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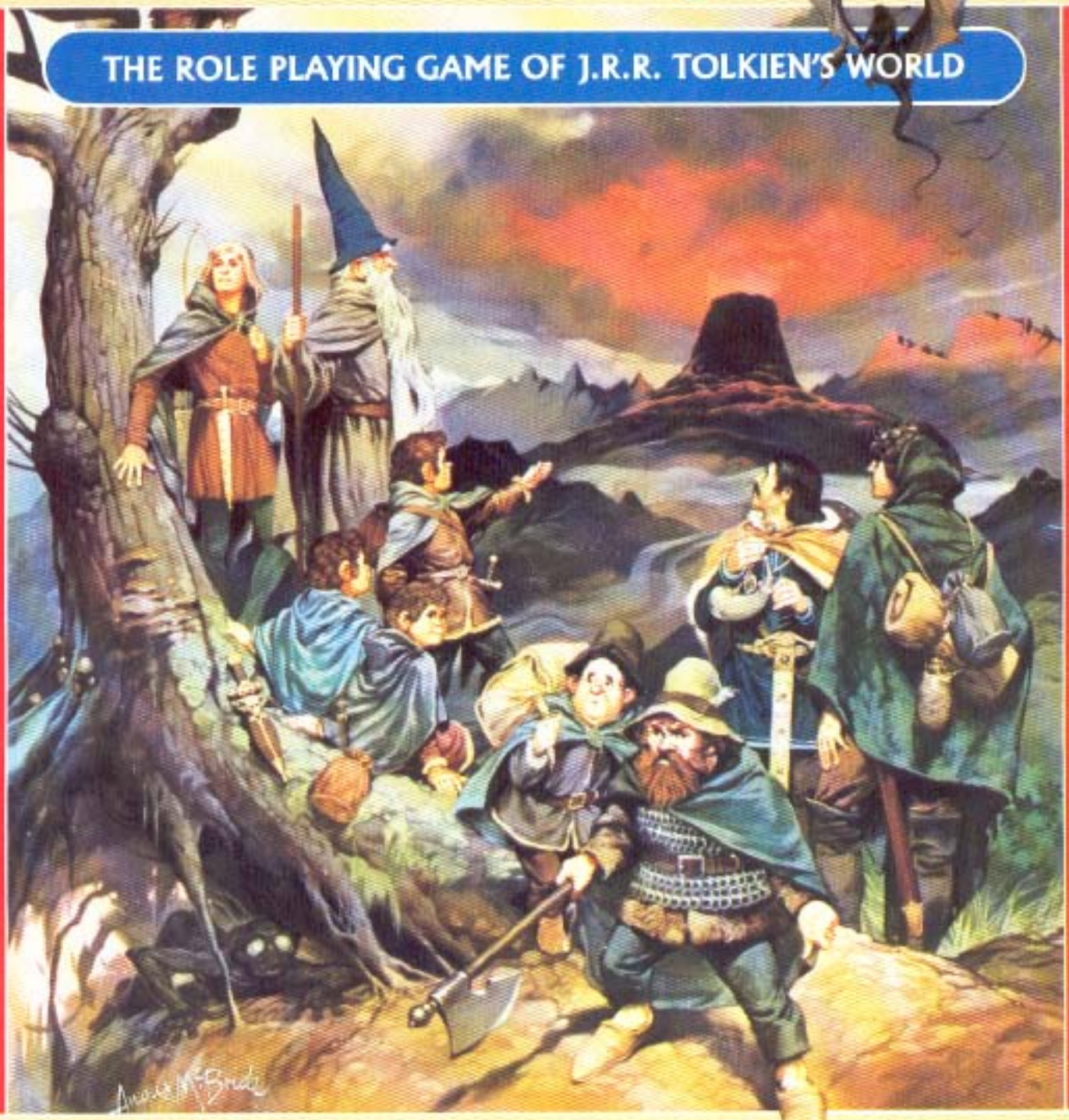
MIDDLE-EARTH ROLE PLAYING™

THE ROLE PLAYING GAME OF J.R.R. TOLKIEN'S WORLD



Based on THE HOBBIT™ and THE LORD OF THE RINGS™.
Perfect for seasoned players as well as those who have never experienced the thrill of fantasy role playing.

IRON CROWN ENTERPRISES

I.C.E.

middle-earth role playing™ (merp)

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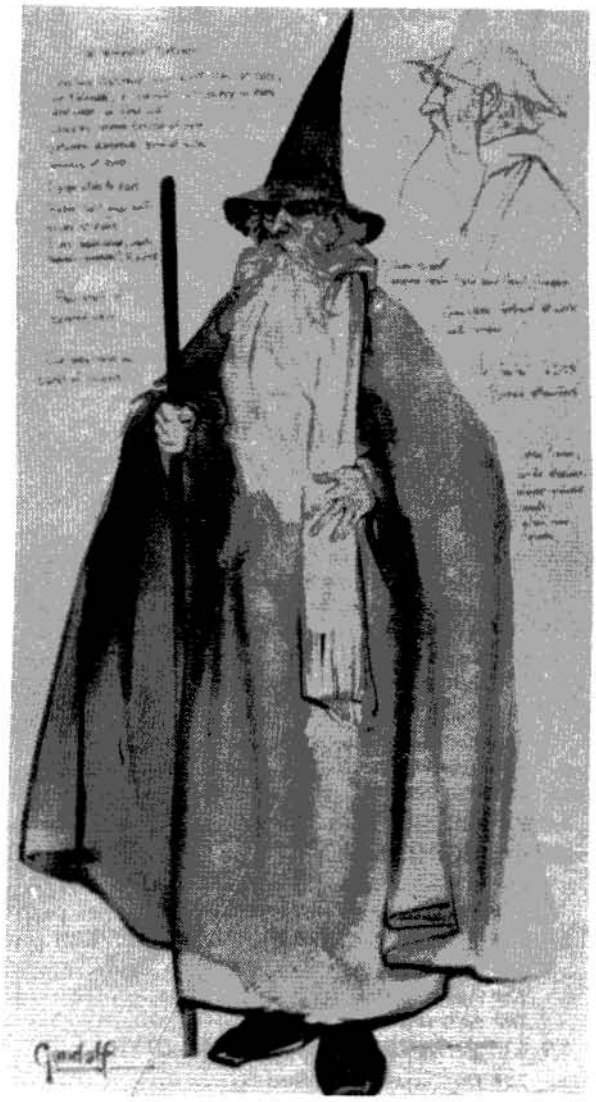

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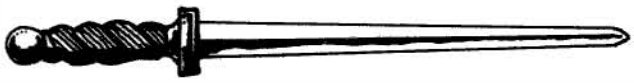

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ROLE PLAYING IN TOLKIEN'S WORLD

INTRODUCTION

The ***Middle-earth Role Playing*** system (***MERP***) is designed to introduce people to fantasy role playing (FRP) in J.R.R. Tolkien's Middle-earth. It is suitable for those who have never before played a fantasy role playing game, as well as more experienced gamers who are looking for a realistic, easy to play fantasy role playing (FRP) system designed for relatively low level adventures (1st-10th levels). It contains complete rules for handling most of the common situations that arise in FRP games, and a variety of tables that add a great deal of flavor and detail to a game without decreasing playability.

J.R.R. Tolkien's Middle-earth provides an ideal setting for a fantasy role playing game. It is a reflection of our world as we perceive it, as well as a construction of mythology by a great and learned man. Middle-earth is itself undying, living in the minds of all who tread its paths. Each reader adds to it his or her own vision. It is only natural, then, to use this incredible foundation in a fantasy role playing context. In this way those close to Middle-earth can experience it in a new way, filling the gaps and discovering the mysteries that have always concerned them.

The ***Middle-earth Role Playing*** system (MERP) is supported by a variety of play aids. Such products can decrease the time and effort required for the creation of an exciting game, and increase the amount of realism and detail obtained during play. These play aids include I.C.E.'s Middle-earth Campaign Modules, which provide a wealth of material concerning specific sections of Middle-earth. I.C.E.'s Middle-earth Adventure Modules provide specific areas and sites for adventures that are complete and ready to run.

In addition, I.C.E.'s ***Rolemaster*** Systems provide an expanded combat system, an expanded spell system, a more flexible character development system, and guidelines for a campaign game or larger scale game. These systems allow ***MERP*** to be expanded to handle higher level characters and to increase the variations and options available to the Gamemaster and the players.

WHAT IS A FANTASY ROLE PLAYING GAME?

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 (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 actions which are possible only 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 usually uses a set of "rules" which define and control the physical realities of his fantasy world. The use of these rules turns the process of creating the role playing "novel" into a game.

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 FRP game is an ongoing process which both the Gamemaster and players may affect, but which neither controls. The plot is determined through the interaction of the characters with one another and the FRP game's setting.

Since fantasy role playing is a game it should be interesting, exciting, and challenging. Thus one of the main objectives of a FRP 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 FRP games and other games such as chess or bridge. A player's character is not just a piece or a card; in a good FRP 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 has been described as the limited "author" of the FRP 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 nonetheless move and act within the game setting.

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 FRP 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

You can be an Elf, or a Hobbit, or a Man, or even an Orc with ***Middle-earth Role Playing (MERP)***. You can eat cakes in the Shire, peruse books in Rivendell, 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. Battle the Black Riders or spy on the men of Mordor — whatever you think it takes to accomplish your mission. But remember, dangers abound!

MERP stirs your imagination and transforms your dreams into action. By letting you take part in the ongoing drama, this game lets you step out of this world and stride boldly into Middle-earth.

THE PLACE CALLED MIDDLE-EARTH

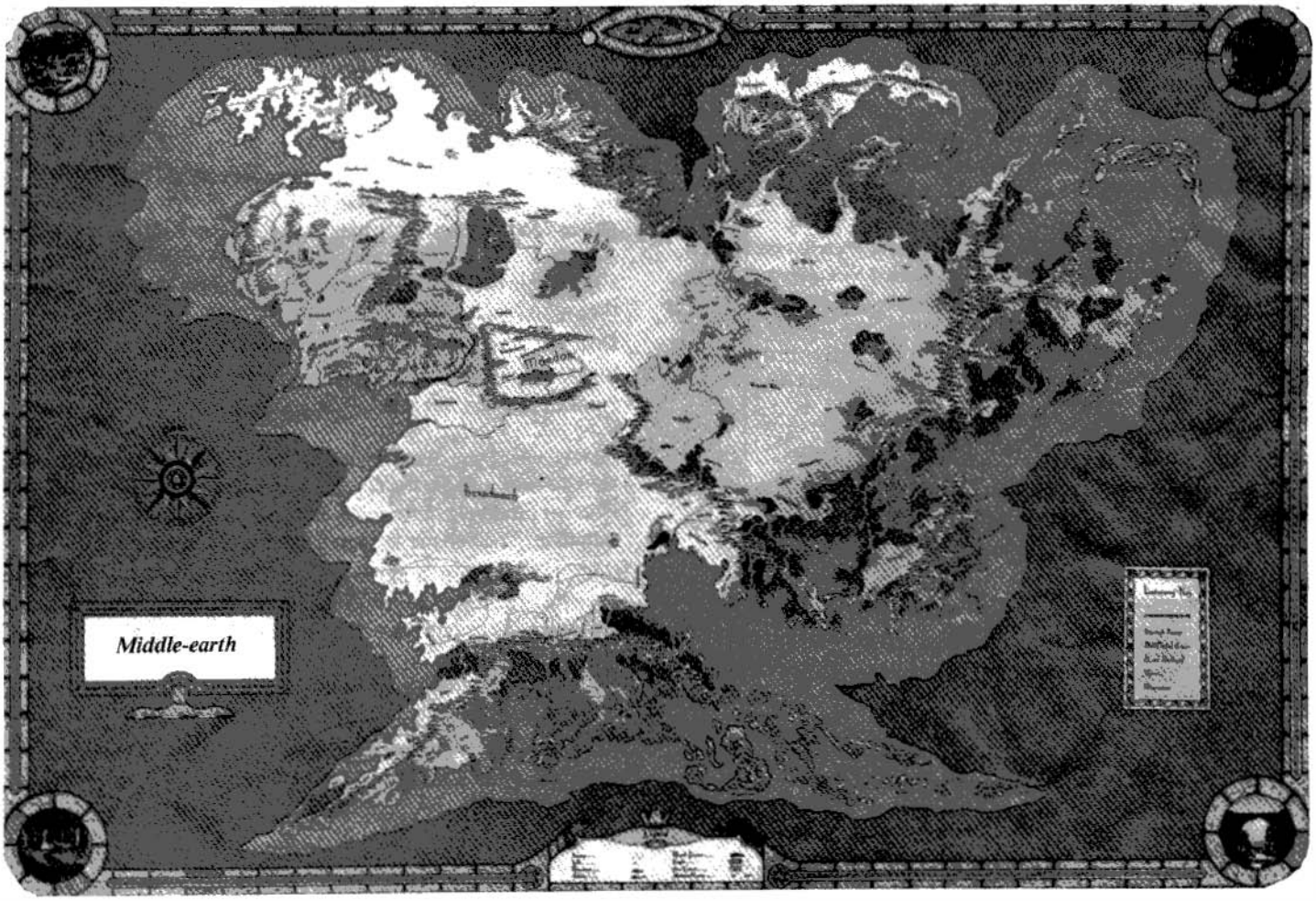
Middle-earth (or "Endor") is the Middle Land, a continent in the world called "Arda" ("The Realm"). Created by Eru — the One — as a land for his Children, Middle-earth is a magical place populated by all sorts of special folk and strange beasts.

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 ***MERP***! And may Eru be with you.



A SAMPLE FRP ADVENTURE

This section is an example of a famasy 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 and rules used to resolve actions. Examples of these mechanisms and rules 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 Gort (an herb). The characters are:

1) Boah Agonar, a male Elven Mage who dresses strangely.
2) Ayitula Chinta Kari, a female Umli Animist with certain fanatic tendencies.
3) Naug Zigildûn, a Dwarven Warrior of unrevealed gender (to many, female Dwarves appear to be male).
4) Droggo Nimblefingers Bracegriddle, a male Hobbit Scout; rude people might call him a thief.

Any similarity between these characters and any persons (real or FRP), living or dead, may be pure coincidence.

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 as evening approaches. The Group does not know it but 3 Orcs are in the cellar of the tower and are just becoming active as night falls. 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.*

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.

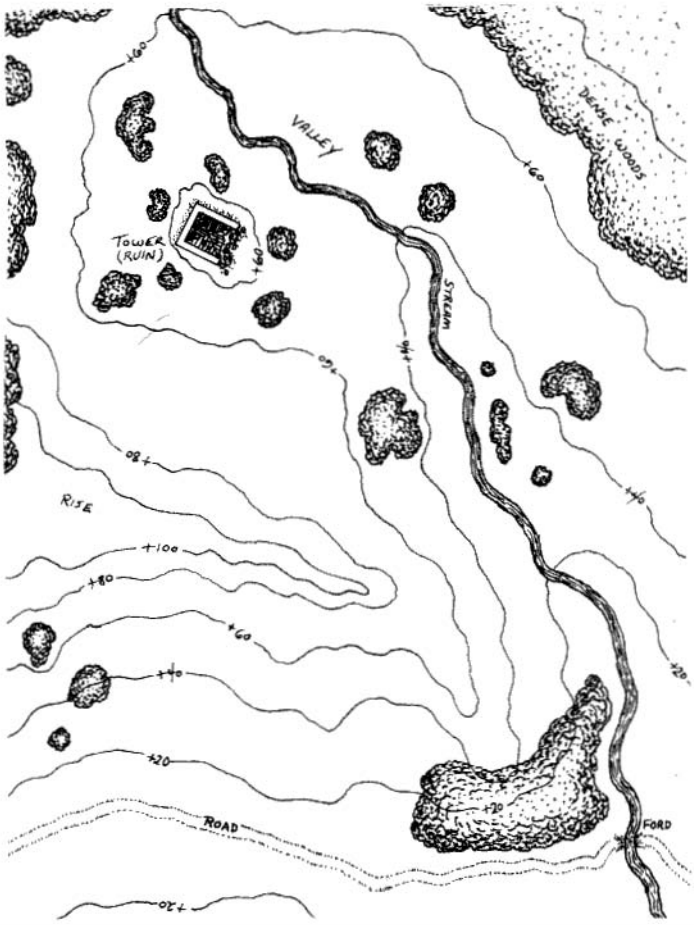
GM: "What's your plan, and how do you each prepare?"

Droggo: "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."

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

Chinta Kari: "I draw my mace and shield and will move forward when Naug 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: "Droggo, make a maneuver roll to see how well you sneak up on the tower." *Herollsa 47 (on the 01-00 dice), the GM rolls a 24 orientation 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."

Droggo: "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."

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

Naug: "I move up behind Droggo with my crossbow held ready."

Chinta Kari: "I move up with Naug."

Agonar: "I move up with Chinta."

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?"

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

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

Naug: "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: "Chinta Kari and Droggo, 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.* "Droggo, you notice nothing but you have quietly moved around to the main door. Chinta Kari, 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.*

Naug: "I remain ready to fire."

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

Chinta Kari: "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. Chinta Kari you realize that the chest is rusted but not locked; it may make noise if you open it. Droggo, you see this when you peek out the door." **The GM hands Droggo 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.*

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

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

Agonar: "I continue levitating to the roof, watching out for Shards (a mythical monster that terrifies Agonar)".

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

GM: "Chinta Kari, 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 see no Shards. However, you, Naug, and Droggo all see three Orcs dressed in rigid leather and carrying short swords and equipment come up the stairs and turn to face Chinta Kari, who does not notice them. Naug you may fire."

Naug: "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 spell, and yell: watch out Chinta, Orcs!!!!."

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

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

Chinta Kari: "Since I don't notice the Orcs, I try to take 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, Naug, and Droggo; they do not notice Chinta Kari taking the small box.

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

Droggo: "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 Droggo, the Orc doesn't even notice you and keeps going. Naug, you and the Orc have reached Chinta Kari, and may attack next round. Chinta Kari, you are fully aware of what is happening. What do you all do now?"

Droggo: "I pick up my short sword."

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

Chinta Kari: "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.*

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

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

Agonar rolls a 68 attack, the Orc rolls a 17 Resistance Roll and goes to sleep. Chinta Kari drops but would not have avoided the Orc's attack if Agonar had not put him to sleep. Naug 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 Chinta Kari 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. Naug and Agonar will receive lots of experience points for their spells and kills, and Droggo eventually manages to recover his short sword but not his self-esteem. Chinta Kari 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).

HOW TO PLAY: THE RULES AND GUIDELINES

1.0 INTRODUCTION

Most fantasy role playing games need "rules" (or guidelines) to define and control the physical realities of the world in which adventures may 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.

This specific set of rules handles the physical realities of people, places and things in J.R.R. Tolkien's Middle-earth. Sections 2 and 3 handle character creation, development, and capabilities. Section 4 details most of the rules that affect the Gamemaster's task of setting up and managing a world system (The Setting). Sections 5 and 6 outline how to resolve commonly occurring actions and activity during the players' adventures. Finally, Section 7 provides a variety of lists, tables, and record sheets that provide mechanisms for adding flavor and detail to a game without decreasing playability.

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' aapabilities 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 neccessary for a truly enjoyable and satisfying role playing game.

1.1 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.

The players should first read Section 1 and 2. Then they should generate a character by following the procedure and examples outlined in detail in Section 3, referring to parts of Section 2 for explanation of the various aspects of a character. Finally they should read Section 6 so that they will understand what their options are in a tactical (usually combat) situation. It is not necessary for the players to read Sections 4 or 5, since they are concerned with how the Gamemaster can handle the setting of the game, the plot elements, and other factors.

1.2 DEFINITIONS AND CONVENTIONS

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***.

DICE ROLLING CONVENTIONS –

As mentioned under the "Roll" definition, each die used in ***MERP*** is a 20-sided die which gives a result between 0 and 9. 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). When 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 rolls which are open-ended are all attack rolls, all maneuver rolls, orientation rolls, perception rolls, and encounter rolls. Rolls that are **not** open-ended include critical strikes rolls, stat rolls, rolls to learn spell lists, and rolls for background options. If a roll is open-ended:

*An initial **1-100 roll** 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 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.

Aman: The continent west of Middle-earth across the Great Sea. It contains Valinor (the home of the Valar and the many Elves) and Halls of Awaiting (the place of the dead).

Arda: (The Place) The entire world created by Eru through his servants the Valar, including Middle-earth and Aman.

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 #, 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 4.52.

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

Eru: (Ilúvatar) The God and creator of Middle-earth through his servants, the Valar.

Essence: One of the realms of magic; a complete description is given in Section 4.51.

Fourth Age: The fourth recorded age of Middle-earth, beginning when the Three Rings passed over the sea (after the destruction of the One Ring and Sauron).

Fumble: An especially ineffective attack which yields a result that is disadvantageous to the attacker.

Gamemaster: The Gamesmaster, 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/she 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).

Level: A Character's level is a measure of his current stage of skill development, and usually is representative of his capabilities and power.

Maiar: Lesser gods who tended Arda under the direction of the Valar. They included Sauron and probably the Istari (Gandalf, Saruman, Radagast, and two other "wizards").

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".

Morgoth: (Melkor) The renegade Vala (see Valar below) who coveted lordship over the world. He dominated Northern Middle-earth during the First Age, until he was overthrown and cast into the void by the other Valar and their host. Morgoth was the embodiment and focus of darkness — evil incarnate.

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

Middle-earth: (Endor or Endorë) One of the continents of Arda. The action and events found in *The Hobbit* and *The Lord of the Rings* are focused in Western Middle-earth during the Third Age.

Non-Player Character: A being in a fantasy role playing game whose actions are not controlled by a player, but instead are controlled by the Gamemaster.

Open-ended Roll: See the Roll definition and the "Dice Rolling Conventions" at the end of this section.

Parry: The use of part of a character's offensive capability to affect 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 indicates how many spells a character may intrinsically cast each day (i.e., between periods of rest).

Profession: (Character Class) 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 different colored 20-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 after the definitions under "Dice Rolling Conventions".

Round: The time (10 seconds) required to perform one *MERP* action.

Sauron: The Dark Lord, the Shadow, the Lord of the Rings, a Maiar (lesser god) who served Morgoth early in the First Age. In the Second and Third Ages he forged the One Ring and cast a shadow of evil, corruption, and destruction over much of Middle-earth. The Third Age ended after the destruction of his Ring and he was "banished" from Middle-earth.

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

Second Age: The second recorded age of Middle-earth, beginning after the overthrow of Morgoth with the founding of the Grey Havens and Lindon. It ended when Elendil and Gil-gilad overthrew Sauron and Isildur took the One Ring.

Song, The: The Ainulindalë, Eru's Great Music sung by the Valar and Maiar which created and shaped the World and its inhabitants.

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 which influence how effectively a character is able to perform most actions and activities.

Skill: Training in an area which 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.

Third Age: The third recorded age of Middle-earth, beginning with Sauron's defeat as a result of the Last Alliance of Men and Elves. It ended after the destruction of the One Ring when the last of the Keepers of the Ring passed over the Sea.

Valar: The fifteen (initially including Morgoth) "Guardians of the World" and servants of Eru. They are lesser "gods" and many of the peoples/beings of Middle-earth worship them and hold them sacred.

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

2.0 THE BASIC FACTORS DEFINING A CHARACTER

In a fantasy role playing (FRP) 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 (PC's). All of the other characters are controlled by the Gamemaster and are called non-player characters (NPC). 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 in the ***Middle-earth Role Playing*** system is described and discussed in this section.

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 I.C.E.'s modularized ***Rolemaster*** systems. ***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 & Campaign Law*** presents an expanded character development system; with 19 professions and a more detailed treatment of stats and other factors affecting a character.

2.1 MENTAL AND PHYSICAL STATISTICS

The base mental and physical attributes of a character are represented by 6 statistics called stats: Strength (ST), Agility (AG), Constitution (CO), Intelligence (IG), Intuition (IT) and 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 (see Section 2.12) which apply to attempts to accomplish certain activities and actions.

2.11 DESCRIPTION OF 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. This is the prime stat for a Warrior.

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. This is the prime stat for a Scout.

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 his ability to resist the effects of pain, shock, and bleeding (concussion hits). This is the prime stat for a Ranger.

INTELLIGENCE (IG): The reasoning, memory, and common sense of the character. This stat affects a character's capabilities in activities that require thought or insight; for example, learning spell lists (see Section 4.51), learning languages, reading runes, etc. This is the prime stat for a Mage.

PRESENCE (PR): A character's 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. This is the prime stat for a Bard.

INTUITION (IT): The relationship of the character to the all-pervading force in nature (the Ainulindale, 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 to perform a variety of other activities. This is the prime stat for an Animist.

2.12 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.

EXAMPLE: *One of our sample characters, Shen-Tyga, 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 bonus (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
Presence ------ 84 normal bonus is +5
Intelligence --- 42 normal bonus is +0
Intuition ----- 23 normal bonus is -5

Shen-Tyga 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.).

2.2 RACE AND CULTURE

There are a variety of races that a player may choose for a character in Middle-earth. These races are listed in Section 2.21 and include certain general classifications that in fact cover many races (e.g., Men include such races and cultures as Haradrim, Dunlendings, Beornings, etc). The race chosen affects a character's bonuses for skills (see Table BT-3), his development during his adolescence, his special abilities, his appearance, and certain other factors.

2.21 MIDDLE-EARTH RACES AND CULTURES

This is a list of Middle-earth races and cultures that may be used by Gamemasters and players within the ***MERP*** rules. Other races/cultures may be invented or used, but the Gamemaster must decide their traits and capabilities. Appendix 1 (Section 8.0) provides detailed descriptions of each of these races.

Non-Mannish Races	Mannish Cultures/Races
Dwarves	Beornings
Umli	Black Numenoreans
	Corsairs
Half-elves	Dorwinrim
Noldor Elves	Dúnedain
Sindar Elves	Dunlendings
Silvan Elves	Easterlings
	Haradrim
Hobbits	Lossoth
	Rohirrim
Common Orcs	Rural Men
Uruk-hai	Urban Men
Half-orcs	Variags
	Woodmen
Normal Trolls	Woses
Olog-hai	
Half-trolls	

2.22 SPECIAL RACIAL CAPABILITIES

Certain characters receive special racial modifications to their stat bonuses and Resistance Rolls. These modifications are given in Table BT-3.

2.23 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's appearance are given (i.e., demeanor, hair color, eye color, height, weight, etc.). Limitations and guidelines for these factors are given for each race in Section 2.21. The Gamemaster should keep in mind that these factors are not essential to a game and may be bypassed in the interest of quicker play.

General Appearance — Appearance (AP) is a valuc (01 —00) which gives a general idea of the character's exterior look (e.g., an 01 or 02 appearancc indicates a really ugly person, while a 99 or 00 appearance would indicate a very handsome character). This is a very subjective rating and the Gamemaster should treat it as a general guideline during play.

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, neutral, angry, sly, greedy, silly, stubborn, stupid, rude, etc.

Physical Appearance Factors — Factors such as height, weight, hair color, eye color, gender, age, and so on should be determined by the Gamemaster and the players. They should still be limited by the ranges given in the racial descriptions in Section 2.21.

2.24 LANGUAGES

A variety of languages are spoken in Middle-earth. Table ST-1 lists some of these. Some languages are automatically known by all members of a given race. Other languages may be learned through skill development (see Section 2.32). Each is known at one of 5 different ranks (see Table CGT-1).

2.25 RACIAL / CULTURAL INTERACTION

Certain races or cultures have certain inherent bias (hostility or friendliness) towards other races or cultures. The racial descriptions given in Section 2.21, summarize these attitudes.

EXAMPLE: *Shen-Tyga is a Dúnadan. He is 6'7" tall and weighs 240 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
Presence.....	84	normal bonus is +5, race bonus is +5, total is +10
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

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 Númenoreans; and Dunlendings, Haradrim, Wargs, and Orcs are the traditional enemies of his people.

2.3 SKILL RANKS

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.

2.31 SKILL RANK BONUSES

Most skills have a skill rank bonus, which is generally included as part of a total skill bonus. Different skills use this bonus in different ways as described in the skill description Section 2.32, The skill rank bonus is 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.

2.32 PRIMARY SKILLS

These are the skills which are most commonly used in adventuring. There is one row on the character record for calculating and recording the skill bonus for each of the skills. Each skill is classified as being applicable to a moving maneuver (MM), to a static maneuver (SM), to an offensive bonus (OB), or to a special purpose (SP). Section 6.0 describes how each of these bonuses is used to resolve actions. A description of what each skill entails follows.

MOVING AND MANEUVERING (MM) — 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 if a running maneuver is successfully completed (see Section 6.4). Moving/Maneuvering skills must be developed separately for each of the 5 types of armor (no armor, soft leather, rigid leather, chain and plate). The number of skill ranks which may be developed is limited by the armor type: no armor — 2, soft leather — 3, rigid leather — 5, chain — 7, and plate — 9. Each armor type also has a penalty associated with it. These factors are summarized on the Character Record Sheet (see Section 2.71). Armor does not include helmet, arm greaves or leg greaves; items which protect parts of the body from certain criticals. Wearing leg greaves modifies the Movement and Maneuver bonus by -5.

This skill also applies 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" (see Section 6.51). This bonus is NOT used if another skill specifically applies to the activity.

WEAPON SKILLS (OB) — These skills determine how effective a character is when using weapons in combat (as opposed to spells). 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 the Offensive Bonus and is usually added to any "attack rolls" (see Section 6.6) made with that weapon. In certain circumstances all or part of this Offensive Bonus may be used to "parry" an opponent (see Section 6.62). Wearing arm greaves modifies the Offensive Bonus by -5. Each specific weapon has special properties summarized in Table CST-1.

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

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

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

Pole-arms — 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. When riding on a trained mount, a mounted lance may be used with a shield.

Thrown — In addition to being used in melee, certain weapons may be used to attack from a distance. These weapons include the dagger, handaxe, short sword, club, hammer, mace, net, javelin, and spear. They may be used with a shield.

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

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 (see Section 6.5).

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 (see Section 6.51).

Ride (MM) — This skill is used when an animal is ridden (e.g., horse, mule, 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 (see Section 6.42).

Swim (MM) — This skill is used when a character is swimming. The Gamemaster should assign high difficulty to swimming in armor. We suggest: plate—absurd, chain—extremely hard, rigid leather—very hard, soft leather—hard, and heavy clothes—medium. Other factors such as treacherous water might increase the difficulty.

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

EXAMPLE: *Shen-Tyga 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. If the primary critical is a "C", "D", or "E", a secondary critical two steps lower (an "A", "B", or "C" respectively) is resolved on the Crush Critical Table CT-1.*

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 Runes (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 Runes 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 (see Section 4.56).

Use Items (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 4.56). 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 Items skill bonus is used.

Directed Spells (OB) — These skills determine how effective a character is when using elemental spells in combat (as opposed to normal spells or weapons). The skill bonus for directed spells is added to any "attack rolls" made with those spells (see Section 6.6). 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, but a character attacked by a directed spell (or ball spell) may make a moving maneuver roll (as 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.

SUBTERFUGE SKILLS — These skills affect how a character ambushes, stalks, hides, picks locks, and disarms traps. The skill bonus for the appropriate skill is added to a "maneuver roll" when these activities are attempted (see Section 6.5).

Ambush (SP) — If a character manages to move directly behind an opponent, he may make a maneuver roll to "ambush" him with a melee attack. If the maneuver roll is not successful, a normal melee attack may be made. If it is successful, a normal melee attack may be made and any critical that results may have the skill RANK 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). Characters in the vicinity may modify any stalking or hiding maneuver rolls by their perception skill bonus (see below) to attempt to detect the stalking/hiding character.

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

Disarm Traps (SM) — This skill affects attempts to disarm traps.

MISCELLANEOUS SKILLS AND CAPABILITIES — 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 stalk or hide, to find hidden doors, etc. If a character states that he is watching or examining an area or place, the Gamemaster 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 Gamemaster may keep this roll secret, revealing only what the character has observed. Wearing a helmet modifies the Perception bonus by -5 (see Sections 6.52 and 6.82). This bonus may be used to modify an opponent's maneuver roll for stalking or hiding (see above).

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 Sheet). 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 the character takes more concussion hits than the sum of his hit total and his constitution, 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 Section 3.6); thus when a rank of 5 is obtained there is a 100% chance of learning the list (automatic). 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 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) AND the character may develop the spelllist skill rank for another spell list in order to take a chance of learning a second list (20% chance per rank).

Languages (SP) — This skill must be developed separately for each language. The skill rank in this area determines how well a character speaks and reads a language (see Table CGT-1). Languages are described in Section 2.24.

2.33 SECONDARY SKILLS

These are skills that 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, thus any background options used for these skills are more effective than those used for primary skills (see Section 2.32). Players may use development points from any related skill category to develop these skills (see Section 3.6). The character record does not provide for these skills, but the player can keep track of the skill ranks on the back of their character records or on a separate piece of paper. The Gamemaster should decide which secondary skills are appropriate for his game and inform the players. A short description of some suggested secondary skills and what their bonuses are used for follows (the bonus for the stat in parenthesis is used as part of the total skill bonus):

ACROBATICS (AG) This bonus is used for in-air maneuvers or swinging on objects. Helps reduce the effects of falls.

ACTING (PR) This bonus is used for impersonating others, devising new identities, etc.

CAVING (IG) 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 a cave.

CONTORTIONS (AG) This bonus is used for manipulating one's body in order to move through small openings or absorb sudden crushing impact (other than falls). Helps escapes from bonds, etc.

COOKERY (IT) This bonus is used when detecting bad food, or preparing and neutralizing dangerous herbs and food ingredients. Includes poison preparations as well as normal cooking.

DANCE (IG) This bonus is used for attempting to recreate a dance one witnesses, including magical rituals, etc.

DIVING (AG) This bonus is used for controlled falling maneuvers.

FLETCHING (AG) This bonus is used for making an arrow out of available wood, metal, paper, and/or feathers.

FORAGING (IT) This bonus is used for finding any local source of potable water, herbs, or edible plants and animals.

GAMBLING (IT) This bonus is used for playing any game with a significant element of luck.

HERDING (PR) This bonus is used for gathering, befriending, or manipulating herd animals (e.g., sheep, cattle, etc.).

LEATHER-WORKING (AG) This bonus is used for working with hides and creating leather goods (e.g., leather armor, bolas, etc.).

MEDITATION (PR) This bonus is used for entering, leaving, and exploiting meditational trances.

MUSIC (AG) This bonus is used for using any one instrument, and any one written musical language.

PUBLIC-SPEAKING (PR) This bonus is used for impressing, entertaining, or manipulating other individuals or groups.

ROPE-MASTERY (IG) This bonus is used for knot recognition, knot-tying, braiding, and splicing or when making a maneuver while suspended from a rope or analogous flexible line, or when throwing a line.

ROWING (ST) This bonus is used for self-powered boat maneuvers, including rowing, poling, etc.

SAILING (IT) This bonus is used for sailing maneuvers and water-lore (e.g., knowledge about bays).

SIGNALING (IG) This bonus is used for any form of signal communication.

SKIING (AG) This bonus is used for skiing or sliding maneuvers.

SMITHING (ST) This bonus is used for working with normal metals to create or repair desired objects (e.g., metal armor and weapons).

STAR-GAZING (IT) This bonus is used for determining dates, directions, and locations when the stars are visible. Especially useful for navigation.

TRAP-BUILDING (IG) This bonus is used for building traps out of available resources. This bonus subtracts from any perception rolls (see Section 2.32) made for a trap constructed using this skill.

TRICKERY (PR) This bonus is used for any maneuvers involving slight of hand: picking pockets, confusing sight tricks, and slight-of-hand diversions.

TUMBLING (AG) This bonus is used for horizontal dives, rolling, or vaulting maneuvers, or swinging on stationary objects.

WEATHER-WATCHING (IT) This bonus is used for determining the local weather pattern for the next 24 hours.

WOOD-CARVING (AG) This bonus is used for fashioning an object out of wood, bone, or similar material.

2.4 PROFESSIONS

Each character must have a profession, sometimes called a character class. A character's profession reflects the fact that his early training and apprenticeship have 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:

SCOUT (Thief):

Prime Stat — Agility
Profession Bonuses — +1 per level on all weapon skills
+1 per level on all 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). He may only cast 1st, 2nd, 3rd, 4th and 5th level spells.

A Scout is a character trained in maneuvering, observation, ambush, and to a limited extent, 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.

WARRIOR (Fighter):

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). He may only cast 1st, 2nd and 3rd level spells.

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.

RANGER (Tracker):

Prime Stat — Constitution
Profession Bonuses — +2 per level on weapon skills
+3 per level on all general skills
+2 per level on perception
+2 per level on stalking/hiding
Spell Restrictions — May learn open Channeling spell lists and Ranger spell lists, however he may only cast 1st, 2nd, 3rd, 4th and 5th level spells from the open Channeling lists (no restrictions on his Ranger lists).

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):

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 attacks
+1 per level on perception
Spell Restrictions — May learn open Essence spell lists and Bard spell lists, however he may only cast 1st, 2nd, 3rd, 4th and 5th level spells from the open Essence lists (no restrictions on his Bard lists).

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):

Prime Stat	– Intelligence
Profession Bonuses	– +2 per level on reading runes +2 per level on using items +3 per level on directed spell attacks +2 per level on base spell attacks
Spell Restrictions	– May learn open Essence spell lists and Mage spell lists.

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 (see Section 4.5).

ANIMIST (Cleric):

Prime Stat	– Intuition
Profession Bonuses	– +1 per level on reading runes +1 per level on using items +1 per level on all general skills +2 per level on directed spell attacks +2 per level on base spell attacks +1 per level on perception
Spell Restrictions	– May learn open Channeling spell lists and Animist spell lists.

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 (see Section 4.5).

2.5 BACKGROUND

Each race has a certain number of "background points" which each character may apply to the 6 background options: special abilities, special items, money, hobby skill ranks, stats, and languages. Certain races may be restricted as to how many points may be applied to each option (see Section 2.21). The Gamemaster may choose to assign options in his own manner. Alternatively, he may choose to allow the players to choose from or roll on the Background Options Table CGT-2.

2.51 BACKGROUND OPTIONS

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. The Gamemaster may make up special abilities designed for a character. Alternatively, the player may choose from or roll on Table CGT-2. For each background point placed into this background option, the character receives one special ability.

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. The Gamemaster may create special items designed for a character or allow him to roll on Table CGT-2. For each background point placed into this background option, the character receives one special item. These items are keyed to the specific player character, or alternatively are keyed to the character's profession and race. Each time any character attempts to use an item not specifically keyed to them, they must make a maneuver roll modified by his Use Items skill bonus (see Section 2.32). 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 4.55).

MONEY – This is the extra amount of money that the character can start with. Each player character starts with 2 gold pieces (see Section 3.71). For each background point placed into this background option, the character rolls once on Table CGT-2 and receives the money indicated in addition to his normal 2 gold pieces.

HOBBY SKILL RANKS – These are developed skill ranks that are not necessarily related to the character's race or profession. For each background point placed into this background option, the rank of one primary skill (see Section 2.32) may be increased by 2 OR the rank of one secondary skill (see Section 2.33) may be increased by 5.

STAT INCREASES – This option indicates enhanced stats. For each background point placed into this background option, the value of one stat may be increased by two OR the values of three stats may be increased by one each. No stat may be increased to more than 101 through this method.

LANGUAGES – This option allows a character to learn extra languages. The Gamemaster may wish to restrict the character in which languages may be chosen. For each background point placed into this background option, the character learns one extra language to skill rank 5.

2.52 DETERMINATION OF BACKGROUND DETAILS

After the character has allocated his points to his background options, the Gamemaster should define his background (see Section 3.5). For example, if the character assigns 3 points to money and one to an item and one to a language, the Gamemaster might tell him that he is a merchant's son. If he assigned 2 points to special capabilities, 1 to money, and 2 to stats, he might be a farmer's son who has left the farm for adventure. 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.

2.6 EXPERIENCE AND ADVANCING LEVELS

Each character in a fantasy role-playing game 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 below.

2.61 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 Gamemaster should award experience points for ideas and actions by the characters which are clever, intelligent, innovative, dangerous (but not foolhardy), and above all successful.

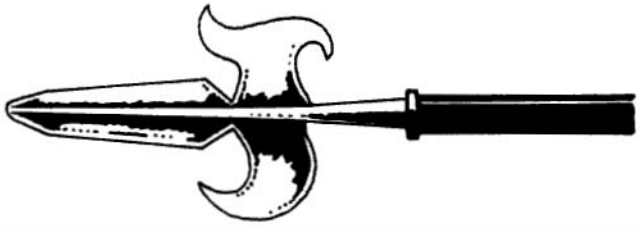
Below we summarize some of the activities that normally arise during play which should be rewarded with experience points. **The suggested experience points awards are guidelines and the Gamemaster should feel free to modify them whenever common sense indicates that they are out of line.** The Gamemaster may total and reward experience points at any convenient time. This usually occurs at the beginning or end of a session of play.

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 ½ 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 (providing they were not cured 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-3 summarized these points.

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-1. These experience points are reduced by the number of experience points given for criticals already inflicted on the opponent, see 2) above. In some cases the Gamemaster should add extra points for creatures with special abilities and powers.



EXAMPLE: *For this example and the rest of the examples in Section 2.61, we will be referring the sample adventure presented in Section 1.2. In that adventure, Naug (2nd level), Agonar (4th level), Droggo (1st level) and Chinta Kari (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.*

Naug killed the 4th level leader outright, and since this is only the second Orc that Naug 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 (Droggo 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 Droggo had thrown a dagger at the Orc and given him a "B" Puncture critical before Naug killed him, then Droggo would have gotten 40 experience points (10 for the "B" x 4 for a 4th level foe). In this situation, Naug would only have gotten 520 points, 2 x (300 normal ep - the 40 ep that Droggo got).

The "E" and "C" criticals delivered by Naug 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 Naug only gets 8 points.

Chinta 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, Naug gets a total of 608 ep, Agonar gets 130 ep, Chinta gets 109 ep, and Droggo 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 (see Section 6.51) a "100" result or higher must be obtained. Based upon difficulty, the experience points awarded are given in Table ET-4.

EXAMPLE: *Droggo 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. Chinta 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.*

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-2:

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.*

ET-1 — KILL POINT TABLE

(result is a number of experience points)

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: If the opponent's level is greater than 10, an extra 50 points is awarded for each level over 10.

ET-2 — SPELL POINT TABLE

(result is a number of experience points)

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

ET-3 — CRITICAL POINT TABLE

(result is a number of experience points)

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).
1/10 x — if the foe is unconscious or incapacitated.
½ x — if the foe is stunned.
2 x — if the character is alone in melee combat with the foe(s).

NOTE — The 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, for these points the "level of the foe" is always treated as 20.

ET-4 — MANEUVER POINT TABLE

(result is a number of experience points)

Routine	0
Easy	5
Light	10
Medium	50
Hard	100
Very Hard	150
Extremely Hard	200
Sheer Folly	300
Absurd	500

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 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):*

	Agonar	Chinta	Droggo	Naug			
combat	130	109	0	608			
maneuver	0	105	110	0			half
spells	70	0	0	0		total	total
	200	214	110	608	=	1132	566
idea points	110	46	250	160			
total	310	260	360	768			

The objective and goal of the group was to carefully check out the ruined tower as a possible campsite or adventure site. Droggo and Naug worked directly towards this with Droggo taking the initiative and Naug backing him up. Droggo gets more idea points because he performed new actions each turn and essentially made a good choice each turn, while Naug 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 be ready when danger (the Orcs) appeared. Chinta, 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, Droggo gets 250 out of the 566 idea points, Naug gets 160, Agonar gets 110, and Chinta Kari 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, Chinta, and Naug provide support as Droggo scouted things out, he would have gotten more idea points.

7) TRAVEL POINTS – A character receives one experience point for each mile traveled on land in an unfamilar area, and one experience point for every 10 miles if flying or at sea. The character must be conscious and interacting with his environment. Multiply by ½x 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.*

8) 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, planninga 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 Droggo 150 ep for taking the initiative and most of the reasonable risk. He gives Agonar and Naug 100 ep apiece for their solid support activity, while he gives Chinta only 50 ep because she disregarded her own safety and the group's when she went after a potential treasure. However, Chinta gets the reward of having the small box without the rest of the group knowing that she has it.*

2.62 CHARACTER LEVELS

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

EXAMPLE: *If the Gamemaster 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
Chinta	23400	2nd	370	23770	2nd
Droggo	19764	1st	570	20334	2nd
Naug	28940	2nd	928	29868	2nd

Droggo's total experience points has passed 20000, so he advances from 1st level to 2nd level. So now he must allocate his development points to his skills in order to increase his skill ranks, and then he must update his Character Record Sheet. If Naug 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	0 – 10000
2	10,001 – 20000
3	20,001 – 30000
4	30,001 – 40000
5	40,001 – 50000
6	50,001 – 70000
7	70,001 – 90000
8	90,001 – 110000
9	110,001 – 130000
10	130,001 – 150000

2.63 ADVANCING A LEVEL

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) in order to increase the skill's rank. This process is identical to apprenticeship skill development and is described in Section 3.6. After all development points have been allocated to increasing skill ranks, the level bonuses for professions (see Section 2.4) 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) or a spell list.
4) Update level bonuses for the character's profession.
5) Retotal any skill bonuses affected by 2) and 3).
6) Increase your Power Point total (see 4.55).
7) Mark the character's new level.

2.7 KEEPING TRACK OF A 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. In the ***Middle-earth Role Playing*** system (*MERP*), each player should keep track of his one character (his player character) on a Character Record Sheet. The Character Record Sheet (RS-1) 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 (NPC's), but in general he only needs to keep track of their levels. This allows him to refer to the Master Character Table ST-3 in order to obtain non-player character bonuses required during play.

The rest of this section discusses the Character Record Sheet and the different types of capabilities and bonuses that the players should keep track of.

2.71 THE CHARACTER RECORD SHEET

The Character Record Sheet has space for all of the factors which affect a character's bonuses and capablities (e.g., skill bonuses, languages known, spell lists known, height, weight, etc.). A player should fill in all of the appropriate spaces (this process is described step by step in Section 3) and add the values in each of the rows, putting the result in the "total" space at the end of the row. When this process is completed the character is ready to play and has on his Character Record Sheet all of the bonuses which can affect his actions.

Anyone using *MERP* may photocopy as many Character Record Sheets as he wishes for use in his game, however they may not be copied for commercial usage. Players can use the back of the Character Record Sheet to keep track of the character's supplies, equipment and other possessions.

2.72 SKILL BONUSES

Skill bonuses are the numbers added to various rolls which determine the success of events and actions during play. They represent how capable a character is at certain activities. The basic classifications for skill bonuses are the Offensive Bonuses (OB), Defensive Bonuses (DB), Moving Maneuver Bonuses (MM), and Static Maneuver Bonuses (SM). Each skill bonus has its classification indicated on the Character Record Sheet.

Each skill bonus is the sum of several specific bonuses, each of which has a column under "Skill Bonuses" on the Character Record Sheet. The specific bonuses include the skill rank bonus (see Section 2.31), the stat bonus (see Section 2.12), the profession bonus (see Section 2.4), item bonuses (see Section 4.56), and any special bonuses. If a bonus space contains an "X" then 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.

As a skill rank is increased by one through development (see Section 2.3), the increase is marked on the Character Record Sheet by placing an "X" in the first open box on the row for that skill. Movement and Maneuver skill ranks are limited by the number of boxes on the Character Record Sheet. Skills without boxes (i.e., Base Spells, Leadership, 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.

Offensive Bonuses (OB) – Offensive Bonuses include all of the weapon skills bonuses, the Directed Spells skill bonus, and the Base Spells skill bonus. These bonuses are used in combat to attack opponents with weapons and spells (see Section 6.6). The bonuses are added to attack rolls which are applied to the various attack tables.

Defensive Bonus (DB) and Defensive Equipment – A character's Defensive Bonus is used in combat as a subtraction from an opponent's attack roll against the character. There is a section of the Character Record Sheet with a space for the type of armor being worn, a space for the extra bonus added to the Defensive Bonus when the character is using a shield against an opponent, a space to indicate a helm, a space to indicate arm greaves, and a space to indicate leg greaves. Normally a shield can be used to increase a character's Defensive Bonus against one foe by 25.

EXAMPLE: *Shen-Tyga wears chain, a helm, arm greaves and leg greaves:*

Armor–chain
Shield –(-25)
Helm– Yes
Arm Greaves – Yes
Leg Greaves – Yes

So his Perception Bonus (due to helm), his Offensive Bonuses (due to arm greaves) and his Movement and Maneuver Bonuses (due to leg greaves) are all decreased by 5.

Moving Maneuver Bonuses (MM) – Moving Maneuver Bonuses include all skill bonuses for skills involving a lot of movement: movement and general maneuver, climbing, riding, swimming, and stalking. These bonuses are added to maneuver rolls which are resolved on the Moving Maneuver Table MT-1.

Static Maneuver Bonuses (SM) – Static Maneuver Bonuses include all skill bonuses for skills not involving much movement: tracking, hiding, picking locks, disarming traps, reading runes, using items, perception, and leadership. These bonuses are added to maneuver rolls which are resolved on the appropriate column of the Static Maneuver Table MT-2.

2.73 SPECIAL BONUSES (SP)

Several of the skills do not fall in the general pattern outlined above: Body Development, Ambush, and Stalk/Hide. The Body Development Bonus is the number of hits which a character can take before passing out (see Section 2.32). The Ambush Bonus is a modification to critical rolls resulting from a sneak attack on the rear of an opponent (see Section 2.32). The Stalk/Hide Bonus is a Moving Maneuver Bonus for Stalking (avoiding detection during movement), and a Static Maneuver Bonus for Hiding (avoiding detection without moving).

2.74 RESISTANCE ROLL BONUSES (RR)

Certain attacks occurring during play will require a character to make a Resistance Roll to determine if or how an attack affects the character. The types of attacks are Essence spells, Channeling spells, Poisons, and Diseases. The attack's level (caster level if it is a spell, attack level if a poison or disease) is cross-indexed with the target's (defender's) level on the Resistance Table RRT to obtain a single number. In order to successfully resist the attack, the Resistance Roll must be greater than or equal to this number (see the example in Section 6.6).

Resistance Roll Bonuses consist of a stat bonus, any item bonuses, and race bonuses (place in one of the special spaces). The race bonuses can be obtained from Table BT-3.

2.75 OTHER CAPABILITIES

Other information is kept on the Character Record Sheet. This information is not used as much during play as the skill bonuses, but it is still important to keep track of it.

Languages – In the section of his Character Record Sheet marked "LANGUAGES", the player should record each of the languages that he knows and the "rank" to which he knows each one. Starting languages are based upon the character's race (see Section 2.21), along with his development choices during adolescence (see Section 3.3) and apprenticeship (see Section 3.6). The rank to which a character knows a language can be further developed during a later level.

Spell Lists – In the section of the Character Record Sheet marked "SPELL LISTS", the player should record each of the spell lists that he is learning and has learned (see Section 2.32). He should put an "X" in the "chance" box to the right of the spell list if he has already learned the list; if he has not completed learning the list (see Section 3.6), he should put the percentage chance which he has in the "chance" box.

Level and Experience – Each character has an Experience Point total (see Section 2.6) and a level. These should be recorded in their respective space on the Character Record Sheet.

Armor, Shields, Helmets and Greaves – Normal armor (plate, chain, rigid leather, and soft leather) covers from the shoulders to mid-thigh, and to the middle of the upper arms. Characters may also elect to wear helmets, arm greaves, and/or leg greaves. These pieces of equipment allow the wearers to avoid certain criticals, but they also involve penalties: helmets modify the Perception bonus by -5, arm greaves modify the Offensive bonuses by -5, and leg greaves modify Movement and Maneuver bonuses by -5. If a character is wearing any of this equipment, he should record it on his Character Record Sheet (see Section 2.72). Armor, helmets, and greaves do not count for encumbrance purposes (see below).

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.

Shields may only be used with 1-Handed weapons (see Table CST-1), and they require the full use of one arm. When using a shield a character may increase his Defensive bonus by +25 against one opponent 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).

Encumbrance – The movement and maneuver capabilities of a character are affected by the weight of the material which he carries on his person (if they are worn, armor, clothes, helmets and greaves already have their own penalties already figured in). Each character should total the weight of all of the equipment (other than material that he is wearing: clothes, armor, helmet, greaves, belt, etc.) and supplies that he carries (see Table ST-4 for weights), rounding down to the nearest pound. If the total is over 15 pounds, a penalty may result. A burden of 15 lb. or less will result in no 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 penalty for carrying excess weight based upon the weight of the character. To this penalty the character adds his Strength bonus (if positive), giving his "Encumbrance Penalty". This penalty is applied to ALL movement and moving maneuvers. If running or attempting to run, the encumbrance penalty is applied before the doubling effect for doubled movement. An example of this can be found in Section 3.72).

Stats – In the "STATS" section of his Character Record Sheet, the character should record his stats. The stats are numbers between 1 and 102 that represent the physical and mental capabilities of the character (see Section 2.1). These values are placed next to the stats in the column marked "value". Each stat value has a normal bonus (from Table BT-1) and a race bonus (from Table BT-3); each of these is placed in the appropriate column. The sum of these two bonuses is placed in the "total" column and is used as a stat bonus for calculating skill bonuses.

Constant Information – Certain information concerning a character is relatively constant and unchanging. The Character Record Sheet provides spaces for a character's name, race, height, weight, hair, eyes, demeanor, and profession. A space is also provided for any special properties the player might wish to record.

2.8 THE ROLE OF THE CHARACTER

There are certain factors which are not formalized in the ***Middle-earth Role Playing*** system but which still affect the role of a character, and in particular a player character. These are factors which are not capabilities of or restrictions on the character; instead, they are facets of his individual nature and temperament. These factors are crucial in bringing a character to life in the terms of the game, and they make the character seem more realistic to the character's player as well as the other players and the Gamemaster. Three of the most important of these intangible factors are Personality, Motivation and Alignment in the struggle between Good and Evil in Middle-earth.

PERSONALITY – Many players may inject their own Personality into their 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.

MOTIVATION – Another question that should be answered about the 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. It may be to kill and fight. It might be to defeat the evil minions of Sauron and make the world safe for Humanity (or Hobbitity or Elfity or Dwarfity or Entity). It might be to defeat the naive dupes of the Valar and bring the Rightful Ruler of Middle-earth to control of Middle-earth (Sauron or even your character). Whatever your character's motivation, it really helps to flesh him out.

ALIGNMENT – You should determine your character's philosophy, morals, and social tendencies; so we group these factors under alignment. The easiest decision is: is the character good, evil or neutral (neither good or evil, out for yourself)? In Middle-earth terms the evil dudes are usually (but not always) dominated by Sauron and are out to destroy the good guys (who either are passive or are actively opposing Sauron).

The next question is: What are the morals and philosophy of the character? – Does he believe that the end justifies the means? Saruman did and he was finally corrupted. – Does he respect rigid laws? The Elves did not; some evil beings do. – Is he fatalistic? A good person might feel that Sauron would win regardless of what he as an individual might do, so why bother resisting. – Is he a hedonist? Good or evil, his prime concern would be to enjoy himself. All of these are interesting examples; there are many other options that add dimension and complexity to a character.

3.0 CREATING AND MOLDING A CHARACTER

In a Fantasy Role Playing game each participant (player) except for the Gamemaster (GM) assumes the persona of one of the individual characters – his player character. Each player must first "generate" his player character in order to determine the character's attributes, background, physical appearance, skills, etc.; in short, he must determine all of the various factors that control what the character is capable of doing in a Fantasy Role Playing environment. To generate a character the player should perform each of the following steps (as described in Sections 3.1 – 3.8):

1) Decide in general what type of character to play.
2) Roll the character's stats (see Section 2.1).
3) Choose a race for the character.
4) Develop the character's adolescence skills.
5) Choose a profession for the character.
6) Choose the character's background options.
7) Develop the character's apprenticeship skills.
8) Outfit the character.
9) Total the character's penalties and bonuses.
10) Develop a persona for the character.

The Character Record Sheet is the key in generating a character. This sheet is organized to aid you during the generating 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. The various parts of the Character Record Sheet and what needs to go in them are discussed in Section 2.7. Some of the generation steps are interchangeable – primarily stat generation, race choice, and profession choice.

If the Gamemaster and players wish to avoid the process of generating characters, they can use the Master Character Table ST-3, which gives average bonuses for the various professions and levels.

Before beginning to generate a character, a player should make a general decision as to what type of character he wants to have. This decision should concern the character's profession, race, and his 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 Section 3 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 Varak Tanuk.*

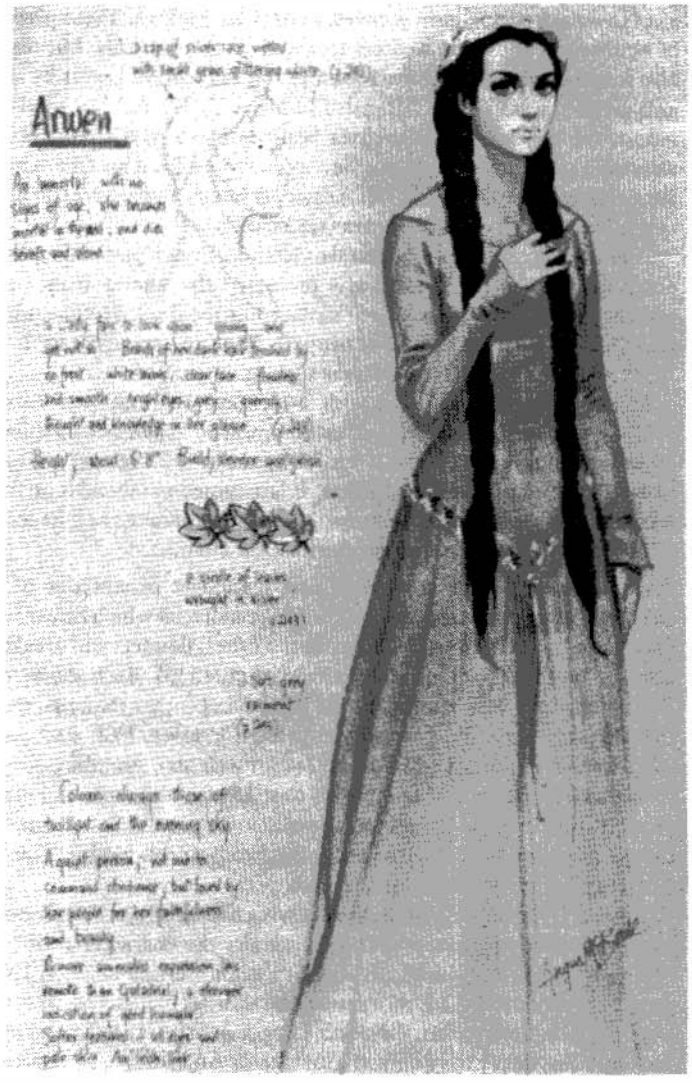
To give the readers an idea of the different types of characters that may be developed, here are some of the characters from The Lord of the Rings (usually of very high level) and their races and professions in ***MERP*** terms.

Aragorn II	– Dúnadan Ranger.
Elrond	– Half-elf Animist.
Éomer	– Rohir Warrior.
Frodo	– Hobbit Scout.
Galadriel	– Noldor Elf Mage.
Gandalf	– Human Mage (really one of the Istari).
Gimli	– Dwarf Warrior.
Glorfindel	– Noldor Elf Bard.
Legolas	– Sindar Elf Warrior.
Radagast	– Human Animist (really one of the Istari).

BT-1 – STAT BONUS 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 4.55). The number (based upon Intelligence or Intuition) given above is multiplied by the character's level to obtain the character's power point total.



3.1 GENERATING STATISTICS

First the player must generate the stats which determine his mental and physical prowess (see Section 2.11 for descriptions of the 6 stats). To determine the stats for a character, first make 6 rolls (1-100) and record them on a piece of paper. Ignore rolls of less than 20; you need 6 rolls above 19. Now assign at your discretion each of the 6 rolls to one of the six stats as you see fit, and record them on your Character Record Sheet (see Section 2.71). You should now have one value (between 20 and 100 inclusive) for each of your 6 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 (see Section 2.12 and Table BT-1) should also be recorded.

Elves have certain advantages over the "mortal" races (see Section 2.21), and in terms of a fantasy roleplaying game this is reflected by a restriction on how they assign their stats. Each Noldor Elf must assign his highest stat to his Presence, each Sindar 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.

Keep in mind that when a profession for the character is chosen (see Sections 2.4 and 3.4), the value assigned to the prime stat for the 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.

EXAMPLE: *Our character, Varak Tanuk, 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. Varak 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 follows:*

			BONUSES		
STATS	**Abbr.**	**Value**	**Norm**	**Race**	**Total**
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)	___			

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 (see Section 4.5). Varak has also looked up his stat bonuses from Table BT-1 and recorded them.

BT-2 — STAT BONUS EFFECT TABLE

SKILL or ABILITY	APPLICABLE STAT
Movement and Maneuver:	
No Armor and Leather	AG
Chain and Plate	ST
Melee OB	ST
Missile and Thrown OB	AG
Climb	AG
Ride	IT
Swim	AG
Track	IG
Ambush	—
Stalk/Hide	PR
Pick Lock	IG
Disarm Trap	IT
Read Runes	IG
Use Items	IT
Directed Spells	AG
Perception	IT
Leadership and Influence	PR
Body Development	CO
Defensive Bonus	AG
Essense Resistance Roll	IG
Channeling RR	IT
RR versus Poison	CO
RR versus Disease	CO

3.2 CHOOSING RACE AND CULTURE

There are a variety of races (and cultures) that a player may choose for his character in Middle-earth. These races are described in Section 2.21; they include certain general classifications that in fact cover many races and cultures (e.g., Men include such races and cultures as Haradrim, Dunlendings, Beornings, etc). The race chosen affects a character's bonuses for skills (see Section 2.31), his development during his adolescence, his special abilities, his appearance, and certain other factors (see Section 2.22). Once the race (or culture) is chosen the player records it on his Character Record Sheet. He should also record any stat bonuses and Resistance Roll bonuses due to race (see Table BT-3).

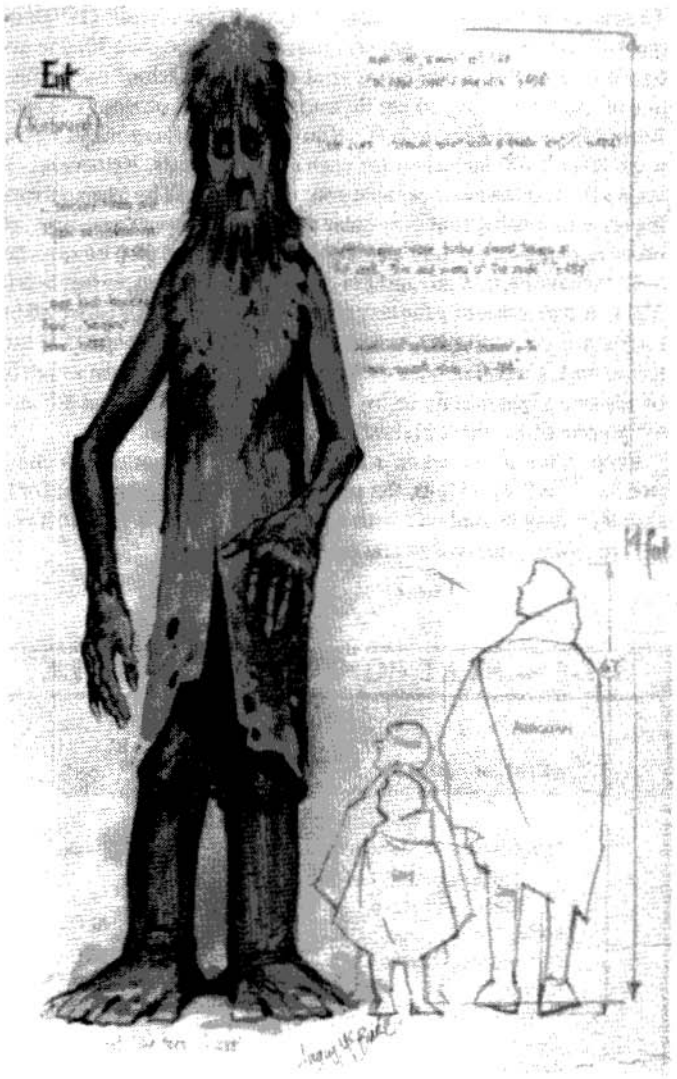
The Gamemaster may wish to restrict the players'choices to certain "acceptable" races. For example, a gamemaster may not want to allow player character Orcs or Trolls because members of those races are usually not free enough of external domination (evil masters, such as Nazgûl or Sauron) to be controlled by a player. However, a Gamemaster 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 races are usually suitable for player characters the Gamemaster should read the race descriptions in Section 2.21. The Race Table CGT-3 gives races which we suggest might be suitable.

The Gamemaster may wish to require a random determination of race and culture based upon Table CGT-3.

Once the race has been choosen the player should determine the character's appearance. Factors affecting a character's appearance include height, weight, age, hair color, eye color, demeanor, etc. These characteristics and their significance are described in Section 2.21 for each race (and culture). The Gamemaster must decide whether to assign these characteristics or whether the players may choose the characteristics within the limits given in the race descriptions.

To obtain the character's Appearance (AP), make a roll (1-100) and then add the character's stat bonus for Presence (see Table BT-1). The Appearance may not exceed 100 through this method, although it may reach 101 (but not 102) by using background options (see Section 2.51). If the Gamemaster allows it, a 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: *Still thinking of Aragorn, Varak 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.*

NAME: VARAK TANUK
RACE: DÚNADAN
HEIGHT: 6'5"
WEIGHT: 220 lbs.
HAIR: BLACK
EYES: GREY
DEMEANOR: STERN

After reading the racial description of the Dúnadan in Section 2.21, the player decides that Varak will be 6'5", 220 lb., with black hair, grey eyes, and a stern demeanor. He also records which languages (and to what rank) a Dúnadan knows. A 77 is rolled for Appearance; and with a Presence stat bonus of +5, Varak's Appearance is 82 (fairly good-looking). He decides not to exchange this 82 with one of his stats.

STATS	Abbr.	Value	BONUSES Norm	Race	Total
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	___
Appearance	(AP)	82			

Essence RR	xx	IG___	xx	___	___	___	___	RR
Channeling RR	xx	IT___	xx	___	___	___	___	RR
Poison RR	xx	CO___	xx	___	___	+5	___	RR
Disease RR	xx	CO___	xx	___	___	+5	___	RR

CGT-3 — RACE TABLE

1st Roll ROLL	RACE		
01—03	Hobbit		
04—08	Umli	Half-orc	*
09—21	Dwarf		
22—25	Wose	Troll	*
26—75	Man **	Orc	*
76—78	Half-elf	Half-troll	*
79—91	Silvan Elf	Uruk-hai	*
92—97	Sindar Elf		
98—00	Noldor Elf	Olog-hai	*

* — these races are not normally player characters.

** — This classification includes many separate races (or cultures), a second roll may be made to determine the race (or culture).

2nd Roll, applicable only to men

ROLL	RACE OR CULTURE
01—05	Dúnadan
06—10	Rohîr
11—15	Beorning
16—20	Woodman
21—25	Dorwinadan
26—30	Lossadan
31—54	Rural Man
55—78	Urban Man
79—83	Dunlending
84—86	Easterling
87—89	Haradan
90—92	Corsair
93—95	Variag
96—00	Black Númenorean

ST-1 — LANGUAGES OF MIDDLE-EARTH*

Adûnaic — *Black Numenoreans*(5), *Corsairs*(5), *Dúnedain*(4), Noldor 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 Númenoreans(5), Corsairs(4), *Northern Haradrim*(5), Southern Haradrim(3), Variags(3).

Khuzdul (Dwarvish) — *Dwarves*(5), Umli(1).

Kuduk (The 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), *Noldor Elves*(5), Silvan Elves(2), Sindar Elves(3).

Rohirric — *Rohirrim*(5).

Sindarin — Dúnedain(4), Dwarves(3), Half-elves(5), Lossoth(2), Woodmen(2) Noldor Elves(5), Silvan Elves(5), *Sindar Elves*(5).

Silvan (Bethteur) — *Silvan Elves*(5), Sindar Elves(4).

Umitic — *Umli*(5).

Varadja — *Variags*(5).

Waildyth (Nature-signals) — *Beornings*(5).

Westron (Common Speech) — Beornings(5), Black Numenoreans(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), Noldor Elves(5), Northern Haradrim(5), Olog-hai(3), Orcs(3), Rohirrim(5), *Rural Men*(5), Silvan Elves(4), Sindar Elves(5), Southern Haradrim(3), *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.

BT-3 — SPECIAL RACIAL MODIFICATIONS TABLE

	Stat Bonus Modifications						Resistance Roll Modifications			
	ST	AG	CO	IG	IT	PR	ESS	CHN	POS	DIS
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
Dunedain	+5	0	+10	0	0	+5	0	0	+5	+5
Half-elf	+5	+5	+5	0	0	+5	0	0	+50	+50
Silvan Elf	0	+10	0	0	+5	+5	0	0	+10	+100
Sindar Elf	0	+10	+5	0	+5	+10	0	0	+10	+100
Noldor 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

KEY: ESS—Essence; CHN—Channeling; POS—Poison; DIS—Disease. ST—Strength; AG—Agility; CO—Constitution; IG—Intelligence; IT—Intuition; PR—Presence.

3.3 ADOLESCENCE SKILL DEVELOPMENT

Table CGT-5 indicates what skills a character develops during his adolescence (early life), and also how much the skill rank is increased in each skill. The significance and mechanics of skills are described in Section 2.32. These skills are based upon the character's race or cultural background. For example, if a man is raised in an Elven society he would use the appropriate Elven skill development. On his Character Record Sheet the player should place "X's" in the number of skill rank boxes indicated below for each skill. Some skills are not included on the tables below because no race develops those skills during adolescence.

EXAMPLE: *Varak must now record the skill ranks, languages, and spell lists obtained during his Adolescence (see Table CGT-5).*

Varak 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. Varak also gets 6 ranks of language; he chooses one more rank in Quenya, 3 ranks in Rohirric, and one each in Hobbitish and Silvan. He would like to have picked Khuzdul (Dwarvish), but the Gamemaster ruled that he would not have had the opportunity during his youth.

	LANGUAGES	RANK		SPELL LISTS	chance
1)	ADÛNAIC	4	1)	MOVING WAYS	[X]
2)	WESTRON	5	2)		[ ]
3)	QUENYA	2	3)		[ ]
4)	SINDARIN	5	4)		[ ]
5)	ROHIRRIC	3	5)		[ ]
6)	HOBBITISH	1	6)		[ ]
7)	SILVAN	1	7)		[ ]

Varak 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, Polearms, Riding, Swimming, Reading Runes, and Using Items. He marks two boxes in Chain and 1-H Edged weapons. Finally, he marks three boxes in Body Development.

SKILLS	5% Rank	2% Rank
MOVEMENT AND MANEUVER:		
No Armor	☒☐ ----------Maximum------	
Soft Leather	■☐☐ ----------Number----	
Rigid Leather	☒☐☐☐☐ ----------of------	
Chain	☒☒☐☐☐☐☐ ----------Ranks---	
WEAPON SKILLS (Offensive Bonuses):		
1-H Edged	☒☒☐☐☐☐☐☐☐☐	☐☐☐☐☐
2-Handed	☒☐☐☐☐☐☐☐☐☐	☐☐☐☐☐
Missile	☒☐☐☐☐☐☐☐☐☐	☐☐☐☐☐
Pole-arms	☒☐☐☐☐☐☐☐☐☐	☐☐☐☐☐
GENERAL SKILLS:		
Ride	☒☐☐☐☐☐☐☐☐☐	☐☐☐☐☐
Swim	☒☐☐☐☐☐☐☐☐☐	☐☐☐☐☐
MAGICAL SKILLS:		
Read Runes	☒☐☐☐☐☐☐☐☐☐	☐☐☐☐☐
Use Items	☒☐☐☐☐☐☐☐☐☐	☐☐☐☐☐
MISC. SKILLS AND BONUSES:		
Body Devel.	☒☒☒☐☐☐☐☐☐☐	☐☐☐☐☐

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-5 — ADOLESCENCE SKILL RANK TABLE

MOVEMENT AND MANEUVER:	Dwarves	Umli	Noldor Elves	Sindar Elves	Silvan Elves	Half-elves	Hobbits	Beorningas	Black Númenoreans	Corsairs	Dorwinrim	Dúnedain	Dunlendings	Easterlings	Haradrim	Lossoth	Rohirrim	Rural-men	Urban-men	Variags	Woodmen	Woses	Orcs	Uruk-hai	Half-orcs	Trolls	Olog-hai	Half-trolls
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	3	0	1	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	0	0	1	1	0	0	0	0	3	3	3	0	0	2
Chain-	3	0	0	0	0	1	0	0	2	0	0	2	0	0	0	0	2	1	0	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	0	2	1	1	2	1	2	0	4	0	0	0	0
1-H Concussion-	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	3	0	1	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	0	0	1	1	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	2	2	1	1	0	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	7	0	8	1	0	4	0	0	0	1	0	0	0	0
Swim-	0	1	2	2	3	1	0	2	3	5	1	1	1	0	0	2	1	1	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	0	4	0	1	0	1	4	4	0	0	0	0	0	0
Pick Locks-	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 Traps-	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:																												
Reading Runes-	0	0	2	1	1	1	0	0	1	0	0	1	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0
Use Items-	0	0	1	1	0	0	0	0	1	0	0	1	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0
MISCELLANEOUS:																												
Body Development-	3	2	1	1	1	1	2	3	2	2	1	3	3	2	2	3	2	2	1	2	2	3	2	3	2	5	5	4
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
% CHANCE OF GETTING A SPELL LIST*	3	5	40	30	20	10	0	3	10	5	10	10	2	2	2	5	3	3	15	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	3	1	4	4	5	3	2	2	2	2	2	2	2	2
# BACKGROUND POINTS	4	4	2	3	4	3	5	5	3	5	5	3	4	4	5	4	5	5	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 actual choice of this spell list is not made until the player has chosen a profession for his character, because the choice must be made within the restrictions of his profession (see Section 2.4) and race (see Section 2.21).

† — 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.

3.4 CHOOSING A PROFESSION

After a character's stats have been assigned, his racial factors determined, and his adolescence skills recorded, the player must choose one of the six professions (see Section 2.4) and record it on his Character Record Sheet. The Gamesmaster may wish to restrict certain 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 races (see Section 2.21).

Each profession has one stat which is that profession's "prime stat". The prime stats are Strength for a Warrior, Agility for a Scout, Intelligence for a Mage, Intuition for an Animist, Constitution for a Ranger, and Presence for a Bard. If the player wishes he may replace the value previously assigned to his character's prime stat with a 90.

The character should then choose a realm of magic (see Section 4.5) 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. The character should also record how many power points (see Section 4.5) he has for casting spells. The number of power points a character gets per level can be obtained from Table BT-I, using his Intelligence stat (if his realm is Essence) or his Intuition stat (if his realm is Channeling).

The character should also total his stat bonuses at this point and record that he is 1st level and has 10000 Experience Points.

EXAMPLE: *Varak 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 10000 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, Varak totals his normal stat bonuses and his racial stat bonuses to obtain his total stat bonus.*

PROFESSION: RANGER
LEVEL: 1

STATS	Abbr.	Value	BONUSES Norm	Race	Total
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)	___			

REALM: CHANNELING
POWER POINTS: 1
EXPERIENCE POINTS: 10,000

3.5 BACKGROUND OPTIONS AND DETAILS

Each player character has a certain number of "Background Points" based upon his race (as indicated in the last row of Table CGT-5). These points must be allocated to the "Background Options" described in Section 2.51. The Gamemaster may decide to assign these options in his own manner, or he may allow the players to choose from or roll on the Background Option Tables CGT-2. The results of these choices should be marked on the player's Character Record Sheet.

After the character has allocated his points to his background options, the Gamemaster should define his background (see Section 2.52). The Gamemaster can base this background upon the character's race, profession, and background option choices, as well as the setting of the game. This is up to the Gamemaster even though the player character concerned may have some input.

EXAMPLE: *Varak must now allocate his background option points; he has 3 points since he is a Dunedain (see Table CGT-5). He puts one point into Special Abilities, one into Special Items, and one into Hobby Skill Ranks (see Section 2.51). His Gamemaster has decided to allow the players to choose from the Background Option Table CGT-2 instead of having to roll.*

Varak 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 the Character Record Sheet.

SPECIAL:

Track . . . ___	IG___	___	___	+10	
Perception . . . ___	IT___	___	___	+10	

Varak chooses a +15 broadsword as his special item, and records a +15 in the "Item" column of the 1-H Edged row.

WEAPON SKILLS (Offensive Bonuses):

1-H Edged . . . ___	ST___	___	+15	___

Finally, he chooses to put his hobby skill ranks into Caving (a secondary skill, Section 2.33). Since it is a secondary skill he gets 5 skill ranks and records them.

SECONDARY SKILLS:

CAVING ☒☒☒☒☐☐☐☐☐ ☐☐☐☐☐
_____ ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐

Based upon these choices, the Gamemaster and player get together and decide upon a brief outline of his background. Varak is the younger son of Canae Tanuk, a Dúnadan Ranger of Northern Arnor. All of his family but his father were killed in an Orc attack when he was young. He was trained by his father in Caving and Woodsmanship. He is exceptionally sharp-eyed and observant. His father disappeared when he was 17, leaving only his +15 broadsword that Varak carries. Varak plans to find out what happened to him as soon as he finishes his apprenticeship under his father's best friend, Pralorn Durban. The Gamemaster plans to flesh out this background as Varak adventures and finds out more details about his family.

BT-6 — PROFESSION TABLE

PROFESSION	PRIME STAT	REALM	PROFESSION SKILL BONUSES (per Level)
Warrior	ST	*	(+1)—General Skills; (+2)—Body Development; (+3)—Weapon Skills.
Scout	AG	*	(+1)—Weapons Skills, General Skills; (+2)— Subterfuge Skills; (+3)—Perception.
Mage	IG	Ess.	(+2)—Reading Runes, Using Items, Base Spells; (+3)— Directed Spells.
Animist	IT	Chan.	(+1)—Reading Runes, Using Items, General Skills, Perception; (+2)—Directed Spells, Base Spells.
Ranger	CO	Chan.	(+2)—Weapon Skills, Perception, Stalking/Hiding; (+3)—General Skills.
Bard	PR	Ess.	(+1)—Weapon Skills, General Skills, Subterfuge Skills, Magical Skills, Base Spells, Perception.

* — may choose either realm.

CGT-2 — BACKGROUND OPTIONS TABLE

HOBBY SKILL RANKS —

Increase one primary skill by 2 ranks
or Increase one secondary skill 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 in a 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.). 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 RR's against one type adversity, normally Essence spells, Channeling spells, poisons, or diseases.
71-75	Proficient with spells: start having learned one extra spelllist (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 tracking.
86-90	Lightning reactions: +5 to DB and +5 to all OB's.
91-95	Charismatic: a special +10 to leadership and influence.
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 the mace 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 his 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 4.56). 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 Section 4.56): 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 +'s (bonuses) on item 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
00	200 gp

3.6 APPRENTICESHIP SKILL DEVELOPMENT

After background options and a profession have been chosen each character must develop skills during his apprenticeship. Based upon his profession, the character receives a certain number of Skill development points in each of the skill categories as indicated in Table CGT-4. This process is also used each time that a character's level increases. The various skills and categories are described in Section 2.32.

The development points in a given category may be used towards increasing skill ranks (see Section 2.3) in that category. A skill rank may be increased by one (and one only), by using one of these development points. A skill rank may be increased by two by using a total of three development points. A skill rank may not be increased by more than 2 ranks during the apprenticeship.

The exception to these rules are the Movement and Maneuver skills. A character may allocate to any of the Movement and Maneuver skills as many of his development points that he has available in the Movement and Maneuver category (and those he transfers). Each point increases the skill rank by one, regardless of how many points are allocated to that skill.

TRANSFERRING DEVELOPMENT POINTS – Development points that have not been used may be transfered to another category. If the category that the points are transferred to has an initial development point totalthat is zero (e.g., Weapon Skills for a Mage or Spell Lists for Warriors and Scouts), then that category receives **one** development point for every **four** transferred. If the category that the points are transferred to has an initial development point total that is not zero, then that category receives **one** development point for every **two** transferred. Points may be transfered from several categories. Unused points are lost. Points from any category or combination of categories may be used to develop the Perception skill (i.e., transferred on a 1 to 1 basis).

SPELL LISTS – Each development point used on a spell list gives a 20% chance of "learning" (see Section 4.5) a spell list, thus using 5 points gives a 100% chance of learning a list. A given character may only roll once during apprenticeship to learn a spell list. If a character attempts to learn a list and fails, the development points carryover to learning the list for the next level (see Section 2.63). These points should be recorded on the Character Record Sheet next to the spell list name. If enough points are expended to give a 100% chance of learning a list, the character may expend more points to take a chance of learning a second list (20% chance per point). A character's profession (see Section 2.4) and race (see Section 2.21) determine which spell lists he may learn.

EXAMPLE: *Varak 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 development points he gets in each category:*

Weapon Skills	– 3	Body Development	– 2
General Skills	– 4	Languages	– 1
Subterfuge Skills	– 2	Movement and Maneuver	– 2
Magical Skills	– 0	Spell Lists	– 1

Varak decides to concentrate his weapon development in 1-H Edged weapons and puts all 3 of his Weapon Skill points into 1-H Edged, increasing that skill rank by 2. Remember (except for Movement and Maneuver skills), an allocation of 1 point increases a skill rank by 1, but an allocation of 3 points only increases a skill rank by 2. He also puts both of his Movement and Maneuver points into Rigid Leather, increasing his Rigid Leather skill rank by 2.

MOVEMENT AND MANEUVER:

No Armor	☒☐	Maximum
Soft Leather	☐☐☐	Number
Rigid Leather	☒☒☒☐☐	of
Chain	☒☒☐☐☐☐☐	Ranks

WEAPON SKILLS (Offensive Bonuses):

1-H Edged	☒☒☒☒☐☐☐☐☐☐	☐☐☐☐☐
1-H Concussion	☐☐☐☐☐☐☐☐☐☐	☐☐☐☐☐
2-Handed	☒☐☐☐☐☐☐☐☐☐	☐☐☐☐☐
Thrown	☐☐☐☐☐☐☐☐☐☐	☐☐☐☐☐
Missile	☒☐☐☐☐☐☐☐☐☐	☐☐☐☐☐
Pole-arms	☒☐☐☐☐☐☐☐☐☐	☐☐☐☐☐

Looking at his 2 points in Subterfuge Skills, he decides to put one point into Stalk/Hide and one point into Disarm Traps. He puts one of his General Skills points into Track and one into Climb, and decides to transfer the other 2 General Skills points to Body Development, resulting in a total of 3 points for Body Development (since development points normally transfer at a rate of 2 to 1).

GENERAL SKILLS:

Climb	☒☐☐☐☐☐☐☐☐☐	☐☐☐☐☐
Ride	☒☐☐☐☐☐■☐☐☐	☐☐☐☐☐
Swim	☒☐☐☐☐☐☐☐☐☐	☐☐☐☐☐
Track	☒☐☐☐☐☐☐☐☐☐	☐☐☐☐☐

SUBTERFUGE SKILLS:

Ambush	☐☐☐☐☐☐☐☐☐☐	☐☐☐☐☐
Stalk/Hide	☒☐☐☐☐☐☐☐☐☐	☐☐☐☐☐
Pick Lock	☐☐☐☐☐☐☐☐☐☐	☐☐☐☐☐
Disarm Trap	☒☐☐☐☐☐☐☐☐☐	☐☐☐☐☐

He uses the 3 points 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 point to increase his Perception skill rank by one.

MAGICAL SKILLS:

Read Runes	☒☐☐☐☐☐☐☐☐☐	☐☐☐☐☐
Use Items	☒☐☐☐☐☐☐☐☐☐	☐☐☐☐☐
Directed Spells	☐☐☐☐☐☐☐☐☐☐	☐☐☐☐☐

MISC. SKILLS AND BONUSES:

Perception	☒☐☐☐☐☐☐☐☐☐	☐☐☐☐☐
Body Devel.	☒☒☒☒☒☐☐☐☐☐	☐☐☐☐☐

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]
3)	[ ]

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:

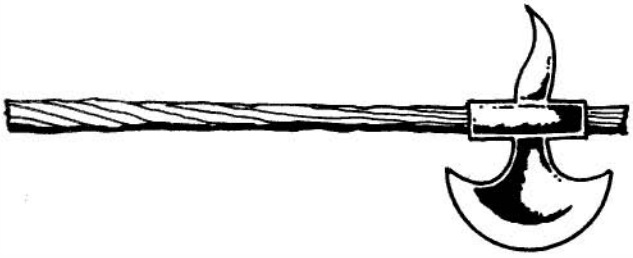
MOVEMENT AND MANEUVER:	WEAPON SKILLS:	SUBTERFUGE SKILLS:	GENERAL SKILLS:	MAGICAL SKILLS
No Armor	1-Handed Edged	Ambush	Climb	Reading Runes
Soft Leather	1-Handed Concussion	Stalk/Hide	Ride	Use Items
Rigid Leather	2-Handed	Pick Locks	Swim	Directed Spells
Chain	Thrown	Disarm Traps	Track	
Plate	Missile			
	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.



3.7 READYING THE PLAYER CHARACTER

Once the player has completed the steps outlined in Sections 3.1-3.6, he needs to obtain equipment and supplies for his character. He also needs to total each of his bonuses (i.e., Offensive Bonuses, Defensive Bonus, Moving Maneuver bonuses, etc.).

3.71 OUTFITTING

Each character begins the game with two normal weapons of his choice (in addition to any special items). He must have a skill rank of 1 or more in each weapon skill that applies to the weapons. He begins with one set of armor (MM bonus must be -10 or higher). In addition, he begins with clothes (including cloak and boots), scabbards for his weapons, a weapons belt, and normal personal effects.

Each character starts with two gold pieces with which to buy equipment and to survive on until he can get more. In addition he may start with more money from his background options (see Section 2.51). The character may purchase (and start the game) any equipment and supplies that he wishes from Tables ST-4 and ST-5 with this cash. If the character has enough money, these purchases may include herbs (see Table ST-5) and items with magic bonuses (see Table ST-4, Table ST-7, and Section 4.56). The Gamemaster may wish to make other equipment available. The players can keep track of their supplies and equipment on the back of their Character Record Sheets.

EXAMPLE: *Varak 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
Weapons belt	wear
Clothes (includes boots & cloak), personal effects	wear
	11

Varak 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
0	2	5	0	0	Leather helm	wear
0	5	5	0	0	Shield	15
0	3	0	0	0	Dagger	1
0	1	0	0	0	2 Quivers of 20 Arrows each	6
0	0	2	0	0	Backpack	2
0	0	2	●	●	Bedroll	5
0	0	1	0	0	Tarp	4
0	●	1	0	●	Flint and steel	½
0	2	4	0	0	100' superior rope	6
0	0	0	1	5	5 torches	5
0	0	●	1	●	Waterskin (full)	1
0	0	1	0	0	Trail rations (1 week)	14
1	5	1	2	5		70 ½ lb.

* gp = goldpiece; sp = silver piece; etc. . . . .

Varak decides against arm greaves (-5 to OB) and leg greaves (-5 to Movement and Maneuvers), due to the cost and penalties. These purchases leave him with 4 silver pieces, 8 bronze pieces, 7 copper pieces, and 5 tin pieces.

3.72 CALCULATING THE ENCUMBRANCE PENALTY

After the character has been outfitted, the player 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 the total is over 15 pounds, a penalty may result. Table BT-5 gives the penalty for carrying excess weight; this penalty is applied to ALL movement and moving maneuvers. If running or attempting to run (see Section 6.41), the encumbrance penalty is applied before the doubling effect for doubled movement. This penalty should be placed in the "ENCUMBRANCE PENALTY" space on the Character Record Sheet.

3.73 TOTALING THE BONUSES

At this point the player must determine and total his bonuses for skills and other capabilities.

Skill Rank Bonuses: The number of skill ranks is totaled for each skill and the bonus is determined from Table BT-4 and recorded on the Character Record Sheet on the appropriate skill's bonus line.

Stat Bonuses: For each stat, the stat bonus is obtained from Table BT-1, and the racial stat bonus modification is obtained from Table BT-3. Both are written in the appropriate space next to the stats on the Character Record Sheet, and then the totals are written next to them. These stat bonuses are also recorded on the bonus line of any skill to which they apply (see Section 2.7).

Professional Bonuses: Each profession receives bonuses for certain skills and skill categories (see Section 2.4). These bonuses are recorded on the appropriate bonus lines on the Character Record Sheet.

Item Bonuses: Certain magic items provide bonuses to certain skills. These bonuses should be recorded on the Character Record Sheet.

Special Bonuses: These bonuses can come from background options, spells, armor penalties, etc. Some of these bonuses are already on the Character Record Sheet. Total these bonuses for each skill and place them in the appropriate spaces on the player Character Record Sheet.

Finally for each skill, all of the bonuses are summed to obtain the total bonus which is used in play.

NOTE: *No "Movement and Maneuver" bonus for a given character can exceed the sum of his Agility stat bonus + 10.*

EXAMPLE: *In the example in the previous section, Varak equipped himself and figured out how much weight he was carrying, 70 ½ lb. He checks Table BT-5, and finds his penalty is -25. Since he is extremely strong, he has a strength bonus of +25, resulting in an Encumbrance Penalty of 0. For a normal person (with no strength bonus), the Encumbrance Penalty would be -25. People have teased Varak that he would make a good pack animal (the teasing does not usually last long and is not repeated).*

Varak would start incurring a penalty if he picked up 10 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: ST +25 + -25 = +0

BT-4 — SKILL RANK BONUSES TABLE

SKILL RANK	BONUS
0	-25
1	5
2	10
3	15
4	20
5	25
6	30
7	35
8	40
9	45
10	50
11	52
12	54
13	56
14	58
15	60
16	62
17	64
18	66
19	68
20	70

+1 for each rank over 20 (e.g., 72 bonus for skill rank 22).

BT-5 — ENCUMBRANCE PENALTY TABLE

(result is the encumbrance penalty)

CHARACTER'S WEIGHT	WEIGHT CARRIED IN LBS. (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: An additional penalty of 5 is added to the maximum penalty above for each 10 lb. over 160 lb.

EXAMPLE: *Varak 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, and +10 to Tracking and Perception.*

His professional bonuses are +2 for Weapon Skills, Perception, and Stalking/Hiding. 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, and 5 times the skill rank otherwise).

For each skill rank in Body Development, Varak may roll D1 – 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, give Varak 49 hits. Thus he can take 49 hits in damage before he passes out.

SKILLS	SKILL RANKS 5% Rank	2% Rank	Rank	Stat	Prof	Item	Spec	Spec	Total
MOVEMENT AND MANEUVER:									
No Armor	☒☐ ----------Maximum------		+5	AG +10	xx	___	___	+0	+15 MM
Soft Leather	☐☐☐----------Number----		-25	AG +10	xx	___	___	-15	-30 MM
Rigid Leather	☒☒☒☐☐----------of------		+15	AG +10	xx	___	___	-30	-5 MM
Chain	☒☒☐☐☐☐☐ ----------Ranks---		+10	ST +25	xx	___	___	-45	-10 MM
Plate	☐☐☐☐☐☐☐☐☐----------		-25	ST +25	xx	___	___	-60	-60 MM
WEAPON SKILLS (Offensive Bonuses):									
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 SKILLS:									
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	___	___	___	+8 SM
SUBTERFUGE SKILLS:									
Ambush	☐☐☐☐☐☐☐☐☐☐	☐☐☐☐☐	-25	xxxx	xx	xx	___	___	-25 SP
Stalk/Hide	☒☐☐☐☐☐☐☐☐☐	☐☐☐☐☐	+5	PR +5	+2	___	___	___	+12 SP
Pick Lock	☐☐☐☐☐☐☐☐☐☐	☐☐☐☐☐	-25	IG +0	___	___	___	___	-25 SM
Disarm Trap	☒☐☐☐☐☐☐☐☐☐	☐☐☐☐☐	+5	IT +5	___	___	___	___	+10 SM
MAGICAL SKILLS:									
Read Runes	☒☐☐☐☐☐☐☐☐☐	☐☐☐☐☐	+5	IG +0	___	___	___	___	+5 SM
Use Items	☒☐☐☐☐☐☐☐☐☐	☐☐☐☐☐	+5	IT +5	___	___	___	___	+10 SM
Directed Spells	☐☐☐☐☐☐☐☐☐☐	☐☐☐☐☐	-25	AG +10	___	___	___	___	-15 OB
MISC. SKILLS AND BONUSES:									
Perception	☒☐☐☐☐☐☐☐☐☐	☐☐☐☐☐	+5	IT +5	+2	___	-5	+10	+17 SM
Body Devel.	☒☒☒☒☒☐☐☐☐☐	☐☐☐☐☐	+24	CO +20	___	___	___	+5	+49 SP
	Base Spells		xx	xxxx	___	___	___	___	+0 OB
Armor— RL	Leadership and Influence		xx	PR +5	xx	___	___	___	+5 SM
Shield — (+25)	Defensive Bonus		xx	AG +10	xx	___	___	___	+10 DB
Helm— LEATHER	Essence RR		xx	IG +0	xx	___	___	___	+0 RR
Arm Greaves— NO	Channeling RR		xx	IT +5	xx	___	___	___	+5 RR
Leg Greaves— NO	Poison RR		xx	CO +20	xx	___	___	+5	+25 RR
	Disease RR		xx	CO +20	xx	___	___	+5	+25 RR
SECONDARY SKILLS:									
CAVING	☒☒☒☒☐☐☐☐☐	☐☐☐☐☐	+25	IG +0	xx	___	___	___	+25 SP
_____	☐☐☐☐☐☐☐☐☐☐	☐☐☐☐☐	_____	_____	xx	___	___	___	_____

3.8 BRINGING A PLAYER CHARACTER TO LIFE

The player should develop a scheme and outline of his player character's basic character traits (see Section 2.8). These may be the player's own traits, in which the player character is basically the player himself placed in the game world and situation. Alternatively the player may choose a persona entirely different from his own, or some medium between the two extremes.

EXAMPLE: *Varak 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.*

4.0 THE WORLD SYSTEM — THE GAMEMASTER'S TASK

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

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).

Iron Crown Enterprises' (I.C.E.) ***Campaign and Adventure Guidebook for Middle-earth*** 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.

Iron Crown Enterprises' Middle-earth Campaign Modules provide even more detail concerning specific regions of Middle-earth. These modules provide a view of Tolkien's Middle-earth and are 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, and other material which makes a Gamemaster's job easier and more productive.

I.C.E.'s Middle-earth Adventure Modules are descriptions of specific locations for ready-to-run adventures that provide all of the material needed for a number of sessions of a fantasy role playing game. ***The Middle-earth Role Playing system*** includes a very simple sample adventure module, THE LAST BRIDGE, which is designed to be played by a beginning Gamemaster and group. THE LAST BRIDGE includes the inn at the "Last Bridge" on the road from Bree to Rivendell, the Trollshaws region, a Troll lair, and a ruined castle. 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 I.C.E.'s Modules set in an adjacent region or another section of Middle-earth: ***Bree and the Barrow-Downs***, ***Angmar***, ***Northern Mirkwood***, ***Isengard***, etc.

Whichever 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.

4.1 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 I.C.E.'s modules. Playing aids such as maps, layouts of building 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, while the three taken together provide a framework that will handle most situations that arise in a game.

4.11 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, etc. Suggestions for various activities of this type and guidelines on how to run them are presented in Section 5.1.

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), or as complex as a huge city with intricate internal politics and adventures. In general, a civilized area setting (see Part III for 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.

4.12 COUNTRYSIDE

The countryside in a fantasy role playing game includes all of the areas of the world which are not adventure sites (see Section 4.13) or civilized areas (see Section 4.11). 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 section 5.2. 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 I.C.E.'s Middle-earth continent map), 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 III 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).

4.13 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 4.4 describes some suggested types of adventures. Adventure sites usually have several common attributes: they have a physical layout (a castle, a ruin, a cave complex, a temple, etc.), they have some sort of danger (guards, hostile inhabitants, traps, etc.), and they have 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 (see Section 6.0).

The range of the complexity of an adventure site varies from a simple cave (for an example see the Troll cave in Part III), to a ruined castle (for an example see the castle in Part III), to the complexity of ruined cities and hollowed out mountains. In general, an adventure site (see Part III for two complete examples) 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 III 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 (see Section 4.2). 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 III 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, such as rescuing a prisoner, scouting out the adventure site, assassinating someone, stealing something, and a variety of things limited only by the imagination. Many times it may just be a desire to fight, loot, and pillage — the key word being L●OT.

Treasure — Table ST-6 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 4.56. 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 can lose interest in a game with too little money or items.

4.2 THE NON-PLAYER CHARACTERS (NPC's)

A fantasy role playing game not only needs settings (see Section 4.1), 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 and creatures. Of course, the Gamemaster does not need to develop the entire population of Middle-earth; he need only sketch out the nonplayer characters that are required for interaction with the playercharacter. For a simple game, the non-player characters 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.), and any other characters and creatures who can add depth and flavor to a fantasy role playing game.

Playing aids such as I.C.E.'s modules usually provide complete descriptions of a variety of non-player characters, along with guidelines for how to use them. The example adventure in Part III gives 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) provides average bonuses for characters, based on profession and level. The rest of Section 4.2 will outline some of the most important classes of non-player characters and creatures.

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, and if it 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* Part I (p6), *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 a short bow, take cover and fight defensively, slowly retreat looking for possible openings to attack, or flee. The Gamemaster 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.

4.21 THE GENERAL POPULACE

The first step in outlining the non-player characters is to determine the races and cultures which inhabit the world at large. For Middle-earth, such a general populace is detailed in Tolkien's works and in I.C.E.'s campaign and adventure modules. ***MERP*** provides very general descriptions of these races and cultures in Section 2.21 and Appendix I (Section 8.0).

Next the Gamemaster must decide which races and cultures inhabit the specific region of Middle-earth in which his game is to take place. The example adventure in ***MERP*** (Part III) is set in the area between Bree and Rivendell. Thus, in terms of ***MERP***, races in the surrounding area include Hobbits, Dwarves, Elves, Orcs, Trolls, and Men; the local cultures of Men include Dúnedain, Woodmen, Rural-men, 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 (see Section 4.3) and provides an aid for developing richer player character backgrounds (see Section 2.52).

4.22 HOSTILE POPULATIONS

The members of races or cultures 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 (see Section 4.13) 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 run.

4.23 INHABITANTS OF ADVENTURE SITES

Normally the inhabitants of an adventure site are members of the hostile population. However this is not always true as 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 for adventures) foe is an intelligent or somewhat intelligent character. So in Middle-earth many of the adventure sites 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, agressively hostile, etc. They may also be under the control of intelligent inhabitants of the adventure site. Table ST-2 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 Section 4.24 and Appendix 2 (Section 9.0).

4.24 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 racial descriptions in Section 2.21 and Appendix I (Section 8.0); only the combat characteristics are covered in Table ST-2. 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. Appendix 2 (Section 9.0) provides detailed descriptions of each of these creatures.

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

4.25 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 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" (see Section 4.3) 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 civilized area (see Section 8.1 for an example). The number of available characters should be limited in the smaller civilized areas. In Middle-earth 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). 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. They might be applicable for the sample adventure in Section 8.0 (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; see Section 4.8) obtained during the adventure divided by the number of non-hired members.

Difficulty	Offer Made
Routine	– 1 gp (or more) per day plus a full share.
Easy	– 5-9 sp per day plus half of a share.
Light	– 5-9 sp per day plus a quarter 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 Gamemaster should make a "reaction" roll 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. The Gamemaster may wish to structure his game so that the player characters have allies to turn to for healing, information and help.

Guardians – While hired characters and allies are more passive examples of the type of help 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, the number of times that they may be called, or the severity of the danger faced by the player characters. Guardians can vary in their power and effectiveness.

4.3 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 III provides such a plot with a castle holding the possibility for treasure and adventure.

4.31 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 player characters travel through. For example, a war or armed raid may be taking place in an area where the player characters are adventuring.

The World Politics – The politics of Middle-earth during the Second and Third Ages 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 disunified 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. Gamemasters may gather needed material along these lines from Tolkiens's works and I.C.E.'s *Campaign and Adventure Guidebook to Middle-earth*.

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.

4.32 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.

4.33 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 danger 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.

4.4 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.

4.41 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 choosen 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 character 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 areas during fairs and holidays. Cash prizes are usually offered, and on rare occasions 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's" regardless of the result from the attack table.

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" criticals (see above), to a duel to the death.

4.42 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. Sections 5.15 and 5.24 give a suggested technique for determining when and what kind of encounters occur.

4.5 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 degrec 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.

One of the primary reasons for this subtle and secret use of magic and spells is the presence of Sauron in Mordor. 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, and this feeling may contribute to the restraint found in those who possess the ability to wield spells. Some are weary or concerned about upsetting the balance of things, to be sure, but others are doubtlessly afraid. 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.

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 most often feel the same way; indeed some have never heard of its use. The racial descriptions in Section 2.21 give more details for the individual races.

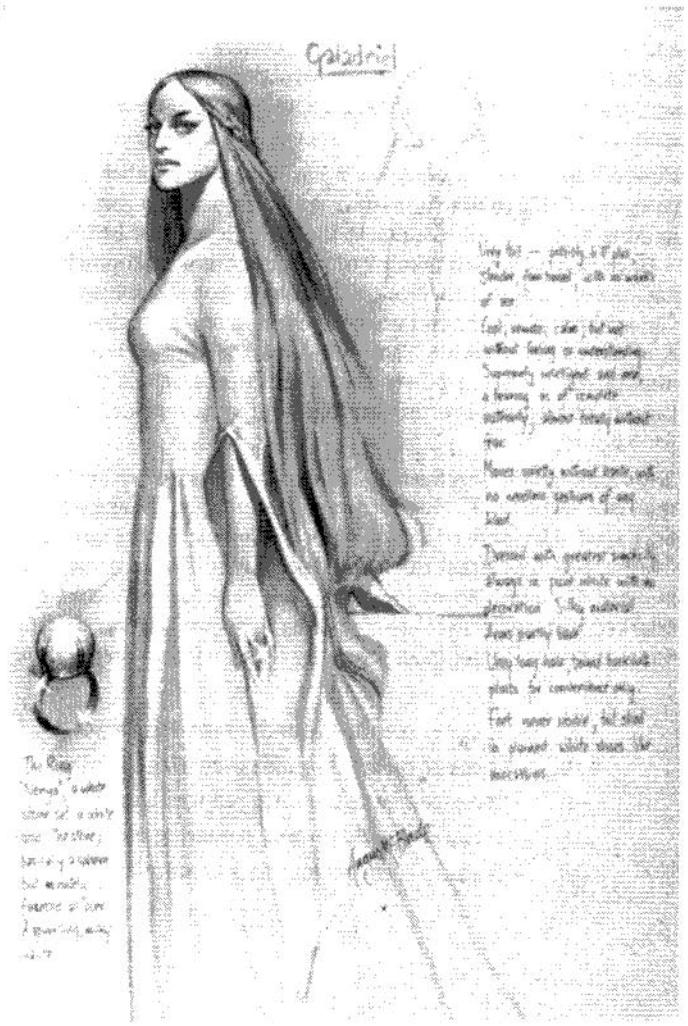
This section deals with magic and the use of spells in the ***Middle-earth Role Playing*** system. Spell usage falls into two separate realms, Essence and Channeling, each of which concerns a different source of power required to cast the spell. This spell system is limited to 1st through 10th level spells and two realms of magic, in order to provide a more usable framework for low level adventures. For higher level spells and a more detailed framework, I.C.E's ***Spell Law*** provides an expanded spell system with three realms of magic, over 2500 spells, and over 150 spell lists.

4.51 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.

4.52 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 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.



4.53 SPELL LISTS

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" (see Section 4.54) 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 Section 7.1. Each spell list falls into one of six groups: Essence Open Lists, Mage Lists, Bard Lists, Channeling Open Lists, Animist Lists, and Ranger Lists. These classifications determine which spell lists are learnable by which professions (see Section 2.4). 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 do the spell effects last), a range (how far the spell can be cast), and what class it falls into. Each of these factors is described in Section 7.1.

4.54 LEARNING SPELL LISTS

A character may "learn" spell lists during his adolescence skill development (see Section 3.3), during his apprenticeship skill development (see Section 3.6), and when he advances a level (see Section 2.63). Depending upon his profession (see Secton 2.4) and race (see Section 2.21), a character may "learn" only certain spell lists.

Normally, once a character learns a spell list he may cast any spell on thatlist that is his level or lower. Certain professions may only cast spells up to a certain level (see Section 2.4).

4.55 CASTING SPELLS

A character may cast a spell from a list that he knows if the spell level is less than or equal to his own level AND he has enough power points. Certain professions are limited as to the highest level spell that they may cast (see Section 2.4). Whenever a spell is cast an attack roll must be made and resolved on the appropriate attack table (see Section 6.6). Even when casting a non-attack spell a roll must be made and resolved on the Base Attack Table (AT-9) to determine if the spell fails.

Power Points — Each character has a certain number of power points available to use for casting spells. In order to cast a spell, a number of power points 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 power points that a character has is obtained by checking Table BT-1 for the appropriate stat and multiplying the given power points by the character's level. Once these points are used casting spells, they may be regained by resting for 8 hours.

Time Required to Cast Spells — It takes one round of action to cast a spell (see Section 6.3). 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 to the number of rounds spent preparing the spell. Instantaneous spells (marked with an "*") are unaffected by these preparation modifications, and thus do not incur a penalty if cast without preparation.

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

4.56 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 Using Items static maneuver roll (see Section 2.32). Their bonuses apply to any appropriate rolls by any character using them.

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 — 70 gp + 1 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 instead of once.

Ring with Daily II Levitate Spell — 490 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 — 1250sp = 125 gp
- 5 sp — cost of a normal +0 handaxe
- x250 — multiplying factor due to +15 bonus

MAGIC ITEMS CONTAINING SPELLS – Certain magic items contain spells which a character may cast. Such spells do not require power points, and the caster doesn't have to have learned the list which they come from. 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 (see Section 7.12).

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 effect 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

Normally in order for a character to use an item or rune, he must successfully make a static maneuver roll on the Reading Runes and Using Items column of Table MT-2. Special items obtained from a background option (see Section 2.51) 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 Reading Runes roll or a Using Items roll, or which cast a spell with no preparation modifications (instantaneous).

BUYING AND SELLING MAGIC ITEMS – To buy a magic item first check the Equipment and Price Table ST-4 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.

If a magic item has a bonus (see above) or is especially lightweight, its base price is multiplied by a factor given in Table ST-7. If a magic item contains a spell there is an additional cost added to the base price. Table ST-7 gives these multipliers and additional costs.

These prices are for buying magic items. Normally, only 50% of these prices may be obtained when selling a magic item. A static maneuver roll is necessary to get more than this (see Section 4.84). Magic items are usually only bought and sold in large cities or in special civilized areas.

ST-7 – MAGIC ITEM PRICING TABLE

BASE PRICES:

A piece of Rune Paper (holds one spell) – 1 gp
A vial of Potion (holds one spell) – 10 gp
A Daily Item – 20 gp + the normal cost of the item
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

+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

MULTIPLICATIVE FACTOR DUE TO ITEM BONUS:

10x – +5 bonus
50x – +10 bonus
250x – +15 bonus
1000x – +20 bonus
5000x – +25 bonus

MULTIPLICATIVE FACTOR DUE TO ITEM WEIGHT:

1x – 100% of weight given.
10x – 80%–99% of weight given.
50x – 60%–79% of weight given.
100x – 40%–59% of weight given.

COST = (Base Cost + Additional Cost) x Multiplicative Factors

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

– recharging a wand, rod or staff after it has been exhausted costs half of the cost of the implanted spell.
* – Channeling spells cost double these prices.
** – Once per day; add half of cost for each additional time per day. The cost is doubled if the item is smaller than a dagger.

4.6 RELIGION

Middle-earth is a vast continent which is the home of numerous races and cultures. 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 and — 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*. It is they who are most revered by the inhabitants of Middle-earth. Within their group the eight *Aratar ("Exalted")* are preeminent:

Manwë — King of the Valar. Wind Lord. Master of the Air and Weather.

Varda — Queen of the Valar. Lady of the Stars. Spirit of Light. Also called *Elbereth* or *Elentári*.

Ulmo — Ocean Lord. Master of the Waters.

Aulë — The Smith. Master of the Earth. Lord of Crafts. Maker of Mountains. Maker of Dwarves. Also called *Mahal*.

Yavanna — Nourisher. Mistress of the Earth. Giver of Fruits. Keepe of Plants. Also called *Kementári*.

Námo — Master of Spirits. Keeper of the Dead. Doomsmaster. Lord of the Halls of Awaiting. Also called *Mandos*.

Nienna — Mistress of Grief, Pity, and Suffering. The Weeper. The Conscience.

Orome — The Huntsman. Tamer of Beasts. Forest Lord. Master of the Wilds. Hornblower. Also called *Araw, Aldaron*, or *Tauron*.

Morgoth — The "Black Enemy" was once the mightiest of the Aratar, and indeed all the Valar, but he fell from grace and has been cast into the Void. Named *Melkor* ("He who arises in Might"), he became jealous of his lord Eru and coveted power. He was King of Darkness and the origin of Evil — Evil incarnate.

The other six greater Valar are: **Vána**, Mistress of Flowers and Song; **Nessa**, Dancer and Mistress of Youth and Celebration; **Irmo**, Dream Master, Lord of Visions, *Lórien*; **Estë**, Healer; and **Vairë**, Weaver of Fate, wife of Mandos.

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.

4.7 INJURY, DEATH, AND 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 and 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.

If all injuries to a body have been completely cured but the soul has departed (death has occurred), then the character will be in a coma until his soul is returned. While in the coma a roll on Table IHT-1 is required once a day as described below. In this case the column headings referring to rounds are used to refer to the number of **days** after death.

If a body is injured enough to cause death (see Section 4.72) and the soul has departed (or is Lifekept, see Section 4.74), it will begin to decay normally (a Preservation spell will halt this, see Section 4.74). As soon as all injuries leading to death have been cured, the decay will slow (see paragraph above). 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. Once any stat reaches zero or below, the character's soul will not return to his body through normal means (spells or herbs).

4.71 INJURIES

Injuries can occur as a result of attacks, fumbles, failure, and spells. 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 6.65.

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

NOTE: Number result is the amount the stat is reduced.

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 AND PRICE TABLE

LEVEL 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

4.72 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.

2) **Excessive Hits** – If a character receives more hits than the sum of his Body Development hit total (see Section 2.32) 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** – If an injury occurs which determines that the character will die after a number of rounds due to the injury, then the soul will depart after that many rounds have passed. If the injury leading to death is healed before the rounds have passed, the character will not die due to this injury.

4) **Special** – Certain special spells or occurrences may lead directly to death.

4.73 NATURAL HEALING AND FIRST AID

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. 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), so long as 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, but until the wound is healed the tourniquet must be loosened once every 24 rounds and 3 hits per round must be taken for 5 rounds (or 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 recover time for specific injuries can be obtained from 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.

4.74 HEALING WITH SPELLS

Animists have certain spell lists that allow them to heal injuries, preserve the body, and prevent the soul from leaving the body. The spells that heal injuries are specifically defined in the spell list descriptions (Section 7.1).

The Preservation spell on the Direct Channel list (see Section 7.15) halts decay of the body so that the deterioration of stats described above in Section 4.7 will not occur, or will stop if it has started. The Lifekeeping spell on the same list will prevent the soul from leaving a body that would otherwise die without the injuries being healed as described above in Section 4.7. Once a soul has left a body, Lifekeeping will NOT bring it back; Lifegiving would be required. Lifegiving is at least a 12th level spell, and will vary depending upon the level of the character casting it as given in Table IHT-3. This assumes that an Animist of that level is available. Each Lifegiving spell (based upon level) may only be attempted once for a "dead" character, but the next time that character "dies" each spell may be used again.

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, see Section 5.14). The suggested price is at least the level of the spell times the level of the spellcaster (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 (see Section 5.14).

4.75 HEALING WITH HERBS

Healing herbs are another alternative form of healing. Table ST-5 gives a list of sample herbs, their prices in town, their natural forms, how to prepare them, and where they are found in the wild. Section 5.32 gives suggestions for how to handle searching for herbs in the wild. The Lifegiving herbs are treated as 20th level Lifegiving spells (see Section 4.74 and Table IHT-3) for the purposes of failure, recovery, and limitations on casting.

4.8 POISONS, DISEASES, WEATHER, BUYING, SELLING AND MONEY

There are many different elements of fantasy role playing that add detail, flavor, and realism. Many of these elements have already been discussed in Section 4, but all of the 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 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 gives a summary of the source and effect of certain diseases.

BUYING – Many areas of Middle-earth will operate on a barter system; that is, trading and exchanging goods of approximately equal value. Cash values can be a comparative standard for those using barter. Table ST-4 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. Prices for magic items can be determined as described in Section 4.56. 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 (see Section 6.52) on the Influence and Interaction section of the Static Maneuver Table MT-2. 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), and 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 should drop for a 2nd roll).

MONEY – We suggest that money be in the form of coins, each weighing ¼ of an ounce (64 to the pound). Thecoins 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 thelasttin (e.g., 63251 is6 gp, 3 sp, 2 bp, 5 cp, and 1 tp). Then costs and prices can be added and subtracted as base 10 numbers (see the example in Section 3.71).*

WEATHER – Determining the daily weather is important when adventuring. Table ST-8 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 Jan., 2 is Feb., 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.

ST-8 WEATHER TABLE

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	45-85	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

STANDARD PRECIPITATION:

	Months	Rainy	Humid	Temperate	Wet and Dry	Dry	Arid
	–Yestarë (intercalary day: *Yule*)						
1	**Narwain** *(Winter)*	10.5" (90)	2" (20)	2" (20)	1" (10)	.25" (02)	– (01*)
2	**Nínui** *(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)
	–Loëndë (intercalary day: *Midyears*)						
7	**Cerveth** *(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*)
	–Mettarë (intercalary day: *Yearsend*)						

5.0 ACTION IN THE STRATEGIC ENVIRONMENT

The strategic environment consists of the civilized areas and the countryside (see Section 4.1). Compared to tactical action (see Section 6.0), which usually takes place in adventure sites, action that takes place in a strategic environment is usually less dangerous and requires less time to resolve and describe. Such action can often be resolved in very little real time (as opposed to time within the framework of the game).

5.1 ACTIVITY IN CIVILIZED AREAS

Activity in civilized areas can be as simple as returning after each adventure, healing, re-equipping, and heading back out to adventure again. However, it is often very interesting to make a visit to a civilized area more involved than that. A civilized place can be a source of information, intrigue, recreation, and dangerous encounters.

5.11 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 Sections 4.56 and 4.8, and prices are available in Tables ST-4, ST-5, and ST-7. However, certain unusual parts of the process may involve trading and dickering, and the Gamemaster should become involved as 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.

5.12 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 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.

5.13 GATHERING INFORMATION

Often a civilized area is the place to pick up information about adventure sites, missions, and other scenarios described in Section 4.41. 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 will help to get the locals drunk or in a good mood to get lots of information. 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 (see Section 4.8).

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) to help resolve legend rolls.

5.14 HEALING AND RECUPERATION

Healing and recovery from injuries is discussed in Section 4.7. 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.

5.15 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.

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 (on the street or in their quarters) player characters and steal their possessions, 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.

5.2 ACTIVITY IN THE COUNTRYSIDE

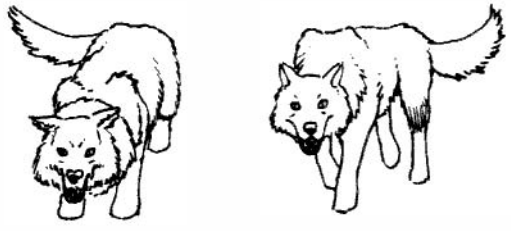
While in the countryside, groups usually are attempting to get from one place to another (see Section 5.3, for activity in the countryside while seaching for something). The Gamemaster must deal with activities such as movement, making camp, evading pursuers, and encounters.

Activity in the countryside is normally handled in intervals of 4 hours when the player characters are moving or active, and 12 hours if they are resting, sleeping or hiding. Distance is generally measured in miles.

5.21 MOVEMENT

Normal movement in a strategic situation is resolved in intervals of 4 hours. This type of movement is different than tactical movement (see Section 6.4). Table ST-9 gives some normal 4 hour movement rates based upon the given 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% of 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.



5.22 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 possible 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 (see Section 5.24), 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.

5.23 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 whole countryside has been alerted and is looking for the group).

A general hue and cry is handled by rolling for encounters (see Section 5.24) 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 Tracking bonus and subtracting one pursued character's tracking roll. If the pursued group is unaware of the pursuit and does not try to cover their tracks, only the Tracking bonus of one pursuing character and +40 are added to the roll.
3) If the tracking maneuver is a "success" or an "absolute success" (from Table MT-2), 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 (see Section 6.0). 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).

5.24 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. The difference between these two 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. Table ST-10 also includes modifications for the activity roll and modifications for the avoidance roll.

5.3 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 (see Encounter Table ST-10).

5.31 LOOKING FOR ADVENTURE SITES

Searching for adventure sites can fall into one of two different categories: looking for a specific site or looking for any random site in the area being searched. A search for a specification site is usually the result of information obtained in the form of maps, rumors or other clues (see Section 5.13). 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.

5.32 SEARCHING FOR HERBS

Often characters 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 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 and Tracking" column of Table MT-2 (normal perception modifications do not apply) to find herbs. The following procedure is used:

1) The difficulty of finding the herb is obtained from Table ST-5, 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; and +2, for each searcher in the group. Bonuses for group members' "Foraging" secondary skills may be added, but they are first divided by the number in the group.
3) "Absolute Success" indicates the searchers have found 1–5 doses, "Success" indicates one dose was found; "Near Success" allows another roll made for this hour and modified by +20; "Partial Success" or "Failure" results in no herbs found; and "Absolute Failure" or "Blunder" means no more doses will be found during the rest of the day.

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.

ST-9 — STRATEGIC MOVEMENT RATE TABLE

(result is the miles covered in a 4 hour period)

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**

* — 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

This table is intended to cover the usual pattern of encounters between player characters and local inhabitants or wild beasts. The zones represent the relative density of social beings or inhabitants. These are cross-indexed with ranges which cover the differential between the two encounter dice rolls.

The letter codes before the slashes represent interaction with social beings, usually local inhabitants; letters that follow the slashescover interaction with wild beasts. If there is a letter in both categories, the Gamemaster should roll again: a low result means that there is an encounter with wild beasts; a high result means interaction with social beings.

POPULATION DENSITY

	Dense	Moderate	Light	Uninhabited	Waste
1-30	s/—	—/—	—/—	—/—	—/—
31-40	e/—	s/—	—/s	—/s	—/—
41-50	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

Encounter codes: t = trap or ambush or surprise attack;
a = attacking group;
h = hostile group;
e = basic encounter;
s = sighting by other group.

The encounter codes are meant to be general and relative. A simple 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 differential, the more dangerous the encounter. The GM may wish to increase the number or capabilities of the given inhabitants or beasts accordingly.

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 5.23)
- +30 — Night-adapted inhabitants (e.g., Orcs) at night
- -30 — Night-adapted inhabitants during day

General:
- -50 — Traveling at night **

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 — spells used by the group
- -20 — if in camp and traveled 12 hours
- -40 — if in camp and traveled 16 hours

* — Rangers, Elves and Hobbits count ½.

** — This is lower depending upon the lighting (i.e., moon or stars on a clear night).

6.0 ACTION IN THE TACTICAL ENVIRONMENT

In a tactical situation, action is resolved in terms of feet and seconds. During the *MERP* tactical sequence, each character may take only one action once every 10 seconds; he may move, attack, prepare a spell, cast a spell, make a moving maneuver, make a static maneuver, or perform some other action. This 10 second period is called a "round". A round usually takes considerably longer than 10 seconds of real time to resolve.

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.

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).

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.

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 (a sheet is provided in *MERP* for this and may be photo-copied for non-commercial purposes). Another player should keep track of the round and action sequencing (see Section 6.2). 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, I.C.E.'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.

6.1 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 and 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. 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 inhabitants and creatures), chess pieces, coins, or ½" 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 ½" 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.

6.2 THE SEQUENCE OF ACTIONS

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.

– Orientation rolls are used when required by circumstance.

– Conflicting actions may modifiy this sequence (see Section 6.7).

At the beginning of each round, each player should state or write down (the Gamemaster must decide) what action he wishes to perform for that round. At the same time, the Gamemaster 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 1.2 is a good example of actions taken on a round by round basis.

OPPORTUNITY ACTION – When it comes time during a round to resolve an action, each character has the option of putting his action into an "opportunity" state – in effect, delaying his action until he wishes to resolve it. He may not perform any other action until his opportunity action is canceled (at the end of a round) or resolved (at anytime he decides). He may initiate his action any time later in the current round, or any time during a following round. 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 1.2, Naug is on opportunity when he waits for a shot with his Crossbow without performing any other action.

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 OR move half his normal (not running) movement OR make a maneuver modified by -30. The alternative action chosen **must** be performed when the other actions of that type are normally resolved.

ST-11 – ACTION TABLE

ACTION	ADDITIONAL INFORMATION AND 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 manuever 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 Offensive Bonus 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 6.83), a change of facing may accompany movement, even if the movement is made in addition to another action.

EXAMPLE: *The following actions were taken on a round by round basis by the participants in the sample adventure presented in* Part 1 (p6). *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.*

	PLAYER-CHARACTERS				NON-PLAYER CHARACTERS		
ROUND	Agonar	Chinta	Droggo	Naug	Orc #1	Orc #2	Orc #3
1	Move	Move	Move	Move	– – –prepare to leave– – –		
2	Prepare Spell	Move	Move	Opport. Attack	– –Finish getting ready– –		
3	Cast Spell (success)	Static Maneuver (fails)	Static Maneuver (success)	Opport. Attack	Move	Move	Move
4	Move	Static Maneuver (success)	Static Maneuver (success)	Opport. Attack (Fires)	Move (dies)	Move	Move
5	Prepare Spell	Moving Maneuver (success)	Opport. Attack (fumbles)	Move	xxxxx	Move (flees)	Move
6	Cast Spell (Orc)	Moving Maneuver (fails)	Out From Fumble	Attack Orc (hits)	xxxxx	Runs (gone)	Attack Chinta (asleep)
7	Floats down.	Takes Critical.	Recovers weapon.	Cleans Axe.	xxxxx	Got Away.	Captured.

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) *Chinta Kari maneuvers (and fails) to get under the chest before Orc #3 can attack her.*
4) *Naug attacks Orc #3 who is falling asleep and is down, breaking the Orc's leg. Both Orc #3 and the chest fall on Chinta Kari 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 Droggo contemplating his fumble.*

6.3 PREPARING AND CASTING SPELLS

The number of rounds that a character (the caster) spends preparing a spell affects the effectiveness of a spell by modifying the attack roll when the spell is cast. The modifications are:

-30 for no preparation rounds
-15 for one preparation round
+0 for two preparation rounds
+10 for three preparation rounds
+20 for four preparation rounds

All preparation rounds for a given spell must immediately follow one another and immediately precede the casting round (unless casting the spell is put into an opportunity state; see Section 6.2). During a preparation round, a character may also move up to 10 feet when movement is resolved. In the sample adventure in Section 1.2, Agonar prepared his spell during the round that the Orc moved towards Chinta Kari.

It requires one round's action to actually cast a spell and have it take effect. The target must be in sight or detected in some manner. To cast a spell an "attack" roll must be made (such as Agonar's Levitate spell in Section 1.2's sample adventure). All spells must make an "attack" roll even if the spell doesn't actually attack a target (there is a chance of failure for every spell). Bolt spell attacks are resolved on Table AT-7, Ball spell attacks are resolved on Table AT-8, and all other spells are resolved on Table AT-9. During a casting round, a character may also move up to 20 feet when movement is resolved. In the sample adventure in Section 1.2, Agonar cast his Sleep spell the round that the Orc attempted to attack Chinta Kari.

6.4 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 his movement and maneuver bonus without a maneuver roll, or up to double that (running) if he successfully makes a maneuver roll (see next section).

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 Gamesmaster cut movement by half for such terrain.

6.41 RUNNING — DOUBLE MOVEMENT

If a character wishes to move double his normal movement (run), the Gamemaster should assign a difficulty based upon the character's encumbrance and the terrain. Then the character makes a maneuver roll modified by his Movement and Maneuver bonus and applies the result to the Moving Maneuver Table MT-1. If the result is an "F", then a second roll must be made on the Maneuver Failure Table FT-4. Otherwise the result is a number. If the number is 100, the character may move up to double his normal movement rate. For every increment of 10 that the number is under 100 the doubled movement rate is decreased by 10'. For every increment of 10 that the number is over 100 the doubled movement rate is increased by 10'.

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. For 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.

EXAMPLE: *Looking at the sample adventure in* Part I (p6), *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), so his running rate would be 110' per round. The Gamemaster deems his running a light maneuver, rolls a 38, and adds the Orc's Movement and 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 90. Thus the Orc moves 10' (100 minus result from Table MT-1) less than his normal running rate, 100'.*

6.42 MOUNTED MOVEMENT AND 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. The character and mount may move up to twice that (galloping) if the character makes a Riding maneuver roll.

If a mounted character makes a Riding maneuver roll (in addition to any maneuver roll for galloping), he may move (or sit on the mount and not move), while taking another action in the same round. This action is called a **mounted action** and may be any activity that may be performed from horseback (e.g., attacking, firing a bow, picking up a passenger, etc.). The roll normally required to perform any such mounted action is modified by adding the result of the maneuver roll and subtracting 100 (in addition to normal modifications).

If the character wishes to gallop and take a mounted action, both maneuver rolls would be required. Certain horses (see Table ST-4) may modify the maneuver roll for galloping or the maneuver roll for a mounted action.

EXAMPLE: *Suppose there is a horseman named Tulgas waiting outside for the fleeing Orc in the sample adventure in* Part I (p6) *Tulgas and his mount could move as the Orc begins to run; the horse only has to move 20' to get next to the Orc so no maneuver roll is required to gallop. However, Tulgas must make a maneuver roll for mounted action (in this case a melee attack). The Gamemaster rates this maneuver a "medium" maneuver, Tulgas rolls a 66, his Riding Bonus is 30, and his total of 96 results in an "80" result from the Moving Maneuver Table (MT-1). Tulgas' Offensive Bonus with his Mounted Lance is 50, so he adds 30 (OB of 50 + his riding maneuver result - 100) to his attack on the Orc.*

6.5 MANEUVERS

Maneuvers are actions (other than attacks and spell casting) which under normal circumstances have a chance of failing and usually entail an element of risk. Thus normal movement and activities (e.g., walking, climbing stairs, drawing a weapon, etc.) are not maneuvers, while unusual activities (swimming, climbing a rope, running up or down stairs, opening a locked chest, etc.) and activities performed under stress (running, dodging, stalking, hiding, etc.) are maneuvers and require rolls. 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 Moving Maneuvers or as Static Maneuvers. Each class of maneuvers is resolved differently.

6.51 MOVING MANEUVERS

Moving Maneuvers include climbing, swimming, riding, stalking, and any complex or unusual movement (acrobatics, dodging, tumbling, diving, etc.). If a character decides to make a Moving Maneuver as his action for a turn, the Gamemaster should assign it a difficulty: routine, easy, light, medium, hard, very hard, extremely hard, sheer folly, or absurd. The maneuver must still be within the physical capabilities of the character, and is limited to covering a distance no more than half of the character's normal (not running) movement. The Gamemaster 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 and a subjective decision by the Gamemaster (practice and experience will help).

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 6.2.

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. The resulting total is cross-indexed with the difficulty on the Moving Maneuver Table MT-1 to obtain the maneuver result. An "F" result requires a second roll on the Maneuver Failure Table FT-4. A number result indicates the percentage of the attempted maneuver that was accomplished. To summarize:

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 Moving Maneuver Table MT-1.

EXAMPLE: *In the sample adventure presented in* Part I (p6), *Chinta Kari decides to try and turn over a large chest and get under it before an Orc which is trying to kill her can swing. Considering the situation (Chinta Kari has her back to the Orc), the Gamemaster rates the maneuver as "Extremely Hard", but Chinta Kari decides to try anyway. She rolls an 03 (1-100) and must roll again and subtract the second roll from the first (it is an open-ended roll); her second roll is a 62, resulting in a total of -59. Her Movement and Maneuver bonus is +20, giving a total maneuver roll of -39: not too swift. This gives a result of "Failure" from the Moving Maneuver Table (MT-1). Chinta Kari's 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), we see that Chinta Kari has fallen down, taken 3 hits and is at -20 to activity for 3 rounds.*

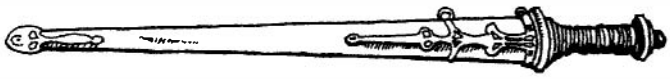
If she had rolled a 78 on her maneuver roll she would have a total maneuver roll of 98 (78 + 20), for a result of "50". Thus she would have been 50 per cent of the way through her maneuver when the Orc could attack (he could make a maneuver roll to swing earlier, see Section 6.7). The Gamemaster could rule that the chest acts like a shield and would give Chinta Kari a +25 bonus to her Defensive Bonus. In the original sample adventure, the Orc was put to sleep by Agonar and beat upon by Naug, causing the Orc and the chest to fall on Chinta Kari, giving her an "A" critical.

6.52 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 must assign a difficulty and then the character must decide whether or not to actually perform the maneuver (see Section 6.2 for the effects of canceling an action). 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.

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. The resulting total is cross-indexed with the appropriate column on the Static Maneuver Table MT-2 to obtain the maneuver result. To summarize:

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.



6.6 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). The attacks fall into three categories: spell attacks, missile (includes thrown weapons) attacks, and melee (weapon and animal) attacks. 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 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 necessary.

If a character's action is melee, 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.

An attack is resolved by the attacker making an open-ended attack roll, adding any applicable modifications, and applying the total to the appropriate attack table. The result will usually require a second roll on the Fumble and Failure Table, a critical table, or the Resistance Roll Table. Applicable modifications are given on the attack tables, and special attack properties are given in the Statistics tables: the Weapon Statistics Table CST-1, the Animal Statistics Table CST-2, and the Spell Statistics Table CST-3. To summarize:

1) Attacker makes an open-ended attack roll.
2) If an UM (unmodified) result is obtained proceed to 4.
3) All applicable modifications are made to the roll.
4) The total is applied to the appropriate attack table.
5) The result may require a roll on a second table.

6.61 SEQUENCING ATTACKS OF THE SAME TYPE

All spell attacks are resolved simultaneously. All missile and thrown attacks are resolved simultaneously. 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 several meleeing characters are equal, those attacks are resolved simultaneously.

If a character's attack is an opportunity action (delayed from a previous round, or from earlier in the current round), it is always resolved before other attacks of the the same type.

6.62 TARGET CHOICE AND PARRYING

Just before melee attacks are resolved all combatants must decide which opponents they will attack and how much of their Offensive Bonuses they wish to parry with. A character may only attack a foe who is adjacent to him (within 10'). This is an acceptable form of limited movement. If more than one foe is available, the character must choose one to attack. He may attack one foe and use his shield bonus against another (see Section 2.75), if it is physically possible.

Melee Parrying — A character may "parry" the melee attack of the target he is attacking in melee. 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.

When the characters indicate their actions for a round (see Section 6.2), the Gamemaster may wish to require the characters to indicate or write down their target and the amount they wish to parry with.

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 (this is handled like melee parrying). This may be combined with half of his normal (not running) movement or a melee attack modified by half of his Offensive Bonus.

6.63 UNMODIFIED ROLLS

Certain results on the attack tables are marked with an "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.

6.64 MAXIMUM AND MINIMUM RESULT LIMITATIONS

The attack tables have maximum and minimum results. 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 the minimum result, the roll is treated as the lowest non-UM result.

On most of the attack tables the maximum result is 150 or one less than an unmodified result, while the minimum result is usually one more than the unmodified fumble/failure result. On the Bolt Attack Table AT-7 the maximum result is determined by the spell type; on the animal attack tables (Table AT-5 and Table AT-6) the maximum result is determined by the animal's size (small, medium, large or huge).

6.65 ATTACK RESULTS

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

FUMBLES AND FAILURES — If an attack roll results in an "F" result, the attack has failed and a failure roll must be made on the Fumble and Failure Tables FT-1, FT-2, FT-3, or FT-4. A Fumble/Failure roll is modified only by the type of weapon or spell used to make the attack. If the attack is made with a weapon, a Fumble occurs if the original unmodified roll is within the fumble range of the weapon being used (see Table CST-1 for the various ranges). Animal attacks which fail merely result in no damage being given.

HITS — The number results on all of the attack tables except the Base Attack Table AT-9 equal the number of hits delivered to the target.

CRITICALS — The letter results (A, B, C, D, and E) indicate that the target has been given one or more critical strikes (critical or crit). 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). To determine the result of the critical a second roll is made, modified by a bonus based upon the severity or the critical (i.e., what letter), and then applied to the appropriate critical column. Finally, the results of the critical are applied to the target.

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 very 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 50% of his Offensive bonus. 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 RR's) are lowered by the # (e.g., "-10 to activity.").

RESISTANCE ROLLS – Non-failure results from the Base Spell Attack Table AT-9 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 roll and add the attack roll modification, the target's RR modification and any other appropriate modifications (see Table RRT). Then the attacker's level and the target's level are cross-indexed to obtain a number from the Resistance Table RRT. 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.

EXAMPLE: *Suppose that in the sample adventure presented in* Part I (p6) *: Orc #2 decided to unsling his shield and attack Naug with his short sword, Orc #3 decided to drop his short sword and draw his 2-Handed sword, and Naug decided to draw his handaxe and unsling his shield. They would all end up next to each other, Orc #2 on Naug's left and Orc #3 on Naug's right. Agonar decides to prepare his spell for a 2nd round since Chinta Kari is in no immediate danger (as an Elf he thinks of Naug as "only a Dwarf"), while Chinta Kari hearing the shouts still ducks under the chest. Droggo starts to sneak up behind the Orcs.*

The pertinent bonus for the combatants are:

	OB	ARMOR	DB	Shield	Maneuver Bonus	WEAPON	Hits
Naug	65	chain	10	Yes	+0	Handaxe	46
Orc#2	50	r.leather	10	Yes	+5	Short Sword	22
Orc#3	40	r.leather	5	No	+0	2-Handed Sword	28
Droggo	35	none	30	No	+40	Short Sword	27
Agonar	8	none	20	No	+25	Spells	31
Chinta	30	r.leather	10	Yes	+20	Mace	25

– All combatants are right-handed.

Due to the relative Maneuver bonuses, Orc #2 will attack first and Orc #3 and Naug will attack simultaneously (the rest are performing other actions this round). Naug 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 decides to use his remaining 45 OB to attack Orc #3. The Orcs decide to attack with all of their OB's 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, Naug'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 Naug has taken 8 hits but no critical.

Orc #3 and Naug attack simultaneously (if Naug 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 Naug's DB of 10 and his parry of 20, and the total of 122 is obtained. Checking Table AT-3, we see that Naug has taken 24 hits and a "C" critical (the Orcs have rolled well).

Naug 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 Naug 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.

Naug'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 is stunned 1 round. Naug was "lucky"; he has "only" taken 42 hits (out of 46 before he passes out) and is stunned one round. Orc #3 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 Naug: 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 Droggo behind Orc #2, Agonar ready to cast his sleep spell (having prepared for 2 rounds to avoid the penalty), and Chinta Kari still under the chest (she is starting to peek out). Agonar will attack first because he is casting a spell. Droggo will strike next because of his maneuver bonus of +40. Naug 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 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 affect 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 Droggo the Hobbit.

Droggo decides to Ambush Orc #2 (see Section 2.3), rolls a maneuver roll of 87 to do it, and succeeds (Droggo 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. Droggo 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. Droggo 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. Naug can't believe what happened. Chinta Kari starts to get out from under the chest, while Droggo 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.

6.66 RANGE AND RELOADING

Characters may use certain weapons for missile attacks against targets which are not adjacent. The Weapon Statistics Table CST-1 indicates which weapons are allowed to attack at a given distance by giving them a base range. For each weapon with a base range, the table gives short, medium, long and maximum ranges; each range gives a modification to the attack roll. The ranges are based upon 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 the Weapon Statistics 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.

6.7 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 Gamemaster gives each roll a difficulty and obtains results from the Moving Maneuver Table (MT-1). Then the character with the higher of the two results succeeds, and the difference between the two results gives the Gamemaster some idea of how successful he was. The same result by both characters means a draw of some kind, and the Gamesmaster 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.

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 he may wait and melee with all of his Offensive Bonus.

If a character attempts to move within 10' of a character performing an opportunity melee action (see Section 6.2), the meleeing character may intercept, stop the movement and attack.

EXAMPLE: *In the sample adventure in* Part I (p6) *one Orc decides to flee out the main door of the tower past Droggo who was hiding with his weapon ready (opportunity melee estate). In this case Droggo could automatically attack. Suppose however that the Orc is standing next to a window faced by Naug with a blood-stained battle-axe, who has obviously choosen melee attack as his action. The Orc has chosen to make a moving maneuver to leap out the window before Naug can attack. Naug tells the Gamemaster that he wants to attack before the Orc can get away. The Gamemaster rates Naug's conflict roll as "light" and the Orc's as a "medium". Both Naug and the Orc have +0 Movement and Maneuver bonuses.*

The Orc rolls an 87, obtaining a result of "70" from the Moving Maneuver Table (MT-1). If Naug 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 Naug rolls a 40 or less the Orc will get to attempt his maneuver immediately, and if he makes it through the window Naug will be unable to attack (he may cancel his attack and take ½ his normal movement). If Naug rolls between 41 and 55, there is a draw. The Gamemaster decides that Naug may attack with ½ his OB before the Orc makes his maneuver. Of course Naug may elect to wait and see if the Orc makes it through the window (if the Orc blows it, Naug can waste him).

6.8 MISCELLANEOUS FACTORS

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.

6.81 ORIENTATION ROLLS

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 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 Gamemaster rates the orientation roll as "easy", and then makes an orientation roll of 52, 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 100 - 90 = 10, and any movement is 90% of normal. Of course, this same process is also used for player characters.*

6.82 BASIC PERCEPTION ROLLS

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. Alternatively, the Gamemaster may use the rolls to aid in making a subjective decision.

EXAMPLE: *In the sample adventure in* Part I (p6) *three Orcs climb the stairs onto the ground floor of the tower. Droggo is hiding next to the main door. The Gamemaster might allow Perception rolls for the Orcs to notice him. Droggo 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. The first Orc notices nothing (perhaps because Naug's crossbow bolt is about to kill him) and the second Orc notices nothing. The third Orc realizes that Naug, Agonar and Chinta Kari are in the tower and considers the possiblity of other opponents in hiding, but he does not see Droggo. If his roll had totalled 111 or higher, he would have seen Droggo.*

6.83 FACING

The Gamemaster may wish to use some sort of mechanism (see Section 6.1) for keeping track of which way each character is facing, since it really helps determine what each character is aware of and what he is capable of doing.

6.84 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).

7.0 SPELL LISTS, TABLES, AND RECORD SHEETS

The *Middle-earth Role Playing* system contains a number of lists, tables and sheets which are used to play the game and to aid the Gamemaster and players. The spelllists contain the descriptions and parameters of spells that certain characters may cast. The tables range from the tactical combat resolution tables to the strategic tables for weather, treasure and prices. The record sheets provide mechanisms for keeping track of information required for playing the game.

7.1 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 notation used in the spell summaries and descriptions is provided below.

ABBREVIATIONS:

rd – round (10 seconds)

min – minute (60 seconds or 6 rounds)

hr – hour (60 minutes or 360 rounds)

day – 24 hours (1440 minutes or 8640 rounds)

" – inches

' – feet

mi – miles

cu' – cubic feet

 # x # x # – the physical dimensions of an area or object

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.

c – Either the spell requires concentration (see below) to cast or to control, or the spell will last as long as the caster concentrates.

C – The spell lasts as long as the caster concentrates (see below).

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 water 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.

 # % chance – This is the percentage chance of an event occurring. Roll 1 – 100 and if the roll is less than or equal to the # given, the event occurs; otherwise, it does not.

"time" / # pt of failure of RR – If a target fails a Resistance Roll (RR), the duration of the effect of the spell is increase 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.

SPELL PARAMETERS:

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 (–), 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 (C), or indefinite (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 (self), touching the target (touch), a fixed distance (e.g., 100'), or 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 effected may be outside the range.

SPELL CLASSES:

(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 to either directly attack a target or to affect the senses of a target. Since the elements are real, no Resistance Rolls are normally allowed. Elemental attack spells and illusion spells fall into this class.

(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, it 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 (Gamemaster'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 neccessary. 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 (Gamemaster's decision).*

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 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.).

7.11 OPEN ESSENCE SPELL LISTS

PHYSICAL ENHANCEMENT

	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—NIGHT VISION	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) Target is totally protected from all natural heat to 200 degrees F, and adds +10 to RR's vs. heat spells and -10 to elemental heat and fire spell attacks.

2—RESIST COLD (U) As Resist Heat, except protects against natural cold to -30 degrees F and modifies spells involving cold by 10.

3—SLY EARS (U) Target's hearing is augmented to double normal effectiveness.

4—BALANCE (U*) Adds +50 to any rolls for one slow maneuver (e.g., walking a 3" beam).

5—NIGHT VISION (U) 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) Target has a 300 degree field of vision, all around except for directly behind him.

7—SOUNDING (U) Target's voice has its loudness tripled. This has no effect on spell casting capabilities.

8—WATER VISION (U) As Nightvision, except target can see 100' in water, even murky water.

9—WATERLUNGS (U) Target can breathe water as if it were normal air, but he will be unable to function in air (he will pass out but not die).

10—GASLUNGS (U) As Waterlungs, except target can breathe any gas as if it were normal air.

ESSENCE HAND

	AREA OF EFFECT	DURATION	RANGE
1—VIBRATIONS	up to 5 lb	1 min/lvl	100'
2—SHIELD *	self	1 min/lvl	self
3—STAYING	up to 5 lb	1 min/lvl	100'
4—TELEKINESIS c	up to 5 lb	1 min/lvl	100'
5—DEFLECTIONS *	1 missile	—	100'
6—VIBRATIONS	up to 20 lb	1 min/lvl	100'
7—BLADETURN *	1 melee attack	—	100'
8—STAYING	up to 20 lb	1 min/lvl	100'
9—TELEKINESIS c	up to 20 lb	1 min/lvl	100'
10—AIMING * c	1 missile	1 rnd	T

1—VIBRATIONS (F) Causes an object (up to 5 lb. mass) to vibrate rapidly; if fragile it may break (roll 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*) 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 (F) 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 (F) 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" thrown on it.

5—DEFLECTIONS (F*) 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 (F) As above, except mass limit is 20 lbs.

7—BLADETURN (F*) As Deflections I, except its effect is against 1 melee attack.

8—STAYING (F) As above, except mass limit is 20 lbs.

9—TELEKINESIS (F) As above, except mass limit is 20 lbs.

10—AIMING (F*) By concentrating on the mind of a missile firer and the flight of the missile, the caster causes +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.

ILLUSIONS

	AREA OF EFFECT	DURATION	RANGE
1--SOUNDMIRAGE	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	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 c	10'R	1 min/lvl	100'
8--INVISIBILITY	10'R	max 24 hr	10'
9--ILLUSION III	varies	varies	varies
10--PHANTASM II c	varies	varies	varies

1—SOUND MIRAGE (E) 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) 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) This illusion 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 (E) As Unseen, 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) 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) This illusion 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 can be added to the illusion (the corresponding "Mirage" spell must be known) OR b) the duration can be doubled OR c) the range can be doubled OR d) the radius of effect can be doubled.

7—PHANTASM I (E) 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 (E) As above, except the radius is up to 10'.

9—ILLUSION III (E) As Illusion II, except TWO options are allowed.

10—PHANTASM II (E) 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: *These spells actually create a physical change which affects the senses. No RR's are required or allowed. Detection of the use of these spells can only be accomplished through the use of other spells, the use of a sense other than the sense(s) affected by the illusion, or a perception roll based on how believable the illusion is.*

UNBARRING WAYS

	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) 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) A door (or container) can be magically "locked"; the door can be broken normally or the spell can be dispelled but otherwise the door cannot be opened.

3—LOCKLORE (I) 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) 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) As Locklore, except that it applies to disarming traps.

6—DISARM I (F) As Opening I, except its chances apply to disarming traps.

7—JAMMING (F) Causes a door to expand and jam into its frame (roll 1-100 for severity, ranging from slightly stuck to unopenable.)

8—WEAKENING (F) Reduces the inherent strength of a door by 50%.

9—OPENING II (F) As Opening I, except chances are 40% for normal locks and 90% for a "Magic Lock".

10—UNDOOR (F) 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.

SPELL WAYS

	AREA OF EFFECT	DURATION	RANGE
1--SPELL STORE	1 spell	varies	self
2--CANCEL ESSENCE *c	self	C	self
3--RUNE I	1 sheet	varies	touch
4--CANCEL CHANNEL. *c	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) 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 and no other spell may be cast while a spell is stored.

2—CANCEL ESSENCE (F*) This spell helps protect 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) This spell inscribes a spell on a specially prepared piece of paper (called rune paper); 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*) As Cancel Essence, except only Channeling spells are affected.

5—RUNE II (F) As Rune I, except 1st-2nd lvl spells may be inscribed.

6—DISPEL ESSENCE (F*) As Cancel Essence, except dispelling effect is in a 10'R about the caster and any already existing spells in the radius must save (with a +30 modification) or be canceled.

7—RUNE III (F) As Rune I, except 1st-3rd lvl spells may be inscribed.

8—DISPEL CHANNELING (F*) As Dispel Essence, except only Channeling spells are affected.

9—RUNE V (F) As Rune I, except 1st—5th lvl spells may be inscribed.

10—SIGN OF STUNNING (F) Inscribes 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. Stuns the triggering victim for 10 min/10 pt of RR failure.

ESSENCE'S WAYS

	AREA OF EFFECT	DURATION	RANGE
1—DETECT ESSENCE c	5'R	1 min/lvl	100'
2—TEXT ANALYSIS I c	text	1 min/lvl	self
3—DETECT CHANNEL. c	5'R	1 min/lvl	100'
4—DETECT INVISIBLE c	5'R	1 min/lvl	100'
5—DETECT TRAPS c	5'R	1 min/lvl	100'
6—TEXT ANALYSIS II c	text	1 min/lvl	self
7—DETECT EVIL c	5'R	1 min/lvl	100'
8—LOCATION c	1 target	1 min/lvl	100'
9—PERCEIVE POWER c	5'R	1 min/lvl	100'
10—DELVING	1 item	—	touch

1—DETECT ESSENCE (P) 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) Caster can read text written in an unknown language, but only understands basic concepts from it.

3—DETECT CHANNELING (P) As Detect Essence, except realm is Channeling.

4—DETECT INVISIBLE (P) 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) 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) 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) 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) 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) As Detect Essence, except it will give an estimate of the power (level or potency) of the person or item that casted the spell examined.

10—DELVING (I) Gives significant details about an item's construction and purpose (not specific powers).

SPIRIT MASTERY

	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 c	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) 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) Target (which must be humanoid) believes caster is a good friend.

3—SLEEP VII (F) As Sleep V, except a total of 7 levels can be affected.

4—CONFUSION (F) 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) 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) As Sleep V, except a total of 10 levels may be affected.

7—HOLD KIND (F) Humanoid target is held to 25% of normal action for as long as the caster concentrates.

8—MASTER OF KIND (F) 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) As Charm Kind, except any sentient creature may be affected.

10—QUEST (F) 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.).

ESSENCE PERCEPTIONS

	AREA OF EFFECT	DURATION	RANGE
1—FAMILIAR	1 target	P	touch
2—PRESENCE I *c	10'R	1 rnd/lvl	self
3—LISTEN c	varies	1 min/lvl	10'
4—PRESENCE III *c	30'R	1 rnd/lvl	self
5—LONG EAR c	varies	1 min/lvl	100'
6—WATCH c	varies	1 min/lvl	10'
7—LONG EYE c	varies	1 min/lvl	100'
8—OBSERVE c	varies	1 min/lvl	100'
9—PRESENCE V	50'R	1 rnd/lvl	self
10—TELEPATHY c	1 target	1 rnd/lvl	10'

1—FAMILIAR (P) 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 (P*) 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 feeling of which are intelligent and which are animals.

3—LISTEN (U) 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*) As Presence I, except that the radius of awareness is 30'.

5—LONG EAR (U) 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 (U) As Listen, except the caster sees from the fixed point (it can rotate).

7—LONG EYE (U) As Long Ear, except the caster sees from the moving point (it can rotate).

8—OBSERVE (U) As Listen and Watch, except caster can listen and watch at the same time and the range is 100'.

9—PRESENCE III (P*) As Presence I, except that the radius of awareness is 50'.

10—TELEPATHY (P) Caster can read the surface thoughts of one target. If the target makes a RR by more than 25 he realizes what is happening.

7.12 SPELL LISTS FOR MAGES ONLY

EARTH LAW

	AREA OF EFFECT	DURATION	RANGE
1--ENCHANTED ROPE c	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--CRACKSCALL	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) 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) Loosens 100 cu' of earth to the consistency of plowed ground.

3--CRUSH STONE (F) 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) 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) 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) As Earthwall, except wall is up to 10'x10'x1' of stone and it has the durability of normal stone.

7--STONE/EARTH (F) Changes 100 cu' of normal stone to packed earth; change is gradual and takes 3 rnds.

8--EARTHWALL TRUE (E) As Earthwall, except duration is permanent.

9--EARTH/MUD (F) As Stone/Earth, except changes earth to soft mud.

10--EARTH/STONE (F) As Stone/Earth, except changes packed earth to solid stone and loose earth to gravel.

ICE LAW

	AREA OF EFFECT	DURATION	RANGE
1--FREEZE LIQUID c	1 cu'/lvl	P	10'
2--COOLSOLIDc	1 cu'/lvl	24hr	10'
3--WALL OFCOLD	10'x10'x1'	1 rnd/lvl	100'
4--COOL AIRc	1000 cu'/lvl	1 hr	100'
5--CHILL SOLID c	1 cu'/lvl	1 hr	10'
6--ICE BOLT	1 target	—	100'
7--COLDBALL (20')	20'R	—	100'
8--WALLOFICE	10'x10'x1'	P	100'
9--CALL COLD	20'x20'x20'	1 rnd/lvl	10'
10--CIRCLEOF COLD	20'Rx20'x1'	1 rnd/lvl	self

1--FREEZE LIQUID (F) Any inanimate liquid (1 cu'/lvl) can be cooled to freezing at a rate of 1 cn'/rnd of concentration (temp. cannot be lower than -30 degrees F).

2--COOL SOLID (F) Any solid, inanimate, non-metal material (1 cu'/lvl) can be cooled to -20 degrees F at a rate of 1 cu'/rnd of concentration.

3--WALL OF COLD (E) Creates a transparent wall of intense cold (up to 10'x10'x1'), anyone passing through takes an "A" cold critical (no RR).

4--COOL AIR (E) The temperature of the air in an enclosed area may be lowered at a rate of 10 degrees F per round of concentration (to a maximum of -20 degrees F). When the concentration ceases the air will warm normally.

5--CHILL SOLID (F) As Cool Solid, except material can be cooled to -200 degrees F, at a rate of -100 degrees/rnd of concentration.

6--ICE BOLT (E) A bolt of ice is shot from the palm of the caster; results are determined on the Bolt Attack Table.

7--COLD BALL (E) 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 Attack Table.

8--WALL OF ICE (E) 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) As Call Flame on the Fire Law list, except that it creates a cube of cold (up to 20'x20'x20') that delivers cold criticals.

10--CIRCLE OF COLD (E) 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).

LIGHT LAW

	AREA OF EFFECT	DURATION	RANGE
1--PROJECTED LIGHT c	50' beam	10 min/lvl	self
2--SHOCKBOLT	1 target	—	100'
3--LIGHT 1	10'R	10 min/lvl	touch
4--SHADE	100'R	10 min/lvl	100'
5--SUDDEN LIGHT	10'R	—	100'
6--DARK	10'R	10 min/lvl	touch
7--LIGHT V c	50'R	10 min/lvl	touch
8--SHOCK BOLT	1 target	—	300'
9--DARK c	50'R	10 min/lvl	touch
10--LIGHTNING BOLT	1 target	—	100'

1--PROJECTED LIGHT (F) 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 (E) A bolt of intense, charged light is shot from the palm of the easter; results are determined on the Bolt Attack Table.

3--LIGHT 1 (F) Lights a 10'R area about the point touched.

4--SHADE (F) All shadows and darkness in a 100' radius around the chosen center point deepen, aiding hiding by +25.

5--SUDDEN LIGHT (F) Causes a 10'R burst of intense light, all those inside the radius are stunned 1 rnd/5 pt of RR failure.

6--DARK (F) As Light, except that a 10'R of darkness results. It is the equivalent of a dark, moonless night.

7--LIGHT V (F) As above, except radius can be varied up to 50' (the size of the radius can be changed by concentrating 1 round).

8--SHOCK BOLT (E) As above, except range is 300'.

9--DARK (F) As above, except radius can be varied up to 50' (as in Light V).

10--LIGHTNING BOLT (E) As Shock Bolt, except a Lightning Bolt is shot.

FIRE LAW

	AREA OF EFFECT	DURATION	RANGE
1--BOIL LIQUIDc	1 cu'/lvl	P	10'
2--WARMSOLIDc	1 cu'/lvl	24 hr	10'
3--WOODFIRES	1'R	—	1'
4--WALL OF FIRE	10'x10'x6"	1 rnd/lvl	100'
5--HEATSOLIDc	1 cu'/lvl	1 hr	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	t object	1 rnd/lvl	touch
10--CIRCLE AFLAME	10'R	1 rnd/lvl	self

1--BOIL LIQUID (F) Any inanimate liquid (1 cu'/lvl) can be heated to boiling at a rate of 1 cu'/rnd of concentration.

2--WARM SOLID (F) Any solid inanimate, non-metal material (1 cu'/lvl) can be warmed to 100 degrees F at a rate of 1 cu'/rnd of concentration.

3--WOODFIRES (F) 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) 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) As Warm Solid, except material can be heated to 500 degrees at a rate of 100 degrees/rnd of concentration.

6--FIRE BOLT (E) A bolt of fire is shot from the palm of the caster; results are determined on the Bolt Attack Table.

7--CALL FLAME (E) 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 (E) A 1' 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 on the Ball Attack Table.

9--AURA OF FLAME (E) 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 crit. If cast on a weapon and the weapon is used to deliver a normal critical, the weapon will also deliver a "B" heat crit.

10--CIRCLE AFLAME (E) As Wall of Fire, except the "wall" is 10' high and forms a 10' R circle (6" thick) with the caster at the center (it is nonmobile).

LOFTY BRIDGE

	AREA OF EFFECT	DURATION	RANGE
1--LEAPING *	1 target	1 rnd	100'
2--LANDING*	1 target	until lands	100'
3--LEAVING (100')	1 target	–	10'
4--LEVITATION	1 target	1 min/lvl	10'
5--FLY (75'/rnd)	1 target	1 min/lvl	10'
6--PORTAL	3'x6'x3'	1 rnd/lvl	touch
7--FLY (150'/rnd)	1 target	1 min/lvl	10'
8--LONG DOOR (100')	1 target	–	10'
9--LEAVING (300')	1 target	–	10'
10--TELEPORT	1 target	–	10'

1--LEAPING (U*) 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*) 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 (U) 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) 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 (U) As Levitation, except target can fly (move horizontally and vertically) at a rate of up to 75'/rnd (or 5 MPH).

6--PORTAL (U) 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 (U) As above, except target flies at a rate of up to 150'/rnd.

8--LONG DOOR (U) As Leaving, except caster can pass through barriers by specifying exact distances.

9--LEAVING (U) As above, except target can be moved up to 300'.

10--TELEPORT (U) As Long Door, except movement range is 10 miles/lvl. This spell is very risky. 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%; lived in 24 hr. = 10%; lived in 1 week = 1%; lived in 1 yr. = .01%. In case of error: first determine direction of error (randomly), then determine distance of error (make an open-ended roll for number of feet).

WATER LAW

	AREA OF EFFECT	DURATION	RANGE
1--CONDENSATION c	–	P	touch
2--FOG CALL	10'R/lvl	P	10'/lvl
3--WATERWALL c	10'x10'x1'	C	100'
4--WATER BOLT	1 target	–	100'
5--UNFOG	10'R	P	100'
6--CALM WATER c	100'r	C	100'
7--WATERWALL TRUE	10'x10'x1'	1 min/lvl	100'
8--CLEAN WATER	1000 cu'/lvl	P	100'
9--WATERBOLT	1 target	–	300'
10--CALL RAIN	100'R/lvl	10 min/lvl	100'/lvl

1--CONDENSATION (F) Condenses 1 cu' of water from the surrounding air; takes between 1 rnd in the most humid areas and 10 min. in the driest desert.

2--FOG CALL (F) 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) 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.

4--WATER BOLT (E) A bolt of water is shot from the palm of the caster; results determined on the Bolt Attack Table.

5--UNFOG (F) Disperses fog in an area up to the radius of effect.

6--CALM WATER (F) Water within radius is calmed; waves are cut by 20' in center and less towards the perimeter.

7--WATERWALL TRUE (E) As Waterwall, except caster need not concentrate and the duration is 1 min/lvl.

8--CLEAN WATER (F) Removes all sediment and dissolved substances from a volume of water up to 1000 cu'/lvl.

9--WATER BOLT (E) As above, except range is 300'.

10--CALL RAIN (F) If there are clouds in the sky, it rains outdoors for the duration of the spell.

LIVING CHANGE

	AREA OF EFFECT	DURATION	RANGE
1--RUN *	1 target	10 min/lvl	10'
2--SPEED I*	1 target	1 rnd	10'
3--SELF SIZE CHANGING	self	1 min/lvl	self
4--SPRINT *	1 target	10 min/lvl	10'
5--CHANGE OF KIND	1 target	10 min/lvl	10'
6--HASTE I *	1 target	1 rnd	10'
7--SPEED III *	varies	varies	10'
8--FAST SPRINT *	1 target	10 min/lvl	10'
9--SIZECHANGING	1 target	10 min/lvl	10'
10--HASTE III *	varies	varies	10'

1--RUN I (F*) Target may run (2x walking pace) without tiring, but once he stops or performs some other action the spell is canceled.

2--SPEED I (F*) 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 (F) Caster may shrink to ½ his normal mass (height in normal situations); there is no decrease in his strength. Caster may also enlarge to ½ his normal mass, and there is no increase in his strength (except for movement purposes).

4--SPRINT (F*) As Run I, except target may move at 3x walking pace.

5--CHANGE OF KIND (F) 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 (F*) As Speed I, except no half rate penalty round follows the haste round.

7--SPEED III (F*) 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 (F*) As Run I, except target may move at 4x walking pace.

9--SIZE CHANGING (F) 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 (F*) As Speed III, except no half rate penalty rounds follow the haste rounds.

WIND LAW

	AREA OF EFFECT	DURATION	RANGE
1--BREEZE CALL c	20' cone	1 rnd/lvl	self
2--AIRWALL c	10'x10'x3'	C	100'
3--CONDENSATION c	V	V	T
4--STUN CLOUD	5'R	6 rnd	10'
5--AIRSTOP c	10'R	C	100'
6--STUN CLOUD	10'r	6 rnd	20'
7--VACUUM	5'R	–	100'
8--AIRSTOP c	20'R	C	100'
9--STUN CLOUD	20'R	6 rnd	40'
10--DEATH CLOUD	5'R	10 rnd	10'

1--BREEZE CALL (F) 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).

2--AIRWALL (F) 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.

3--CONDENSATION (F) 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 (F) 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 an "A" on rounds 5 and 6. It drifts with the wind and affects all within its radius. RR's are allowed.

5--AIRSTOP (F) Cuts all generalized air movement (i.e., wind) by up to 30 MPH in a 10'R.

6--STUN CLOUD (F) As above, except radius is 10'.

7--VACUUM (F) Creates a 5'R near-vacuum. All in radius take a "B" impact critical, as air leaves and rushes back in. RR's are allowed.

8--AIRSTOP (F) As above, except radius is 20'.

9--STUN CLOUD (F) As above, except radius is 20'.

10--DEATH CLOUD (F) As Stun Cloud, except radius is 5'R: 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.

7.13 SPELL LISTS FOR BARDS ONLY

CONTROLLING SONGS

	AREA OF EFFECT	DURATION	RANGE
1—CALM SONG c	1 target	C	50'
2—HOLDING SONGc	1 target	C	50'
3—STUNSONGc	1 target	C	50'
4—SILENT SONG fl	1 target	C	50'
5—SLEEP SONG c	1 target	C	50'
6—CHARM SONG c	1 target	C	50'
7—FEAR'SSONGc	1 target	C	50'
8—CALM SONG TRUEc	1 target	varies	50'
9—STUN SONG TRUEc	1 target	varies	50'
10—FORGETTING SONG	1 target	P	50'

1—CALM SONG (F) 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) As Calm Song, except target can only take 25% of normal action.

3—STUN SONG (F) As Calm Song, except target is stunned.

4—SILENCE SONG (F) As Calm Song, except target may not speak.

5—SLEEP SONG (F) As Calm Song, except target falls into a light sleep.

6—CHARM SONG (F) As Calm Song, exceptt arget believes caster is a good friend, and if the caster plays/sings for atleast 3 rounds theeffect of the spell lasts for 10 minutes after the caster stops.

7—FEAR'S SONG (F) As Calm Song, except target fears caster and attempts to get away from him.

8—CALM SONG TRUE (F) As Calm Song, except that after thecaster 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) As Calm Song True, except target is stunned.

10—FORGETTING SONG(F) Target will forget what transpired in a certain period of timespecified by thecaster (within 1 day/lvl). The length of the time period is equal to the amount of time the caster plays/sings.

ITEM LORE

	AREA OF EFFECT	DURATION	RANGE
1—JEWEL/METAL ASSESS.	1 object	—	touch
2—ITEM ASSESSMENT	1 object	—	touch
3—DETECT POWER	1 object	—	touch
4—ITEM ANALYSIS	1 object	—	touch
5—ASSESSMENT TRUE	1 object	—	touch
6—SIGNIFICANCE	1 object	—	touch
7—DETECTCURSE	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) Caster can assess the value of jewels and metals to within 10% for any market he desires (allows him to calculate different values for the different cultures he is familiar with.)

2—ITEM ASSESSMENT (I) As Jewel & Metal Assessment, except any crafted item may be assessed (the magic capabilities are not included).

3—DETECT POWER (I) 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) 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 onceon a given item; however, each time the character goes up a level he may castthis spell again on the item.

5—ASSESSMENT TRUE (I) As Item Assessment, except anything can be assessed, such as livestock, houses, boats, etc. (magical abilities arestill not assessable).

6—SIGNIFICANCE (I) Determines if the item examined has any cultural or historical significance, and gives a rough idea of what significance.

7—DETECT CURSE (I) Detects if an item has a curse on it, and it gives an image of the person who cursed the item.

8—ORIGINS (I) 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) As Item Analysis I, except thereis a 20% chance for each ability.

10—HISTORY (I) 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 99years; otherwise, the chance is (100 - the item's age in years)%.

LORE

	AREA OF EFFECT	DURATION	RANGE
1—STUDY I c	self	C	self
2—LEARN LANGUAGE II c	self	C	self
3—LANGUAGE LORE	1 text	—	touch
4—MIND'S LORE I	1 target	1 rnd	50'
5—STUDY II c	self	C	self
6—INTERPRETING EAR c	1 speaker	C	self
7—LEARN LANGUAGE III c	self	C	self
8—MIND'S LORE III	1 target	1 rnd	50'
9—STUDY III c	self	C	self
10—PASSAGE ORIGINc	self	C	self

1—STUDY I (U) 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) 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 (i.e., one development point increasesa language skill 2 ranks and 3 points increasesit 4 ranks).

3—LANGUAGE LORE (I) Caster learns what language a piece of text is written in. He mayalso 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 (P) 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) 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. Thecaster may choose a different speaker each round.

7—LEARN LANGUAGE III (U) As Learn Language II, except learning rate is 3x.

8—MIND'S LORE III (P) As Mind's Lore I, except 30% of knowledge is obtained.

9—STUDY III (U) As Study I, except caster can also read at 3x the normal rate.

10—PASSAGE ORIGIN (I) As Language Lore except that the caster can also tell if the text has been translated; and if so 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.

SOUND CONTROL

	AREA OF EFFECT	DURATION	RANGE
1—LONG WHISPER * c	1 point	C	50'/lvl
2—SILENCE	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 c	10'R	C	self
6—GREAT SONG *	10'R	as song	as song
7—SILENCE	50'R	1 min/lvl	self
8—SONG SOUNDING III *	1 song	as song	3xsong's
9—SONG III *	3 targets	as song	as song
10—SONIC LAW c	100'R	C	self

1—LONG WHISPER (F*) Caster's whisper can be directed to any point that he picks within 50'/lvl.

2—SILENCE (F) DURATION:1 min/lvl RANGE: S Any sounds originating within up to 10' of the caster's body cannot be heard outside the radius.

3—SONG SOUNDING II (F*) If cast the round before a spell on the Controlling Songs list, it doubles the range of the Song.

4—SONG II (F*) If cast the round before a spell on the Controlling Songs list, it allows 2 targets to be affected.

5—SONIC LAW (F) DURATION: C RANGE: S 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 (F*) 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 (F) As above, except radius is 50'.

8—SONG SOUNDING III (F*) As above, except range increase is 3x.

9—SONG III (F*) As Song II, except that it increases thenumber of targets to 3.

10—SONIC LAW (F) As above, except radius is 100'.

7.14 SPELL LISTS FOR RANGERS ONLY

PATH MASTERY

	AREA OF EFFECT	DURATION	RANGE
1--PATHLORE	10'R	—	self
2--TRAP DETECTION c	5'R	1 min/lvl	10'
3--TRACKING c	self	C	self
4--PATH TALE	self	—	self
5--PATHFINDING c	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 c	5 mi R	C	5 miles
10--ANIMAL TONGUES	self	1 min/lvl	self

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.

1--PATHLORE (I) 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) 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 (I) Caster gets a +50 bonus when tracking.

4--PATH TALE (I) Caster acquires visual image of any user(s) of a given path within a period of up to 1 hr/lvl.

5--PATHFINDING (I) 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) 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) Allows caster to detect any hostile beings within a 50'R: provides direction, but not the distance to the danger.

8--PASSING LORE (I) 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 (I) As above, except the area of effect is a 5 mile R.

10--ANIMAL TONGUES (U) Caster gains knowledge of any one animal language (a member of the species must be within 100') for the duration of the spell.

MOVING WAYS

	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 c	self	C	self
8--TRACK HIDING c	—	C	50'
9--WATERRUNNING	self	1 min/lvl	self
10--SWIMMING TRUE *	self	5 min/lvl	self

1--STONERUNNING (F) Allows caster to run on stone surfaces angled up to 75 degrees as if he were on level ground.

2--LIMBWALKING (F) Allows caster to walk along nearly horizontal tree limbs (that can support the weight) as if he were on level ground.

3--SWIMMING (F*) Enables target to swim without tiring or expending energy.

4--SANDRUNNING (F) As Stonerunning, except caster can run on sandy surfaces as if they were firm ground.

5--WATERWALKING (F) Allows caster to walk on water as if he were on level dry ground: maneuver rolls may be required on rough water.

6--LIMBRUNNING (F) As Limbwalking, except caster can run along limbs.

7--TRACELESS PASSING (F) As long as the caster concentrates he can walk without leaving tracks or other visible signs of his passing.

8--TRACK HIDING (F) As Traceless Passing except that the caster can also hide tracks of any 1 other being whose tracks he follows.

9--WATERRUNNING (F) As Waterwalking, except caster can run on water.

10--SWIMMING TRUE (F*) As Swimming, except target can swim as fast as he could run.

NATURE'S GUISES

	AREA OF EFFECT	DURATION	RANGE
1--HUES	self	1 min/lvl	self
2--SHADE	100'R	10 min/lvl	touch
3--FREEZE c	1 cu'/rnd	C	10'
4--SILENT MOVES	self	1 min/lvl	self
5--SELF CLOAKING c	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 c	self	C	self

1--HUES (F) 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 hiding attempts.

2--SHADE (F) All shadows and darkness in a 100'R around the point touched deepen, aiding hiding by +25.

3--FREEZE (F) 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 (F) 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 (F) 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 hiding bonus.

6--LIGHT (F) Lights a 10'R area about the point touched.

7--DARKNESS (F) As Light except that a 10'R of darkness results. It is the equivalent of a dark, moonless night.

8--SHADOW (F) 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 (F) Caster can appear to be as any 1 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) 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

	AREA OF EFFECT	DURATION	RANGE
1--WATERFINDING	1 mile R	—	self
2--FIRE STARTING	1'R	P	touch
3--HEAT RESISTANCE * c	self	1 min/lvl	self
4--COLD RESISTANCE * c	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 PREDIC.	1 mile R	—	self
10--NATURE'S AWARE. c	100' R	C	self

1--WATER FINDING (I) Locates all sources of running surface water, exposed groundwater, etc. exceeding 1 gallon: caster learns approximately size and quality of sources.

2--FIRE STARTING (F) 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 temp. less than or equal to that of wood).

3--HEAT RESISTANCE (U*) Protects caster from natural heat up to 200 degrees F and adds +20 to RR vs. heat or -20 vs. elemental fire attacks.

4--COLD RESISTANCE (U*) Protects caster from natural cold to -20 degrees, and adds +20 to RR vs. cold or -20 vs. elemental cold attacks.

5--FOOD FINDING (I) Caster learns location, type and approximate quantity of all edible food sources (either dead animal matter, or any plant).

6--STERILIZATION (P) Sterilizes up to 1 cu'/lvl of any inanimate solid or liquid. That is, it eliminates living creatures smaller than ¼" in length, but it will not affect larger creatures or inanimate poisons or other material.

7--SHELTER FINDING (I) 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 (F) 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) Allows 95% chance of predicting time, nature and severity of weather over the next 24 hr. period.

10--NATURE'S AWARENESS (I) 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, for it is they who give the caster the information sought.

7.15 OPEN CHANNELING SPELL LISTS

DETECTION MASTERY

	AREA OF EFFECT	DURATION	RANGE
1--DETECT CHANNEL. c	5'R	1 min/lvl	50'
2--DETECT ESSENCE c	5'R	1 min/lvl	50'
3--DETECT EVIL c	5'R	1 min/lvl	50'
4--DETECT CURSE c	5'R	1 min/lvl	50'
5--LOCATION c	1 target	1 min/lvl	100'
6--DETECT TRAPS c	5'R	1 min/lvl	50'
7--LOCATION c	1 target	1 min/lvl	300'
8--DETECT INVISIBLE c	5'R	1 min/lvl	50'
9--LOCATION c	1 target	1 min/lvl	500'
10--CURSE TALES	1 curse	--	10'

1--DETECT CHANNELING (P) Detects any item or active spell front the channeling realm; he can concentrate on any 5'R area within the range each round.

2--DETECT ESSENCE (P) As Detect Channeling, except realm is essence.

3--DETECT EVIL (P) 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) As Detect Channeling, except detects curses on people or things.

5--LOCATION (P) 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) As Detect Channeling, except it gives a 75% chance of detecting a trap (certain enchanted traps may receive modifications to this chance).

7--LOCATION (P) As above, except range is 300'.

8--DETECT INVISIBLE (P) As Detect Channeling, except detects invisible things; all attacks against an invisible thing so detected are modified by -50 (if the attack were otherwise impossible).

9--LOCATION (P) As above, except range is 500'.

10--CURSE TALES (I) Caster can determine nature and origin of any 1 curse, including the identity of the originator of the curse.

SOUND/LIGHT WAYS

	AREA OF EFFECT	DURATION	RANGE
1--PROJECTED LIGHT	50' beam	10 min/lvl	self
2--SPEECH I c	1 target	C	10'
3--LIGHT	10'R	10 min/lvl	touch
4--QUIET	1'R	1 min/lvl	100'
5--SUDDEN LIGHT	10'r	--	100'
6--SPEECH II c	1 target	C	10'
7--SHOCK BOLT	1 target	--	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 (F) 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 (P) Target is able to communicate basic ideas in a specific language of someone within 10' (hungry, thirsty, bathroom, peace, etc.).

3--LIGHT (F) Lights a 10'R area about the point touched. The light produced is equivalent to torchlight. If the poim is on a moving being or object, the area will move with it.

4--QUIET (F) 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) Causes a 10'R sphere of intense light, all within it must make a RR or they are stunned for 1 rnd/5 pt failure of RR.

6--SPEECH II (P) As Speech I, except caster can communicate in more complex concepts, although there is a good chance of misinterpretations.

7--SHOCK BOLT (E) A bolt of intense, charged light is shot from the palm of the caster: results are determined on the Bolt Attack Table.

8--SILENCE (F) As Quiet, except radius is 10'.

9--UTTERLIGHT I (F) As Light, except it is the equivalent of full daylight: it also cancels all magically created darkness.

10--WAITING LIGHT (F) As Light, 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

	AREA OF EFFECT	DURATION	RANGE
1--CALM I	1 target	1 min/lvl	100'
2--CALM II	2targets	1 min/lvl	100'
3--HOLD KIND c	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	5targets	1 min/lvl	100'
10--BLINDING *	1 target	varies	50'

1--CALM I (F) Target will take no aggressive/offensive action, and will fight only if attacked.

2--CALM II (F) As Calm 1, except 2 targets may be affected. Both must be in the caster's field of vision when the spell is cast.

3--HOLD KIND (F) Any 1 being may be held to 25% of normal activity for as long as the caster concentrates.

4--LONG CALM (F) As Calm 1, except that the range is 300'.

5--STUNNING (F*) 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) As Calm II, except 3 targets may be affected.

7--CALM IV (F) As Calm II, except 4 targets may be affected.

8--GOLDEN SLUMBERS (F*) As Stunning, except target falls into a deep sleep for 1 rnd/10 pt failure of RR.

9--CALM V (F) As Calm II, except 5 targets may be affected.

10--BLINDING (F*) As Stunning, except target is blinded for 10 min/10 pt failure of RR.

SURFACE WAYS

	AREA OF EFFECT	DURATION	RANGE
1--HEAL 10	1 target	P	touch
2--FROST/BURN RELIEF I	1 burn area	P	touch
3--STUN RELIEF I *	1 target	P	touch
4--REGENERATION I * c	1 target	C	touch
5--FROST/BURN RELIEF II	varies	P	touch
6--AWAKENING	1 target	P	touch
7--HEAL 50	1 target	P	touch
8--FROST/BURN REL'F III	varies	P	touch
9--STUN RELIEF III*	1 target	P	touch
10--REGENERATION III* c	1 target	C	touch

1--HEAL 10 (U) Heals 1--10 concussion hits.

2--FROST/BURN RELIEF I (U) Will heal one area of mild frostbite or an area of first degree burns.

3--STUN RELIEF I (U*) Relieves target of 1 rnd'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*) 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) As Frost/Burn Relief I, except 2 areas of mild damage OR 1 area of moderate damage (e.g., 2nd degree burn) can be healed.

6--AWAKENING (U) Awakens target instantly.

7--HEAL 50 (U) As Heal 10 except that it heals 5--50 concussion hits.

8--FROST/BURN RELIEF III (U) As Front/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*) As Stun Relief I, except that target is relieved of up to 3 rounds of stun effects.

10--REGENERATION III (U*) As Regeneration I, except that 3 hits per round are healed.

PROTECTIONS

	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—UNDERW. BREATH.	self	1 min/lvl	self
7—ANIMAL FACADE	self	1 min/lvl	self
8—SHADOW	self	1 hr/lvl	self
9—DEFLECTIONS ORG. *	self	—	self
10—TURNINGS ORGANIC *	self	—	self

1—PRAYER (U) Target gets a +10 bonus to any resistance rolls (RR) and maneuver rolls.

2—BLESS (U) Target gets a +10 bonus to his defensive bonus (DB) and any maneuver rolls.

3—RESISTANCE (U) Target gets a +5 bonus to his RR and DB.

4—RESIST ELEMENTS (U) Protects caster from natural heat up to 200 degrees F and natural cold down to -20degrees F; gives +20 to RR vs. heat or cold spells, and +20 to DB vs. elemental heat or cold spells.

5—PLANT FACADE (E) Allows caster to appear as any 1 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) Caster is able to breathe normally under water as well as in air.

7—ANIMAL FACADE (E) As plant facade, except caster can appear as any 1 type of animal.

8—SHADOW (F) Caster appears as a shadow: provides near invisibility in dark areas.

9—DEFLECTIONS ORGANIC (F*) Deflects 1 missile fired at the caster: subtract 100 from the missile's attack roll: missile must be at least partially of organic composition.

10—TURNINGS ORGANIC (F*) As Deflections Organic, except that a melee attack roll has 100 subtracted.

NATURE'S MOVEMENT

	AREA OF EFFECT	DURATION	RANGE
1—LIMBWALKING	self	1 min/lvl	self
2—WATERWALKING	self	1 min/lvl	self
3—SWIMMING *	self	5 min/lvl	self
4—SANDRUNNING	self	1 min/lvl	self
5—MERGING ORGANIC	self	1 min/lvl	self
6—LIMBRUNNING	self	1 min/lvl	self
7—STONERUNNING	self	1 min/lvl	self
8—WATERRUNNING	self	1 min/lvl	self
9—WINDWALKING	self	1 min/lvl	self
10—SWIMMING TRUE *	self	5 min/lvl	self

1—LIMBWALKING (F) Allows caster to walk along nearly horizontal tree limbs (that can support the weight) as if he were on level ground.

2—WATERWALKING (F) 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 (F*) Enables target to swim without tiring or expending energy.

4—SANDRUNNING (F) As Limbwalking, except caster can run on sandy surfaces.

5—MERGING ORGANIC (F) 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 (F) As Limbwalking, except caster can run along limbs.

7—STONERUNNING (F) As Limbwalking, except caster can run on stone surfaces angled up to 75 degrees.

8—WATERRUNNING (F) As Waterwalking, except caster can run on water.

9—WINDWALKING (F) Allowscaster towalk on movingair(wind): movement must be at a constant height. Maneuver rolls may be required in turbulence.

10—SWIMMING TRUE (F*) As Swimming, except target can swim as fast as he could run.

SPELL DEFENSE

	AREA OF EFFECT	DURATION	RANGE
1—PROTECTION I	1 target	1 min/lvl	10'
2—AREA PROTECTION I c	10'R	1 min/lvl	10'
3—NEUTRALIZE CURSE	1 curse	1 min/lvl	touch
4—PROTECTION II	1 target	1 min/lvl	10'
5—AREA PROTECTION II c	10'R	1 min/lvl	10'
6—REMOVECURSE	1 curse	P	touch
7—NEUTRALIZE CURSE	1 curse	1 hr/lvl	10'
8—CANCELSPELL	1 spell	P	10'
9—PROTECTION III	1 target	1 min/lvl	10'
10—AREA PROTECT. III c	10'R	1 min/lvl	10'

1—PROTECTION I (P) Subtracts 10 from all elemental attack rolls against the target, and adds 10 to all of the target's RR's vs. spells.

2—AREA PROTECTION I (P) As Protection I except all beings within 10' R of target get the benefits when the caster concentrates.

3—NEUTRALIZE CURSE (F) 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 (P) As Protection I, except that the bonuses are 20.

5—AREA PROTECTION II (P) As Area Protection I, except that the bonuses are 20.

6—REMOVE CURSE (F) 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 thecaster of this spell. Once this spell is cast on a given curse, it cannot be cast again by the same spell-user untilhe has gone up another level of experience.

7—NEUTRALIZE CURSE (F) As above, except curse is nullified for 1 hr/lvl of the caster.

8—CANCEL SPELL (F) As Remove Curse except that any one existing spell may be canceled.

9—PROTECTION III (P) As Protection I except that the bonuses are 30.

10—AREA PROTECTION III (P) As Area Protection I except that the bonuses are 30.

NATURE'S LORE

	AREA OF EFFECT	DURATION	RANGE
1—TRAP DETECTION c	5'R	1 min/lvl	10'
2—NATURE'SAWARE. c	100'R	C	self
3—STORM PREDICTION	1 mi/lvl R	—	self
4—WEATHER PREDIC.	1 mi/lvl R	—	self
5—NATURE'SAWARE. c	300'R	C	self
6—BREEZE CALL	20' cone	1 rd/lvl	self
7—WAITING AWARENESS	10'R	1 hr/lvl	self
8—FOGCALL	10'/lvl R	P	10'/lvl
9—NATURE'S AWARE. c	500'R	C	self
10—WEATHER PREDIC.	1 mi/lvl R	—	self

1—TRAP DETECTION (P) 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.

2—NATURE'S AWARENESS (I) 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) 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) As Storm Prediction, except it predicts the time frame, nature and severity of the general state of the weather.

5—NATURE'S AWARENESS (I) As above, except that the radius is 300'.

6—BREEZE CALL (F) Caster 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) 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) 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 (I) As above, except that radius is 500'.

10—WEATHER PREDICTION (I) As above, except that the prediction period is 1 day/lvl.

7.16 SPELL LISTS FOR ANIMISTS ONLY

PLANT MASTERY

	AREA OF EFFECT	DURATION	RANGE
1--PLANT LORE	1 plant	—	touch
2--PLANT TONGUES	self	1 min/lvl	self
3--INSTANT HERB. 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) Caster learns nature and history of any 1 plant.

2--PLANT TONGUES (U) 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) Allows caster to cause any 1 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) Allows caster to double the potency of any 1 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 to get the effect of a full dose.

5--PLANT LOCATION (P) Caster can locate members of any 1 species of plant, or he can find out what species are in the area.

6--HERB CLEANSING (U) Allows caster to remove any harmful poisons, by-products, or side effects from 1 dose of herbs.

7--SPEED GROWTH (F) Allows caster to increase speed of growth of any 1 species of plant within the radius of effect by x100 (e.g., all of the grass in a 10'R).

8--HERB PRODUCTION (U) Allows caster to grow an herb by planting the proper seed: the resulting herb is sterile and takes 1--10 rds to grow.

9--PLANT GROWTH (F) Allows caster to double the size of any 1 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) Caster can control the automatic and/or mental processes of any 1 plant. Caster can also control the plant's movements, if the plant is capable of movement.

DIRECT CHANNELING

	AREA OF EFFECT	DURATION	RANGE
1--PRESERVATION	1 body	1 hr/lvl	10'
2--INTUITIONS I	self	—	self
3--DREAM I	self	—	self
4--LIFEKEEPING	1 body	1 hr/lvl	10'
5--INTUITIONS III	self	--	self
6--DEATH'S TALE	1 body	—	10'
7--PRESERVATION	1 body	1 day/lvl	10'
8--INTUITIONS V	self	—	self
9--DREAMS III	self	—	self
10--LIFEKEEPING	1 body	1 day/lvl	10'

1--PRESERVATION (U) 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 (the target's soul leaving his body).

2--INTUITIONS I (I) Caster gains a vision of what will probably happen in the next minute if he takes a specified action.

3--DREAM I (I) Caster has a dream relating to a topic he chooses. He must sleep or meditate for at least 8 hours.

4--LIFEKEEPING (I) 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.

5--INTUITIONS III (I) As Intuitions 1, except the time span is 3 minutes.

6--DEATH'S TALE (I) 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 (U) As above, except the duration is 1 day/lvl.

8--INTUITIONS V (I) As Intuitions I, except the duration is 1 day/lvl.

9--DREAMS III (I) As Dream I, except the limit is 3 dreams/8 hours. They may concern different topics.

10--LIFEKEEPING (U) As above, except that the duration is 1 day/lvl.

ANIMAL MASTERY

	AREA OF EFFECT	DURATION	RANGE
1--ANIMAL SLEEP	1 animal	1 min/lvl	100'
2--CLOAKING	self	1 min/lvl	self
3--SUMMONS I c	—	1 min	100'
4--ANIMAL TONGUES	self	1 min/lvl	self
5--ANIMAL MASTERY c	1 animal	C	100'
6--SUMMONS III c	—	varies	100'
7--ANIMAL LOCATION	1 mi. R	—	1 mile
8--BEFRIENDING c	50'R	C	self
9--ANIMAL EMPATHY c	1 animal	C	100'
10--SUMMONS V c	—	C	100'

1--ANIMAL SLEEP (F) 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) Allows caster to blend into surrounding terrain and become undiscoverable by animals. Gives a +30 bonus to hiding from others.

3--SUMMONS I (F) Caster can summon a first level non-intelligent creature who will remain for one minute and then disappear. The caster can control the creature when he concentrates. 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 (U) 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) Allows caster to control the actions of any 1 animal when he concentrates.

6--SUMMONS III (F) 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 3.

7--ANIMAL LOCATION (P) Caster can locate members of any 1 species of animal, or he can find out what species are in the area.

8--BEFRIENDING (F) All animals within 50' will act friendly toward caster; however, the caster does not control them.

9--ANIMAL EMPATHY (P) Caster can understand and visualize the thoughts and emotions of any 1 animal.

10--SUMMONS V (F) As Summons III, except the sum total cannot exceed 5.

BONE/MUSCLE WAYS

	AREA OF EFFECT	DURATION	RANGE
1--SPRAIN REPAIR	1 sprain	P	touch
2--MINOR FRAC. 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 FRAC. REPAIR	1 break	P	touch
7--JOINING *	1 limb	P	touch
8--TOOTH REPAIR	1 tooth	P	touch
9--SKULL REPAIR	1 skull	P	touch
10--JOINT REPAIR	1 joint	P	touch

1--SPRAIN REPAIR (U) Repair 1 sprain.

2--MINOR FRACTURE REPAIR (U) Mend 1 simple fracture (not compound fractures, shatters, joint damage, or skull damage); recovery time 1-10 hr.

3--MUSCLE REPAIR (U) Repairs 1 damaged muscle (not organs such as the heart); recovery time 1-10 hr.

4--CARTILAGE REPAIR (U) Repairs all damaged cartilage around one joint; recovery time 1-10 hr.

5--TENDON REPAIR (U) Repair one damaged tendon; recovery time 1-10 hr.

6--MAJOR FRACTURE REPAIR (U) Mends 1 simple or compound fracture (not shatters, joint damage, or skull damage); recovery time 1-10 hr.

7--JOINING (U*) When used with the Joining spells on the other healing lists (Blood Ways and Organ Ways), caster can reattach one severed limb; recovery time 1-10 days.

8--TOOTH REPAIR (U) This spell can repair any tooth damage; including 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) Mends any 1 skull fracture (not shattered areas); recovery time 1--10 hr.

10--JOINT REPAIR (U) Repairs 1 damaged joint (not shattered joints); recovery time 1--10 days.

BLOOD WAYS

	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) Target's blood loss (hits/rnd) is reduced by 1, for 1 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) Target's blood loss (hits/rnd) is reduced by 1.

3--MINOR VESSEL REPAIR (U) Target's blood loss (hits/round) is reduced by 3. This reflects the repair of minor blood vessels, so it will not affect damage to major arteries or veins (bleeding from one wound totaling 5 hits/rnd or more).

4--CLOTTING V (U) As Clotting I except that target's blood loss (hits/rnd) is reduced by 5.

5--CUT REPAIR III (U) As Cut Repair I except that target's blood loss is reduced by 3.

6--MAJOR VESSEL REPAIR (U) Repairs all damage to any 1 artery or vein (bleeding from a single wound totaling 5 hits/rnd is major vessel damage).

7--JOINING (U*) When used with the Joining spells on the other healing lists (Bone/Muscle Ways and Organ Ways), caster can reattach one severed limb; recovery time 1-10 days.

8--BLOOD TRANSFUSION (U) The caster can transfer ½ 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 ½ pint transfered will remove 50 hits from the character while the donor is 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) 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) As Cut Repair I except that the target's blood loss (hits/rnd) is reduced by an amount equal to the caster's level.

ORGAN WAYS

	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) Repairs any nose damage short of complete nose loss.

2--MINOR NERVE REPAIR (U) Repairs any minor nerve damage in 1 area: recovery time 1--10 hrs.

3--MINOR EAR REPAIR (U) Repairs any external ear damage, including ear loss (regeneration takes 1-10 hours).

4--MINOR EYE REPAIR (U) Repairs any minor eye damage (e.g., corneal scratch, detached retina, or removal of foreign object).

5--MAJOR NERVE REPAIR (U) As Minor Nerve Repair except that it repairs any 1 area of major nerve damage: recovery time 1--10 hours.

6--MAJOR EAR REPAIR (U) As Minor Ear Repair except that it repairs any internal ear damage (e.g., restore hearing).

7--JOINING (U*) When used with the Joining spells on the other healing lists (Blood Ways and Bone/Muscle Ways), caster can reattach one severed limb; recovery time 1-10 days.

8--MAJOR EYE REPAIR (U) As Minor Eye Repair except that it repairs any eye damage short of complete eye loss.

9--NERVE REPAIR TRUE (U) As Major Nerve Repair except that recovery is instantaneous.

10--ORGAN REPAIR (U) Repairs damage to 1 organ that has not been completely destroyed: recovery time 1--10 hours: does not affect brain.

PURIFICATIONS

	AREA OF EFFECT	DURATION	RANGE
1--PURIFY FOOD/WATER	1'R	--	10'
2--DETECT DISEASE c	5'R	1 min/lvl	100'
3--DISEASE PURIF.	1 target	P	10'
4--DETECT POISON c	5'R	1 min/lvl	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 (P) Eliminates any disease or poison in any food and water within the radius. Special or magical diseases or poisons may be given RR's if they are powerful enough.

2--DETECT DISEASE (P) Detects any disease or source of disease; each round caster can concentrate on anyone 5'R area within the range.

3--DISEASE PURIFICATION (P) Stops spread of disease (including infection) already in the body of 1 target: thus, no further damage due to the disease will occur in the target's body.

4--DETECT POISON (P) As Detect Disease except that only poison is detected.

5--POISON PURIFICATION (P) Neutralizes any 1 poison in the system of 1 target. Damage already sustained is not cured.

6--DISEASE RESISTANCE (U) Target gets an additional RR against diseases (i.e., 2 RR's may be rolled, the one which is more favorable for the target is used).

7--POISON RESISTANCE (U) As Disease Resistance except that target gets an additional RR against poisons rather than diseases.

8--NEUTRALIZE DISEASE (P) All diseases in a 10'R are neutralized (i.e., sterilized and destroyed).

9--NEUTRALIZE POISON (P) All poisons in a 10'R are rendered ineffective.

10--MENTAL CURES (P) Target is cured of any 1 mental disease (i.e., neuroses, paranoia, phobias, psychoses, etc.). Complete recovery takes 1-50 days.

CREATIONS

	AREA OF EFFECT	DURATION	RANGE
1--SUSTAIN SELF	self	1 day	self
2--AIRWALL c	10'x10'x3'	C	50'
3--WATER PRODUCTION	--	P	10'
4--FOOD PRODUCTION	--	P	10'
5--WATERWALL c	10'x10'x1'	C	50'
6--WOODWALL	10'x20'x2"	1 min/lvl	50'
7--EARTHWALL	10'x10'x2'	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) Caster receives all necessary nutrition and water for 1 day.

2--AIRWALL (E) Creates a transparent 10'x10'x3' wall of dense churning air, cuts all movement and attacks through it by 50%.

3--WATER PRODUCTION (P) Caster can produce sufficient water in any available receptacle to supply any person for one day.

4--FOOD PRODUCTION (P) Caster can produce sufficient food from the surrounding area to feed 1 hearty appetite for 1 day. If the food is not consumed within 24 hours of when it is produced, it will go bad.

5--WATERWALL (E) Creates 10'x'10'x1' wall of water, cuts all movement and attacks through it by 80%.

6--WOODWALL (E) 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).

7--EARTHWALL (E) As Woodwall, except the wall is up to 10'x10'x(3' at base, 1' at top) of packed earth: and it can only be dug through (10 man-rounds at top).

8--ICEWALL (E) As Woodwall, except wall is up to 10'x10'x(2' at base, 1' at top): it can be melted through (100 hits) OR chipped through (50 man-rounds) OR toppled if not against a wall.

9--NUTRIENT CONJURES (F) 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) Opens a pit (500 cu' in stone: 1000 cu' in earth or ice), the entire pit must be within 50' of caster.

7.2 TACTICAL AND COMBAT TABLES

These tables are organized to increase their ease of use during play. Most of the tables required to resolve combat are included in this section.

CST-2 – ANIMALS STATISTICS TABLE

ATTACK TYPE	(Abbreviation)	ATTACK TABLE	PRIMARY CRIT	SECONDARY CRIT
Pincher/Beak	(Pi)	Tooth and Claw	SL	CR*
Bite	(Bi)	Tooth and Claw	PU	SL(C)
Claw/Talon	(Cl)	Tooth and Claw	SL	PU(B)*
Horn/Tusk/Stinger	(Ho) or (St)	Tooth and Claw	PU	CR(C)*
Grapple/GraspP/Envelop/Swallow	(Gr)	Grappling and Unbalancing	GR	UB(C)
Ram/Butt/Bash/Slug	(Ra) or (Ba)	Grappling and Unbalancing	UB	CR(C)*
Tiny animals	(Ti)	Tooth and Claw	SL(T)	–
Stomp/Trample	(Ts)	Tooth and Claw	CR	CR*
Fall/Crush**	(Fa) or (Cr)	Tooth and Claw	CR	CR*
Fist/Kick***	(Fi)	Tooth and Claw	UB(A)	–
Wrestling/Tackles***	(Wr)	Grappling and Unbalancing	GR(A)	–

CR – Crush critical. PU – Puncture critical. GR – Grapple critical. UG – Grappling and Unbalancing Attack Table.
SL – Slash critical. UB – Unbalance critical. TC – Tooth and Claw Attack Table.

PRIMARY CRIT – 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 CRIT – 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 secondary critical is one step less severe than is indicated by the attack result (e.g., an "E" result delivers a "D" secondary critical, a "C" delivers a "B", etc.). Each critical is rolled separately. A letter in parentheses indicates the maximum critical that can be obtained (if none is given it is "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 roll and the character's agility (only) subtracted. The size of the attack is based upon distance fallen: 1'-10' (Small), 11'-50' (Medium), 51'-100' (Large), over 100' (Huge).

*** These attack types are for hand-to-hand attacks. The attacker's OB is his strength bonus plus his agility bonus.

AT-5 – TOOTH AND CLAW ATTACK

ROLL	PLATE	CHAIN	LEATHER RIGID	LEATHER SOFT	NONE
UM 01-02	––––––––Attack Failure––––––––				
03-45	0	0	0	0	0
46-50	0	0	0	0	1
51-55	0	0	0	0	2
56-60	1	0	0	1	4
61-65	1	1	1	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
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
	––––MAX RESULTS–SMALL ATTACKS––––				
106-110	8A	10A	12B	15B	17C
111-115	9A	11B	13B	16C	19C
116-120	10B	11B	14C	17C	20D
	–––MAX RESULTS–MEDIUM ATTACKS–––				
121-125	14B	15B	18C	20C	26D
126-130	16B	18C	20C	23D	28E
131-135	18C	20C	22D	25D	30E
	––––MAX RESULTS–LARGE ATTACKS––––				
136-140	20C	23D	26D	30E	36E
141-145	22D	25D	29E	33E	38E
146-150	24E	27E	32E	36E	40E
	––––MAX RESULTS–HUGE ATTACKS––––				

AT-6 – GRAPPLING AND UNBALANCING ATTACK TABLE

ROLL	PLATE	CHAIN	LEATHER RIGID	LEATHER SOFT	NONE
UM 01-02	––––––––Attack Failure––––––––				
03-45	0	0	0	0	0
46-50	0	0	0	0	0
51-55	0	0	0	0	0
56-60	1	0	0	0	0
61-65	1	0	0	0	1
66-70	2T	1	0	1	1
71-75	2A	2T	1	3	2
76-80	3A	3T	2	4T	4
81-85	3A	4A	4T	6T	5
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
	––––MAX RESULTS–SMALL ATTACKS––––				
106-110	6C	8B	10A	12B	14A
111-115	7C	9C	11B	13B	15A
116-120	8C	10C	12B	14C	16B
	–––MAX RESULTS–MEDIUM ATTACKS–––				
121-125	10D	11C	14B	16C	18B
126-130	11D	13D	16C	18C	20B
131-135	12D	15D	18C	20D	22C
	––––MAX RESULTS–LARGE ATTACKS––––				
136-140	14E	19D	22C	26D	28C
141-145	16E	21E	25D	28D	30C
146-150	18E	23E	27E	30E	33D
	––––MAX RESULTS–HUGE ATTACKS––––				

	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 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 lost 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 any 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.	You twist your ankle. +5 hits. -10 to activity.
81–86	Bite and swallow tongue in the excitement. Stunned 2 rounds.	Bowstring breaks. It will take 2 rounds to draw a new weapon or 6 rounds 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 foot radius area.	Internalizaton; overload senses. +20 hits. Blinded and deaf for 10 minutes.	You sprain your ankle and tear some tendons. +7 hits. -20 to activity. Stunned 1 round.
90	Bad taste and poor execution. You attempt to maim yourself as your weapon breaks. Roll a "C" slash crit on yourself.	Weapon shatters. You are stunned for 4 rounds of action. Good luck, pal.	Strain causes mild stroke. +20 hits. Knocked out for 12 hours.	Fall breaks your leg. +8 hits. -30 to activity. Stunned 3 rounds.
91–96	Unbelievable mishandling of your weapon. Any friendly combatant in your vicinity takes a "B" crush critical.	You let your arrow fly much too soon. You strike 20 feet short of target. You are at -30 activity for 3 rounds.	Severe strain causes misfire. +5 hits. Stunned 3 rounds.	You break your wrist when you fall. +12 hits. -20to activity. Stunne 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 and in trying to recover it, you knock it 5 feet in front of you.	Target's essence causes spell to backfire. Reverse roles of target and caster in spell effects.	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.	Your ammunition slips as you fire. The missile go s through your hand. Hand useless. +8 hits. 2 hits per round.	Identity crisis. Lose spell casting capabilities for 2 weeks.	In an attempt to break your fall you break both of your arms; they are useless. +30 hits. Stunned 6 rounds.
101–106	You stagger and fall in an apparent 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.	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 inepteess. Stunned 4 rounds.	Fletching on missile scratches eye as it is released. +5 hits. -20 to activity. Stunned 2 rounds.	Internalizes spell. Lose all spell casting ability for 3 weeks. +25 hits. Unconscious for 3 hours.	Your knee strikes a hard object and shatters as you fall. +10 hits. -80 to activity. Stunn 4 rounds.
110	You stumble and drive the point of your weapon into the ground. Stunned 5 rounds. If mounted: you pole vault 30 feet an take a "C" crush crit from the landing.	Tip of weapon catches on closest object and breaks off. If applicable, the object takes an "A" punctur crit.	Strain causes severe stroke. Paralyzed from the waist down.	You fall and 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.	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 bolt 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.	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 bolt. +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.	Your fall turns into a dive. You crush your skull and die.
	Modifications: -20 – 1-H Concussion -10 – 1-H Slashing +0 – 2-Handed +10 – Pole Arms +20 – Mounted	**Modifications:** -20 – Sling -10 – Short Bow +0 – Composite Bow +10 – Long Bow +20 – Crossbow	**Modifications:** -20 – Class "I" Spells -10 – Class "U" Spells +0 – Class "P" Spells +10 – Class "F" Spells +20 – Class "E" Spells	**Modifications:** -50 – Routine -35 – Easy -20 – Light -10 – Medium +0 – Hard +5 – Very Hard +10 – Extr.Hard +15 – Sheer Folly +20 – Absurd

AT-1 — 1-HANDED SLASHING WEAPONS ATTACK TABLE

ROLL	PLATE	CHAIN	LEATHER RIGID	LEATHER SOFT	NONE
UM 01-08	——— Possible Fumble ———				
09-35	0	0	0	0	0
36-40	0	0	0	0	0
41-45	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	LEATHER RIGID	LEATHER SOFT	NONE
UM 01-08	——— Possible Fumble ———				
09-35	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	LEATHER RIGID	LEATHER SOFT	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

AT-4 — MISSILE WEAPONS ATTACK TABLE

ROLL	PLATE	CHAIN	LEATHER RIGID	LEATHER SOFT	NONE
UM 01-08	——— Possible Fumble ———				
09-55	0	0	0	0	0
56-60	0	0	0	0	0
61-65	0	0	0	0	0
66-70	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

CRITICALS ———

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 weapon or animal attack being used (see Table CST-1 and Table CST-2).

Modifications:

\+ Attacker's Offensive Bonus - Defender's Defensive Bonus
+15 ——— Flank attack.*
+20 ——— Rear attack (in addition to the flank bonus).*
+20 ——— Defender surprised.*
+20 ——— Defender stunned or down.*
-10 ——— For each 10' that the attacker has moved.
-30 ——— If attacker drawing, changing weapons, or unslinging a shield.
-20 ——— If attacker has taken over half of his hits.
-variable ——— The defender may use part of his OB to parry (see 6.62).

* not applicable to missile or thrown weapons.

CST-1 — WEAPONS STATISTICS TABLE

WEAPON	FUMBLE	PRIMARY CRIT	SECONDARY CRIT	BASE RANGE †	SPECIAL MODIFICATIONS
1-H SLASHING (can be used with a shield)					
Broadsword	3	SL	–	–	
Dagger	1	PU(C)	–	15	-15 OB (chain/plate).
Handaxe	4	SL	–	15	+5 OB against chain & plate.
Scimitar	4	SL	–	–	-5 OB (chain/plate), +5 OB (other)
Short Sword	2	SL	–	3	-10 OB (chain/plate), +10 OB (other)
Whip	6	GR(C)	SL(A)	–	-10 OB, can use from 10' away.
1-H CONCUSSION (can be used with a shield)					
Club	4	CR(D)	–	2	-10 OB.
Mace	2	CR	–	5	
Morning Star	8	CR	PU(A)	–	+10 OB take "B" crit if fumbled.
Net	6	GR	–	10	Use At-6, Medium attack.
War Hammer	4	CR	–	10	+5 OB.
1-H POLE ARMS (use 1-Handed Slashing Attack Table with a shield OR 2-Handed with +10 to OB)					
Javelin	4	PU	–	30	-10 OB, can use from 5' away.
Spear	5	PU	SL(A)	20	-5 OB, can use from 5' away.
2-H POLE ARMS (use 2-Handed Attack Table)					
Mounted Lance	7	PU	UB	–	+15 OB, take "B" crit if fumbled.
Halbard	7	SL	PU	–	-5 OB, can use from 5' away.
2-HANDED WEAPONS (can not be used with a shield)					
Battle-Axe	5	SL	CR	–	+5 OB (chain/plate), -5 (other)
Flail	8	CR	PU	–	+10 OB, take "C" crit if fumbled.
Quarterstaff	3	CR	–	–	-10 OB.
2-Handed Sw.	5	SL	CR	–	
MISSILE WEAPONS (may not be used in melee)					
Bola	7	GR	CR(A)	40	-5 OB, take "B" crit if fumbled.
Composite Bow	4	PU	–	75•	Load(1), or Reload(0) at -25 to OB.
Crossbow	5	PU	–	90	Load(2), +20 OB at up to 50'.
Long Bow	5	PU	–	100•	Load(1), or Reload(0) at -35 to OB.
Short Bow	4	PU	–	60•	Load(1), or Reload(0) at -10 to OB.
Sling	6	CR(D)	–	50•	Load(1), can use with a shield.

• — May not move with these weapons loaded and ready to fire. They may be carried in hand and fired as if reloading (penalty applies).

F — Fumble range: if unmodified attack roll is less than or equal this number the attack fails and a roll must be made on the Fumble Table.

CR — Crush critical. PU — Puncture critical. GR — Grapple critical. UG — Grappling and Unbalancing Attack Table.
SL — Slash critical. UB — Unbalance critical. TC — Tooth and Claw Attack Table.

† — All non-Missile weapons with a range are treated as "thrown weapons" (for skill purposes) when used as missiles.

PRIMARY CRIT — 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 CRIT — If a critical higher than a "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'

	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	Weak strike yields no extra damage. +0.	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 upperleg. +5 hits. If no leg armor: +2 hits per round.	Thigh strike, +3 hits. If no leg armor: 3 hits per round.	Leg strike. +4 hits. If no leg armor: +7 hits and stunned 1 round.
36 – 50	Blow to forearm. +5 hits. Stunned 1 round.	Minor chest wound. +3 hits. 1 hit per round. -5 to activity.	Minor forearm wound. +2 hits. Stunned 1 round.	Chest strike. Knocked back 3 feet. +5 hits. -10 to activity for 2 rounds.
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 rounds. 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. Tendons torn and joint crushed. Leg useless. -80 to activity.
81 – 86	Blow breaks weapon arm. Arm useless. Tendon damage. +8 hits. Stunned 2 rounds.	Slash muscle and tendons in weapon arm. Arm useless. +10 hits. 1 hit per round.	Strike to weapon arm. Bone broken. +10 hits. 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.	Inspired back strike. Knocked flying 10 feet and 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 feet and stunned 6 rounds. If no helm: unconscious for 24 hours.
97 – 99	Blast to chest sends ribcage 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 rds.
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 feet sideways. Fall down and 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 feet backwards. +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 a 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.	Awesome side shot. Knocked down and sideways 5 feet. 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. Destroy heart. Dies immediately. +25 hits. Fine work.	Strike to head destroys brain and makes life difficult 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.
	Modifications: -50 – "T" critical -20 – "A" critical -10 – "B" critical +0 – "C" critical +10 – "D" critical +20 – "E" critical	**Modifications:** -50 – "T" critical -20 – "A" critical -10 – "B" critical +0 – "C" critical +10 – "D" critical +20 – "E" critical	**Modifications:** -50 – "T" critical -20 – "A" critical -10 – "B" critical +0 – "C" critical +10 – "D" critical +20 – "E" critical	**Modifications:** -50 – "T" critical -20 – "A" critical -10 – "B" critical +0 – "C" critical +10 – "D" critical +20 – "E" critical

	CT-5 – GRAPPLING CRITICAL TABLE	CT-10 – PHYSICAL CRITICALS FOR LARGE CREATURES TABLE	CT-11 – SPELL CRITICALS FOR LARGE CREATURES TABLE
-49–05	An oppportunity lost.	+10 hits. Your weapon breaks in half. You are upset.	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	Attack to upper leg. Spun about, but breaks loose. 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 rounds.
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 d rops 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 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 breaks 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. +60hits. A 1 month comaresults.	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 anyear wax is removed.	Superb strike drives rib through heart. Drops and dies in 6 agonizing rounds.
	Modifications: -50 – "T" critical -20 – "A" critical -10 – "B" critical +0 – "C" critical +10 – "D" critical +20 – "E" critical	Modifications: -20 – Normal Weapon -10 – Magic Weapon +0 – Mithril Weapon +10 – Holy Weapon +20 – Slaying Weapon	Modifications: -20 – "A" critical -10 – "B" critical +0 – "C" critical +10 – "D" critical +20 – "E" critical

AT-7 — BOLT SPELLS ATTACK TABLE

ROLL	PLATE	CHAIN	LEATHER RIGID	LEATHER SOFT	NONE	ROLL
01-02 UM	F	F	F	F	F	01-02
03-10	F	F	F	F	F	03-10
11-20	F	F	0	0	0	11-20
21-35	0	0	0	0	0	21-35
36-40	1	0	0	0	0	36-40
41-45	2	1	0	0	0	41-45
46-50	3	1	0	1	0	46-50
51-55	4	2	1	1	0	51-55
56-60	5	2	2	2	0	56-60
61-65	6	3	4	3	8A	61-65
66-70	7A	4	5	4A	10A	66-70
71-75	7A	5A	6	5A	11B	71-75
76-80	8A	6A	7A	6B	12B	76-80
81-85	8A	7A	8A	7B	13B	81-85
86-90	9A	8A	9B	8B	14B	86-90
—MAXIMUM RESULTS FOR SHOCK BOLTS—						
91-95	9A	9B	10B	10B	15C	91-95
96-100	10A	10B	11B	12C	16C	96-100
101-105	10B	11B	12C	14C	18C	101-105
106-110	11B	12C	13C	16C	20C	106-110
—MAXIMUM RESULTS FOR WATER BOLTS—						
111-115	12B	13C	14C	18C	22D	111-115
116-120	12C	14C	15C	20D	24D	116-120
121-125	13C	15C	16D	22D	26E	121-125
126-130	14C	16D	17D	24E	28E	126-130
—MAXIMUM RESULTS FOR ICE BOLTS—						
131-135	15C	17D	18E	26E	30E	131-135
136-140	16D	18D	19E	28E	32E	136-140
141-145	17D	20E	20E	30E	34E	141-145
146-150	18E	22E	22E	31E	36E	146-150
—MAXIMUM RESULTS FOR FIRE AND LIGHTNING BOLTS—						

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.

AT-8 — BALL SPELLS ATTACK TABLE

ROLL	PLATE	CHAIN	LEATHER RIGID	LEATHER SOFT	NONE	ROLL
01-04 UM	F	F	F	F	F	01-04
05-08	F	F	F	F	F	05-08
09-12	0	0	0	0	1	09-12
13-16	0	0	0	0	2	13-16
17-20	1	0	0	0	3	17-20
21-24	2	1	0	0	4	21-24
25-28	3	2	1	0	5A	25-28
29-32	4	3	2	0	6A	29-32
33-36	5A	4	3	1	7A	33-36
37-40	6A	5A	4	2	8A	37-40
41-44	7A	6A	5A	3	9A	41-44
45-48	8A	7A	6A	4	10B	45-48
49-52	9A	8A	7A	5	11B	49-52
53-56	10B	9A	8A	6A	12B	53-56
57-60	11B	10B	9A	7A	13B	57-60
61-64	12B	11B	10B	8A	14B	61-64
65-68	12B	11B	10B	9A	15C	65-68
69-72	13B	12B	11B	10A	16C	69-72
73-76	13C	12B	11B	10A	17C	73-76
77-80	14C	13C	12B	11B	18C	77-80
81-84	14C	13C	12C	11B	19C	81-84
85-88	15C	14C	13C	12B	20C	85-88
89-92	15C	14C	13C	12B	21C	89-92
93-96	16C	15C	14C	13C	22C	93-96
97-99 UM	19D	18D	17D	16D	28D	97-99
100 UM	22E	21E	20E	19E	34E	100

TARGET MODIFICATIONS:
- Agility bonus, if aware that the spell is about to take effect.

OR

-10 to -80 if target takes cover (maneuver roll and GM decision).

NOTE: An F indicates spell failure and requires a spell failure roll (see Table FT-3).

ATTACKER MODIFICATIONS:

+	—	Attacker's Base Spells offensive bonus.
-	—	Spell's level.
+	—	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.

MISCELLANEOUS: (GM decision or special item, spell or ability).
UM = Unmodified roll.

RANGE MODIFICATIONS:

+35 — 0' to 10'	-40 — 101' to 200'
0 — 11' to 50'	-55 — 201' to 300'
-25 — 51' to 100'	-75 — 301' and up

CST-3 — SPELL STATISTICS TABLE

SPELLS	PRIMARY CRIT	SECONDARY CRIT	SPECIAL MODIFICATIONS
Shock Bolt	EL	—	+10 OB against chain and plate.
Water Bolt	IM	—	-10 OB against plate and rigid leather.
Ice Bolt	IM	CO	-5 OB against plate and rigid leather.
Fire Bolt	HE	—	
Lightning Bolt	EL	IM	+10 OB against chain and plate.
Cold Ball	CO	—	
Fire Ball	HE	—	

PRIMARY CRIT — 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.

HE — Heat critical. CO — Cold critical. EL — Electricity critical. IM — Impact critical.

SECONDARY CRIT — If a critical higher than a "B" is obtained then a second critical of this type is delivered in addition to the primary critical. This secondary critical is two step 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.). Only one critical roll is made.

	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: stunned 1 round.	Light charge. +3 hits. If metal armor: stunned 1 round.	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. +12 hits. Takes 2 rounds to extinguish the fire. 8 hits each round afire.	Cold strike to back. +9 hits. 2 hits per round. Stunned 2 rounds. All wood 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.	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 is smashed and useless. If no shield: arm broken, 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. Muscle and cartilage mangled. Arm useless. 2 hits per round. 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 and a 2 week coma results. If not: dies instantly as brain is fried.	Strike to neck. Paralyzed from the shoulders down. +20 hits. A melancholy mood descends 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. 3 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. Sad instant death provides all witnesses 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 per 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. -10 to activity. Stunned 7 rounds.
107–109	Head strike. If helm: blinded for 2 weeks. If not: dies in 6 rounds due to massive shock and brain damage.	Heart and lungs suddenly frozen. Dies in 6 inactive rounds of shock and suffocation.	Chest strike destroys heart and lungs. If metal chest armor: it is fused, and dies in 6 rounds. 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 rounds. +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: -20 – "A" critical -10 – "B" critical -0 – "C" critical +10 – "D" critical +20 – "E" critical	Modifications: -20 – "A" critical -10 – "B" critical +0 – "C" critical +10 – "D" critical +20 – "E" critical	Modifications: -20 – "A" critical -10 – "B" critical -0 – "C" critical +10 – "D" critical +20 – "E" critical	Modifications: -20 – "A" critical -10 – "B" critical +0 – "C" critical +10 – "D" critical +20 – "E" critical

AT-9 — BASE SPELLS ATTACK TABLE

ROLL	PLATE & CHAIN	LEATHER	NO ARMOR	ROLL
UM 01-02	F	F	F	01-02
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 100	-90	-90	-90	100

NOTE: The number results from this table are modifications for a Resistance Roll that must be by the target (see Table RRT). An F indicates spell failure and requires a spell failure roll (see Table FT-3).

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 — 51' to 100'
+10 — 0' to 10'	-20 — 101' to 300'
0 — 11' to 50'	-30 — 300' and up

ATTACKER MODIFICATIONS:

+ —	Attacker's Base Spells offensive bonus.
— —	Attacker's spell's level.
+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	**
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	

* 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.

To resist the target's RR must be greater than or equal to the number given above.

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).

	GENERAL (includes any static action not covered on another column):	INTERACTION AND INFLUENCE	DISARMING TRAPS AND PICKING LOCKS	READING RUNES AND USING ITEMS	PERCEPTION AND TRACKING
-26 down	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 change in circumstances occurs, any influence attempts by you will fail.	BLUNDER: If picking a lock, your lockpick is broken and stuck in the lock, rendering it unopenable until removed (this requires another roll to pick the lock by someone other than you). Any traps are set off.	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.
-25 – 04	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, causing you to lose confidence and your air of authority. Any influence attempts during the next hour (360 rounds) will result in failure (see 05–75 below).	ABSOLUTE FAILURE: You have developed a mental block on this lock/trap and will automatically fail on any further attempts to pick/disarm it. There is a 50% chance that any traps will be activated.	ABSOLUTE FAILURE: You have developed a mental block on this rune/item and will automatically fail on any further attempts to read or use it. There is a 50% chance that a spell will be activated.	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).
05 – 75	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: Currently you have no further ideas on how to pick/disarm this lock/trap. After 24 hours you may make a perception roll and if it succeeds you may make another attempt.	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 attempt to read/use this rune/item.	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.
76 – 90	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. Do something else for 10 minutes and then you can try again.	PARTIAL SUCCESS: You learn how many spells and abilities it contains and what they are. However you can not yet read/use it, and 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.
91 – 110	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 learn how many spells and abilities it contains and what they are. If you wait 24 hours, you may try again with an extra +10 bonus.	NEAR SUCCESS: You gain some of the information on the topic that required the perception roll, and you are aware that you missed something. Think about it for 3 rounds, and you may try again.
111 – 175	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: You learn one of the spells or abilities in an item or on a piece of rune paper, and you may use it whenever you hold the item or rune paper (runes are only usable once).	SUCCESS: You gain all of the information on the topic that required the perception roll.
176 up	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 do something to 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 that you are examining. This includes information on topics other than the one requiring the perception roll.
	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. + Skill bonus for Influence and Interaction. **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.	**MODIFICATIONS:** Difficulty – see * under General + Skill bonus for Picking Locks OR Disarming Traps.	**MODIFICATIONS:** - (level of the spell) -30 – If the realm of the spell is different from the character's. -10 – If the character does not know what the spell or ability is. +20 – If the character knows what the spell or ability is. +30 – If the character can cast the spell intrinsically. + Skill bonus for Reading Runes OR Using Items.	**NOTE:** The information available through a perception roll is limited by the area that you examine and your resources (usually your senses). **NOTE:** When tracking a roll is only required once every 5 minutes (30 rounds). **MODIFICATIONS:** Difficulty – see * under General. +20 – If the player states that his character is spending time looking for specific information. The number of rounds spent affects the difficulty. + Skill bonus for Perception OR Tracking.

MT-2 – STATIC MANEUVER TABLE

MT-1 — MOVING MANEUVER TABLE:

OPEN-ENDED ROLL	Routine	Easy	Light	Medium	Very Hard	Extremely Hard	Sheer Hard	Folly	Absurd
(-151) down	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
276 +	160	150	150	140	130	130	120	110	100

RESULTS:

F — Failure, roll on Moving Maneuver Failure Table FT-4.

— A number result is 1) the percentage of the attempted moving maneuver that is accomplished. A result over 100 indicates that the maneuver was accomplished AND the character performing the maneuver has (# - 100) % of his normal activity left for the round, or 2) the chance of complete success, or 3) reduces activity by (100-#).

MODIFICATIONS:

+ appropriate skill bonus; -50 stunned, -70 down, -30 one limb out.

The Larch

7.3 GENERAL TABLES AND RECORD SHEETS

The general tables serve a variety of purposes during character generation (Section 3) and character development (Sections 2 and 3). The rest of the general tables are used by the Gamemaster to create, control and resolve situations in the strategic environment. The record sheets are meant to be used as play aids, and may be photocopied for non-commercial purposes. Some of the general tables are included in this section; others are included in the sections in which their use is described. The Contents' section at the beginning of ***MERP*** gives page numbers for the locations of the various tables.

ST-4 – EQUIPMENT AND PRICE TABLE

WEAPONS –

WEAPON	ABBREV.	COST	WEIGHT	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	1 lb	Missile
Spear	(sp)	23bp	5 lb	1-H Pole Arm
Two-hand Sword	(th)	20sp	8 lb	2-Handed
War Hammer	(wh)	15sp	5 lb	1-H Concussion
Whip	(wp)	2sp	3 lb	1-H Slashing

ACCESSORIES –

GOODS	COST	WEIGHT*	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	40% breakage when used.
Backpack	2bp	2 lb	Holds 20 lb, 1 cu'.
Bedroll (wool)	2bp	5 lb	Blanket.
Caltrops (5)	8bp	2 lb	–
Cb bolts (20)	11bp	3 lb	15% breakage when used
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 50' diameter.
Lock pick kit	1sp	.5 lb	+5 bonus.
Oil flask	3bp	1 lb	6 hr. refill.
Pegs/Stakes (10)	9tp	2 lb	Wooden.
Pitons/Stakes (10)	2bp	3 lb	Iron.
Pole (10')	5cp	8 lb	Wooden.
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'.
Scabbard	25bp	1 lb	–
Tarp (5'x8')	1bp	4 lb	–
Tent	2sp	9 lb	Holds two.
Torch	3tp	1 lb	Lights 20' diameter.
Waterskin (1 pt)	1cp	0 lb	Weight 1 lb full.
Weapon belt	5bp	1 lb	–

* – Weight only counts if carried and not worn.

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

* – Counts against encumbrance if carried and not worn. These weights are based upon equipment for a normal human (about 5' 6" and 150 lb).

TRANSPORT –

TRANSPORT	COST	SPEED* (ft/rnd)	CAPACITY	RIDING BONUS**
Mule/donkey	32sp	120	250 lb	–10
Mature pony	40sp	140	180 lb	+5
Light horse	45sp	200	200 lb	+0
Medium horse	60sp	160	300 lb	+0
Heavy horse	80sp	120	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	varies	–	–
Coach service	1cp/mi	varies	–	–
Wagon (8'long)	6gp	50	1500 lb	–
Small boat (10')	7gp	varies	1000 lb	–
Medium boat (20')	11gp	varies	3000 lb	–
Large boat (30')	40gp	varies	5000 lb	–

* – This is the normal rate of movement in a tactical situation, it may be doubled if the rider decide to gallop (see Section 6.42).

** – An especially intelligent animal would get an additional +10 bonus, but might cost more.

*** – Rarely available unless purchased from lord or wealthy dealer in specialareas.

FOOD AND LODGING –

GOODS OR SERVICE	COST	NOTE
Beer and Ale	2tp	Pint.
Brandy	10tp	Half-pint.
Cider	1tp	Pint.
Mead	5tp	Pint.
Wine	6tp	Pint.
Light meal	6tp	
Normal meal	1cp	
Heavy meal	12tp	
Normal rations (1 week)	5cp	Normal spoilage. Weight 18lbs.
Trail rations (1 week)	1bp	Preserved. Weight 14lbs.
Greatbread (1 week)	3gp	Preserved. Weight 4 lbs.
Waybread (1 month)	15gp	Preserved. Weight 4lbs.
Poor lodging	1cp	Communal sleeping.
Average lodging	2cp	Separate bedding.
Good lodging	22tp	Separate room.
Stable	2tp	Includes food for beast.

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. The Gamemaster may also wish to use them for player characters if the players wish to forego the skill development process.

WARRIOR [Stat Bonuses: ST(+15),AG(+10),CO(+5),rest(+0)]

SCOUT [Stat Bonuses: ST(+10),AG(+15),CO(+5),rest(+0)]

RANGER [Stat Bonuses: ST(+10),AG(+5),CO(+10),IT(+5),rest(+0)]

BARD [Stat Bonuses: AG(+5),IG(+10),IT(+5),PR(+10),rest(+0)]

MAGE [Stat Bonuses: AG(+5),IG(+15),IT(+5),PR(+5),rest(+0)]

ANIMIST [Stat Bonuses: ST(+5),AG(+5),IG(+5),IT(+15),rest(+0)]

ASSUMPTIONS — The bonuses below were obtained by following the standard character development process and they are based on the following assumptions. Warriors, Scouts, Rangers, and Animists are Rural-men; Bards and Mages are Urban-men. The total stat bonuses are asgiven below for each profession. Background options for Warriors, Scouts, and Rangers are:

1) A +10 primary weapon was obtained.
2) The "Lightning Reactions" special ability was obtained.
3) 30 gold pieces were obtained.
4) One secondary skill was developed to a skill rank of 5.
5) One stat was increased by 2.

Background options for Mages, Animists, and Bards are:

1) A +2 spell adder was obtained.
2) An extra spell list was learned.
3) 30 gold pieces were obtained.
4) One secondary skill was developed to a skill rank of 5.
5) One stat was increased by 2.

Remember, the development process is very flexible, and for each of the professions the bonuses below only reflect one of the possible ways of developing the skills.

NOTE: Skill bonuses not listed have a zero (0) value.

MAGE	LEVEL 1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
No Armor	+10	+10	+10	+10	+10	+10	+10	+10	+15	+15
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										
Primary Weap.	+5	+5	+5	+5	+5	+5	+5	+5	+5	+5
Secondary Weap.	+10	+10	+10	+10	+10	+10	+10	+10	+10	+10
Tertiary Weap.	-25	-25	-25	-25	-25	-25	-25	-25	-25	-25
Others	-25	-25	-25	-25	-25	-25	-25	-25	-25	-25
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 Runes	+27	+34	+41	+48	+55	+62	+69	+81	+87	+91
Use Items	+17	+24	+31	+38	+45	+57	+69	+73	+77	+81
Dir. Spells	+18	+31	+44	+57	+70	+75	+80	+85	+90	+95
Perception	+15	+15	+15	+15	+15	+15	+15	+15	+15	+20
Body Dev.(Hits)	16	22	27	33	38	44	49	55	60	66
Base Spells	+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

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										
Primary Weap.	+11	+17	+23	+29	+35	+41	+47	+53	+59	+62
Secondary Weap.	+16	+22	+28	+34	+40	+46	+52	+58	+64	+67
Tertiary Weap.	-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 Runes	+21	+27	+33	+39	+45	+51	+57	+63	+69	+72
Use Items	+16	+22	+28	+34	+40	+46	+52	+58	+64	+67
Dir. Spells	-19	-18	+13	+14	+15	+16	+17	+18	+19	+20
Perception	+16	+22	+28	+34	+40	+46	+52	+58	+64	+67
Body Dev.(Hits)	16	22	27	33	38	44	49	55	60	66
Base Spells	+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

ANIMIST	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
Chain	-35	-35	-35	-35	-35	-35	-35	-35	-35	-35
Plate	-80	-80	-80	-80	-80	-80	-80	-80	-80	-80
Defensive Bonus — +5										
Primary Weap.	+15	+20	+25	+30	+35	+40	+45	+50	+55	+57
Secondary Weap.	+15	+20	+25	+30	+35	+40	+45	+50	+55	+57
Tertiary Weap.	+10	+10	+10	+10	+10	+10	+10	+10	+10	+10
Others	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20
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 Runes	+11	+12	+18	+24	+30	+36	+42	+48	+54	+60
Use Items	+21	+27	+28	+34	+40	+46	+52	+58	+64	+70
Dir. Spells	+18	+14	+21	+23	+25	+27	+29	+31	+33	+35
Perception	+21	+27	+33	+34	+40	+46	+47	+53	+59	+65
Body Dev.(Hits)	16	22	27	33	38	44	49	55	60	66
Base Spells	+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

WARRIOR	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										
Primary Weap.	+43	+56	+69	+82	+95	+100	+105	+110	+115	+120
Secondary Weap.	+28	+36	+44	+52	+60	+73	+86	+91	+96	+101
Tertiary Weap.	+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	0	0	0	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 Runes	-25	-25	-25	-25	-25	-25	+5	+5	+10	+10
Use Items	-25	-25	-25	-25	-25	-25	-25	+5	+5	+10
Dir. Spells	-15	-15	-15	-15	-15	-15	-15	-15	-15	-15
Perception	+5	+10	+10	+15	+15	+20	+20	+25	+25	+30
Body Dev.(Hits)	34	47	60	73	86	99	106	114	121	129
# Languages	2	2	2	2	2	2	2	2	2	2
# Spell Lists	0	0	0	0	0	0	0	0	0	0

RANGER	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										
Primary Weap.	+42	+54	+66	+78	+85	+89	+93	+97	+101	+105
Secondary Weap.	+22	+29	+36	+43	+50	+57	+64	+71	+78	+82
Tertiary Weap.	+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	0	0	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 Runes	-25	-25	-25	-25	+5	+5	+5	+5	+5	+5
Use Items	-20	-20	-20	-20	-20	+10	+10	+10	+10	+10
Dir. Spells	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20
Perception	+12	+19	+26	+33	+40	+47	+54	+61	+68	+72
Body Dev.(Hits)	32	37	43	48	54	59	65	70	76	81
# Languages	2	2	2	2	3	3	3	3	3	4
# Spell Lists	0	1	1	1	2	2	3	4	4	5

SCOUT	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										
Primary Weap.	+41	+52	+63	+74	+80	+83	+86	+89	+92	+95
Secondary Weap.	+31	+37	+43	+49	+55	+61	+67	+73	+79	+82
Tertiary Weap.	+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	+43	+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 Runes	-25	-25	-25	-25	+5	+5	+5	+5	+5	+5
Use Items	-25	-25	-25	-25	-25	+5	+5	+5	+5	+5
Dir. Spells	-10	-10	-10	-10	-10	-10	-10	-10	-10	-10
Perception	+13	+21	+29	+37	+45	+48	+51	+59	+67	+75
Body Dev.(Hits)	27	32	38	43	49	54	60	65	71	76
# Languages	2	2	2	2	3	3	3	3	4	4
# Spell Lists	0	0	0	0	0	1	1	1	1	1

ST-5 — HERBS, POISONS AND DISEASES TABLE

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	3lgp	Mends bone.
BURN & EXPOSURE RELIEF —				
Aloe	f-H-4	leaf/apply	5bp	Doubles healing rate for burns and minor cuts.
Cullas	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 2d degree burns, 1-10 hits resulting from heat.
CIRCULATORY REPAIR —				
Anserke	h-O-6	root/apply	75gp	Stops bleeding by clotting and sealing wounds. Takes 3 rnds 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 rnds 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	c-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.
Winclamir	c-C-2	fruit/ingest	100gp	Heals 3-300 hits.
Yavethalion	m-●-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.
Arlan	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.
Attanar	t-F-4	moss/apply	8gp	Cures fever.
Delrean	c-C-2	bark/apply	3sp	Repels any insect. Smells foul.
Felmather	m-●-5	leaf/ingest	105gp	Allows a mental summons of one "friend". Range 300'x user's level. Relieves coma.
Melandar	c-F-3	moss/brew	12sp	Adds 10 to Resistance Rolls against disease for 1-10 days.
Ur	t-H-3	nut/ingest	3gp	One day's nutrition.
LIFE PRESERVATION (see Section 4.7) —				
Degilk	h-O-5	leaf/ingest	50-100gp	Lifekeeping (1 day).
Ololosse	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.

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 4.733).

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

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)

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

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 ½ 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 herb will be required to operate at full effectiveness (see Mering under STAT MODIFIERS as an example).

MUSCLE, CARTILAGE, & TENDON REPAIR –				
Arnuminas	m-S-2	leaf/apply	6bp	Doubles rate of healing for ligament, cartilage and 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 (AP 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 OB's, 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	10gp	Haste (3 rnds).
Zur	c-U-4	fungus/brew	12gp	Enhances smell and hearing (1 hr).
STAT MODIFIERS –				
Lestagii	a-Z-9	bud/ingest	520gp	Restores any stat losses other than those due to age. Affects only one stat.
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 5 to PR and AP.
STUN RELIEF –				
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 rnds).
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 (even to the point of death).
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, add gives 2-20 hits.
Slota	t-D-7	spider/paste	36gp	(lvl 5) Slow (Fday) 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.

ST-6 — TREASURE TABLE

GEMS AND 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.

MONEY — The Gamemaster should keep in mind that most money in the world at large 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.

NORMAL EQUIPMENT — Many treasures will include lots of normal equipment (i.e., weapons, rope, tools, clothing, books, and manuscripts, etc.).

LIGHT EQUIPMENT — 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.

BONUS SPELL ITEMS — See Section 4.56.

MAGIC ITEMS WITH BONUSES — See Section 4.56.

MAGIC ITEMS CONTAINING SPELLS — See Section 4.56.

SPECIAL ITEMS — The Gamemaster may create (make up) any magic item that he wants. 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 critical is resolved twice (two rolls instead of one) and both results are applied to the Orc.

ARTIFACTS — 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.

MONEY, GEMS AND JEWELRY 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.

SIZE:

FIRST ROLL	# Composition Rolls
01-30	1
31-55	2
56-75	3
76-90	4
91-00	5

COMPOSITION:

	RELATIVE RICHNESS				
ROLL	Very Poor	Poor	Normal	Rich	Very Rich
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)
00	Gem(10)	Jw.(25)	Jw.(100)	Jw.(500)	Jw.(1000)

NOTE: Jw. = Jewelry.

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 is often useful to be able 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.

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.

SIZE:

FIRST ROLL	RELATIVE RICHNESS				
	Very Poor	Poor	Normal	Rich	Very Rich
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
99-00	3	3	4	5	6

COMPOSITION:

	RELATIVE RICHNESS				
ROLL	Very Poor	Poor	Normal	Rich	Very Rich
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
00	Special	Special	Special	Special	Artifact

KEY:

Normal	= A normal non-magic item.
# % Light	= Equipment which weighs # % of normal.
+ # Bonus	= An item with a + # bonus.
Spell	= An item containing a spell (roll on charts below).
+ # Adder	= A bonus spell item, a + # "spell adder".
x # Mult.	= A bonus spell item, a x # "spell multiplier".
Special	= The Gamemaster should choose a special magic item.
Artifact	= An artifact may be present.

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 may indicate that a spell item is included in a treasure, or a Gamemaster 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 —

FIRST ROLL DETERMINES THE SPELL LIST TYPE

2nd ROLL	01-30 ESSENCE OPEN LISTS	31-60 MAGE LISTS	61-75 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 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 —

First Roll (if necessary) Determines The Type of Item

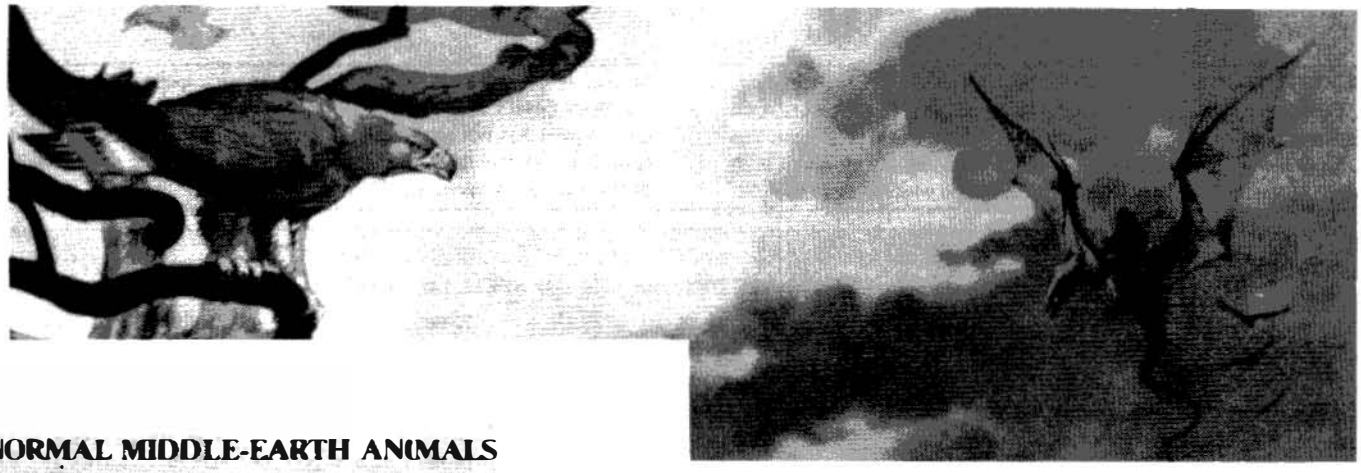
2nd ROLL	01-40 RUNE PAPER	41-65 POTION	66-70 DAILY I	71-75 DAILY II	76-80 DAILY III	81-85 DAILY IV	86-94 WAND	95-98 ROD	99-00 STAFF
01-20	1st	1st	1st	1st	1st	1st	1st	1st	1st
21-25	2nd	1st	1st	1st	1st	1st	1st	1st	2nd
26-30	2nd	1st	1st	1st	1st	1st	1st	1st	2nd
31-35	2nd	2nd	1st	1st	1st	1st	1st	2nd	3rd
36-40	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
00	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-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 Table ST-2. 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.



NORMAL MIDDLE-EARTH ANIMALS

Type	Level	#app	Speed	Hits	AT	DB	Attack	Size	Crit
Ape, small	1	1-25	FA	45	NO	25	35Bi	S	Reg
large	2	1-15	FA	100	NO	20	60Bi	M	Reg
huge	3	1-10	FA	140	SL	20	90Gr	L	Lge
Bat, small	0	1-100	VF	5	NO	60	35Bi	T	Reg
giant	2	1-20	VF	60	NO	50	50Bi	S	Reg
Bear, large	3	1-5	FA	150	SL	30	70Ra	L	Reg
giant	7	1-3	FA	250	SL	40	95Ra	H	Lge
Bird, small	0	1-100	VF	5	NO	40	25Pi	T	Reg
large	1	1-4	FA	30	NO	30	40Pi	M	Reg
Boar	3	1-6	FA	110	SL	40	55Ho	L	Reg
Bull	3	1	MF	190	NO	25	50Ra	L	Reg
Cat, small	1	1-3	VF	20	NO	25	40Cl	S	Reg
medium	2	1-6	VF	50	NO	35	60Cl	S	Reg
large	3	1-10	VF	100	SL	35	80Cl	M	Reg
Deer, female	1	1-15	VF	50	NO	25	15Ra	S	Reg
male	2	1	VF	70	NO	25	50Ho	L	Reg
Dog, small	1	1-10	FA	30	NO	20	40Bi	S	Reg
medium	2	1-20	FA	70	NO	25	50Bi	M	Reg
large	3	1-20	FA	110	SL	25	70Bi	L	Reg
Dolphin	3	1-30	VF	70	NO	40	50Ra	M	Reg
Elk	4	1-15	MF	230	SL	35	75Ra	H	Lge
Horse, small	2	1-50	FA	90	NO	30	30Ra	M	Reg
large	3	1-50	FA	140	NO	30	45Ra	L	Reg
Lizard, small	0	1	VF	5	NO	50	20Pi	T	Reg
medium	1	1	FA	15	NO	40	25Pi	S	Reg
large	2	1	MF	35	NO	30	45Pi	S	Reg
Moose	2	1-10	MF	200	NO	30	45Ra	M	Reg
Pony	2	1-50	MF	65	NO	25	30Ra	S	Reg
Shark, large	3	1-30	FA	120	SL	30	75Bi	H	Reg
Snake, small	0	1+	VF	5	NO	40	30Ho	T	Reg
medium	1	1+	VF	20	NO	30	35Ho	S	Reg
large	2	1+	FA	35	SL	20	50Ho	S	Reg
Spider, small	0	1-100	MD	1	NO	10	10Ho	T	Reg
medium	0	1-50	MD	5	NO	5	10Ho	S	Reg
large	1	1-50	MD	10	NO	0	20Ho	S	Reg
Whale	10	1-20	MF	450	SL	60	90Ra	H	Hge

KEY:

Type – The type is the name and size of the broad generic category described in the remainder of the row.

Level – The level column denotes the level of the average animal for resistance roll and experience point purposes. Note that any animal with a zero in this column counts as level 0 for experience points and level 1 for resistance roll purposes.

#app – The approximate number of animals appearing in an average encounter with a group of 4-6 player characters. This is purely a suggested figure and is completely up to the Gamemaster.

Speed – The relative speed of the animal or monster. See the chart below.

Hits – The number of concussion hits the average specimen of that animal variety can take without losing consciousness. This may vary by 20% or more in either direction for any given animal.

AT – The armor type equivalent of the animal. NO = none; SL = soft leather; RL = rigid leather; CH = chain; PL = plate.

DB – The base defensive subtraction of the animal. This should be varied by the Gamemaster according to the circumstances and should naturally vary 20% just to give each animal an individual appearance.

Attack – This denotes the animal's type of attack and the base offensive bonus of that attack. See Table CST-2 for a further discussion of animal attacks.

Size – This gives the maximum size limitation of the animal's attacks. T = tiny; S = small; M = medium; L = large; H = huge.

Crit – The name of the critical table that the animal rolls when hit: Reg = normal; Lge = large creature; Hge = large creature (minus 10).

	Movement †		Defensive# Modifiers	
	Base Movement	Movement Bonus	Charge/ Lunge	Flee/ Evade
CR Creeping	20'	0	0	0
VS Very Slow	40'	0	0	0
SL Slow	50'	10	0	5
MD Medium	65'	15	-5	10
MF Moderately Fast	80'	20	-10	15
FA Fast	110'	30	-15	20
VF Very Fast	140'	40	-20	30
BF Blindingly Fast	170'	50	-20	40

† – See Section 6.4 for an explanation of how to use these movement numbers.

– These modifiers apply to the animal or monster's defensive bonus 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 moving at dash speed away or across the firing person's line of sight.

* – This monster has special attacks or powers. For details, see the individual descriptions.

SPECIAL TOLKIEN MONSTERS AND ANIMALS

Type	Level	#app	Speed	Hits	AT	DB	Attack	Size	Crit
Balrogs	60	1	VF	400	PL	60	240We*	-	Hge
Crebain	2	1-100	VF	10	NO	50	25Bi	S	Reg
Dragons	25	1	MF	260	PL	40	175Bi*	H	Hge
Dumbledors	1	1-100	VF	3	NO	40	10Bi	T	Reg
Eagles, Great	30	1-10	VF	250	RL	60	110Pi*	H	Hge
Ents-Onodrim	35	1+	FA	400	PL	30	170Fa*	H	Hge
Faistitycelyn	15	1	MD	250	PL	35	120Pi	H	Hge
Fell Beasts	20	1-2	FA	210	CH	35	95Bi*	H	Hge
Flies of Mordor	1	1-100	VF	2	NO	35	15Bi	T	Reg
Giants	20	1-3	SL	350	RL	30	140Ra*	H	Hge
Hummerhorns	3	1-20	VF	35	NO	50	50Ho	M	Reg
Huorns	20	1-20	VS	350	CH	20	75Fi	L	Hge
Kraken, small	15	1	MF	150	NO	50	75Gr*	M	Lge
medium	25	1	MD	300	SL	40	125Gr*	L	Lge
large	35	1	MD	400	RL	40	150Gr*	H	Hge
Mearas	10	1-15	VF	200	NO	40	75Fi	L	Reg
Mewlips	4	2-20	MD	60	NO	35	55We	-	Reg
Mûmakil	7	1-10	MF	300	RL	25	85Ra	H	Lge
Nazgûl	20	1-9	VF	200	CH	75	175We*	-	Hge
Olog-hai	15	1+	FA	150	PL	45	160We	-	Lge
Orcs, weak	1	1+	MF	35	NO	25	35We	-	Reg
medium	3	1+	MF	60	RL	30	60We	-	Reg
strong	5	1+	MF	85	CH	30	75We	-	Reg
Spiders, Great	5	1-20	MD	50	CH	20	60Pi*	M	Reg
Trolls	12	1-10	MD	180	RL	35	150Cl	H	Lge
Vampires	15	1	VF	150	NO	65	100Cl*	H	Lge
Wargs	8	4-20	VF	150	NO	55	90Bi	L	Reg
Werewolves	10	1-5	VF	250	RL	65	120Bi*	H	Lge
Wights, minor	10	1	MD	100	NO	40	95We*	-	Lge
lesser	15	1	MD	125	NO	50	115We*	-	Lge
major	25	1	MD	175	NO	60	170We*	-	Hge

NAME: _____

RACE: _____

HEIGHT: _____

WEIGHT: _____

HAIR: _____

EYES: _____

DEMEANOR: _____

SPECIAL: _____

PROFESSION: _____

LEVEL: _____

RS-1 – CHARACTER RECORD SHEET

LANGUAGES	RANK
1)	
2)	
3)	
4)	
5)	
6)	
7)	
8)	

SPELL LISTS	chance
1)	[ ]
2)	[ ]
3)	[ ]
4)	[ ]
5)	[ ]
6)	[ ]
7)	[ ]
8)	[ ]
9)	[ ]
10)	[ ]
11)	[ ]
12)	[ ]
13)	[ ]
14)	[ ]

STATS	Abbr.	Value	Norm	Race	Total
		----- BONUSES -----			
Strength	(ST)				
Agility	(AG)				
Constitution	(CO)				
Intelligence	(IG)				
Intuition	(IT)				
Presence	(PR)				
Appearance	(AP)				

REALM: _____

POWER POINTS: _____

EXPERIENCE POINTS: _____

ENCUMBRANCE PENALTY: ST _____ + _____ = _____

SKILLS	5% Rank	2% Rank	Rank	Stat	Prof	Item	Spec	Spec	Total
			SKILL BONUSES						
MOVEMENT AND MANEUVER:									
No Armor	□□	Maximum	___	AG___	xx	___	___	+0	___MM
Soft Leather	□□□	Number	___	AG___	xx	___	___	-15	___MM
Rigid Leather	□□□□□	of	___	AG___	xx	___	___	-30	___MM
Chain	□□□□□□□	Ranks	___	ST___	xx	___	___	-45	___MM
Plate	□□□□□□□□□		___	ST___	xx	___	___	-60	___MM
WEAPON SKILLS (Offensive Bonuses):									
1-H Edged	0000000000	00000	___	ST___	___	___	___	___	___OB
1-H Concussion	0000000000	00000	___	ST___	___	___	___	___	___OB
2-Handed	0000000000	00000	___	ST___	___	___	___	___	___OB
Thrown	0000000000	00000	___	AG___	___	___	___	___	___OB
Missile	OOODOOOOOO	00000	___	AG___	___	___	___	___	___OB
Pole-arms	0000000000	00000	___	ST___	___	___	___	___	___OB
GENERAL SKILLS:									
Climb	00 □0000000	□00 □□	___	AG___	___	___	___	___	___MM
Ride	0 □□□0 □00	□0 □□□□□	___	IT___	___	___	___	___	___MM
Swim	0000000000	00000	___	AG___	___	___	___	___	___MM
Track	0 □□□0 □□00	□□□□□	___	IG___	___	___	___	___	___SM
SUBTERFUGE SKILLS:									
Ambush	0000000000	00000	___	xxxx	xx	xx	___	___	___SP
Stalk/Hide	0000000	□00 00000	___	PR___	___	___	___	___	___SP
Pick Lock	0000000000	00000	___	IG___	___	___	___	___	___SM
Disarm Trap	0000000000	00000	___	IT___	___	___	___	___	___SM
MAGICAL SKILLS:									
Read Runes	0 □00 □00000 0	□000	___	IG___	___	___	___	___	___SM
Use Items	OOOOO □□□OD 0	□□□0	___	IT___	___	___	___	___	___SM
Directed Spells	0000 □□□000	□□□□□	___	AG___	___	___	___	___	___OB
MISC. SKILLS AND BONUSES:									
Perception	0000000000	00000	___	IT___	___	___	___	___	___SM
Body Devel.	0000000000	00000	___	CO___	___	___	___	+5	___SP
Base Spells			xx	xxxx	___	___	___	___	___OB
Leadership and Influence			xx	PR___	xx	___	___	___	___SM
Defensive Bonus			xx	AG___	xx	___	___	___	___DB
Essence RR			xx	IG___	xx	___	___	___	___RR
Channeling RR			xx	IT___	xx	___	___	___	___RR
Poison RR			xx	CO___	xx	___	___	___	___RR
Disease RR			xx	CO___	xx	___	___	___	___RR
SECONDARY SKILLS:									
_____	□000000000	00000	___	___	xx	___	___	___	___
_____	0000000000	00000	___	___	xx	___	___	___	___

Armor – _____

Shield – _____

Helm – _____

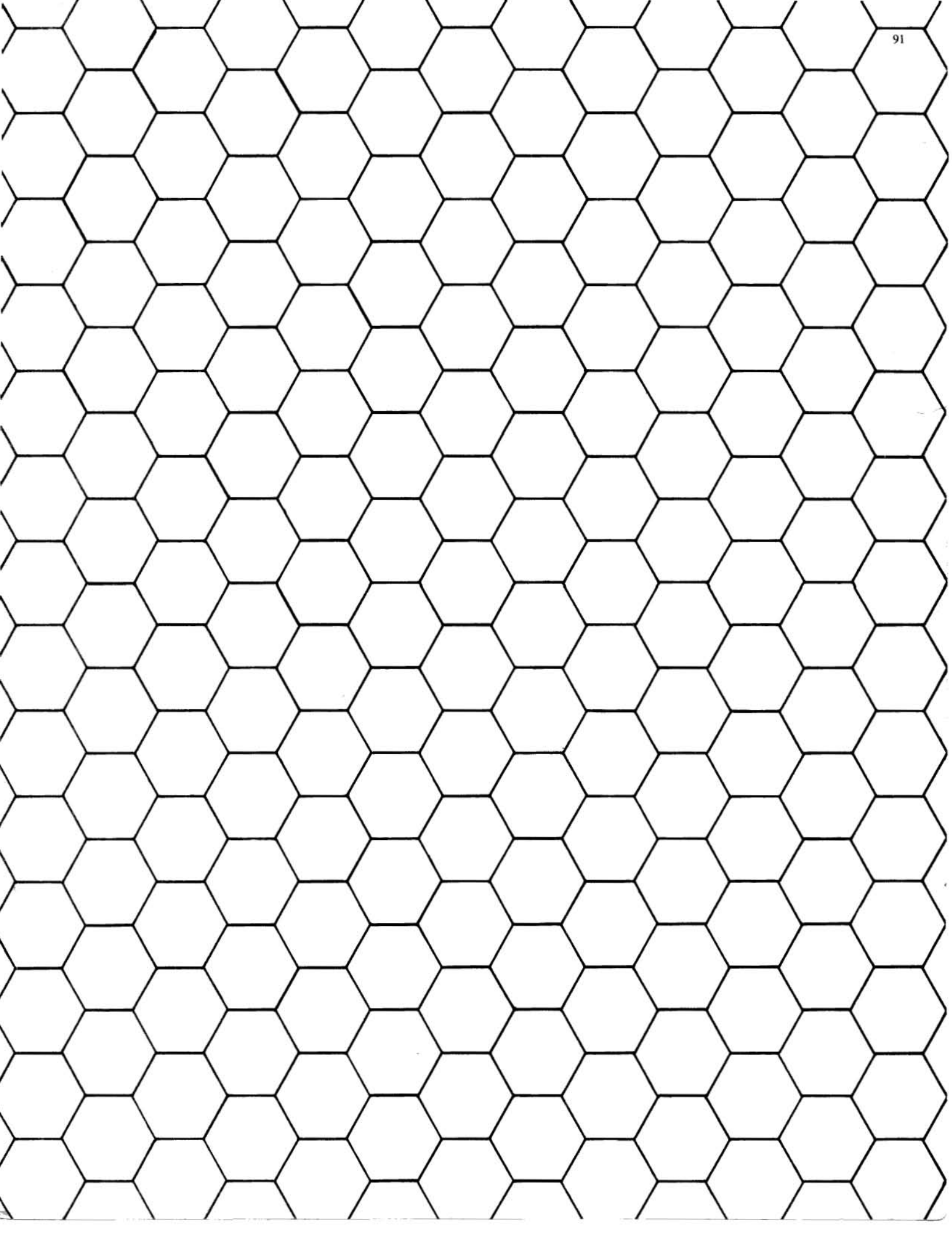
Arm Greaves – _____

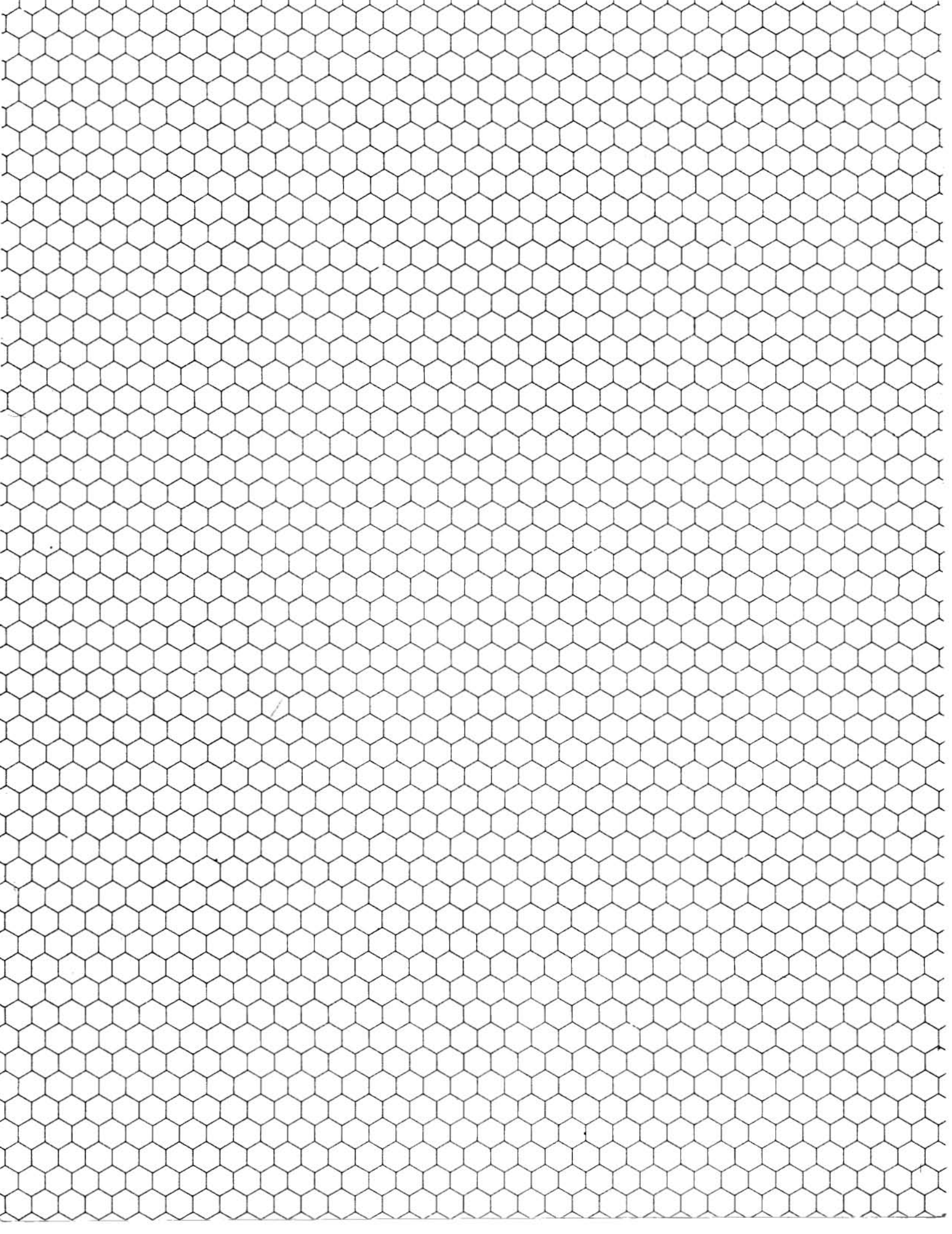
Leg Greaves – _____

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 (Total hits taken)							
Critical Points (Opponent's lvl. & severity of critical)							
Kill Points (Opponent's lvl. & character's lvl.)							
Maneuver Points (Difficulty of maneuver)							
Spell Points (Spell lvl. & character's lvl.)							
Misc. Points							
Travel Points (Number of miles traveled)							
SUBTOTAL							
Idea Points (Half of group's total points)							
TOTAL							





8.0 APPENDIX 1 — 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.

DWARVES (*Pl. Khazad, 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. 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.

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: 4 to 5 feet tall.

Lifespan: 200-400 years.

Resistance: Resistance against flame and ice: +30 bonus 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 and Decoration: Beards, sometimes braided. Long hair. Heavy garb with colorful hooded cloaks.

Fears and 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 — Dur'in 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: When in public or about in the wild, Dwarves speak *Westron* (Rank 5), the Common Speech, or some Elvish language (Rank 3). Among themselves, Dwarves speak *Khuzdul* (Rank 5), a guarded tongue known by virtually no one but themselves.

Prejudices: Orcs, Wargs, and Dragons are the sworn enemies of 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. Dwarves 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.

Background Options: They get four background points.

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: 4-5 feet.

Lifespan: 100-200 years.

Resistance: Umli have a +30 bonus versus cold/ice attacks and a -15 bonus versus heat/fire attacks.

Special Abilities: Umli need sleep but three hours a day. In the cold (below 35°) they halve any encumbrance penalties; above 90° they suffer double encumbrance penalties.

Culture

Clothing and Decoration: Fur-lined skin coats, shirts, pants, boots, and hoods.

Fears and Inabilities: None.

Lifestyle: Hunters, gatherers, and fisherman, they move from site to site depending on the season. Most reside in caves or 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.

Other Factors

Demeanor: Possessive, persevering, stubborn, fierce, and yet quiet.

Language: They speak *Umitic* (Rank 5). Some know a little *Labba* (Rank 2), *Westron* (Rank 2), or *Khuzdul* (Rank 1).

Prejudices: They hate Dragons and Wargs above all other races.

Restrictions on Professions: None.

Background Options: They get four background points.

ELVES (*Quendi*)

Elves were the first to awaken and venture onto 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 with more, or cursed so much by the hand of Fate.

Though basically similar to mortal men in most ways, 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 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 creations. 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 and Sindar (a group of Teleri) remained in Middle-earth following the *War of Wrath* that ended the First Age. All other folk are called *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.

HALF-ELVES (*Peredhil*)

Half-elves are a rare breed, the offspring of Men and Elves. While the Dúnedain, Corsairs, and Black Númenoreans 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 200 pounds, females 140 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).

Culture

Clothing and 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 and 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.

Other Factors

Demeanor: Patient, reserved, considerate, balanced, mellow, and thoughtful.

Language: Most speak *Sindarin* (Rank 5) as their first toogue. They all know *Westron* (Rank 5) and some *Quenya* (Rank 3).

Prejudices: Orcs are their sworn enemies.

Restrictions on Professions: None.

Background Options: Because of their strong cultural and racial ties they only get three background points.

THE NOLDOR *(sing. Noldo)*

The Noldor are often called *"High Elves"* or *"Deep 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 (Edain 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.

Coloring: Most are dark haired and have greyish eyes which betray a proud looking manner. 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 using 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 bonus versus cold attacks.

Special Abilities: No race sees better outside during the darkness of night than the Elves. 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, 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). Their hearing range is three times the norm.

Noldor are unparalleled at understanding and working with crafts. +20 for Item Use rolls.

Culture

Clothing and Decoration: They favor rich clothing and fine craftmanship, and often have the appearance of great wealth.

Fears and 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*, and it is the Smith who 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

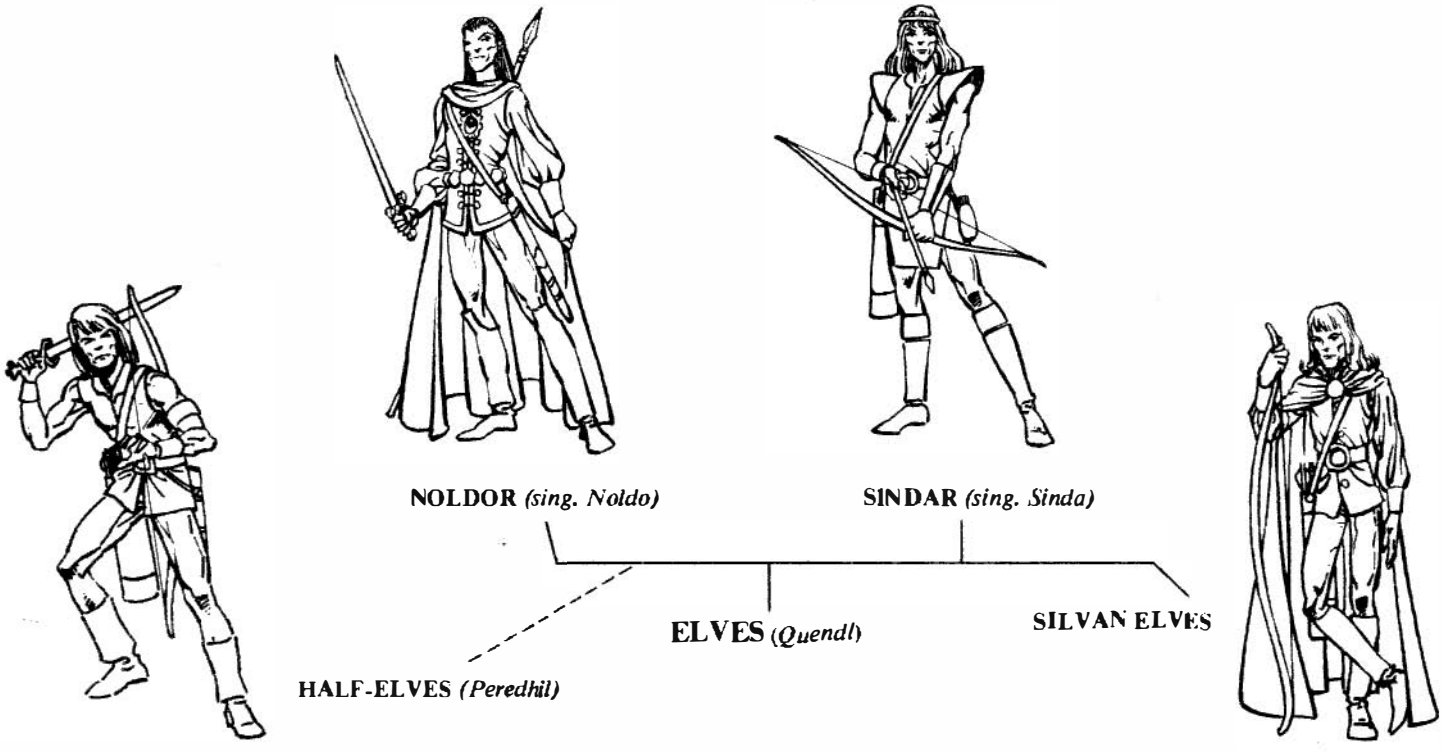
Demeanor: Regardless of the line, all Noldor are noble of bearing and carry themselves with assurance. They are haughty and often appear to be arrogant. Of all the Elves, they are the most inquisitive and passionate, being full of a lust for experience and expertise in the arts and the ways of the world. Because of this thirst for knowledge the Noldor have often fallen prey to lust, corruption, and strife.

Language: The Noldorin tongue is called *Quenya (Q. "The Speech"*; pronounced Kwenya), 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 other uses outside of their quiet territory the Noldor employ the language of their more numerous Sindar 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).

Prejudices: The Noldor hate Orcs, Trolls, and Dragons above all creatures. Due to their pride they look down upon non-Dúnedain 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.

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 points.



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*, those 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.

Coloring: Most have fair hair and pale blue or grey eyes. Like the Noldor, they have light skin.

Endurance: Same as for Noldor Elves.

Height: Males average 6'5", females 6'1".

Lifespan: Same as for Noldor Elves.

Resistance: They cannot become sick or scarred and are virtually immune to disease. +15 bonus versus cold attacks.

Special Abilities: Vision same as that of Noldor Elves.

The Sindar are less musical than the Vanyar or Silvan Elves, and are less skilled in forging or craftsthan the Noldor. Nonetheless, they are adept at all theartsand excel in their special provinces. No race builds better boats or ships.

Culture

Clothing and Decoration: Sindar clothing is exceedingly well made, yet subtle and utilitarian. They do not favor the rich garb of their Noldor cousins. Greys and silvers are the ir chosen colors.

Fears and 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.

Marriage Pattern: Same as for Noldor 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. 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 frivolousand playful than the Silvan Elves and areless fiery and passionatethan the Noldor. Sindar feelings are deep and not easily aroused, but when they aretheycannot be srayed. This is the root of their Sea-longing.

Language: 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), Silvan (Rank 4), and some Quenya (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.

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 points.

SILVAN ELVES

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. During 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.

As a result of this co-mingling, some confusion arose as to the identity of Silvan kindreds, and 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.

Coloring: Ruddy of complexion, with sandy hair and blue or green eyes. Generalizations are difficult, however, since there are many kindreds and there is wide variation among them.

Endurance: Same as for Noldor Elves.

Height: Males average 6'0", females 5'9".

Lifespan: Same as for Noldor Elves.

Resistance: They cannot become sick or scarred and are virtually immune to disease. +10 bonus versus cold attacks.

Special Abilities: Their vision is the same as that of Noldor Elves.

The Silvan folk are superb musicians and have tremendous hearing, even for Elves. +10 to Bardic spell attacks. They are also elusive. +10 for trickery and Stalking/Hiding maneuvers.

Culture

Clothing and Decoration: Their preferred clothes are usually forest green, grey, or brown, and are generally functional in design.

Fears and 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: Monogamousand 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: Silvan tongues(*Bethteur*) aretheir favored languages (Rank 5), although the Silvan Elves of Mirkwood and places further west 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).

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 meretricks. Still, they are not normally prone to use magic of great power.

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 points.

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 and average between 3 and 4 feet in height. 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 the smallest in size and the darkest in color, rarely exceeding 3 feet in height and 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. 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 and 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 and 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.

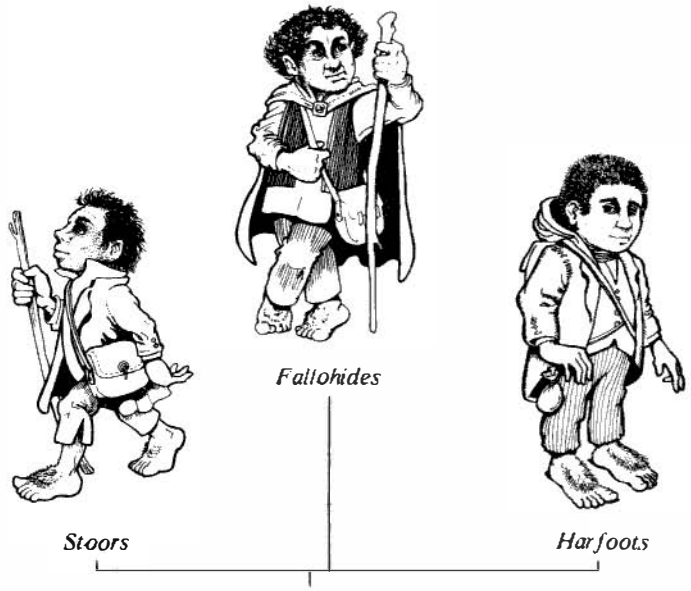
Some Hobbits are curious enough to travel or adventure a bit and the Fallohides have produced a considerable number of rather bold individuals. Each Hobbit tribe has its own favorite locale: Fallohides enjoy the woodlands found in cool northern climes; Harfoots favor hillsides and highlands; and Stoors 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.

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.



HOBBITS *(Kuduk)*

Other Factors

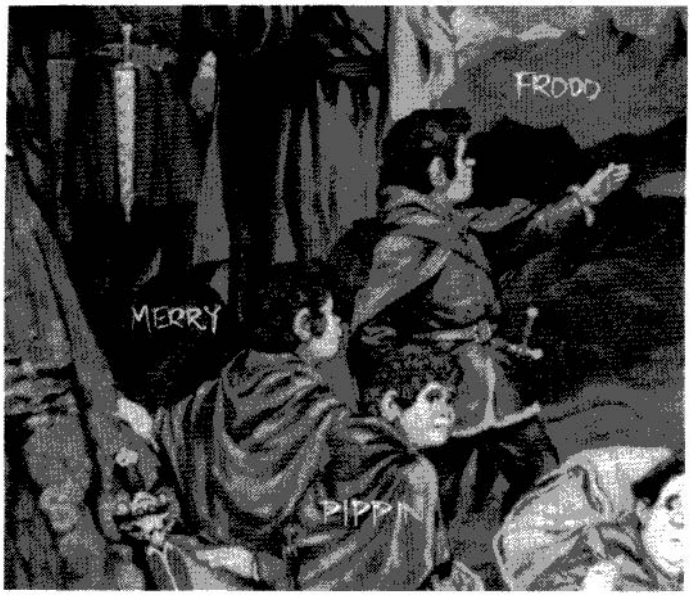
Demeanor: Hobbits are basically cheery, conservative, unassuming, and peaceful folk. Ambition is not part of their makeup. Most are conformists who avoid the unknown and shun adventure, preferring instead to stay within the comforts of neat, humble villages.

Language: 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 (U. "Halfling")*.

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.

Background Options: Those Hobbits who dare venture away from home are assumed to be extraordinary, and therefore get five background points.



MEN *(Hildor or Atani)*

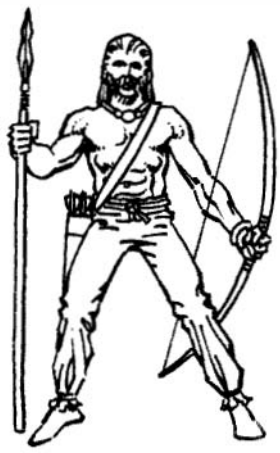
Men were the Secondborn and first arose in the Far East during the First Age. There, in a land called *Hildórien*, they awoke to find a wild continent and it was sometime before they first encountered the Firstborn, or Elves. It was the Elves who gave them the name *Hildor (El. "Followers")*, although they are now more commonly called by the Quenya *Atani* or Sindarin *Edain ("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 varied and often flawed and vulnerable. Unlike the Firstborn, they are quite susceptible to disease and temperature extremes. At the same time, 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.

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 Noldor 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 Northmen 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 Beorningsare the largest of the Northmen, and all are strong of build and bone structure. Men are exceedingly hairy; they average 220 pounds. Women average 145 pounds.

Coloring: Their complexions are fair, but unlike most Northmen (who are usually blond), the majority have reddish hair.

Endorance: 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 and 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 tradltional armor.

Fears and Inabilities: They shy away from civilized areas.

Lifestyle: Beornings have traditionally lived in smallgroups or single families on well-tended "manors". Some, like Beorn'sline, 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 them and their surrounding manors with the aid of a wide variety of friendly animals, members of the household which appear lame 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 atspecific holy places which have some connection to their patron Vala Oromë (who they call *Arow*).

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: 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).

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. They have a Shape-changing Skill which increases by two Ranks each level. Each Rank gives them a bonus when they attempt to change form or resist involuntary change while under stress (e.g., stay in Man-form after being struck in combat). This Skill is accessible only to noble Beornings. It is treated like any other Secondary Skill and all rolls are resolved on the Static Maneuver Table (MT-2).

Background Options: Those Beornings who leave their tight society are assumed to be special, and get five background points.

BLACK NÚMENOREANS

The term *"Black Númenorean" (S. "Mornúmenedain")* is used to describe Men of Dúnedain stock who are descended from the *"Unfaithful"* Númenorean colonists and conquerers who came to Middle-earth during the middle and late Second Age. These Unfaithful had broken with the Valar and Elves who had bequeathed them the island kingdom of Númenor at the beginning of the Second Age, and 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 Númenoreans, 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 Númenoreans 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 Sailing maneuvers. +10 to melee Offensive Bonuses, -10 to Defensive Bonus.

Culture

Clothing and 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 and Inabilities: They fear Death, but not in battle. Confidence and passion lead them to believe they can overcome any known physical enemy.

Lifestyle: Black Númenorean 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 Númenorean 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 Númenoreans are experts at shipbuilding and naval warfare.

Marriage Pattern: Monogamous. The line is traced through the male.

Religion: Organized religion is the norm among Black Númenoreans. The most important cults are those pertaining to death and the afterlife, for these old Númenorean concerns have been perpetuated and modified. Mummification is the norm.

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 Númenoreans 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: 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).

Prejudices: Black Númenoreans are biased against nearly every other people, but their prejudices against the Elves and the Dúnedain are particularly vehement.

Restrictions on Professions: None.

Background Options: Due to their stratified society and rigid upbringing, they get three background points.

CORSAIRS

The *Corsairs* are descendants of the Dúnedain 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 Númenorean elements. Since that time modest inbreeding with the locals has created a somewhat distinct group, although their Dúnedain roots remain strong. They long to reclaim Gondor as their own.

Physical Character

Build: Strong of build; males average 220 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 Weather-watching or Star-gazing activity.

Culture

Clothing and 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 and 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 Númenorean, 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 Númenorean 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.

Other Factors

Demeanor: Aggressive, haughty, determined, embittered — the Corsairs have the attitude of royalty in unjust exile.

Language: The first tongue of the Corsairs is Adûnaic (Rank 5), since they identify it with Númenor and the line of the Dúnedain. All of them speak Gondor's Common Speech, Westron (Rank 5), as well as the Haradaic (Rank 4) of Umbar's citizenry.

Prejudices: The Corsairs are a minority group and are locked in a constant struggle with their allies the Black Númenoreans and Haradrim. They look upon both groups with suspicion and some disdain. The Black Númenoreans, 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.

Background Options: Normal, five background points.

DORWINRIM *(sing. Dorwinadan)*

The *Dorwinrim* occupy the lower *Carnen* valley and the region running south from the river 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 160 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 Acting or Public Speaking situations. +10 for Rowing maneuvers.

Culture

Clothing and Decoration: A wide variety of wools and linens. They wear shirts and pants and adorn themselves modestly.

Fears and 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. Vines cover the land and provide the principal sources of income: grapes, olives, wine, olive oil, etc. 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: Dorwinrim 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. Worship centers around tribal and clannish *totems (L. "Igana")*, holy symbols which represent deified heroes. 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.

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: 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).

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.

Background Options: Normal, five background points.

DÚNEDAIN

The *Dúnedain* are descendants of the Edain who settled on the island kingdom of Númenor during the Second Age. It was their Númenorean 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 Númenoreans and the Faithful Dúnedain. The latter settled *Arnor* and *Gondor*, the Realms in Exile. Like all their brethren, they have traces of Elven and Maia blood.

Physical Character

Build: Tall and strong. Men average 225 pounds, women 150 pounds.

Coloring: Fairskin 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 and 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 and 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: 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).

Prejudices: The Dúnedain hate the Corsairs, for they blame them for the Kin-strife, Gondor's civil war. They also despise the Black Númenoreans. 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.

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 points.

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 and Decoration: Crude wool and hide tunics with leggings. They also wear rough over-coats, short cloaks, and fur hats.

Fears and 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.

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: 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.

Prejudices: Dunlendings generally hate the Rohirrim and Woses above all, although many also despise the Dúnedain, Dwarves, and Orcs.

Restrictions on Professions: None.

Background Options: They get four background points.

EASTERLINGS

This term refers to a collection of peoples who live in northcentral 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 140 pounds, women 100 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 any attempt to train, befriend, or subdue a horse.

Culture

Clothing and 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 and 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.

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 natural 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: Most speak a *Logathig* dialect (Rank 5), as well as a smattering of Westron (Rank 2).

Prejudices: Easterlings have little regard for anyone except their own people. They hate the Dúnedain.

Restrictions on Professions: None.

Background Options: They get four background points.

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, and bays; 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 100 pounds. *Coastal areas and Far Harad* – Most are related to the Men of Mûmakan, and are tall and wiry: males average 180 pounds, women 140 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 bonus versus heat/fire attacks; -10 bonus 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 and 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 and 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 cla s.

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: 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).

Prejudices: Most hate the Dúnedain, Elves, Dwarves, and anyone who looks particularly different – although they are suspicious of most peoples.

Restrictions on Professions: None.

Background Options: Normal, five background points.

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.

Physical Character

Build: Stocky and hard, with pronounced muscles. They have wide features and large, pudgy hands and feet. Men average 175 pounds, women 140 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: Medium, 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 and 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 and 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). 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: The Lossoth speak *Labba* (Rank 5) and do not write. Some speak a little Westron (Rank 2) or Sindarin (Rank 2).

Prejudices: They hate Wargs, Dragons, Giants, and Trolls above all things. Those that know of Orcs also hate them.

Restrictions on Professions: None.

Background Options: They get four background points.

ROHIRRIM *(Riders of Rohan)*

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. They have considerable amounts of 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 and 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 and Inabilities: None.

Lifestyles: 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 Patterns: Monogamous. The 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 moumain 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: 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).

Prejudices: The Rohirrim hate the Dunlendings and consider the Woses as 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.

Background Options: Normal, five background points.

RURAL MEN

This is a generalized label for the rural folk of *Eriador* and *Gondor*, the Common Men of northwestern Middle-earth. These folk contain varying degrees of *Harnadan, Dunlending, Northman*, and *Dúnadan* blood.

Physical Character

Build: All types, but normally medium. Males 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 and Decoration: 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.

Fears and Inabilities: None, aside from local superstitions.

Lifestyle: Rural folk are mostly farmers and herders, with little contact with 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 (Oromé) is the patron spirit of Common Men.*

Other Factors

Demeanor: Practical, hard-working, quiet, loyal, and often shy.

Language: The Common Speech Westron (Rank 5) is their chief tongue, although local dialects abound.

Prejudices: Rural folk 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: Rural folk produce no true Mages. Bards, Animists, and Rangers are exceedingly rare.

Background Options: Normal, five background points.

URBAN MEN

This is a generalized label for the town and city folk of *Eriador* and *Gondor*, the Common Men of northwestern Middle-earth. It includes common folk from Annúminas, Fornost, Bree, Tharbad, Calembel, Dol Amroth, Linhir, Pelargir, Osgiliath, Minas Tirith, etc. These folk contain varying degrees of *Harnadan, Dunlending, Northman*, and *Dúnadan* blood.

Physical Character

Build: All types, but normally medium. Males 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 65-85 years.

Resistance: Normal.

Special Abilities: None.

Culture

Clothing and 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 and 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.

Religion: Variations of subdued rituals, with some organized cults and shrines. Most have reverence for local or community spirits, although the prineipal worship focuses on Eru and the Valar. *Araw (Orome) is the patron spirit of Common Men.*

Other Factors

Demeanor: Practical, aggressive, hard-working, and inquisitive.

Language: The Common Speech Westron (Rank 5) is their chief tongue, although local dialects abound.

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 large cities.

Background Options: Normal, five background points.

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 160 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 and 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.

Fears and Inabilities:

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: Variags speak *Varadja* (Rank 5), Haradaic (Rank 3), and Westron (Rank 2).

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.

Background Options: They get four background points.

WOODMEN

The *Woodmen* are Northmen who have long lived 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.

Physical Character

Build: Average to stocky, with strong but angular features and large amounts of facial hair.

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: 45-85 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 and Decoration: They wear crude woolen tunics and short pants with leggings. Most favor coats, cloaks, and fur hats.

Fears and 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.

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 (Orome)* is revered above all others.

Other Factors

Demeanor: Quiet, independent, reclusive.

Language: They speak the Rhovanion tongue called *Nahaiduk* (Rank 5), a little *Westron* (Rank 2), and a little *Sindarin* (Rank 2).

Prejudices: Woodmen hate Orcs, Wargs, Trolls, and Giant Spiders.

Restrictions on Professions: No restrictions.

Background Options: Normal, five background points.

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 Second-born. 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. What they call themselves is not altogether clear, although the name *Drûgs* is taken from their own tongue. *Drúedain* (sing. *Drúadan*) is the label given them by the Elves, while Men call them by various labels: *Rógin (sing. "Róg"), Púkelmen, Wild Men,* or *Woses,* the latter a Westron term. 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.

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.

Endurance: Average.

Height: 4 to 5 feet.

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 and Decoration: They often braid or wear their hair pulled back and joined from behind. 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 and 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 disheaten 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. 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: When they do talk, the Woses use the guttural *Púkael* 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.

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.

Background Options: Normal, five background points.

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 below.

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 normal or Lesser Orcs in many ways: (1) they stand 5-6 feet tall; (2) they have a more "human" appearance, despite cat-like eyes, fang-teeth, and black/grey hides; (3) they have longer, stronger, and straighter legs; (4) they are intelligent and cunning; and (5) despite their preference for darkness, they operate freely in daylight. They speak Black Speech (Rank 5), Orkish (Rank 4), and good Westron (Rank 4).

HALF-ORCS *(Peryrch)*

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 are capable of blending into their societies.

Half-orcs are akin to Uruk-hai, but look more like dark Men. They speak Westron quite well (Rank 5), and most know both Orkish (Rank 3) and a little Black Speech (Rank 2). Half-orcs have no restrictions on professions, and get three background points.

COMMON ORCS

Physical Character

Build: Heavy, with thick hides, short legs, and long, thin arms. They have grotesque, fanged faces and random hair growth.

Coloring: Black or grey hair, black or reddish-brown eyes, and deep grey or black hides.

Endurance: Tremendous. ●rcs can travel for 2 days without rest. Alternatively, they can run for up to 12 hours without stopping.

Fears and 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: 3-5 feet.

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. In most darkness Orcs can see like Elves (see Elf descriptions), and in absolute darkness they can see 10'.

Culture

Clothing and 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 ●rc 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 concern.

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.

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 with themselves.

Language: 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.

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.

Background Options: Orcs only get two background points.

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. Some feel they are related to Giants. In any case, Trolls hate all other creatures, a legacy of Morgoth's dark touch. Normal Trolls are divided into several types (based on their location): Hill, 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; but these "Black Trolls" are discussed below.

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: (1) they ignore bleeding or stun results when given a critical strike from a normal weapon, since they are more resistant to unenchanted weapons; (2) they can operate freely in daylight; (3) they are relatively quick; and (4) they are capable of using normal language properly, and speak Black Speech (Rank 5) and Westron (Rank 3).

HALF-TROLLS *(Petereg)*

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: (1) they wear crude black clothing and considerable amounts of armor; (2) they are kept away from other Trolls; (3) they are as intelligent as Men; and (4) they are more agile. Given their increased minds, they get two background points.

300-400 (120)

NORMAL TROLLS

Physical Character

Build: They 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.

Coloring: Various shades of brown, green, or grey hide, with black or brown eyes. They have black blood.

Endurance: Average.

Height: 9 to 11 feet.

Lifespan: Variable; hundreds of years.

Resistance: Trolls do not understand fear.

Special Abilities: Their vision is the same as that of Orcs.

Culture

Clothing and Decoration: Little or none, aside from random armor and hides.

Fears and 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 by some greater force. 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.

Religion: None.

Other Factors

Demeanor: Mean, slow, stupid, and somewhat lazy.

Language: 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).

Prejudices: Trolls have little regard for anyone, although they particularly hate Dwarves.

Restrictions on Professions: Trolls only produce Warriors.

Background Options: Limited to one background point.

9.0 APPENDIX 2 — CREATURE DESCRIPTIONS

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. 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.

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. The flaming weapons of the Balrog will cause 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 subtraction except for armor or 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 Hard maneuver (with all bonuses applicable). Once in his grasp the Balrog needs to succeed on the Very Hard table + 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 be 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 the 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.

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 Gamemaster 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 subtraction 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 table with a 100-150 OB out to 300 feet. When used against a group, the ball table is used with a 50-75 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, mightiest of all Dragons (Ancalagon makes Smauglook like a homesick Hobbit.) Fortunately for the good guys, 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 prophecy. 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.

DUMBELDORS – 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 any Dragon in full battle dress. 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 to settle in the high peaks of the Misty mountains (then a home to the inhospitable Orcs), and some to the Grey Mountains, where 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.

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.

ENT, 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 agility. 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 Large Critical Hit Table 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.

FAISTITYCELYN – 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 a huge head and flippers that are extremely powerful. If angered, they would find it quite easy to destroy most boats or ships.

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 foil-wrapped 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.

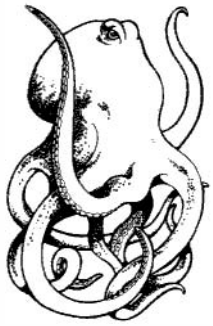
FLIES OF MORDOR – The only beasts in Mordor, these greyish insects are each marked with the Eye of Sauron on their back. Individually, they are much like horseflies.

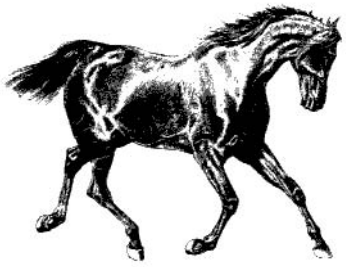
GIANTS – Again a beast rumored only in Hobbitish legends, these large ten foot monsters are reputed to guard the passes in Rhovanion. Large and simple-minded, they are still to be avoided. The attack in the chart is their club attack. Giants are also capable of crushing people under their huge feet and 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 Weapon Table AT-3, causing triple the listed concussion hits.

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 either active trees or settled Ents; they are sort of the missing link. Huorns are present with Ents 50% of the time. Huorns fight and defend much like Ents, but are much slower and are not really sentient. In most cases they will obey the will of any Ent and will fight at their side although possibly for different reasons.

KRAKEN – Huge evil relatives of the giant squid, the Kraken are used wherever needed by the forces of Darkness to guard any area of salt or fresh water. Each Kraken has many, many arms and can attack up to three targets with its full add. If it chooses to concentrate them the add goes up by 50 for each attack foregone. A subtraction of 25 can be taken off each attack for each target over three attacked in the same round. Once entangled (Any "C" critical or better), the victim gets no shield bonus and the Kraken gets a 20 bonus plus any of the situational bonuses. As listed in Table ST-2, there are three different sizes of Kraken. The major difference between the sizes is the OB and the AT.





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 Rohirrim 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 tracking roll at a -50 subtraction will lead the party to the Mewlips' lair and treasure, along with another larger group of Mewlips arranged in defensive terrain they know well.

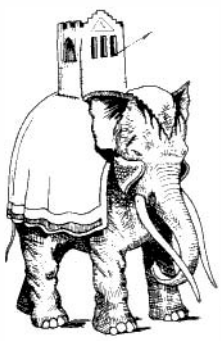
MÛMAKIL – Very much like the extinct wooly mammoth, the Mûmak has been trained as a beast of war by the Haradrim and other Southrons. All Mûmakil love battle and are not easily controlled once battle is joined. Any horse that comes within 100' of a Mûmak must make a RR against a 10th level spell or flee 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 1/2 damage and give criticals on the large critical table minus 10 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; Khamul, 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 helms. 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 (Chan.) 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 shortsword 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.



OLOG-HAI – See the racial description in Section 2.21.

ORCS – See the racial description in Section 2.21.

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 greatest 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. Shelob would be much more fearsome. Even smaller Spiders are a force to be reckoned with since they work together in large numbers, possess 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 a 5th level RR versus poison or fall unconscious. If the RR is made each RR versus successive bites is at 2 levels higher. If any RR is failed by more than 50 the target dies in six rounds.

TROLLS – See the racial descriptions in Section 2.21.

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.

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 plain 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 damage from non-magic weapons, roll on the Large Critical Table, and have the same weapon dissolution effect of Nazgûl at third level effect. Anyone touched by the Wight, or hit by its weapon, is affected like the Nazgûl's Black Breath at a 7th level effect. 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.

A SAMPLE GAME ENVIRONMENT

The Gamemaster, but 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 unfailingly hot 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 or overheard in the public room. Now, in TA 1640, 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 and 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 Last Inn and the old Hillmen city of *Carneth 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, *Rubbard* and *Bura Grumm*, are modest and industrious.

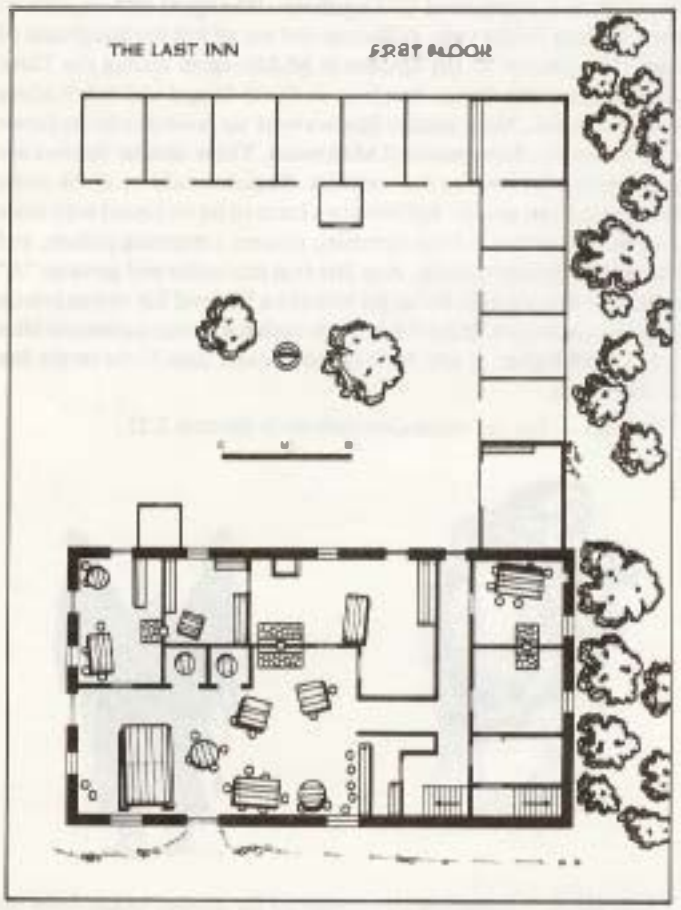
> NOTE: *For character capabilities, check the Master Character Chart, ST-3. More specific stats for all NPC's in the Sample Adventure can be found in the NPC Character Summaries Chart.*

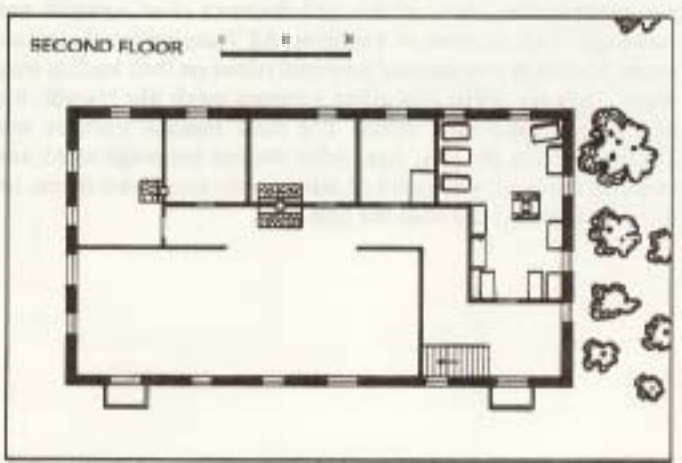
The Grumms employ their two young sons as stable hands, and their daughters *Minna*, *Bonnie*, and *Gleda* cook and clean. Bura is also recognized as a fine nurse and employs healing herbs and potions with a skill that has caused some to call her a magician. (She is really an Animist.)

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 13x13 foot 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 east room (and 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 reader 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 Carneth 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 *Fuller* the Trader, a man of mixed Dunedain and Easterling blood, who (it is joked) would sell sunlight to an Orc. No one but Durlen knows more about the goings-on in and around the Trollshaws than does Fuller.

A third regular at the Inn is the herb-and-potion salesman and would-be healer, *Goldberg*, who was run out of Gondor years ago after inadvertently poisoning a noble household. Goldberg 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, Goldberg 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.

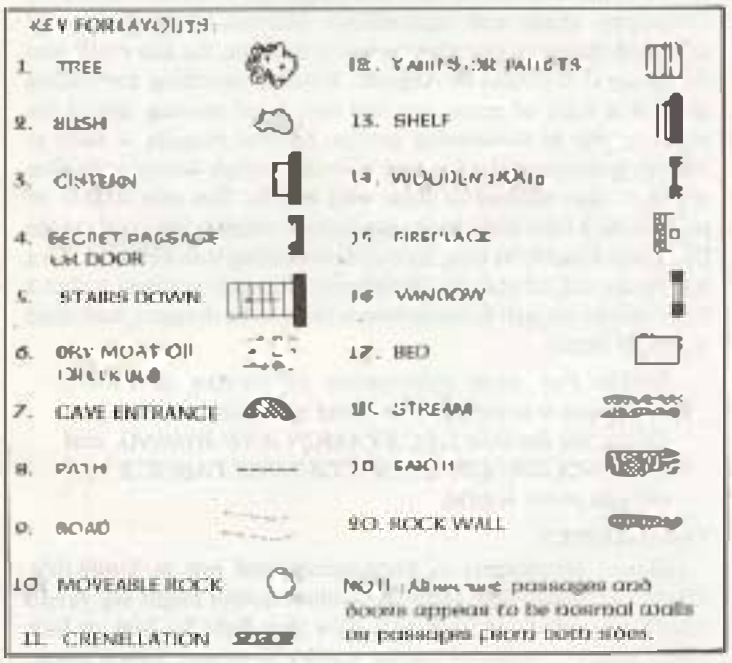
> **NOTE:** *For information about Hiring Non-player Characters, see Section 4.24.*

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 Fuller, who also dealers arrows and bows. Magic items are rarely seen around the Inn. Sara Grumb 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 ST-4, the Equipment and Price Table.*

The first-time traveler will notice a gloom in the air at the Inn, for the Grumbs' oldest and brightest son, *Leddon*, has disappeared and is feared held prisoner by Trolls in the nearby Trollshaws. The Grumbs 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 raven of the Last Inn, one can learn of a castle just a few woods to the west, three days north of the Inn and just west of the river, a castle rumored to be unoccupied and full of treasure. One drunken fellow known as *Gropp*, 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 Gropp, a hard-drinking farmer and local gossip, the castle long ago belonged to a well-born but mysterious Eldain nobleman, a Mage whose experiments with animals were much talked about and feared. Gropp calls the castle *Hendar Gilin*, or "Darling of the Lord of High Sorcery," and insists 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, Gropp himself, does not claim the booty, Gropp only shakes his head and says: "I am too old and too cowardly for that."



Those too spooked by Gropp's tales or by the warnings of others to mount an exploratory expedition to the castle in the woods may wish to gather a few like-minded friends and tackle a simpler goal, like scouring 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.

Stout-hearted adventurers may take up the Grumbs on their offer and search for their son, Leddon, hoping to rescue him — perhaps gaining 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

Three great dangers await those courageous or foolish enough to scout and move about the dark and dangerous woodlands called the Trollshaws: crude and superstitious *Hillmen*, the unlikely and unlikeable creatures who give the region its name, the *Hill-trolls*, and the roving Orc patrols of Angmar. 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 lesser carnivores or a black bear guarding her young — also abound in those 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 accost one 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 Sections 5.23, EVASION AND HIDING, and 5.24, ENCOUNTERS. The ENCOUNTER TABLE, 5.7.10, 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, as hard when "asked" to even by 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 houses, talking much too loud, screaming insults and curses at each other, and laughing at misfortunes and missteps that might bring tears to the eyes of any 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 Wood-elves, Dwarves and Dúnedain (all rarely seen in these parts), as well as Orcs and Straw-heads (the Rohirrim).

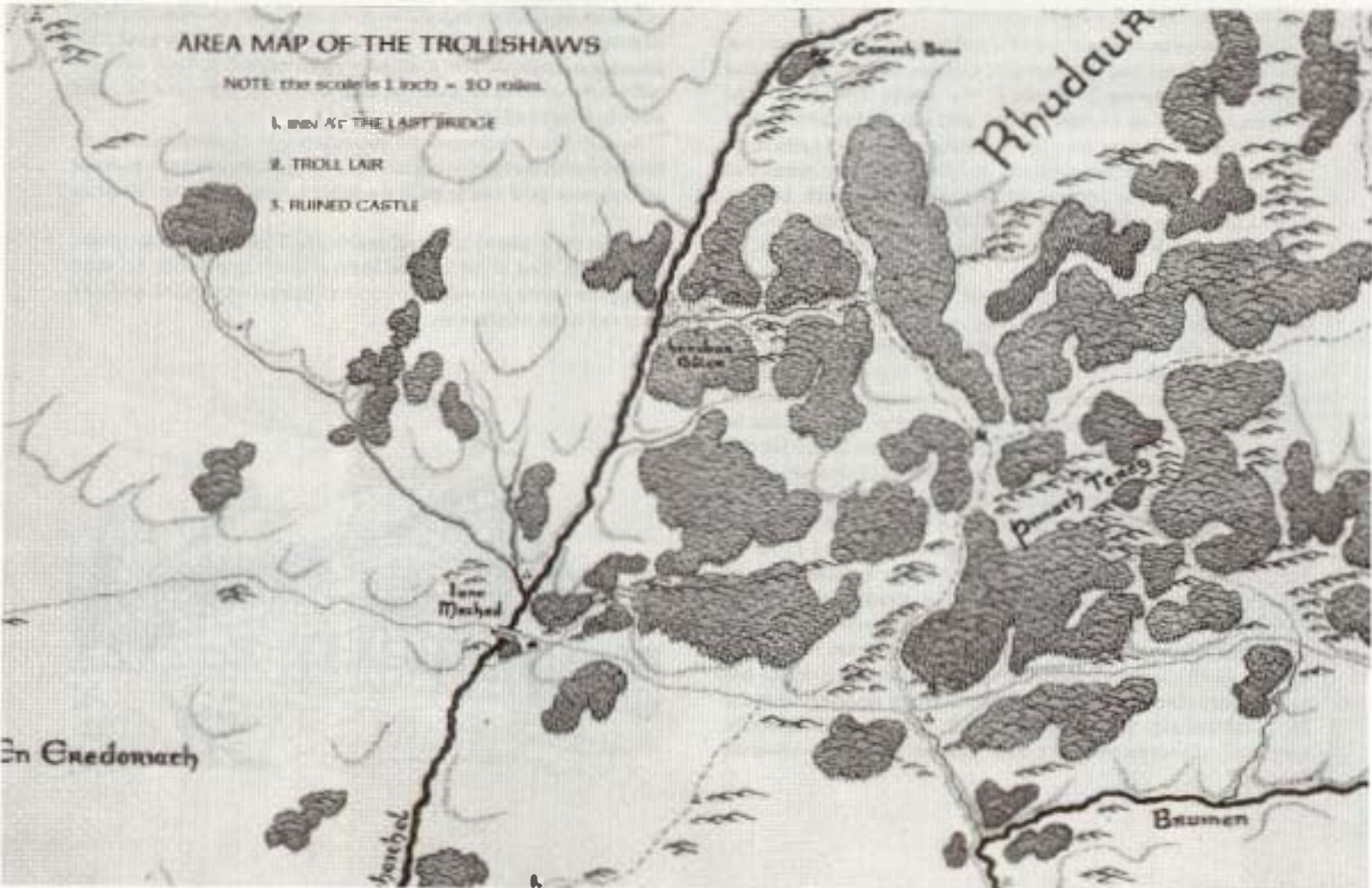
Hillmen are great trackers, all but impossible to lose or throw off your trail, and are quiet as mountain cats. They know the Trollshaws so well they could give guided tours blind folded, but of course they would never trust you enough to even turn their backs on you. (A wise adventurer would treat them 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 paroxysms of uncontrollable, hideous laughter.

THE PATROLS OF ANGMAR

The Witch-king keeps a close eye on the Trollshaws. The Orcs and Wargs regularly scout the forests of Rhudaur, sniffing for news and fresh meat travelling to and from the settled West.

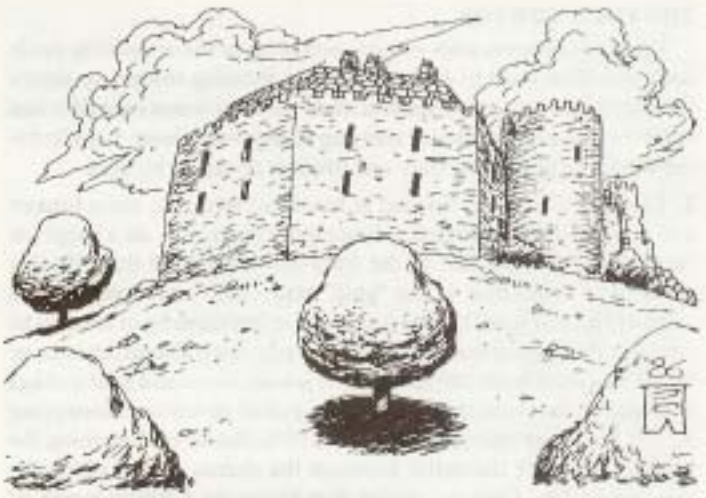


ADVENTURE SITES

THE RUINED CASTLE

Three days north of the East 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 to the rear and provides escape from the deepest bowels of the keep, if one makes that fur 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 for its current residents, a rowdy band of Orcs led by their captain, *Thak*, 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 wedded by fate to the dark gates of the Witch-king's realm.

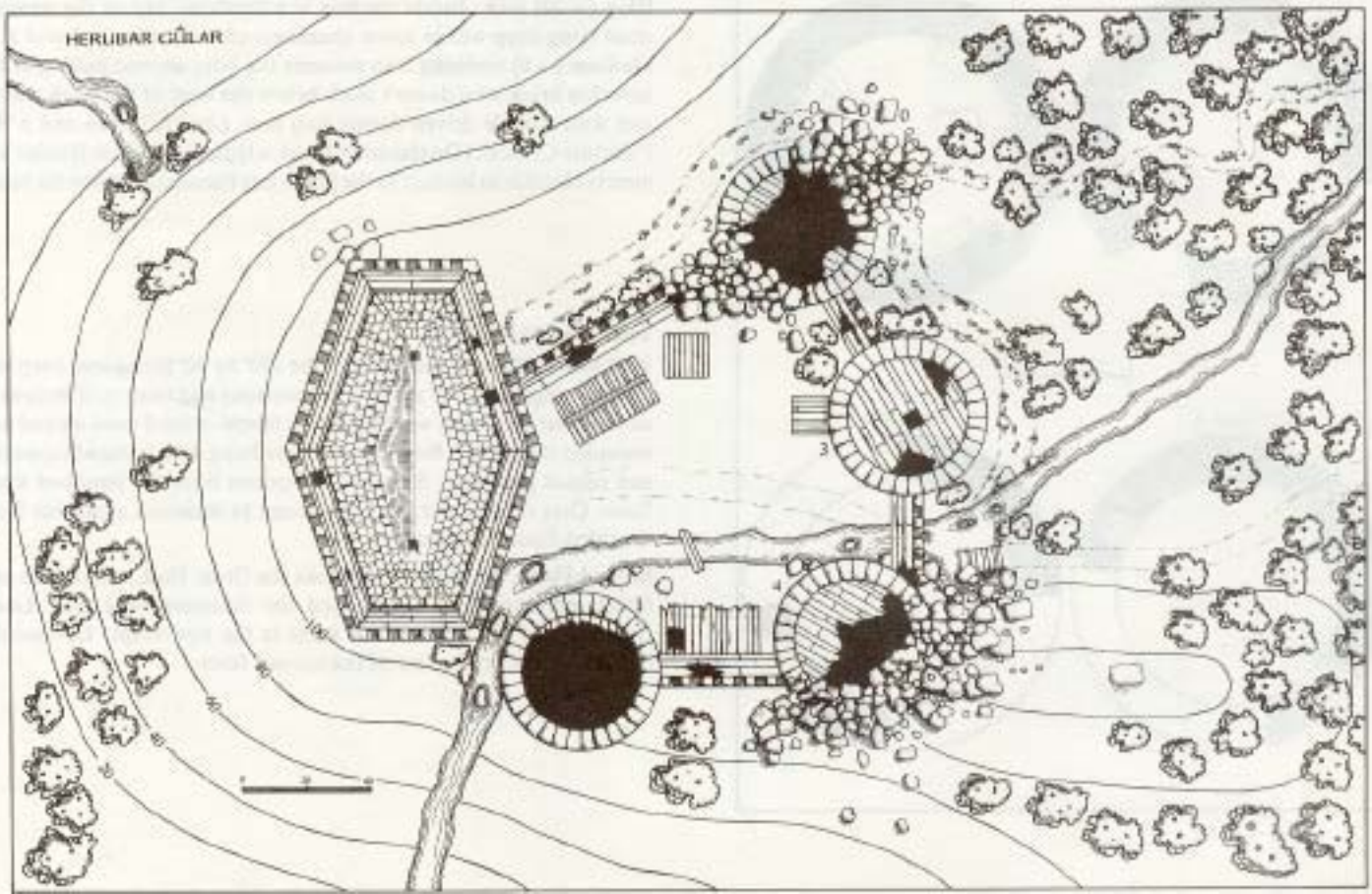
Ar-Gûlar's duties are threefold: First, to gather all the information he can about the region's inhabitants and their movements and aims; second, to cause them as much trouble as possible while seizing all the



wealth he can; and third, to report all he learns and to surrender to the Witch-king most of what he gains through his prodigious if black magic.

The obvious entrance to the east 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 1, 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, Orc guards 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: *Correspondaline stairways and secret passages are marked by corresponding capital letters.*



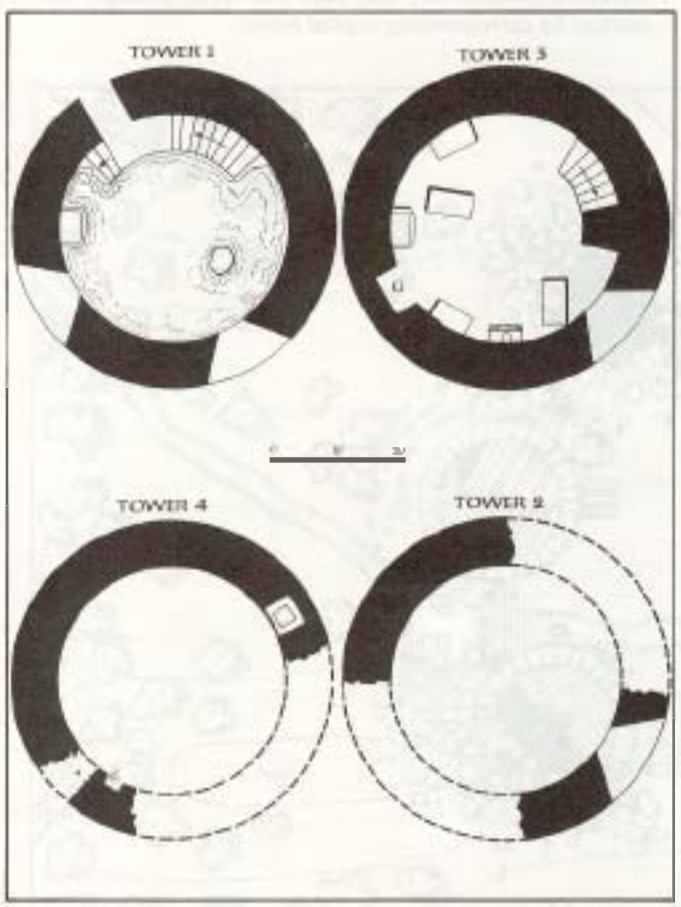
THE FOUR TOWERS

These adventurers with enough guts to enter the crumbling castle walls may then want to explore the four decaying towers, to secure them and be 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 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 PC's don't know this and may suspect the fish to be poisonous.)

> **NOTE:** *See ST-2, CREATURES SUMMARY TABLE, and Section 4.24, DESCRIPTION OF MIDDLE-EARTH CREATURES, 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 ribcage, 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 Sloor 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 at 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 poor swimmers. 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-Gôlar himself.

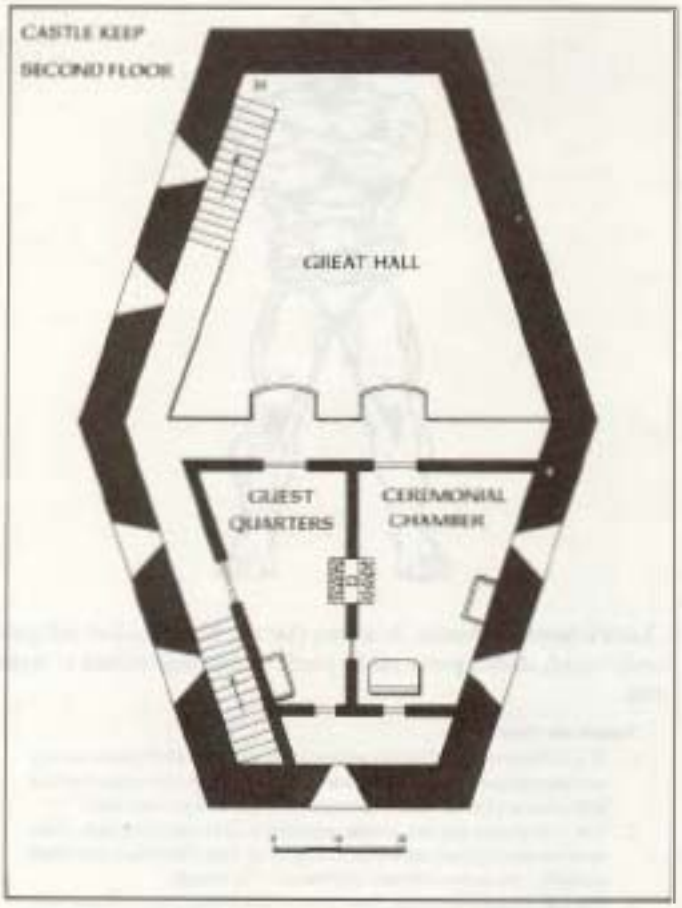
> *NOTE: PC's may make a Hard (-10) perception roll to determine whether or not they discover this secret passage.*

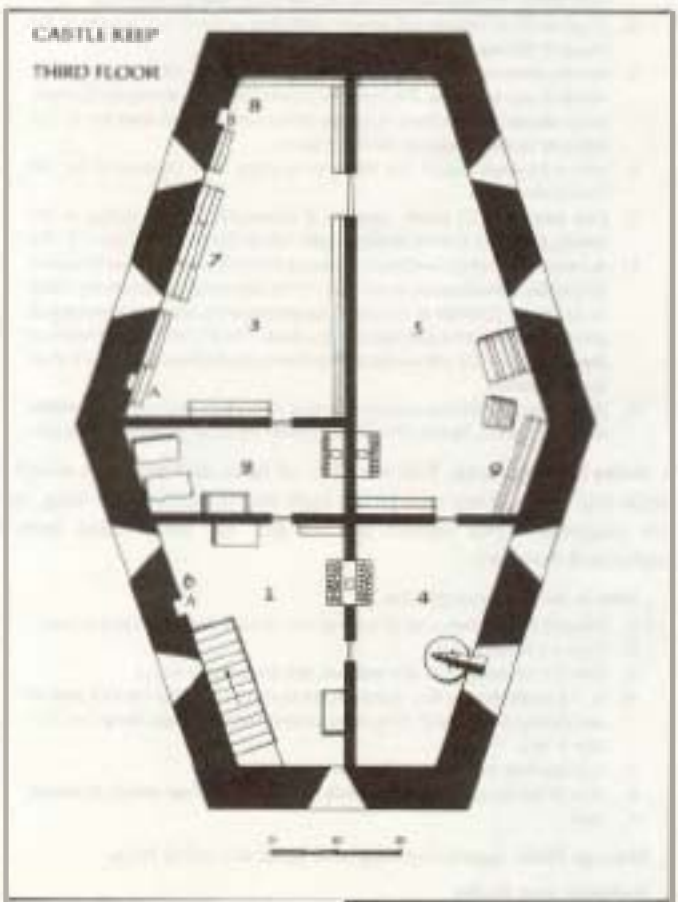
4. Tower 4. Crebain have claimed Tower 4 as their own; here up to thirty-three of the large blackbirds live as they spy for the lord and squabble all day long. At any one time, only 3-30 of the birds are present. Crebain also pick up baubles and small gems, saving them for their master, Ar-Gôlar. Each of the birds' weary 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 the only fast fliers cruising at 140 feet plus 20 bonus per round. They can travel at four times that speed when rushing secret messages to Ar-Gôlar, 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. (PC's 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" and 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 flies harmlessly above his head.

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. (Obviously 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.

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 looms at the now-empty Ceremonial Chamber take up the rest of the second 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 15' 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 35' 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 a lone orc 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 30' chamber holds aged books, 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-Gilar (Turlin) knows of this narrow room hidden behind bookshelves in the Library; he keeps it intact both as a lure and as insurance. Should the Witch-king turn against Mage or cast him out, Ar-Gilar has wants to keep his presence as a mage 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 Numenorean sorcery scrolls. Each scroll weighs just over 10 pounds and would bring 30 gp in Forodwaith or in another city. (The evil-bold might want to try selling the scrolls in Carn Dûm, which is closer but much riskier.) Several rhymes written on charred and dusty scrolls both warn and beckon to those intrepid enough to 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 dogs and past 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 the secret chamber, many of which will lead to further adventures both within the castle and outside it.*

8. Secret Passage. This winding and very narrow stairway leads down to the Mage-lord's lower bedroom hidden on the first level of the Underchambers of the keep. To discover this secret passage requires a successful Very Hard (-30) perception roll.

9. Secret Room. This tiny chamber, hidden behind bookshelves in the Laboratory, is unknown to Ar-Gilar and the Orcs. Here the Mage-lord of Mystara kept monumental his experiments in altering the size and functions of various beasts native to the region. (The laboratory's text ends abruptly, suggesting that the Mage-lord gave up his studies suddenly.) The papers total 10 pounds and would be worth 30-100 gp to the right people in the right place — a big city, most likely. The room is Extremely Hard (-30) to discover. Ar-Gilar does not suspect its existence and believes that the Library's secret room holds all the secrets of old.

THE LOWER CHAMBERS OF THE KEEP

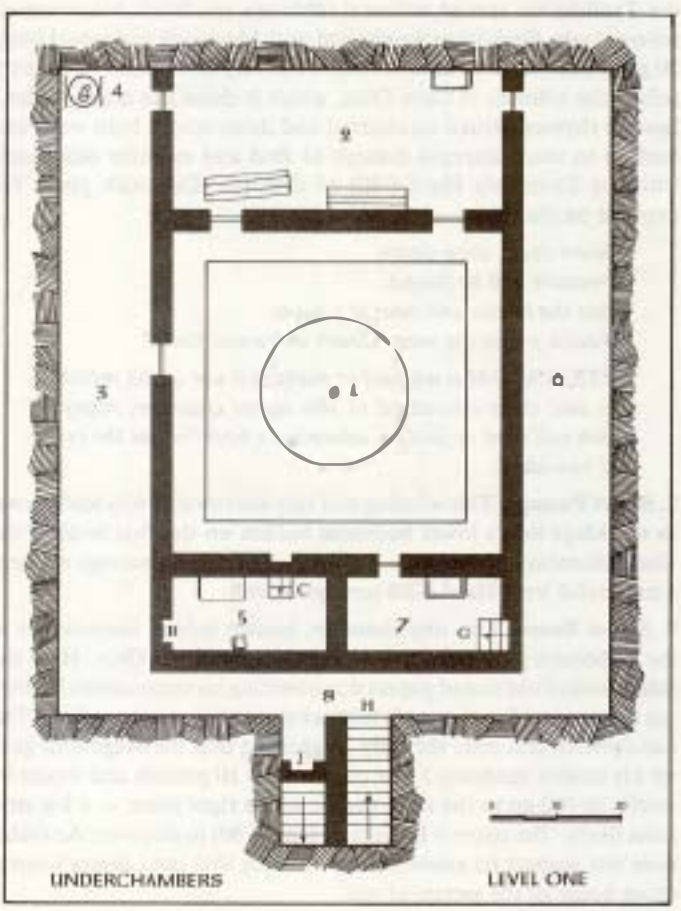
Level One

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 Troll shaws. 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 500cp, 200sp, 500ep, 50gp, and 30pp.

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 depths of the keep.) Tucked into the frames of these paintings at the end of the hall near the great stone statue is jewelry totaling 50gp.

4. Statue. This eight-foot tall stone golem is in fact a sleeping golem. Even a slight tug at one of the three portraits hiding the family gems will begin to awaken the golem. The golem will not rest until those who dare to disturb the portraits leave the Hall or join their ancestors in oblivion.



5. Lord's Secret Hideaway. It is here that the Mage-lord of old eternally rested, sleeping on a raised platform but 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 with a good memory (Intelligence, or IG) 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.

6. Arms Storage Area. The overflow of arms and weapons seized in battle and ambush are kept to the right of the steps in this long, narrow chamber. Orcs cannot or will not use items piled here in haphazard fashion.

Items in the Arms Storage Area:

1. Piles of 2-20 of each type of normal bow or notched weapon and arrow.
2. Two +5 broadswords.
3. One +5 Morning Star (the weapon will not be celestial body).
4. A +3 magic sword that returns to its owner only after the first mile of any twenty-four period. (For more information on magic items, see Section 4.56.)
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

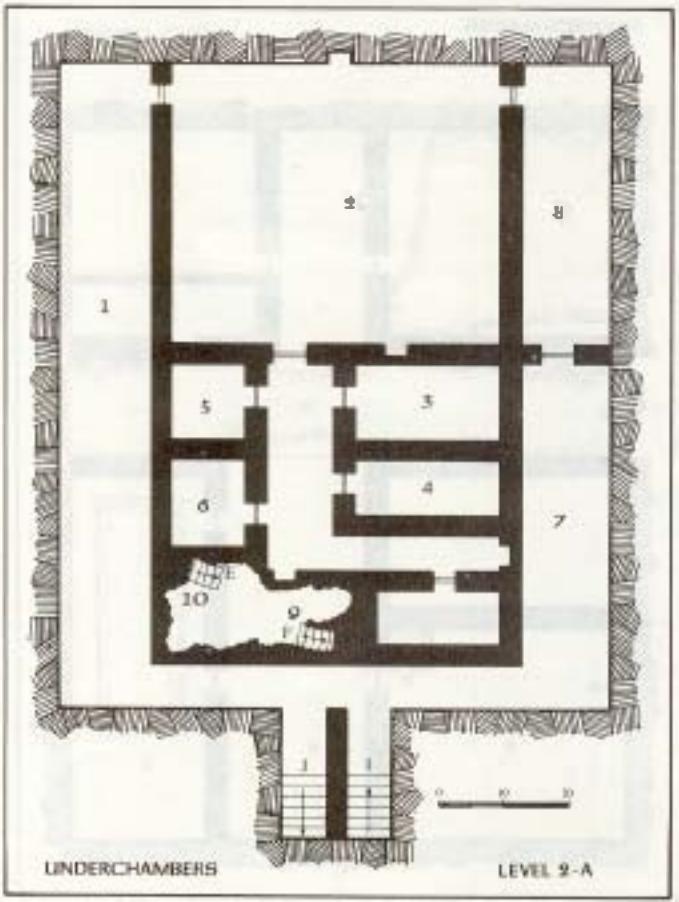
1. Herb and Poison Storage Room. Located to the left of the stairs, this small, dimly lighted chamber, 100 feet by 14, sprouts numerous galore. Ten varieties of herbs and poisons (some healing, some venomous) also grow in abundance.

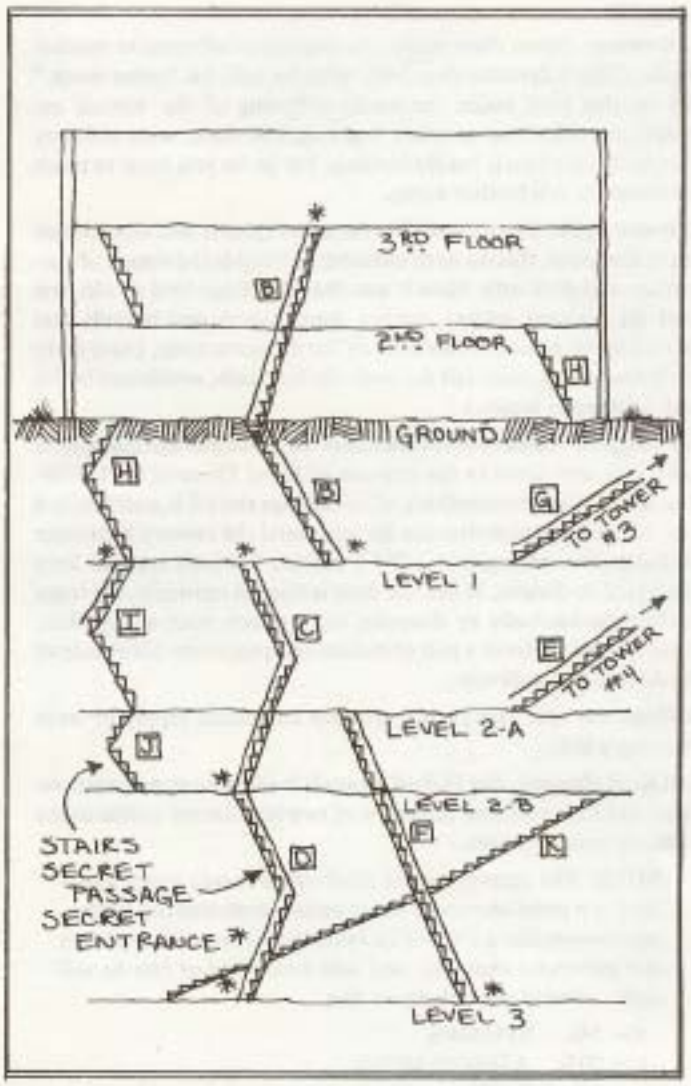
NOTE: PC's should roll one die, the number rolled represents the herb chosen. Check 1-5, HERBS, POISONS AND DISEASES TABLE, for more information.

HERBS AND POISONS:
1. Aetundas. 1-20 doses grow per month.
2. Cebon. 1-10 doses grow per month.
3. Belon. 1-10 doses grow per month.
4. Gesic. 1-10 doses grow per month.
5. Anuiv. 2-20 doses grow per month.
6. Dwilk. 1-10 doses grow per month.
7. Arbucosa. 2-20 doses grow per month.
8. Wuther. 1-10 doses grow per month.
9. Kib. 1-5 doses grow per month.
10. Urgane. 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 with shocking desire information is held and fed a steady diet of mildly poisonous and hallucinogenic mushrooms. (Orcs of the castle commonly carry antidotes for the poisons on walls 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 power points are drained.

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 "H" 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:

Do wir I go and down I dance
To seek my golden inheritance.

10. Secret Stairs. They lead up to Tower 4.

Level 2-B

1. Stairway. Down these stairs, the audacious adventurer reaches the 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.)

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 adventurer his head. The traps give 1-5 "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. Magic Cistern. This cistern contains an endless supply of fresh drinking water.

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.

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 room/area, 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

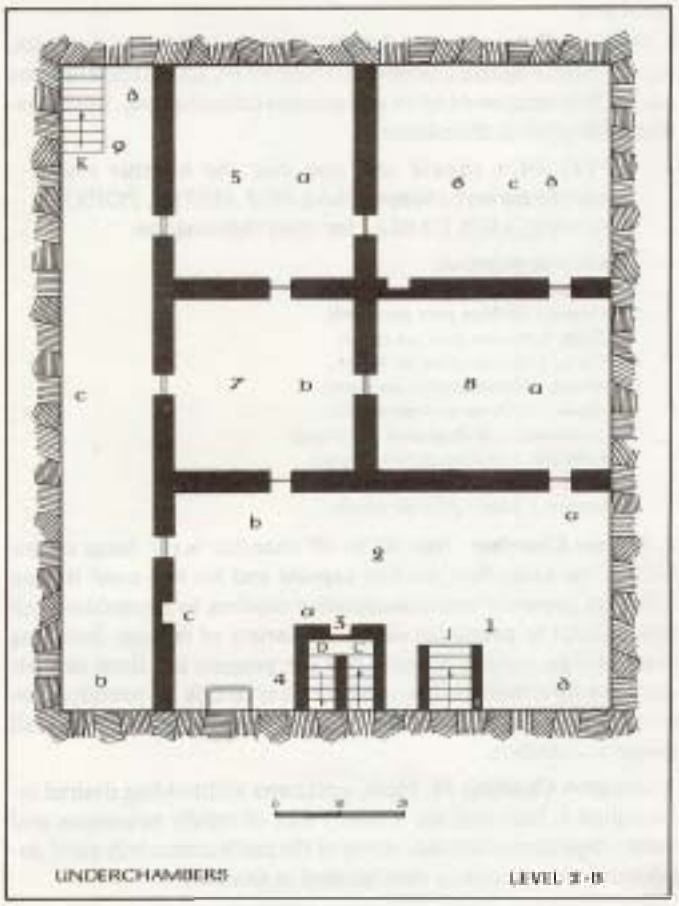
6. Hall of Lizards and Bats. A score of poisonous lizards and poison-bats inhabit this chamber. Venom from these creatures can be used to poison-tip arrows, but of course the beasts involved are unlikely to cooperate. The effect of a poisonous bite varies: a bat-bite leads to paralysis while lizard venom causes the loss of use of the limb struck. Antidotes are available in Caprath Brin, and the Orcs of Horubar Gôlar commonly carry them in vials about their necks.

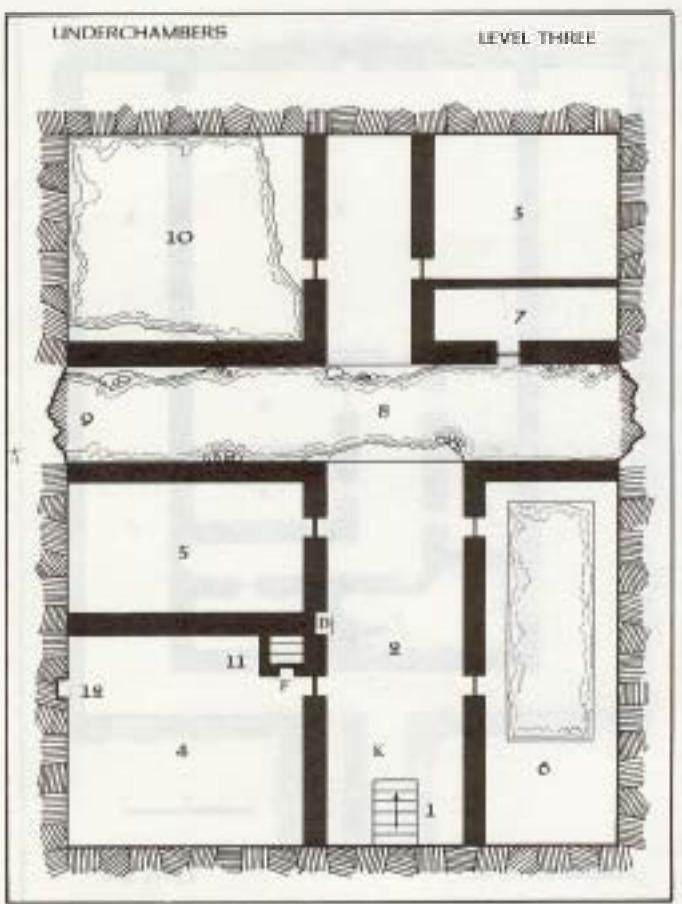
7. Hall of Snakes. Dozens of poisonous asps lurk in the shadows of this chamber. Asp venom causes the loss of use of the affected limb.

8. Hall of Spiders. Hundreds of spiders ranging in size from minute to a pair the size of a two-man tent live in this dangerous den. 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 the 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 venture to this level of the keep; Ar-Gular 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 walls warn all who enter to leave the way they came or to surrender unto death and damnation. A secret passage from Level One can be entered from this hall.

3. Great Weapons and Treasure Room. This most valuable room lies beyond the Hooded Loading Platform and holds rare weapons, some of them magical, stored in glow-plated, locked vaults. The lock on the door is Very Hard (-20) to disarm. Simple but valuable jewelry is kept in plain bronze chests 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 chest:
1. A +15 broadsword.
2. 100 gp of jewelry and gems.
3. Cloak +10 chain mail with no restrictions encumbrance.
4. Metal rings +10 as wears as DB.
5. Wand of Nobles that shows instant analysis and knowledge of healing herbs.
6. A +15 set of Plate Leather Armor.
7. Dive +10 across.

4. Room of Jewels and Magic Vaults. This very dangerous chamber leads 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 hurry;
For danger will be sought by those in worry.

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 recover if he's quick enough. There is no handle on the inside of the door and 2 other exits. Once the door is shut, the walls begin moving in and be 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 huge, gilded vaults in this chamber hold chests, fake jewels and magic items (worth 0 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.

6. Baths. Only ruins of this splendid pool remain.

7. Forges. These forges which once rang with the cheerful sound of hammer on 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 watergate structure also offers escape to those willing to trust their fate to the churning, unmapped subterranean river that flows by, although much of the platform is underwater now. (A small rubber dinghy or the like can be launched from the above-ground river which flows through and by the castle's walls. The ten-foot current makes such a launch 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 Ranes. 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 waterproof book.

Items at the bottom of the pool:
1. A handsome, high weight shield that allows the wearer to invoke invisibility up to three times every twenty four hours.
2. A Book of Runes (only 5 in a small, wafer-light chest) with all magic spells of the Tenth level.
3. Two +10 magic Shields of Wolf-Coming that cause wolves to attack the bearer as full in the first attack and to ignore their bearer. With each subsequent attack, the bearer of the shield has a 10% chance of causing each a wolf immediately. The incantation can be used for 10 minutes.
4. A Vase with the Arcana of Healing that, when shaken a few times, cures him to several salves by the ten minutes.
5. A ring of Transmuting that glows when the wearer is within 30 feet of a potential ally.
6. A Blackened Staff of Invisibility (4th level) that allows the wearer to disappear. The staff is effective if used only once per day under certain conditions.
7. A Magic Staff that detects the nature and worth of all metals in a ten foot radius. An unlucky bonus allows the bearer a +10 defense against Elemental Spell Attacks. The staff flies and will water spirit.
8. A brief of 3000 gp gems, jewels and gold pieces for the daring fellow found about the bottom of the pool. With each dive, the enterprising adventurer is likely to grab 2-20 gp worth of valuables.
9. Gold Pieces.
10. Gold Pieces.

NOTE: *Each time a character dives, he rolls a 1-10 to see how he comes up with. If the PC rolls a 9, or 10 he rolls a 1-10 to see how many gp's he has grabbed. A PC who rolls a zero may have already been taken several 2-20 gp pieces.*

11. Secret Stairs. Located inside the Jewel and Magic Vaults Room, these stairs lead up to Level 2-A of the Undercham bers. 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 deadly dangerous Castle in the Woods, Kemubar Gilae. Enter if you dare, adventurer, and may good fortune light your path! (And the best of luck to your widow and children.)

A HILL-TROLL LAIR —

The Hill-trolls holding Leddon Grunim captive have built their lair within a stony hill surrounded by steep woods. The lair is occupied by 9 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 and is blocked by a boulder that takes two or three strong men to roll aside. One male Troll normally guards the cave mouth after dark — when he manages to stay awake — while inside the other Trolls sleep. Unknown to the lock-headed Trolls, a secret entrance exists just 100 feet away from the boulder-blocked opening they use. The secret passage is blocked by tree and rock, but accessible to skilled and nimble 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.

3. **Torture and Holding Cell.** Here Leddon and another man (who claims to have been to the Castle of the Woods) are held captive. Ironically they are chained just a few feet from the secret exit, a jagged hole hidden completely blocked by a large 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 reptiles — 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 Grunimsmul his fellow captive would already have joined their heathen comrades in unholy, eternal rest.

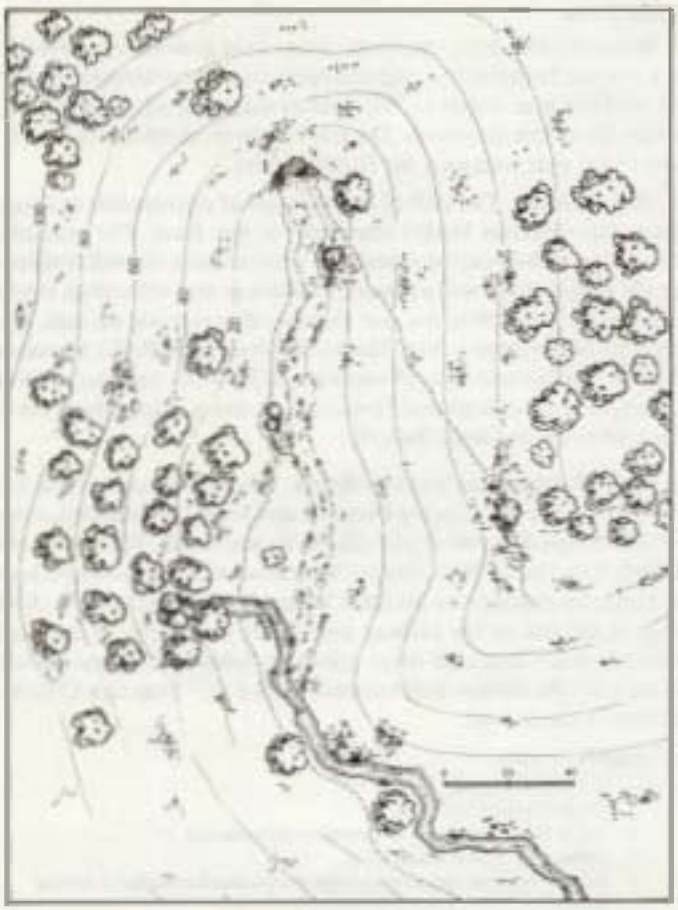
4. **Rich Wine and Food Storage Cell.** Shelves are stacked with the best and worst Darwin merchants have to offer of wine and mixed dry supplies.

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 goldcaps or helmets, each set worth about 1 gp each.
2. A dozen discarded belts and bloodstained tunics.
3. Two bejeweled bracelets worth 1-10 gp each.
4. A necklace of rare stones worth 5-50 gp.
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 gp 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 -3, and another is only 90% 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 rarely leave their home and tough terrain and jealous 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 Item ST-3, HERBS, POISONS AND DISEASES to determine which herbs and how much of them are found in the herb pouches mentioned in the Treasure Cell. Also, check the NPC Character Summaries Chart below for more information about the weapons and capabilities of the Trolls of this lair.

NON-PLAYER CHARACTER SUMMARIES

The following chart summarizes the principal NPC's and warriors found in the Trollshaws Adventures.

NAME/LOCATION	LVL	HITS	AT	DB	SHIELD	MELEE OB	MISSILE OB	GENERAL SKILLS	SUBTERFUGE SKILLS
HERUBAR GÜLAR:									
Ar-Gillar	9	72	Pl	35	N	45/da	35/sp	67	65
Thak, Orc Captain	5	95	Ch	25	Y	89/sc	77/sp	45	11
Golem*	15	190	Pl	40	N	110/ma	–	00	00
THE LAST INN:									
Rubb Grumm	3	60	No	8	N	66/cl	53/lb	16	15
Burn Grumm	5	61	No	5	N	45/qs	61/sb	26	17
Leddot Grumm	4	50	No	10	N	70/ss	60/sp	44	23
TRAVELLERS:									
Trolls (Ar-Gillar)	9		see Ar-Gillar						
Goldang	2	60	No	10	N	46/ma	38/bo	27	28
Fulen	2	50	No	5	N	44/ss	32/sb	22	22
THE TROLLSHAWS:									
Hillman	4	88	RL	10	N	52/ba	70/sb	27	38
Orc	3	79	Ch	30	Y	65/ba	60/sb	18	12
Tough Troll(3)	12	136	RL	30	N	106/cl	100/sp**	31	06
Avg. Troll(2)	10	112	RL	20	N	88/cl	90/sp**	26	04
Young Troll(1)	8	90	RL	20	N	70/cl	72/sp**	21	01
Female Troll(1)	6	72	RL	20	N	56/cl	57/sp**	17	02
Baby Troll(1)	1	35	RL	10	N	28/cl	40/sp**	12	01
Snoor	3	40	No	20	N	22/ss	38/sb	21	45

*Ignores stuns and hits.
**Resolve attacks with rocks as club attacks.

CODES AND COMMENTS:

LVL – **Level.**

HITS – **Hit total.**

AT – **Armor Type**: **No** = No Armor; **Ch** = Chain; **RL** = Rigid Leather; **SL** = Soft Leather; **Pl** = Plate.

DB – Defensive Bonus of NPC (includes shield, if any).

MELEE OB – Offensive Bonus in Melee and weapons used. Weapon Abbreviations follow OB's: ss = short sword; bs = broadsword; sc = scimitar; lb = two-handed sword; ma = mace; ha = hand axe; wh = war hammer; ba = battle axe; cl = club; qs = qstf.; staff; da = dagger; sp = spear; ml = mounted lance; ja = javelin; pa = pole arm; sl = sling; cp = composite bow; sb = short bow; lb = long bow; cb = cross bow; bo = bola; ro = rock or stone.

MISSILE OB – Offensive Bonus when using a missile weapon. See above for weapon abbreviations.

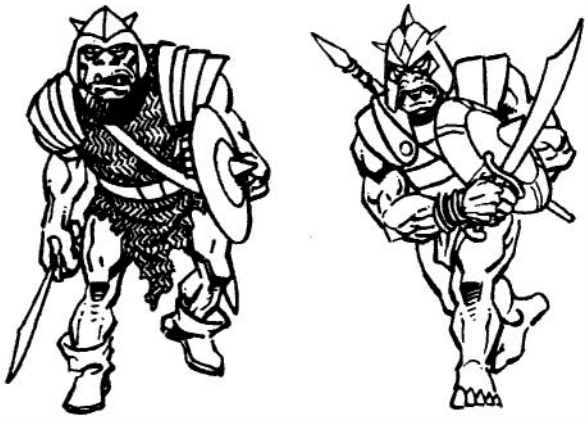
EXPANDING *MERP* WITH *ROLEMASTER*

Middle-earth Role Playing **(*MERP*)** provides six professions and spelllists to 10th level. ***MERP*** is compatiable 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), and Professional bonuses (BT-6). ***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 given for "Mentalist" (listed later in this section).
- ***RM*** Rogues should be treated as ***MERP*** Fighters, but use the Development Points given for "Rogue" (listed later in this section).
- Treat ***RM*** Warrior Monks as ***MERP*** Fighters, but use the Development Points given for "Warrior Monk" (listed later in this section).
- ***RM*** Monks are treated as ***MERP*** Rangers, but use the Development Points given for "Monk" (listed later in this section).



DEVELOPMENT POINTS

CATEGORY	Mentalist	Warrior Monk	Monk	Rogue
Move. and Man.	0	0	0	2
Weapon Skills	1	1	1	4
General Skills	1	1	2	3
Subterfuge Skills	1	2	2	3
Magical Skills	3	0	1	1
Body Development	2	3	2	2
Languages	2	0	1	0
Spell Lists	5	0	1	0
Martial Arts	0	5	3	0
Martial Defense ADRENAL	0	3	2	0

MARTIAL ARTS AND DEFENSE CATEGORIES

The development points given above include two new categories: Martial Arts and Adrenal Defense. The Martial Defense category consists of a single skill called Adrenal Defense. If a character is not using armor or a shield and he motes at least 5 feet during a round, his skill bonus for Adrenal Defense is added to the character's Defensive Bonus against all attacks which occur that round (he must be aware of each attack).

The Martial Arts category consists of six attack skills (Offensive Bonuses, OB). The first three should use "Impact" criticals (CT-9); the last three should use "Unbalance" criticals (CT-4).

1) "Small" Tooth/Claw Attack (AT-5).
2) "Medium" Tooth/Claw Attack (AT-5); OB cannot be greater than the OB of #1.
3) "Large" Tooth/Claw Attack (AT-5); OB cannot be greater than the OB of #2.
4) "Small" Grapple/Unbalance Attack (AT-6).
5) "Medium" Grapple/Unbalance Attack (AT-6); OB cannot be greater than the OB of #4.
6) "Large" Grapple/Unbalance Attack (AT-6); OB cannot be greater than the OB of #5.

Weapon skill "Profession Skill Bonuses" apply to these OB's. The stat bonuses for #1, #2, and #3 are based upon Strength, and the stat bonuses for #4, #5, and #6 are based upon Agility. All of the original ***MERP*** professions have no development points in these two categories.

Note the critical type change for the two types of attacks and the restricts on the relative allowed values for the various OB's. The Tooth/Claw attacks represents "hard" Martial Art attacks similar to Karate, while the Grapple/Unbalance attacks represent "soft" Martial Art attacks similar to Judo.

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 compatiable, ***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 directly converted to a ***RM*** Fighter.
- A Scout may be directly converted to a ***RM*** Thief.
- A Ranger may be directly converted to a ***RM*** Ranger.
- A Mage may be directly converted to a ***RM*** Magician.
- A Bard may be directly 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 directly 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), 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***.

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 10th-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
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
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

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* and ***Rolemaster. The conversion of characters and creatures from one system to the other requires some mathematics but, if you play *MERP* 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* and ***Rolemaster (RM)*** employ one minute "turns" which are divided into ten second "rounds." For time conversion, we recommend the following:

1 *MERP* Round = 3 *FH* segments
1 *MERP* 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.

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 stat = *FH* stat x 5
FH stat = *MERP* stat / 5 (with a minimum value of 8)

Thus, a *MERP* character with a stat value from 01 to 42 would have an 8 value for his ***Fantasy Hero*** characteristic. The following conversion table shows how *MERP/RM* stats and ***Fantasy Hero*** stats relate.

MERP/RM		*Fantasy Hero*	
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)

When two *MERP/RM* stats correspond to one *FH* stat (i.e., DEX, INT, and EGO), use the highest stat. Average *FH* STR and BODY to obtain the equivalent *MERP/RM* CO.

SKILLS AND SKILL BONUSES

MERP skills can be translated to ***Fantasy Hero*** 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

RM weapon skills are keyed to specific or individual weapons (e.g., a rapier) rather than a grouping of weapons. In order to convert to ***Fantasy Hero***, simply turn to the chart on page 78 of the ***Fantasy Hero*** guidelines to determine where to assign the weapon in terms of the appropriate general weapon skill category.

Where weapon skills are broadly defined in terms of *MERP's* weapon categories, conversion is even easier. ***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

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 to construct ***Fantasy Hero*** spells which correspond to them. The easiest approach is to use the following guideline to relate *MERP/RM* spell lists "learned/picked" to *FH* spell-caster Character Points spent on spell construction:

1 *MERP/RM* spell list "learned/picked" =
10 to 15 *FH* Character Points

Note the common themes of the character's spelllists and spells (e.g., "fire" in the *Fire Law* list) should be retained when converting.

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.

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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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