield (no shield bonus), and the Kraken's attacks on him are more deadly (+20 bonus plus any of the applicable situational bonuses). As listed in Table ST-2 (p. 251), there are three different sizes of Kraken. The major differences between them are the power of the attack (OB) and the toughness of the hide (armor type).



Kraken



Mearas

Mewlips

Mearas

Super horses of the Rohirrim, the Mearas are virtually worshiped by the blond horsemen. Mearas are much more intelligent, faster, and hardier than any other horse. As such, they make ideal warhorses if they can be acquired. No Rohir will sell such a steed and all will inquire about one he sees that is not in the hands of a Rohir noble.

Mewlips

Mewlips are an evil race of cannibalistic spirits said to be akin to the Wights. They favor noisome swamps and marshes, endangering anyone nearby. Once killed, however, they can prove profitable, since they are hoarding beasts. If a group of Mewlips is put to flight or killed completely, a Track maneuver with a -50 modification will lead the party to the Mewlips' lair and treasure, along with another larger group of Mewlips arranged in defensive terrain they know well.

Mûmakil

Very much like the extinct wooly mammoth, the Mûmak has been trained as a beast of war by the Haradrim and other Southrons. All Mûmakil love battle and are not easily controlled once battle is joined. Any horse that comes within 100' of a Mûmak must make a RR against a 10th level spell or flee in terror. (The horse's rider gets his riding bonus as a modifier.) Due to the armor on Mûmakil in wargear and their naturally tough hides, all arrows only give half damage and give criticals on the Physical Criticals for Large Creatures Table CT-10 (p. 239) with a -10 modification on a 'D' or better.

Nazgûl

The greatest of the servants of Evil during the Third Age, the Nazgûl are feared by all. Also called the "Ringwraiths" or simply "The Nine," these are nine great lords of men who were enslaved by Sauron in the Second Age. Each had coveted great power and accepted one of the Nine Rings of men wrought by Sauron. Since the rings are ruled by the One Ring and controlled by the Dark Lord, the Nazgûl became his slaves. As time passed they became immortal in spirit, but their bodies gradually faded into mist. Essentially, they became "shadows" of great power and are now Sauron's most trusted Lieutenants.

The Witch-king of Angmar, also called the Lord of Morgul, is their chief. Of the Nine, he possesses the greatest power and ability for independent action. The Nazgûl are afraid of deep or running water, fire, and holy Elvish names such as "Elbereth." They are virtually blind by usual standards, but possess an amazing sense of smell and can enlist the help of other creatures (such as specially trained horses). Their power is lessened during the day; Khamûl, the second in command, has a considerable fear of the light. All Nazgûl shared this weakness to some degree, but all, including Khamûl, can master their fear.

Nazgûl wear large dark cloaks, hauberks and helmets. Underneath their clothing, they are but misty forms with almost no substance. The special powers of the Nazgûl are very numerous, but they also use more mundane weapons such as swords and poisoned daggers. One special power is fear. Anyone coming in sight of a Nazgûl is affected with unease and terror (without a RR). Anyone foolish enough to face them in combat and view their red glowing eyes must make a 15th level RR or freeze in combat and be cut down like a cornstalk.

Anyone surviving close contact with a Nazgûl or a critical received from a Nazgûl must make a 10th level RR (Channeling) or suffer the Black Breath (If a critical is the cause of the RR, the RR is -30). This is somewhat similar to freezing to death—no matter what the temperature—but also freezes and destroys the target's spirit and soul. Death occurs 10 days after exposure, modified by a number of days equal to the victim's Constitution bonus.

Most weapons that come in contact with a Nazgûl will wither and vanish. No weapon except those of Westernesse or Elvish make will harm the Nazgûl even if they do hit. A RR versus a 10th level attack should be made for any weapon hitting a Nazgûl. All weapons are 1st level but the following modifiers apply: double the bonus of the weapon (+10 adds 20 to the RR); Elvish make +20; Númenorean make +10; or a Holy weapon is +30. These bonuses are cumulative. (For example, a +15 magic short sword made in Númenor would have a +40 bonus for a RR needed of 45 or better.)

All Nazgûl are capable of using some sort of spells of differing power. Beckoning spells and blasting fire are the most common. Of the Nazgûl, the Witch-king of Angmar is the most sorcerously inclined. Mostly, Nazgûl ride large black horses or Fell Beasts that are inured to their presence. These horses provide the Nazgûl with physical senses. Since the Nazgûl are spirits, they see best in the spirit world and rely heavily upon symbiotes such as horses for their direct interaction with the commonplace world.

Nazgûl

Olog-hai

See the culture/race description in Appendix A-2 (p. 178-179).

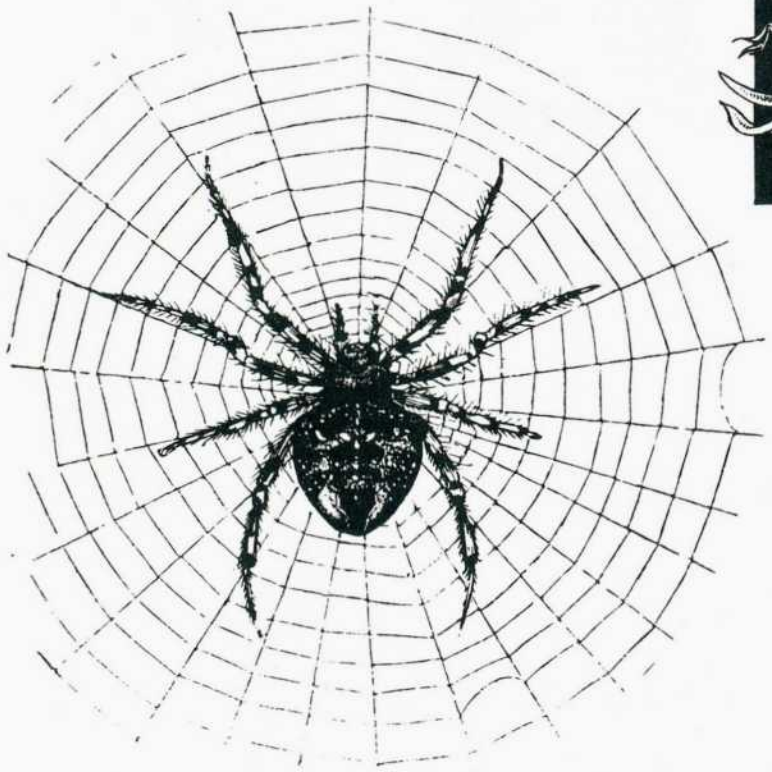
Orcs

See the culture/race description in Appendix A-2 (p. 175-176).

Spiders, Great

Encountered in the old forests of Middle-earth, the Great Spiders are the remnant of an evil race bred by Morgoth and augmented by Ungoliant. Intelligent and capable of speech, these Spiders can easily trap and eat all but the doughtiest of foes. The mightiest of the Spiders in Middle-earth during the Third Age is Shelob the Great. She lives in Cirith Ungol and is left alone even by Sauron. Most smaller Spiders took up residence in the forest of Greenwood, later renamed Mirkwood.

These smaller Spiders are the ones represented by the statistics given in Table ST-2 (p. 250). Shelob would be much more fearsome. Even smaller Spiders are a force to be reckoned with since they work together in large numbers, posses a stunning poison, and can spin webs very quickly. Any bite that hits home and gives an 'A' critical or better forces the target to make Resistance Roll (5th level attack level) versus poison or fall unconscious. If the RR is made, RRs versus successive bites are resolved with a +2 modification to the target level. If any RR is failed by more than 50, the target dies in six rounds.



Giant Spider

Trolls

See the culture/race description in Appendix A-2 (p. 177-179).

Vampire

Vampires

Vampires are another of the ancient beasts from the pits of Morgoth. Many of his and Sauron's chief servants and messengers took the form of Vampires. All Vampires can fly and are armed both with weapons and powerful talons on their leading wing edges. They are spirits and affect weapons much like Nazgûl, but with only a third level effect. The most famous Vampire was Thuringwethil in the First Age. After she lost her magic cloak and vanished, the cloak was used by Lúthien, who along with Beren, infiltrated Angband and stole the Silmarils.

Wargs

As the Great Eagles are greater than earth eagles, so are Wargs greater than normal wolves. Malicious but intelligent, these beasts are large enough to serve as mounts for tribes of Orcs they are allied with.

Werewolf

Werewolves

Evil spirits held in thrall by a greater Evil, the werewolves were the special servants of Sauron during the Wars of Beleriand in the First Age. Werewolves speak both Black Speech and most Elvish tongues, and this is but a small part of their cleverness. Like Balrogs, they force opponents to resist their terrible presence, although the RR is based only on a 5th level attack. Lesser Maiar or another type of spirit, the Werewolves are not slain easily. If they are slain, the spirit is only temporarily removed from the physical pain and will return to seek out its slayer.

Wights

Wights appear as dark, shadowy human forms with eyes akin to faint lights. They inhabit the same world as the dreaded Nazgûl and are hard to perceive as anything other than dark, misty shapes. If seen with the aid of special magic, Wights will take the tattered forms of great lords of men with cold cruel eyes. Wights inhabit the old graves of Dúnedain, sent as messengers of despair by Sauron and the Witch-king of Angmar.

Wights are extremely hard to kill. They take half concussion hit damage from non-magic weapons, criticals they take are resolved on the Large Critical Tables, and they have the same weapon dissolution effect of Nazgûl with an attack level of three. Anyone touched by a Wight, or hit by its weapon, is affected like the Nazgûl's Black Breath with an attack level of seven. Unlike the Black Breath, this effect is immediate. Wights also affect onlookers as a Balrog, but at only the 5th level.

The only way to permanently kill a Wight is to kill it physically, open the grave it inhabits, and spread the graves' contents out for all passersby to take and thus scatter. If this is not done, the grave will quickly be reinhabited by another similar Wight. Three different types of Wights are given in the chart. The power of a given Wight should relate directly to the power of the lord buried in the grave the Wight inhabits.

Wight

APPENDIX • A-4
THE SPELL LISTS

Each spell list is organized with the spell list title at the top, followed by a summary of the spells on that list and concluding with the detailed descriptions and explanations of each spell. The descriptions of the individual spells are ordered according to the levels of the spells (levels 1 through 10). Each spell's area of effect, duration, and range are listed in the summaries. A key to some of the abbreviations and notations used in the spell summaries and descriptions is provided below.

SPELL PARAMETERS

Each spell list begins with a summary of its spells with three parameters for each spell: Area of Effect, Duration, and Range.

Area of Effect

This is the scope of the spell's effects. Depending upon the spell, this can be the size and shape of the area affected, the type of target, the number of targets, the mass affected, etc. For some spells, the area of effect varies with the caster's level (e.g., 10'R/lvl means a radius equal to ten feet per level of the caster). The area or number given is an upper limit and can be reduced if the caster wishes.

Duration

The duration of a spell determines how long the effects of the spell last. The duration can be:

- Only for an instant (i.e., "–")
- For a fixed amount of time (e.g., "1 min")
- For an amount of time dependent upon the caster's level (e.g., "1 min/lvl")
- For as long as the caster concentrates (i.e., "C")
- For an indefinite time (i.e., "P" or "varies").

The duration given is an upper limit, and the caster may cancel one of his spells (before its duration has passed) by concentrating for one round. Canceling a spell will not always negate its effects (e.g., canceling a *Wall of Fire* does not do away with any burns which it may have caused).

Range

The range of a spell is the distance that may separate the caster from the target of his spell or the direct effects of his spell. Typical ranges are:

- Only on the caster himself (i.e., "self")
- Touching the target (i.e., "touch")
- A fixed distance (e.g., "100' ")
- A distance dependent upon the caster's level (e.g., "10'/lvl")

The range given is an upper limit, and spells may be cast at a target (or take effect) at lesser ranges. If a spell has an area effect, the center (or the approximate center) of the area of effect must be within range, but part of the area affected may be outside the range.

SPELL CLASSES

Each spell description has the spell's *Class* listed in parentheses after the spell's name. A spell's Class is an indication of how the spell functions in terms of effect, attack table used, skill bonus used, and Resistance Roll requirements. The use of attack tables, skill bonuses, and Resistance Rolls is discussed in Section 8.3 (p. 50-54).

Summary of Spell Classes

Abbr	Spell Class	RR?	Bonus / Attack Table
E	Elemental	no	none / none
BE	Ball Elemental	no	Base Spell OB / AT-8
DE	Directed Elemental	no	Directed Spells / AT-7
F	Force	yes	Base Spell OB / AT-9
P	Passive	yes†	Base Spell OB / AT-9
U	Utility	yes	Base Spell OB / AT-9
I	Informational	no	none

† – RR is only used to determine if the target is aware of the spell

(E) — *Elemental spell:* These spells use the force of the spell to manipulate physical elements (heat, cold, wind, light, water, earth, sound, smell, taste, touch). These elements (and not the spell) are used either to create a phenomena that can affect the physical environment of the target (e.g., a "Wall" spell) **or** the senses of a target (e.g., an "Illusion" spell). Since the elements are real, no Resistance Rolls are normally allowed.

(BE) — *Ball Elemental Spell.* These are elemental spells that attack an area with one of the physical elements; i.e., "Ball" spells. The attacker's Base Spell OB bonus is used to modify the attack roll for such a spell, **and** such attacks are resolved on the Ball Spells Attack Table AT-8 (p. 236).

(DE) — *Directed Elemental Spell:* These are elemental spells that directly attack a target with one of the physical elements; i.e., "Bolt" spells. The attacker's Directed Spells bonus is used to modify the attack roll for such a spell, **and** such attacks are resolved on the Bolt Spells Attack Table AT-7 (p. 236).

(F) — *Force spell:* These spells involve the direct manipulation of matter, energy, the elements, or living being through the use of a spell's force. If the spell has a target capable of resisting, the caster must make an attack on the Base Spells Attack Table AT-9 (p. 235) (modified by his Base Spell OB). Then, the target must make a Resistance Roll to see if it is affected by the spell. Most base attack spells fall into this class.

(P) — *Passive spell:* These spells usually only indirectly or passively affect a target. Thus if a Resistance Roll (GM's decision) is allowed, its purpose is only to determine if the target is aware of the spell. Many detection spells and protection spells fall into this class.

(U) — *Utility spell:* These spells only affect the caster, a willing target, or a target incapable of resistance. Thus, Resistance Rolls are usually not necessary. A willing target who is capable of resisting may still be required to make a Resistance Roll, but it is modified by -50. Most healing spells fall into this class.

(I) — *Informational spell:* These spells involve gathering information through means that do not require any Resistance Rolls.

Note: *A target is capable of resisting a spell if it is a living creature or if it is magical or enchanted or if it has special properties which might resist the spell (GM's decision).*

ABBREVIATIONS

RF ....Risk Factor (Section 15.3, p. 71)

rnd ...Round (i.e., 10 seconds)

min ..Minute (i.e., 60 seconds or 6 rounds)

hr.....Hour (i.e., 60 minutes or 360 rounds)

day ...24 Hours (1440 minutes or 8640 rounds)

" .....Inches

' .....Feet

mi .....Miles

cu' .....Cubic feet

R.....Radius

/lvl ..Per level of caster

–.....Effect lasts only an instant.

* .....The spell is an instantaneous spell and any rolls required to cast it (i.e., attack rolls) are not modified because of the number of preparation rounds taken. A character may still take full action during the round in which he casts an instantaneous spell.

c .....Either the spell requires concentration (see below) to cast or to control, or the spell will last as long as the caster concentrates.

P .....The duration of the spell's effects is *permanent* in the sense that the physical or mental condition created by the spell is real. The "permanent" condition created may be disturbed by another spell or natural physical forces. For example, *Freeze Water* will create a "permanent" condition of the water effected being frozen, but the ice so created will melt normally. Similarly, anything "permanently" created or altered by a spell will deteriorate and disperse according to normal physical laws and properties.

 # x # x # The physical dimensions of an area or object.

 # % chance This is the percentage chance of an event occurring. Roll 1-100 and if the roll is less than or equal to the #, the event occurs; otherwise, it does not.

Stone Troll

"time" (C) The spell lasts as long as the "time" given, but its effects occur only on rounds in which the caster *concentrates* (see "Definitions of Spell Terms" below).

"time" / # pt of failure of RR If a target fails a Resistance Roll (RR), the duration of the effect of the spell is increased by the "time" once for each complete increment of # points (pts) that the target failed to resist by. Suppose for example, a spell (*Blinding*) indicates "10 min / 10 pt of failure of RR." If the target needed to roll a 50 to resist and rolled a 24, he would have failed to resist by 26 points or two complete increments of 10 points. Thus the target is blinded for 20 minutes.

DEFINITIONS OF SPELL TERMS

Animal — A living creature of feeling and voluntary motion, but not particularly intelligent.

Being — Any intelligent creature, including all humanoid types, enchanted creatures, etc.

Concentration — If a caster "concentrates," he may not perform any action other than moving up to 10' each round. If he is attacked and given hits, he must make an orientation roll (Section 10.0, p. 57) to maintain concentration. Concentration is automatically broken if the character is stunned or rendered unconscious. Certain spells (with a duration other than "C") allow the caster to break concentration and then return to concentration later (e.g., most detect spells).

Inorganic — Not of or deriving from living organisms (e.g., iron, copper, silver, water, glass, etc.).

Organ — A differentiated part of an organism, adapted for a specific function (e.g., a liver is an organ, a heart is an organ, the muscles in a leg are not an organ).

Organic — Of or deriving from living organisms (e.g., leather, bone, cotton, wool, etc.).

A-4.1 • OPEN ESSENCE SPELL LISTS

PHYSICAL ENHANCEMENT

(Open Essence Spell List)

		Area of Effect	Duration	Range
1	Resist Heat	1 target	1 min/lvl	10'
2	Resist Cold	1 target	1 min/lvl	10'
3	Sly Ears	1 target	10 min/lvl	10'
4	Balance *	1 target	varies	10'
5	Nightvision	1 target	10 min/lvl	10'
6	Sidevision	1 target	10 min/lvl	10'
7	Sounding	1 target	10 min/lvl	10'
8	Watervision	1 target	10 min/lvl	10'
9	Waterlungs	1 target	10 min/lvl	10'
10	Gaslungs	1 target	10 min/lvl	10'

1–Resist Heat (U,RF5) Target is totally protected from all natural heat to 200°F and adds +10 to RRs vs. heat spells and -10 to elemental heat and fire spell attacks.

2–Resist Cold (U,RF5) As *Resist Heat,* except protects against natural cold to -30°F and modifies spells involving cold by -10.

3–Sly Ears (U,RF5) Target's hearing is augmented to double normal effectiveness; +50 to Perception maneuvers involving only hearing, +25 to Perception maneuvers involving hearing and other senses.

4–Balance (U*,RF5) Adds +50 to one slow moving maneuver (e.g., walking a 3" beam); this may involve several rolls over a number of consecutive rounds.

5–Nightvision (U,RF5) Target can see 100' in normal darkness (e.g., night or dark rooms) as if it were daylight. Magical darkness will reduce this spell's effects.

6–Sidevision (U,RF5) Target has a 300° field of vision, all around except for directly behind him.

7–Sounding (U,RF5) Target's voice has its loudness tripled. This has no effect on spell casting capabilities.

8–Watervision (U,RF5) As *Nightvision,* except target can see 100' in water, even murky water.

9–Waterlungs (U,RF5) Target can breathe water as if it were normal air, but he will be unable to function in air (he will pass out but will not die).

10–Gaslungs (U,RF5) As *Waterlungs,* except target can breathe any gas (including air) as if it were normal air.

ESSENCE'S WAYS

(Open Essence Spell List)

		Area of Effect	Duration	Range
1	Detect Essence	5'R	1 min/lvl (C)	100'
2	Text Analysis I	text	1 min/lvl (C)	self
3	Detect Channeling	5'R	1 min/lvl (C)	100'
4	Detect Invisible	5'R	1 min/lvl (C)	100'
5	Detect Traps	5'R	1 min/lvl (C)	100'
6	Text Analysis II	text	1 min/lvl (C)	self
7	Detect Evil	5'R	1 min/lvl (C)	100'
8	Location	1 target	1 min/lvl (C)	100'
9	Perceive Power	5'R	1 min/lvl (C)	100'
10	Delving	1 item	–	touch

1–Detect Essence (P,RF5) Detects any item or active spell from the Essence realm; each round caster can concentrate on any 5'R area within the range.

2–Text Analysis I (I,RF1) Caster can read text written in an unknown language, but only understands basic concepts from it.

3–Detect Channeling (P,RF5) As *Detect Essence,* except realm is Channeling.

4–Detect Invisible (P,RF5) As *Detect Essence,* except detects invisible things; all attacks against an invisible thing so detected are modified by -50. No attack can normally be made without some form of detection.

5–Detect Traps (P,RF5) As *Detect Essence,* except it gives a 75% chance of detecting a trap (certain traps may receive modifications to this chance).

6–Text Analysis II (I,RF1) As *Text Analysis I,* except gives a complete technical analysis (vocabulary and syntax) but not an understanding of idioms (jargon), subtle implications, or cultural references.

7–Detect Evil (P,RF5) As *Detect Essence,* except detects if a being or item is evil **or** if an item was created by evil **or** if an item was used by a very evil person for an extended period.

8–Location (P,RF10) Gives the direction and distance of any specific object or place that the caster is familiar with or has had described in detail.

9–Perceive Power (P,RF5) As *Detect Essence,* except it will give an estimate of the power (level or potency) of the person or item or spell examined.

10–Delving (I,RF5) Gives significant details about an item's construction and purpose (not specific powers).

UNBARRING WAYS

(Open Essence Spell List)

		Area of Effect	Duration	Range
1	Lock	1 lock	–	100'
2	Magic Lock	1 door	1 min/lvl	touch
3	Locklore	1 lock	–	touch
4	Opening I	1 lock	–	touch
5	Traplore	1 trap	–	touch
6	Disarm I	1 trap	–	touch
7	Jamming	1 door	P	50'
8	Weakening	1 door	P	50'
9	Opening II	1 lock	–	touch
10	Undoor	1 door	P	10'

1–Lock (F,RF10) Caster can cause any lock he can see within 100' to be locked. The lock is just normally locked and can be unlocked normally.

2–Magic Lock (F,RF10) A door (or container) can be magically "locked." The door can be broken normally or the spell can be dispelled. Otherwise the door cannot be opened.

3–Locklore (I,RF1) Gives the caster a +20 modification on picking the lock analyzed and +10 to anyone to whom he describes the lock.

4–Opening I (F,RF10) When cast on a lock there is a 20% chance a normal lock will open, and a 45% chance that a *Magic Lock* will open (failure means there is a 10% chance of setting off attached traps). Rolls are open-ended, and the quality of the lock may modify the roll.

5–Traplore (I,RF1) As *Locklore,* except that it applies to disarming traps.

6–Disarm I (F,RF10) As *Opening I,* except its chances apply to disarming traps.

7–Jamming (F,RF10) Causes a door to expand and jam into its frame (roll 1-100 for severity, ranging from slightly stuck to unopenable).

8–Weakening (F,RF10) Reduces the inherent strength of a door by 50%.

9–Opening II (F,RF20) As *Opening I,* except chances are 40% for normal locks and 90% for a *Magic Lock.*

10–Undoor (F,RF40) Will vaporize a non-magic door up to 6" thick, 10' high and 10' wide (if the door is thicker than 6" it will vaporize 6"). Doors made of special material will get a RR.

ESSENCE HAND

(Open Essence Spell List)

		Area of Effect	Duration	Range
1	Vibrations I	up to 5 lb	1 min/lvl	100'
2	Shield *	self	1 min/lvl	self
3	Staying I	up to 5 lb	1 min/lvl	100'
4	Telekinesis I	up to 5 lb	1 min/lvl (C)	100'
5	Deflections *	1 missile	–	100'
6	Vibrations II	up to 20 lb	1 min/lvl	100'
7	Bladeturn *	1 melee attack	–	100'
8	Staying II	up to 20 lb	1 min/lvl	100'
9	Telekinesis II	up to 20 lb	1 min/lvl (C)	100'
10	Aiming *	1 missile	1 rnd (C)	touch

1–Vibrations I (F,RF15) Causes an object (up to 5 lb. mass) to vibrate rapidly; if fragile it may break (make a RR). If it is an object that is being held, the holder must make a RR or fumble it (each round).

2–Shield (F*,RF10) Creates an invisible force shield in front of the caster; it subtracts 25 from melee and missile attacks and functions as a normal shield (e.g., it is operated as if held by the caster) if the caster is not already using one.

3–Staying I (F,RF5) Exerts 5 lb. of pressure on a person or object. Object cannot be moved by staying alone, and pressure can only be in one direction.

4–Telekinesis I (F,RF15) One object can be moved (up to 5 lb. in mass) 1'/second with no acceleration. Living beings or items in contact with a living being get a normal RR based on the living being. If the caster stops concentration before the duration is up, the object remains stationary as if it had *Staying I* thrown on it.

5–Deflections (F*,RF15) Caster can deflect any one missile that passes within 100' of him; this causes 100 to be subtracted from the missile's attack (missile must pass through caster's field of vision).

6–Vibrations II (F,RF15) As *Vibrations I,* except mass limit is 20 lbs.

7–Bladeturn (F*,RF15) As *Deflections I,* except the -100 modification is applied against one melee attack.

8–Staying II (F,RF5) As *Staying I,* except mass limit is 20 lbs.

9–Telekinesis II (F,RF15) As *Telekinesis I,* except mass limit is 20 lbs.

10–Aiming (F*,RF20) By concentrating on the mind of a missile firer and the flight of the missile, the caster causes a additional +50 to be added to the attack roll of the missile. The caster must concentrate, touch the firer and see the missile for the entire round that the missile is fired.

SPELL WAYS

(Open Essence Spell List)

		Area of Effect	Duration	Range
1	Spell Store	1 spell	varies	self
2	Cancel Essence *	self	C	self
3	Rune I	1 sheet	varies	touch
4	Cancel Channeling *	self	C	self
5	Rune II	1 sheet	varies	touch
6	Dispel Essence *	10'R	C	self
7	Rune III	1 sheet	varies	touch
8	Dispel Channeling *	10'R	C	self
9	Rune V	1 sheet	varies	touch
10	Sign of Stunning	1 cu'	varies	touch

1–Spell Store (U,RF1) Caster may cast this spell in addition to, and just before, the spell he wants to store. Then the stored spell may be cast at any time, with no penalty. The storing spell costs the same number of power points as the spell stored. No other spell may be cast while a spell is stored.

2–Cancel Essence (F*,RF10) This spell helps protects the caster from Essence spell attacks. When the *Cancel Essence* caster is attacked by a spell of the Essence realm, the attacker must make a RR against the *Cancel Essence* spell. If the attacker's RR is successful, the attack spell proceeds normally. Otherwise, the attack spell has no effect.

3–Rune I (F,RF1) This spell inscribes a spell on a specially prepared piece of paper (Section 15.5, p. 72). The rune can then be used to cast the inscribed spell once (using the normal procedure for casting spells). The caster must cast the *Rune* spell and then the spell to be inscribed. *Rune I* can only inscribe 1st level spells. The rune paper can be reused.

4–Cancel Channeling (F*,RF10) As *Cancel Essence*, except only Channeling spells are affected.

5–Rune II (F,RF1) As *Rune I*, except 1st-2nd lvl spells may be inscribed.

6–Dispel Essence (F*,RF10) As *Cancel Essence*, except dispelling effect is in a 10'R about the caster and any already existing spells in the radius make a successful RR (with a +30 modification) or be canceled.

7–Rune III (F,RF1) As *Rune I*, except 1st-3rd lvl spells may be inscribed.

8–Dispel Channeling (F*,RF10) As *Dispel Essence*, except only Channeling spells are affected.

9–Rune V (F,RF1) As *Rune I*, except 1st–5th lvl spells may be inscribed.

10–Sign of Stunning (F,RF1) A *Sign* on a "non-mobile" surface. A *Sign* can be triggered by one of the following (decided by caster): after a chosen period of time, certain movements, certain sounds, touch, reading, etc. A *Sign of Stunning* stuns the triggering victim for 10 min/10 pt of RR failure.

ESSENCE PERCEPTIONS

(Open Essence Spell List)

		Area of Effect	Duration	Range
1	Familiar	1 target	P (S)	touch
2	Presence I *	10'R	1 rnd/lvl (C)	self
3	Listen	varies	1 min/lvl (C)	10'
4	Presence III *	30'R	1 rnd/lvl (C)	self
5	Long Ear	varies	1 min/lvl (C)	100'
6	Watch	varies	1 min/lvl (C)	10'
7	Long Eye	varies	1 min/lvl (C)	100'
8	Observe	varies	1 min/lvl (C)	100'
9	Presence V	50'R	1 rnd/lvl (C)	self
10	Telepathy	1 target	1 rnd/lvl (C)	10'

1–Familiar (U,RF5) The caster can attune himself to a small animal (to be called his familiar). The caster must obtain the animal (can be no more than 10% of caster's own mass) and cast the spell on the animal once/day for 1 week (concentrating for 2 hrs/day). The caster can then control the familiar and view the world through its senses by concentrating on it (must be within 50'/lvl). If the animal is killed the caster will be at -25 for all actions for 2 weeks.

2–Presence I (P*,RF10) When he concentrates, caster is aware of the presence of all sentient/thinking beings within 10'; i.e., the caster knows where they are. He also gets a feelings of which are intelligent and which are animals.

3–Listen (I,RF5) Caster can pick a point up to 10' away, and as long as he concentrates, he will hear as if he were at that point (there can be intervening objects such as walls). He may stop concentrating and later continue as long as the duration of the spell has not expired.

4–Presence III (P*,RF10) As *Presence I*, except that the radius of awareness is 30'.

5–Long Ear (I,RF5) As *Listen*, except that caster's point of hearing may be moved independently up to 100' away (moves at 10'/rnd), if he is physically able to go there (i.e., he could not send his point of hearing through walls or closed doors).

6–Watch (I,RF5) As *Listen*, except the caster sees from the fixed point (it can rotate).

7–Long Eye (I,RF5) As *Long Ear*, except the caster sees from the moving point (it can rotate).

8–Observe (I,RF5) As *Listen* and *Watch*, except caster can listen and watch at the same time **and** the range is 100'.

9–Presence V (P*,RF10) As *Presence I*, except that the radius of awareness is 50'.

10–Telepathy (P,RF10) Caster can read the surface thoughts of one target. If the target makes a RR by more than 25, he realizes what is happening.

ILLUSIONS

(Open Essence Spell List)

		Area of Effect	Duration	Range
1	Sound Mirage	10'R	10 min/lvl	100'
2	Unseen	1 target	max 24 hr	10'
3	Light Mirage	10'R	10 min/lvl	100'
4	Invisibility I	1 target	max 24 hr	10'
5	Taste/Smell Mirage	10'R	10 min/lvl	100'
6	Illusion II	varies	varies	varies
7	Phantasm I	10'R	1 min/lvl (C)	100'
8	Invisibility II	10'R	max 24 hr	10'
9	Illusion III	varies	varies	varies
10	Phantasm II	varies	varies (C)	varies

1–Sound Mirage (E,RF10) This illusion creates any set of simple immobile sounds coming from an area of up to 10'R. It can dampen normal sounds in the area to the loudness of a normal conversation.

2–Unseen (E,RF10) A single object (or being) is made invisible (1 garment, 1 naked body, etc.) until 24 hrs. pass **or** the object is struck by a violent blow (being hit by a weapon, falling, etc.) **or** the object (or being) makes an attack.

3–Light Mirage (E,RF10) Creates any simple immobile image or scene in an area of up to 10'R. It can dampen normal light in the area to the brightness of candlelight.

4–Invisibility I (E,RF10) As *Unseen I*, except everything within 1' of the target is invisible as long as it starts and remains within the 1'R.

5–Taste/Smell Mirage (E,RF10) Creates any set of simple immobile tastes or smells in an area of up to 10'R. It can dampen normal tastes and smells in the area.

6–Illusion II (E,RF15) Creates a simple immobile image or scene up to an area of 10'R. One of the following options may also be chosen: a) an extra sense may be added to the illusion **or** b) the duration may be doubled **or** c) the range can be doubled **or** d) the radius of effect may be doubled.

7–Phantasm I (E,RF15) This illusion creates the image of one object or being that will move however the caster wants while he concentrates. When the caster stops concentrating, the image remains, but stops moving (the caster can resume concentration later and resume moving the phantasm). The image can be any size that would fit in a 10'R sphere.

8–Invisibility II (E,RF15) As *Invisibility I*, except the radius is up to 10'.

9–Illusion III (E,RF15) As *Illusion II*, except two options are allowed.

10–Phantasm II (E,RF15) As *Phantasm I*, except one of the options from *Illusions II* may also be chosen **or** two images can be created and moved (both images must be within the caster's field of vision).

Note: *The sense aspects of illusion spells are actually created (no RR). Detection of the use of these spells can only be accomplished through the use of other spells or the use of a sense other than the sense(s) affected by the illusion. A GM may allow Perception maneuvers modified by 0 to -100 to detect the presence of especially unbelievable illusions.*

SPIRIT MASTERY

(Open Essence Spell List)

		Area of Effect	Duration	Range
1	Sleep V	varies	varies	100'
2	Charm Kind	1 target	1 hr/lvl	100'
3	Sleep VII	varies	varies	100'
4	Confusion	1 target	varies	100'
5	Suggestion	1 target	varies	10'
6	Sleep X	varies	varies	100'
7	Hold Kind	1 target	C	100'
8	Master of Kind	1 target	10 min/lvl	50'
9	True Charm	1 target	1 hr/lvl	100'
10	Quest	1 target	varies	10'

1–Sleep V (F,RF15) Causes target(s) to fall into a natural sleep; the total number of levels that can be affected is 5 (e.g., five level 1 targets; one level 4 target and one level 1 target; two level 2 targets and one level 1 target; etc.). All targets must be in caster's field of vision.

2–Charm Kind (F,RF20) Target (which must be humanoid) believes caster is a good friend.

3–Sleep VII (F,RF15) As *Sleep V*, except a total of 7 levels can be affected.

4–Confusion (F,RF15) Target is incapable of making decisions or initiating action for 1 rnd/5 pt of RR failure. The target may continue to fight current foes or act in self-defense.

5–Suggestion (F,RF20) Target will follow a single suggested act that is not completely alien to him (e.g., he will not commit suicide, blind himself, etc.).

6–Sleep X (F,RF15) As *Sleep V*, except a total of 10 levels may be affected.

7–Hold Kind (F,RF15) Humanoid target is held to 25% of normal action for as long as the caster concentrates.

8–Master of Kind (F,RF20) Target must obey caster as in *Suggestion* for the duration of the spell. Caster may employ any number of non-alien suggestions.

9–True Charm (F,RF20) As *Charm Kind*, except any sentient creature may be affected.

10–Quest (F,RF30) Target is given one task; failure results in a penalty determined by the Gamemaster (task must be within capabilities of target). The penalty should be a minor handicap; such as a drop in stats **or** a phobia (e.g., fear of spiders, fear of water, etc.) or some other mental illness **or** a physical disability (e.g., a limp, rheumatism, scars, etc.).

A-4.2 • SPELL LISTS FOR MAGES ONLY

FIRE LAW

(Mage Spell List)

		Area of Effect	Duration	Range
1	Boil Liquid	1 cu'/lvl	P (C)	10'
2	Warm Solid	1 cu'/lvl	24 hr (C)	10'
3	Woodfires	1'R	–	1'
4	Wall of Fire	10'x10'x6"	1 rnd/lvl	100'
5	Heat Solid	1 cu'/lvl	1 hr (C)	10'
6	Fire Bolt	1 target	–	100'
7	Call Flame	10'x10'x10'	1 rnd/lvl	10'
8	Fire Ball	10'R	–	100'
9	Aura of Flame	1 object	1 rnd/lvl	touch
10	Circle Aflame	10'Rx10'x6"	1 rnd/lvl	self

1–Boil Liquid (F,RF5) Any inanimate liquid (1 cu'/lvl) can be heated to boiling at a rate of 1 cu'/rnd of concentration.

2–Warm Solid (F,RF5) Any solid inanimate, non-metal material (1 cu'/lvl) can be warmed to 100°F at a rate of 1 cu'/rnd of concentration.

3–Woodfires (F,RF5) Causes any wood (or any inanimate organic material) that the caster chooses within 1' of caster's palm to ignite and start burning.

4–Wall of Fire (E,RF30) Creates an opaque wall of fire (up to 10'x10'x6"). One end must rest on a solid surface. Anyone passing through it takes an 'A' heat critical (No RR).

5–Heat Solid (F,RF5) As *Warm Solid*, except material can be heated to 500°F at a rate of 100°/rnd of concentration.

6–Fire Bolt (DE,RF40) A bolt of fire is shot from the palm of the caster; results are determined by using the Bolt Spells Attack Table AT-7 (p. 236).

7–Call Flame (E,RF30) Creates an opaque cube of flame (up to 10'x10'x10'); it takes 1 complete rnd of concentration for the cube to form and become effective. One side must rest on a solid surface. Anyone in it or passing through takes an 'A' heat critical (No RR).

8–Fire Ball (BE,RF50) A 1' diameter ball of fire is shot from the palm of the caster, it explodes at a point chosen by the caster to affect a 10'R area; results are determined by using the Ball Spells Attack Table AT-8 (p. 236).

9–Aura of Flame (E,RF20) The caster may touch one object (that takes up an area of up to a 5'R) and create an aura of flame around it. The flame will not affect the caster or the holder of the object (if any), but anyone else touching the object will take a 'B' heat critical (No RR). If cast on a weapon and the weapon is used to deliver a normal critical, the weapon will also deliver a 'B' heat crit (No RR).

10–Circle Aflame (E,RF30) As *Wall of Fire*, except the "wall" is up to 10' high and forms a circle (up to 10'R and 6" thick) with the caster at the center (it is non-mobile).

ICE LAW

(Mage Spell List)

		Area of Effect	Duration	Range
1	Freeze Liquid	1 cu'/lvl	P (C)	10'
2	Cool Solid	1 cu'/lvl	24 hr (C)	10'
3	Wall of Cold	10'x10'x1'	1 rnd/lvl	100'
4	Cool Air	1000 cu'/lvl	1 hr (C)	100'
5	Chill Solid	1 cu'/lvl	1 hr (C)	10'
6	Ice Bolt	1 target	–	100'
7	Cold Ball (20')	20'R	–	100'
8	Wall of Ice	10'x10'x1'	P	100'
9	Call Cold	20'x20'x20'	1 rnd/lvl	10'
10	Circle of Cold	20'Rx20'x1'	1 rnd/lvl	self

1–Freeze Liquid (F,RF5) Any inanimate liquid (1 cu'/lvl) can be cooled to freezing at a rate of 1 cu'/rnd of concentration (temp. cannot be lower than -30°F).

2–Cool Solid (F,RF5) Any solid, inanimate, non-metal material (1 cu'/lvl) can be cooled to -20°F at a rate of 1 cu'/rnd of concentration.

3–Wall of Cold (E,RF30) Creates a transparent wall of intense cold (up to 10'x10'x1'). One end must rest on a solid surface. Anyone passing through takes an 'A' cold critical (no RR).

4–Cool Air (F,RF5) The temperature of the air in an enclosed area may be lowered at a rate of 10°F per round of concentration (to a maximum of -20°F). When the concentration ceases, the air will warm normally.

5–Chill Solid (F,RF5) As *Cool Solid*, except material can be cooled to -200°F at a rate of -100°/rnd of concentration.

6–Ice Bolt (DE,RF40) A bolt of ice is shot from the palm of the caster; results are determined by using the Bolt Spells Attack Table AT-7 (p. 236).

7–Cold Ball (BE,RF50) A 1' ball of cold is shot from the palm of the caster. It explodes at a point chosen by the caster to affect a 20'R area; results are determined on the Ball Spells Attack Table AT-8 (p. 236).

8–Wall of Ice (E,RF30) Summons a wall of ice up to 10'x10' (2' at base, 1' at top); it must be affixed to a solid surface. It can be melted (wall takes 100 hits), chipped through (50 man-rounds) or toppled (if one end is not against a wall).

9–Call Cold (E,RF30) As *Call Flame* on the Fire Law spell list, except that it creates a cube of cold (up to 20'x20'x20') that delivers cold criticals.

10–Circle of Cold (E,RF30) As *Wall of Cold*, except the "wall" is up to 20' high and forms a circle (up to 20'R and 1' thick) with the caster at the center (it is non-mobile).

EARTH LAW

(Mage Spell List)

		Area of Effect	Duration	Range
1	Enchanted Rope	one rope	C	10'/lvl
2	Loosen Earth	100 cu'	P	100'
3	Crush Stone	2"x2"x2"	–	100'
4	Earthwall	10'x10'x1.5'	1 min/lvl	100'
5	Cracks Call	1000 cu'	–	100'
6	Stonewall	10'x10'x1'	1 min/lvl	100'
7	Stone/Earth	100 cu'	P	100'
8	Earthwall True	10'x10'x1'	P	100'
9	Earth/Mud	100 cu'	P	100'
10	Earth/Stone	100 cu'	P	100'

1–Enchanted Rope (F,RF5) If caster holds one end of a rope, he can cause the rope to move up to its length (within the range) in any direction and to tie itself in knots (it cannot attack or tie up a moving or active being).

2–Loosen Earth (F,RF5) Loosens 100 cu' of earth to the consistency of plowed ground.

3–Crush Stone (F,RF10) Crushes a stone or section of stone (up to 2"x2"x2") to the consistency of a powder. This includes non-enchanted stone and gems. If a maneuver roll is made, this spell can affect sling stones.

4–Earthwall (E,RF30) Summons a wall of packed earth up to 10'x10'x(3' at base, 1' at top); must rest on solid surface. It can be dug through at the top in 10 man-rounds.

5–Cracks Call (F,RF10) Any already existing cracks or flaws in a section of inanimate material (up to 10'x10'x10') will extend to their limit.

6–Stonewall (E,RF30) As *Earthwall*, except wall is up to 10'x10'x1' of stone and it has the durability of normal stone.

7–Stone/Earth (F,RF20) Changes 100 cu' of normal stone to packed earth; change is gradual and takes 3 rounds.

8–Earthwall True (E,RF30) As *Earthwall*, except duration is permanent.

9–Earth/Mud (F,RF20) As *Stone/Earth*, except changes earth to soft mud.

10–Earth/Stone (F,RF20) As *Stone/Earth*, except changes packed earth to solid stone and loose earth to gravel.

LIGHT LAW

(Mage Spell List)

		Area of Effect	Duration	Range
1	Projected Light	50' beam	10 min/lvl	self
2	Shock Bolt I	1 target	–	100'
3	Light I	10'R	10 min/lvl	touch
4	Shade	100'R	10 min/lvl	100'
5	Sudden Light	10'R	–	100'
6	Dark I	10'R	10 min/lvl	touch
7	Light V	50'R	10 min/lvl	touch
8	Shock Bolt III	1 target	–	300'
9	Dark V	50'R	10 min/lvl	touch
10	Lightning Bolt	1 target	–	100'

1–Projected Light (E,RF5) A 50' beam of light (like a flashlight) springs from the caster's palm. He can turn it on or off by opening or closing his hand.

2–Shock Bolt I (DE,RF30) A bolt of intense, charged light is shot from the palm of the caster; results are determined on the Bolt Spells Attack Table AT-7 (p.236).

3–Light I (E,RF10) Lights a 10'R area about the point touched. The light produced is equivalent to torchlight. If the point is on a moving being or object, the area will move with it.

4–Shade (E,RF5) All shadows and darkness in a 100' radius around the chosen center point deepen, aiding Hide maneuvers by +25.

5–Sudden Light (F,RF35) Causes a 10'R burst of intense light, all those inside the radius are stunned 1 rnd/5 pt of RR failure (i.e., they attempt to shield their eyes).

6–Dark I (E,RF10) As *Light I*, except that a 10'R of darkness results. It is the equivalent of a dark, moonless night.

7–Light V (E,RF10) As *Light I*, except radius can be varied up to 50' (the size of the radius can be changed by concentrating 1 round).

8–Shock Bolt III (DE,RF30) As *Shock Bolt I*, except range is 300'.

9–Dark V (E,RF10) As *Dark I*, except radius can be varied up to 50' (the size of the radius can be changed by concentrating 1 round).

10–Lightning Bolt (DE,RF40) As *Shock Bolt I*, except a lightning bolt is shot from the caster's palm.

WIND LAW

(Mage Spell List)

		Area of Effect	Duration	Range
1	Breeze Call	20' cone	1 rnd/lvl (C)	self
2	Airwall	10'x10'x3'	C or 1 rnd/lvl	100'
3	Condensation	varies	varies (C)	touch
4	Stun Cloud I	5'R	6 rnd	10'
5	Airstop I	10'R	C	100'
6	Stun Cloud II	10'R	6 rnd	20'
7	Vacuum	5'R	–	100'
8	Airstop II	20'R	C	100'
9	Stun Cloud III	20'R	6 rnd	40'
10	Death Cloud	5'R	10 rnd	10'

1–Breeze Call (E,RF5) Causes a swirling breeze to arise from around his person, which will blow in a set direction. It drives away any suspended or gaseous matter (dust, clouds, etc.) and subtracts 30 from all missile attacks passing through it. The breeze affects a 20' cone (caster at tip, 20' at base) and has a wind speed of 10 mph.

2–Airwall (E,RF30) Creates a transparent 10'x10'x3' wall of dense churning air. All movement through it requires a maneuver roll with a -25 modification. Attacks through it are modified by -50. Duration is 1 rnd/lvl or as long as the caster concentrates (whichever is longer).

3–Condensation (F,RF10) Condenses 1 cu' of water from the surrounding air into the cupped hands of the caster (he may allow the water to overflow into a container held under his hands). The caster must concentrate while the water condenses; it takes 1 rnd in the most humid climates and 10 rounds in the most dry climates (in between elsewhere).

4–Stun Cloud I (E,RF30) Creates a 5'R cloud of charged gas particles: delivers a 'C' electricity critical on 1st and 2nd rounds, a 'B' on rounds 3 and 4, and a 'A' on rounds 5 and 6. It drifts with the wind and affects all within its radius. RRs are allowed (i.e., to avoid the cloud).

5–Airstop I (F,RF5) Cuts all generalized air movement (i.e., wind) by up to 30 MPH in a 10'R.

6–Stun Cloud II (E,RF30) As *Stun Cloud I,* except radius is 10'.

7–Vacuum (E,RF40) Creates a 5'R near-vacuum. All in radius take a 'B' impact critical, as air leaves and rushes back in. RRs are allowed (i.e., to avoid the area).

8–Airstop II (F,RF5) As *Airstop I,* except radius is 20'.

9–Stun Cloud III (E,RF30) As *Stun Cloud I,* except radius is 20'.

10–Death Cloud (E,RF30) As *Stun Cloud I,* except it delivers an 'E' on rounds 1 and 2, a 'D' on rounds 3 and 4, a 'C' on rounds 5 and 6, a 'B' on rounds 7 an 8, and an 'A' on rounds 9 and 10.

WATER LAW

(Mage Spell List)

		Area of Effect	Duration	Range
1	Condensation	–	P	touch
2	Fog Call	10'R/lvl	P	10'/lvl
3	Waterwall	10'x10'x1'	C or 1 rnd/lvl	100'
4	Water Bolt I	1 target	–	100'
5	Unfog	10'R	P	100'
6	Calm Water	100'R	C	100'
7	Waterwall True	10'x10'x1'	1 min/lvl	100'
8	Clean Water	1000 cu'/lvl	P	100'
9	Water Bolt III	1 target	–	300'
10	Call Rain	100'R/lvl	10 min/lvl	100'/lvl

1–Condensation (F,RF10) Condenses 1 cu' of water from the surrounding air into the cupped hands of the caster (he may allow the water to overflow into a container held under his hands). The caster must concentrate while the water condenses; it takes 1 rnd in the most humid climates and 10 rounds in the most dry climates (in between elsewhere).

2–Fog Call (E,RF10) Creates a dense natural fog within the radius of effect. The fog obscures vision and subtracts 50 from all missile attacks which must pass through it.

3–Waterwall (E,RF30) Creates a 10'x10'x1' wall of water. All movement through it requires a maneuver roll modified by -40. Attacks through it are modified by -80. It must be affixed to a solid or liquid surface. Duration is 1 rnd/lvl or as long as the caster concentrates (whichever is longer).

4–Water Bolt I (DE,RF40) A bolt of water is shot from the palm of the caster; results determined on the Bolt Spells Attack Table AT-7 (p. 236).

5–Unfog (F,RF10) Disperses fog in an area up to the radius of effect.

6–Calm Water (F,RF5) Water within radius is calmed: waves are cut by 20' in center and less towards the perimeter.

7–Waterwall True (E,RF30) As *Waterwall,* except caster need not concentrate and the duration is 1 min/lvl.

8–Clean Water (F,RF5) Removes all sediment and dissolved substances from a volume of water up to 1000 cu'/lvl.

9–Water Bolt III (DE,RF40) As *Water Bolt I,* except range is 300'.

10–Call Rain (F,RF10) If there are clouds in the sky, it rains outdoors for the duration of the spell.

LOFTY BRIDGE

(Mage Spell List)

		Area of Effect	Duration	Range
1	Leaping *	I target	I rnd	100'
2	Landing *	I target	until lands	100'
3	Leaving I	I target	–	10'
4	Levitation	I target	I min/lvl	10'
5	Fly I	I target	I min/lvl	10'
6	Portal	3'x6'x3'	I rnd/lvl	touch
7	Fly II	I target	I min/lvl	10'
8	Long Door	I target	–	10'
9	Leaving III	I target	–	10'
10	Teleport	I target	–	10'

1–Leaping (U*,RF10) Allows the target to leap 50' laterally or 20' vertically (or some combination of lateral and vertical movement) in the round that the spell was cast.

2–Landing (U*,RF10) Allows the target to land safely in a fall up to a distance equal to 20' per level of caster, and to take that distance off the severity of any longer fall (e.g., a 2nd level caster could reduce the effects of a 50' fall to a 10' fall).

3–Leaving I (U,RF25) Caster teleports target to a point up to 100' away, but there can be no intervening barriers in a direct line between the target and the point (for these purposes a barrier is anything he could not physically go through; closed doors and bars are barriers; a pit is not).

4–Levitation (U,RF15) Allows target to move up and down vertically at a rate of up to 10'/rnd; horizontal movement is possible only through normal means.

5–Fly I (U,RF20) As *Levitation*, except target can fly (move horizontally and vertically) at a rate of up to 75'/rnd (≈5 mph).

6–Portal (F,RF35) Opens a portal 3'x6'x3' in any solid surface, through which anyone or anything can pass. The surface appears unaffected but shimmers slightly (a perception roll would be necessary to notice it).

7–Fly II (U,RF20) As *Fly I*, except target flies at a rate of up to 150'/rnd (≈10 mph).

8–Long Door (U,RF35) As *Leaving I*, except caster can pass through barriers by specifying exact distances.

9–Leaving III (U,RF25) As *Leaving I*, except target can be moved up to 300'.

10–Teleport (U,RF45) As *Long Door*, except movement range is 10 miles/lvl. This spell is very risky. In case of error: first determine direction of error (randomly), then determine distance of error (make an open-ended roll for number of feet). The caster has the following chances for error (target arrives off-center):

never seen place but have description and location 50%
visited briefly for 1 hr. 25%
studied for 24 hr. 10%
studied carefully for 1 week 1%
lived in 1 yr. 0.01%

LIVING CHANGE

(Mage Spell List)

		Area of Effect	Duration	Range
1	Run *	I target	10 min/lvl	10'
2	Speed I*	I target	I rnd	10'
3	Self Size Changing	self	I min/lvl	self
4	Sprint *	I target	10 min/lvl	10'
5	Change of Kind	I target	10 min/lvl	10'
6	Haste I *	I target	I rnd	10'
7	Speed III *	varies	varies	10'
8	Fast Sprint *	I target	10 min/lvl	10'
9	Size Changing	I target	10 min/lvl	10'
10	Haste III *	varies	varies	10'

1–Run (U*,RF5) Target may run (2x walking pace) without tiring, but once he stops or performs some other action the spell is canceled.

2–Speed I (U*,RF15) Target may act at twice his normal rate (200% of normal activity), but immediately afterwards must spend a number of rounds equal to the rounds speeded at half rate.

3–Self Size Changing (U,RF20) Caster may shrink to half his normal mass (height in normal situations); there is no decrease in his strength. Caster may also enlarge to half his normal mass, and there is no increase in his strength (except for movement purposes).

4–Sprint (U*,RF5) As *Run*, except target may move at 3x walking pace.

5–Change of Kind (U,RF20) Caster can alter target's form to the form of any desired humanoid race, the target's mass cannot change by more than 10%.

6–Haste I (U*,RF15) As *Speed I*, except no half rate penalty round follows the haste round.

7–Speed III (U*,RF15) As *Speed I*, except duration is 3 rounds for 1 target, **or** 2 rounds for 1 target and 1 round for 1 other target, **or** any other combination of targets and rounds that total 3 rounds of speed.

8–Fast Sprint (U*,RF5) As *Run*, except target may move at 4x walking pace.

9–Size Changing (U,RF20) As *Self Size Changing*, except mass change is limited to 10% of his mass/lvl and it can be cast on any material that is living or was once living.

10–Haste III (U*,RF15) As *Speed III*, except no half rate penalty rounds follow the haste rounds.

A-4.3 • SPELL LISTS FOR BARDS ONLY

LORE

(Bard Spell List)

		Area of Effect	Duration	Range
1	Study I	self	C	self
2	Learn Language II	self	C	self
3	Language Lore	I text	–	touch
4	Mind's Lore I	I target	I rnd	50'
5	Study II	self	C	self
6	Interpreting Ear	I speaker	C	self
7	Learn Language III	self	C	self
8	Mind's Lore III	I target	I rnd	50'
9	Study III	self	C	self
10	Passage Origin	self	C	self

1–Study I (U,RF1) When concentrating with this spell, the caster can retain anything he reads or learns as if he had a photographic memory with total recall. It does not affect his comprehension.

2–Learn Language II (U,RF1) When concentrating with this spell, the rate at which the caster can learn a language is doubled. This means that any development of language skill is doubled in effectiveness if the character can cast this spell (i.e., one development point increases a language skill 2 ranks and 3 points increases it 4 ranks).

3–Language Lore (I,RF1) Caster learns what language a piece of text is written in. He may also learn the identity of the author if the caster has seen his work before or if the author is noteworthy or distinctive.

4–Mind's Lore I (F,RF10) Caster can scan the target's mind, and receive part of the target's knowledge (conscious and unconscious) concerning one very specific topic. There is a 10% chance for each piece of information that the target has on the topic. The target gets a RR.

5–Study II (U,RF1) As *Study I*, except caster can also read at 2x normal rate.

6–Interpreting Ear (P) Allows caster to understand one speaker regardless of what language he is speaking. The caster may choose a different speaker each round.

7–Learn Language III (U,RF1) As *Learn Language II*, except learning rate is 3x.

8–Mind's Lore III (F,RF10) As *Mind's Lore I*, except 30% of knowledge is obtained.

9–Study III (U,RF1) As *Study I*, except caster can also read at 3x the normal rate.

10–Passage Origin (I,RF1) As *Language Lore*, except that the caster can also tell if the text has been translated and what the original language was. From the dialect and idioms, he can also tell the approximate date that the text was originally written and the region in which it was written.

CONTROLLING SONGS

(Bard Spell List)

		Area of Effect	Duration	Range
1	Calm Song	I target	C	50'
2	Holding Song	I target	C	50'
3	Stun Song	I target	C	50'
4	Silent Song	I target	C	50'
5	Sleep Song	I target	C	50'
6	Charm Song	I target	C	50'
7	Fear's Song	I target	C	50'
8	Calm Song True	I target	C + varies	50'
9	Stun Song True	I target	C + varies	50'
10	Forgetting Song	I target	P	50'

1–Calm Song (F,RF15) Target is calmed and cannot take any aggressive (offensive) action while the caster plays/sings (requires concentration) and keeps the target within sight or within the spell's range.

2–Holding Song (F,RF15) As *Calm Song*, except target can only take 25% of normal action.

3–Stun Song (F,RF15) As *Calm Song*, except target is stunned.

4–Silence Song (F,RF15) As *Calm Song*, except target may not speak.

5–Sleep Song (F,RF15) As *Calm Song*, except target falls into a light sleep.

6–Charm Song (F,RF15) As *Calm Song*, except target believes caster is a good friend, and if the caster plays/sings for at least 3 rounds the effect of the spell last for 10 minutes after the caster stops.

7–Fear's Song (F,RF15) As *Calm Song*, except target fears caster and attempts to get away from him.

8–Calm Song True (F,RF15) As *Calm Song*, except that after the caster stops playing/singing the effect will continue for the number of rounds the caster has already played/sung (e.g., if the caster sings for 3 rounds then after he stops the target will remain calm for 3 more rounds).

9–Stun Song True (F,RF15) As *Calm Song True*, except target is stunned.

10–Forgetting Song (F,RF15) Target will forget what transpired in a certain period of time specified by the caster (within 1 day/lvl). The length of the time period is equal to the amount of time the caster plays/sings.

SOUND CONTROL

(Bard Spell List)

		Area of Effect	Duration	Range
1	Long Whisper *	1 point	C	50'/lvl
2	Silence I	10'R	1 min/lvl	self
3	Song Sounding II *	1 song	as song	2x song's
4	Song II*	2 targets	as song	as song
5	Sonic Law I	10'R	C	self
6	Great Song *	10'R	as song	as song
7	Silence V	50'R	1 min/lvl	self
8	Song Sounding III *	1 song	as song	3x song's
9	Song III *	3 targets	as song	as song
10	Sonic Law X	100'R	C	self

1–Long Whisper (E*,RF5) Caster's whisper can be directed to any point that he picks within 50'/lvl.

2–Silence I (E,RF5) Any sounds originating within up to 10' of the caster's body cannot be heard outside the radius.

3–Song Sounding II (E*,RF10) If cast the round before a spell on the Controlling Songs list, it doubles the range of the Song.

4–Song II (E*,RF10) If cast the round before a spell on the Controlling Songs list, it allows 2 targets to be affected.

5–Sonic Law I (E,RF10) Caster may manipulate sound within 10' of his body. He can create any sound he wants, and if he desires, that sound can be heard outside the radius.

6–Great Song (E*,RF10) As *Song II*, except everyone within a 10'R of the caster is a target of the spell from the Controlling Songs list.

7–Silence V (E,RF5) As *Silence I*, except radius is 50'.

8–Song Sounding III (E*,RF10) As *Song Sounding II*, except range increase is 3x.

9–Song III (E*,RF10) As *Song II*, except that it increases the number of targets to 3.

10–Sonic Law X (E,RF10) As *Sonic Law I*, except radius is 100'.

ITEM LORE

(Bard Spell List)

		Area of Effect	Duration	Range
1	Jewel/Metal Assessment	1 object	–	touch
2	Item Assessment	1 object	–	touch
3	Detect Power	1 object	–	touch
4	Item Analysis I	1 object	–	touch
5	Assessment True	1 object	–	touch
6	Significance	1 object	–	touch
7	Detect Curse	1 object	–	touch
8	Origin	1 object	–	touch
9	Item Analysis II	1 object	–	touch
10	History	1 object	–	touch

1–Jewel/Metal Assessment (I,RF1) Caster can assess the value of jewels and metals to within 10% for any market he desires (i.e., allows him to calculate different values for the different cultures he is familiar with).

2–Item Assessment (I,RF1) As *Jewel & Metal Assessment*, except any crafted item may be assessed (the magic capabilities are not included).

3–Detect Power (I,RF1) Detects power (enchantment) in an item; also gives the realm of power and an estimate of how powerful it is.

4–Item Analysis I (I,RF1) Caster has a 10% chance for each ability of determining what enchanted abilities the item has. This includes all bonuses and spells; roll once for each. Initially, a character may only cast this spell once on a given item; however, each time the character advances a level, he may cast this spell again on the item.

5–Assessment True (I,RF1) As *Item Assessment*, except anything can be assessed, such as livestock, houses, boats, etc. (magical abilities are still not assessable).

6–Significance (I,RF1) Determines if the item examined has any cultural or historical significance, and gives a rough idea of what significance that is.

7–Detect Curse (I,RF1) Detects if an item has a curse on it, and it gives an image of the person who cursed the item.

8–Origins (I,RF1) Gives the race and nature of the being who made the item and when and where it was made (within 100 miles and 100 years).

9–Item Analysis II (I,RF1) As *Item Analysis I*, except there is a 20% chance for each ability.

10–History (I,RF1) Gives the caster a random vision of some past event that the item was present at. The chance of obtaining a specific event is 1% if the age of the item is over 99 years; otherwise, the chance is (100 minus the item's age in years)%.

A-4.4 • OPEN CHANNELING SPELL LISTS

NATURE'S LORE

(Open Channeling Spell List)

		Area of Effect	Duration	Range
1	Trap Detection	5'R	I min/lvl (C)	10'
2	Nature's Awareness I	100'R	C	self
3	Storm Prediction	I mi/lvl R	–	self
4	Weather Prediction	I mi/lvl R	–	self
5	Nature's Awareness III	300'R	C	self
6	Breeze Call	20' cone	I rnd/lvl	self
7	Waiting Awareness	10'R	I hr/lvl	self
8	Fog Call	10'/lvl R	P	10'/lvl
9	Nature's Awareness V	500'R	C	self
10	Weather Prediction True	I mi/lvl R	–	self

1–Trap Detection (P,RF5) Caster has a 75% chance of detecting any outdoor trap within the 5'R concentrated upon. A different 5'R may be examined each round that the caster concentrates.

2–Nature's Awareness I (I,RF5) Allows caster to monitor animate activity in the area (i.e., movement, combat and maneuvers). This spell may only be used if the radius of effect contains plants and/or animals.

3–Storm Prediction (I,RF1) Gives caster a 95% chance of predicting time and type of any rain or storms within 15 min over next 24 hour period.

4–Weather Prediction (I,RF1) As *Storm Prediction*, except it predicts the time frame, nature and severity of the general state of the weather.

5–Nature's Awareness III (I,RF5) As *Nature's Awareness I*, except that the radius is 300'.

6–Breeze Call (E,RF5) Causes a swirling breeze to arise from around his person, which will blow in a set direction. It drives away any suspended or gaseous matter (dust, clouds, etc.) and subtracts 30 from all missile attacks passing through it. The breeze affects a 20' cone (caster at tip, 20' at base) and has a wind speed of 10 mph.

7–Waiting Awareness (I,RF5) As *Nature's Awareness*, except that it allows the caster to set the spell on "alarm"—any animate activity in the radius will cause caster to be alerted.

8–Fog Call (F,RF10) Creates a dense natural fog within the radius of effect. The fog obscures vision and subtracts 50 from all missile attacks.

9–Nature's Awareness V (I,RF5) As *Nature's Awareness I*, except that radius is 500'.

10–Weather Prediction True (I,RF1) As *Weather Prediction*, except that the prediction period is 1 day/lvl.

NATURE'S MOVEMENT

(Open Channeling Spell List)

		Area of Effect	Duration	Range
1	Limbwalking	self	I min/lvl	self
2	Waterwalking	self	I min/lvl	self
3	Swimming *	self	5 min/lvl	self
4	Sandrunning	self	I min/lvl	self
5	Merging Organic	self	I min/lvl	self
6	Limbrunning	self	I min/lvl	self
7	Stonerunning	self	I min/lvl	self
8	Waterrunning	self	I min/lvl	self
9	Windwalking	self	I min/lvl	self
10	Swimming True *	self	5 min/lvl	self

1–Limbwalking (U,RF5) Allows caster to walk along nearly horizontal tree limbs (that can support the weight) as if he were on level ground.

2–Waterwalking (U,RF5) Allows caster to walk (up to 50' per round) on water as if he were on level dry ground. Maneuver rolls may be required on rough water.

3–Swimming (U*,RF5) Enables target to swim without tiring or expending energy.

4–Sandrunning (U,RF5) As *Limbwalking*, except caster can run on sandy surfaces.

5–Merging Organic (U,RF10) Allows caster to merge up to 1' deep into organic material (at least part of body must be within 1' of the surface of the material). He is inactive, but aware of surrounding activity. The caster cannot move while merged, but may exit at any time.

6–Limbrunning (U,RF5) As *Limbwalking*, except caster can run along limbs.

7–Stonerunning (U,RF5) As *Limbwalking*, except caster can run on stone surfaces angled up to 75°.

8–Waterrunning (U,RF5) As *Waterwalking*, except caster can run on water.

9–Windwalking (U,RF15) Allows caster to walk on moving air (wind): movement must be at a constant height. Maneuver rolls may be required in turbulence.

10–Swimming True (U*,RF5) As *Swimming*, except target can swim as fast as he could run.

SPELL DEFENSE

(Open Channeling Spell List)

		Area of Effect	Duration	Range
1	Protection I	I target	I min/lvl	10'
2	Area Protection I	10'R	I min/lvl (C)	10'
3	Neutralize Curse I	I curse	I min/lvl	touch
4	Protection II	I target	I min/lvl	10'
5	Area Protection II	10'R	I min/lvl (C)	10'
6	Remove Curse	I curse	P	touch
7	Neutralize Curse II	I curse	I hr/lvl	10'
8	Cancel Spell	I spell	P	10'
9	Protection III	I target	I min/lvl	10'
10	Area Protection III	10'R	I min/lvl (C)	10'

1–Protection I (U,RF5) Subtracts 10 from all elemental attack rolls against the target and adds 10 to all of the target's RRs versus spells.

2–Area Protection I (U,RF5) As *Protection I*, except all beings within 10'R of target get the benefits when the caster concentrates.

3–Neutralize Curse I (F,RF10) Nullifies the effects of a curse for the duration of this spell. The curse is not dispelled and takes effect again afterwards. The curse gets a RR modified by -20 to avoid being neutralized.

4–Protection II (U,RF5) As *Protection I*, except that the modifications are 20.

5–Area Protection II (U,RF5) As *Area Protection I*, except that the modifications are 20.

6–Remove Curse (F,RF10) Cancels a curse if the curse fails a RR. The target level is the level of the original curse caster, and the attack level is the level of the caster of this spell. Once this spell is cast on a given curse, it cannot be cast again by the same spell-user until he has advanced another level of experience.

7–Neutralize Curse II (F,RF10) As *Neutralize Curse I*, except curse is nullified for 1 hr/lvl of the caster.

8–Cancel Spell (F,RF10) As *Remove Curse*, except that any one existing spell may be canceled.

9–Protection III (U,RF5) As *Protection I*, except that the modifications are 30.

10–Area Protection III (U,RF5) As *Area Protection I*, except that the modifications are 30.

SURFACE WAYS

(Open Channeling Spell List)

		Area of Effect	Duration	Range
1	Heal 10	I target	P	touch
2	Frost/Burn Relief I	I burn area	P	touch
3	Stun Relief I *	I target	P	touch
4	Regeneration I *	I target	C	touch
5	Frost/Burn Relief II	varies	P	touch
6	Awakening	I target	P	touch
7	Heal 50	I target	P	touch
8	Frost/Burn Relief III	varies	P	touch
9	Stun Relief III *	I target	P	touch
10	Regeneration III *	I target	C	touch

1–Heal 10 (U,RF5) Heals 1–10 concussion hits.

2–Frost/Burn Relief I (U,RF5) Will heal one area of mild frostbite or an area of first degree burns.

3–Stun Relief I (U*,RF5) Relieves target of one round's worth of stun effect, i.e., target is stunned for one round less that before spell was cast (in addition to normal decrease).

4–Regeneration I (U*,RF5) Reduces the concussion hit damage that the target has taken by 1 hit for each round that the caster concentrates.

5–Frost/Burn Relief II (U,RF5) As *Frost/Burn Relief I*, except 2 areas of mild damage **or** 1 area of moderate damage (e.g., 2nd degree burn) can healed.

6–Awakening (U,RF5) Awakens target instantly.

7–Heal 50 (U,RF5) As *Heal 10*, except that it heals 5-50 concussion hits.

8–Frost/Burn Relief III (U,RF5) As *Frost/Burn Relief I*, except 3 areas of mild damage **or** 1 area of severe damage (e.g., 3rd degree burn) **or** a combination of 1 mild and 1 moderate area can be healed.

9–Stun Relief III (U*,RF5) As *Stun Relief I*, except that target is relieved of up to 3 rounds of stun effects.

10–Regeneration III (U*,RF5) As *Regeneration I*, except that 3 hits per round are healed.

PROTECTIONS

(Open Channeling Spell List)

		Area of Effect	Duration	Range
1	Prayer	1 target	1 min/lvl	100'
2	Bless	1 target	1 min/lvl	100'
3	Resistance	1 target	1 min/lvl	100'
4	Resist Elements	1 target	1 min/lvl	100'
5	Plant Facade	self	1 min/lvl	self
6	Underwater Breathing	self	1 min/lvl	self
7	Animal Facade	self	1 min/lvl	self
8	Shadow	self	1 hr/lvl	self
9	Deflections Organic *	self	–	self
10	Turnings Organic *	self	–	self

1–Prayer (U,RF5) Target gets a +10 bonus to any Resistance Rolls (RRs) and any maneuver rolls.

2–Bless (U,RF5) Target gets a +10 bonus to his Defensive Bonus (DB) and any maneuver rolls.

3–Resistance (U,RF5) Target gets a +5 bonus to any Resistance Rolls (RRs) and to his Defensive Bonus (DB).

4–Resist Elements (U,RF5) Protects caster from natural heat up to 200°F and natural cold down to -20°F; gives +20 to RRs vs. heat or cold spells.

5–Plant Facade (E,RF10) Allows caster to appear as any one type of plant within 10% of his own size. He will not smell or feel like the plant: it is a purely visual illusion.

6–Underwater Breathing (U,RF5) Caster is able to breathe normally under water as well as in air.

7–Animal Facade (E,RF10) As *Plant Facade*, except caster can appear as any 1 type of animal.

8–Shadow (F,RF10) Caster appears as a shadow: provides near invisibility in dark areas.

9–Deflections Organic (F*,RF15) Deflects one missile fired at the caster. Subtract 100 from the missile's attack roll. The missile must be at least partially of organic composition.

10–Turnings Organic (F*,RF15) As *Deflections Organic*, except that a melee attack roll has 100 subtracted.

DETECTION MASTERY

(Open Channeling Spell List)

		Area of Effect	Duration	Range
1	Detect Channeling	5'R	1 min/lvl (C)	50'
2	Detect Essence	5'R	1 min/lvl (C)	50'
3	Detect Evil	5'R	1 min/lvl (C)	50'
4	Detect Curse	5'R	1 min/lvl (C)	50'
5	Location I	1 target	1 min/lvl (C)	100'
6	Detect Traps	5'R	1 min/lvl (C)	50'
7	Location III	1 target	1 min/lvl (C)	300'
8	Detect Invisible	5'R	1 min/lvl (C)	50'
9	Location V	1 target	1 min/lvl (C)	500'
10	Curse Tales	1 curse	–	10'

1–Detect Channeling (P,RF5) Detects any item or active spell from the Channeling realm; each round caster can concentrate on any 5'R area within the range.

2–Detect Essence (P,RF5) As *Detect Channeling*, except realm is Essence.

3–Detect Evil (P,RF5) As *Detect Channeling*, except detects if a being or item is evil **or** if an item was created by evil **or** if an item was long used by a very evil person.

4–Detect Curse (P,RF5) As *Detect Channeling*, except detects curses on people or things.

5–Location (P,RF10) Gives the direction and distance of any specific object or place that the caster is familiar with **or** has had described in detail.

6–Detect Traps (P,RF5) As *Detect Channeling*, except it gives a 75% chance of detecting a trap (certain enchanted traps may receive modifications to this chance).

7–Location III (P,RF10) As *Location I*, except range is 300'.

8–Detect Invisible (P,RF5) As *Detect Channeling*, except detects invisible things; all attacks against an invisible thing so detected are modified by -50. No attack can normally be made without some form of detection.

9–Location V (P,RF10) As *Location I*, except range is 500'.

10–Curse Tales (I,RF5) Caster can determine nature and origin of any one curse, including the identity of the originator of the curse.

SOUND/LIGHT WAYS

(Open Channeling Spell List)

		Area of Effect	Duration	Range
1	Projected Light	50' beam	10 min/lvl	self
2	Speech I	1 target	C	10'
3	Light I	10'R	10 min/lvl	touch
4	Quiet	1'R	1 min/lvl	100'
5	Sudden Light	10'R	–	100'
6	Speech II	1 target	C	10'
7	Shock Bolt I	–	–	100'
8	Silence	10'R	1 min/lvl	100'
9	Utterlight	10'R	1 min/lvl	touch
10	Waiting Light	10'R	varies	touch

1–Projected Light (E,RF5) A 50' beam of light (like a flashlight) springs from the caster's palm. He can turn it on or off by opening or closing his hand.

2–Speech I (U,RF5) Target is able to communicate basic ideas in a specific language of someone within 10' (hungry, thirsty, bathroom, peace, etc.)

3–Light I (E,RF10) Lights a 10'R area about the point touched. The light produced is equivalent to torchlight. If the point is on a moving being or object, the area will move with it.

4–Quiet (E,RF5) Creates a 1'R area around the target, into and out of which sound cannot travel. The area is centered on the target and will move if he does.

5–Sudden Light (F,RF35) Causes a 10'R burst of intense light, all those inside the radius are stunned 1 rnd/5 pt of RR failure (i.e., they attempt to shield their eyes).

6–Speech II (U,RF5) As *Speech I,* except caster can communicate in more complex concepts, although there is a good chance of misinterpretations.

7–Shock Bolt I (DE,RF30) A bolt of intense, charged light is shot from the palm of the caster. Results are determined on the Bolt Spells Attack Table AT-7 (p. 236).

8–Silence (E,RF5) As *Quiet,* except radius is 10'.

9–Utterlight I (E,RF10) As *Light I,* except it is the equivalent of full daylight; it also cancels all magically created darkness.

10–Waiting Light (E,RF10) As *Light I,* except it can delay the action of the spell until up to 24 hour/lvl passes **or** a being passes **or** a certain word is said, etc.

CALM SPIRITS

(Open Channeling Spell List)

		Area of Effect	Duration	Range
1	Calm I	1 target	1 min/lvl	100'
2	Calm II	2 targets	1 min/lvl	100'
3	Hold Kind	1 target	C	100'
4	Long Calm	1 target	1 min/lvl	300'
5	Stunning *	1 target	varies	50'
6	Calm III	3 targets	1 min/lvl	100'
7	Calm IV	4 targets	1 min/lvl	100'
8	Golden Slumbers *	1 target	varies	50'
9	Calm V	5 targets	1 min/lvl	100'
10	Blinding *	1 target	varies	50'

1–Calm I (F,RF10) Target will take no aggressive/offensive action, and will fight only if attacked.

2–Calm II (F,RF10) As *Calm I,* except two targets may be affected. Both must be in the caster's field of vision when the spell is cast.

3–Hold Kind (F,RF15) Any one being may be held to 25% of normal activity for as long as the caster concentrates.

4–Long Calm (F,RF10) As *Calm I,* except that the range is 300'.

5–Stunning (F*,RF25) Caster points his arm (elbow locked and fist clenched) at the target and channels raw power from his deity. Target is stunned for 1 rnd/10 pt failure of RR.

6–Calm III (F,RF10) As *Calm II,* except 3 targets may be affected.

7–Calm IV (F,RF10) As *Calm II,* except 4 targets may be affected.

8–Golden Slumbers (F*,RF25) As *Stunning,* except target falls into a deep sleep for 1 rnd/10 pt failure of RR.

9–Calm V (F,RF10) As *Calm II,* except 5 targets may be affected.

10–Blinding (F*,RF25) As *Stunning,* except target is blinded for 10 min/10 pt failure of RR.

A-4.5 • SPELL LISTS FOR ANIMISTS ONLY

DIRECT CHANNELING

(Animist spell List)

		Area of Effect	Duration	Range
1	Preservation I	I body	I hr/lvl	10'
2	Intuitions I	self	–	self
3	Dream I	self	–	self
4	Lifekeeping I	I body	I hr/lvl	10'
5	Intuitions III	self	–	self
6	Death's Tale	I body	–	10'
7	Preservation II	I body	I day/lvl	10'
8	Intuitions V	self	–	self
9	Dreams III	self	–	self
10	Lifekeeping II	I body	I day/lvl	10'

1–Preservation I (U,RF5) Caster can preserve a body, preventing any further deterioration or damage (e.g., bleeding, cell breakdown, decomposition, etc.). A coma results if the target is still alive; the spell will **not** prevent death (i.e., the target's soul leaving his body). See Section 17.0 (p. 74-75) for a more complete explanation of the use of this spell.

2–Intuitions I (I,RF10) Caster gains a vision of what will *probably* happen in the next minute if he takes a specified action.

3–Dream I (I,RF5) Caster has a dream relating to a topic he chooses. He must sleep or meditate for at least 8 hours.

4–Lifekeeping I (U,RF20) Caster can prevent the soul of a "dead" body from leaving, thus preventing actual death and enabling the fallen being to regain health via simple bodily repairs (*Preservation* is required to preserve the body). *Lifekeeping* must be cast upon the target within 2 minutes (12 rounds) of "death," or the soul will leave the body. Returning a soul to a body would be a 12th level (or higher) spell. See Section 17.0 (p. 74-75) for a more complete explanation of the use of this spell.

5–Intuitions III (I,RF10) As *Intuitions I*, except the time span is 3 minutes.

6–Death's Tale (I,RF5) Caster gets a vision of the events surrounding the death of any 1 dead being through the eyes of the deceased. He also gets a view of the killer. Corpse must have died within a number of years equal to caster's level.

7–Preservation II (U,RF5) As *Preservation I*, except the duration is 1 day/lvl.

8–Intuitions V (I,RF10) As *Intuitions I*, except the duration is 1 day/lvl.

9–Dreams III (I,RF5) As *Dream I*, except the limit is 3 dreams/8 hours. They may concern different topics.

10–Lifekeeping II (U,RF20) As *Lifekeeping I*, except that the duration is 1 day/lvl.

BLOOD WAYS

(Animist spell List)

		Area of Effect	Duration	Range
1	Clotting I	1 target	P	touch
2	Cut Repair I	1 target	P	touch
3	Minor Vessel Repair	1 target	P	touch
4	Clotting V	1 target	P	touch
5	Cut Repair III	1 target	P	touch
6	Major Vessel Repair	1 wound	P	touch
7	Joining *	1 limb	P	touch
8	Blood Transfusion	1 target	P	touch
9	Mass Clotting	1 target	P	touch
10	Mass Cut Repair	1 target	P	touch

1–Clotting I (U,RF5) Target's blood loss (hits/rnd) is reduced by one,. For one hour he may not fight or move faster than a walking pace without reopening wound, and thus taking the blood loss again.

2–Cut Repair I (U,RF5) Target's blood loss (hits/rnd) is reduced by one.

3–Minor Vessel Repair (U,RF5) Target's blood loss (hits/round) is reduced by three. This reflects the repair of minor blood vessels, but it will not affect damage to major arteries or veins (bleeding from one wound totaling 5 hits/rnd or more).

4–Clotting V (U,RF5) As *Clotting I*, except that target's blood loss (hits/rnd) is reduced by five.

5–Cut Repair III (U,RF5) As *Cut Repair I*, except that target's blood loss is reduced by three.

6–Major Vessel Repair (U,RF5) Repairs all damage to any one artery or vein (bleeding from a single wound totaling 5 hits/rnd is major vessel damage).

7–Joining (U*,RF5) When cast with the *Joining* spells on the other two healing lists (Bone/Muscle Ways and Organ Ways), caster can reattach one severed limb. Recovery time 1-10 days.

8–Blood Transfusion (U,RF5) The caster can transfer a half pint of blood from a willing (or unconscious) blood donor to another character (who has taken bleeding damage, i.e hits/rnd). The caster must place one hand on the donor and his other hand on the wounded character. Each half pint transferred will remove 50 hits from the character. The donor will be at -20 to his activity for 12 hours. A character may not both be a donor and receive a transfusion within 12 hours.

9–Mass Clotting (U,RF5) As *Clotting I*, except the target's blood loss (hits/rnd) is reduced by an amount equal to the caster's level.

10–Mass Cut Repair (U,RF5) As *Cut Repair I*, except that the target's blood loss (hits/rnd) is reduced by an amount equal to the caster's level.

BONE/MUSCLE WAYS

(Animist spell List)

		Area of Effect	Duration	Range
1	Sprain Repair	1 sprain	P	touch
2	Minor Fracture Repair	1 break	P	touch
3	Muscle Repair	1 muscle	P	touch
4	Cartilage Repair	1 joint	P	touch
5	Tendon Repair	1 tendon	P	touch
6	Major Fracture Repair	1 break	P	touch
7	Joining *	1 limb	P	touch
8	Jaw Repair	1 jaw	P	touch
9	Skull Repair	1 skull	P	touch
10	Joint Repair	1 joint	P	touch

1–Sprain Repair (U,RF5) Repair one sprain.

2–Minor Fracture Repair (U,RF5) Mend one simple fracture (not compound fractures, shatters, joint damage, or skull damage). Recovery time 1-10 hr.

3–Muscle Repair (U,RF5) Repairs one damaged muscle (not organs such as the heart). Recovery time 1-10 hr.

4–Cartilage Repair (U,RF5) Repairs all damaged cartilage around one joint. Recovery time 1-10 hr.

5–Tendon Repair (U,RF5) Repairs one damaged tendon or ligament. Recovery time 1-10 hr.

6–Major Fracture Repair (U,RF5) Mends one simple or compound fracture (not shatters, joint damage, or skull damage). Recovery time 1-10 hr. Alternatively, this spell can be used to repair a minor fracture with a recovery time of zero.

7–Joining (U*,RF5) When cast with the *Joining* spells on the other two healing lists (Blood Ways and Organ Ways), caster can reattach one severed limb. Recovery time 1-10 days. If used alone, this spell can reset a dislocated joint and repair the damage that the dislocation caused.

8–Jaw Repair (U,RF5) This spell can repair any jaw or tooth damage except for a shattered jaw. This includes tooth damage such as: cavities, abscesses, and cracked or chipped teeth. If a tooth is knocked out or shattered, this spell will make it whole if most of the tooth can be recovered.

9–Skull Repair (U,RF5) Mends any one skull fracture (not shattered areas). Recovery time 1–10 hr.

10–Joint Repair (U,RF5) Repairs one damaged joint (not shattered joints). Recovery time 1–10 days.

ORGAN WAYS

(Animist spell List)

		Area of Effect	Duration	Range
1	Nasal Repair	1 nose	P	touch
2	Minor Nerve Repair	1 area	P	touch
3	Minor Ear Repair	1 ear	P	touch
4	Minor Eye Repair	1 eye	P	touch
5	Major Nerve Repair	1 area	P	touch
6	Major Ear Repair	1 ear	P	touch
7	Joining *	1 limb	P	touch
8	Major Eye Repair	1 eye	P	touch
9	Nerve Repair True	1 area	P	touch
10	Organ Repair	1 organ	P	touch

1–Nasal Repair (U,RF5) Repairs any nose damage short of complete nose loss. Can repair a nose lost to frostbite.

2–Minor Nerve Repair (U,RF5) Repairs any minor nerve damage in 1 area. Recovery time 1–10 hrs.

3–Minor Ear Repair (U,RF5) Repairs any external ear damage, including ear loss (regeneration takes 1–10 hours).

4–Minor Eye Repair (U,RF5) Repairs any minor eye damage (e.g., corneal scratch, detached retina, or removal of foreign object).

5–Major Nerve Repair (U,RF5) As *Minor Nerve Repair*, except that it repairs any one area of major nerve damage. Recovery time 1–10 hours.

6–Major Ear Repair (U,RF5) As *Minor Ear Repair*, except that it repairs any internal ear damage (e.g., restore hearing).

7–Joining (U*,RF5) When cast with the *Joining* spells on the other two healing lists (Blood Ways and Bone/Muscle Ways), caster can reattach one severed limb. Recovery time 1–10 days.

8–Major Eye Repair (U,RF5) As *Minor Eye Repair*, except that it repairs any eye damage (e.g., 87-89 slash critical) short of complete eye loss.

9–Nerve Repair True (U,RF5) As *Major Nerve Repair*, except that recovery is instantaneous.

10–Organ Repair (U,RF5) Repairs damage to one organ that has not been completely destroyed. Recovery time 1–10 hours. Does not affect the brain.

ANIMAL MASTERY

(Animist spell List)

		Area of Effect	Duration	Range
1	Animal Sleep	1 animal	1 min/lvl	100'
2	Cloaking	self	1 min/lvl	self
3	Summons I	–	1 min (C)	100'
4	Animal Tongues	self	1 min/lvl	self
5	Animal Mastery	1 animal	C	100'
6	Summons III	–	varies (C)	100'
7	Animal Location	1 mi. R	–	1 mile
8	Befriending	50'R	C	self
9	Animal Empathy	1 animal	C	100'
10	Summons V	–	varies (C)	100'

1–Animal Sleep (F,RF15) Puts an animal to sleep. Will not affect enchanted creatures or "intelligent" creatures. For these purposes, an animal is creature of limited intelligence, operating primarily through training or instinct.

2–Cloaking (E,RF10) Allows caster to blend into surrounding terrain and become undiscoverable by animals. Gives a +30 bonus to Hide maneuvers against non-animals.

3–Summons I (F,RF25) Caster can summon a first level non-intelligent creature who will remain for one minute and then disappear (no RR is involved). The caster can control the creature when he concentrates (no RR is involved). The general type of creature can be specified by the caster but exactly what the creature is should be determined randomly (e.g., the caster could specify "four legged, hooved" and could get a zebra, horse, camel, etc.).

4–Animal Tongues (I,RF1) Caster gains knowledge of any one animal language (a member of the species must be within 100') for the duration of the spell. For this purpose, animal languages include any forms of communication.

5–Animal Mastery (F,RF20) Allows caster to control the actions of any one animal when he concentrates.

6–Summons III (F,RF25) As *Summons I*, except caster can summon a 3rd level creature for 1 minute **or** a 1st level for 3 minutes **or** three 1st level's for 1 minute **or** etc. In other words, the sum total of the (level) x (minutes) of all creatures cannot exceed three.

7–Animal Location (P,RF5) Caster can locate members of any one species of animal, or he can find out what species are in the area.

8–Befriending (P,RF10) All animals within 50' will act friendly toward caster; however, the caster does not control them.

9–Animal Empathy (P,RF10) Caster can understand and visualize the thoughts and emotions of any one animal.

10–Summons V (F,RF25) As *Summons III*, except the sum total cannot exceed 5.

PLANT MASTERY

(Animist spell List)

		Area of Effect	Duration	Range
1	Plant Lore	1 plant	–	touch
2	Plant Tongues	self	1 min/lvl	self
3	Instant Herbal Cures	1 herb	–	touch
4	Herb Mastery	1 herb	P	touch
5	Plant Location	1 mi R	–	1 mile
6	Herb Cleansing	1 herb	P	10'
7	Speed Growth	10'R	1 day	10'
8	Herb Production	1 herb	P	touch
9	Plant Growth	1 plant	P	touch
10	Plant Control	1 plant	1 min/lvl	100'

1–Plant Lore (I,RF1) Caster can learn the nature and history of any one plant that he touches. For a complete plant or more than half of a plant, this information is automatically obtained. However, for less than half of a plant (e.g., a leaf, a berry, a nut, etc.), the chance of getting this information is only equal to (5% x the caster's level). A spell user may only cast this spell once for a given plant (i.e., only one roll for less than half a plant).

2–Plant Tongues (I,RF1) Caster gains knowledge of any one plant language (a member of the species must be within 100') for the duration of the spell.

3–Instant Herbal Cures (U,RF5) Allows caster to cause any one herb to become capable of being applied taking effect instantly. When the herb is subsequently used, its benefits/dangers will be immediately felt.

4–Herb Mastery (U,RF5) Allows caster to double the potency of any one herb (growing or dead). Spell may be employed but once per dose of herb. It must be cast immediately before the herb is used. It can be cast on a half of a dose at a time in order get the effect of a full dose.

5–Plant Location (P,RF10) Caster can locate members of any one species of plant, or he can find out what species are in the area.

6–Herb Cleansing (U,RF5) Allows caster to remove any harmful poisons, by-products, or side effects from one dose of herbs.

7–Speed Growth (U,RF10) Allows caster to increase speed of growth of any one species of plant within the radius of effect by x100 (e.g., all of the grass in a 10'R).

8–Herb Production (U,RF10) Allows caster to grow an herb by planting the proper seed. The resulting herb is sterile and takes 1–10 rounds to grow.

9–Plant Growth (U,RF10) Allows caster to double the size of any one plant: requires 1 day growth. If the plant is not already fully mature, it will achieve twice its normal size when it does reach full maturity.

10–Plant Control (F,RF20) Caster can control the automatic and/or mental processes of any one plant. Caster can also control the plant's movements if the plant is capable of movement.

PURIFICATIONS

(Animist spell List)

		Area of Effect	Duration	Range
1	Purify Food/Water	1'R	–	10'
2	Detect Disease	5'R	1 min/lvl (C)	100'
3	Disease Purification	1 target	P	10'
4	Detect Poison	5'R	1 min/lvl (C)	100'
5	Poison Purification	1 target	P	10'
6	Disease Resistance	1 target	1 min/lvl	10'
7	Poison Resistance	1 target	1 min/lvl	10'
8	Neutralize Disease	10'R	P	10'
9	Neutralize Poison	10'R	P	10'
10	Mental Cures	1 target	P	10'

1–Purify Food/Water (U,RF5) Eliminates any disease or poison in any food and water within the radius. Special or magical diseases or poisons may be given RRs if they are powerful enough.

2–Detect Disease (P,RF5) Detects any disease or source of disease; each round caster can concentrate on any one 5'R area within the range.

3–Disease Purification (U,RF5) Stops spread of disease (including infection) already in the body of one target:. Thus, no further damage due to the disease will occur in the target's body.

4–Detect Poison (P,RF5) As *Detect Disease*, except that only poison is detected.

5–Poison Purification (U,RF5) Neutralizes any one poison in the system of one target. Damage already sustained is not cured.

6–Disease Resistance (U,RF5) Target gets an additional RR against diseases (i.e., 2 RRs may be rolled; the one which is more favorable for the target is used).

7–Poison Resistance (U,RF5) As *Disease Resistance*, except that target gets an additional RR against poisons rather than diseases.

8–Neutralize Disease (U,RF5) All diseases in a 10'R are neutralized (i.e., sterilized and destroyed).

9–Neutralize Poison (U,RF5) All poisons in a 10'R are rendered ineffective.

10–Mental Cures (U,RF5) Target is cured of any one mental disease (i.e., neuroses, paranoia, phobias, psychoses, etc.). Complete recovery takes 1-50 days.

CREATIONS

(Animist spell List)

		Area of Effect	Duration	Range
1	Sustain Self	self	1 day	self
2	Airwall	10'x10'x3'	C or 1 min/lvl	50'
3	Water Production	–	P	10'
4	Food Production	–	P	10'
5	Waterwall	10'x10'x1'	C or 1 min/lvl	50'
6	Woodwall	10'x20'x2"	C or 1 min/lvl	50'
7	Earthwall	10'x10'x2'	C or 1 min/lvl	50'
8	Icewall	10'x10'x1.5'	P	50'
9	Nutrient Conjures	–	P	10'
10	Barrier Pit	500-1000 cu'	P	50'

1–Sustain Self (U,RF5) Caster receives all necessary nutrition and water for 1 day.

2–Airwall (E,RF30) Creates a transparent 10'x10'x3' wall of dense churning air. All movement through it requires a maneuver roll with a -25 modification. Attacks through it are modified by -50. Duration is 1 min/lvl or as long as the caster concentrates (whichever is longer).

3–Water Production (E,RF10) Caster can produce sufficient water in any available receptacle to supply any person for one day.

4–Food Production (E,RF10) Caster can produce sufficient food from the surrounding area to feed one hearty appetite for one day. If the food is not consumed within 24 hours of when it is produced, it will go bad.

5–Waterwall (E,RF30) Creates a 10'x10'x1' wall of water, all movement through requires a maneuver roll modified by -40. Attacks through it are modified by -80. It must be affixed to a solid or liquid surface. Duration is 1 min/lvl or as long as the caster concentrates (whichever is longer).

6–Woodwall (E,RF30) Creates a wall of wood up to 10'x20'x2", its weight must rest on a solid surface. It can be burned through (50 hits for a 2' R hole) **or** chopped through (20 man-rounds) **or** it may be toppled if one end is not against a wall (other than the supporting surface). Duration is 1 min/lvl or as long as the caster concentrates (whichever is longer).

7–Earthwall (E,RF30) As *Woodwall*, except the wall is up to 10'x10'x(3' at base, 1' at top) of packed earth. It can be dug through at the top in 10 man-rounds.

8–Icewall (E,RF30) As *Woodwall*, except wall is up to 10'x10'x(2' at base, 1' at top). It can be melted through (100 hits of fire damage) **or** chipped through (50 man-rounds) **or** toppled if not against a wall. The duration is permanent (i.e., it lasts until it melts normally).

9–Nutrient Conjures (F,RF10) Caster can produce 1 loaf of waybread that weighs 2 oz. and will support 1 being for 1 day:. The loaf will lose potency in 1 month.

10–Barrier Pit (E,RF40) Opens a pit (500 cu' in stone or 1000 cu' in earth or ice). The entire pit must be within 50' of caster.

A-4.6 • SPELL LISTS FOR RANGERS ONLY

PATH MASTERY

(Ranger Spell List)

		Area of Effect	Duration	Range
1	Pathlore	10'R	–	self
2	Trap Detection	5'R	1 min/lvl (C)	10'
3	Tracking	self	C	self
4	Path Tale	self	–	self
5	Pathfinding I	1 mi R	C	1 mile
6	Tracks Lore	–	–	touch
7	Detect Ambush	50'R	10 min/lvl	self
8	Passing Lore	–	–	touch
9	Pathfinding V	5 mi R	C	5 miles
10	Animal Tongues	self	1 min/lvl	self

1–Pathlore (I,RF5) Caster acquires a visual image of the nearest destination in both directions along any one path upon which he stands. For this purpose, a destination is any man-made structure (bridge, house, castle, town, gate, door, etc.) or physical barrier (the end of the path, a ford, a crossroads, a chasm, etc.).

2–Trap Detection (P,RF5) Caster has a 75% chance of detecting any outdoor trap within the 5'R concentrated upon. A different 5'R may be chosen each round.

3–Tracking (U,RF5) Caster gets a +50 bonus for Track maneuvers.

4–Path Tale (I,RF5) Caster acquires visual image of any user(s) of a given path within a period of up to 1 hr/lvl.

5–Pathfinding I (I,RF5) Caster gets a mental diagram of the locations and routes of any and all paths within a 1 mile radius. This spell can only be used outdoors.

6–Tracks Lore (I,RF5) Caster acquires a visual image of the being that left a particular set of tracks. Provides +25 bonus for tracking the being that left the tracks.

7–Detect Ambush (P,RF5) Allows caster to detect any hostile beings within a 50'R. Provides direction, but not the distance to the danger.

8–Passing Lore (I,RF5) Caster acquires a visual and aural (sound) image of all beings who have passed within a 50'R of the object he touches within a period of up to 1 hr/lvl.

9–Pathfinding V (I,RF5) As *Pathfinding I*, except the area of effect is a 5 mile R.

10–Animal Tongues (I,RF1) Caster gains knowledge of any one animal language (a member of the species must be within 100') for the duration of the spell.

Note: *For the purposes of these spells, a "path" can be a road, highway, trail, or any worn track caused by the passage of animals or men. It may also be a corridor, underground passage, or tunnel; unless specifically limited by a particular spell.*

MOVING WAYS

(Ranger Spell List)

		Area of Effect	Duration	Range
1	Stonerunning	self	1 min/lvl	self
2	Limbwalking	self	1 min/lvl	self
3	Swimming *	self	5 min/lvl	self
4	Sandrunning	self	1 min/lvl	self
5	Waterwalking	self	1 min/lvl	self
6	Limbrunning	self	1 min/lvl	self
7	Traceless Passing	self	C	self
8	Track Hiding	–	C	50'
9	Waterrunning	self	1 min/lvl	self
10	Swimming True *	self	5 min/lvl	self

1–Stonerunning (U,RF5) Allows caster to run on stone surfaces angled up to 75° as if he were on level ground.

2–Limbwalking (U,RF5) Allows caster to walk along nearly horizontal tree limbs (that can support the weight) as if he were on level ground.

3–Swimming (U*,RF5) Enables target to swim without tiring or expending energy.

4–Sandrunning (U,RF5) As *Stonerunning*, except caster can run on sandy surfaces as if they were firm ground.

5–Waterwalking (U,RF5) Allows caster to walk on water as if he were on level dry ground. Maneuver rolls may be required on rough water.

6–Limbrunning (U,RF5) As *Limbwalking*, except caster can run along limbs.

7–Traceless Passing (U,RF5) As long as the caster concentrates, he can walk without leaving tracks or other visible signs of his passing.

8–Track Hiding (U,RF5) As *Traceless Passing*, except that the caster can also hide tracks of any one other being whose track he follows.

9–Waterrunning (U,RF5) As *Waterwalking*, except caster can run on water.

10–Swimming True (U*,RF5) As *Swimming*, except target can swim as fast as he could run.

NATURE'S GUISES

(Ranger Spell List)

		Area of Effect	Duration	Range
1	Hues	self	1 min/lvl	self
2	Shade	100'R	10 min/lvl	touch
3	Freeze	1 cu'/rnd	C	10'
4	Silent Moves	self	1 min/lvl	self
5	Self Cloaking	self	C	self
6	Light	10'R	10 min/lvl	touch
7	Darkness	10'R	10 min/lvl	touch
8	Shadow	self	1 hr/lvl	self
9	Plant Facade	self	1 min/lvl	self
10	Blank Thoughts	self	C	self

1–Hues (E,RF5) Caster and equipment within 1' of his body takes on the physical coloration of an organic object he chooses and is in contact with. Gives a +50 bonus to Hide maneuver attempts.

2–Shade (E,RF5) All shadows and darkness in a 100'R around the point touched deepen, aiding Hide maneuvers by +25.

3–Freeze (E,RF5) Any inanimate liquid (1 cu'/lvl) can be cooled to freezing at a rate of 1 cu'/rnd of concentration (temp. cannot be lower than -30 degrees F).

4–Silent Moves (E,RF5) Caster can move silently, so long as he does not create a sound originating more than 1' from his body (e.g., slamming a door, hitting a 4' long branch, etc.).

5–Self Cloaking (E,RF5) As long as he does not move (he may make small movements such as breathing and flexing muscles), the caster blends into surrounding terrain, and adds +75 to Hide maneuvers.

6–Light (E,RF10) Lights a 10'R area about the point touched.

7–Darkness (E,RF10) As *Light*, except that a 10'R of darkness results. It is the equivalent of a dark, moonless night.

8–Shadow (E,RF10) Caster and equipment within 1' of his body appear to be a shadow and thus become almost invisible in dark and shadowy areas.

9–Plant Facade (E,RF10) Caster can appear to be as any one type of plant, but effect is purely visual. Caster will not change size and will not smell or feel like the plant.

10–Blank Thoughts (U,RF1) As long as caster concentrates, his mental patterns will appear to be those of a local animal that he chooses. This will deceive detection spells such as *Presence*.

NATURE'S WAYS

(Ranger Spell List)

		Area of Effect	Duration	Range
1	Water Finding	1 mile R	–	self
2	Fire Starting	1'R	P	touch
3	Heat Resistance *	self	1 min/lvl	self
4	Cold Resistance *	self	1 min/lvl	self
5	Food Finding	1 mile R	–	self
6	Sterilization	1 cu'/lvl	–	touch
7	Shelter Finding	1 mile R	–	self
8	Lesser Traps	varies	P	touch
9	Weather Prediction	1 mile R	–	self
10	Nature's Awareness	100' R	C	self

1–Water Finding (I,RF1) Locates all sources of running surface water, exposed groundwater, etc. exceeding 1 gallon. Caster learns approximate size and quality of sources.

2–Fire Starting (F,RF5) Causes any wood (or any inanimate organic material) that the caster chooses within 1' of caster's palm to ignite and start burning (if it will ignite at a temperature less than or equal to that of wood).

3–Heat Resistance (U*,RF5) Protects caster from natural heat up to 200°F and adds +20 to RR vs. heat or -20 vs. elemental fire attacks.

4–Cold Resistance (U*,RF5) Protects caster from natural cold to -20°F and adds +20 to RR vs. cold or -20 vs. elemental cold attacks.

5–Food Finding (I,RF1) Caster learns location, type and approximate quantity of all edible food sources (either dead animal matter, or any plant).

6–Sterilization (E,RF5) Sterilizes up to 1 cu'/lvl of any inanimate solid or liquid. That is, it eliminates living creatures smaller than 0.25" in length, but it will not affect larger creatures or inanimate poisons or other material.

7–Shelter Finding (I,RF1) Caster learns location, type, and approximate size of closest waterproof, covered space exceeding 125 cu'. Shelter must have an entry exceeding 2'R bordering on open air.

8–Lesser Traps (U,RF10) Caster can construct a minor outdoor trap in 1 minute. This trap can deliver a 'B' critical hit to any one person (e.g., a shallow spiked pit, a snare that mangles the victim, etc.).

9–Weather Prediction (I,RF1) Allows 95% chance of predicting time, nature and severity of weather over the next 24 hr. period.

10–Nature's Awareness (I,RF5) Allows caster to monitor animate activity in the area (i.e., movement, combat, and maneuvers). This spell may only be used if the radius of effect contains plants and/or animals.

APPENDIX • A-5
THE SECONDARY SKILLS

Secondary skills are not used as often as primary skills during adventuring. They are often tied to, or indicative of, a character's background or family trade. See Section 5.4.3 (p. 35) for a complete discussion of the use of Secondary Skills.

This Appendix provides short descriptions of the suggested secondary skills listed in Section 5.4.3 (p. 35).

STANDARD SKILLS

Acrobatics — This bonus is used for in-air maneuvers and swinging on objects—controlled falling maneuvers (i.e., diving), horizontal dives, tumbling, rolling, vaulting, swinging, etc. It also helps reduce the effects of falls.

Acting — This bonus is used for impersonating others, devising new identities, begging, etc.

Animal Handling — This bonus is used for gathering, befriending, or manipulating animals. Typical activities include: animal training, animal healing, driving vehicles pulled by animals, loading vehicles pulled by animals, herding domestic animals (e.g., sheep, cattle, etc.).

Appraisal — This bonus is used to determine or estimate the value of an object or good. A GM may also wish to use this bonus for evaluating the *intrinsic bonus* of an item (e.g., the +10 OB bonus of a weapon, the +15 bonus of a lockpick, the +5 DB bonus a suit of armor, etc.). This skill applies only to item bonuses, it does *not* apply to special and enchanted abilities (e.g., it will *not* identify that a sword is "orc-slaying," that a wand can cast *Firebolts*, that a lockpick can cast *Detect Traps*, etc.).

Boat Handling — This bonus is used for self-powered boat and sailing boat maneuvers (e.g., rowing, poling, setting sails, etc.).

Caving — This bonus is used for determining the natural course and lay of a cave or cavern (pass or chamber) and for attempting restricted movement in caves and caverns.

Contortions — This bonus is used for manipulating one's body in order to move through small openings, escape from bonds, etc.

Cookery — This bonus is used when preparing food. In addition, it is used for detecting bad food, and for preparing and/or neutralizing dangerous herbs, poisons, and food ingredients.

First Aid — This bonus is used for applications of emergency aid or treatment, such as attempts to halt or slow bleeding or damaging deterioration. See Section 17.0 (p. 74-75).

Foraging — This bonus is used for finding any local source of potable water, herbs, or edible plants and animals. It can also be used for locating things in an urban environment (i.e., scrounging).

Gambling — This bonus is used for playing any game with a significant element of luck.

Meditation — This bonus is used for entering, leaving, and exploiting meditational trances.

Rope-Mastery — This bonus is used for knot recognition, knot-tying, braiding, and splicing. It can also be used when throwing a line **and** when making a maneuver while suspended from a rope or analogous flexible line.

A tentacle seizes Frodo

Signaling — This bonus is used for any form of signal communication (e.g., semaphore, sign language, smoke signals, etc.).

Sky-Watching — This bonus is used for star-gazing, navigation, and weather-watching. It can be used to attempt to determine dates, directions, specific locations, and the local weather pattern 24 hours in the future.

Trickery — This bonus is used for any maneuvers involving slight of hand: picking pockets, confusing sight tricks, and slight-of-hand diversions.

SECONDARY SKILL GROUPS

Each Secondary Skill Group is a set of related skills that have the same stat bonus, skill type (i.e., MM or SM), and related skill category. However, each skill in a group must be developed separately.

Artistic Skills

These bonuses are used for creative endeavors such as painting, sculpting, poetic improvisation, tale-telling, dance, playing an instrument, singing, etc.

Athletic Skills

These bonuses are used for specialized athletic activities. Suggested skill include skiing, skating, surfing, sprinting, rappelling, juggling, jumping, pole vaulting, stilt walking, tightrope walking, etc.

Craft Skills

These bonuses are used for crafting endeavors such as wood-crafts, stone-crafts, metal-crafts (i.e., smithing), leather-crafts, etc. These bonuses are used for the construction and repair of equipment made of the appropriate material. Craft skill may also be developed for a specific product that involves several types of materials. For example:

Fletching: This bonus is used to make arrows out of available wood, metal, and paper and/or feathers.

Trap-Building: This bonus is used for building traps out of available resources. This bonus subtracts from any Perception maneuvers made to notice a trap constructed using this skill.

Influence Skills

These bonuses are used for impressing, entertaining, or manipulating individuals or groups. Suggested skills include: public-speaking, diplomacy, seduction, trading, interrogation, leadership, bribery, and dealing with bureaucrats.

Lore Skills

These bonuses reflect a character's knowledge (i.e., lore). The number of different lore skills is unlimited. A few suggested lore skills include: plant lore, animal lore, special creature lore, general history, geography, tactics, culture/race history (one skill per culture/race), religion, physics, math, etc.

SECONDARY SKILL CHART

Skill	Stat Bonus Used	Skill Type	Related Skill Categories *
Acrobatics	AG	MM	General, M&M
Acting	PR	SM	General, Subterfuge
Animal Handling	PR	SM	General
Appraisal	IG	SM	General
Boat Handling	IT	SM,MM	General, M&M
Caving	IG	SM,MM	General
Contortions	AG	MM	General, M&M
Cookery	IT	SM	General
First Aid	IG	SM	General
Foraging	IT	SM	Any Category
Gambling	IT	SM	General, Subterfuge
Meditation	PR	SM	General, Magical
Rope-Mastery	IG	SM	General
Signaling	IG	SM	General
Sky-Watching	IT	SM	Any Category
Trickery	PR	SM	Subterfuge
Secondary Skill Groups: †			
Artistic Skills	IT	SM	General, Magical
Athletic Skills	AG	MM	General, M&M
Craft Skills	AG	SM	General, Weapon
Influence Skills	PR	SM	General, Subterfuge, Languages
Lore Skills	IG	SM	Any Category

* – M&M = Moving and Maneuver Skills Category

† — Each Secondary Skill Group is a set of related skills that have the same stat bonus, skill type (i.e., MM or SM), and related skill category. However, each skill in a group must be developed separately.

APPENDIX • A-6 OPTIONAL MATERIAL

The material in this appendix is provided for Gamemasters who have mastered ***MERP*** and want to add more detail and flavor to their games. We strongly suggest that a Gamemaster and his players play for awhile using the normal ***MERP*** system before using this optional material.

A-6.1 • PROFESSIONS

This section presents a number of new Professions:

Barbarian	Explorer	Shape Changer
Burglar	Monk	Warrior Monk
Conjurer	Rogue	Wizard
Civilian	Scholar	

Barbarian

Prime Stat – Strength

Profession Bonuses – +2 per level on weapon skills
+3 per level on general skills
+2 per level on Body Development

Spell Restrictions – May not learn any spells.

A Barbarian is a character from the untamed wilderness with little exposure to civilization. His primary areas of development are general skills, weapon skills, and body development. Barbarians may not learn any spells. Barbarians prefer weapons and armor that are easy to produce with their resources, such as clubs, spears, sling, shortbow, whip, bola, and leather armor.

Note: *MERP is designed for characters from* the civilized *parts of Middle-Earth, where the game designers probably expect most of the adventures to occur. But the civilizing influence of the Eldar and the Dúnedain is limited to certain areas. Many cultures have shunned them.*

Barbarian tribes live on agriculture, hunting and herding. East of Ered Luin, there were many such tribes in the First and Second Ages, but they were gradually civilized by Elves and Dúnedain. During the Third Age, you can find barbarian tribes in Dunland, Mirkwood, Rhovanion, and eastwards. Every tribe has its own customs and culture which differentiate it from other tribes. Tribe members stick together to survive and tend to treat other peoples with contempt or suspicion.

The following MERP culture/races can be considered to be barbarians: Dunlendings, Lossoth, Woodmen, Variags, Woses, some Easterling groups, Orcs, Trolls, and Umli. (The Woses possess some magical capabilities.)

Barbarian youths are generally level 1, the ordinary adults level 2-4, experienced warriors level 5-8 and chieftains level 8 and upwards. Of course, this is a rule of thumb, and there surely are special cases that rank even higher.

Burglar

Prime Stat – Agility

Profession Bonuses – +1 per level on general skills
+3 per level on subterfuge skills
+3 per level on Perception

Spell Restrictions – May learn open spell lists from one realm (his choice). May only cast 1st, 2nd and 3rd level spells.

A Burglar is a character heavily trained in the arts of subterfuge. His primary area of skill development is subterfuge skills.

Conjurer

Prime Stats – Intelligence and Intuition

Profession Bonuses – +1 per level on magical skills
+1 per level on subterfuge skills
+1 per level on Base Spell OB
+1 per level on Perception

Spell Restrictions – May learn open spell lists from both realms. However, he can only cast 1st, 2nd, 3rd, 4th, and 5th level spells. Average IG and IT stats to calculate Power Points (Section 5.6, p. 36).

A Conjurer is a character trained in subterfuge and the casting of *minor* spells from both realms; however, he has no Base spell lists of his own. His primary areas of skill development are magical skills, learning spell lists, and subterfuge skills. It is difficult for a Conjurer to learn to use weapons and armor. A Conjurer may not wear armor, a helmet, or greaves when casting Essence spells. He may not wear metal armor, a metal helmet, or metal greaves when casting Channeling spells.

Explorer

Prime Stat – Constitution

Profession Bonuses – +1 per level on weapon skills
+3 per level on general skills
+2 per level on subterfuge skills
+2 per level on Perception

Spell Restrictions – May learn open spell lists from one realm (his choice). May only cast 1st, 2nd and 3rd level spells.

An Explorer is a character trained in skills that aid his principal interest: exploration. His primary areas of skill development are general skills, subterfuge skills, and Perception.

Monk

Prime Stat – Agility

Profession Bonuses – +1 per level on general skills
+1 per level on subterfuge skills
+1 per level on magical skills
+2 per level on martial arts skills
+1 per level on Perception

Spell Restrictions – May learn open spell lists from both realms. However, he can only cast 1st, 2nd, and 3rd level spells. Average IG and IT stats to calculate Power Points.

A Monk is a character with some training in unarmed combat (Section A-6.2, p. 218) and most of the other skill categories. His only primary area of skill development is martial arts skills, but he can learn minor spells from both realms.

Scholar

Prime Stat – Intelligence

Profession Bonuses – +2 per level on Perception skill
+4 per level on Lore Secondary Skills
+1 per level on all other Secondary Skills

Spell Restrictions – May not learn any spells.

A Scholar (Sage) is a character trained in the gathering and organization of knowledge. His primary areas of development are Secondary Skills (e.g., Lore skills, Sky-Watching, Appraisal, etc.). Scholars may not learn any spells. A scholar's curiosity is his motivation for his adventures.

Note: *For Gamemasters who want to limit magic in their Middle-earth games, the Scholar (Sage) is a substitute profession for Mage and Animist. This allows a player to choose a character that is intellectually oriented without being a spell caster.*

Warrior Monk

Prime Stat – Strength

Profession Bonuses – +1 per level on general skills
+3 per level on martial arts skills
+2 per level on Body Development

Spell Restrictions – May learn open spell lists from one realm (his choice). May only cast 1st, 2nd and 3rd level spells.

A Warrior Monk is a character heavily trained in the arts of unarmed combat. His primary areas of skill development are body development, martial arts skills, and Adrenal Defense (see Section A-6.2, p. 218). It is difficult for a Warrior Monk to learn to use subterfuge, spells, magic items, and languages. He has little interest in or aptitude for such pursuits.

Frodo stabs the Troll's foot

Rogue

Prime Stat – Strength

Profession Bonuses – +2 per level on weapon skills
+2 per level on general skills
+2 per level on subterfuge skills

Spell Restrictions – May learn open spell lists from one realm (his choice). May only cast 1st, 2nd and 3rd level spells.

A Rogue is a character trained in many skills. His primary areas of skill development are weapon skills, general skills, and subterfuge skills.

Wizard

Prime Stats – Intelligence and Intuition

Profession Bonuses – +2 per level on magical skills
+2 per level on Base Spell OB

Spell Restrictions – May learn open spell lists from both realms. Average IG and IT stats to calculate Power Points (Section 5.6, p. 36).

A Wizard is a character trained in the casting of spells from both realms; however, he has no Base spell lists of his own. His primary areas of skill development are magical skills and learning spell lists. It is difficult for a Wizard to learn to use weapons and armor. A Wizard may not wear armor, a helmet, or greaves when casting Essence spells. He may not wear metal armor, a metal helmet, or metal greaves when casting Channeling spells.

Civilian

Prime Stat – Any stat related to his "Occupation"

Profession Bonuses –
+4 per level on "Occupation" skills
+2 per level on "Occupation-Related" skills

Spell Restrictions – May not learn spell lists unless the GM decides they are related to his "Occupation."

Occupation	Occupation Skills	Occupation-Related Skills *
Acrobat	Acrobatics	athletic skills, Rope-Mastery
Actor	Acting	influence skills, art skills
Artist	one specific art skill	other art skills, related craft skills
Blacksmith	craft skill: Smithing	craft skills
Bureaucrat	influence skills	languages
Carpenter	craft skill: wood-working	craft skills
Farmer	craft skill: Farming	Animal Handling, Sky-Watching
Fisherman	Foraging, Boat Handling	related craft skills
Herder	Animal Handling	craft skill: leather-working
Merchant	influence skills	Appraisal
Sage	lore skills	languages

• – All occupations have "related lore skills" as Occupation-Related Skills.

Civilians are the ordinary citizens of Middle-earth, mainly farmers, fishermen, herders, craftsmen, etc. They are characters that do not fit well into the standard ***MERP*** professions. Every civilian has an "Occupation" which determines which skills he can easily develop.

A Civilian may use his Development Points to develop his *Occupation skills* and his *Occupation-Related skills* in a special way. In a given development period (Section 24.0, p. 90-91), he may develop his Occupation skills as follows:

- One skill rank for one DP
- Two skill ranks for only two DPs
- Three skill ranks for only four DPs

In a given development period (Section 24.0, p. 90-91), he may develop his Occupation-Related skills as follows:

- One skill rank for one DP
- Two skill ranks for only two DPs

A Gamemaster must determine Occupation skills and Occupation-Related skills for each Occupation. To help this process, here are a few examples:

Bridge at Rivendell

DEVELOPMENT POINT FOR OPTIONAL PROFESSIONS CHART											
Category/Skill	Barbarian	Burglar	Conjurer	Civilian	Explorer	Monk	Rogue	Scholar	Shape Changer	Warrior Monk	Wizard
M&M Skills	1	2	0	0	2	0	2	1	1	0	0
Weapon Skills	5	1	1	1	2	1	4	1	1	1	0
General Skills	5	2	1	2	5	2	3	3	1	1	2
Subterfuge Skills	1	8	4	0	4	2	3	0	1	2	0
Magical Skills	0	0	3	0	0	1	1	0	0	0	5
Body Development	3	1	1	1	1	1	2	1	3	3	1
Languages	0	1	1	0	1	1	0	4	1	0	2
Spell Lists	0	0	4	0	0	2	0	0	0	0	5
Martial Arts Skills	0	0	0	0	0	3	0	0	3	5	0
Adrenal Defense	0	0	0	0	0	2	0	0	3	3	0
Secondary Skills *	0	0	0	11	0	0	0	5	0	0	0

* — Secondary skills can use points from related categories (Section 24.0, p. 90-91).

Shape Changer

Prime Stat – Presence

Profession Bonuses – +1 per level on M&M skills
+2 per level on martial arts skills
+2 per level on body development
+5 per level on Shape Change

Spell Restrictions – May learn open spell lists from one realm (his choice). May only cast 1st, 2nd and 3rd level spells.

A Shape Changer is a character that can change to and from an animal form while still maintaining his normal human persona (e.g., like Beorn in *The Hobbit*). His primary areas of skill development are unarmed combat and body development. In ***MERP***, Shape Changers must be Beornings that can change into bears **and** they have a special Secondary Skill, Shape Change, that only they can develop. This skill uses the PR stat bonus, has a SM skill type, and can be developed using DPs from any category on a one-to-one basis.

A Shape Changer can attempt to voluntarily change form (human to animal or animal to human). The character must make a static maneuver:

- Open-ended 1-100 roll
  + his Shape Change bonus
  +5 for every consecutive round that he concentrates (Appendix A-4, p. 191)
  +20 for a successful Meditation static maneuver
- If the result is 100+, the change takes place.
- If the result is 76-99, there is no change, but he can try again next round (any rounds of concentration remain consecutive).
- If the result is less than 76, there is no change and the character loses his concentration (he must start over at zero consecutive rounds of concentration).

A Shape Changer also has a chance of involuntarily changing form from human to animal whenever he is angry, he is struck, or he falls. If this happens, he will react as a wild beast (e.g., he will attack the target of his anger, whoever struck him, or the closest target—GM choice). He will continue to act as a wild animal until he makes a successful Shape Change static maneuver as outlined above (he may try once a round).

A Shape Changer's capabilities change when in animal form:

- The following bonuses are *doubled*: Hits, Perception, Climb, Track, No Armor M&M, and Foraging.
- The following bonuses and skills are *normal*: lore skills, understanding languages, martial arts skills, Shape Change, Swim, Stalk/Hide, Adrenal Defense, Meditation, all stat bonuses, and all RR bonuses.
- The following bonuses are *halved*: Ambush, Acrobatics, Animal Handling, Caving, Contortions, and Signaling.
- All other bonuses and skills are normally not usable at all (GM discretion).
- His *Armor type* is Soft Leather.
- All *criticals* against him are resolved on the Large Creatures Critical Tables CT-10 and CT-11 (p. 239).
- His *DB* is his AG bonus **plus** 10 **plus** his Adrenal Defense bonus (Section A-6.2, p. 218).
- His *attack* is either a Tooth & Claw attack (AT-5) or a Grappling & Unbalancing attack (AT-6). His *OB* is 25 **plus** his appropriate martial arts skill bonus (Section A-6.2, p. 218). The attack *size* is one larger than the martial arts skill used in the attack's OB (i.e., small becomes medium, medium becomes large, and large becomes huge).
- He may not speak his human languages, but he can understand them. He may converse fluently with other bears, and he may communicate at Rank 1 with Badgers and other "Bear-like" creatures.

A-6.2 • MARTIAL ARTS & ADRENAL DEFENSE SKILLS

The optional Professions presented in Section A-6.1 require a new skill category (Martial Arts) and a new skill (Adrenal Defense). A player planning to become a Monk, Warrior Monk, or Shape-changer (Section A-6.1, p. 215-217) may transfer (on a one-to-one basis) any number of his character's Adolescence skill ranks from his weapon skills category to his Adrenal Defense skill and/or his Novice Martial Arts skills.

Adrenal Defense

If a character is not using armor or a shield and he moves at least 5 feet during a round, his skill bonus for Adrenal Defense is added to his normal Defensive Bonus. This applies to each melee, missile, and directed spell attack which he is aware of (i.e., it does not apply to an attack that surprises him). None of the original ***MERP*** Professions have any Development Points for this skill. There is no stat bonus for this skill.

Martial Arts

The Martial Arts skill category consists of six OB skills (Offensive Bonuses). The "Striking" attacks represents "hard" Martial Art attacks similar to Karate, while the "Sweep" attacks represent "soft" Martial Art attacks similar to Judo.

None of the original ***MERP*** Professions have any Development Points in this skill category. For each attack type, the Martial Arts Statistics Chart summarizes the stat bonus, attack table, attack size, and critical type. Note that each Novice skill bonus must be larger than the corresponding Standard skill bonus, and that each Standard skill bonus must be larger than the corresponding Expert skill bonus.

MARTIAL ARTS STATISTICS CHART

Attack Type	Stat Bonus	Attack Table	Attack Size	Critical Type
Novice Striking	ST	AT-5	Small	Impact
Standard Striking *	ST	AT-5	Medium	Impact
Expert Striking **	ST	AT-5	Large	Impact
Novice Sweeps	AG	AT-6	Small	Grapple
Standard Sweeps †	AG	AT-6	Medium	Grapple
Expert Sweeps ††	AG	AT-6	Large	Grapple

* – OB can't be greater than the Novice Striking OB.
** – OB can't be greater than the Standard Striking OB.
† – OB can't be greater than the Novice Sweeps OB.
†† – OB can't be greater than the Standard Sweeps OB.

A-6.3 • FEMALES STATS

In our world and in Middle-earth, women average lower body weights than men. This is a result of a lower average height—women actually are stockier on average. As a result, female characters in ***MERP*** have a lower average carrying capacity as reflected in their Encumbrance Penalties (Section 5.7, p. 37).

In order to balance out this disadvantage for female ***MERP*** characters, we can use the fact that women have better average agilities and more resistant average constitutions than men. A Gamemaster may wish to assign a +3 stat bonus to either the AG stat bonus **or** the CO stat bonus for each female character (except Hobbit females). This +3 stat bonus should be assigned to the stat (i.e., AG or CO) with the lower stat bonus.

A-6.4 • USING ATHELAS

This section provides a more detailed interpretation of the use of the herb, athelas (Table ST-5, p. 256).

Anyone may use athelas to successfully treat a headache or to temporarily relieve cold symptoms for one day. Only true Númenóreans (i.e., Dúnedain and Black Númenóreans) have any chance of using the "Westman's Weed" for other types healing. This chance is based upon a character's lineage as outlined below:

Lineage	Chance of Healing	Lineage Roll
Full blooded Númenórean (no nobility)	1%	01-67
Lesser Númenórean nobility	2%	68-87
Greater Númenórean nobility	5%	88-97
Distant relation of royal family	10%	98-99
Close relation of royal family	20%	100 *
In direct line of succession	50%	100 *
Ruling monarch, but not so ordained	70%	–
Ordained Black Númenórean King	80%	–
Ordained Dúnadan King	90%	–

* — Roll again: if 01-83, the lineage is "close relation of royal family;" if 84-100, the lineage is "in the direct line of succession."

In the absence of other information, a GM can roll as indicated above in order to determine a Dúnadan or Black Númenórean character's lineage.

Athelas can heal any injury, but it can not perform "life-giving" (Section 17.0, p. 74-75). If an attempt to use athelas fails, a dose of the herb is used up, but there are no side effects and additional attempts may be made if more doses are available.

OPTIONAL WEAPONS STATISTICS CHART					
Weapon	Fumble Range	Primary Critical	Secondary Critical	Base Range	Special Modifications
1-Handed Edged (can be used with a shield):					
Bastard Sword (1-H)	1-4	Slash	—	—	-5 OB
Double-axe (1-H)	1-5	Slash	—	—	+5 OB (chain/plate), -5 OB (other)
2-Handed Weapons (can not be used with a shield):					
Bastard Sword (2-H)	1-5	Slash	Crush (B)	—	-5 OB
Double-axe (2-H)	1-6	Slash	Crush (B)	—	+5 OB (chain/plate), -5 OB (other)

A-6.5 • MODIFICATIONS TO ELEMENTAL ATTACKS

These optional modifications make bolt and ball elemental attacks more effective.

- Instead of the +35 range modification for 0'-10', use +50 if the caster is actually touching the target. In the case of a Ball spell, a caster touching his target will also suffer the effects of the spell.
- If a character or creature has a Heat (or Cold) Resistance modifier, apply it to both elemental attack rolls and to any critical that results from such attacks.
- Apply the "Special Modifications" given in Table CST-3 (p. 232) to both attack rolls and to any critical that results from such attacks.

A-6.6 • LEARNING SPELL LISTS

In the normal ***MERP*** rules, each Development Point allocated to learning a spell list gives a character a 20% chance of learning the entire list. The use of the optional material in this section allows a Gamemaster to remove the chance element from learning spells. Please note that this method will result in low level characters being able to cast many more spells than they do under the normal rules.

For each DP a character allocates to learning a spell list, he learns the two lowest level spells that he does not already know on that list. Thus, allocating five DPs to a list still lets you learn all ten spells on that list automatically, but now you automatically learn two spells for every DP you allocate. Of course, a character can still only cast spells up to and including his own level.

Example: *Galadhil allocates one DP to learning the spell list Nature's Guises (see the example on p. 91). Because he does not already know any spells on that list, he automatically learns the first level spell, Hues, and the 2nd level spell, Shade. If he had allocated two DPs, he would have learned the 1st, 2nd, 3rd, and 4th level spells.*

A-6.7 • WEAPONS

This section presents two optional weapons that can be used one-handed or two-handed. The descriptions and statistics for these two weapons follow.

Bastard Sword

A bastard sword is a heavy, double-edged sword that weighs about 6 pounds—it is also known as hand-and-half sword. It is can be used either with the one-handed edged weapon skill **or** the two-handed weapon skill. Its abbreviation is "bd," and it costs 18 sp.

Double-Axe

A Double-Axe is a heavy, double-bladed axe that weighs about 9 lbs. It is can be used either with the one-handed edged weapon skill **or** the two-handed weapon skill. Its abbreviation is "dx." Double-axes are rare and usually not available on the open market. A character desiring such a weapon may be required to obtain the design and then order it from a weapon-smith (at an approximate cost of 39 sp).

Note: *One of the most famous human heroes during the First Age of Middle-earth was Húrin. His weapon was almost equally renowned: a heavy double-axe which could be used in either one or two hands. At Nirnaeth Arnoediad he defeated scores of enemies with the axe, and the legends say that its steel was steaming with black Troll-blood.*

Hobbit Maiden

APPENDIX • A-7
CONVERSION NOTES

A-7.1 • CONVERTING CHARACTERS FROM LOR TO MERP

It is fairly easy to convert a ***LOR*** character into a ***MERP*** character—the two systems were designed to be easily convertible.

USING CHARACTER TEMPLATES

The easiest way to convert is to use the character templates described in Section 3.0 (p. 21). First, determine which ***MERP*** Character Template most closely corresponds to your ***LOR*** character type. Section 3.0 (p. 21) provides a complete list of these templates and the following chart provides our conversion suggestions:

LOR Character	Corresponding ***MERP*** Character Template
Hobbit Scout	Hobbit Scout (p. 124-125)
Elf Scout	Silvan Elf Scout (p. 128-129)
Human Warrior	Rohir Warrior (p. 116-117)
Dwarf Warrior	Dwarf Warrior (p. 118-119)
Elf Warrior	Sinda Elf Warrior (p. 120-121)
Human Ranger	Dúnadan Ranger (p. 130-131)
Half-elf Ranger	Half-elf Animist (p. 142-143)
Human Bard	Dorwinadan Bard (p. 134-135)
Elf Bard	Noldo Elf Bard (p. 136-137)

Next, you need to determine your character's ***MERP*** Level and ***MERP*** Experience Points. To do this, just take your character's ***LOR*** Experience Points and refer to the following information:

LOR Experience Points	***MERP*** Level
less than 300	1st
300 to 599	2nd
600 to 899	3rd
900 to 1199	4th
1200 to 1499	5th
1500 to 2099	6th
2100 to 2699	7th
2700 to 3299	8th
3300 to 3899	9th
more than 3899	10th

MERP Experience Points =
10,000 + [(LOR Experience Points ÷ 150) x 5,000]

Now, you have your character's ***MERP*** Character Template and his ***MERP*** Level and Experience Points. You may now follow the instructions in Sections 3.1 to fill out your Charter Template. You and your Gamemaster should feel free to modify this information to more closely match your ***LOR*** character.

USING THE MERP CHARACTER DESIGN SYSTEM

To covert your ***LOR*** character using the ***MERP*** character design system, just photocopy a Character Record Sheet RS-1 (p. 227) and fill it in as you follow the instructions in the rest of this section.

Profession & Culture/Race

Your ***LOR*** character type tells you your character's exact ***MERP*** Profession and Culture/Race. The only difference is that a ***LOR*** Elf is a ***MERP*** Silvan Elf and a ***LOR*** Human is a ***MERP*** Dúnadan. For example, a ***LOR*** Hobbit Scout becomes a ***MERP*** character with a Profession of Scout and a Culture/Race of Hobbit.

General Information

This information includes your character's name, age, gender, height, weight, hair color, eye color, etc. If you have not already determined this information during your ***LOR*** adventures, you can refer to your ***MERP*** Culture/Race description in Appendix A-2 (p. 146-179) for some ideas.

Stats

You should roll a set of six ***MERP*** stats as described in Section 19.0 (p. 79). Then, you must assign those rolls as follows:

- If your character is a Silvan Elf, you must assign one of your three highest rolls to Presence.
- Your highest roll must be assigned to a stat that corresponds to your character's ***LOR*** stat with the highest ***LOR*** stat bonus (see chart below).
- Your second lowest roll must be assigned to a stat that corresponds to your character's ***LOR*** stat with the lowest ***LOR*** stat bonus.
- Since your ***MERP*** Profession has already been determined, you may replace your prime stat with a "90."

LOR Stat	Corresponding ***MERP*** Stats
Strength	Strength, Constitution
Agility	Agility
Intelligence	Intelligence, Intuition, Presence

Arwen

LOR Spell	Corresponding *MERP* Spell Lists
Strength	Physical Enhancement
Shield	Essence Hand
Speed	Living Change
Balance	Physical Enhancement
Camouflage	Nature's Guises, Illusions
Concentration	Physical Enhancement
Item Analysis	Item Lore
Clairvoyance	Direct Channeling
Healing	Surface Ways,
Luck	no corresponding spell list
Prot. from Magic	Spell Ways, Spell Defense
Sustenance	Creations
Calm	Calm Spirits
Charm Animals	Animal Mastery
Fire Bolt	Fire Law

Converting for Your Levels Above First

If your ***LOR*** character has more than 300 Experience Points, you should determine his ***MERP*** Level as outlined on the previous page. Then you should develop your skills (Section 24.0, p. 90-91) once for each level above 1st. Once again, you should allocate your Development Points during apprenticeship development to correspond as closely to your ***LOR*** skill bonus assignments as possible.

Aragorn

Converting for First Level

You should now follow the procedure outlined in Sections 19.0-22.0 (p. 79-87) to determine and record your stat bonuses, your Culture/Race stat bonuses, your languages, your realm, your background options, etc.

Next, you should develop your adolescence skills and apprenticeship skills as outlined in Sections 23.0-24.0 (p. 88-91). You should allocate your Development Points during apprenticeship development to correspond as closely to your ***LOR*** skill bonus assignments as possible. The following charts gives the correspondence between ***LOR*** skills & spells and ***MERP*** skills & spells:

LOR Stat/Skill	Corresponding ***MERP*** Skills & Skill Categories
Melee OB	1-H Edged, 1-H Concussion, 2-Handed, Pole-arms
Missile OB	Thrown, Missile
General	general skills category
Subterfuge	subterfuge skills category
Magical	magical skills category
Perception	Perception
Endurance	Body Development
Spells	Spell Lists

A-7.2 • EXPANDING MERP WITH ROLEMASTER

Middle-earth Role Playing **(*MERP*)** provides six professions and spell lists to 10th level. ***MERP*** is compatible with ***Rolemaster*** **(*RM*)** which provides nineteen professions, and spell lists up to 50th level for those professions. This section is concerned with two major questions:

1) How to use ***Rolemaster*** professions within the ***MERP*** framework, and

2) How to convert existing ***MERP*** characters to ***Rolemaster*** characters.

USING ROLEMASTER PROFESSIONS WITH MERP

Most ***Rolemaster*** professions require spell lists from *Spell Law* (the magic system found in ***RM***). Therefore, even when using ***MERP***, *Spell Law* should be used to determine which spell lists a character of a specific ***Rolemaster*** profession can learn. Given these spell lists, ***Rolemaster*** professions translate easily into ***MERP*** professions.

- ***RM*** Fighters, Thieves, and Rangers should be treated as ***MERP*** Warriors, Scouts, and Rangers (respectively).
- ***RM*** Magicians, Illusionists, Alchemists, Sorcerors, and Mystics are handled the same way as ***MERP*** Mages for the purposes of Prime Stat (Intelligence), Development Points (CGT-4, p. 246), and Professional bonuses (BT-6, 245). ***RM*** Clerics, Animists, Healers, and Astrologers are treated as ***MERP*** Animists.
- ***RM*** Bards are the same as ***MERP*** Bards, but use Presence as the Prime Stat.
- ***RM*** Mentalists, Lay Healers and Seers use Presence as their Prime Stat, use Animist Profession Bonuses, and use the Development Points as follows—weapon skills: 1 DP; general skills: 1 DP; subterfuge skills: 1 DP; magical skills: 3 DP; Body Development: 2 DP; Languages: 2 DP; Spell Lists: 5 DP.
- ***RM*** Rogues should be treated as ***MERP*** Fighters, but use the Development Points given for "Rogue" in Appendix A-6.1 (p. 217).
- Treat ***RM*** Warrior Monks as ***MERP*** Fighters, but use the Development Points given for "Warrior Monk" in Appendix A-6.1 (p. 217). The Martial Arts optional rules should also be used (Appendix A-6.2, p. 218).
- ***RM*** Monks are treated as ***MERP*** Rangers, but use the Development Points given for "Monk" in Appendix A-6.1 (p. 217). The Martial Arts optional rules should also be used (Appendix A-6.2, p. 218).

CONVERTING CHARACTERS FROM MERP TO ROLEMASTER

When using material from ***Rolemaster*** **(*RM*)** with ***MERP***, a Gamemaster must keep in mind that while ***MERP*** and ***RM*** are compatible, ***RM*** is more complex and detailed than ***MERP***. This added flexibility in character capabilities will require the GM to make certain decisions when converting ***MERP*** characters to ***RM*** characters. The following are suggested guidelines:

- A Warrior may be converted to a ***RM*** Fighter.
- A Scout may be converted to a ***RM*** Thief.
- A Ranger may be converted to a ***RM*** Ranger.
- A Mage may be converted to a ***RM*** Magician.
- A Bard may be converted to a ***RM*** Bard; however, Essence will be the ***RM*** Bard's realm of power for spells (i.e., the spells must be treated as Essence spells, with the Bard having access to the Essence Open Lists, **not** the Mentalism Open lists).
- An Animist may be converted to either a ***RM*** Cleric or a ***RM*** Animist. The GM may decide to make this choice based upon the character's nature and use of the ***MERP*** spell lists, **or** he may allow the player to choose.

A GM may allow other profession conversions for appropriate characters. For example, a Warrior who concentrated in light armor and stealth might be allowed to become a ***RM*** Rogue; a Mage who used the Illusions list frequently might be allowed to become a ***RM*** Illusionist; an Animist who concentrates in healing might be allowed to become a ***RM*** Healer; etc.

After conversion, character development should proceed using the ***RM*** character development rules. We suggest that a GM allow ***MERP*** characters to keep their professional bonuses (***MERP*** Table BT-6, p. 245), but limit these bonuses to a 10th level maximum.

Alternatively, a Gamemaster may decide to allow characters to continue using ***MERP*** character development rules, but convert to using the spell lists provided in *Spell Law*.

Optional MERP Professions

To convert the optional professions presented in Appendix A-6.1 (p. 214-217), use the following guidelines:

- A Barbarian may be converted to a ***RM*** Fighter.
- A Burglar may be converted to a ***RM*** Thief.
- A Conjurer may be converted to a ***RM*** Bard. A Conjurer's base lists are not the Bard base lists. Instead he must choose six base lists from the open Essence lists and the open Channeling lists.
- A Civilian may be converted to a ***RM*** No Profession.

Rolemaster™

- An Explorer may be converted to a ***RM*** Rogue with the Ranger's DP costs for secondary skills.
- A Monk may be converted to a ***RM*** Monk.
- A Rogue may be converted to a ***RM*** Rogue.
- A Scholar may be converted to a combination of a ***RM*** Rogue and a ***RM*** Seer for Development purposes. Use the lower DP cost from the two professions for all secondary skills and linguistics, and use the higher DP costs for the other skills. He may only learn spell lists as a Rogue.
- A Shape Changer may be converted to a ***RM*** Rogue with the special rules outlined in Appendix A-6.1 still in effect.
- A Warrior Monk may be converted to a ***RM*** Warrior Monk.
- A Wizard may be converted to a ***RM*** Sorceror, Mystic, or Astrologer (GM's choice). A Wizard's base lists are not the ***RM*** profession's. Instead he must choose six base lists from the open and closed Essence lists and Channeling lists.

CONVERTING STATS

MERP stats may be directly converted to corresponding ***RM*** stats as follows:

MERP Stat	Corresponding ***RM*** Stats
Strength	Strength
Agility	Agility, Quickness
Constitution	Constitution
Intelligence	Empathy, Reasoning
Intuition	Intuition, Memory
Presence	Presence, Self Discipline

CONVERTING SKILL RANKS

Most ***MERP*** skills may be directly converted to the ***RM*** skills with the same names. The exceptions are:

- The ***MERP*** M&M skill, No Armor, has no corresponding ***RM*** skill. You may assign any such skill ranks to any ***RM*** Maneuvering in Armor skills.
- Certain ***MERP*** skills correspond to RM skill categories—all ***MERP*** weapon skills and Directed Spells skill. For each of these skills, you should double your ***MERP*** skill ranks and allocate them to the corresponding ***RM*** skills (no more than half to any one ***RM*** skill).

CONVERTING SPELL LISTS

When converting to ***RM***, the spell lists "known" to ***MERP*** characters should be carefully examined. For each ***MERP*** spell list "known," either the GM or the player involved should make one of the following choices: 1) Keep the ***MERP*** spell list **or** 2) Take one of the corresponding ***RM*** spell lists (provided later in this section). Both choices are limited to 1st-10th level spells.

Characters may learn additional spell lists and sections of spell lists normally available to their ***RM*** professions. "Knowing" a ***MERP*** spell list counts as "knowing" one of the corresponding ***RM*** spell lists (GM or player choice) for the purposes of learning 11th-20th (and higher) level spells. The following chart gives the correspondence between ***MERP*** and ***RM*** spell lists for these purposes.

MERP Spell Lists	Corresponding ***RM*** Spell Lists
Open Essence Lists (all are Open or Closed Essence Lists)	
Essence Hand	Essence Hand, Shield Mastery
Spell Ways	Rune Mastery, Dispelling Ways
Spirit Mastery	Spirit Mastery
Essence's Ways	Detecting Ways, Delving Ways
Essence Perceptions	Essence's Perceptions
Physical Enhancement	Physical Enhancement, Elemental Shields
Illusions	Lesser Illusions, Invisible Ways
Unbarring Ways	Unbarring Ways
Mage Lists (all are Closed Essence or Magician Base Lists)	
Fire Law	Fire Law
Ice Law	Ice Law
Light Law	Light Law
Water Law	Water Law
Wind Law	Wind Law
Earth Law	Earth Law
Living Change	Living Change, Rapid Ways
Lofty Bridge	Lofty Bridge
Bard Lists (all are Bard Base Lists)	
Lore	Lore
Sound Control	Sound Control, Sound Projection
Controlling Songs	Controlling Songs
Item Lore	Item Lore
Open Channeling Lists (all are Open or Closed Channeling, Base Cleric, or Base Animist Lists)	
Detection Mastery	Detection Mastery, Locating Ways, Lore
Surface Ways	Surface Ways, Concussion's Ways
Sound/Light Ways	Sound's Way, Light's Way
Calm Spirits	Calm Spirits, Channels
Nature's Movement	Nature's Movement, Lofty Movements
Protections	Protections, Nature's Lore
Spell Defense	Spell Defense, Repulsions
Nature's Lore	Nature's Lore, Weather Ways, Nature's Law
Animist Lists (all are Open or Closed Channeling, Base Cleric, Base Healer, or Base Animist Lists)	
Blood Ways	Blood Ways, Blood Law
Organ Ways	Organ Ways, Organ Law, Nerve Law
Purifications	Purifications
Bone/Muscle Ways	Bone Ways, Muscle Ways, Bone Law, Muscle Law
Plant Mastery	Plant Mastery, Herb Mastery
Direct Channeling	Life Mastery, Communal Ways
Animal Mastery	Animal Mastery, Summons
Creations	Creations, Barrier Law
Ranger Lists (all are Ranger Base Lists)	
Path Mastery	Path Mastery
Moving Ways	Moving Ways
Nature's Ways	Nature's Ways, Inner Walls
Nature's Guises	Nature's Guises

A-7.3 • GENERAL FRP CONVERSION NOTES

Various FRP rules systems have their own "statistics" which are keyed to specific game mechanics. This section provides notes for converting other system statistics to ***MERP*** statistics. Since there are so many FRP systems in existence, we have chosen to restrict our specific notes to two of the other major FRP systems: *Fantasy Hero*™ (a skill based system) and *AD&D*® (a level based system). Since ***MERP*** is a level & skill based system, a Gamemaster should be able to use techniques similar to those presented in this section to convert ***MERP*** statistics to other systems.

Note: *AD&D® is TSR's (Lake Geneva, WI) trademark for their fantasy role playing product, and our references to them are in no way meant to indicate that ICE has a license from TSR with regards to this or any of our products.*

CONVERTING MERP AND FANTASY HERO STATISTICS

Fantasy Hero™ (FH) from Hero Games is part of the ***Hero System*** family of role playing products. It uses a significantly different combat and spell system from those found in ***MERP/RM***. The conversion of characters and creatures from one system to the other requires some mathematics but, if you play ***MERP/RM*** or *Fantasy Hero*™, the task should not present a great obstacle.

TIME

During combat or other situations where game time is precisely reckoned, *Fantasy Hero*™ uses twelve second "turns" which are divided into one second "segments." ***MERP/RM*** employs one minute "turns" which are divided into ten second "rounds." For time conversion, we recommend the following:

1 ***MERP/RM*** Round = 3 *FH* segments
1 ***MERP/RM*** Turn = 18 *FH* segments **or** 1.5 *FH* turns

Due to the way the various game mechanics work, our suggested time conversion guideline is not exact.

SKILLS AND SKILL BONUSES

Fantasy Hero™ skills can be translated to ***MERP*** skills by simply comparing the name of the skill. Bonuses may be converted by using the following conversion guideline:

+10 ***MERP*** bonus = +1 FH bonus

ARMOR AND WEAPONS

Since ***MERP*** weapon skills are broadly defined in terms of weapon categories, conversion is easy. *Fantasy Hero*™'s weapon skill categories are fairly close to those found in ***MERP***, so simply use the following guidelines to find the equivalent label:

MERP	*Fantasy Hero*™
1-hand Edged	Swords
1-hand Concussion	Axes, Maces, Hammers, etc.
2-hand	2-hand
Pole Arms	Pole Arms
Missile	Missile
Thrown	Thrown, Javelin

STATS (CHARACTERISTICS)

The ***MERP/RM*** system uses percentile values (1-100) to describe a character's stats (characteristics). *FH* uses an open-ended system with most values falling in the 5-20 range. We suggest the following conversion guideline:

MERP/RM stat = *FH* stat x 5
FH stat = ***MERP/RM*** stat ÷ 5 *(minimum value of 8)*

Thus, a *Fantasy Hero*™ character with an 8 value for his characteristic would have a stat value from 01 to 42 for his ***MERP/RM*** stat. The following conversion table shows how ***MERP/RM*** stats and *Fantasy Hero*™ stats relate.

When two ***MERP/RM*** stats correspond to one FH stat (i.e., DEX, INT, and EGO), use the highest stat. Average *FH* CON and BODY to obtain the equivalent ***MERP/RM*** Constitution.

MERP/RM Stat		*Fantasy Hero*™ Stat	
ST	(Strength)	STR	(Strength)
AG	(Agility)	DEX	(Dexterity)
CO	(Constitution)	CON	(Constitution), BODY
IG	(Intelligence)	INT	(Intelligence)
IT	(Intuition)	EGO	(Ego)
PR	(Presence)	PRE	(Presence)
AP	(Appearance)	COM	(Comeliness)
QU	(Quickness)	DEX	(Dexterity)
RE	(Reasoning)	INT	(Intelligence)
ME	(Memory)	INT	(Intelligence)
EM	(Empathy)	EGO	(Ego)

SPELL CONVERSION

There is no room here to list each of the spell lists and the myriad spell descriptions found in ***MERP/RM***, nor is there space to demonstrate how *Fantasy Hero*™ spells are constructed. The easiest approach is to use the following guideline to relate FH spell-caster Character Points spent on spell construction to ***MERP/RM*** spell lists "learned" to

1 ***MERP/RM*** spell list "learned" =
10 to 15 FH Character Points

Note the common themes of the character's spell spells should be retained when converting (e.g., "fire" spells to the Fire Law list)

CREATURE CONVERSION

Use following equivalences as guidelines for creature conversion:

MERP/RM	*Fantasy Hero*™
Offensive Bonus (OB)/15	OCV
Offensive Bonus (OB)/10	Damage Class
Defensive Bonus (DB)/7	DCV
Armor Type (AT)/2	resistant ED and PD
Armor Type (AT) x2	total ED and PD
Base Movement Rate/10	Move in inches per phase
Hits/10	BODY (min. 10)

When two *FH* stats are given for one relation (e.g., ED and PD for Armor Type), average them before converting to ***MERP/RM***. When there are two relations given for one ***MERP/RM*** characteristic (e.g., OB and AT), calculate both resulting values and then average them for the final value.

CONVERSION FROM AD&D® STATISTICS

AD&D® uses a significantly different combat and spell system from those found in ***MERP/RM***. The conversion of characters and creatures from one system to the other requires some effort, but if you play ***MERP/RM*** or *AD&D*®, the task should not present a great obstacle.

Once you have determined the character's level, profession, and culture/race, you can use the ***MERP*** Character Templates to convert the character. This process is outlined in Section 3.0 (p. 21) and in Appendix A-7.1 (p. 220-221).

Level

To obtain a character's ***MERP/RM*** level multiply the *AD&D*® 'Level' by 1.5. This is only a rule of thumb, and the Gamemaster should examine the character as a whole to determine if it needs adjustment.

Bonuses

AD&D® statistics are based on a 1-20 system., while ***MERP/RM*** bonuses are based on a 1-100 system. So to obtain a ***MERP/RM*** bonus, just multiply the *AD&D*® bonus by 5. For example, a +3 *AD&D*® mace would be a +15 mace in ***MERP/RM*** terms.

Hits

To obtain ***MERP/RM*** Hits multiply the *AD&D*® 'Hits' by 3. (e.g., for a creature's hits).

Armor Type

Use the following *AD&D*® armor classes (AC) to determine a character/creature's ***MERP/RM*** armor type (AT). If a shield is used, decrease the AC by one before converting.

AD&D®	*MERP*	*RM*
AC 10	No Armor	ATs 1-4
AC 8	Soft Leather	ATs 5-9
AC 6	Rigid Leather	ATs 10-12
AC 4	Chain	ATs 13-16
AC 2	Plate	ATs 17-20

Profession and Culture/Race

Use the character's *AD&D*® 'Character Class' as a rough guide for determine a ***MERP/RM***'s character's profession. The character's ***MERP/RM*** culture/race should be easily determined—just choose the ***MERP/RM*** culture/race that seems to be the closest to the *AD&D*® race.

AD&D®	*MERP Standard*	*MERP Optional*	*RM Standard/Companions*
Paladin	Ranger	—	Ranger/Paladin (I)
Barbarian	Warrior	Barbarian	Fighter/Barbarian (I)
Assassin	Scout	Rogue	Rogue/Assassin (III)
Illusionist	Mage	—	Illusionist
Druid	Animist	—	Animist
Ranger	Ranger	—	Ranger
Bard	Bard	—	Bard
Monk	Scout	Warrior Monk	Warrior Monk
Fighter	Warrior	—	Fighter
Cleric	Animist	—	Cleric, Healer
Thief	Scout	Burglar	Thief
Magic-User	Mage	—	Magician, Alchemist
Fighter w/ Psionic Ability	Ranger	Monk	Monk
Cleric w/ Psionic Ability	Ranger	Conjurer	Lay Healer, Astrologer
Thief w/ Psionic Ability	Bard	—	Bard, Monk
M.-User w/ Psionic Ability	Mage	Wizard	Mentalist, Mystic
Multi-Class Fighter	Warrior	Explorer	Rogue
Multi-Class Thief	Scout	Rogue	Rogue
Multi-Class Druid	Ranger	Wizard	Ranger
Multi-Class Cleric	Monk	Wizard	Astrologer
Multi-Class Magic-User	Bard	Wizard	Sorcerer

Stats

There is a one-to-one correspondence between *AD&D*® stats and ***MERP*** stats, so conversion is simple.

MERP Stat	AD&D® Stat
Strength	Strength
Agility	Dexterity
Constitution	Constitution
Intelligence	Intelligence
Intuition	Wisdom
Presence	Charisma

MERP/RM Stat	MERP/RM Stat Bonus	AD&D® Stat	AD&D® Stat Bonus
102+	+35	20+	+5
101	+30	19	+4
100	+25	18	+3
98-99	+20	17	+2
95-97	+15	16	+2
90-94	+10	15	+1
75-89	+5	13-14	+1
25-74	0	9-12	0
10-24	-5	7-8	-1
5-9	-10	6	-1
3-4	-15	5	-2
2	-20	4	-2
1	-25	3	-3

APPENDIX • A-8
SELECTED READINGS

This work is based on ***The Hobbit*** and ***The Lord of the Rings***, particularly the appendices from ***The Return of the King***, the third volume of the trilogy. Great pains have been taken to assure no conflict with any other primary source material. Since the material in ICE's series is derived from the histories of the Third Age, ***The Lord of the Rings*** stands as the most instrumental resource.

The Silmarillion and ***Unfinished Tales*** may provide crucial data for campaigns set in the First or Second Ages of Middle-earth. The former is certainly key to any in-depth cosmological overview. ICE's MIddle-earth line is aimed at settings of a later period, but will, nonetheless, prove helpful to those concerned with earlier times.

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RS-I — CHARACTER RECORD SHEET

Name: _____
Culture/Race: _____
Profession: _____ Age: _____
Realm: _____ Gender: _____
Height: _____ Weight: _____
Hair: _____ Eyes: _____
Demeanor: _____
Personality: _____
Motivation: _____
Alignment: _____
Special: _____

Spell Lists:	Chance
1) _____	[ ]
2) _____	[ ]
3) _____	[ ]
4) _____	[ ]
5) _____	[ ]
6) _____	[ ]
7) _____	[ ]
8) _____	[ ]
9) _____	[ ]
10) _____	[ ]

Languages:	Rank
1) _____	____
2) _____	____
3) _____	____
4) _____	____
5) _____	____
6) _____	____
7) _____	____
8) _____	____

Stat (Abbr.)	Value	Normal Bonus	Race Bonus	Total Bonus
Strength (ST)	____	____	____	____
Agility (AG)	____	____	____	____
Constitution (CO)	____	____	____	____
Intelligence (IG)	____	____	____	____
Intuition (IT)	____	____	____	____
Presence (PR)	____	____	____	____
Appearance (AP)	____			

Encumbrance Penalty: _____ = ST_____ – Wt. Mod._____

Current Level: _____
Experience Points: _____
Power Points: _____
Armor Worn: _____

Shield (+25 DB) ❑
Helmet (-5 Perception) ❑
Arm Greaves (-5 OBs) ❑
Leg Greaves (-5 MMs) ❑

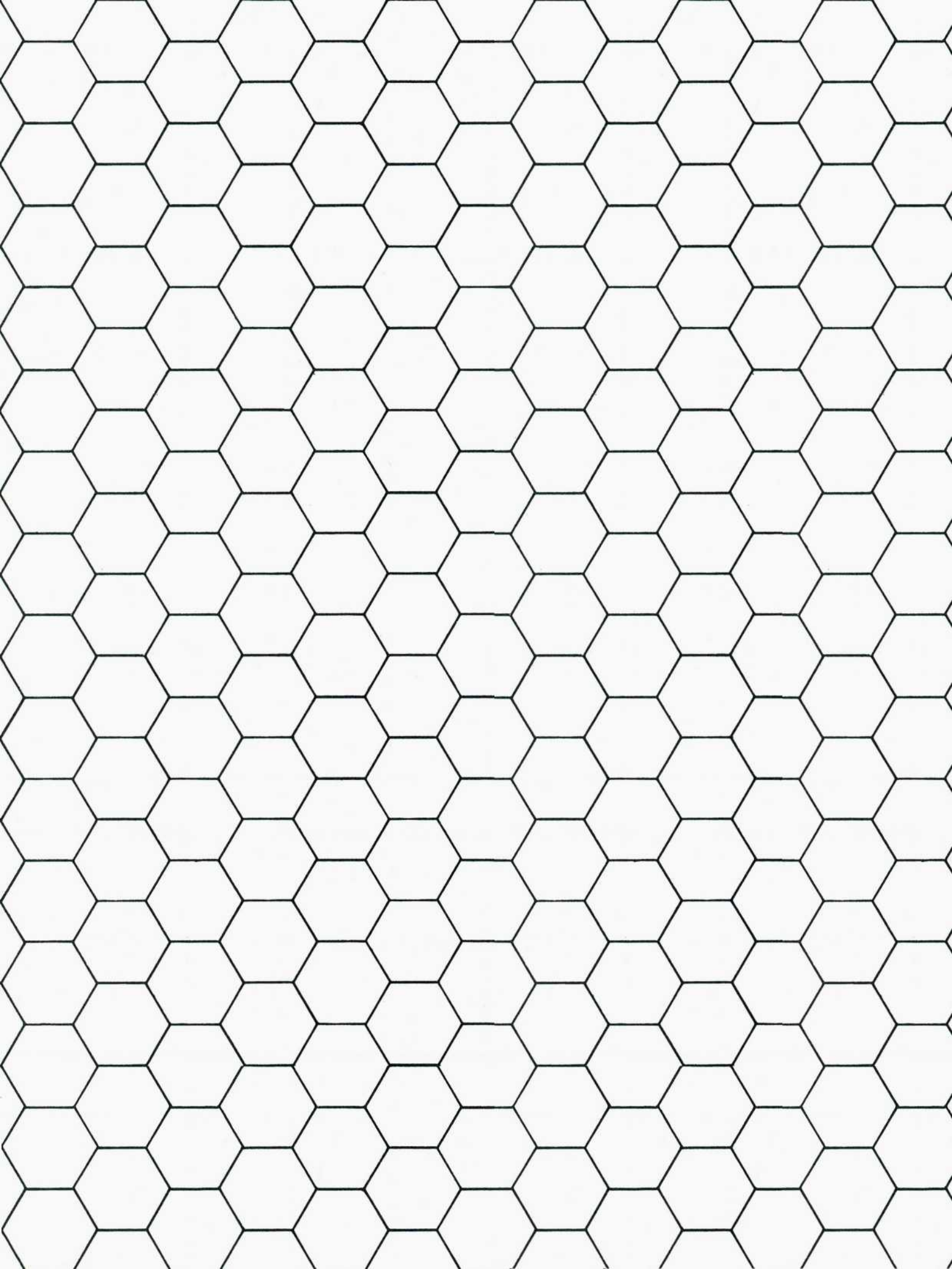
	Stat	Items	Special	Total Bonus
Defensive Bonus (DB):	AG_____	_____	_____	_____DB
Essence RR Bonus:	IG_____	_____	_____	_____RR
Channeling RR Bonus:	IT_____	_____	_____	_____RR
Poison RR Bonus:	CO_____	_____	_____	_____RR
Disease RR Bonus:	CO_____	_____	_____	_____RR

Skill	5% Ranks	2% Ranks	Rank Bonus	Stat Bonus	Profession Bonus	Item Bonus	Special Bonus	Special Bonus	Total Bonus
Movement & Maneuver Skill Category:									
No Armor	❑❑ ———Maximum		_____	AG_____	xxxxx	_____	_____	+0	_____MM
Soft Leather	❑❑❑ ———Number		_____	AG_____	xxxxx	_____	_____	-15	_____MM
Rigid Leather	❑❑❑❑❑ ———of		_____	AG_____	xxxxx	_____	_____	-30	_____MM
Chain	❑❑❑❑❑ ❑❑ –Ranks		_____	ST_____	xxxxx	_____	_____	-45	_____MM
Plate	❑❑❑❑❑ ❑❑❑❑ ——		_____	ST_____	xxxxx	_____	_____	-60	_____MM
Weapon Skill Skill Category:									
1-H Edged	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	_____	ST_____	_____	_____	_____	_____	_____OB
1-H Concussion	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	_____	ST_____	_____	_____	_____	_____	_____OB
2-Handed	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	_____	ST_____	_____	_____	_____	_____	_____OB
Thrown	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	_____	AG_____	_____	_____	_____	_____	_____OB
Missile	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	_____	AG_____	_____	_____	_____	_____	_____OB
Pole-arms	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	_____	ST_____	_____	_____	_____	_____	_____OB
General Skill Category:									
Climb	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	_____	AG_____	_____	_____	_____	_____	_____MM
Ride	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	_____	IT_____	_____	_____	_____	_____	_____MM
Swim	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	_____	AG_____	_____	_____	_____	_____	_____MM
Track	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	_____	IG_____	_____	_____	_____	_____	_____SM
Subterfuge Skill Category:									
Ambush	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	_____	XXxxxxx	xxxxx	xxxxx	_____	_____	_____SP
Stalk/Hide	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	_____	PR_____	_____	_____	_____	_____	_____MM/SM
Pick Lock	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	_____	IG_____	_____	_____	_____	_____	_____SM
Disarm Trap	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	_____	IT_____	_____	_____	_____	_____	_____SM
Magical Skill Category:									
Read Rune	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	_____	IG_____	_____	_____	_____	_____	_____SM
Use Item	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	_____	IT_____	_____	_____	_____	_____	_____SM
Directed Spells	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	_____	AG_____	_____	_____	_____	_____	_____OB
Miscellaneous & Secondary Skills and Bonuses:									
Perception	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	_____	IT_____	_____	_____	_____	_____	_____SM
Body Development	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	_____	CO_____	_____	_____	_____	+5	_____SP
Base Spell OB	_____		xxxxx	XXxxxxx	_____	_____	_____	_____	_____OB
_____	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	_____	___ ___	_____	_____	_____	_____	_____ ___
_____	❑❑❑❑❑ ❑❑❑❑❑	❑❑❑❑❑	_____	___ ___	_____	_____	_____	_____	_____ ___

RS-2 — DAMAGE RECORD SHEET

Combatant / Character	Hits Taken	Hits Being Taken per Round	Subtraction from Bonuses	# of Rounds Down or Out	# of Rounds Until Death	Special

RS-3 — EXPERIENCE POINT RECORD SHEET							
CHARACTER							
Hit Points *(Based on total hits taken)*							
Critical Points *(Based on opponent's level & severity of critical)*							
Kill Points *(Based on opponent's level & character's level)*							
Maneuver Points *(Based on difficulty of maneuver)*							
Spell Points *(Based on spell level & character's level)*							
Misc. Points							
Travel Points *(Based on number of miles traveled)*							
SUBTOTAL							
Idea Points *(Based on half of group's total points)*							
TOTAL							



APPENDIX • A–10 — THE TABLES

CST-I — WEAPONS STATISTICS TABLE

Weapon	Fumble Range	Primary Critical	Secondary Critical	Base Range †	Weight (lb.)	Special Modifications
1-Handed Edged (can be used with a shield):						
Broadsword	1-3	Slash	—	—	4	—
Dagger	1	Puncture(C)	—	15	1	-15 OB
Handaxe	1-4	Slash	—	15	5	+5 OB against chain & plate
Scimitar	1-4	Slash	—	—	4	-5 OB (chain/plate), +5 OB (other)
Short Sword	1-2	Slash	—	3	3	-10 OB (chain/plate), +10 OB (other)
1-Handed Concussion (can be used with a shield):						
Club	1-4	Crush(D)	—	2	5	-10 OB
Mace	1-2	Crush	—	5	5	—
Morning Star	1-8	Crush	Puncture(A)	—	5	+10 OB take 'B' critical if fumbled
Net	1-6	Grapple	—	10	3	+15 OB (chain/plate), -10 OB (other)
War Hammer	1-4	Crush	—	10	5	+5 OB
Whip	1-6	Grapple(C)	Slash(A)	—	3	-10 OB, can use from 2nd line
1-Handed Pole Arms (can be used with a shield **or** 2-Handed with +10 to OB):						
Javelin	1-4	Puncture	—	30	4	-10 OB, can use from 2nd line
Spear	1-5	Puncture	Slash(A)	20	5	-5 OB, can use from 2nd line
2-Handed Pole Arms (require both hands to use):						
Mounted Lance	1-7	Puncture	Unbalance	—	10	+15 OB, take 'B' crit if fumbled
Halbard	1-7	Slash	Puncture	—	7	-5 OB, can use from 2nd line
2-Handed Weapons (can not be used with a shield):						
Battle-axe	1-5	Slash	Crush	—	7	+5 OB (chain/plate), -5 (other)
Flail	1-8	Crush	Puncture	—	6	+10 OB, take 'C' critical if fumbled
Quarterstaff	1-3	Crush	—	—	4	-10 OB
2-Handed Sword	1-5	Slash	Crush	—	8	—
Missile Weapons (may not be used in melee):						
Bola	1-7	Grapple	Crush(A)	40	3	-5 OB, take 'B' critical if fumbled.
Composite Bow	1-4	Puncture	—	75*	3	Load(1), or Reload(0) at -25 to OB.
Crossbow	1-5	Puncture	—	90	8	Load(2), +20 OB at up to 50'.
Long Bow	1-5	Puncture	—	100*	3	Load(1), or Reload(0) at -35 to OB.
Short Bow	1-4	Puncture	—	60*	2	Load(1), or Reload(0) at -10 to OB.
Sling	1-6	Crush(D)	—	50*	0.5	Load(1), can use with a shield.

OB = Offensive Bonus

* – A character may not move with these weapons loaded and ready to fire. They may be carried in hand and fired as if reloading (penalty applies).

† – All non-Missile weapons with a range are treated as thrown weapons (for skill purposes) when used as missiles.

Fumble Range: If an unmodified attack roll is in this range, the attack fails and a roll must be made on the appropriate Fumble Table.

Primary Critical: The type of critical delivered by the weapon. A letter in parentheses indicates the maximum critical that can be obtained (if none is given, it is 'E'). Higher criticals are treated as the maximum.

Secondary Critical: If a critical higher than an 'B' is obtained, then a second critical of this type is delivered in addition to the primary critical. This secondary critical is two steps less severe than is indicated by the attack result (e.g., an 'E' result delivers a 'C' secondary critical, a 'C' delivers an 'A', etc.). Each critical is rolled separately.

Base Range: The base range in feet for the weapon to be thrown or fired. Short range is between 1' and the base range, and there is no OB modification. Medium range is between the base range and double the base range, and the OB modification is -25. Long range is between double the base range and triple the base range, and the OB modification is -50. Maximum range is between triple the base range and four times the base range, and the OB modification is -75. Missile weapons may not be used if the wielder is engaged in melee. The table below summarizes the various ranges.

Base Range	Short Range (+0 to OB)	Medium Range (-25 to OB)	Long Range (-50 to OB)	Maximum Range (-75 to OB)
2	1'-2'	3'-4'	5'-6'	7'-8'
3	1'-3'	4'-6'	7'-9'	10'-12'
5	1'-5'	6'-10'	11'-15'	16'-20'
10	1'-10'	11'-20'	21'-30'	31'-40'
15	1'-15'	16'-30'	31'-45'	46'-60'
20	1'-20'	21'-40'	41'-60'	61'-80'
30	1'-30'	31'-60'	61'-90'	91'-120'
40	1'-40'	41'-80'	81'-120'	121'-160'
50	1'-50'	51'-100'	101'-150'	151'-200'
60	1'-60'	61'-120'	121'-180'	181'-240'
75	1'-75'	76'-150'	151'-225'	226'-300'
90	1'-90'	91'-180'	181'-270'	271'-360'
100	1'-100'	101'-200'	201'-300'	301'-400'

Combat Statistics Table CST-I

AT-1 — 1-HANDED SLASHING WEAPONS ATTACK TABLE

Roll	Plate	Chain	Rigid Leather	Soft Leather	None
UM 01-08	Possible Fumble				
09-45	0	0	0	0	0
46-50	1	0	0	0	0
51-55	1	1	0	0	0
56-60	2	1	0	0	0
61-65	2	2	0	0	0
66-70	3	3	2	3	0
71-75	3	4	3	5	0
76-80	4	5	5	7A	7
81-85	5	6	6	9A	9A
86-90	5	7	7A	10B	10A
91-95	6	8	9A	12B	11B
96-100	6	9	10B	13B	13C
101-105	7	10A	11B	14C	15C
106-110	8	11A	12B	15C	17D
111-115	8A	12B	13C	17C	19D
116-120	9A	13B	15C	18D	20D
121-125	9A	13C	16C	19D	21E
126-130	10B	14C	17D	20D	23E
131-135	11B	15C	18D	22D	25E
136-140	11C	16D	20D	23E	27E
141-145	12D	17D	21E	24E	28E
146-150	12E	18E	22E	25E	30E

AT-2 — 1-HANDED CONCUSSION WEAPONS ATTACK TABLE

Roll	Plate	Chain	Rigid Leather	Soft Leather	None
UM 01-08	Possible Fumble				
09-30	0	0	0	0	0
36-40	1	0	0	0	0
41-45	1	1	0	0	0
46-50	2	2	0	0	0
51-55	3	3	0	0	0
56-60	3	4	0	0	0
61-65	4	5	0	0	0
66-70	5	6	2	3	0
71-75	5	7	3	5	0
76-80	6	8	4	6	0
81-85	7	9	6	7A	6
86-90	8	10	7A	8A	8
91-95	8	11	8A	9A	9A
96-100	9	12A	9B	10B	10B
101-105	10	13A	10B	11B	12C
106-110	10A	14B	11B	12B	13C
111-115	11A	15B	12C	13C	14D
116-120	12B	16C	13C	14C	15D
121-125	13B	17C	15C	15C	17D
126-130	13C	18C	16C	16D	18E
131-135	14C	19D	17D	17D	19E
136-140	15D	20D	18D	18E	21E
141-145	16D	21E	19E	19E	22E
146-150	16E	22E	20E	20E	23E

AT-3 — 2-HANDED WEAPONS ATTACK TABLE

Roll	Plate	Chain	Rigid Leather	Soft Leather	None
UM 01-08	Possible Fumble				
09-55	0	0	0	0	0
56-60	2	0	0	0	0
61-65	3	0	0	0	0
66-70	4	3	0	6	0
71-75	5	5	2	8A	0
76-80	6	7	4A	10A	0
81-85	7	9	7A	13B	10A
86-90	8	11	9B	15B	13B
91-95	9	12A	12B	17C	16C
96-100	11	14A	14C	20C	19D
101-105	12A	16B	17C	22C	22D
106-110	13A	18B	19C	24C	25D
111-115	14B	20C	22C	27D	28E
116-120	15B	22C	24D	29D	31E
121-125	16C	24C	27D	31D	33E
126-130	17C	26D	29D	33E	36E
131-135	19D	28D	32E	36E	39E
136-140	20D	29E	34E	38E	42E
141-145	21E	31E	37E	40E	45E
146-150	22E	33E	40E	43E	48E

Critical: A ..... Critical roll is modified by -20
B ..... Critical roll is modified by -10
C ..... Critical roll is modified by 0
D ..... Critical roll is modified by +10
E ..... Critical roll is modified by +20

The type of critical is determined by the specific weapon attack being used (see Table CST-1).

AT-4 — MISSILE WEAPONS ATTACK TABLE

Roll	Plate	Chain	Rigid Leather	Soft Leather	None
UM 01-08	Possible Fumble				
09-70	0	0	0	0	0
71-75	1	0	0	0	0
76-80	2	2	0	4	0
81-85	3	4	3	6	0
86-90	4	6	5	8A	0
91-95	5	7	7A	10A	8A
96-100	6	8A	9A	12B	10B
101-105	7	10A	10B	13B	11C
106-110	8A	13B	12B	14B	13C
111-115	9A	14B	13B	16C	15C
116-120	10A	16B	15C	17C	16D
121-125	11B	17C	17C	19D	18D
126-130	11B	19C	19D	20D	20D
131-135	12C	20D	21D	22D	22E
136-140	13C	22D	23D	23E	23E
141-145	14D	23E	25E	25E	25E
146-150	15E	25E	26E	26E	27E

Modifications: Attacker's OB – Defender's DB
+15 ..... Flank attack. *
+20 ..... Rear attack (in addition to the flank bonus). *
+20 ..... Defender surprised. *
+20 ..... Defender stunned or down. *
-30 ..... If attacker drawing or changing weapons.
-20 ..... If attacker has taken over half of his hits.
-10 ..... For each increment of 10' (over 10') that the attacker has moved.
-variable — The defender may use part of his OB to parry.

** – Not applicable to missile or thrown weapons.*

CST-2 — ANIMAL STATISTICS TABLE

Attack Type	(Abbreviation)	Primary Attack Table	Primary Critical	Secondary Critical
Pincer/Beak	(Pi)	Tooth and Claw	Slash	Crush *
Bite	(Bi)	Tooth and Claw	Puncture	Slash(C)
Claw/Talon	(Cl)	Tooth and Claw	Slash	Puncture(B) *
Horn/Tusk/Stinger	(Ho) or (St)	Tooth and Claw	Puncture	Crush(C) *
Grapple/Grasp/Envelop/Swallow	(Gr)	Grappling and Unbalancing	Grapple	Unbalance(C)
Ram/Butt/Bash/Slug	(Ra) or (Ba)	Grappling and Unbalancing	Unbalance	Crush(C) *
Tiny animals	(Ti)	Tooth and Claw	Slash(T)	—
Stomp/Trample	(Ts)	Tooth and Claw	Crush	Crush *
Fall/Crush †	(Fa) or (Cr)	Tooth and Claw	Crush	Crush *
Fist/Kick ‡	(Fi)	Tooth and Claw	Unbalance(A)	—
Wrestling/Tackles ‡	(Wr)	Grappling and Unbalancing	Grapple(A)	—

Primary Critical: The type of critical delivered by the attack. A letter in parentheses indicates the maximum critical that can be obtained (if none is given, it is 'E'). Higher criticals are treated as the maximum.

Secondary Critical: If a critical higher than an 'A' is obtained, then a second critical of this type is delivered in addition to the primary critical. This 2ndary critical is one step less severe than is indicated by the attack result (e.g., an 'E' result delivers a 'D' 2ndary critical, a 'C' delivers an 'B', etc.). Roll each critical separately. A letter in parentheses indicates the maximum critical that can be obtained (if none, it is a 'D').

* – For these attacks, only "large" and "huge" attacks get the secondary critical listed above.

† – If a character falls, this attack is rolled with the number of feet fallen added to the attack roll and the character's Agility stat bonus subtracted. The size of the attack is based upon the distance fallen: 1'-10' (Small), 11'-50' (Medium), 51'-100' (Large), over 100' (Huge).

‡ – These attack types are for humanoid hand-to-hand attacks. The attacker's OB is his Strength bonus plus his Agility bonus.

AT-5 — TOOTH & CLAW ATTACK TABLE

Roll	Plate	Chain	Rigid Leather	Soft Leather	None
UM 01-08	——Possible Fumble——				
03-45	0	0	0	0	0
46-50	0	0	0	0	I
51-55	0	0	0	0	2
56-60	I	0	0	I	4
61-65	I	I	I	2	5T
66-70	2	2	2	4	6T
71-75	3	3	3	5	8T
76-80	4	4	5	7T	9A
81-85	5	5	7T	9T	10A
–Maximum Results for Tiny Attacks–					
86-90	6	6T	8T	10A	12A
91-95	6T	7T	9A	11A	13B
96-100	7T	8A	10A	12A	14B
101-105	7A	9A	11A	13B	15B
–Maximum Results for Small Attacks–					
106-110	8A	10A	12B	15B	17C
111-115	9A	11B	13B	16C	19C
116-120	10B	11B	14C	17C	20D
–Maximum Results for Medium Attacks–					
121-125	14B	15B	18C	20C	26D
126-130	16B	18C	20C	23D	28E
131-135	18C	20C	22D	25D	30E
–Maximum Results for Large Attacks–					
136-140	20C	23D	26D	30E	36E
141-145	22D	25D	29E	33E	38E
146-150	24E	27E	32E	36E	40E
–Maximum Results for Huge Attacks–					

Critical:
T ..... Critical roll is modified by -50
A ..... Critical roll is modified by -20
B ..... Critical roll is modified by -10
C ..... Critical roll is modified by 0
D ..... Critical roll is modified by +10
E ..... Critical roll is modified by +20

The type of critical is determined by the specific animal attack being used (see Table CST-2).

AT-6 — GRAPPLING & UNBALANCING ATTACK TABLE

Roll	Plate	Chain	Rigid Leather	Soft Leather	None
UM 01-08	——Possible Fumble——				
03-55	0	0	0	0	0
56-60	I	0	0	0	0
61-65	I	0	0	0	I
66-70	2T	I	0	I	I
71-75	2A	2T	I	3	2
76-80	3A	3T	2	4T	4
81-85	3A	4A	4T	6T	5
–Maximum Results for Tiny Attacks–					
86-90	4A	4A	5T	7T	7T
91-95	4A	5A	6T	8A	8T
96-100	5B	6A	7A	9A	10T
101-105	5B	7A	8A	10A	11A
–Maximum Results for Small Attacks–					
106-110	6C	8B	10A	12B	14A
111-115	7C	9C	11B	13B	15A
116-120	8C	10C	12B	14C	16B
–Maximum Results for Medium Attacks–					
121-125	10D	11C	14B	16C	18B
126-130	11D	13D	16C	18C	20B
131-135	12D	15D	18C	20D	22C
–Maximum Results for Large Attacks–					
136-140	14E	19D	22C	26D	28C
141-145	16E	21E	25D	28D	30C
146-150	18E	23E	27E	30E	33D
–Maximum Results for Huge Attacks–					

Modifications: Attacker's OB – Defender's DB
+15 ..... Flank attack.
+20 ..... Rear attack (in addition to the flank bonus).
+20 ..... Defender surprised.
+20 ..... Defender stunned or down.
-30 ..... If attacker drawing or changing weapons.
-20 ..... If attacker has taken over half of his hits.
-10 ..... For each increment of 10' (over 10') that the attacker has moved.
-variable — The defender may use part of his OB to parry.

AT-9 — BASE SPELLS ATTACK TABLE

(result is applied to a RR made on Table RRT)

Roll	Plate & Chain	Leather	No Armor	Roll
UM 01-02	F	F	F	01-02 UM
03-04	F	F	F	03-04
05-08	F	F	+70	05-08
09-12	F	F	+65	09-12
13-16	F	+45	+60	13-16
17-20	+45	+40	+50	17-20
21-24	+40	+35	+45	21-24
25-28	+35	+30	+35	25-28
29-32	+30	+25	+30	29-32
33-36	+25	+20	+20	33-36
37-40	+20	+15	+15	37-40
41-44	+15	+10	+5	41-44
45-48	+10	+5	0	45-48
49-52	+5	0	0	49-52
53-56	0	0	-5	53-56
57-60	0	-5	-10	57-60
61-64	-5	-5	-15	61-64
65-68	-5	-10	-20	65-68
69-72	-10	-15	-25	69-72
73-76	-25	-20	-30	73-76
77-80	-30	-25	-35	77-80
81-84	-35	-30	-40	81-84
85-88	-40	-35	-45	85-88
89-92	-45	-40	-50	89-92
93-96	-50	-45	-55	93-96
UM 97-99	-65	-65	-65	97-99 UM
UM 100	-90	-90	-90	100 UM

Note: The number results from this table are modifications for a Resistance Roll that must be made by the target (see Table RRT). An F indicates spell failure and requires a spell failure roll (see Table FT-3, p. 240).

For Channeling Spells: If target is wearing leather armor, use the "no armor" column; if target is wearing plate or chain, modify the attack roll by -10.

Range Modifications:

+30 ..... Touching
+10 ..... 0'–10'
0 ..... 11'–50'
-10 ..... 51'–100'
-20 ..... 101'–300'
-30 ..... 300' and up

Attacker Modifications: + Attacker's Base Spells OB

+20 ..... If caster spent 4 rounds preparing spell.
+10 ..... If caster spent 3 rounds preparing spell.
+0 ..... If caster spent 2 rounds preparing spell.
-15 ..... If caster spent 1 round preparing spell.
-30 ..... If caster spent 0 rounds preparing spell.

Target Modifications:

-10 to -30 ..... if target takes cover (maneuver roll and GM decision).
+10 ..... if target is static (i.e., not moving at all).

Miscellaneous: (GM decision or special item, spell or ability).

RRT — RESISTANCE ROLL TABLE

Target Level	Attack Level * 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	**
0	55	60	65	70	75	78	81	84	87	90	92	94	96	98	100	
1	50	55	60	65	70	73	76	79	82	85	87	89	91	93	95	1
2	45	50	55	60	65	68	71	74	77	80	82	84	86	88	90	
3	40	45	50	55	60	63	66	69	72	75	77	79	81	83	85	
4	35	40	45	50	55	58	61	64	67	70	72	74	76	78	80	
5	30	35	40	45	50	53	56	59	62	65	67	69	71	73	75	5
6	27	32	37	42	47	50	53	56	59	62	64	66	68	70	72	
7	24	29	34	39	44	47	50	53	56	59	61	63	65	67	69	
8	21	26	31	36	41	44	47	50	53	56	58	60	62	64	66	
9	18	23	28	33	38	41	44	47	50	53	55	57	59	61	63	
10	15	20	25	30	35	38	41	44	47	50	52	54	56	58	60	10
11	13	18	23	28	33	36	39	42	45	48	50	52	54	56	58	
12	11	16	21	26	31	34	37	40	43	46	48	50	52	54	56	
13	09	14	19	24	29	32	35	38	41	44	46	48	50	52	54	
14	07	12	17	22	27	30	33	36	39	42	44	46	48	50	52	
15	05	10	15	20	25	28	31	34	37	40	42	44	46	48	50	15
**	1				5					10					15	

Note: All Resistance Rolls are open-ended. To resist, the target's RR must be greater than or equal to the number given above.

* — For spells, the attack level is the caster's level.

** — For each level over 15, the attack level raises the result by 1; the target level lowers it by 1.

Modifications to the Resistance Roll: + Target's appropriate RR bonus

-90 to +70 ..... Modification resulting from the base attack roll.
-50 ..... Willing target.

Miscellaneous: (GM decision or special item, spell or ability).

Attack Table AT-9

RR Table RRT

CST-3 — SPELL STATISTICS TABLE

Spell	Primary Critical	Secondary Critical	Special Mods
Shock Bolt	Electricity	—	+10 OB (chain/plate)
Water Bolt	Impact	—	-10 OB (plate/rigid leather)
Ice Bolt	Impact	Cold	-5 OB (plate/rigid leather)
Fire Bolt	Heat	—	—
Lightning Bolt	Electricity	Impact	+10 OB (chain/plate)
Cold Ball	Cold	—	—
Fire Ball	Heat	—	—

OB = Offensive Bonus

Primary Critical: The type of critical delivered by the spell. A letter in parentheses indicates the maximum critical that can be obtained (if none is given, it is 'E'). Higher criticals are treated as the maximum.

Secondary Critical: If a critical higher than an 'B' is obtained, then a second critical of this type is delivered in addition to the primary critical. This secondary critical is two steps less severe than is indicated by the attack result (e.g., an 'E' result delivers a 'C' secondary critical, a 'C' delivers an 'A', etc.). Each critical is rolled separately.

AT-7 — BOLT SPELLS ATTACK TABLE

Roll	Plate	Chain	Rigid Leather	Soft Leather	None
UM 01-02	F	F	F	F	F
03-10	F	F	F	F	F
11-20	F	F	0	0	0
21-35	0	0	0	0	0
36-40	1	0	0	0	0
41-45	2	1	0	0	0
46-50	3	1	0	1	0
51-55	4	2	1	1	0
56-60	5	2	2	2	0
61-65	6	3	4	3	8A
66-70	7A	4	5	4A	10A
71-75	7A	5A	6	5A	11B
76-80	8A	6A	7A	6B	12B
81-85	8A	7A	8A	7B	13B
86-90	9A	8A	9B	8B	14B
—Maximum Results for Shock Bolts—					
91-95	9A	9B	10B	10B	15C
96-100	10A	10B	11B	12C	16C
101-105	10B	11B	12C	14C	18C
106-110	11B	12C	13C	16C	20C
—Maximum Results for Water Bolts—					
111-115	12B	13C	14C	18C	22D
116-120	12C	14C	15C	20D	24D
121-125	13C	15C	16D	22D	26E
126-130	14C	16D	17D	24E	28E
—Maximum Results for Ice Bolts—					
131-135	15C	17D	18E	26E	30E
136-140	16D	18D	19E	28E	32E
141-145	17D	20E	20E	30E	34E
146-150	18E	22E	22E	31E	36E
—Maximum Results for Fire & Lightning Bolts—					

Note: An 'F' requires a spell failure roll (see Table FT-3, p. 240).

UM = Unmodified roll.

Range Modifications:

+35	0'-10'	-40	101'-200'
0	11'--50'	-55	201'-300'
-20	51'-100'	-75	301' and up

Attacker Modifications: + Attacker's Directed Spells OB

+20 ..... If caster spent 4 rounds preparing spell.
+10 ..... If caster spent 3 rounds preparing spell.
+0 ..... If caster spent 2 rounds preparing spell.
-15 ..... If caster spent 1 round preparing spell.
-30 ..... If caster spent 0 rounds preparing spell.

Target Modifications: - Agility bonus

-10 to -60 ..... if target takes cover (maneuver roll and GM decision).
-20 ..... if target has shield that is facing attack.

Miscellaneous Modifications:
(GM decision or special item, spell or ability).

AT-8 — BALL SPELLS ATTACK TABLE

Roll	Plate	Chain	Rigid Leather	Soft Leather	None
UM 01-04	F	F	F	F	F
05-08	F	F	F	F	F
09-12	0	0	0	0	1
13-16	0	0	0	0	2
17-20	1	0	0	0	3
21-24	2	1	0	0	4
25-28	3	2	1	0	5A
29-32	4	3	2	0	6A
33-36	5A	4	3	1	7A
37-40	6A	5A	4	2	8A
41-44	7A	6A	5A	3	9A
45-48	8A	7A	6A	4	10B
49-52	9A	8A	7A	5	11B
53-56	10B	9A	8A	6A	12B
57-60	11B	10B	9A	7A	13B
61-64	12B	11B	10B	8A	14B
65-68	12B	11B	10B	9A	15C
69-72	13B	12B	11B	10A	16C
73-76	13C	12B	11B	10A	17C
77-80	14C	13C	12B	11B	18C
81-84	14C	13C	12C	11B	19C
85-88	15C	14C	13C	12B	20C
89-92	15C	14C	13C	12B	21C
93-96	16C	15C	14C	13C	22C
UM 97-99	19D	18D	17D	16D	28D
UM 100	22E	21E	20E	19E	34E

Note: An 'F' indicates spell failure and requires a spell failure roll (see Table FT-3).

UM = Unmodified roll.

Range Modifications:

+35	0'-10'	-40	101'-200'
0	11'--50'	-55	201'-300'
-20	51'-100'	-75	301' and up

Attacker Modifications:

+ Attacker's Base Spell OB
+20 ..... if target is at the center point that the caster chooses for spell effect.
+20 ..... If caster spent 4 rounds preparing spell.
+10 ..... If caster spent 3 rounds preparing spell.
+0 ..... If caster spent 2 rounds preparing spell.
-15 ..... If caster spent 1 round preparing spell.
-30 ..... If caster spent 0 rounds preparing spell.

Target Modifications:

- AG bonus, if aware that the spell is about to take effect.
or
-10 to -80 ... if target takes cover (maneuver roll and GM decision).

Miscellaneous Modifications:
(GM decision or special item, spell or ability).

	CT-6 – HEAT CRITICAL TABLE	CT-7 – COLD CRITICAL TABLE	CT-8 – ELECTRICITY CRITICAL TABLE	CT-9 – IMPACT CRITICAL TABLE
-49 – 05	Hot air. +0 hits.	Cool breeze. +0 hits.	Hair stands up. +0 hits.	Not even a scratch. +0 hits.
06 – 20	Strong heat, little effect. +3 hits.	Cold blast. +3 hits. If no cloak or armor: +6 hits and stunned 1 rnd.	Light charge. +3 hits. If metal armor: stunned 1 rounds.	Grazing shot. +5 hits.
21 – 35	Minor burns. +8 hits. 1 hit per round.	Frosty "burn." +7 hits. 1 hit per round	Explosion of light. Stunned 1 round.	Staggered by strike to side. +10 hits. Stunned 1 round.
36 – 50	Blinded by hot smoke. +12 hits. Stunned 1 round.	Mild frostbite. +5 hits. 2 hits per round and -10 to activity.	Medium charge. +6 hits. -5 to activity. If metal armor: stunned 2 rounds.	Strike to shoulder. Spun about. Reel backwards 10 feet. +12 hits. If no armor: stunned 2 rounds.
51 – 65	Clothing catches on fire. Takes 2 rnds to extinguish. +12 hits. 8 hits per rnd afire. Stunned 1 rnd.	Back strike. +9 hits. 2 hits/rnd. Stunned 2 rnds. Wood exposed on back is useless and brittle.	Heavy charge. +9 hits. -10 to activity. Stunned 1 round. If metal armor: stunned 3 rounds.	Strike to leg. Knocked down. +8 hits. If no leg armor: stunned 2 rounds.
66 – 79	Knocked down by fiery blast. Any organic foot and calf covering destroyed. +10 hits.	Strong, but low, blast. Stunned 1 round. Any foot covering destroyed. If no foot covering: frostbite, -30 to activity.	Strike to shield arm. +12 hits. -20 to activity. If metal armor and no shield: knocked out for 1 day.	Blast to shield arm. +10 hits. Shield or arm armor destroyed. If none: arm broken and useless, stunned 3 rounds.
80	Blast to head. Face horribly scarred. Knocked out. +15 hits. 5 hits per round. If no helm: a 1 month coma results.	Icy blast to head. A month long coma (and head cold) results. Loses nose as a result of severe frostbite and shock.	Strike to side devastates nervous system. Severe shock results. Victim is a living vegetable for 1 month.	Strike to head. +12 hits. Helm is shattered. Knocked down and out for 1 day. If no helm: skull fractured, dies in 3 rounds.
81 – 86	Fire engulfs back. Knocked down. All organic material on back destroyed. 2 hits per round. Stunned 1 round.	Strike to leg. Knocked down. Stunned for 3 rounds. If no leg armor: frostbite, lower leg useless and -40 to activity.	Strike to weapon arm. 2 hits per round. If no leather arm armor: muscle and cartilage mangled, arm useless, stunned 6 rounds.	Blow to upper leg. Muscles torn. +15 hits. -10 to activity. If no leg armor: -20 to activity and stunned 3 rounds.
87 – 89	Strike to head. Blinded for 6 rounds. Any organic head covering destroyed. If no helm: head hair destroyed.	Strike to neck and collar area. Knocked out. Lose outer ear. If no neck armor: neck is frozen and dies in 9 inactive rounds.	Permeated by electricity. Entire nervous system rearranged. Drops and lies in shock for 12 rounds before dying.	Blast to collar area. +12 hits. Stunned 5 rounds. Cannot speak for 1 week. If no neck armor: voice loss is permanent.
90	Head becomes a charred stump. Sadly, dies instantly due to this unacceptable condition.	Blast freeze-dries head. Dies in 2 rounds. Skull and brain are brittle and lifeless.	Head strike. If leather helm: it is destroyed, 2 week coma results. If not: dies instantly as brain is fried.	Neck strike. +20 hits. Paralyzed from the shoulders down. A melancholy mood falls on victim.
91 – 96	Shield arm fried. Any shield is destroyed along with hand. Stunned 5 rounds. If no shield: loses arm and knocked out.	Thigh iced. Broken bone and frostbite. 5 hits per round. -30 to activity. Stunned for 4 rounds.	Chest strike. If metal armor: it becomes fused and immobile. If not: knocked out for 6 hours.	Blow to knee. Knee dislocated. Cartilage and tendons ripped. +15 hits. -50 to activity. Stunned 9 rounds.
97 – 99	Upper leg burn. Use of leg lost due to tissue destruction. 2 hits per round. -60 to activity. Stunned for 6 rounds.	Side strike freezes and shatters pelvis. Dies in 12 rounds due to shock and nerve damage.	Electrifying experience. Brain falls victim to massive shock and surface burns. Passes out and dies in 6 rounds.	Strike abdomen. +18 hits. Stunned 12 rounds. If no abdomen armor: dies in 6 rounds due to destroyed organs.
100	Blast to neck fuses vertebrae and unites skin with clothing. Paralyzed permanently. +25 hits.	Head strike. Eyes are frozen. A 3 week coma results. Paralyzed from the neck down.	Nervous system acts as a superconductor. Instant death provides all with a fine light show.	Blast to head fractures skull. A 3 week coma results. If no helm: dies immediately.
101 – 106	Blast to leg. 2 hits/round. -20 to activity. If no leg armor: massive tissue damage, -70 to activity.	Blast freezes both hands. Loses use of both arms for 1 hour. 6 hits per round. Stunned for 5 rounds.	Strike to face. Loses nose. Stunned 8 rounds. Blinded for 2 weeks. If no helm: knocked down as well.	Blow to jaw. Jaw broken. Cannot speak or eat solid food until healed. +15 hits. Stunned 7 rnds.
107 – 109	Head strike. If helm: blinded for 2 weeks. If not: dies in 6 rnds due to massive shock and brain damage.	Heart and lungs suddenly frozen. Dies in 6 inactive rounds of shock and suffocation.	Strike destroys heart, lungs. If metal chest armor: it is fused, dies in 6 rnds. If not: dies instantly.	Blow to side. Bone is driven into kidneys. Dies in 6 rounds.
110	Midsection vaporized. Cut in half and dies. Clothing, armor, and all items destroyed.	Massive strike shatters chest and freezes precious bodily fluids. Dies in 3 rounds.	Head is no longer available for use. Smoke and ozone surround the lifeless body.	Disrupt chest. Lungs and heart explode from impact. Dies instantly. Very messy.
111 – 116	Blast to chest. Any chest armor destroyed. +12 hits. Stunned 3 rounds. If no chest armor: knocked down, 6 hits per round.	Icy blast to upper chest. Knocked down and out. If no chest armor: dies in 10 rounds due to a cold, cold heart.	Abdomen strike. Stunned 7 rounds. 6 hits per round. If no armor over abdomen: dies of shock and bleeding in 12 rounds.	Spun by blow. Knocked down. Breaks both arms. -60 to activity. Stunned 3 rounds.
117 – 119	Fire engulfs body. All organic material on body destroyed. Dies of shock and nerve damage in 6 rnds. +25 hits.	Frozen into a lifeless statue— well preserved, but quite dead.	Chest strike destroys both lungs. Cut in half. Charge extends 10 feet giving an 'A' critical to anyone in the way.	Blast shatters skull into thousands of particles. Dies instantly. Direct hit, fine punch.
120	All that remains are charred bits of teeth and bone.	Frozen solid, then shatters into thousands of pieces after being slammed into the ground.	Charge disrupts cell structure. Entire body turned to dust.	Blast annihilates entire skeleton. Reduced to a gelatinous pulp. Try a spatula.

Modifications:
-50 ..... 'T' critical; -20 ..... 'A' critical; -10 ..... 'B' critical; +0 ..... 'C' critical; +10 ..... 'D' critical; +20 ..... 'E' critical

Critical Tables:
CT-6, CT-7
CT-8, CT-9

	CT-1 – CRUSH CRITICAL TABLE	CT-2 – SLASH CRITICAL TABLE	CT-3 – PUNCTURE CRITICAL TABLE	CT-4 – UNBALANCING CRITICAL TABLE
-49 – 05	Weak grip. No extra damage. +0 hits.	Weak strike yields no extra damage. +0 hits.	Glancing blow. No extra damage.	Fairly weak. +0 hits. Zip.
06 – 20	Minor fracture of ribs. +5 hits. -5 to activity.	Minor calf wound. 1 hit per round	Glancing blow to side. +3 hits.	Arm strike. +2 hits. -5 to activity for 2 rounds.
21 – 35	Blow to side. +4 hits. -40 to activity for 1 round.	Blow to upper leg. +5 hits. If no leg armor: +3 hits & 2 hits/rnd.	Thigh strike, +3 hits. If no leg armor: 3 hits per round.	Leg strike. +4 hits. If no leg armor: stunned 1 round.
36 – 50	Blow to forearm. +5 hits. If no arm armor, stunned 1 round.	Minor chest wound. +3 hits. 1 hit per round. -5 to activity.	Minor forearm wound. +2 hits. If no arm armor: stunned 1 round.	Chest strike. Knocked back 3 feet. +5 hits. -10 to activity for 2 rnds.
51 – 65	Blow to shield shoulder breaks shield. If no shield: shoulder broken, arm useless.	Minor forearm wound. +4 hits. 2 hits per round. Stunned 1 round.	Strike along side of chest. 1 hit per round. Stunned 1 round.	Blow to shield arm. +5 hits. Shield torn away. If no shield: +8 hits and stunned 2 rounds.
66 – 79	Blow breaks bone in leg. +12 hits. -40 to activity. Stunned 2 rounds.	Medium thigh wound. +6 hits. 1 hit per round. -10 to activity. Stunned 2 rounds.	Strike to lower leg. Tendons torn. +3 hits. -25 to activity. Stunned 1 round.	Elbow strike. Forearm numbed. +8 hits. Drop weapon. -10 to activity for 10 rounds.
80	Strike to forehead. +30 hits. One eye destroyed. Stunned 24 rnds. If no helm: a 1 month coma results.	Neck strike severs carotid artery. Neck broken. Dies in 1 round of intense agony.	Strike to neck. Nerves and blood vessels severed. Dies of a massive heart failure.	Brutal hip strike. Knocked down. Tendon torn and joint shattered. Leg useless. -80 to activity.
81 – 86	Blow to weapon arm. +8 hits. Stunned 2 rounds. If no arm armor: tendon damaged, arm broken and useless.	Slash weapon arm. +10 hits. 1 hit per round. If no arm armor: muscle and tendon damage, arm useless.	Strike to weapon arm. +10 hits. If no arm armor: bone broken, stunned 3 rounds.	Shot to side. Knocked 5 feet sideways. Drop anything carried in hands. Stunned 3 rounds.
87 – 89	Shatter knee. +9 hits. -60 to activity. Knocked down and stunned for 3 rounds.	Destroys one eye. +10 hits. Stunned for 30 rounds.	Strike through lower leg. Sever muscle. -50 to activity. Stunned 3 rounds.	Side strike. Stumble ungracefully to an embarrassing prone position. Stunned 6 rounds.
90	Blow to back of neck paralyzes from the shoulders down. +25 hits. Foe quite stunned.	Disemboweled, dies instantly. 25% chance your weapon is stuck in opponent for 2 rounds.	Strike through both lungs. Drops and passes out. Dies in 6 rounds.	Back strike. Knocked flying 10' onto face. Severe nerve damage. Paralyzed from waist down.
91 – 96	Unconscious for 4 hours due to blow to side of head. If no helm: skull crushed. +20 hits.	Knocked out for 6 hours with a strike to side of head. +15 hits. If no helm: dies instantly.	Strike to side of head. Knocked out for 6 hours. +10 hits. If no helm: dies instantly.	Hard head strike. Knocked back 10' and stunned 6 rounds. If no helm: unconscious for 24 hours.
97 – 99	Blast to chest sends rib cage through lungs. Drops and dies in 6 rounds. Vicious.	Sever lower leg. 20 hits per round. Drops and lapses into unconsciousness.	Strike through neck breaks backbone and severs spine. Paralyzed from the neck down, permanently.	Totally awesome strike. Knocked to knees. If using 1 hand weapon: it is thrown backwards 10 feet. Stunned 15 rounds.
100	Blow to jaw. Drives bone into brain. Dies instantly.	Slash side. Down, unconscious and dies in 3 rounds due to massive internal organ damage.	Strike through eye. Dies instantly. A real eye full.	Upper chest strike. Knocked 10' sideways. Fall down, break both arms. A 2 month coma results.
101 – 106	Blow breaks hip. +15 hits. -75 to activity. Knocked down and stunned 3 rounds.	Major abdominal wound. +10 hits. 8 hits per round. -10 to activity. Stunned for 4 rounds.	Major abdominal wound. +10 hits. 6 hits per round. -20 to activity. Stunned 4 rounds.	Blow breaks leg. +12 hits. -50 to activity. Stunned 1 round.
107 – 109	Neck strike crushes throat. Cannot breath and stunned for 12 rounds. Poor fool then expires.	Sever weapon arm. 15 hits per round. Down and unconscious immediately.	Nailed in lower back. Down and unconscious. Dies from internal bleeding and shock in 6 rounds.	Strike to head. Knocked 10' back. +9 hits. Stunned 6 rounds. If no helm: a 4 week coma results.
110	Crushes hip. +35 hits. Stunned for 2 rounds. Active the following 4 rounds, but then dies of nerve failure.	Impaled in heart. Dies instantly. Heart destroyed. 25% chance your weapon is stuck in foe 3 rounds.	Shot through heart. Reels 10 feet to a spot suitable for dying. Weapon stuck in spinning victim for at least 3 rounds.	Savage blow to head. Knocked down. Dies in 12 rounds due to severed vein.
111 – 116	Shatter elbow in weapon arm. Arm useless. Stunned 5 rounds.	Sever hand. 12 hits per round. Knocked down and stunned for 6 rounds.	Strike through leg. Artery severed. Down and unconscious. 12 hits per round.	Great side shot. Knocked down and sideways 5'. Lower leg broken. Stunned 7 rounds. -40 to activity.
117 – 119	Blow to side crushes chest cavity. Drops and dies in 3 rounds.	Sever spine. Collapses immediately. Paralyzed from the neck down permanently. +20 hits.	Strike through kidneys. +9 hits. Knocked down and dies after 6 rounds of very intense agony. Sad.	Blow to shield shoulder. Stunned 9 rounds. -20 to activity. If no shield: unconscious and upper arm shattered
120	Blast to chest area. Destroys heart. Dies immediately. +25 hits. Fine work.	Strike to head destroys brain. Life is hard for the unfortunate fool. Expires in a heap, immediately.	Shot through both ears. Hearing impaired, dies instantly. Awesome shot.	Frightening strike to temple. Knocked back 20 feet. Dies instantly. Not nice.
Critical Tables: CT-1 CT-2 CT-3 CT-4	**Modifications:** -50 ....'T' critical strike -20 ....'A' critical strike -10 ....'B' critical strike +0 ....'C' critical strike +10 ....'D' critical strike +20 ....'E' critical strike	**Modifications:** -50 ....'T' critical strike -20 ....'A' critical strike -10 ....'B' critical strike +0 ....'C' critical strike +10 ....'D' critical strike +20 ....'E' critical strike	**Modifications:** -50 ....'T' critical strike -20 ....'A' critical strike -10 ....'B' critical strike +0 ....'C' critical strike +10 ....'D' critical strike +20 ....'E' critical strike	**Modifications:** -50 ....'T' critical strike -20 ....'A' critical strike -10 ....'B' critical strike +0 ....'C' critical strike +10 ....'D' critical strike +20 ....'E' critical strike

	CT-5 – GRAPPLING CRITICAL TABLE	CT-10 – PHYSICAL CRITICALS FOR LARGE CREATURES TABLE	CT-11 – SPELL CRITICALS FOR LARGE CREATURES TABLE
-49 – 05	An opportunity lost.	+10 hits. 20% chance a normal weapon breaks, 1% for a magic weapon.	Size of creature awes you. +0 hits.
06 – 20	Passing strike. +2 hits.	+6 hits.	+5 hits.
21 – 35	Attack fended off. +3 hits. If arm armor: stunned 1 round.	+12 hits.	+8 hits.
36 – 50	Leg attack. Spun about, but breaks loose. If leg armor, stunned 1 round.	+18 hits.	+10 hits.
51 – 65	Shield arm entangled. If shield: -50 to activity until it is dropped. If no shield: -50 to activity.	Staggered by strong blast. +20 hits. -10 to activity. Stunned 2 rounds.	+12 hits.
66 – 79	Weapon arm grasped. Disarmed and wrist sprained. Stunned 2 rounds. -25 to activity.	Fine leg strike. +18 hits. 5 hits per round. -20 to activity. Stunned 3 rounds.	+15 hits.
80	Both legs entangled. Down and knocked out. +9 hits.	Well placed strike to neck severs the jugular vein. +15 hits. Dies in 6 rounds, but may act at -60 to activity until then.	Unbalanced by blast. +15 hits. Stunned 2 round.
81 – 86	Weapon arm grappled. Ligaments torn and muscle pulled. Disarmed and stunned for 3 rounds. -40 to activity.	Hard blow. +25 hits. 3 hits per round due to light wound. -10 to activity. Stunned 2 rounds.	Staggered by strong blast. +20 hits. Stunned 1 round.
87 – 89	Completely entangled and immobilized. Knocked down, but still conscious. No activity.	Strike severs an artery in leg. May act at -30 to activity for 4 rounds, then drops and dies after 6 more rounds.	Strike to leg. +15 hits. -20 to activity. Stunned 2 rounds.
90	Vicious hold around neck. Knocked out. Sprained neck: -60 to activity.	Sever a vein in forelimb. +20 hits. Stunned for 6 rounds, then falls dead.	Blast into mouth. Knocked down. A month-long coma results. +30 hits.
91 – 96	Head grappled. Stunned 9 rounds. If no helm: a coma (1-10 days) results due to a fractured skull.	Strike to leg. +15 hits. -20 to activity. 2 hits per round. Stunned 3 rounds.	Spun about by blast. Off balance. +18 hits. -10 to activity. Stunned 1 round.
97 – 99	Both arms entangled and pinned to chest. Arms may not be moved until entanglement removed. -75 to activity.	Strike to head. Skull fracture. +30 hits. Knocked out. Fine shot.	Side strike. + 25 hits. -20 to activity due to broken ribs. Stunned 3 rounds.
100	Neck grappled. If neck armor: -60 to activity due to neck sprain and stunned 3 rounds. If not: dies from broken neck.	Heart strike. Dies immediately. Weapon stuck and trapped under body. Chance that weapon broken is 60% - weapon bonus.	Strike to midsection. Bladder destroyed. Dies in 4 rounds, but is fully active until then.
101 – 106	Chest grasped. Ribs broken. Stunned 5 rounds. -10 to activity.	Shatter shoulder in weapon arm. +15 hits. Stunned 3 rounds. Arm is quite useless.	Head strike. Momentarily confused. +20 hits. Stunned 2 rounds.
107 – 109	Legs entangled and completely immobilized. Fall and break weapon arm. Disarmed and knocked out. +20 hits.	Vicious crossing strike. Blinded and upset. Stunned 2 rounds, but then the poor brute can blunder around.	Blast buckles leg. Severe thigh wound. +25 hits. Dies in 5 rounds due to nerve damage, but is fully active until then.
110	Neck grappled. If neck armor: disarmed and stunned 5 rounds. If not: dies in 6 rounds.	Strike through cheek. Dies immediately. Unfortunately, the weapon is stuck in the bone for 2 rounds.	Vicious blast. Neck crunched and spine severed. Drops and dies in 3 rounds.
111 – 116	Foot entangled. Stumble, fall, break weapon on impact, and stunned 2 rounds. If no chest armor: take a 'D' crush crit.	Strike to chin. Jaw shattered. Knocked out. +60 hits. A 1 month coma results.	Strike to eyes. Blinded for 2 rounds. +15 hits. -20 to activity.
117 – 119	Both legs wrapped up. Tumbles to ground and knocked out. -80 to activity due to a broken arm and a broken ankle. +20 hits.	Strike through the eye. Dies instantly and falls upon attacker, who then takes 20 hits and is pinned for 6 rounds.	Strike to body destroys a variety of organs. Dies in 3 rounds, but the ignorant brute is fully active until then.
120	Windpipe crushed. Dies instantly due to massive shock and savage asphyxiation.	Strike through ear destroys brain. The unfortunate lummox dies instantly, and any ear wax is removed.	Superb strike drives rib through heart. Drops and dies in 6 agonizing rounds.
	Modifications: -50 .... 'T' critical strike -20 .... 'A' critical strike -10 .... 'B' critical strike +0 .... 'C' critical strike +10 .... 'D' critical strike +20 .... 'E' critical strike	**Modifications:** -20 .... Normal Weapon **or** Tooth & Claw Attack -10 .... Magic Weapon +0 .... Mithril Weapon +10 .... Holy Weapon +20 .... Slaying Weapon -10 .... Against Huge Creatures	**Modifications:** -50 .... 'T' critical strike -20 .... 'A' critical strike -10 .... 'B' critical strike +0 .... 'C' critical strike +10 .... 'D' critical strike +20 .... 'E' critical strike **Critical Tables: CT-5 CT-10 CT-11**

	FT-1 – Hand Arms Fumble Table	FT-2 – Missile Weapons Fumble Table	FT-3 – Spell Failure Table	FT-4 – Moving Maneuver Failure Table
-49 – 05	Lose your grip. No further activity this round.	Lose your grip. No further activity this round.	Lose concentration due to strain. Spell lost, but not power points.	You hesitate and fail to act.
06 – 20	You slip. If your weapon is 1-handed and non-magic, it breaks.	One's ten thumbs just cannot handle loading. Lose this round.	Second thoughts. No spell may be cast or prepared next round.	You have second thoughts and decide to wait one round.
21 – 35	Bad follow-through. You lose your opportunity, give yourself 2 hits.	Fumble ammunition. Lose this round. -50 to activity next round.	Indecision due to mild mental lapse. Spell delayed one round.	You slip. 30% chance of falling. -20 from maneuvers for 2 rounds.
36 – 50	Drop your weapon. It will take 1 round to draw a new one or 2 rounds to recover old one.	Break ammunition and lose your cool. You find yourself at -30 activity for 3 rounds of action.	Serious mental lapse. Spell lost, but not power points. -30 to activity for 3 rounds.	You stumble. 45% chance of falling. -30 from any maneuvers for 2 rounds.
51 – 65	You lose your wind and realize that you should try to relax. -40 to activity for 2 rounds.	Drop ammunition. Stunned this round and next trying to decide whether to retrieve it.	Moderate but serious, strain. Spell lost along with power points. Stunned 1 round.	You stub your toe. 60% chance of falling. +3 hits. -10 to activity.
66 – 79	You stumble. The classless display leaves you stunned for 2 rounds. With luck, you might still survive.	You really mishandle your weapon. Stunned 2 rounds.	Subconscious fear. Spell lost along with power points. Stunned 2 rounds.	You slip. 75% chance of falling. Stunned 2 rounds.
80	Incredibly inept move. Roll a 'B' crush crit on yourself. If opponent is using a slashing weapon, your weapon is broken.	Poor judgment. +5 hits. If not using a crossbow, you let arrow fly, lose an ear and take 2 hits per round.	Spell internalized. +15 hits. Knocked down. Stunned 1 hour. +1 CP.*	You twist your ankle. +5 hits. -10 to activity.
81 – 86	Bite and swallow tongue in the excitement. Stunned 2 rounds.	Bowstring breaks. 2 rnds to draw a weapon or 6 rnds to restring bow.	Serious strain. Spell lost, but not power points. Stunned 3 rounds.	You fall down. +3 hits. -20 to activity for 3 rounds.
87 – 89	Lose your grip on your weapon and reality. Stunned 3 rounds.	Fumble ammunition when loading. You scatter all of your ammunition over a 10' radius area.	Internalization overloads senses. +20 hits. Blinded and deaf for 10 minutes. +1 CP.*	You sprain your ankle and tear some tendons. +7 hits. -20 to activity. Stunned 1 round.
90	Poor execution. You attempt to maim yourself as your weapon breaks. You take a 'C' slash crit.	Weapon shatters. You are stunned for 4 rounds of action. Good luck, pal.	Strain causes mild stroke. +20 hits. Knocked out for 12 hours. +3 CP.*	Fall breaks your leg. +8 hits. -30 to activity. Stunned 3 rounds.
91 – 96	Unbelievable mishandling of your weapon. A friendly combatant near you takes a 'B' crush critical.	You let your arrow fly too soon. You strike 20' short of target. You are at -30 activity for 3 rnds.	Severe strain causes misfire. +5 hits. Stunned 3 rounds. +1 CP.*	You break your wrist when you fall. +12 hits. -20 to activity. Stunned 2 rounds.
97 – 99	Stumble over an unseen, imaginary, deceased turtle. You are very confused. Stunned 3 rounds.	You seem to think that your bow is a baton. It slips. Trying to grab it, you knock it 5' in front of you.	Target's Essence causes spell to backfire. Reverse roles of target and caster in spell effects. +2 CP.*	Your arm breaks when you land on it. +14 hits. -30 to activity. Stunned 4 rounds.
100	Worst move seen in ages. -60 to activity from a pulled groin. Foe is stunned 2 rounds laughing.	Ammunition slips as you fire. The missile goes through your hand; its useless. +8 hits. 2 hits per round.	Identity crisis. Lose spell casting capabilities for 2 weeks. +5 CP.*	Attempting to break a fall you break your arms. They are useless. +30 hits. Stunned 6 rounds.
101 – 106	You fall in an attempt to commit suicide. Stunned 3 rounds. If using a pole-arm, its shaft is shattered.	Slip and fall down. Your shot goes astray. Stunned 5 rounds.	Extreme mental pressure causes misfire. Knocked down. +10 hits. Stunned 6 rounds. +4 CP.*	When you fall, your leg twists under you and breaks. +15 hits. -50 to activity. Stunned 3 rounds.
107 – 109	You break your weapon through ineptness. Stunned 4 rounds.	Fletching on missile scratches eye as it is released. +5 hits. -20 to activity. Stunned 2 rounds.	Internalize spell. Lose spell casting ability for 3 weeks. +25 hits. Unconscious for 3 hours. +8 CP.*	Your knee strikes a hard object and shatters as you fall. +10 hits. -80 to activity. Stunned 4 rounds.
110	You stumble, driving your weapon into the ground. Stunned 5 rounds. If mounted: you pole vault 30', take a 'C' crush crit upon landing.	Tip of weapon catches on closest object and breaks off. If applicable, the object takes an 'A' puncture crit.	Strain causes severe stroke. Paralyzed from the waist down. +15 CP.*	You fall. The resulting concussion causes a year-long coma.
111 – 116	Your mount rears suddenly. Stunned 3 rounds recovering.	Trigger slips while you are bringing up your weapon. Make an attack with no modifications on the closest combatant.	Spell strays and travels to a point 20 feet right of target. Anyone in line takes an unmodified attack. Stunned 3 rounds. +6 CP.*	You fall and land on your lower spine. You are paralyzed from the waist down. +30 hits.
117 – 119	You do not coordinate your movement with your mount's. -90 to activity for next 3 rounds trying to stay mounted.	While daydreaming you put your hand in front of the quarrel while firing. Lose a finger. +4 hits. 2 hits per round.	Spell strays and travels to a point 20 feet left of target. Anyone in line takes an unmodified attack. Stunned 3 rounds. +10 CP.*	You fall and are paralyzed from the neck down. +20 hits.
120	You fall off your mount. Roll a 'D' crush crit on yourself.	You slip and pin your foot to the ground with a quarrel. +10 hits. 2 hits per round. -30 to activity. Stunned 3 rounds.	Mental Collapse. Spell is cast in direction opposite to the intended line. Lose all spell casting ability for 3 months. +20 CP.*	Your fall turns into a dive. You crush your skull and die.
Critical Tables: FT-1, FT-2 FT-3, FT-4	**Modifications:** -20 .... 1H Concussion Weapon -10 .... 1H Slashing Weapon +0 .... 2-Handed Weapons +10 .... Pole Arms +20 .... Mounted Weapon	**Modifications:** -20 .... Sling -10 .... Short Bow +0 .... Composite Bow +10 .... Long Bow +20 .... Crossbow	**Modifications:** -20 .... Class 'I' Spell -10 .... Class 'U' Spell +0 .... Class 'P' Spell +10 .... Class 'E', 'F' Spell +20 .... Class 'DE', 'BE' Spell * – *Corruption Points, Section 15.4, p. 71.*	**Modifications:** -50 .. Routine -35 .. Easy -20 .. Light -10 .. Medium +0 .. Hard +5 .. Very Hard +10 .. Extremely Hard +15 .. Sheer Folly +20 .. Absurd

ET-1 — CRITICAL POINT TABLE

Opponent's Level	Critical Delivered A	B	C	D	E
0	3	5	8	10	13
1	5	10	15	20	25
2	10	20	30	40	50
3	15	30	45	60	75
4	20	40	60	80	100
5	25	50	75	100	125
6	30	60	90	120	150
7	35	70	105	140	175
8	40	80	120	160	200
9	45	90	135	180	225
10	50	100	150	200	250
for each level above 10th	+5	+10	+15	+20	+25
to self *	100	200	300	400	500

These totals are further multiplied by:

0 x — if the foe is dead or dying (i.e., no points).
0.1 x — if the foe is unconscious or incapacitated.
0.5 x — if the foe is stunned.
2 x — if the character is alone in melee combat with the foe(s).

Note: Result is the EPs received by the character delivering the crit.

Note: Critical points may not exceed the opponent's "kill points."

* – These points are awarded to a character for criticals inflicted upon him by a foe.

ET-3 — MANEUVER POINT TABLE

Routine	0
Easy	5
Light	10
Medium	50
Hard	100
Very Hard	150
Extremely Hard	200
Sheer Folly	300
Absurd	500

Note: Result is a number of experience points received by the character making the maneuver.

ET-5 — EXPERIENCE POINT TABLE

Level	Experience Point Total Required
1	10,000
2	20,000
3	30,000
4	40,000
5	50,000
6	70,000
7	90,000
8	110,000
9	130,000
10	150,000

ET-2 — KILL POINT TABLE

Opponent's Level	Level of the Character Delivering the "Killing" Blow 1	2	3	4	5	6	7	8	9	10
0	50	45	40	35	30	25	20	15	10	5
1	200	150	130	110	100	90	80	70	60	50
2	250	200	150	130	110	100	90	80	70	60
3	300	250	200	150	130	110	100	90	80	70
4	350	300	250	200	150	130	110	100	90	80
5	400	350	300	250	200	150	130	110	100	90
6	450	400	350	300	250	200	150	130	110	100
7	500	450	400	350	300	250	200	150	130	110
8	550	500	450	400	350	300	250	200	150	130
9	600	550	500	450	400	350	300	250	200	150
10	650	600	550	500	450	400	350	300	250	200

Note: Result is a number of experience points received by the character delivering the "Killing" blow.

Note: If the opponent's level is greater than 10, an extra 50 points is awarded for each level over 10.

ET-4 — SPELL POINT TABLE

Spell Level	Level of the Character Casting the Spell 1	2	3	4	5	6	7	8	9	10
1	100	90	80	70	60	50	40	30	20	10
2	100	100	90	80	70	60	50	40	30	20
3	100	100	100	90	80	70	60	50	40	30
4	100	100	100	100	90	80	70	60	50	40
5	100	100	100	100	100	90	80	70	60	50
6	100	100	100	100	100	100	90	80	70	60
7	100	100	100	100	100	100	100	90	80	70
8	100	100	100	100	100	100	100	100	90	80
9	100	100	100	100	100	100	100	100	100	90
10	100	100	100	100	100	100	100	100	100	100

Note: Result is a number of experience points received by the character casting the spell.

MT-I — MOVING MANEUVER TABLE

Open-ended Roll	Routine	Easy	Light	Medium	Hard	Very Hard	Extremely Hard	Sheer Folly	Absurd
Less Than (-150)	F	F	F	F	F	F	F	F	F
(-150) – (-101)	10	F	F	F	F	F	F	F	F
(-100) – (-51)	30	10	F	F	F	F	F	F	F
(-50) – (-26)	50	30	10	F	F	F	F	F	F
(-25) – 0	70	50	30	5	F	F	F	F	F
01 – 20	80	60	50	10	5	F	F	F	F
21 – 40	90	70	60	20	10	5	F	F	F
41 – 55	100	80	70	30	20	10	5	F	F
56 – 65	100	90	80	40	30	20	10	F	F
66 – 75	100	100	90	50	40	30	20	5	F
76 – 85	100	100	100	60	50	40	30	10	F
86 – 95	100	100	100	70	60	50	40	20	5
96 – 105	110	100	100	80	70	60	50	25	10
106 – 115	110	110	100	90	80	70	60	30	20
116 – 125	120	110	110	100	90	80	70	40	30
126 – 135	120	120	110	100	100	90	80	50	40
136 – 145	130	120	120	110	100	100	90	60	50
146 – 155	130	130	120	110	110	100	100	70	60
156 – 165	140	130	130	120	110	110	100	80	70
166 – 185	140	140	130	120	120	110	110	90	80
186 – 225	150	140	140	130	120	120	110	100	90
226 – 275	150	150	140	130	130	120	120	100	100
Greater Than 275	160	150	150	140	130	130	120	110	100

Results:

F – Failure, roll on Moving Maneuver Failure Table FT-4, p. 240.

– Depending upon the situation (GM's decision) a number result is:

(1) The percentage of the attempted moving maneuver that is accomplished (e.g., a "70" result means that 70% of the moving maneuver was performed). A result over 100 indicates that the maneuver was accomplished and the character performing the maneuver may increase the distance covered by the maneuver by (# - 100) %, **or**

(2) The chance of complete success (e.g., a "70" result means that there is a 70% chance that the maneuver has been accomplished), **or**

(3) Reduces activity by 100 - # next round (e.g., a "70" result means that the maneuver has been accomplished, but the character has a -30 penalty to activity next round).

Modifications:

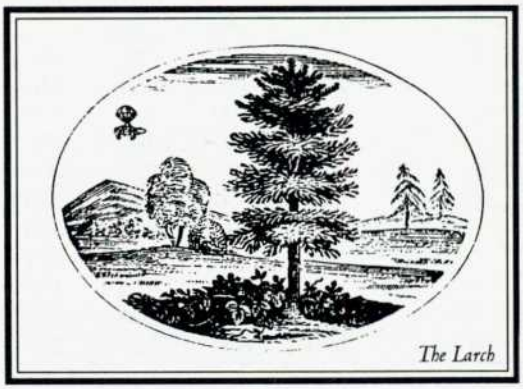
+ Movement & Maneuver bonus

+ any other appropriate skill/ability bonus

-50.....if stunned

-70.....if down

-30.....if one limb out



The Larch

NOTES FOR TABLE MT-2

Interaction & Influence Note: Difficulty and other modifications are based upon the basic attitude of the audience towards the character and upon what the character is trying to get them to do.

Perception & Tracking Note: The information available through a perception roll is limited by the area that you examine and your resources (usually your senses). The topic requiring a roll can be determined by the character actively seeking information (e.g., he states, "I am looking for traps") or by other circumstances (e.g., does the character notice the attacker sneaking up on him?).

Perception & Tracking Note: When tracking a roll is only required once every 5 minutes (30 rounds).

MT-2 — STATIC MANEUVER TABLE

GENERAL	INTERACTION & INFLUENCE	DISARM TRAP & PICK LOCK	READ RUNE & USE ITEM	PERCEPTION & TRACK	
(includes any static action not covered on another column) **Blunder:** You fail spectacularly. If possible, your static action has the opposite effect from what you intended.	**Blunder:** Your blatant attempt at coercion alienates your audience. They are influenced to do the opposite of what you were attempting to get them to do. Until a major change occurs, any attempts by you to influence them will fail.	**Blunder:** If picking a lock, lockpick is broken and stuck in the lock, rendering it unopenable until removed (this requires someone other than you to successfully pick the lock). Any traps connected to it are set off. If disarming a trap, the trap is activated.	**Blunder:** Whatever spells or abilities are in the item or on the rune paper are activated and directed against you. Any runes on rune paper are gone, and you will never be able to use any of the spells or abilities contained in the item.	**Blunder:** You not only fail to get any valid information, but you pick up invalid information due to a misconception or improperly sensed details. You may never try again on the same topic in the same area.	Less than -25
Absolute Failure: Utter incompetence causes a mental lapse. Any static actions attempted during the next 10 min (60 rounds) will result in failure (see 05–75 below).	**Absolute Failure:** Your audience rejects you; you lose confidence and your air of authority. Any influence attempts during the next hour will result in failure (see 05–75 below).	**Absolute Failure:** You develop a mental block on this lock/trap; any further attempts to pick/disarm it will fail. There is a 50% chance that the trap will activate (includes picking a lock with an attached trap).	**Absolute Failure:** You have a mental block on this rune/item and will fail on any further attempts to read/use it. There is a 50% chance that the spell will be activated (includes attempting to use an item containing a spell).	**Absolute Failure:** Confusion causes a mental lapse. This perception roll and any perception rolls made during the next 10 min (60 rounds) will result in failure (see 05–75 below).	-25 to 04
Failure: You have failed. You may not try again the same static action in the same place for 1 day.	**Failure:** You have failed. Your audience will not be receptive to any of your attempts at influence at least 1 day.	**Failure:** You have no ideas on how to pick/disarm this lock/trap. After 24 hrs you may make a perception roll; if it succeeds you may make another pick/disarm attempt. There is a 20% chance that the trap will activate (includes picking a lock with an attached trap).	**Failure:** Currently you have no further ideas on how to read/use this rune/item. After you have gone up a level, you may make make another read/use attempt. There is a 20% chance that the spell will be activated (includes attempting to use an item containing a spell).	**Failure:** You gain no information, but you think that you have learned everything available. You may not try again on the same topic in the same area for 1 day.	05 to 75
Partial Success: If partial success is possible, you accomplish 20% of your static action. You may not try the same static action in the same place for 1 hour.	**Partial Success:** Your audience is still listening. You can continue to try to influence them.	**Partial Success:** You have figured out part of the lock/trap and have an intuitive feel for the rest. But, further effort at this time will be counterproductive. You can try again in 10 minutes.	**Partial Success:** You have an intuitive feel for the rune/item; you learn how many spells and abilities it contains and what they are. But, you can not yet read/use it. You may not make another attempt until 1 week has passed.	**Partial Success:** You gain some of the information on the topic that required the perception roll, but you are not aware that you missed something. You may not try again on the same topic in the same area for 1 hour.	76 to 90
Near Success: If partial success is possible, you accomplish half of your static action. You may try again after 3 rounds of contemplation.	**Near Success:** Keep talking, your audience is becoming more friendly. Modify your next roll by +20.	**Near Success:** You almost had it. If you spend 2 rounds thinking about your attempt (no other activity), you may try again with an extra +5 bonus.	**Near Success:** You almost had it. You learn how many spells and abilities it contains and what they are. If you wait 24 hours and you meditate about your attempt for 2 hours (no other activity), you may try again with an extra +10 mod.	**Near Success:** You gain some of the information on the topic that required the perception roll, and you are aware that you missed something. You may try again after 3 rounds of contemplation.	91 to 110
Success: Your static action is successful.	**Success:** You have influenced your audience.	**Success:** The lock/trap is picked/disarmed. +50 on any future attempts to pick/disarm this lock/trap.	**Success:** Learn 1 spell/ability in the item/rune paper. You may use it when you hold the it (runes are only usable once). You learn the other spells or abilities, and may make more rolls to be able to use them.	**Success:** You gain all of the information on the topic that required the perception roll.	111 to 175
Absolute Success: Your static action is successful and you get a +20 bonus to further static actions for the next 10 minutes (60 rounds).	**Absolute Success:** Not only did you influence your audience, but you receive a +50 bonus on influencing them until you cause them to lose confidence in you.	**Absolute Success:** In the future you may automatically pick/disarm (takes one round) this lock/trap or any identical lock/trap. +10 to attempts on similar locks/traps in the future.	**Absolute Success:** You learn all of the spells and abilities in an item or on a piece of rune paper, and you may use them whenever you hold the item or rune paper (runes are only usable once).	**Absolute Success:** You are aware of everything in the area examined (includes information on topics other than the one requiring the perception roll). You get a +20 on perception rolls 10 minutes.	Greater than 175
Modifications: * Difficulty — +30....Routine +20....Easy +10....Light +0....Medium -10....Hard -20....Very Hard -30....Extremely Hard -50....Sheer Folly -70....Absurd	**Modifications:** Difficulty — see * under General. +50 – Audience is personally loyal or devoted to the character. +20 – Audience is under hire to the character. + Inflence Skill bonus. **See Note on previous page.**	**Modifications:** Difficulty — see * under General. + Skill bonus for Pick Lock **or** Disarm Trap.	**Modifications:** - (spell's lvl) -30 — If realm of spell is not the same as the character's. -10 — If the spell or ability is *not* known. +20 — If the spell or ability is known. +30 — If the character can cast the spell intrinsically. + Skill bonus for Read Rune **or** Use Item	**Modifications:** Difficulty — see * under General. +20 — If a player states that his character is looking for specific information. The number of rounds spent affects the difficulty. + Skill bonus for Perception **or** Track. **See Notes on previous page.**	Maneuver Table MT-2

BT-2 — STAT BONUS EFFECT TABLE

Skill or Ability	Applicable Stat
Movement and Maneuver:	
No Armor, Soft Leather, Rigid Leather	AG
Chain, Plate	ST
Melee OB	ST
Missile and Thrown OB	AG
Climb	AG
Ride	IT
Swim	AG
Track	IG
Ambush	none
Stalk/Hide	PR
Pick Lock	IG
Disarm Trap	IT
Read Rune	IG
Use Item	IT
Directed Spells	AG
Perception	IT
Body Development	CO
Defensive Bonus	AG
Essence Resistance Roll	IG
Channeling Resistance Roll	IT
Poison Resistance Roll	CO
Disease Resistance Roll	CO

BT-4 — SKILL RANK BONUS TABLE

Skill Rank	SKILL RANK BONUS Normal Skills *	Only for Ambush *	Only for Body Development †
0	-25	-25	roll I-10
1	+5	+1	roll I-10
2	+10	+2	roll I-10
3	+15	+3	roll I-10
4	+20	+4	roll I-10
5	+25	+5	roll I-10
6	+30	+6	roll I-10
7	+35	+7	roll I-10
8	+40	+8	roll I-10
9	+45	+9	roll I-10
10	+50	+10	roll I-10
11	+52	+11	roll I-10
12	+54	+12	roll I-10
13	+56	+13	roll I-10
14	+58	+14	roll I-10
15	+60	+15	roll I-10
16	+62	+16	roll I-10
17	+64	+17	roll I-10
18	+66	+18	roll I-10
19	+68	+19	roll I-10
20	+70	+20	roll I-10

* — +1 for each rank over 20 (e.g., +72 for rank 22).
† — Roll 1-10 for each rank over 20.

BT-3 — SPECIAL RACIAL MODIFICATIONS TABLE

	Stat Bonus Modifications						Resistance Roll Modifications			
	ST	AG	CO	IG	IT	PR	Essence	Channeling	Poison	Disease
Hobbit	-20	+15	+15	0	-5	-5	+50	+20	+30	+15
Umli	+5	0	+10	0	-5	-5	+20	0	+5	+5
Dwarf	+5	-5	+15	0	-5	-5	+40	0	+10	+10
Wose	0	0	+5	0	0	-5	+20	0	0	0
Man	+5	0	0	0	0	0	0	0	0	0
Dúnadan	+5	0	+10	0	0	+5	0	0	+5	+5
Half-elf	+5	+5	+5	0	0	+5	0	0	+5	+50
Silvan Elf	0	+10	0	0	+5	+5	0	0	+10	+100
Sinda Elf	0	+10	+5	0	+5	+10	0	0	+10	+100
Noldo Elf	0	+15	+10	+5	+5	+15	0	0	+10	+100
Half-orc	+5	0	+5	0	0	-5	0	0	+10	0
Orc	+5	-5	+15	-10	-10	-10	0	0	+20	+5
Uruk-hai	+10	0	+20	0	-5	-10	0	0	+20	+5
Half-troll	+10	-5	+10	-5	-5	-5	0	0	+15	+5
Troll	+15	-10	+15	-15	-15	-10	0	0	+30	+10
Olog-hai	+20	-5	+15	-5	-10	-10	0	0	+20	+10

ST = Strength; AG = Agility; CO = Constitution; IG = Intelligence; IT = Intuition; PR = Presence

BT-1 — STAT BONUSES TABLE

Stat	Bonus	Power Points *
102+	+35	4
101	+30	3
100	+25	3
98-99	+20	2
95-97	+15	2
90-94	+10	1
75-89	+5	1
25-74	0	0
10-24	-5	0
5-9	-10	0
3-4	-15	0
2	-20	0
1	-25	0

* – Power points are required for casting spells (see Section 8.4, p. 54). The number (based upon Intelligence or Intuition) given above is multiplied by the character's level to obtain the character's power point total.

Hobbit Scout

BT-5 — WEIGHT PENALTY TABLE

Character's Weight	Weight Carried in Pounds (other than armor and clothes) 16-25	26-35	36-45	46-60	61-80	81-100	101-120	121-140	141-160
41– 60	30	60	NA	NA	NA	NA	NA	NA	NA
61– 80	20	35	60	80	NA	NA	NA	NA	NA
81–100	15	25	40	60	NA	NA	NA	NA	NA
101–120	15	20	30	40	60	NA	NA	NA	NA
121–140	10	15	25	35	40	60	NA	NA	NA
141–160	10	15	20	30	35	40	60	NA	NA
161–180	5	10	15	25	30	35	45	60	NA
181–200	5	10	15	20	25	30	35	50	60
201–220	5	10	15	20	25	30	35	45	55
221–240	0	10	10	15	20	25	30	40	50
241–260	0	10	10	15	20	25	30	35	45
261–280	0	5	10	15	15	20	25	30	40
281–300	0	5	5	10	15	20	25	30	35
301–350	0	0	5	10	10	20	25	25	35
351–400	0	0	0	5	10	15	20	25	30

Note: The result is the character's weight penalty. A character's Encumbrance Penalty is the smaller of zero or his ST Bonus minus his weight penalty (i.e., an Encumbrance Penalty can never be greater than zero).

Note: An additional penalty of 5 is added to the maximum penalty above for each 10 lb. over 160 lb.

BT-6 — PROFESSION TABLE

Profession	Prime Stat	Realm	Profession Skill Bonuses (per Level)
Warrior	ST	Ess. or Chan.	(+1)–general skills; (+2)–Body Development; (+3)–weapon skills
Scout	AG	Ess. or Chan.	(+1)–weapons skills, general skills; (+2)–subterfuge skills; (+3)–Perception
Mage	IG	Essence	(+2)–Read Rune, Use Item, Base Spell OB; (+3)–Directed Spells
Animist	IT	Channeling	(+1)–Read Rune, Use Item, general skills, Perception; (+2)–Directed Spells, Base Spell OB
Ranger	CO	Channeling	(+2)–weapon skills, Perception, Stalk/Hide; (+3)–general skills
Bard	PR	Essence	(+1)–weapon skills, general skills, subterfuge skills, magical skills, Base Spell OB, Perception

CGT-1 — LANGUAGE RANK TABLE

Rank 1 — Allows basic verbal communication through simple phrases (e.g., Safe to eat?, Danger ahead?, What is cost?, Where is bathroom?, etc.). No reading or writing.

Rank 2 — Allows speech on very simple subjects through simple sentences if both parties speak slowly and with great care. Allows the reading of simple sentences for a basic overview, but few details and no writing.

Rank 3 — Allows speech with a fluency equivalent to that of an average native speaker, but without the tonal qualities (i.e., the speech would be accented). Allows the ability to read and write moderately simple passages, but not for subtle concepts (i.e., about fifth grade level).

Rank 4 — Speech as in Rank 3 and the ability to read and write as an average literate man (i.e., about ninth grade level).

Rank 5 — Allows absolute fluency with no accent and total literacy.

CGT-3 — RACE/CULTURE TABLE

1st Roll	Race	2nd † Roll	Race or Culture
01–03	Hobbit	01–05	Dúnadan
04–08	Umli	06–10	Rohîr
09–21	Dwarf	11–15	Beorning
22–25	Wose	16–20	Woodman
26–75	Man †	21–25	Dorwindan
76–78	Half-elf	26–30	Lossadar
79–91	Silvan Elf	31–54	Eriadoran
92–97	Sinda Elf	55–78	Gondorian
98–00	Noldo Elf	79–83	Dunlending
*	Orc	84–86	Easterling
*	Uruk	87–89	Haradan
*	Half-orc	90–92	Corsair
*	Half-troll	93–95	Variag
*	Wild Troll	96–00	Black Númenórean
*	Olog		

* – These races are not normally player characters.

† – This classification includes many separate sub-races (or cultures). A second roll may be made to determine the specific race (or culture).

CGT-4 — DEVELOPMENT POINT TABLE

Category	PROFESSION Warrior	Mage	Animist	Scout	Ranger	Bard
Movement and Maneuver	3	0	1	1	2	0
Weapon Skills	5	0	1	3	3	2
General Skills	2	2	2	3	4	2
Subterfuge Skills	2	0	1	5	2	2
Magical Skills	0	5	2	0	0	3
Body Development	3	1	1	2	2	1
Languages	0	2	2	1	1	3
Spell Lists *	0	5	5	0	1	2

* – Special see above.

CATEGORIES:

Movement & Maneuver Skills:	Weapon Skills:	General Skills:	Subterfuge Skills:	Magical Skills:
No Armor	1-Handed Edged	Climb	Ambush	Read Rune
Soft Leather	1-Handed Concussion	Ride	Stalk/Hide	Use Item
Rigid Leather	2-Handed	Swim	Pick Lock	Directed Spells
Chain	Thrown	Track	Disarm Trap	
Plate	Missile			
	Pole-arms			

SPELL LISTS: Each spell list is learned separately.

LANGUAGES: Skill in each language is developed separately.

BODY DEVELOPMENT: Determines a character's hits.

Perception — This skill may be developed with points from any category or combination of categories.

Secondary Skills — DPs from one or more skill categories can be used to develop each Secondary Skill. The skill categories that correspond to each Secondary Skill are given in Appendix A-5 (p. 212-213) and Section 5.4.3 (p. 35).

CGT-2 — BACKGROUND OPTIONS TABLE

HOBBY SKILL RANKS —

Increase one primary skill rank by 2 ranks
or Increase one secondary skill rank by 5 ranks

STAT INCREASES —

Increase one stat by 2
or Increase each of three stats by 1

LANGUAGES—

Learn one language to skill rank 5

SPECIAL ABILITIES —

Roll	Ability
01-50	A special +5 bonus to any one primary skill.
51-55	A special +15 bonus to any one secondary skill.
56-60	Empathy with a type of animal: start with one pet or loyal companion animal of that type (e.g., falcon, hawk, weasel, cat, dog, horse, etc.). A special +50 bonus for Animal Handling when dealing with that animal. Any maneuver on or with such an animal receives a special +25 bonus.
61-65	Infravision: ability to see sources of heat in darkness. Range is up to 100' (alternatively, any one other sense may be enhanced in a similar manner).
66-70	Resistance: a special +10 bonus to RRs against one type adversity, normally Essence spells, Channeling spells, poisons, or diseases.
71-75	Proficient with spells: start having learned one extra spell list (this background option may only be obtained once). The type of spell list is still limited by profession and race.
76-80	Adept at moving maneuvers: a special +10 bonus to all moving maneuvers.
81-85	Very observant: a special +10 bonus to Perception and Track skills.
86-90	Lightning reactions: +5 to DB and +5 to all OBs.
91-95	Charismatic: a special +10 bonus to all Influence Skills.
96-00	Resistant to pain: +3 to each D10 roll for concussion hits from Body Development skill development.

SPECIAL ITEMS —

Roll	Item
01-60	**+10 bonus magic item:** +10 to any skill with which the item is used (e.g. a +10 mace would increase its OB by 10 when used in combat, a +10 lockpick would give a +10 bonus for picking locks, a +10 saddle would give a +10 bonus to riding, a +10 suit of armor would increase DB by 10, etc.). The player may choose the type of item. **OR** **+1 spell adder item:** Allows the caster to cast one additional spell per day without expending power points (see Section 15.5, p. 72). It is suggested that such items be at least 3' long and hand-held.
61-89	Daily spell item: an item which allows a spell to be cast a certain number of times a day without expending power points (see 15.5, p. 72): a 1st level spell four times a day, a 2nd level spell three times a day, a 3rd level spell twice a day, or a 4th level spell once a day. The player may choose any spell (4th level or lower) and the type of item (if the GM deems it appropriate), **or** the Gamemaster and player may agree on a special magic item (e.g., a canteen that refills once a day, a rope that ties and unties itself, a backpack which is weightless regardless of contents, etc.).
90-00	+15 bonus magic item (as above) **or** +2 spell adder (as above).

Note: If multiple rolls or choices are taken from this table, it is suggested that the player have the choice of having all of the abilities joined in one item or spread throughout two or more separate items. The bonuses on items and spell adders would be cumulative (up to a total of +30) if taken in one item.

MONEY OPTION —

Roll	Amount
01–02	1 gp
03–05	2 gp
06–15	5 gp
16–25	10 gp
26–35	15 gp
36–45	20 gp
46–55	30 gp
56–65	35 gp
66–70	40 gp
71–75	50 gp
76–80	60 gp
81–85	70 gp
86–90	80 gp
91–94	100 gp
95–97	125 gp
98–99	150 gp
100	200 gp

CGT-5 — ADOLESCENCE SKILL RANK TABLE

	Dwarves		Noldo Elves	Sinda Elves	Silvan Elves	Half-elves	Hobbits	Beornings	Black Númenóreans	Corsairs	Dorwinrim	Dúnedain	Dunlendings	Easterlings	Eriadorans	Gondorians	Haradrim	Lossoth	Rohirrim	Variags	Woodmen	Woses	Orcs	Uruk-hai	Half-orcs	Trolls	Olog-hai	Half-trolls
	Dwarves	Umli	Noldo Elves	Sinda Elves	Silvan Elves	Half-elves	Hobbits	Beornings	Black Númenóreans	Corsairs	Dorwinrim	Dúnedain	Dunlendings	Easterlings	Eriadorans	Gondorians	Haradrim	Lossoth	Rohirrim	Variags	Woodmen	Woses	Orcs	Uruk-hai	Half-orcs	Trolls	Olog-hai	Half-trolls
Movement & Maneuver Skills:																												
No Armor	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I
Soft Leather	0	3	0	0	0	0	0	0	0	0	0	0	0	0	I	0	I	3	0	I	I	3	I	I	I	0	0	I
Rigid Leather	I	3	0	0	0	I	0	0	0	2	I	I	I	0	I	0	0	0	I	0	0	0	3	3	3	0	0	2
Chain	3	0	0	0	0	I	0	0	2	0	0	2	0	0	I	0	0	0	2	0	0	0	2	3	I	0	0	3
Weapon Skills:																												
I-H Edged	0	0	I	I	I	I	0	0	I	2	0	2	0	I	I	I	I	0	2	2	I	2	0	4	0	0	0	0
I-H Conc.	4	3	0	0	0	0	0	0	0	0	I	0	I	0	0	0	0	0	0	0	0	0	3	I	3	0	0	0
2-Handed	0	I	0	0	0	0	0	I	0	0	0	I	0	0	0	0	0	0	0	0	0	0	0	I	0	3	5	4
Thrown	I	I	0	0	0	0	2	I	I	I	I	0	2	I	I	0	I	3	0	I	I	4	I	I	I	I	2	2
Missile	0	0	I	2	3	2	2	0	I	I	I	I	I	2	I	I	0	0	I	I	I	0	0	I	I	0	0	0
Pole-arms	0	0	0	0	0	0	0	2	0	0	I	I	2	2	I	0	2	2	I	I	I	I	I	I	0	0	0	0
General Skills:																												
Climb	I	0	0	I	2	I	2	2	0	0	0	0	5	0	0	0	0	0	0	0	3	3	I	I	I	I	I	I
Ride	0	0	I	I	I	I	0	0	I	0	2	I	0	5	I	0	7	0	8	4	0	0	0	I	0	0	0	0
Swim	0	I	2	2	3	I	0	2	3	5	I	I	I	0	I	I	0	2	I	0	I	2	0	0	0	0	0	0
Subterfuge Skills:																												
Ambush	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	I	I	I	0	0	0
Stalk/Hide	0	I	2	3	4	2	5	4	0	0	0	0	2	0	I	0	0	4	0	I	4	4	0	0	0	0	0	0
Pick Lock	I	0	0	0	0	0	I	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Disarm Trap	I	0	0	0	0	0	I	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Magical Skills:																												
Read Rune	0	0	2	I	I	I	0	0	I	0	0	I	0	0	0	I	0	0	0	0	0	0	0	0	0	0	0	0
Use Item	0	0	I	I	0	0	0	0	I	0	0	I	0	0	0	I	0	0	0	0	0	0	0	0	0	0	0	0
Miscellaneous:																												
Perception	2	I	3	3	3	I	4	I	0	0	0	0	I	I	I	I	I	I	I	I	I	I	0	I	0	0	I	0
Body Develop.	3	2	I	I	I	I	2	3	2	2	I	3	3	2	2	I	2	3	2	2	2	3	2	3	2	5	5	4
% Chance of learning a Spell List *	3	5	40	30	20	10	0	3	10	5	10	10	2	2	3	15	2	5	3	5	3	5	0	0	0	0	0	0
# of Additional Language Ranks †	4	3	10	8	6	4	3	3	6	5	5	6	2	2	4	5	3	I	4	3	2	2	2	2	2	2	2	2
# Background Options	4	4	2	3	4	3	5	5	3	5	5	3	4	4	5	5	5	4	5	4	5	5	2	2	3	I	I	2

* – If the player rolls equal to or below this number (1–100), his character learns a spell list. The choice of this list must be made within the restrictions of his profession (see Section 21.0, p. 82-83) and race (see Section 20.0, p. 80-81).

† – This allows the player to increase the ranks of languages he already knows due to his race (up to a rank of 5), or it allows him to choose other languages and develop ranks in them, or a combination of the two possibilities.

Table CGT-5

IHT-1 — STAT DETERIORATION TABLE

Roll	ROUND AFTER DEATH 1st-6th	7th-18th	After 18th
1-10	0	0	0
11-25	0	0	1
26-50	0	1	2
51-75	1	2	3
76-90	1	2	4
91-00	1	3	5

IHT-2 — RECOVERY TABLE

Type of Injury	SEVERITY Light	Medium	Severe
Burn/Tissue	3 days	10 days	25 days
Bone/Muscle/Tendon	5 days	15 days	35 days
Head/Internal Organs	2 weeks	2 months	varies

IHT-3 — LIFEGIVING EFFECT & PRICE TABLE

Lvl of Caster	% Chance of Failure	Days Required For Recovery	Suggested Price
12th	10% x Days Dead	100 x Days Dead	150 gp
15th	5% x Days Dead	50 x Days Dead	250 gp
17th	2% x Days Dead	20 x Days Dead	350 gp
20th	1% x Days Dead	5 x Days Dead	500 gp
25th	1% x Days Dead	none	800 gp

ST-1 — LANGUAGES OF MIDDLE-EARTH

Adûnaic — *Black Númenóreans* (5), Corsairs (5), Dúnedain (4), Noldo Elves (3).

Apysaic — Northern Haradrim (4), *Southern Haradrim* (5).

Atliduk — *Beornings* (5).

Black Speech (Morbeth) — Half-orcs (2), *Half-trolls* (5), *Uruk-hai* (5), *Olog-hai* (5).

Dunael — *Dunlendings* (5), Rohirrim (1), Woses (2).

Haradaic — Black Númenóreans (5), Corsairs (4), *Northern Haradrim* (5), Southern Haradrim (3), Variags (3).

Khuzdul (Dwarvish) — *Dwarves* (5), Umli (1).

Kuduk (Hobbits' subtle variant of Westron) — *Hobbits* (5).

Labba — *Lossoth* (5), Umli (2).

Logathig — *Dorwinrim* (5), *Easterlings* (5).

Nahaiduk — Beornings (5), *Woodmen* (5).

Orkish — Half-orcs (3), *Orcs* (5), Uruk-hai (4).

Pûkael —*Woses* (5).

Quenya — Dúnedain (1), Half-elves (3), *Noldo Elves* (5), Silvan Elves (2), Sinda Elves (3).

Rohirric — *Rohirrim* (5).

Sindarin — Dúnedain (4), Dwarves (3), Half-elves (5), Lossoth (2), Woodmen (2) Noldo Elves (5), Silvan Elves (5), *Sinda Elves* (5).

Silvan (Bethteur) — *Silvan Elves* (5), Sinda Elves (4).

Umitic — *Umli* (5).

Varadja — *Variags* (5).

Waildyth (Nature-signals) — *Beornings* (5).

Westron (Common Speech) — Beornings (5), Black Númenóreans (5), Corsairs (5), Dorwinrim (5), Dúnedain (5), Dunlendings (4), Dwarves (5), Easterlings (2), Half-elves (5), *Half-orcs* (5), Half-trolls (3), Hobbits (5), Lossoth (2), Noldo Elves (5), Northern Haradrim (5), Olog-hai (3), Orcs (3), Rohirrim (5), *Rural-men* (5), Silvan Elves (4), Sinda Elves (5), Southern Haradrim (3), *Wild Trolls* (4), *Urban-men* (5), Uruk-hai (4), Umli (2), Variags (2), Woodmen (2), Woses (2).

Note: *The number in parenthesis after each race speaking a language is the normal skill rank for that language for a member of that race. Any race given in italics after a language has that language as its home language.*

ST-2 — CREATURE SUMMARY TABLE

No world is complete without the inclusion of the Fauna and indigenous nasties of each locale. For the sake of convenience and ease of explanation, the "normal" fauna of Middle-earth is kept separate from the spectacular and deadly animals and monsters that comprise such a large portion of the atmosphere of any Tolkien-based game.

The combat capabilities of the animals most likely to be encountered adventuring in Middle-earth are summarized in the first part of this table. All of these creatures should be familiar to the players and thus are not fully described. Names are generic, such as "small cat" or "large dog." Anytime an animal is encountered, the nearest compatible set of statistics should be used. Thus, a charging tiger would use the "large cat" row of statistics, while a water buffalo would use the "bull" row. One thing to remember is that most animals will not attack men voluntarily. Encounters with an animal should have a reason such as the animal being summoned or fighting to protect its young. In general, squadrons of moose do not roam the woods looking for a group of player characters to mug.

KEY

Creature Type — The creature's name and classification.

Level — The creature's level for resistance roll and experience point purposes. Level 0 is level 0 for experience points and level 1 for RR purposes.

Number Appearing — The suggested, approximate number of creatures appearing in an average encounter with a group of 4-6 player characters.

Speed — The creature's relative speed. See the Speed Chart on the next page.

NORMAL MIDDLE-EARTH ANIMALS

Creature	Type	Level	Number Appearing	Speed	Hits	Armor Type	DB	OB/ Attack	Attack Size	Critical Type
Ape,	small	1	1-25	Fast	45	None	25	35Bi	Small	Regular
	large	2	1-15	Fast	100	None	20	60Bi	Medium	Regular
	huge	3	1-10	Fast	140	Soft L.	20	90Gr	Large	Large
Bat,	small	0	1-100	Very Fast	5	None	60	35Bi	Tiny	Regular
	giant	2	1-20	Very Fast	60	None	50	50Bi	Small	Regular
Bear,	large	3	1-5	Mod. Fast	150	Soft L.	30	70Ra	Large	Regular
	giant	7	1-3	Mod. Fast	250	Soft L.	40	95Ra	Huge	Large
Bird,	small	0	1-100	Mod. Fast	5	None	40	25Pi	Tiny	Regular
	large	1	1-4	Fast	30	None	30	40Pi	Medium	Regular
Boar		3	1-6	Mod. Fast	110	Soft L.	40	55Ho	Large	Regular
Bull		3	1	Mod. Fast	190	None	25	50Ra	Large	Regular
Cat,	small	1	1-3	Mod. Fast	20	None	25	40Cl	Small	Regular
	medium	2	1-6	Very Fast	50	None	35	60Cl	Small	Regular
	large	3	1-10	Fast	100	Soft L.	35	80Cl	Medium	Regular
Deer,	female	1	1-15	Very Fast	50	None	25	15Ra	Small	Regular
	male	2	1	Very Fast	70	None	25	50Ho	Large	Regular
Dog,	small	1	1-10	Slow	30	None	20	40Bi	Small	Regular
	medium	2	1-20	Medium	70	None	25	50Bi	Medium	Regular
	large	3	1-20	Mod. Fast	110	Soft L.	25	70Bi	Large	Regular
Dolphin		3	1-30	Fast	70	None	40	50Ra	Medium	Regular
Elk		4	1-15	Mod. Fast	230	Soft L.	35	75Ra	Huge	Large
Horse,	small	2	1-50	Very Fast	90	None	30	30Ra	Medium	Regular
	large	3	1-50	Fast	140	None	30	45Ra	Large	Regular
Lizard,	small	0	1	Very Slow	5	None	50	20Pi	Tiny	Regular
	medium	1	1	Slow	15	None	40	25Pi	Small	Regular
	large	2	1	Medium	35	None	30	45Pi	Small	Regular
Moose		2	1-10	Fast	200	None	30	45Ra	Medium	Regular
Pony		2	1-50	Mod. Fast	65	None	25	30Ra	Small	Regular
Shark,	large	3	1-30	Fast	120	Soft L.	30	75Bi	Huge	Regular
Snake,	small	0	1+	Slow	5	None	40	30Ho	Tiny	Regular
	medium	1	1+	Medium	20	None	30	35Ho	Small	Regular
	large	2	1+	Slow	35	Soft L.	20	50Ho	Small	Regular
Spider,	small	0	1-100	Creeping	1	None	10	10Ho	Tiny	Regular
	medium	0	1-50	Creeping	5	None	5	10Ho	Small	Regular
	large	1	1-50	Very Slow	10	None	0	20Ho	Small	Regular
Whale		10	1-20	Mod. Fast	450	Soft L.	60	90Ra	Huge	Huge
Wolf		3	1-20	Mod. Fast	110	Soft L.	30	70Bi	Large	Regular

ST-2 — CREATURE SUMMARY TABLE

Hits — The number of concussion hits the average specimen of that creature type can take without losing consciousness. A GM may vary this by 20% or more.

Armor Type — The creature's armor type:
Soft L. = soft leather;
Rigid L. = rigid leather.

DB — The creature's Defensive Bonus. This will vary according to the circumstances; use the Speed Chart on this page.

OB/Attack — The creature's OB and attack type. See Table CST-2 (p. 234) for a key to these abbreviations.

Attack Size — The creature's maximum attack result limitation.

Critical Type — The type of critical table that is used to resolve critical strikes made against the creature:
Regular = normal critical tables (CT-1 to CT-9);
Large = large creature critical tables (CT-10, CT-11);
Huge = large creature critical tables modified by -10.

* — This monster has special attacks or powers. For details, see the individual descriptions.

SPEED CHART:

	MOVEMENT †		DB MOD. ‡	
	Base Move*	M&M Bonus	Charge/ Lunge	Flee/ Evade
Creeping	5'	0	0	0
Very Slow	15'	0	0	0
Slow	25'	5	0	5
Medium	50'	10	-5	10
Moderately Fast	75'	20	-10	15
Fast	100'	30	-15	20
Very Fast	125'	40	-20	30
Blindingly Fast	150'	50	-20	40

* — This is the creature's base movement rate without modifications for Movement & Maneuver (M&M) Bonus and running.

‡ — These modifiers apply to the animal or monster's DB when the proper situation occurs. A Charge/Lunge occurs when the animal attacks a person without surprise. Only the animal's target, or someone within 5', causes the modifier when attacking the charging beast. The Flee/Evade column occurs when the animal is at least fifty feet away and is running away or across the firing person's line of sight.

SPECIAL TOLKIEN BEASTS AND MONSTERS *(for full descriptions see Appendix A-3, p. 180-189)*

Type	Level	Number Appearing	Speed	Hits	Armor Type	DB	OB/ Attack	Attack Size	Critical Type
Balrogs	60	1	Very Fast	400	Plate	60	240We*	—	Huge
Crebain	2	1-100	Fast	10	None	50	25Bi	Small	Regular
Dragons	25	1	Very Fast	260	Plate	40	175Bi*	Huge	Huge
Dumbledors	1	1-100	Fast	3	None	40	10Bi	Tiny	Regular
Eagles, Great	30	1-10	Blind. Fast	250	Rigid L.	60	110Pi*	Huge	Huge
Ents (Onodrim)	35	1+	Medium	400	Plate	30	170Fa*	Huge	Huge
Festitycelyn	15	1	Medium	250	Plate	35	120Pi	Huge	Huge
Fell Beasts	20	1-2	Fast	210	Chain	35	95Bi*	Huge	Huge
Flies of Mordor	1	1-100	Fast	2	None	35	15Bi	Tiny	Regular
Giants	20	1-3	Medium	350	Rigid L.	30	140Ra*	Huge	Huge
Hummerhorns	3	1-20	Very Fast	35	None	50	50Ho	Medium	Regular
Huorns	20	1-20	Very Slow	350	Chain	20	75Fi	Large	Huge
Kraken, small	15	1	Mod. Fast	150	None	50	75Gr*	Medium	Large
medium	25	1	Medium	300	Soft L.	40	125Gr*	Large	Large
large	35	1	Slow	400	Rigid L.	40	150Gr*	Huge	Huge
Mearas	10	1-15	Blind. Fast	200	None	40	75Fi	Large	Regular
Mewlips	4	2-20	Mod. Fast	60	None	35	55We	—	Regular
Mûmakil	7	1-10	Fast	300	Rigid L.	25	85Ra	Huge	Large
Nazgûl	20	1-9	Fast	200	Chain	75	175We*	—	Huge
Olog-hai	15	1+	Mod. Fast	150	Plate	45	160We	—	Large
Orcs, weak	1	1+	Medium	35	None	25	35We	—	Regular
medium	3	1+	Medium	60	Rigid L.	30	60We	—	Regular
strong	5	1+	Medium	85	Chain	30	75We	—	Regular
Spiders, Great	5	1-20	Mod. Fast	50	Chain	20	60Pi*	Medium	Regular
Trolls	12	1-10	Medium	180	Rigid L.	35	150Cl	Huge	Large
Vampires	15	1	Fast	150	None	65	100Cl*	Huge	Large
Wargs	8	4-20	Very Fast	150	None	55	90Bi	Large	Regular
Werewolves	10	1-5	Very Fast	250	Rigid L.	65	120Bi*	Huge	Large
Wights, minor	10	1	Medium	100	None	40	95We*	—	Large
lesser	15	1	Medium	125	None	50	115We*	—	Large
major	25	1	Mod. Fast	175	None	60	170We*	—	Huge

ST-3 — MASTER CHARACTER TABLE

The Master Character Table contains summaries of the various bonuses for each of the six professions. These are the average bonuses based upon the character's level. These summaries are useful for determining the capabilities of non-player characters. Remember, the development process is very flexible, and for each of the professions, the above bonuses only reflect one of the possible ways of developing the skills.

Assumptions — The above bonuses were obtained by following the standard character development process. They are based on the following assumptions. Warriors, Scouts, Rangers, and Animists are Eriadorans; Bards and Mages are Gondorians. The total stat bonuses are as given below for each profession:

Scout — ST(+10), AG(+15), CO(+5), rest(+0)
Ranger — ST(+10), AG(+5), CO(+10), IT(+5), rest(+0)
Warrior — ST(+15), AG(+10), CO(+5), rest(+0)

Background options for Warriors, Scouts, and Rangers are:
1) A +10 primary weapon.
2) The "Lightning Reactions" special ability.
3) 30 gold pieces.
4) One secondary skill was developed to a skill rank of 5.

Mage — AG(+5), IG(+15), IT(+5), PR(+5), rest(+0)
Animist — ST(+5), AG(+5), IG(+5), IT(+15), rest(+0)
Bard — AG(+5), IG(+10), IT(+5), PR(+10), rest(+0)

Background options for Mages, Animists, and Bards are:
1) A +2 spell adder.
2) An extra spell list.
3) 30 gold pieces.
4) One secondary skill was developed to a skill rank of 5.

MAGE

	LEVEL									
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
No Armor	+10	+10	+10	+10	+10	+10	+10	+10	+15	+15
Defensive Bonus — +5 (+ optional mods from spells)										
Primary Weapon	+5	+5	+5	+5	+5	+5	+5	+5	+5	+5
Secondary Weapon	+10	+10	+10	+10	+10	+10	+10	+10	+10	+10
Climb	+10	+10	+10	+10	+10	+10	+10	+10	+10	+10
Ride	+10	+10	+10	+10	+10	+10	+10	+10	+10	+10
Swim	+10	+10	+10	+10	+10	+10	+10	+10	+10	+10
Track	+20	+20	+20	+20	+20	+20	+20	+20	+20	+20
Stalk/Hide	-20	-20	+10	+10	+10	+10	+10	+10	+10	+10
Pick Lock	-10	-10	-10	-10	+20	+20	+20	+20	+20	+20
Disarm Trap	-20	-20	-20	-20	-20	-20	+10	+10	+10	+10
Read Rune	+27	+34	+41	+48	+55	+62	+69	+81	+87	+91
Use Item	+17	+24	+31	+38	+45	+57	+69	+73	+77	+81
Directed Spells	+18	+31	+44	+57	+70	+75	+80	+85	+90	+95
Perception	+15	+15	+15	+15	+15	+15	+15	+15	+15	+20
Body Development (Hits)	16	22	27	33	38	44	49	55	60	66
Base Spells OB	+2	+4	+6	+8	+10	+12	+14	+16	+18	+20
# Languages	3	3	3	4	4	4	5	5	5	6
# Spell Lists	2	3	5	6	7	9	10	11	13	14

ANIMIST

	LEVEL									
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
No Armor	+15	+15	+15	+15	+15	+15	+15	+15	+15	+15
Soft Leather	-5	-5	-5	-5	-5	+0	+5	+5	+5	+5
Rigid Leather	-20	-15	-10	-5	+0	+0	+0	+0	+0	+0
Defensive Bonus — +5 (+ optional mods from spells)										
Primary Weapon	+15	+20	+25	+30	+35	+40	+45	+50	+55	+57
Secondary Weapon	+15	+20	+25	+30	+35	+40	+45	+50	+55	+57
Tertiary Weapon	+10	+10	+10	+10	+10	+10	+10	+10	+10	+10
Climb	+11	+12	+18	+24	+25	+31	+37	+38	+44	+50
Ride	+21	+27	+28	+34	+40	+41	+47	+53	+59	+65
Swim	+11	+12	+13	+14	+15	+16	+17	+18	+19	+20
Track	+11	+12	+13	+14	+15	+16	+17	+18	+19	+20
Stalk/Hide	+5	+5	+10	+15	+20	+25	+30	+35	+40	+45
Pick Lock	+10	+10	+10	+10	+10	+10	+10	+10	+10	+10
Disarm Trap	-10	+20	+20	+20	+20	+20	+20	+20	+20	+20
Read Rune	+11	+12	+18	+24	+30	+36	+42	+48	+54	+60
Use Item	+21	+27	+28	+34	+40	+46	+52	+58	+64	+70
Directed Spells	-18	+14	+21	+23	+25	+27	+29	+31	+33	+35
Perception	+21	+27	+33	+34	+40	+46	+47	+53	+59	+65
Body Development (Hits)	16	22	27	33	38	44	49	55	60	66
Base Spells OB	+2	+4	+6	+8	+10	+12	+14	+16	+18	+20
# Languages	2	2	2	3	3	3	4	4	4	5
# Spell Lists	2	3	4	5	6	7	8	9	10	11

Summary Table ST-3

ST-3 — MASTER CHARACTER TABLE

WARRIOR

	LEVEL									
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
No Armor	+15	+15	+15	+15	+15	+15	+15	+20	+20	+20
Soft Leather	+0	+0	+0	+0	+0	+0	+0	+0	+5	+10
Rigid Leather	+0	+5	+5	+5	+5	+5	+5	+5	+5	+5
Chain	-25	-15	+0	+5	+5	+5	+5	+5	+5	+5
Plate	-70	-70	-70	-35	-20	-5	+0	+0	+0	+0
Defensive Bonus — +15 (+40 w/shield)										
Primary Weapon	+43	+56	+69	+82	+95	+100	+105	+110	+115	+120
Secondary Weapon	+28	+36	+44	+52	+60	+73	+86	+91	+96	+101
Tertiary Weapon	+33	+41	+49	+57	+65	+73	+81	+94	+97	+100
Others	+28	+31	+34	+37	+40	+43	+46	+49	+57	+65
Climb	+16	+22	+23	+24	+25	+31	+32	+33	+34	+40
Ride	+6	+12	+18	+24	+30	+36	+42	+48	+54	+60
Swim	+16	+17	+18	+19	+20	+21	+22	+23	+24	+25
Track	+6	+7	+13	+14	+20	+21	+27	+28	+34	+35
Ambush	-25	-25	-25	1	1	1	1	2	2	2
Stalk/Hide	+5	+10	+10	+15	+15	+20	+20	+25	+25	+30
Pick Lock	+5	+5	+10	+10	+15	+15	+20	+20	+25	+25
Disarm Trap	+5	+5	+10	+10	+15	+15	+20	+20	+25	+25
Read Rune	-25	-25	-25	-25	-25	-25	+5	+5	+10	+10
Use Item	-25	-25	-25	-25	-25	-25	-25	+5	+5	+10
Directed Spells	-15	-15	-15	-15	-15	-15	-15	-15	-15	-15
Perception	+5	+10	+10	+15	+15	+20	+20	+25	+25	+30
Body Development (Hits)	34	47	60	73	86	99	106	114	121	129
Base Spells OB	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0
# Languages	2	2	2	2	2	2	2	2	2	2
# Spell Lists	0	0	0	0	0	0	0	0	0	0

SCOUT

	LEVEL									
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
No Armor	+25	+25	+25	+25	+25	+25	+25	+25	+25	+25
Soft Leather	+5	+5	+5	+5	+5	+5	+5	+5	+5	+5
Rigid Leather	-10	-5	+0	+5	+10	+10	+10	+10	+10	+10
Chain	-30	-30	-30	-30	-30	-25	-20	-15	-10	-5
Plate	-75	-75	-75	-75	-75	-75	-75	-75	-75	-75
Defensive Bonus — +20 (+45 w/shield)										
Primary Weapon	+41	+52	+63	+74	+80	+83	+86	+89	+92	+95
Secondary Weapon	+31	+37	+43	+49	+55	+61	+67	+73	+79	+82
Tertiary Weapon	+21	+22	+23	+24	+30	+36	+42	+48	+54	+60
Others	-10	-10	-10	-10	-10	-10	-10	-10	-10	-10
Climb	+21	+27	+33	+39	+45	+51	+57	+63	+69	+75
Ride	+6	+12	+18	+24	+30	+36	+42	+48	+54	+60
Swim	+21	+22	+23	+24	+25	+26	+27	+28	+29	+30
Track	+6	+12	+18	+24	+25	+26	+27	+33	+39	+45
Ambush	1	2	3	4	5	6	7	8	9	10
Stalk/Hide	+12	+19	+26	+28	+35	+42	+49	+56	+63	+70
Pick Lock	+7	+14	+21	+28	+35	+42	+49	+56	+63	+70
Disarm Trap	+7	+14	+21	+28	+35	+42	+49	+56	+63	+70
Read Rune	-25	-25	-25	-25	+5	+5	+5	+5	+5	+5
Use Item	-25	-25	-25	-25	-25	+5	+5	+5	+5	+5
Directed Spells	-10	-10	-10	-10	-10	-10	-10	-10	-10	-10
Perception	+13	+21	+29	+37	+45	+48	+51	+59	+67	+75
Body Development (Hits)	27	32	38	43	49	54	60	65	71	76
Base Spells OB	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0
# Languages	2	2	2	2	3	3	3	3	4	4
# Spell Lists	0	0	0	0	0	1	1	1	1	1

ST-3 — MASTER CHARACTER TABLE

RANGER

	LEVEL									
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
No Armor	+10	+10	+15	+15	+15	+15	+15	+15	+15	+15
Soft Leather	-5	-5	+0	+5	+5	+5	+5	+5	+5	+5
Rigid Leather	-10	+0	+0	+0	+0	+0	+0	+0	+0	+0
Chain	-30	-30	-30	-25	-20	-15	-5	+0	+0	+0
Plate	-75	-75	-75	-75	-75	-75	-75	-45	-35	-25
Defensive Bonus — +10 (+35 w/shield)										
Primary Weapon	+42	+54	+66	+78	+85	+89	+93	+97	+101	+105
Secondary Weapon	+22	+29	+36	+43	+50	+57	+64	+71	+78	+82
Tertiary Weapon	+17	+19	+21	+23	+30	+37	+44	+51	+58	+65
Others	-8	-6	-4	-2	+0	+2	+4	+6	+8	+10
Climb	+13	+21	+29	+37	+45	+53	+61	+69	+77	+85
Ride	+18	+26	+34	+42	+50	+58	+66	+74	+82	+87
Swim	+13	+16	+19	+22	+25	+28	+31	+34	+37	+40
Track	+8	+16	+24	+32	+40	+48	+56	+64	+72	+80
Ambush	-25	-25	1	2	2	2	3	4	5	6
Stalk/Hide	+12	+19	+26	+33	+40	+47	+54	+61	+68	+72
Pick Lock	+5	+5	+5	+5	+5	+5	+5	+5	+5	+5
Disarm Trap	-20	+10	+10	+10	+10	+10	+10	+10	+10	+10
Read Rune	-25	-25	-25	-25	+5	+5	+5	+5	+5	+5
Use Item	-20	-20	-20	-20	-20	+10	+10	+10	+10	+10
Directed Spells	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20
Perception	+12	+19	+26	+33	+40	+47	+54	+61	+68	+72
Body Development (Hits)	32	37	43	48	54	59	65	70	76	81
Base Spells OB	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0
# Languages	2	2	2	2	3	3	3	3	3	4
# Spell Lists	0	1	1	1	2	2	3	4	4	5

BARD

	LEVEL									
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
No Armor	+10	+10	+10	+10	+10	+10	+10	+10	+10	+10
Soft Leather	-35	-35	-35	-35	-35	-35	-35	-35	-35	-35
Rigid Leather	-50	-50	-50	-50	-50	-50	-50	-50	-50	-50
Chain	-70	-70	-70	-70	-70	-70	-70	-70	-70	-70
Plate	-85	-85	-85	-85	-85	-85	-85	-85	-85	-85
Defensive Bonus — +5 (+30 w/shield)										
Primary Weapon	+11	+17	+23	+29	+35	+41	+47	+53	+59	+62
Secondary Weapon	+16	+22	+28	+34	+40	+46	+52	+58	+64	+67
Tertiary Weapon	-25	-25	-25	-25	-25	-25	-25	-25	-25	-25
Others	-25	-25	-25	-25	-25	-25	-25	-25	-25	-25
Climb	+6	+7	+13	+19	+25	+31	+37	+43	+49	+55
Ride	+6	+12	+13	+19	+25	+31	+37	+43	+49	+55
Swim	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15
Track	+11	+12	+13	+14	+15	+16	+17	+18	+19	+20
Stalk/Hide	+16	+17	+23	+29	+30	+36	+42	+43	+49	+55
Pick Lock	+16	+22	+23	+29	+35	+36	+42	+48	+49	+55
Disarm Trap	-19	+12	+18	+19	+25	+31	+32	+38	+44	+45
Read Rune	+21	+27	+33	+39	+45	+51	+57	+63	+69	+72
Use Item	+16	+22	+28	+34	+40	+46	+52	+58	+64	+67
Directed Spells	-19	-18	+13	+14	+15	+16	+17	+18	+19	+20
Perception	+16	+22	+28	+34	+40	+46	+52	+58	+64	+67
Body Development (Hits)	16	22	27	33	38	44	49	55	60	66
Base Spells OB	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
# Languages	3	3	4	4	5	5	6	6	7	7
# Spell Lists	1	2	3	3	4	5	5	6	7	8

ST-4 — EQUIPMENT AND PRICE TABLE

WEAPONS

Weapon	Abbrev.	Cost	Wt.	Type
Battle-Axe	(ba)	13sp	7 lb	2-Handed
Bola	(bo)	5sp	3 lb	Missile
Broadsword	(bs)	10sp	4 lb	1-H Slashing
Club	(cl)	1cp	5 lb	1-H Concussion
Composite Bow	(cp)	17sp	3 lb	Missile
Crossbow	(cb)	25sp	8 lb	Missile
Dagger	(da)	3sp	1 lb	1-H Slashing
Flail	(fl)	19sp	6 lb	2-Handed
Halbard	(hb)	14sp	7 lb	2-H Pole Arm
Handaxe	(ha)	5sp	5 lb	1-H Slashing
Javelin	(ja)	3sp	4 lb	1-H Pole Arm
Long Bow	(lb)	10sp	3 lb	Missile
Mace	(ma)	6sp	5 lb	1-H Concussion
Morning Star	(ms)	16sp	5 lb	1-H Concussion
Mounted Lance	(ml)	5sp	10 lb	2-H Pole Arm
Net	(gn)	7sp	3 lb	1-H Concussion
Quarterstaff	(qs)	5cp	4 lb	2-Handed
Scimitar	(sc)	10sp	4 lb	1-H Slashing
Short Bow	(sb)	6sp	2 lb	Missile
Short Sword	(ss)	7sp	3 lb	1-H Slashing
Sling	(sl)	9bp	0.5 lb	Missile
Spear	(sp)	23bp	5 lb	1-H Pole Arm
2-hand Sword	(th)	20sp	8 lb	2-Handed
War Hammer	(wh)	15sp	5 lb	1-H Concussion
Whip	(wp)	2sp	3 lb	1-H Concussion

FOOD AND LODGING

Good / Service	Cost	Note
Beer/Ale	2tp	Pint
Brandy	10tp	Half-pint
Cider	1tp	Pint
Mead	5tp	Pint
Wine	6tp	Pint
Meal: Light / Normal / Heavy		**Cost:** 6tp / 1cp / 12tp
Normal rations (1 wk)	5cp	Normal spoilage. Wt. 18 lb.
Trail rations (1 wk)	1bp	Preserved; Weight 14 lb.
Greatbread (1 wk)	3gp	Preserved; Weight 4 lb.
Waybread (1 month)	15gp	Preserved; Weight 4 lb.
Poor lodging	1cp	Communal sleeping
Average lodging	2cp	Separate bedding
Good lodging	22tp	Separate room
Stable	2tp	Includes food for beast

TRANSPORT

Transport	Cost	Speed § (ft/rnd)	Capacity	Riding Bonus †
Mule/donkey	32sp	150	250 lb	-10
Mature pony	40sp	150	180 lb	+5
Light horse	45sp	225	200 lb	+0
Medium horse	60sp	180	300 lb	+0
Heavy horse	80sp	150	400 lb	+0
Lesser warhorse	20gp	180	350 lb	+15
Greater warhorse	75gp‡	150	375 lb	+30
Camel	12gp‡	100	225 lb	-15
Elephant	50gp‡	80	1000 lb	-10
Ferry service	2cp/mi	2 mph	—	—
Coach service	1cp/mi	6 mph	1000 lb	—
Wagon (8' long)	6gp	50	1500 lb	—
Small boat (10')	7gp	30	1000 lb	—
Medium boat (20')	11gp	sail	3000 lb	—
Large boat (30')	40gp	sail	5000 lb	—

PROTECTIVE EQUIPMENT

Equipment	Cost	Weight *
Shield	55bp	15 lb **
Leather Arm Greaves	2sp	2 lb
Leather Leg Greaves	2sp	2 lb
Metal Arm Greaves	4sp	3 lb
Metal Leg Greaves	4sp	3 lb
Leather Helm	25bp	2 lb
Metal Helm	4sp	3 lb
Soft Leather Armor	3sp	12 lb
Rigid Leather Armor	10sp	14 lb
Chain Armor	35sp	20 lb
Plate Armor	50sp	25 lb

ACCESSORIES

Good	Cost	Wt.	Note
Boots *	1sp	3 lb	—
Cloak *	9bp	2 lb	—
Coat *	15bp	6 lb	—
Pants *	25cp	1 lb	—
Shirt *	3bp	1 lb	—
Surcoat *	9bp	1 lb	—
Arrows (20)	4bp	3 lb	—
Backpack	2bp	2 lb	Holds 20 lb, 1cu'
Bandage	1 cp	.2lb	—
Bedroll (wool)	2bp	5 lb	Blanket
Belt Pouch	2 cp	.1 lb	Holds 1 lb, 0.1 cu'
Caltrops (5)	8bp	2 lb	—
Crossbow bolts (20)	11bp	3 lb	—
Cook/brew pot	2 bp	.5lb	Can brew herbs
Fire-starting bow	8tp	.5 lb	Takes 5 minutes
Flint and steel	1bp	.5 lb	Takes 3 minutes
Pack and packframe	33cp	3 lb	Holds 45 lb, 2 cu'
Lantern	12bp	2 lb	Lights 25' radius, 6 hr
Lock pick kit	1sp	.5 lb	+5 bonus
Oil flask	3bp	1 lb	6 hr. refill
Pegs (10 wood)	9tp	2 lb	—
Pitons (10 iron)	2bp	3 lb	—
Pole (10')	5cp	8 lb	—
Quiver (holds 20)	1bp	.5 lb	Holds bolts/arrows
Rope	4bp	6 lb	50'
Rope (superior)	12bp	3 lb	50'
Sack (50 lb)	8cp	2 lb	Holds 50 lb, 3 cu'
Satchel	1 bp	1 lb	Holds 10 lb, 0.5 cu'
Scabbard	25bp	1 lb	—
Sling Stones (20)	0	3 lb	—
Tarp (5'x8')	1bp	4 lb	—
Tent	2sp	9 lb	Holds two
Torch	3tp	1 lb	Lights 10' radius, 1 hr
Waterskin (1 pt)	1cp	0 lb	Weight 1 lb full
Weapon belt *	5bp	1 lb	—

* — Counts against encumbrance only if carried and not worn. These weights are based upon equipment for a normal human (about 5' 6" and 150 lb).

** — 8.5 lb. if under 5' tall, and 5 lb. if under 4' tall.

§ — This is the normal rate of movement in a tactical situation. It may be doubled if the rider decides to gallop (see Section 8.1, p. 45).

† — An especially intelligent animal would get an +10 bonus, but might cost more.

‡ — Rarely available unless purchased from lord or wealthy dealer in special areas.

CODES

The Codes give a small letter for the climate that the herb (or poison) is normally found in, a capital letter for the type of locale that the herb is normally found in, and a number for the difficulty of finding a dose of such a herb (see Section 14.3, p. 68).

CLIMATE CODES:

a ...arid
c ...cold
e ...everlasting cold
f ...severe cold (frigid)
h ...hot and humid
m ...mild temperate
s ...semi-arid
t ...cool temperate

LOCALE CODES:

A ...Alpine
B ...Breaks/wadis
C ...Coniferous (evergreen) forest
D ...Deciduous/mixed forest
F ...Freshwater coasts & banks
G ...Glacier/snowfield
H ...Heath/scrub
J ...Jungle/rain forest
M ...Mountain
O ...Ocean/saltwater shores
S ...Short grass
T ...Tall grass
U ...Underground (caverns, etc.)
V ...Volcanic
W ...Waste
Z ...Desert

DIFFICULTY OF FINDING:

Code	Difficulty	Mod.
1	Routine	+30
2	Easy	+20
3	Light	+10
4	Medium	+0
5	Hard	-10
6	Very Hard	-20
7	Extremely Hard	-30
8	Sheer Folly	-50
9	Absurd	-70

ST-5 — HERBS, POISONS, AND DISEASES TABLE

HERBS

Name	Codes	Form/Prep	Cost	Effect
Bone Repair —				
Arfandas	c-F-5	stem/apply	2sp	Doubles rate of healing for fractures.
Bursthelas	t-S-7	stalk/brew	110gp	Repairs shattered bones and joints.
Edram	c-F-6	moss/ingest	31gp	Mends bone.
Burn and Exposure Relief —				
Aloe	t-H-4	leaf/apply	5bp	Doubles healing rate for burns and minor cuts.
Culkas	a-Z-4	leaf/apply	35gp	Heals 10 square feet of burns.
Jojojopo	f-M-4	leaf/apply	9sp	Cures frostbite. Heals 2-20 hits resulting from cold.
Kelventari	t-T-3	berry/apply	19gp	Heals 1st and 2nd degree burns, and 1-10 hits resulting from heat.
Circulatory Repair —				
Anserke	h-O-6	root/apply	75gp	Stops bleeding by clotting and sealing wounds. Takes 3 rounds to take effect. Patient cannot move for 5 minutes without wound reopening.
Belan	h-O-5	nut/ingest	40gp	Stops any bleeding. Takes 1-10 rounds to take effect. Patient cannot move for 1 hour without wound reopening.
Harfy	s-S-6	resin/apply	150gp	Immediately stops any form of bleeding.
Concussion Relief —				
Arlan	t-T-2	leaf/apply	13sp	Heals 4-9 hits.
Darsurion	c-M-3	leaf/apply	3sp	Heals 1-6 hits.
Draaf	s-O-2	leaf/ingest	5sp	Heals 1-10 hits.
Gariig	a-Z-3	cactus/ingest	55gp	Heals 30 hits.
Gefnul	e-V-5	lichen/ingest	90gp	Heals 100 hits.
Mirenna	c-M-3	berry/ingest	10gp	Heals 10 hits.
Rewk	t-D-3	nodule/brew	9sp	Heals 2-20 hits.
Thurl	t-D-1	clove/brew	1sp	Heals 1-4 hits.
Winclamit	c-C-7	fruit/ingest	100gp	Heals 3-300 hits.
Yavethalion	m-O-5	fruit/ingest	45gp	Heals 5-50 hits.
General Purpose Herbs —				
Arkasu	m-T-4	sap/apply	12gp	Heals 2-12 hits. Doubles rate of healing for major wounds.
Arthond	c-M-2	root/ingest	5bp	Decongestant. Adds 20 to resistance vs common cold. Speeds recovery from respiratory illness by 5x.
Athelas	t-C-5	leaf/brew	200gp	Capable of curing anything while patient still alive, but healing only as effective as the healer. Full effect only in hands of an "ordained" king. See Appendix A-6.4 (p. 218) for details.
Attanar	t-F-4	moss/apply	8gp	Cures fever.
Delrean	c-C-2	bark/apply	3sp	Repels any insect. Smells foul.
Felmather	m-O-5	leaf/ingest	105gp	Allows a mental summons of one "friend." Range 300'x user's level. Relieves coma.
Menelar	e-C-6	cone/brew	65gp	Cures any non-mental disease.
Melandar	c-F-3	moss/brew	12sp	Adds 10 to Resistance Rolls against disease for 1-10 days.
Ulnaza	e-W-7	leaf/ingest	450gp	Antidote to any poison if taken within one day.
Ur	f-H-3	nut/ingest	3gp	One day's nutrition.
Life Preservation (see Section 17.0, p. 74-75) —				
Degiik	h-O-5	leaf/ingest	100gp	Lifekeeping (1 day).
Oiolosse	f-F-8	clove/ingest	600gp	Lifegiving for Elves, if given within 7 days of death.
Olvar	f-O-6	flower/ingest	200gp	Lifekeeping (2-20 days).
Pargen	h-J-8	berry/ingest	800gp	Lifegiving, if given within 4 days.
Pathur	a-H-4	nodule/ingest	35gp	Lifekeeping (1 hour).
Tyr-fira	f-A-9	leaf/ingest	1200gp	Lifegiving, if given within 56 days.
Mind Alteration —				
Arunya	m-S-3	root/brew	4sp	Causes sleep and quick unconsciousness. One hour's sleep equals 4. Addictive if used too often. Withdrawal = sleeplessness.
Brorkwilb	m-V-4	flower/ingest	9gp	Euphoric. Allows for shared dreams with family member. Very addictive.
Gort	m-T-4	leaves/ingest	10gp	Euphoric stimulant/hallucinogen (dry,crush,inhale). +10 to user's PR for 2 hours, then -50 to activity for 1-10 hours.
Hoak-foer	s-S-3	flower/ingest	67gp	Hallucinogen. Cures mind loss and mental diseases, but prevents movement for 1-10 weeks.
Nelisse	s-V-4	leaf/brew	9sp	Euphoria (-50 to activity) for 1 hr. Yields 1 day's nutrition.

ST-5 — HERBS, POISONS AND DISEASES TABLE

Name	Codes	Form/Prep	Cost	Effect
Muscle, Cartilage, & Tendon Repair —				
Arnuminas	m-S-2	leaf/apply	6bp	Doubles rate of healing for ligament, cartilage, muscle damage.
Arpsusar	t-F-5	stalk/brew	30gp	Mends muscle damage.
Dagmather	s-S-5	spine/brew	28gp	Heals cartilage damage.
Ebur	m-O-4	flower/ingest	22gp	Repairs sprains.
Nerve Repair —				
Belramba	s-C-6	lichen/brew	60gp	Repairs nerve damage.
Terbas	m-D-3	leaf/apply	2gp	Doubles rate of healing for nerve damage.
Organ Repair & Preservation —				
Aldaka	c-M-5	root/brew	102gp	Restores sight.
Berterin	m-D-3	moss/brew	19gp	Preservation of organic material up to body size for 1 day.
Febfendu	c-F-4	root/brew	90gp	Restores hearing.
Siran	s-S-6	clove/ingest	80gp	Restoration of 1 organ. Side effect: skin disease (PR reduced to 10% of normal).
Siriena	s-S-5	grass/apply	70gp	Preservation of organic material up to body size for 1 week.
Tarnas	h-J-6	nodule/brew	220gp	Repairs organ damage.
Physical Alteration & Enhancement —				
Atigax	f-H-4	root/brew	40gp	Protects eyes in intense light or glare. Allows sight despite sudden or blinding light. Lasts 9 hrs.
Breldiar	m-V-4	flower/ingest	25gp	Subtracts 30 from maneuver and melee. Adds 50 to spells and missile attacks. Euphoria. Lasts 1 hr.
Gylvir	m-O-5	algae/ingest	45gp	Allows one to breathe under water (only) for 4 hrs.
Kathkusa	f-W-3	leaf/ingest	50gp	2x strength (1-10 rnds). +10 to OBs; double hits given to foes.
Kilmakur	h-S-5	root/brew	65gp	Protects versus flame and heat for 1-10 hrs.
Klagul	s-S-3	bud/brew	27gp	Allows sight like an Elf's (6 hrs).
Megillos	c-M-3	leaf/ingest	12sp	Increases visual perception (range and power) for 10 minutes.
Yaran	t-S-2	pollen/ingest	9sp	Acute smell and taste (1 hr).
Zulsendura	a-U-4	mushroom/ingest	70gp	Haste (3 rounds).
Zur	c-U-4	fungus/brew	12gp	Enhances smell and hearing (1 hr).
Stat Modifiers —				
Lestagii	a-Z-9	bud/ingest	520gp	Restores any one stat loss other than those due to age.
Merrig	s-S-5	thorn/brew	2gp	Daily use increases PR and AP by 5. Effect occurs after 10 days use and addiction results after 2 weeks. Interruption of use and withdrawal means loss of 10 from CO, 5 from IG, and the 5 to PR and AP.
Stun Relief *(can be consumed before hand, but % chance of failure is equal to the # of minutes since consumption)* **—**				
Suranie	t-F-3	berry/ingest	2gp	Stun relief (1 rnd).
Vinuk	s-S-4	root/brew	12sp	Keeps 10 days. Stun relief (1-10 rounds).
Witan	h-J-6	leaf/ingest	12gp	Relieves 2 rounds of stun effects.
DISEASES (lvl is the attack level) —				
Angurth	—	fleas	—	(lvl 2) Slow and painful death.
Bukandas	—	certain wolves	—	(lvl 4) Severe asthma.
Grelnixar	—	Vrel plant	—	(lvl 8) Running death. Whenever able, the victim will run.
Igturfas	—	certain snakes	—	(lvl 5) Feeblemindedness. IG drops by 20.
Jadaras	—	Janar grass	—	(lvl 2) Agility drops by 5.
Shutinis	—	Hultif bugs	—	(lvl 3) Insanity.
Vemaak	—	certain hornets	—	(lvl 7) Hearing loss.
POISONS (lvl is the attack level) —				
Acaana	f-M-7	flower/paste	600gp	(lvl 10) Kills instantly.
Asp venom	m-T-3	Asp/paste	23gp	(lvl 5) Loss of limb struck.
Dynallca	h-F-3	leaf/paste	14gp	(lvl 3) Destroys hearing and gives 10 hits.
Galenaana	c-A-6	leaf/powder	179gp	(lvl 9) Kills Elves; puts others into a coma.
Jegga	m-U-5	bats/paste	92gp	(lvl 7) Gives 1-100 hits.
Jitsu	m-O-4	clams/liquid	34gp	(lvl 5) Gives 1-50 hits.
Juth	a-Z-5	scorpion/liquid	41gp	(lvl 2) Causes gradual insanity.
Karfar	h-J-4	leaf/paste	142gp	(lvl 7) Kills in 2-12 rounds.
Kly	s-H-5	berry/paste	154gp	(lvl 3) Gives 3-300 hits.
Klytun	s-B-4	root/paste	53gp	(lvl 5) Causes 1-10 day coma.
Silmaana	m-T-2	stalk/powder	4gp	(lvl 9) Scars skin and gives 2-20 hits.
Slota	t-D-7	spider/paste	36gp	(lvl 5) Slow (1 day) paralysis and death.
Taynaga	c-C-5	bark/powder	27gp	(lvl 8) Sterilizes and gives 5-50 hits.
Uraana	t-S-3	leaf/paste	12gp	(lvl 6) Gives 3-30 hits.
Zaganzar	t-M-6	root/liquid	139gp	(lvl 2) Blinds and gives 1-10 hits.

FORM/PREP

(Form and Required Preparation)

Brew — Takes 20 rounds after water is boiled, then it may be drunk.

Ingest — May be eaten, chewed, drunk, or inhaled, whichever is appropriate.

Apply — Takes 1-10 rounds to prepare. The herb is then applied to the area of injury.

Paste — Poison is made into a paste which may be applied to edged or pointed weapons. It will remain effective for up to 1 week or until an opponent is struck. If a critical is obtained, the opponent must make a Resistance Roll or he takes the effect. If the result of the attack is only hits, the poison is gone. It may also be put into food or drink.

Liquid — As paste, except it only remains effective for 1 hour.

Powder — May not be applied to weapons. It may be placed in food or drink.

COST

Normal cost if available.

EFFECT

A maximum of 1 dose can take effect on a character each round. The effect is based on a dose weighing 0.5 ounce.

ADDICTION

A Gamemaster may wish to make certain herbs addictive. In such a case, use of the herb will become less effective, and the addict will require the herb to operate at full effectiveness (see Merrig under *Stat Modifiers* as an example).

ST-6 — TREASURE TABLE

DETERMINING THE COMPOSITION OF A TREASURE

Most of the time, a Gamemaster will choose a treasure that is appropriate for a particular adventure site. However, it may sometimes be necessary to quickly generate a random treasure or part of a treasure.

The charts below are included to help the Gamemaster in this task. The Gamemaster must assign a relative richness (very poor, poor, normal, rich or very rich) to the treasure's wealth (money, gems and jewelry) and to the treasure's magic item content. The richness of these factors may differ. For example, a treasure might be very rich in terms of wealth, but poor in terms of magic items. Each chart has a section for determining the size of the treasure; alternatively, the Gamemaster may decide on the size. The size of the treasure is reflected in the number of rolls allowed on the composition section of each chart. These charts are only included to provide aid to the Gamemaster. He should use them as he sees fit.

MONEY, GEMS AND JEWELRY CHART

First roll to determine the size of the treasure (the number of composition rolls allowed). Then make a number of rolls to determine the actual composition.

Gems & Jewelry — (Jw. = Jewelry) Gems and jewelry are forms of wealth that are more portable than most money. They are also more easily identifiable and more difficult to assess. The value in parentheses after "Gem" or "Jw." indicates the approximate value in gold pieces.

Money — The GM should keep in mind that most money is in the form of tin pieces (tp) and copper pieces (cp), followed in decreasing frequency by bronze pieces (bp), silver pieces (sp), gold pieces (gp), and mithril pieces (mp). Often the sheer weight of the money in a treasure will limit the amount which can be carried away.

TREASURE SIZE (Money, Gems, Jewelry):

1st Roll	# Composition Rolls
01-30	1
31-55	2
56-75	3
76-90	4
91-100	5

COMPOSITION:

2nd Roll	Very Poor	Poor	Normal	Rich	Very Rich
	RELATIVE RICHNESS				
01-10	50 tp	500 tp	1000 tp	5000 tp	10000 tp
11-20	100 tp	1500 tp	3000 tp	7500 tp	5000 cp
21-30	500 tp	2500 tp	5000 tp	1000 cp	10000 cp
31-35	1000 tp	500 cp	1000 cp	1750 cp	1500 bp
36-40	2000 tp	750 cp	1500 cp	2500 cp	2000 bp
41-45	300 cp	1000 cp	2000 cp	400 bp	250 sp
46-50	400 cp	1250 cp	250 bp	500 bp	300 sp
51-55	500 cp	150 bp	300 bp	600 bp	400 sp
56-60	600 cp	200 bp	350 bp	70 sp	60 gp
61-65	70 bp	250 bp	40 sp	90 sp	80 gp
66-70	80 bp	30 sp	50 sp	110 sp	100 gp
71-75	90 bp	35 sp	60 sp	15 gp	125 gp
76-80	100 bp	40 sp	70 sp	25 gp	150 gp
81-85	12 sp	50 sp	8 gp	35 gp	2 mp
86-90	15 sp	60 sp	10 gp	45 gp	Gem(250)
91-94	20 sp	7 gp	15 gp	Gem(60)	Gem(300)
95-97	3 gp	8 gp	Gem(20)	Gem(80)	Jw.(400)
98-99	5 gp	Gem(10)	Gem(50)	1 mp	Jw.(600)
100	Gem(10)	Jw.(25)	Jw.(100)	Jw.(500)	Jw.(1000)

Summary Table ST-6

MAGIC ITEM CHART

First roll to determine the size of the treasure (the number of rolls allowed). Then make a number of rolls to determine the actual composition. If any "Spell" results are obtained, further rolls are required to determine what the spell item is and what spell is in it.

Normal Equipment — ("Normal") Many treasures will include lots of normal, non-magic equipment (e.g., weapons, rope, tools, clothing, books, and manuscripts, etc.).

Light Equipment — ("# % Light") Equipment which weighs # % of normal. The weight of equipment (e.g., weapons, armor, shields, food, etc.) is often a big hindrance to a character. A piece of equipment which is lighter than normal is often very valuable to a character.

Magic Items with Bonuses — ("+ # Bonus") An item with a + # bonus. See Section 15.5, p. 72.

Bonus Spell Items — ("+ # Adder" or "x # Mult.") A +# spell adder or a x# spell multiplier. See Section 15.5, p. 72.

Magic Items Containing Spells — ("Spell") An item containing a spell, roll on the Spell List Chart and the Item and Spell Level Chart (p. 259). See Section 15.5, p. 72.

Special Items — (Special) The GM may create (make up) any magic item that he wants (or he can roll again twice on the next richer column). Often these do not fall into the categories above. A good example of this type of item is a "slaying" weapon, which will be especially deadly against certain creatures. For example, a sword of "Orc-slaying" is treated as a normal sword against all non-Orc foes. However, if it is used to give a critical to a Orc, the Orc takes two criticals (two separate rolls): the normal critical and a critical that is resolved on Table CT-10 (p. 239).

Artifacts — (Artifact) Artifacts are special items that are very powerful, and often contain multiple powers and abilities. The One True Ring and the Elven rings of power are examples of artifacts. Usually these items have a history and a cultural or political significance.

TREASURE SIZE (Magic Items):

First Roll	Very Poor	Poor	Normal	Rich	Very Rich
	RELATIVE RICHNESS				
01-20	0	0	0	0	2
21-40	0	0	0	1	2
41-55	0	0	1	2	2
56-70	0	1	1	2	3
71-80	0	1	2	2	3
81-90	1	1	2	3	4
91-95	1	2	3	3	4
96-98	2	3	4	4	5
99-100	3	3	4	5	6

COMPOSITION:

2nd Roll	Very Poor	Poor	Normal	Rich	Very Rich
	RELATIVE RICHNESS				
01-10	Normal	Normal	Normal	80% Light	60% Light
11-20	Normal	Normal	80% Light	60% Light	40% Light
21-30	Normal	80% Light	60% Light	40% Light	Spell
31-40	80% Light	60% Light	40% Light	+5 Bonus	Spell
41-50	80% Light	60% Light	+5 Bonus	+10 Bonus	Spell
51-55	60% Light	+5 Bonus	+5 Bonus	+10 Bonus	+5 Bonus
56-60	60% Light	+5 Bonus	+10 Bonus	+15 Bonus	+10 Bonus
61-65	+5 Bonus	+5 Bonus	+10 Bonus	+15 Bonus	+10 Bonus
66-70	+5 Bonus	+5 Bonus	+10 Bonus	Spell	+15 Bonus
71-75	+5 Bonus	+10 Bonus	+15 Bonus	Spell	+20 Bonus
76-80	+5 Bonus	+10 Bonus	Spell	Spell	+1 Adder
81-85	+10 Bonus	+15 Bonus	Spell	Spell	+2 Adder
86-90	+10 Bonus	Spell	Spell	+1 Adder	x2 Mult.
91-94	Spell	Spell	+1 Adder	+2 Adder	+3 Adder
95-97	Spell	+1 Adder	+2 Adder	x2 Mult.	x3 Mult.
98-99	+1 Adder	+2 Adder	x2 Mult.	+3 Adder	Special
100	Special	Special	Special	Special	Artifact

ST-6 — TREASURE TABLE

Note: See the descriptions of magic items to determine the type of items. Suggested items include: weapons, armor, helmets, greaves, shields, tools, saddles, cloaks, boots, gloves, glasses, etc. The Gamemaster should determine the type of item based upon the adventure site and situation.

CHOOSING A SPELL AND SPELL ITEM

The Magic Item Chart on the previous page may indicate that a spell item (i.e., spell) is included in a treasure, or a GM may want to randomly choose a spell which is in an item. The two charts below provide a mechanism for choosing a spell and a spell item. Using the Spell List Chart, roll to determine which type of spell list the spell is from; then roll to determine the specific spell list. Then the Item and Spell Level Chart can be used to determine the type of item (if the Gamemaster has not already decided) and to determine the level of the spell. If the spell obtained is inappropriate, just repeat the process or part of the process, as necessary.

SPELL LIST CHART

1st Roll: Determines the Spell List Type

2nd Roll	01-30 Open Essence Lists	31-60 Mage Lists	61-75 Open Channeling Lists	76-90 Animist Lists	91-100 Bard & Ranger Lists
01-02	Curse	Curse	Curse	Curse	Curse
03-14	Physical Enhancement	Fire Law	Nature's Lore	Direct Channel	Lore
15-26	Essence's Ways	Ice Law	Nature's Movement	Blood Ways	Controlling Songs
27-38	Unbarring Ways	Earth Law	Spell Defense	Bone/Muscle Ways	Sound Control
39-50	Essence Hand	Light Law	Surface Ways	Organ Ways	Item Lore
51-62	Spell Ways	Wind Law	Protections	Animal Mastery	Path Mastery
63-74	Essence Perceptions	Water Law	Detection Mastery	Plant Mastery	Moving Ways
75-86	Illusions	Lofty Bridge	Sound/Light Ways	Purifications	Nature's Guises
87-98	Spirit Mastery	Living Change	Calm Spirits	Creations	Nature's Ways
99-100	Special	Special	Special	Special	Special

Curse — The spell is some how cursed; it may attack a character or affect him in some other negative fashion (e.g., a disease, a poison, a drop in stats, a phobia, etc.). The Gamemaster has great flexibility in this matter.

Special — The Gamemaster may make up a totally new spell, or make a higher level spell based upon the existing spells (e.g., a *Firebolt* with a longer range, a *Haste V* spell, etc.).

ITEM AND SPELL LEVEL CHART

1st Roll (if necessary): Determines The Type of Item

2nd Roll	01-40 Rune Paper	41-65 Potion	66-70 Daily I	71-75 Daily II	76-80 Daily III	81-85 Daily IV	86-94 Wand	95-98 Rod	99-00 Staff
01-20	1st	1st	1st	1st	1st	1st	1st	1st	1st
21-25	2nd	1st	1st	1st	1st	1st	1st	1st	2nd
26-30	2nd	1st	1st	1st	1st	1st	1st	1st	2nd
31-35	2nd	2nd	1st	1st	1st	1st	1st	2nd	3rd
36-40	2nd	2nd	2nd	1st	1st	1st	1st	2nd	3rd
41-45	3rd	2nd	2nd	2nd	1st	1st	1st	2nd	4th
46-50	3rd	2nd	2nd	2nd	2nd	1st	1st	2nd	4th
51-55	3rd	2nd	3rd	2nd	2nd	1st	1st	2nd	5th
56-60	4th	3rd	3rd	2nd	2nd	2nd	2nd	3rd	5th
61-65	4th	3rd	3rd	3rd	2nd	2nd	2nd	3rd	6th
66-70	4th	3rd	4th	3rd	2nd	2nd	2nd	3rd	6th
71-75	5th	4th	4th	3rd	3rd	2nd	2nd	3rd	7th
76-80	5th	4th	5th	4th	3rd	2nd	2nd	4th	7th
81-85	6th	5th	5th	4th	3rd	2nd	2nd	4th	8th
86-90	7th	6th	6th	5th	3rd	3rd	2nd	4th	8th
91-94	8th	7th	7th	5th	4th	3rd	2nd	5th	9th
95-97	9th	8th	8th	6th	4th	3rd	2nd	5th	9th
98-99	10th	9th	9th	7th	5th	3rd	2nd	5th	10th
100	10th	10th	10th	7th	5th	3rd	2nd	5th	10th

Note: The Gamemaster should determine the number of charges left in a wand (maximum of 10), a rod (maximum of 30), or a staff (maximum of 100). A 1–100 die roll can help, low rolls indicating few charges and high rolls indicating lots of charges. He may also want to include multiple charges (or doses) on special scrolls and potions. A Daily # item may be used to cast a spell a number (#) of times each day (e.g., a Daily III item could be used 3 times a day), and may take any form that the Gamemaster wishes (e.g., a ring, a weapon, a bracelet, an earring, a rod, etc.).

ST-7 — MAGIC ITEM PRICING TABLE

COST =
(Base Cost + Additional Cost) x Multiplicative Factors

MULTIPLICATIVE FACTOR:

Due to Item Bonus	Due to Item Weight
10x .....+5 bonus	1x ..... 100% of weight given
50x ....+10 bonus	10x .... 80–99% of weight given
250x ....+15 bonus	50x .... 60–79% of weight given
1000x ....+20 bonus	100x .... 40–59% of weight given
5000x ....+25 bonus	

BASE COST:

- A piece of Rune Paper (holds one spell) ..... 1 gp
- A vial of Potion (holds one spell) ..... 10 gp
- A Charge Item:
  - Wand ..... 10 gp + the normal cost of the item
  - Rod ..... 30 gp + the normal cost of the item
  - Staff ..... 100 gp + the normal cost of the item
- A Daily Item ..... 20 gp + the normal cost of the item
- +1 spell adder ..... 50 gp
- +2 spell adder ..... 100 gp
- +3 spell adder ..... 200 gp
- +4 spell adder ..... 400 gp
- x2 spell multiplier ..... 200 gp
- x3 spell multiplier ..... 400 gp
- A bonus item ..... the normal cost of the item

ADDITIONAL COST (in gold pieces) DUE TO IMPLANTED SPELLS:

Type of Item Or Bonus	Level of the Spell in the Item *									
	1	2	3	4	5	6	7	8	9	10
Rune Paper	3	10	20	30	40	60	80	100	125	150
Potion	5	15	30	45	60	90	120	150	200	225
Daily Item †	15	50	100	150	200	300	400	500	600	750
Wand	10	30	—	—	—	—	—	—	—	—
Rod	40	80	120	150	200	—	—	—	—	—
Staff	100	150	200	250	300	400	500	600	700	800

Note: Recharging a wand, rod or staff after it has been exhausted costs half of the above—although, finding someone with both the skill and the willingness to perform such an operation may be difficult.

* – Channeling spells cost double these prices.

† – Once per day; add half of factor for each additional time per day.

Old Bridge in Beleriand

ST-8 — WEATHER TABLE

Month	STANDARD PRECIPITATION Rainy	Humid	Temperate	Wet and Dry	Dry	Arid
1. Narwain (Winter)	10.5" (90)	2" (20)	2" (20)	1" (10)	25" (02)	– (01*)
2. Ninui (Winter)	9" (85)	2.5" (25)	1.5" (15)	.25" (02)	.25" (02)	– (01*)
3. Gwaeron (Winter)	10.5" (90)	3.5" (20)	2" (02)	.25" (02)	.25"	– (01*)
4. Gwirith (Spring)	10.5" (90)	4" (75)	1.5" (15)	.75" (08)	.25" (03)	– (01*)
5. Lothron (Spring)	8" (80)	4.5" (80)	2" (20)	2.5" (20)	.25" (03)	.25" (02)
6. Nórui (Spring)	4" (40)	5.5" (85)	2" (20)	2" (20)	.75" (07)	.25" (03)
• Loéndé (intercalary day: Midyears)						
7. Cerbeth (Summer)	2.5" (25)	4.5" (80)	3" (30)	3" (30)	1.5" (15)	– (01*)
8. Úrui (Summer)	1.5" (15)	4" (75)	3" (30)	4.5" (45)	1.5" (15)	– (01*)
9. Ivanneth (Summer)	2" (20)	6.5" (95)	2.5" (25)	5" (50)	1.5" (15)	– (01*)
10. Narbeleth (Fall)	5" (50)	6.5" (90)	3.5" (35)	11" (95)	1" (10)	– (01*)
11. Hithui (Fall)	6" (60)	3" (45)	2.5" (25)	12" (99)	.25" (03)	– (01*)
12. Girithron (Fall)	8" (80)	2.5" (25)	2.5" (25)	7" (70)	.25" (02)	– (01*)
• Mettaré (intercalary day: Yearsend)						

The first figure represents the mean in inches; the second or parenthetical is the probability number. Roll the dice each day, and a roll equal to or less than the probability number means that there will be precipitation that day. The lower the number, the heavier the precipitation during a given time.

Computation of the type of precipitation is keyed to the area's temperature for the given day: snow – below 32°; sleet – at 32°; rain – above 32°. When it snows, there is a 1% chance of hail, and a 4% chance of an ice storm. * = 50% chance of dew or fog, but no further precipitation.

Rainy — hot or warm; one or two dry months; wet the rest of the year; frequent heavy rains.

Humid and Temperate — precipitation in all seasons; light to moderate precipitation spread over many days, although heavy downpours occur on occasion; heavy fogs in highlands or along coasts.

Wet and Dry — distinct and extreme wet and dry seasons; very heavy precipitation during wet season; little or no precipitation during dry period.

Dry — areas with cold or hot climates; modest precipitation concentrated during warm-moderate temperature periods; dry the rest of the year.

Arid — extremely cold or hot areas; light to negligible precipitation; rapid evaporation or ground absorption.

Standard Temperatures

The following table gives temperature ranges for a variety of locales. The Gamemaster should (a) note the size of the range, (b) roll the dice, and (c) apply the result with high rolls corresponding to high temperatures.

Month	Hot	Warm	Temperate	Cool	Cold
1	60-75°	45-65°	10-50°	0-35°	(-40)-0°
2	55-70°	40-60°	0-45°	(-20)-30°	(-50)-0°
3	55-75°	45-60°	10-55°	(-10)-40°	(-45)-10°
4	65-85°	50-70°	25-65°	15-55°	(-25)-25°
5	75-95°	60-90°	50-75°	20-60°	0-40°
6	80-105°	70-95°	60-90°	40-80°	20-50°
7	90-115°	85-105°	65-95°	46-85°	35-60°
8	90-115°	80-105°	70-100°	40-80°	35-65°
9	75-100°	65-95°	55-85°	30-60°	20-50°
10	70-90°	60-85°	45-70°	20-55°	0-40°
11	65-85°	55-75°	30-65°	10-45°	(-20)-30°
12	60-85°	50-70°	20-55°	0-40°	(-30)-15°

ST-9 — STRATEGIC MOVEMENT RATE TABLE

Transport Type	TERRAIN TYPE Road	Open	Forest	Rough	Rough & Forest	Mountainous
Sneaking	4	4	3	2	2	1
Careful walk	8	7	4	4	3	2
Normal walk	10	8	6	5	3	2
Jog/Walk	15*	12*	9*	7*	4**	3**
Slow Ride	15	12	9*	7*	4*	3**
Fast Ride	25	18*	12**	10**	6**	4**

Note: Result is the miles covered in a 4 hour period.

* — Requires a maneuver roll once every 4 hours from each character.

** — Requires a maneuver roll once every 2 hours from each character.

ST-10 — ENCOUNTER TABLE

Encounter Roll	Population Density: Dense	Moderate	Light	Sparse	Waste
01–30	s/–	–/–	–/–	–/–	–/–
31–50	e/–	s/–	–/s	–/s	–/–
51–60	e/–	s/–	s/s	–/s	–/–
61–70	e/–	e/–	s/s	–/s	–/s
71–80	e/–	e/s	s/s	–/s	–/s
81–90	e/–	e/s	e/s	–/s	–/h
91–100	h/s	e/s	e/s	–/h	–/h
101–120	h/h	e/s	e/h	s/h	–/h
121–140	a/h	h/h	h/h	e/h	s/a
141–160	a/a	a/h	h/h	e/h	e/a
161–180	a/a	a/a	a/h	h/a	h/a
181–200	t/a	a/a	a/a	a/a	a/t
201+	t/t	t/t	t/t	t/t	t/t

Note: This table is intended to cover the usual pattern of encounters between player characters and local inhabitants or wild beasts. The "Population Density" categories (i.e., each column) represent the relative density of social beings or inhabitants. The "Encounter Roll" is the difference between the GM's *Activity Roll* and the traveling group's *Avoidance Roll* (see Section 14.2, p. 66-68).

Results: The letter codes before the slashes represent interaction with social beings, usually local inhabitants; letters that follow the slashes cover interaction with wild beasts. If there is a letter in both categories, the GM should roll again: a low result (i.e., 01-50) means that there is an encounter with wild beasts; a high result (i.e., 51-00) means interaction with social beings.

Encounter Codes:

t = trap or ambush or surprise attack
a = attacking group
h = hostile group
e = basic encounter
s = sighting by another group

The encounter codes are meant to be general and relative. A basic encounter with a group from an outrageously brutal or suspicious culture may be more dangerous than a hostile force of passive people. The GM should take note of the local folk and beasts to determine which type will be involved and what their relative strength will be. A simple rule of thumb: the higher the Encounter Roll (i.e., the difference between the Activity Roll and the Avoidance Roll), the more dangerous the encounter. The GM may wish to increase the number of capabilities of the given inhabitants or beasts accordingly. Specific Middle-earth sourcebooks and modules will often give Special Encounter Tables keyed to specific regions and locales.

Modifications to the Activity Roll:

Terrain Moving In:
+30 ..... Road
+20 ..... Open
-10 ..... Forest
-15 ..... Rough
-30 ..... Forest and Rough
-40 ..... Mountainous

Activity of Inhabitants:
+25 ..... Hostile
+50 ..... Patrolled area
+100 ..... If hue and cry (see Section 14.2, p. 68)
+30 ..... Night-adapted inhabitants at night
-30 ..... Night-adapted inhabitants during day

General:
-50 ..... Traveling at night *
-10 ..... Perception
variable ..... spells used to detect groups

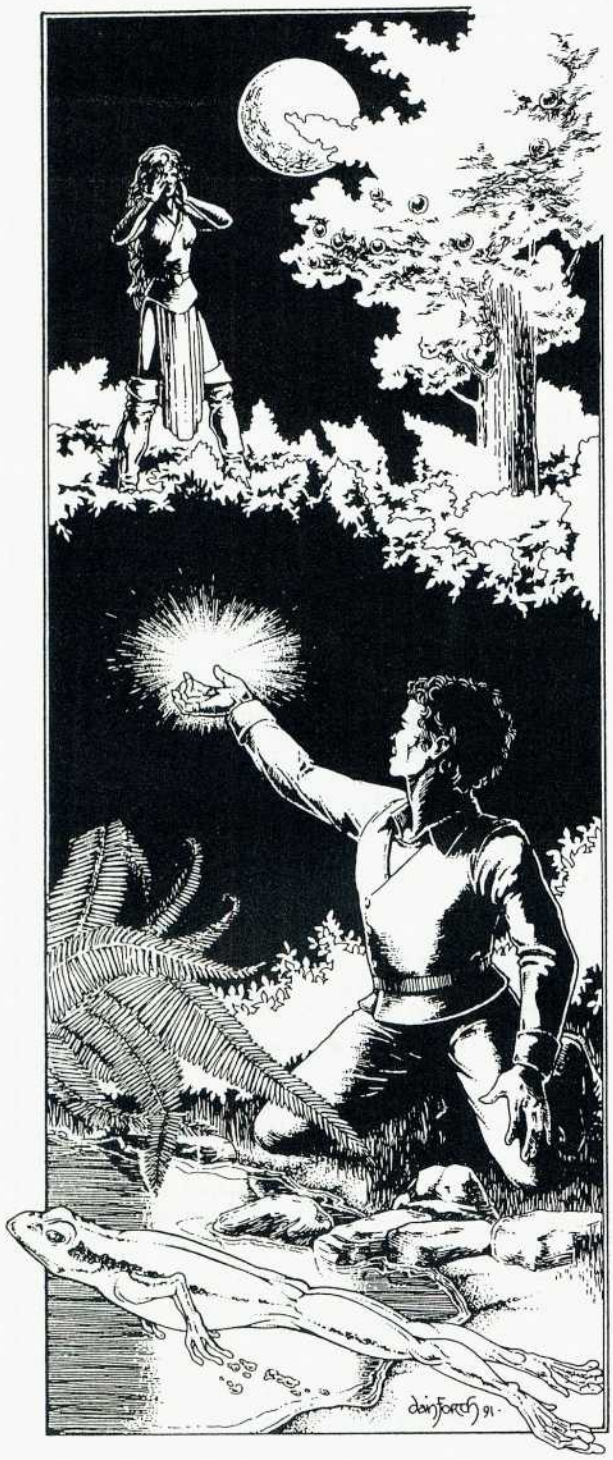
Modifications to the Avoidance Roll:

Group Size: **
-50 ..... one
-20 ..... two
+0 3-4
+10 5-7
+20 8-10
+50 11-20
+75 21-50
+100 ..... 51+

Travel Mode:
-50 ..... Sneaking
-20 ..... Careful walk
+0 ..... Normal walk
+10 ..... Jog/walk
+20 ..... Slow ride
+40 ..... Fast ride
variable ..... Flying, boat, ship, etc.

General:
-30 ..... if actively searching for something
variable ..... spell used by the group
+20 ..... if in camp and traveled 12 hours
+40 ..... if in camp and traveled 16 hours

* – This can be lowered depending upon the lighting (e.g., moon or stars on a clear night).
** – Rangers, Elves and Hobbits count 1/2.



Hobbit retrieves a lost ring

ST-11 — ACTION TABLE

Action	Additional Information & Options
Prepare a Spell	May take 10' movement later.
Cast a Spell.	May take 20' movement later.
Missile Attack	May take 10' movement later.
Loading/Reloading	May take 10' movement later.
Missile Parry	Half of OB is subtracted from one missile attack. May later take half movement **or** later make a melee attack with half his OB.
Moving Maneuver	The maneuver may not cover a distance of over half that of the character's normal movement.
Melee Attack	May take 10' movement. May shift equipment, in which case OB is lowered by 30 for each item shifted (drawn, sheathed or unslung). Part of the OB may be used to parry one opponent's attack (a melee parry).
Movement	Movement is decreased by 10' for each item shifted.
Static Maneuver	No additional action allowed.

Cancel Action — Any action may be canceled before it is resolved. The character may then perform one of the following actions during the appropriate part of the round:

1) Melee with half normal Offensive Bonus.
2) Move half of his normal movement.
3) Make a maneuver modified by -30.

Opportunity Action — Any action may be delayed by making the action an opportunity action. Once an action is delayed, no other action may take place until the opportunity action is resolved or canceled. However the opportunity action may be initiated at any time during the current round or a following round.

Note: *If a Gamemaster is using facing for the characters (see Section 9.0, p. 55), a change of facing may accompany movement, even if the movement is made in addition to another action.*

ST-12 — SPELL USE RISK TABLE

Each time a character casts a spell, the Gamemaster should make an open-ended roll and add the Risk Factor for the spell and the Period Modifier:

Spell Use Risk Roll = open-ended roll + Risk Factor + Period Modifier

Early Third Age ..... -15
Middle Third Age ..... +0
Late Third Age ..... +25
Fourth Age ..... -25

If the modified result is 100 or more, some sort of "shadow force" has noticed the casting of the spell. A second open-ended roll must be made on the chart below. Otherwise, nothing unusual happens.

The results below are guidelines to help a Gamemaster determine the consequences of the spell being noticed. The GM should modify the results to reflect the specific area and circumstances. For example, the implementation of these results can be delayed for days.

	AREA TYPE							
Roll	Haven	Civilized/ Urban	Civilized/ Rural	Border/ Urban	Border/ Rural	Wilds	Shadow-lands	Shadow-Holds
≤ 05	nothing	nothing	nothing	nothing	nothing	nothing	nothing	Sighting
06–20	nothing	nothing	nothing	Sighting	nothing	nothing	Sighting	Spotting
21–30	nothing	Sighting	nothing	Sighting	Sighting	nothing	Spotting	Creature
31–40	nothing	Sighting	Sighting	Spotting	Sighting	Sighting	Spotting	Creature
41–50	nothing	Sighting	Sighting	Spotting	Spotting	Spotting	Creature	Patrol
51–60	nothing	Spotting	Spotting	Spotting	Spotting	Creature	Creature	Patrol
61–70	nothing	Spotting	Spotting	Ambush	Creature	Creature	Patrol	Ambush
71-80	Sighting	Ambush	Creature	**Kidnapping**	Creature	Creature	Patrol	Army Unit
81–90	Sighting	**Kidnapping**	Ambush	**Kidnapping**	Ambush	Creature	Ambush	Army Unit
91–100	Spotting	Assassin	Assassin	Assassin	Patrol	Ambush	Army Unit	Special
101–150	Spotting	**Kidnapping**	**Kidnapping**	**Kidnapping**	Assassin	Patrol	Special	Special
151–200	**Kidnapping**	Assassin	Assassin	Assassin	Special	Special	Special	Special
201+	Assassin	Special	Special	Special	Special	Special	Special	Special

AREA TYPE — Examples are from Late Third Age.

Haven: An area completely clear of any overt Shadow-forces (e.g., Rivendell, Lorien, the Grey Havens, Edhellond, etc.). Hidden agents and traitors may still be present.

Civilized/Urban: A city or town in a region relatively free of Shadow-forces (e.g., Minas Tirith, Dol Amroth, Pelargir, etc.).

Civilized/Rural: The countryside in a region relatively free of Shadow-forces (e.g., the Shire, Southern Gondor, etc.).

Border/Urban: A city or town in a less civilized region on the border of the wild or the border of Sauronic territory (e.g., Tharbad, Lake-town, ,Bree, Edoras, etc.).

Border/Rural: The countryside in a less civilized region on the border of the wild or the border of Sauronic territory (e.g., Rohan, Western Gondor, the Iron Hills, Northeastern Mirkwood, etc.).

Wilds: Sparsely populated, uncivilized regions that cover most of Northwestern Middle-earth in the Third Age (e.g., Old Pukel-land).

Shadow-lands: A region with some active Shadow-forces and settlements (e.g., Moria, Southern Mordor, Southern Mirkwood, Near Harad, etc.).

Shadow-holds: A region with a heavy concentration of Shadow-forces and settlements (e.g., Angmar, Dol Guldur, Gorgoroth, etc.).

RESULTS —

Sighting: Any Shadow-forces in the area are aware of the fact that a spell has been cast as well as the general direction to the spell caster. This can lead to a "pursuit" situation (or "hue and cry" in areas of Sauronic Activity or Sauronic Garrison). See Section 14.2 (p. 68).

Spotting: Includes the effects of a "Sighting" **plus** at least one Shadow-force knows the exact direction and approximate distance to the spell caster.

Creature: An Shadow-creature (see Appendix A-3, p. 180-189) in the vicinity senses the spell and begins to pursue, stalk, attack, or ambush the spell caster.

Patrol: Includes the effects of a "Spotting," **plus** at least one organized Sauronic patrol begins to pursue, stalk, attack or ambush the spell caster.

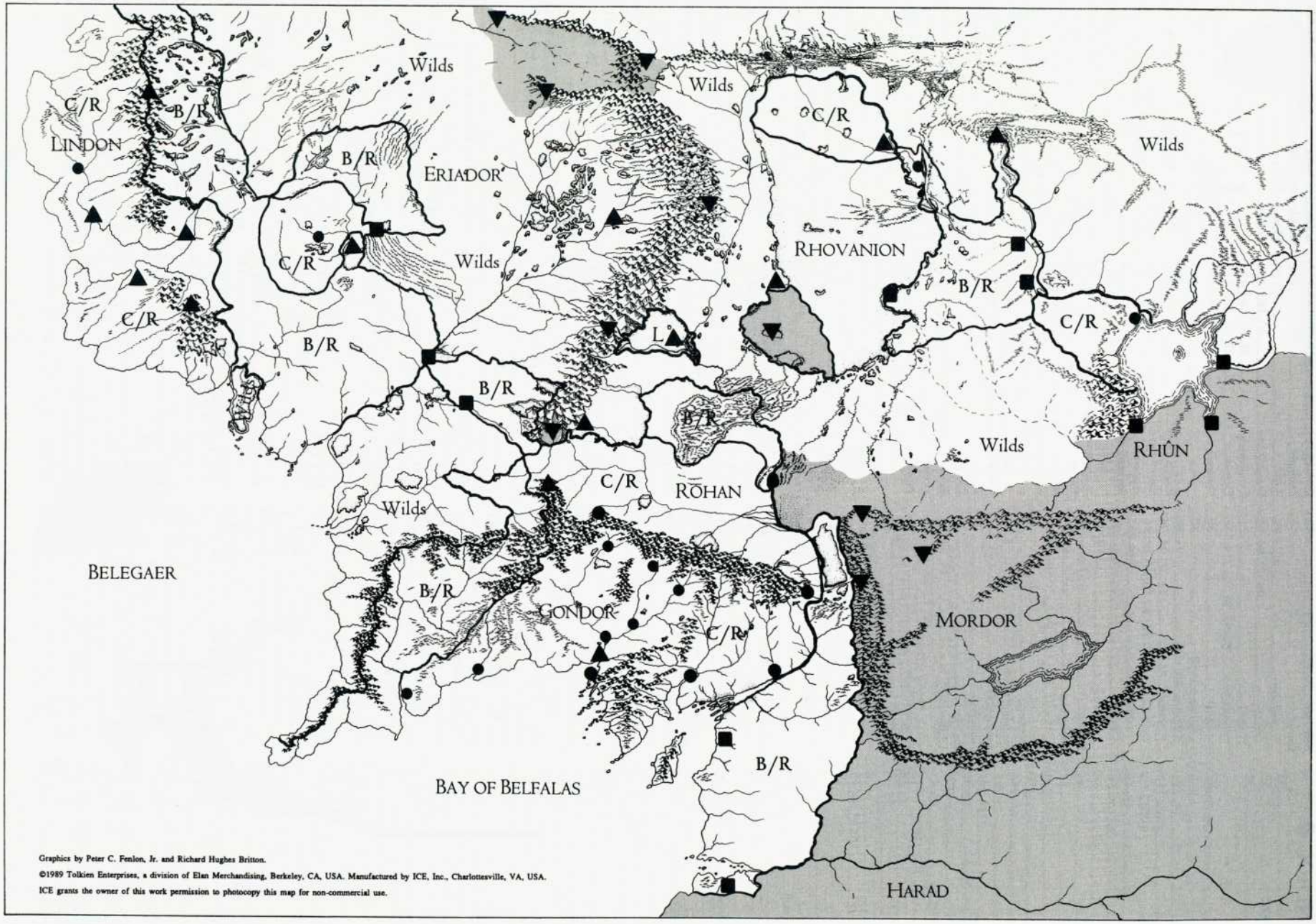
Ambush: Includes the effects of a "Spotting," **plus** at least one force is in position to attempt to set up an ambush.

Army Unit: Includes the effects of a "Patrol," **plus** at least one large, organized Sauronic force is in position to directly attack the spell caster.

Kidnapping: Includes the effects of a "Spotting," **plus** at least one of the Shadow-forces sensing the spell will attempt to kidnap the spell caster.

Assassin: Includes the effects of a "Spotting," **plus** at least one of the Shadow-forces sensing the spell is a Sauronic assassin, who will attempt to assassinate the spell caster.

Special: Includes the effects of a "Spotting," **plus** at least one of the nearby Shadow-forces sensing the spell is a very powerful Sauronic agent or lieutenant; perhaps even a Nazgûl or some other powerful spell caster and his retinue.



C/R = Civilized/Rural
B/R = Border/Rural
■ = Border/Urban

Grey = Shadow-lands
L = Lórien (Haven)
Mountain Areas = Wilds

● = Civilized/Urban
▼ = Shadow-hold
▲ = Haven

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"Their eyes fell on him and pierced him, as they rushed towards him. Desperate, he drew his own sword, and it seemed to him that it flickered red, as if it was a firebrand. Two of the figures halted. The third was taller than the others.... In one hand, he held a long sword, and in the other a knife; both the knife and the hand that held it glowed with a pale light. He sprang forward and bore down on Frodo."

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Produced and distributed by
ICE, Inc
P.O. Box 1605
Charlottesville, VA
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1-55806-190-8 ICE3000

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