

SAVAGE MIDDLE-EARTH

PLAYER'S GUIDE



Adventure role playing in the land of
Middle-earth using the Savage Worlds RPG

Savage Middle-earth

Player's Guide v .9

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I need playtesters! E-mail me!

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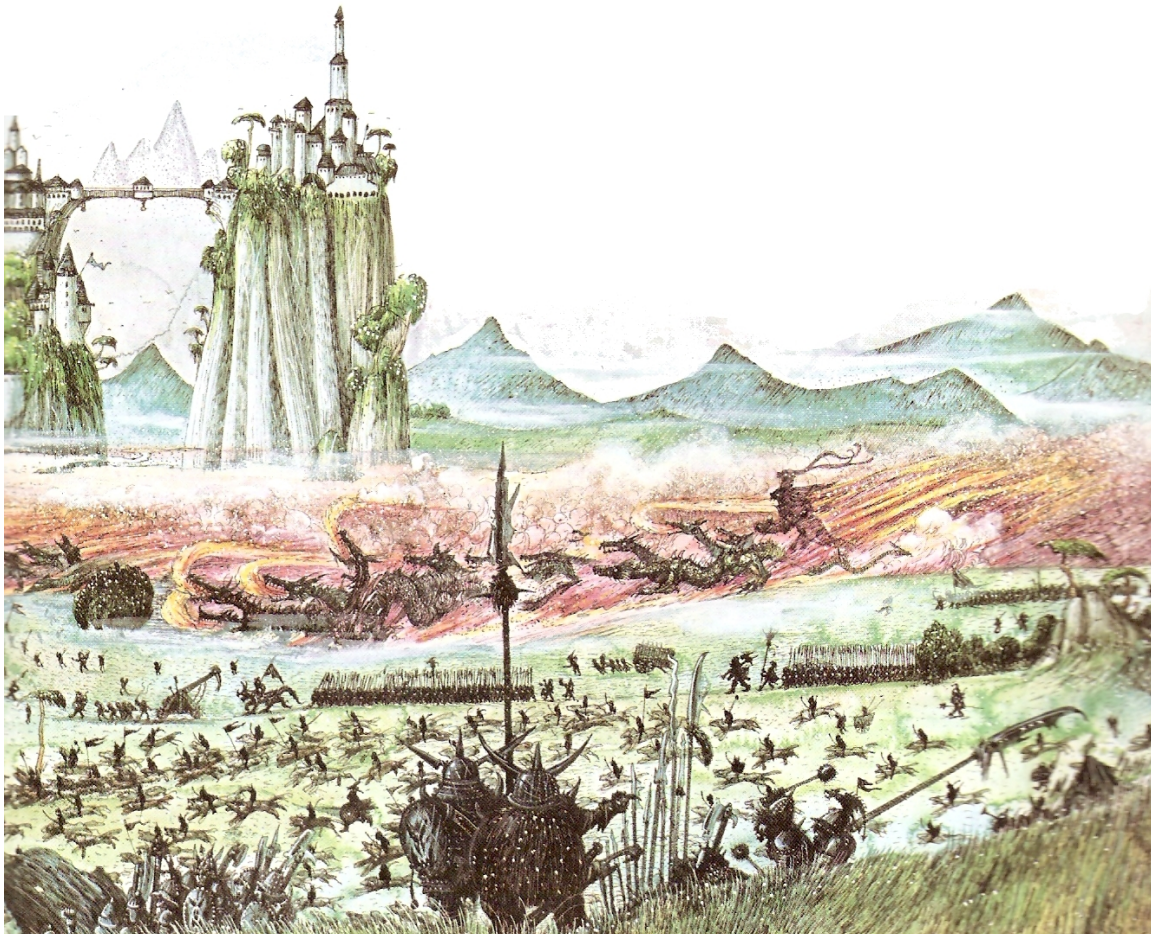
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PART 1: CHARACTER CREATION

Your GM will tell you what races he allows in his campaign. Please speak with him or her first, as he or she may have special requirements for specific races.

All Wild Cards begin with Westron in addition to anything listed under Languages. If nothing is listed then they speak Westron. Available Languages are also listed. If Westron is listed among Available Languages, then Westron is not typically known among members of that race. Wild Cards of that race will know it but Extras will not. The only races below that usually would not know Westron are the Dunlendings, Druedain, and Rohirrim.

The Free Peoples

The information here is very basic. For more details on the races of Middle-earth, please check out the Recommended Reading.

Dwarf

Dwarves are short, often stocky, always bearded men. They are quite wide and tend to be fat. They are selfish, materialistic, violent, and take offense easily. They concentrate on work and do not take much time to play. They tend to be grasping and gruff. Female dwarves tend to be bearded as well as the men.

Though selfish and harsh-spoken, dwarves side with good over evil. They do not wish to ally with the minions of darkness, and turned away an offer from Sauron to join him shortly before the War of the Ring, remembering his past treachery. They hold a grudge against all Elves because of a war long ago.

The Dwarves have begun to hide away in the mountains and ignore others. They tolerate men but distrust all. Their language they teach to no one, and their true names they do not even reveal to outsiders.

The singular is "Dwarf" and the plural is "Dwarves." This distinguishes the race of "Dwarves" from the human beings suffering from Dwarfism (i.e. "Dwarfs.") Dwarves are unusual in that they seem to have only one breed, unlike Men and Elves in which there are many. This may be because of their unique creation which was outside the plan of Illuvatar (see the Silmarillion).

Dwarf

Languages: Khuzdul

Available Languages: Crow

Animal Aversion: Any rolls to ride or deal with any animal are met with a -2 penalty.

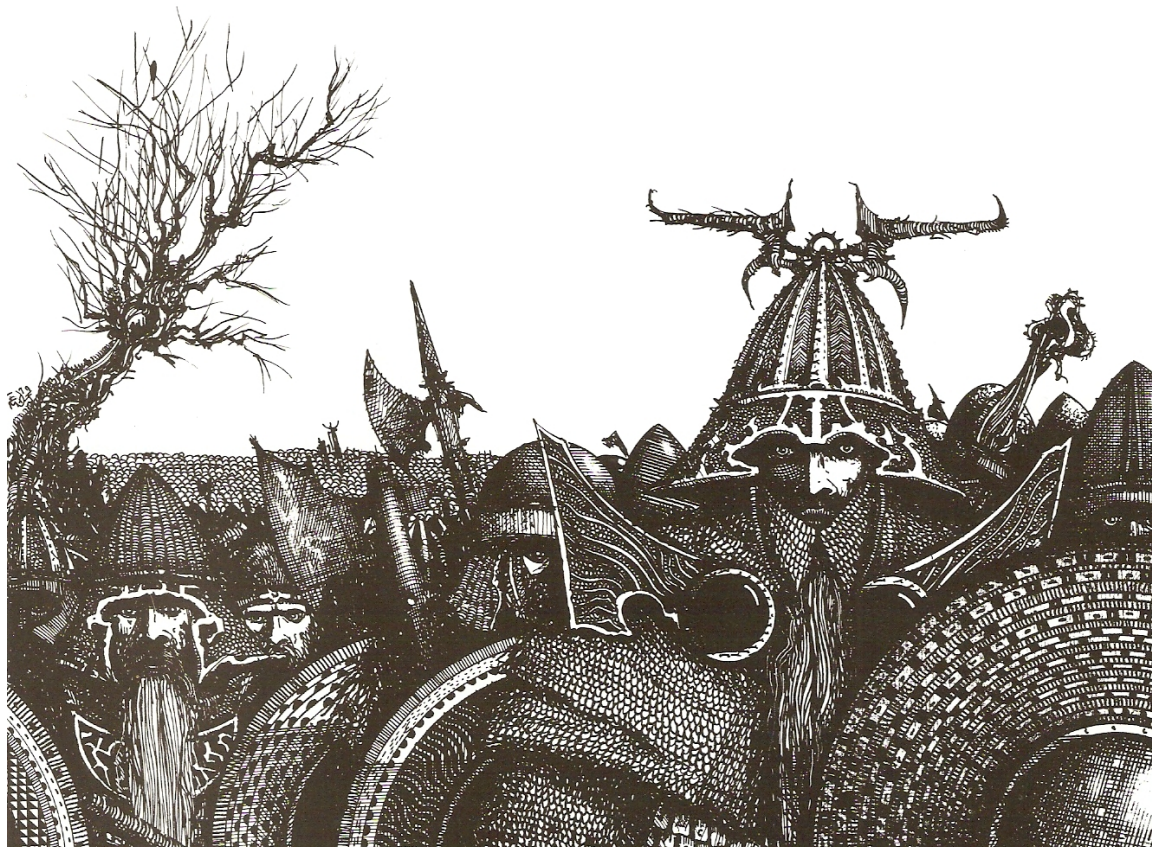
Hardness of Mind: Dwarves gain a +2 bonus on any rolls against being intimidated or magically controlled.

Hardness of Body: Dwarves are sturdy and gain a +1 to all Vigor or Vigor-based rolls

Mountain-dweller: Any penalties for dim lighting are halved unless the cause of darkness is sorcery.

Resistance: Dwarves gain a +2 bonus on Vigor rolls made to resist the effects of poisons and diseases.

Slow Aging: Dwarves are considered "adults" at about a hundred years of age, and elderly at over 200.





Tough: Dwarves begin with Vigor d6.

Strong: Dwarves begin with Strength d6.

ELF(Quendi)

Elves are a tall, beautiful, and proud race. Of the Free Peoples, the Elves were the first awoken. Tall and usually beardless, they are fine musicians and poets; they spoke the first language and wrote the first letters. Elves are both frivolous and serious, joyous and sad. Living in the forests and seeing the beauty in nature, they cannot help but forget that their time in Middle-earth is soon ending.

Immortal, they may die only through physical violence or because they simply decide life is no longer worth living, for example, when grieving for a loved one. In this case they may simply wish for death. Otherwise, Elves only die if the victims of physical violence.

During the First Age, the Elves made the most beautiful and magical of jewels, the Silmarilli(or Silmarils). This caused a war that engulfed the world, and the Silmarilli were stolen by Morgoth or Melkor(for he is known by both names). It brought enmity between the Elves and the Dwarves which lasted for the rest of their existence.

When Beren the Man fell in love with Luthien the Elven princess, her father sent Beren on a hopeless quest – to pry a stolen Silmaril from the iron crown of Morgoth. With the help of Luthien he was successful, and thus the War of the Jewels brought about at least one blessing: a bond between Men and Elves, and famous heroes such as Elrond and Aragorn.

There are three major types of elves and multiple subbreeds(see Appendix C if you wish to know details). Since some types are extremely similar and others live exclusively in the West we may break them down into Noldor(High Elf, one of the three kindreds which make up the Eldar) Sindar(Grey Elf, a group of Teleri which are also one of the three kindreds which make up the Eldar) and the Silvan(Wood Elf, Low Elf, Dark Elf, or “avari,” refuser). The Eldar are the most powerful, having spent time in Aman(the Undying Lands), which is the continent to which the Elves sail when they tire of Middle-earth. It is to this continent that the Elves are disappearing.

The Silvan Elves are least powerful because they have not travelled to Aman; they have not seen to Two Trees, and they do not have all of the gifts that the Eldar have.

Elves of all types gain the following Edges:

An Age Before Sun: Elves awoke in a time before the Sun and Moon. Any penalties for dim lighting are halved unless the cause of darkness is sorcery.

Child of Fate: Elves are bound by fate and receive only 2 Bennies per session(though they may still take an appropriate Edge to compensate).

I Do Not Fear Death: Elves of all kinds do not find ghosts and images of death frightening. They automatically pass any Guts tests they must take due to ghosts and minor haunts. The GM may decide that larger, more fearsome demons and undead still incur a Guts check.

Immunity: Elves are immune to poison and disease.

Lightfootedness: Elves are swift and lightfooted and get a +1 movement when running or sprinting as well as +1 Stealth. Opponents tracking them are at a -1. A +1 bonus may also be added to any sort of checks for balance, to see if an Elf falls and so on.

Sleepless: Elves do not sleep, but meditate each night for about an hour. This hour of meditative rest will heal any Fatigue levels the Elf has suffered.

Tireless: Elves receive a +2 bonus on all rolls against fatigue for extreme hot, cold, or other weather conditions.
Unaging: Elves do not age naturally as other races do and are referred to as immortal. They do age mentally, however, and may become weary of the world at extreme ages.

Additionally, there are three playable types of Elves which gain additional Edges and have their own Languages. Some also have their own Racial Edges(see the section after this).

Elf, Noldo (Pl. Noldor, "High Elf," "Eldar")

Languages: Sindarin and Quenya (which is used archaically in a similar manner to the use of Latin).

Available Languages: The language of various intelligent birds and beasts(Crow, Eagle, Thrush) and plants(Ents, Huorns) as well as Silvan, Rohirric. In the case of Huorns and certain beasts, this communication could be seen as more of a special ability.

Natural Riders: The Elves are naturally good with beasts and gain a +1 on any rolls associated with animals and their Riding skill.

Wise: The Noldor are wise and have great wills. They begin with Spirit d6.

Intelligent: The Noldor have dwelt among the Valar and have insights many others do not. They begin with Smarts d6.

Elf, Sinda (Pl. Sindar, "Grey Elf")

Languages: Sindarin

Available Languages: The language of various intelligent birds and beasts(Crow, Eagle, Thrush) and plants(Ents, Huorns) as well as Quenya, Silvan, Rohirric. In the case of Huorns and certain beasts, this communication could be seen as more of a special ability.

Musical Gifts: The Sindar are highly musical. Most can sing or play an instrument. Add +1 to any Perform checks. Sindar who use Songs of Power gain a +1 on Spellcasting rolls when using that spellcasting method.

Wise: The Sindar are wise and have great wills. They begin with Spirit d6.

Dextrous: The Sindar are highly dextrous folk and begin with Agility d6.

Elf, Silvan (Avari, "Refuser" or "Dark Elf")

Languages: Sindarin and Silvan

Available Languages: The language of various intelligent birds and beasts(Crow, Eagle, Thrush) and plants(Ents, Huorns) as well as Rohirric. In the case of Huorns and certain beasts, this communication could be seen as more of a special ability.

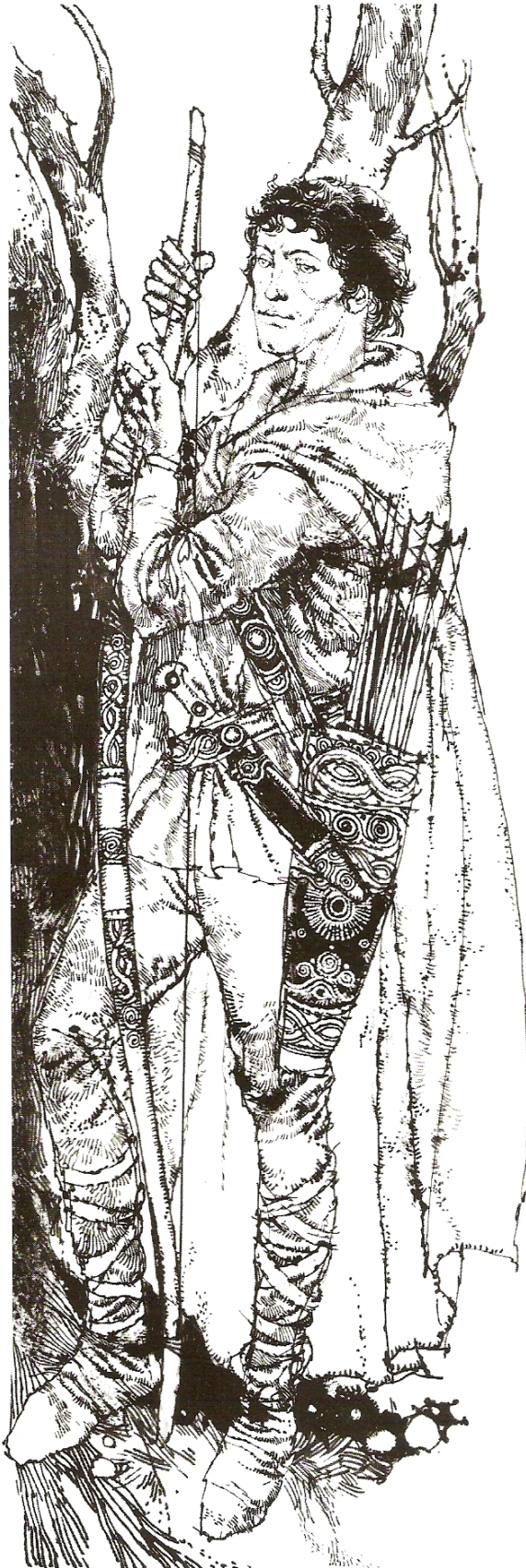
Natural Riders: The Elves are naturally good with beasts and gain a +1 on any rolls associated with animals and their Riding skill.

Woodsy: Silvan Elves have led most or all of their existence in the deepest and darkest woods in Middle-earth. They gain +1 on any Tracking or Survival rolls.

Dextrous: The Avari are highly dextrous folk and begin with Agility d6.

hOBBIT

Hobbits are shorter than dwarves, beardless, with dark, curly hair and fat bodies. They wear no shoes because the soles of their feet are protected by a hard leathery skin





which protects them from heat, cold, and broken or sharp ground. The tops of their feet are also covered in thick dark hair 'like the stuff on their heads.'

There are no records of how Hobbits were created or by whom. They seem to have appeared in the First Age and fled West to escape the evil of Mirkwood circa 1050 of the Third Age, founding the Shire in 1601.

Their greatest pride is that they discovered the plant that they call pipe-weed or tobacco. Smoking, drinking and eating are their favorite pastimes, and they do well at growing things.

In their original tongue Hobbits called themselves the Kuduk. Humans called them Halfings, a name the Hobbits did not seem to like. "Hobbit" is related to the Westron "Holbytla" or Rohirric "Kuddukan" which means "hole dweller." Apparently the Hobbits shortened "Holbyt" to "Hobbit," which would have been easier to pronounce.

Hobbits tend to be fearful and unadventurous, although a particularly famous Hobbit of Took blood purportedly invented the game of golf after knocking an opponent's head off. Most adventuresome Hobbits have at least a bit of Took blood in them.

There are three breeds of Hobbit: The Harfoot, which is the most common breed. The Stoor is shorter and broader and tends to like the water (quite uncommon for most Hobbits). Gollum was a Stoor before being corrupted by the Ring. The final breed is the Fallohide, a taller, thinner breed.

All Hobbits speak Westron and only very rarely are they able to speak other languages, though some (such as Bilbo and Frodo) knew a little of the Elvish tongues.

All hobbits gain the following Edges:

Soft-footed: Hobbits are all sneaky and can hide from humans so quickly they appear magical. Hobbits all begin with a d4 in Stealth. They gain a +2 on all Stealth rolls as well.

Marksman: Hobbits tend to be good with bows and gain

a +1 on any rolls to-hit with any type of bow or thrown weapons.

Hardness of Body: Hobbits are sturdy and gain a +1 to any Vigor rolls or rolls based upon Vigor.

Slow Aging: Hobbits age at about a third of the age of Men. A hobbit in his "tweens," that is, his twenties, is considered a teenager. Those in their thirties are young adults.

Additionally, there are three playable types of hobbits which gain additional Edges. Hobbits also have their own Racial Edges (see the section after this).

Hobbit, Fallohide

Wise: Fallohides are the least common of Hobbits but the most bold and more likely to be swept up in great adventures. Wise and willful, they begin with a Spirit of d6.

Weak: All Hobbits, being small folk, can only get so strong. A Fallohide's Strength can never raise above a d8.

Hobbit, Harfoot

Dextrous: The most common type of Hobbit, the Harfoot is quite nimble and begins with Agility d6.

Weak: All Hobbits, being small folk, can only get so strong. A Fallohide's Strength can never raise above a d8.

Hobbit, Stoor

Dextrous: Stors are quite nimble and begins with Agility d6.

Weak: All Hobbits, being small folk, can only get so strong. Stors tend to be broader and sturdier than other Hobbits, and their Strength maximum is a d10.



The men of Middle-earth are usually divided into three or

four broad categories. For our purposes we will divide them into four:

High Men - By the Third Age the only pureblooded remnants of High Men are the Dunedain, which can still be found in the rangers of Eriador and scattered in places like Minas Tirith, often in the nobility. Aragorn is a Dunadan and Denethor's line may also contain strong Dunadan blood, though perhaps only certain individuals (such as Faramir) express it. In times past, the High Men lived in Numenor. Though extinct by the Third Age, the men of Numenor who turned to evil became known as the Black Numenoreans.

Middle Men - The bulk of humanity, though these include many subcategories. These include men of Gondor, Eriador, Rohan, and Dunland. In Rhovanion the common stock of Middle Men are the Northmen, and these include the Beijabar(Beornings), Gramuz, and the Woodmen. Dunlendings are often referred to as Wild Men though they are distinct from the Wild Men given below.

Men of Darkness - Easterlings and Southrons. It is likely that these are Middle-men that were set apart as distinct types because of their enmity with the West and their allegiance to Sauron. After the War of the Ring many made peace while others continued in dark and evil ways. They've been listed separately from Middle Men here only because this is how they were set down by the scribes of the West.

Wild Men - The Druedain or Woses and the Lossoth or Snowmen. The Druedain resemble nothing if not primitive humans with a stooping gait and sloping foreheads. They are feared and hated by the Rohirrim who falsely believe that they are either goblinoids or allies of goblinoids. The Druedain in fact hate orcs as much as other men, and helped the Rohirrim during the War of the Ring despite their horrible treatment at their hands in years past. Little is known of the Lossoth who live in the Frozen Wastes far in the north.

Druedan(pl. Druedain) - Wild Man

Languages: Druedan

Available languages: Dunnish, Rohirric, Westron

Woodsy: The Druedain(or Woses) have led most or all of their existence in the wilds. They gain a +1 on any Tracking or Survival rolls.

Perceptive: Living tribally and in the wilds, the Druedain have learned to pay close attention to weather patterns, noises, and fleeting images and gain a +1 on Notice rolls.

Outsider: Up until the War of the Ring, the Druedain are considered goblinoids and have the Outsider hindrance. After the War of the Ring this hindrance can be dropped.

Ugly: The Druedain resemble cavemen with long arms, crooked backs, and sloping foreheads and have the Ugly hindrance.

Adaptable: Humans gain one bonus Edge when they begin play.

Quick-learning: Humans gain 2 extra skill dice when they begin play.

Dunadan(pl. Dunadain) - High Man

Note: There are Men with traces of Elvish blood in their history. The stats for a Dunadan can be used for these types of men, also.

Languages: Sindarin

Available languages: Druedain, Dunnish, Rohirric, Silvan, (rarely)Quenya

Hardness of Body: The Dunedain are sturdy and gain a +1 to any Vigor rolls or rolls based upon Vigor.

Resistance: The Dunadan are highly resistant to disease and poison and gain a +2 bonus against them things(which stacks with the +1 to Vigor from their Hardness of Body ability).

Slow aging: The Dunadan have the blood of the Numenoreans in their veins and age at about a third of the rate of a normal human.

Wise: The Dunadain, carrying still some of the blood of lost Numenor, tend to be more insightful and strong-willed than others. They begin with Spirit d6.

Charismatic: The Numenoreans were the greatest race of Men and the few that remain descendent from them have a nobility about their person and gain a +1 to their Charisma.

Adaptable: Humans gain one bonus Edge when they begin play.

Quick-learning: Humans gain 2 extra skill dice when they begin play.

Dunlending - Middle Man

Languages: Dunnish

Available languages: Rohirric, Westron

Survivalists: The Dunlendings are a harsh and rugged people and gain a +1 to Survival rolls and any rolls against Fatigue.

Perceptive: Living tribally and in the wilds, the Druedain have learned to pay close attention to weather patterns, noises, and fleeting images and gain a +1 on Notice rolls.

Outsider: The Dunlendings have a great enmity with other Men, especially the Rohirrim, and have the Outsider hindrance. For games set in the Fourth Age, this hindrance might be dropped, as many or most Dunlendings have made peace with Rohan.

Adaptable: Humans gain one bonus Edge when they begin play.

Quick-learning: Humans gain 2 extra skill dice when they begin play.

Gondorian - Middle Man

Languages: Westron

Available languages: Druedain, Dunnish, Rohirric

Land of Fear: The people of Gondor live close enough to Mirkwood, and worse still, on the very front porch of Mordor. Fear has hung over their heads all their lives. They gain a +1 to Guts checks.

Adaptable: Humans gain one bonus Edge when they begin play.

Quick-learning: Humans gain 2 extra skill dice when they begin play.

Northman(Includes Beijabar/Beornings, Gramuz, Lakemen and Woodmen) - Middle Man

Languages: Westron

Available languages: The language of various intelligent birds and beasts(Crow, Eagle, Thrush) as well as Rohirric, and (rarely)Silvan

Hardness of Body: The Northmen are sturdy and gain a +1 to any Vigor rolls or rolls based upon Vigor.

Woodsy: Rhovanion is a wild, unforgiving place, and the Northmen have led most or all of their existence in the wilds. They gain a +1 on any Tracking or Survival rolls.



Adaptable: Humans gain one bonus Edge when they begin play.

Quick-learning: Humans gain 2 extra skill dice when they begin play.

Rohorrim(Northman stock) - **Middle Man**

Languages: Rohirric

Available languages: Druedain, Dunnish, Westron

Natural Riders:The people of Rohan have long been friends of beasts and gain a +1 on any rolls associated with animals and their Riding skill.

Adaptable: Humans gain one bonus Edge when they begin play.

Quick-learning: Humans gain 2 extra skill dice when they begin play.

Available Skills

Piloting is unavailable. Investigation and Streetwise may not be overly useful depending upon the type of campaign.

Knowledge Skills

Knowledge: Arcana is necessary to take the Wizard edge. Knowledge: Plants will allow a character to recognize and find herbs which are helpful or necessary for healing(see the section on Herbs at the end of Part 3: Gear) as well as avoiding dangerous plants. Knowledge: History of Middle-earth might be useful.

Edges & Hindrances

All Hindrances are available, aside from those disallowed by the GM for his individual campaign(for example, heroes will not have Bloodthirsty or Vengeful in Middle-earth).

Code of Honor, Heroic, and Loyal and good Hindrances for all heroes(this code of honor may vary by culture; for Rohirrim and Gondorians, for instance, it is dishonorable to tell a lie, a Major Hindrance). Curious, Habit(pipeweed), and Obese are good Hindrances for Hobbits. Greedy and Stubborn are suggested for Dwarves. Elves often have Pacifist(minor). Quirks are great for any character.

Most Edges are available. Edges aiding healing and Incapacitation rolls are very beneficial. Brawny is recommended for men of Northman stock(Beijabar, Woodmen, etc) and Weird Edges are good for Elves, Edain, and those with traces of Elvish blood. A Language edge can be taken to learn any new language, including the languages of any intelligent beasts that are known to speak to the Free Peoples such as eagles or thrushes. Animal languages are easily learned by Elves and Hobbits, and some men, especially Northmen, have learned to speak to all manner of animals.

Most Professional Edges except for Gadgeteer, McGyver, Mentalist, and Mr. Fix It. Investigator and Jack-of-all-Trades might not be useful. Champion and Holy Warrior might arguably work; your GM has final say based on his or her view of Middle-earth.

I also suggest the Edges from the [Wizards and Warriors](#) PDF and the PDF [Lord of the Savage Rings](#). From Wizards and Warriors you might allow Double Shot and Improved Double Shot, Scamper and Improved Scamper, Sunder and Improved Sunder. From the Lord of the Savage Rings PDF some good possibilities are Dwarven Smith, Elven Sage, Esgarothian Merchant, Hobbit Shirrif, Knight of Minas Tirith, Osgiliath Veteran, Rider of Rohan and Warrior of Gondor. Dwarven Axeman in Lord of the Savage Rings is basically the same Edge as Sunder so use that instead.

This guide assumes you will be using the Edges from those two guides in addition to the one provided below.

See Part 3: Magic in Middle-earth for descriptions of Power Edges.

EARTH RUMOR

Prerequisites: Notice d8, Persuasion d8, Dunadin or Elf

The Rangers of the North and sometimes the Elves have learned to listen to the earth itself. By placing their ear to the ground for 2d6 minutes, they may make a Notice roll to hear the earth itself speak of those who have passed upon it recently. The earth detests evil and unnatural creatures like orcs and Nazgul and may groan or mutter over their passing. Bonuses may be applied if this passing was recent(a day or so), and penalties may be applied if it has been four or more days. A successful roll will indicate the length of time since these foul creatures have crossed; a raise will indicate the number and type.

ELVEN CRAFTSMAN

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

All Elves are to a degree "holy" and "magical." Many learn to channel this special Light into magical effects and enchantments. A true Elven craftsman can weave subtle magical effects into beautiful objects without having an Arcane Background. They may create Elven ropes, Elven cloaks, Lembas bread and so forth.

An Elf that already has an Arcane Background who takes this gains a +1 to his Weariness rolls for creating magic items, including the above. Full rules for creating magic items can be found in the Savage Middle-earth GM's Guide.

ELVEN FAIRNESS

Prerequisites: Spirit d12, Persuasion d10, Elf

Elves tend to be an incredibly attractive race. For some, something of their personality and spirit shapes their appearance, affecting not only Elves and Men but even, sometimes, hobbits and Dwarves. Elves with Elven Fairness gain a +1 to their Charisma and this may stack with Attractive and Very Attractive(which would give them a +3 Charisma and make them one of the most beautiful or handsome people alive).

FARSIGHTED

Prerequisites: Notice d10, Elf or Dunadan

Elves tend to have very strong eyes, and many can make out an incredible amount of detail. They gain a +1 to Notice rolls(this stacks with any other Edges that provide the same bonus). Additionally they may make out some details of people and things up to ten leagues away, assuming nothing blocks their view. These details could include number of horses or the weapons carried but not necessarily such fine details as eye color.

HERBALIST(Professional Edge)

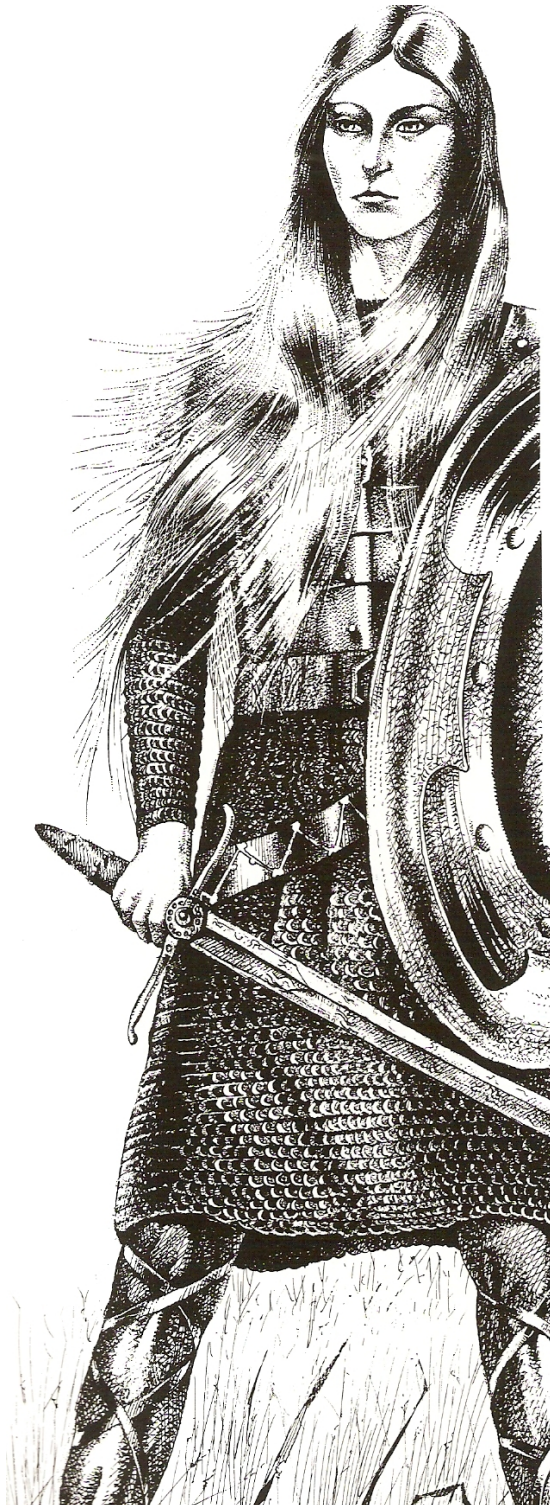
Requirements: Novice, Smarts d8, Knowledge: Plants d6, Healing d6

Herbalists add +2 to Healing rolls, Knowledge: Plants rolls, and rolls for locating & identifying herbs and plants of all kinds.

INNER LIGHT

Prerequisites: Spirit d12, Noldo Elf

The Noldo Elves have dwelt in the Blessed Realm and seen the light of the Two Trees. Many of them radiate a holy power and possess great wills against the Darkness. At times when using this Light they can actually be seen to



glow subtly, giving hope to allies and striking fear into vile creatures. These Noldor gain a +4 bonus to any rolls made against, in resistance to, or in opposition to the Shadow, but not to attack rolls. This would include: resistance rolls to fear caused by Nazgul or other demons; Intimidate rolls against evil races and creatures; opposing spells of Sorcery such as Puppet; and so on.

SENSATIVE

Prerequisites: Spirit d8, Notice d10, Dunadan, Elf

Elves are sensitive to magic, atmosphere, hidden realms, and the vibrations left by ancient tragedies. Elves with Sensitive may make a Notice roll any time: Sorcery is used nearby; Demonic or undead beings are close, an area is haunted or was the site of some great tragedy or dark evil). Bonuses may be given based on proximity, strength/power, and so on.

PART 2: GEAR

CURRENCY AND EXCHANGE

The common forms of coinage in Middle-earth are copper pennies, silver pieces, and gold pieces. In some areas coinage is unknown (particularly among Woodmen and Bejarbar, who barter). Other places mint their own coins, and any territories under Gondor will typically accept Gondorian coins. Eriador mints its own coins as well.

The common people of Middle-earth use mostly copper pennies and silver pennies. Silver and gold pieces are often cut into quarters referred to as "pennies." Thus a

silver penny is 1/4 of a silver piece, and a gold penny is 1/4 of a gold coin. Actual silver and gold pennies are sometimes minted, but more often a larger coin is cut apart to pay for goods. Actual gold pieces and pennies are rare outside the wealthy.

There are 400 copper pennies in a silver piece, and 4 silver pieces in a gold piece. Since a silver penny is 1/4 of a silver piece, there are 100 copper pennies in a silver penny. Since a gold penny is 1/4 of a gold piece, and there are 4 silver pieces in a gold piece, then a silver piece is equal to a gold penny.

cp = copper penny

sp = silver penny

SP = silver piece

gp = gold penny

GP = gold piece

1 GP = 4 gp = 4 SP = 16 sp = 1600 cp

1 gp = 1 SP = 4 sp = 400 cp

1 sp = 100 cp

STARTING FUNDS

Characters begin with 4 GP. They use the base equipment lists, even though the prices and availability will differ later in the game.

EQUIPMENT LIST

MELEE WEAPONS

Weapon	Damage	Weight	Cost	Notes
<i>Axe, battle</i>	Str+d8	8	3 SP	
<i>Axe, great</i>	Str+d10	15	3 SP, 3 sp	AP 1, Parry -1, 2 hands
<i>Axe, hand/throwing</i>	Str+d6	2	2 SP	
<i>Club</i>	Str+d4	4	Nil	
<i>Dagger</i>	Str+d4	1	1 sp	
<i>Flail</i>	Str+d6	8	2 SP, 2 sp	Ignores shield parry & cover
<i>Halberd</i>	Str+d8	15	2 SP	Reach 1, 2 hands
<i>Hammer, warhammer</i>				
<i>(also mace, morningstar)</i>	Str+d6	8	2 SP, 2 sp	AP 1 against plate armor
<i>Hammer, maul</i>	Str+d8	20	3 SP, 2 sp	AP 2 vs plate armor, Parry -1, 2 hands
<i>Mattock</i>	Str+d8	15	3 SP	AP 1, Parry -1, 2 hands
<i>Pikestaff</i>	Str+d8	15	2 SP, 1 sp	Reach 2, 2 hands
<i>Spear(Longspear)</i>	Str+d6	5	2 SP	Parry +1, Reach 1, 2 hands
<i>Spear(shortspear, throwing spear)</i>	Str+d6	2	2 SP	
<i>Staff</i>	Str+d4	4	Nil	Parry +1, Reach 1, 2 hands
<i>Sword, longsword, scimitar</i>	Str+d8	7	3 SP	
<i>Sword, shortsword</i>	Str+d6	4	2 SP	
<i>Whip</i>	Str(special)	1	1 SP	Reach 1. *

*The whip may be used to disarm opponents as per standard rules for disarming. However, for the purposes of disarmament, the whip does Str + d6 damage. This damage is never applied to the opponent but is only for the purposes of disarmament.

RANGED WEAPONS

Weapon	Range	Damage	Weight	Cost	Min. Str
<i>Arrow</i>	n/a	2d6	2(20)	1 SP(20)	n/a
<i>Axe, thrown</i>	3/6/12	Str+d6	2	2 SP	n/a
<i>Bow, longbow</i>	15/30/60	n/a	5	2 SP, 2 sp	d8
<i>Bow, Numenorean steel</i>	20/40/80	n/a	5	Priceless	d10
<i>Bow, shortbow</i>	12/24/48	n/a	3	2 SP	d6
<i>Dagger, thrown</i>	3/6/12	Str+d4	1	1 sp	n/a
<i>Javelin</i>	4/8/16	Str+d6	2	2 SP	n/a
<i>Spear, longspear, thrown</i>	3/6/12	Str+d6	5	2 SP	n/a
<i>Spear, shortspear, thrown</i>	3/6/12	Str+d6	2	2 SP	n/a

ARMOR

<i>Armor</i>	<i>Prot.</i>	<i>Weight</i>	<i>Cost</i>	<i>Notes</i>
<i>Leather</i>	+1	10	1 SP	Covers torso, arms, and legs
<i>Scale mail</i>	+2	20	2 SP	Covers torso, arms, and legs. Usually only worn by Eastrons.
<i>Chain mail</i>	+2	30	3 SP	Covers torso, arms, and legs
<i>Chain mail with plate</i>	+2/+3	55	7 SP	+2 to torso, +3 to arms, legs, and neck.
<i>Chain mail, Dwarven</i>	+3	40	8 SP	Covers torso, arms, and legs
<i>Vambraces</i>	+3	10	2 SP	Covers arms
<i>Greaves</i>	+3	10	2 SP	Covers legs
<i>Pot helm</i>	+3	4	1 SP, 1 sp	50% of protecting head
<i>Steel helmet</i>	+3	8	2 SP, 2 sp	Covers head
<i>Shield, small</i>	n/a	8	1 SP	+1 parry to attacks from the front and left
<i>Shield, medium</i>	n/a	12	1 SP, 2 sp	+1 parry to attacks from the front and left, +2 Toughness against ranged attacks
<i>Shield, large</i>	n/a	20	2 SP	+2 parry to attacks from the front and left, +2 Toughness against ranged attacks

BEASTS AND VEHICLES

<i>Item</i>	<i>Cost</i>
<i>Boat</i>	1 sp 20 cp
<i>Cart</i>	2 GP
<i>Horse, riding</i>	2 SP
<i>Horse, war</i>	1 GP
<i>Pony</i>	1 SP
<i>Saddle & tack</i>	1 sp
<i>Wagon</i>	4 GP

FOOD AND DRINK

<i>Item</i>	<i>Cost</i>
<i>Ale, mug</i>	15 cp
<i>Food, fine, 1 week</i>	1 sp, 20 cp
<i>Food, ordinary, 1 week</i>	50 cp
<i>Food, trail rations, 1 week</i>	25 cp
<i>Meal at inn, fine</i>	1 sp, 50 cp
<i>Meal at inn, ordinary</i>	75 cp
<i>Pipeweed, pouch</i>	2 sp
<i>Wine, Dorwinian, glass</i>	50 cp
<i>Wine, ordinary, glass</i>	20 cp
<i>Wine, Dorwinian, skin</i>	3 sp
<i>Wine, common, skin</i>	1 sp

<i>Canteen or flask</i>	40 cp	1
<i>Clothes, ordinary</i>	1 sp	3
<i>Clothes, travelling</i>	1 sp	4
<i>Clothes, fine, 1 suit</i>	2 sp	5
<i>Clothes, very fine</i>	4 sp	6
<i>Dwarven magical toys</i>	3 cp	Nill
<i>Flint & steel</i>	6 cp	1
<i>Hammer</i>	30 cp	1
<i>Lantern (lights 4")</i>	50 cp	3
<i>Item</i>	<i>Cost</i>	<i>Weight</i>
<i>Lockpicks</i>	SP	1
<i>Manacles</i>	40 cp	2
<i>Oil (1 pint)</i>	8 cp	1
<i>Quiver</i>	1 sp	2
<i>Rope (50')</i>	50 cp	12
<i>Shovel</i>	20 cp	5
<i>Soap</i>	4 cp	Nill
<i>Torch</i>	10 cp	1
<i>Whetstone</i>	10 cp	1

OTHER GEAR

<i>Item</i>	<i>Cost</i>	<i>Weight</i>
<i>Backpack</i>	2 sp	2
<i>Bedroll</i>	40 cp	4
<i>Blanket</i>	30 cp	3
<i>Candle (lights 2")</i>	4 cp	Nill

PRICE VARIANTS By LOCATION

Bree - Weapons and armor prices are tripled. Food and drink are around 2/3rds.

Buhr Widufiras(Woodmen-town) - Axes can be bought for 25% of the normal price. Wooden items can be purchased for 50%. Most other products are about 125% of the normal price, though products made of iron may be doubled.

The Shire - Weapons and armor prices are tripled. Food and drink are around 2/3rds. Pipe-weed is only 25% of the normal cost.

Minas Tirith - Horses are 75% of the base price. Some weapons and armor may be a bit less expensive.



herbs

Because magic that does instant healing does not exist in Middle-earth, a character with herbs, a high Healing skill, and Healing-spell are a great boon to a party. Most herbs listed here are available all over Middle-earth. Some herbs such as cacti would clearly be more easily available in a desert, but most will be available everywhere.

Herbs can be purchased in some towns. The prices and availability may vary by location. If a town does have a store that sells herbs, they will typically carry all Very Common herbs. There is an 80% chance they will carry any Common herbs, 50% chance they will carry any desired Uncommon herb, 25% chance of carrying a desired Rare herb, and 15% chance they will be selling any Very Rare herb.

A character with Healing has studied herbs(herbs being used for healing extensively in Middle-earth). They automatically know what types of herbs are available in the area for their needs(fighting a type of poison or disease, Healing rolls, regaining lost memory, aiding sleep, and so on). They may search for the herb by making a Notice roll, with a penalty based upon rarity(see next

paragraph). They may describe the plant to others in their party, who may also make a Notice roll.

Herbs are divided into Very Common(+2), Common(+1), Uncommon, Rare(-2) or Very Rare(-3). The rarity of an herb may vary by region as well. Others may help with the search if the herbalist describes the herb; everyone helping adds a +1 to the roll. Any successful Survival or Knowledge: Plants roll will gather 1 dose of the herb, and 1 extra dose per raise. The gathering time is 10 minutes by rarity(10 minutes for Common herbs, 50 minutes for Very Rare ones).

Herbs which are to be brewed and drank take 10 + 1d10 rounds. This includes time to brew the herb, drink the tea, and let it take effect. The effects last 20 minutes unless otherwise noted.

Herbs which must be applied to a wound take 1d10 rounds to take effect.

VERY COMMON

<i>Herb</i>	<i>Form</i>	<i>Use</i>	<i>Cost</i>	<i>Effect</i>
<i>Arlan</i>	Leaf	Apply	1 SP	+1 on Healing rolls
<i>Arthond</i>	Root	Ingest	1 sp	+1 on Vigor rolls against cold. Recover from cold-inflicted Fatigue at 50% of the listed recovery time.
<i>Draaf</i>	Leaf	Ingest	1 SP	+1 to Healing rolls
<i>Harwite</i>	Moss	Apply	1 SP	+1 to Healing rolls
<i>Tartiella</i>	Weed	Smoke	1 sp	Relaxant. Recover from cold-inflicted Fatigue at 50% of the listed recovery time.
<i>Thurl</i>	Clove	Brew	1 sp	All rolls -1 for 1d4 hours. +1 to Natural Healing rolls

COMMON

<i>Herb</i>	<i>Form</i>	<i>Use</i>	<i>Cost</i>	<i>Effect</i>
<i>Arunya</i>	Root	Brew	1 sp	Acts as a Novice Slumber spell. A character can get a full night's rest on 2 hours of sleep. Mildly addictive.
<i>Darsurion</i>	Leaf	Apply	1 sp	+1 to Natural Healing rolls
<i>Gariig</i>	Cactus	Ingest	3 SP	+2 to Healing rolls
<i>Kelventari</i>	Berry	Apply	1 SP	+3 bonus to Healing rolls against burn damage. Recover from heat-inflicted Fatigue at 50% of the listed recovery time. It can also prevent deep cuts from scarring.

UNCOMMON

<i>Herb</i>	<i>Form</i>	<i>Use</i>	<i>Cost</i>	<i>Effect</i>
<i>Aloe</i>	Leaf	Apply	1 sp	+1 to Healing and Natural Healing rolls against burn damage and minor cuts. Also a mild anaesthetic.
<i>Attanar</i>	Moss	Apply/Ingest	1 SP	Cures fever. Will provide a +2 to Vigor and Healing rolls against poison if ingested.
<i>Jojojopo</i>	Leaf	Apply	1	Cures frostbite. +2 to Healing rolls from cold damage. Recover from cold-inflicted Fatigue at 50% of the listed recovery time.

RARE

<i>Herb</i>	<i>Form</i>	<i>Use</i>	<i>Cost</i>	<i>Effect</i>
<i>Anserke</i>	Root	Apply	2 SP	This will stabilize a character that is bleeding to death by clotting and sealing the wound. If patient moves within 5 minutes of application, he or she will begin to bleed again.
<i>Athelas</i>	Leaf	Brew	2 SP	+2 to Healing rolls. May also heal or slow magical attacks and damage. An ordained king with Knowledge: Plants and Healing can heal anything with this, and the bonus is +5. Most people do not know the healing value of this herb, even herbalists. Dunadain and Elves will know of its abilities.
<i>Arfandas</i>	Stem	Apply	1 SP	+5 to Natural Healing rolls for broken bones.
<i>Gefnul</i>	Lichen	Ingest	3 SP	+3 to Healing rolls.
<i>Yavethalion</i>	Fruit	Ingest	1 SP	+3 to Natural Healing rolls.

VERY RARE

<i>Herb</i>	<i>Form</i>	<i>Use</i>	<i>Cost</i>	<i>Effect</i>
<i>Arlian's Slipper</i>	Root	Brew	3 SP	+2 bonus on Vigor rolls to resist cold. Also provides a +2 against any domination, control, or fear based powers.
<i>Tyr-fira</i>	Leaf	Ingest	1 GP	Will keep a character from dying of poison, disease, or other terminal issues for 5d6 days. An Incapacitated character will stabilize if made to ingest.
<i>Winclamit</i>	Fruit	Ingest	1 GP 2 SP	+5 to Healing rolls and Natural Healing.

PART 3: MAGIC IN MIDDLE-EARTH

ACKNOWLEDGMENTS

The system presented here is very similar to that found in *Shark Nibbles #1* in the article *Shadowrun* by Bill Littlefield, Clint Black and Peter Leitch. JB Littlefield converted the original Weariness rules to PDF format and helped with their conversion/development.

The Graduated Powers system was created by Brian Reeves and used with permission.

Many of the spells were taken or adapted from Decipher's *Lord of the Rings* Roleplaying Game.

WEARINESS

Characters who wish to use magic must take the edge Arcane Background: Magic. The Arcane Skill for the character is called Weariness.

A character chooses a spell he or she wishes to cast and makes a Weariness roll using their Weariness skill die type. The caster takes a penalty to the roll equal to the Weariness roll penalty listed.

A caster applies any Wound or Fatigue penalties to their

Weariness roll. If the caster has any other spells currently in play, they take an additional -1 penalty to their roll. If they cast a spell or attempted and failed to cast a spell the round before, they take another -1 penalty. This applies even if the spell was not cast successfully. These penalties are cumulative.

On a success, the spell is cast as described. On a failure the spell does not work. On a failure with a 1 on either die, the caster is Shaken. On a critical failure the caster takes a level of Fatigue, which will disappear after 1 hour of using no magic whatsoever.

If a spell can be maintained, a caster may sustain it by making another Weariness roll with the number listed(1/minute) to sustain the spell. He takes no penalty for having the spell maintained, though he does take the normal -1 if he cast a different spell the round before. maintained spells are "spells currently in play" and so would add a -1 penalty to other spells cast while they are maintained.

Should your GM wish to use the standard magic system detailed in *Savage Worlds*, the Weariness roll penalty is the same as PP, Cost or Drain, so a power with a Weariness roll -3 would have a PP cost or Drain of 3. Check with your GM before taking an Arcane Background, as he or she may have a different system of magic in mind for his or her game(an suggested alternate system is offered in the GM's Guide).

Schools

All spells are divided into schools of magic. The schools are Air and Storm, Birds and Beasts, Defense and Combat, Earth and Plant, Fire Smoke and Light, Secret Fire, Speech and Command, Water and Fog, and Sorcery.

Heroes are not allowed spells from the school of Sorcery.

Revised Edges

Power Points is not available.

Wizard gives the spellcaster a +1 to his Weariness rolls. Otherwise it functions the same as described in the core rules.

Rapid Recharge allows a caster to recover from Fatigue caused by Weariness failures in 30 minutes.

Improved Rapid Recharge allows a caster to recover from Fatigue caused by Weariness failures in 15 minutes.

Soul Drain works this way: The caster decides upon a bonus he wishes to apply to his or her Weariness roll. He or she makes a Spirit roll minus the bonus to be applied to the Weariness roll. On a spirit total of 1 or less, the caster suffers a wound and falls unconscious for 1d6 hours. On a failure, the character suffers a wound.

New Edges

FINAL STRIKE

Requirements: Seasoned, Arcane Background, Weariness d4

A wizard who is cornered with no way out may use this ability, which focuses all of her power and might to cause those within range to take extensive damage. Everyone within a 20-yard radius automatically takes damage equal to her Weariness die type x Rank. A Veteran spellcaster with a Weariness of d10 would deal 30 points of damage to all within 20 yards. Obviously this slays the caster as well.

Focus

Requirements: Novice, Arcane Background, Weariness d4

One of the most basic skills in the magical world, the magician has learned to meditate and focus his or her energy. If the character does not move or take any other actions this round, he or she may take a +1 bonus to his or her Weariness roll when casting a spell this round.

Rune Magic

Requirements: Novice, Arcane Background

Spells that list are listed as Method: Rune can be cast with rune enchantments. A rune is carved, painted, or etched onto an object or person. The casting takes 2 full rounds. The first action is taken drawing or carving the rune. Make the Weariness roll the first round - its effects(if successful) take place on the hero's next action round. The duration of the spell is increased by 50%(round up).

Sanctum

Requirements: Seasoned, Arcane Background, Weariness d12

A character enchants an area of land equal to a half square mile. Within this area any Weariness rolls made are at +3 and the character gains a +3 against any magical effects caused by the spells of others in this area. The

sanctum of a wizard with a School Specialization in Sorcery may cause Weariness rolls using Secret Fire spells to be made at -3. Similarly, the sanctum of a Wizard with a School Specialization in Secret Fire may cause Weariness rolls using spells of Sorcery to be made at a -3.

This Edge may be taken multiple times to increase the overall size of the sanctum.

Sanctum Power

Requirements: Legendary, Sanctum, Arcane Background, Weariness d12

A magician who already has a *Sanctum* may consecrate the area with her own power and gain a greater protection than the Sanctum edge alone. An area given *Sanctum Power* gives the magician the ability to subtly change the temperature, control the wind or weather, bodies of water such as rivers, cause plants to grow and so on. The caster makes a Weariness roll against the intended effect. Some suggested effects include:

Effect	Weariness Penalty
Raise or disperse fog	-3
Control, strengthen, or diminish winds (might cause -2 to missile attacks)	-6
Make undergrowth inhibit movement (half movement)	-2
Raise/lower water	-6
Cause flooding	-12
Improve or worsen weather	-3

In addition, the caster gains a +3 on all Weariness rolls while in her sanctum.

School Specialization

Requirements: Seasoned, Arcane Background

Specializing in a school gives the caster a +1 to his or her Weariness roll made using any spells of that school. This bonus applies not only to Weariness rolls but also to to-hit rolls and so on. A character can specialize in multiple schools but only once per Rank until Legendary.

Songs of Power

Requirements: Novice, Arcane Background

Spells that list are listed as Method: Songs of Power can be cast using in this manner. Like rune magic, the casting takes 2 full rounds. The first action is taken by singing or the melodious harmony of an incantation. Make the Weariness roll the first round - its effects(if successful) take place on the hero's next action round. The damage or other quantifiable effects of the spell are increased by 50%(round up).

Spell Specialization

Requirements: Seasoned, Arcane Background, School Specialization

This Edge works the same as School Specialization except it applies to a specific spell. All Weariness rolls, to-hit rolls, etc are made with a +1 bonus with this spell. This Edge may be taken more than once with multiple spells, but all spells must be of a school the caster has specialized in. The bonus is cumulative with School Specialization and any other bonuses to Weariness roll. What's more, any gestures or incantations needed to cast this spell are dismissed by taking this Edge.

Staff

Requirements: Seasoned, Arcane Background, Weariness d8

This wizard owns a staff that he or she either created or was gifted with from some greater power. It is attuned to his or her person only and gives no benefits to others who might take it. The staff grants a +1 on all Weariness rolls when used. If a wizard's staff is broken for any reason, it takes him or her 3d6 days to construct a new one. The wizard need not take the Edge again if this happens. Because of the importance of the staff to the one that bears it, they gain a +2 bonus on any checks to resist anything that would damage their staff or cause them to give it up (destroying by Shatter, snatching by Wizard's Hand, forcing to give it up with Puppet for instance).

MAGICAL ABILITY

Requirements: Legendary, Arcane Background, School Specialized, Spell Specialized, Weariness d12, GM's approval

A character who achieves Legendary Rank and a Weariness of d12 and who specializes in a spell may take this edge to gain this spell as a magical power. The GM must approve this and it must be justified within the game world and story.

CANTRIPS

Cantrips differ from regular spells in the following ways: They do not have graduated power levels (see the next section) and they always have a Weariness roll penalty of -1. Because of this, cantrips will not list a Weariness roll Penalty. Any normal spell slot can be used to purchase 2 cantrips instead - so for instance, a caster that begins with 3 spells may choose 2 spells and 2 cantrips. Cantrips are denoted by a (C) next to their name. They are otherwise the same as regular spells, having methods of casting and falling under a School of Magic with any and all bonuses or penalties that would be applicable just like any other spell.

GRADUATED POWERS

With Graduated Powers there are no Rank requirements on any spells. As a character increases in rank, he or she may cast any form of the spell up to his or her rank. Some spells get more powerful, more potent, earn a greater range or distance, or even new powers altogether at higher ranks. A character automatically knows any version of the spell up to his or her rank and can cast any of those version that he or she possesses.

The system of Graduated Powers was created by Brian Reeves. Rather than reproduce Brian's hard work and PEG Inc's copywritten material, a spell which is essentially Brian's version of a Savage Worlds power will redirect you to his document and the SW core rulebook. You can download this guide for free by visiting his site at <http://getsavaged.blogspot.com/>

You may wish to type up or print out the full descriptions of any spells you purchase for quick reference. You can include the total Weariness roll bonus or penalty for each spell this way and quickly find a spell, glance at the description, and roll the Weariness check with no problems.

SPELL LIST

ALERT(C)

Range: Touch

Duration: 10 minutes(1/minute)

School: Speech and Command

Method(s): Standard, runes

Trappings: An object glowing, color changing

This spell may be cast on an item - a staff, a weapon, a stone - and it will glow or change color when certain types of creatures are near. The caster must specify a race or type of creature - orcs(including uruk-hai and half-orcs), men, Hobbits, Elves, Trolls and so on. The object will glow or change color more the closer the object of the *Alert* is. A character with an object enchanted by such a spell will never be caught off-guard by a creature of that type unless they were unable to see the object for some reason.

ARMOR

School: Defense and Combat

Method(s): Standard, Runes, Songs of Power

Trappings: No visual trappings.

This spell is as described in the Graduated Power Rules and the Core Rulebook.

AWE

School: Speech and Command

Method(s): Standard

Trappings: See description

When this spell is cast, the caster appears holy, frightening, awing, dangerous or powerful. Clouds may form overhead, a beam of light might cut through a cloud to envelop him, he might appear larger or darker, his voice might boom, lightning might crackle, etc. Alternately, his voice might sound melodious and beautiful, which was something Saruman practiced until it became an ability he used freely. When taking this spell the magician must note the specific trappings.

As the caster's rank increases, the trappings become more advanced. At Novice, the spell might only work on the caster's voice, or a slight darkening of the room. By Legendary the caster will be able to call a beam of light which falls upon him in the darkness and so forth.

Novice: Weariness roll -1, Range Speech, Duration 1 (1/round). Charisma +1

Seasoned: Weariness roll -2, Range Speech, Duration 1 (1/round). Charisma +2

Veteran: Weariness roll -3, Range Speech, Duration 2 (1/round). Charisma +3

Heroic: Weariness roll -4, Range Speech, Duration 2 (1/round). Charisma +4

Legendary: Weariness roll -5, Range Speech, Duration 3 (1/round). Charisma +5

BEAST SPEECH

School: Birds and Beasts

Method(s): Standard

Trappings: None

This spell conveys various abilities upon its caster, varying by his or her Rank. A Novice may use this spell to speak with animals. It only allows communication between the caster and an animal. As the caster progresses, they may gain the ability to both summon an animal, and to give it a short message that it may send to a person of the caster's request. If the animal cannot reach the character during the duration of the spell, it will wander off on its own. The animal can communicate with the recipient of the message and the caster but no one else.

Novice: Weariness roll -1, Range Touch, Duration 10 minutes(1/10 minutes). Speak with animals.

Seasoned: Weariness roll -2, Range Speech, Duration 10 minutes(1/10 minutes). Speak with animals.

Veteran: Weariness roll -1, Range Special, Duration Smarts die in hours. Will summon random animal within a half-mile of character, who may be given a message to deliver to another character. The animals will search for the person for the duration of the spell.

Heroic: Weariness roll -2, Range Special, Duration 1 day(1/hour). Will summon random animal within a half-mile of character, who may be given a message to deliver to another character. The animals will search for the person for the duration of the spell.

Legendary: Weariness roll -3, Range Smarts, Duration 30 minutes(1/10 minutes). All characters within Smarts range of caster can speak with an animal species nearby of the caster's choosing.

BLADE PRESERVATION(C)

Range: Touch

Duration: 1 week

School: Defense and Combat

Method(s): Standard, Runes

Trappings: See description

This cantrip allows a character to increase the durability and strength of any blade. The blade will not notch except in the most extreme of circumstances and will be preserved from nonmagical rust and corrosion. (It can still be affected by Shatter.)

BLAST

School: Fire Smoke and Light

Method(s): Standard

Trappings: A fiery explosion

This spell will cause a flammable object to explode in a large, fireball, stunning or killing enemies. A caster can create the explosion from anything flammable. Alternately, he or she may cast it on a fire that is already present, such as a torch, a campfire, or something similar. Casting the spell in this way gives the caster a +2 to his or her Weariness roll.

A character may also light pinecones, twigs, and so on to create a fire then hurl the object like a grenade. This would give the caster a +2 to the Weariness roll for casting on an fire that was created without magic. The mage would have to use Throwing to strike the opponent and then a Weariness roll to cast the spell. A caster could elect to do both in the same round, but the penalty for performing two actions at once would cancel out the bonus.

Otherwise, this spell is as described in the Graduated Power Rules and the Core Rulebook.

BOOST/LOWER TRAIT

School: Defense and Combat

Method(s): Standard, Runes, Song

Trappings: None

This spell is as described in the Graduated Power Rules and the Core Rulebook.

BURNING SPARKS(BURST)

School: Fire Smoke and Light

Method(s): Standard, Song of Power

Trappings: A shower of white-hot sparks

This spell will cause a flammable object to burst into a rain of white-hot sparks which burn holes into those they touch. A caster can create the explosion from anything flammable. Alternately, he or she may cast it on a fire that is already present, such as a torch, a campfire, or something similar. Casting the spell in this way gives the caster a +2 to his or her Weariness roll.

A character may also light pinecones, twigs, and so on to create a fire then hurl the object like a grenade. This would give the caster a +2 to the Weariness roll for casting on an fire that was created without magic. The mage would have to use Throwing to strike the opponent and then a Weariness roll to cast the spell. A caster could elect to do both in the same round, but the penalty for performing two actions at once would cancel out the bonus.

Otherwise, this spell is as described in the Graduated Power Rules and the Core Rulebook.

CHANGE HUE(C)

Range: Touch

Duration: Instant

School: Speech and Command

Method(s): Standard

Trappings: See description

This cantrip will change the color of a person's hair, skin, clothing and so on. A darkening of skin or slight alteration may provide stealth bonuses, but most wizards use this for a simple change of wardrobe.

DARKNESS OF UDUN

School: Sorcery

Method(s): Standard

Trappings: See description

This spell taps into the dark forces of sorcery and the energy of Morgoth to bring an aura of darkness. At higher ranks it can also be used as an attack that fires a concentrated bolt of dark, sorcerous energy at an opponent.

Novice: Weariness roll -1, Range Smarts, Duration 3(1/round). Creates Medium Burst Template of total darkness(-6)

Seasoned: Weariness roll -2, Range Smarts, Duration Instantaneous. Concentrates a beam of sorcerous energy that casts a victim into darkness, striking him or her blind. Targets roll Agility -2 or are blinded for 1 round; Shaken with a raise. Elves, Maiar, and similar good or holy beings must roll Vigor or suffer 2d4 damage.

Veteran: Weariness roll -2, Range Smarts, Duration 3(1/round). Creates Large Burst Template of total darkness(-6).

Heroic: Weariness roll -3, Range Smarts, Duration Instantaneous. Creates a beam of sorcerous power in a Medium Burst Template. Targets roll Agility -2 or are blinded for 10 rounds and are Shaken. Elves, Maiar, and similar good or holy beings must roll Vigor or suffer 2d6 damage.

Legendary: Weariness roll -5, Range Smarts x2, Duration 3(2/round). Creates Large Burst Template of total darkness(-6). Elves, Maiar, and similar good or holy beings must roll Vigor or suffer 1d10 damage each round they are in this field of evil.

DEFLECTION

School: Defense and Combat

Method(s): Standard, Runes, Songs of Power

Trappings: See description

This spell is as described in the Graduated Power Rules and the Core Rulebook.

DETECT/CONCEAL ARCANA

School: Defense and Combat

Method(s): Standard, Runes

Trappings: None

This spell is as described in the Graduated Power Rules and the Core Rulebook.

DISPEL

School: Defense and Combat, Secret Fire

Method(s): Standard, Runes, Song

Trappings: None

This spell is as described in the Graduated Power Rules and the Core Rulebook.

ELEMENTAL MANIPULATION - AIR

School: Air and Storm

Method(s): Standard

Trappings: See description

This spell is as described in the Graduated Power Rules and the Core Rulebook.

ELEMENTAL MANIPULATION - EARTH

School: Earth and Plant

Method(s): Standard

Trappings: See description

This spell is as described in the Graduated Power Rules and the Core Rulebook.

ELEMENTAL MANIPULATION - FIRE

School: Fire Smoke and Light

Method(s): Standard

Trappings: See description

This spell is as described in the Graduated Power Rules and the Core Rulebook.

This can also be used to create forms and figures in a fire that may move a bit on their own, appearing as marching soldiers, running horses, and so on. The figures cannot attack or do harm in any way and this is usually used simply for amusement.

The caster may also cast this spell on an enemy's weapon or any metal object he or she is holding in an attempt to force them to drop the weapon or item. The item becomes hot and may catch fire. If the wielder drops the item right away they suffer no damage. They may attempt to keep hold of the weapon which requires a Spirit test. A failure indicates that they must drop it. If they manage to hold onto it, they suffer 1d6 fire damage and must make another Spirit test with a penalty equal to the damage dealt them that round from the fire. If they still hold the item, they take the same damage the next round, after which the item cools. The damage is automatic unless the character is wearing gloves of some kind that would protect against heat damage.

ELEMENTAL MANIPULATION - WATER

School: Water and Fog

Method(s): Standard

Trappings: See description

This spell is as described in the Graduated Power Rules and the Core Rulebook.

The caster may also cast this spell on water that is already present and create forms from it such as people or horses (ranges are below). The forms may move around but they cannot do any actual damage. As always, casting this spell on water already present grants a +2 to the Weariness roll. Otherwise, he or she loses the +2 bonus and simultaneously creates a pint of water.

A novice caster can also use this spell to keep rain from falling on him or herself. This will not alter the weather in any way, but will keep the rain from touching him or her body.

ELEMENTAL TINKERING(C)

Range: Touch

Duration: 5 minutes(1/minute)

School:

Method(s): Standard

Trappings: See description

Many of the novice Elemental Manipulation variants may be purchased as a cantrip. Some others are also included here. For example:

Minor Flame - creates a small flame about the size of a hot match, like the Novice Elemental Manipulation - Fire ability.

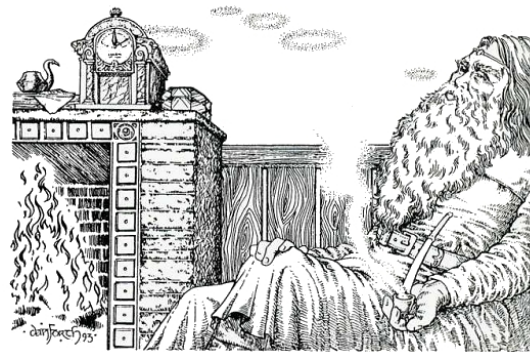
Flame Spread - being able to urge a flame to spread subtly, like the Novice Elemental Manipulation - Fire ability.

Flameform - creating figures or images in the flames. The flames may also change color.

Waterform - making forms and shapes with water is another. The water may also change color.

Smokeform - making forms and shapes with smoke such as rings or ships. The smoke may also change color.

Rain Protection - causes rain to roll off of a caster's body.



ENHANCE FOOD(C)

Range: Touch

Duration: Instantaneous

School: Speech and Command

Method(s): Standard

Trappings: See description

This cantrip allows a character to increase the positive qualities of food. The food will not change nutritionally and this will not reduce rot, putrefaction or poison in any way, though it will mask their taste and alter their appearance subtly.

ENSLAVE BEAST(BEAST FRIEND)

School: Sorcery

Method(s): Standard

Trappings: None

The enemy uses all in its power to exert its will, and its malice does not stop at the sentient races of Middle-earth. This spell allows mages to enslave the wills of beasts as well as speak with them. Evil wizards will use this to force animals to attack for them. Other animals have become corrupted and are used as spies, and this spell allows the wizard to speak to his animal minions.

This spell is as described in the Graduated Power Rules and the Core Rulebook.

ENTANGLE

School: Earth and Plant

Method(s): Standard, Song

Trappings: Vines, roots, branches, etc

This power allows the character to restrain a target with snaking vines, plants, tree limbs, roots, and so forth. There must be a decent amount of bushes, trees, and other foliage present.

This spell is as described in the Graduated Power Rules and the Core Rulebook.

FEAR

School: Sorcery

Method(s): Standard

Trappings: Dark shadows, distorted imagery, or a feeling of intense fear with no visual trappings

This spell is as described in the Graduated Power Rules and the Core Rulebook.

FOG OF POWER

School: Water and Fog

Method(s): Standard, Songs of Power

Trappings: See description.

This power shapes fog into an area of obscurity equal to a Large Burst Template. If there is fog, mist, or a close source of water, this spell can be cast with a +2 bonus to the Weariness roll.

In addition, the power channeled by the caster can be used to enchant those under the fog itself.

A character with Scrying may cast this spell at a distance.

Novice: Weariness roll -1, Range Smarts, Duration 3 (1/round). Creates Medium Burst Template of total darkness(-6)

Seasoned: Weariness roll -2, Range Smarts, Duration 3 (1/round). Creates Large Burst Template of total darkness (-6).

Veteran: Weariness roll -4, Range Smarts, Duration 3 (1/round). Creates Large Burst of fog that friends can see through but foes cannot(-6).

Heroic: Weariness roll -5, Range Smarts, Duration 1 hour (2/hour). Those under a Large Burst Template are protected from any attempts at Scrying or Mind Speech.

Legendary: Weariness roll -5, Range Smarts, Duration 1 hour (2/hour). Those under a Large Burst Template can travel at twice the speed. Their pace will be doubled and they will cover twice as much terrain while travelling.

FORGETFULNESS

School: Sorcery

Method(s): Standard

Trappings: None

When this spell is used, the sorcerer and the victim make opposed rolls, using the wizard's Weariness skill against his opponent's Spirit. If the sorcerer scores a success and beats his victim's roll, the victim forgets as given below. Characters under the influence of Forgetfulness may have their memories restored sooner than listed by a successful Healing roll using the proper herbs. A character with Healing-spell may forgo the herbs in normal circumstances, especially if they know the characters and can help remind him or her of past events.

Novice: Weariness roll -2, Range Smarts, Duration 1d6 days. Weariness vs Spirit roll. A failure on the victim's Spirit roll indicates that he or she forgets why they arrived where they are, what their quest is, who the sorcerer in front of them is, or some other bit of information as chosen by the caster. They will forget this for 1d6 days or until reminded.

Seasoned: Weariness roll -4, Range Smarts, Duration 1d6 days. Weariness vs Spirit roll of all within a Medium Burst Template. A failure on the victim's Spirit roll indicates that he or she forgets why they arrived where they are, what their quest is, who the sorcerer in front of them is, or some other bit of information as chosen by the caster. They will forget this for 1d6 days or until reminded.

Veteran: Weariness roll -5, Range Smarts, Duration 1d6 days. Weariness vs Spirit roll. A failure on the victim's Spirit roll indicates that he or she completely forgets what they were doing and the events of the past month or so. The victim will wander for 1d6 days before recalling his or her past. With a raise, the victim forgets completely about their past, though they will remember their skills at half level(rounded down).

Heroic: Weariness roll -7, Range Smarts, Duration 1d6 days. Weariness vs Spirit roll. A failure on the victim's Spirit roll indicates that he or she completely forgets what their past. They will not remember their own name or where they are, though they will remember their skills at half level(rounded down). The victim will wander for 1d6 days before recalling his or her past. A raise on the Weariness roll indicates that the victim forgets his or her own past completely. They will not remember their own name or where they are, nor will they remember any skills whatsoever. They will wander in a complete haze for 1d6 days before recalling his or her past.

Legendary: Weariness roll -9, Range Smarts, Duration 1d6 days. Weariness vs Spirit roll of all within a Medium Burst Template. A failure on the victim's Spirit roll indicates that he or she completely forgets what their past. They will not remember their own name or where they are, though they will remember their skills at half level(rounded down).The victim will wander for 1d6 days before recalling his or her past. A raise on the Weariness roll indicates that the victim forgets his or her own past completely. They will not remember their own name or where they are, nor will they remember any skills whatsoever. They will wander in a complete haze for 1d6 days before recalling his or her past.

HEALING-SPELL

School: Secret Fire

Method(s): Standard, Song

Trappings: None

This spell, when cast on a wounded individual, will give

anyone attempting to heal the victim an increase to their Healing skill. Each step up increases the die type by 1, up to d12. After d12 the skill is increased in bonuses, such as d12+1, d12+2, etc. This bonus lasts for the spell's duration. It is important to note that it is actually affecting a wounded person, not those attempting to heal him or her. This means all the Healing skills of all who attempt to heal the wounded individual are increased, not just the Healing skill of the caster.

Certain types of damages may be ruled as unhealable by normal means, such as attacks with a Morgul blade. Healing such a wound may require very specialized herbs or even the use of herbs and a Healing-spell in a special location of holy power (such as Rivendell, or the casting wizard's Sanctum).

Healing-spell may be cast when a character is making a Natural Healing roll to add a bonus to their Vigor roll.

If Healing-spell is in effect, a wounded character will never take damage from a failed Healing roll.

Novice: Weariness roll -1, Range Touch, Duration 10 (1/minute). Raise Healing skill of those attempting to heal a wounded character by 1 die type; 2 die types with a raise. Add +1 to Natural Healing rolls, or +2 with a raise.

Seasoned: Weariness roll -2, Range Touch, Duration 10 (1/minute). Raise Healing skill of those attempting to heal a wounded character by 2 die types; 3 die types with a raise. Add +2 to Natural Healing rolls, or +3 with a raise.

Veteran: Weariness roll -3, Range Touch, Duration 10 (1/minute). Raise Healing skill of those attempting to heal a wounded character by 3 die types; 4 die types with a raise. Add +3 to Natural Healing rolls, or +4 with a raise.

Heroic: Weariness roll -4, Range Touch, Duration 10 (1/minute). Raise Healing skill of those attempting to heal a wounded character by 4 die types; 5 die types with a raise. Add +4 to Natural Healing rolls, or +5 with a raise.

Legendary: Weariness roll -5, Range Range Touch, Duration 10 (1/minute). Raise Healing skill of those attempting to heal a wounded character by 5 die types; 6 die types with a raise. Add +5 to Natural Healing rolls, or +6 with a raise.

IMITATION(C)

Range: Self

Duration: 1 round(1/round)

School: Speech and Command

Method(s): Standard

Trappings: See description

This cantrip allows a character to imitate another's voice. Any hearing it must make a Notice roll minus the caster's Rank to detect anything unusual. A success indicates that the listener can tell something is odd; a raise will alert them that the voice is false.

LIGHT(C)

Range: Touch

Duration: 10 minutes(1/minute)

School: Fire Smoke and Light

Method(s): Standard

Trappings: Different colors, floating globes, glowing palms, enchanted staffs.

The ability to create light is a pretty simple one as magical spells and powers go, but a party trapped in the dark with loathsome undead is happy to have an ally with this ability. Light must be cast on an inanimate object, such as a coin, a sword, a shield, or even someone's clothing. Clever casters often cast light on

a foe's clothes or weapon to make him easier to see—ignore any penalties for illumination when attacking such an affected target.

The light is as bright as a torch, and provides clear illumination in an area equal to a Large Burst Template.

LIGHT OF THE SECRET FIRE

School: Secret Fire

Method(s): Standard

Trappings: See description

The caster can cast this spell upon their staff or other object to create a source of light in dark places. This light is tapped from the Secret Fire and can do damage to undead and demons such as Barrow Wights, Vampires, Wargs, and Ringwraiths at higher ranks.

Novice: Weariness roll -1, Range Touch, Duration 10 minutes (1/minute). Creates Large Burst Template of clear light(as bright as a torch).

Seasoned: Weariness roll -2, Range Smarts, Duration Instantaneous. Creates flash of blinding light in Medium Burst Template. Targets roll Agility -2 or are blinded for 1 round; Shaken with a raise. Undeads must roll Vigor or suffer 2d4 damage.

Veteran: Weariness roll -2, Range Smarts, Duration 1 hour (1/hour). Creates Large Burst Template of immobile light.

Heroic: Weariness roll -3, Range Smarts, Duration Instantaneous. Creates flash of blinding light in Medium Burst Template. Targets roll Agility -2 or are blinded for 10 rounds and are Shaken. Undeads must roll Vigor or suffer 2d6 damage.

Legendary: Weariness roll -5, Range Smarts x2, Duration 1 hour (1/hour). Creates sunlike light that gives perfect light in 10" radius. Undeads must make Vigor roll or take 2d10 damage.



LIGHTNING(BOLT)

School: Air and Storm

Method(s): Standard

Trappings: A bolt of lightning

This spell will attack enemies with one or more bolts of lightning. The bolt will be loosed from the hand or staff of the caster.

If the magician is under an open sky or in a place with access to the outside – the mouth of a cave for instance – the caster may choose to actually call the lightning down from the sky itself. If it is overcast, cloudy, or of course stormy, the caster gains a +2 on the Weariness roll. During incredibly dangerous storms the bonus could be higher.

Otherwise, this spell is as described in the Graduated Power Rules and the Core Rulebook.

LOCK/UNLOCK(C)

Range: Smarts

Duration: Instant

School: Speech and Command

Method(s): Standard

Trappings: None

This cantrip can be used to lock and unlock any non-magical locks. Anything which is magically locked will not be affected by this spell.

LOUDWATER FURY(BURST)

School: Water and Fog

Method(s): Standard

Trappings: A rock-hard burst of water

This spell will attack enemies with a solid wall of water. Most casters use this spell on water already present, such as a lake or a running river. In such a case they gain a bonus to their Weariness roll(+2 for a calm lake, more for faster moving currents).

This spell is as described in the Graduated Power Rules and the Core Rulebook.

MIND SPEECH

School: Speech and Command

Method(s): Standard

Trappings: None

With Mind Speech a character may speak to another mentally. At lower rank this is only a one-way message which cannot be answered unless the recipient also has the power. At higher levels it will allow two-way communication as well as group communication.

At Seasoned rank they can also transmit the power to call them, by rhyme or song, a word of power, an incantation or other means. When the magician purchases the spell he decides exactly what kind of calling he or she has. When cast on another character he or she must then explain to them the means with which to call. The character will never forget the incantation or rhyme unless it is wiped or clouded from their memory by some enchantment or dispelled. When the rhyme or incantation is spoken the magician will hear it and know to look for him or her friend, although the spell does not allow them to travel with any greater speed. They will know roughly where the person is, however, and how dire their need may be in general terms. When used once, the ability to call will disappear.

At Heroic rank, the magician may attempt to read the

heart of a person he or she has started telepathic communication with. The caster and the target make an opposed Spirit roll. If successful, they will know the basic "alignment" of the person; peaceful or warlike, confident or angry, loving or hateful, contended or filled with guilt. With a raise, they will see specific incidents from the person's life or their current fears.

Novice: Weariness roll -1, Range Smarts, Duration 1 minute(1/minute). The caster may transmit messages but this is of a one-way variety; the recipient cannot communicate back unless he or she also knows the spell.

Seasoned: Weariness roll -2, Range Special Duration Instantaneous. Can transmit the power to be called as detailed above. A character

Veteran: Weariness roll -3, Range Large Burst Template, Duration 1 minute(1/minute). The caster may transmit messages one-way to targets under a large burst template.

Heroic: Weariness roll -2, Range Smarts, Duration 1 minute(1/minute). The caster may speak telepathically to one person. This is two-way communication. The caster can make an opposed Spirit roll to get a basic personality of the person; a raise brings flashes and glimpses of memories and fears.

Legendary: Weariness roll -4, Range Large Burst Template, Duration 1 minute(1/minute). The caster may communicate telepathically in two-way communication to targets under a large burst template. The targets themselves cannot hear each other's thoughts. The caster can make an opposed Spirit roll to get a basic personality of anyone in the large burst template. Each person targeted makes a Spirit roll and the caster is successful with anyone he or she rolls higher than. A raise brings flashes and glimpses of memories, fears, and in some cases(with two raises and a grave event coming up in the person's life very soon) images of the future of the individual.

OPEN/CLOSE

School: Speech and Command

Method(s): Standard, Runes

Trappings: None

This spell will allow a magician to magically seal a door, chest, or similar. It will also allow him to open something that has been magically sealed.

Any sort of portal or hinged object such as a door or chest can be sealed and cannot be opened unless it is broken or the seal is magically removed. A sealed portal may be opened by use of this spell as well. The seal is permanent unless dispelled with Close or the object is broken.

The spell must be removed by an equal or higher casting of the spell, for instance, a door sealed with the Seasoned Open/Close must be unsealed with Seasoned or higher Open/Close.

Dispel cannot be used on a sealed portal as Dispel only works on nonpermanent spells; however, Dispel could be used to interrupt and dispel the seal attempt if cast at the same time as Open/Close(as per the Dispel rules). Gandalf and the Balrog spent quite a bit of energy sealing, unsealing, and dispelling in Moria.

Novice: Weariness roll -1, Range Touch, Duration Instantaneous. This will seal any standard door, chest, or similar. The Toughness of the portal may be increased by +1, making it harder to break through, by increasing the Weariness roll penalty by 1 and concentrating. This effect

will be lost as soon as the character stops touching the door or loses his concentration.

Seasoned: Weariness roll -2, Range Touch, Duration Instantaneous. This will seal any standard door, chest, or similar. It will also increase the Toughness of the portal by +1, making it harder to break through. The Toughness of the portal may be increased by an additional +1 in the same way as the Novice version, by increasing the Weariness penalty to -3, touching the door and concentrating.

Veteran: Weariness roll -2, Range Smarts, Duration Instantaneous. This will seal any standard door, chest, or similar. The Toughness of the portal may be increased by +1 by increasing the Weariness roll penalty to -3 and concentrating, though the door need not be touched(though it does need to be within Smarts range).

Heroic: Weariness roll -3, Range Smarts, Duration Instantaneous. This will seal any standard door, chest, or similar. It will also increase the Toughness of the portal by +1, making it harder to break through. The Toughness of the portal may be increased by an additional +1 by increasing the Weariness roll penalty to -4 and concentrating, though the door need not be touched(though it does need to be within Smarts range).

Legendary: Weariness roll -4, Range Smarts, Duration Instantaneous. This will seal any standard door, chest, or similar. It will also increase the Toughness of the portal by +2, making it harder to break through. As above, the Toughness may be increase by an additional +1(a total of +3) by increasing the Weariness roll penalty to -5, concentrating, and staying focused within Smarts range.

Puppet

School: Sorcery

Method(s): Standard

Trappings: None

This spell is as described in the Graduated Power Rules and the Core Rulebook.

Ruin

School: Defense and Combat

Method(s): Standard, Runes, Songs of Power

Trappings: None

This spell is cast on war machines such as catapults. The damage done by the machine under the enchantment is increased by a number of dice as given below. For instance, a catapult that does 3d6 damage would do 4d6 damage after Ruin is cast upon it by a Novice. This spell only works on war machines; to increase the damage level of standard weapons, use Smite.

Novice: Weariness roll -2, Range Touch, Duration 10 minutes(1/3 minutes). Increases damage of war machine by 1 die(+1 with a raise).

Seasoned: Weariness roll -4, Range Touch, Duration 10 minutes(1/3 minutes). Increases damage of war machine by 2 dice(+1 with a raise).

Veteran: Weariness roll -6, Range Touch, Duration 10 minutes(1/3 minutes). Increases damage of war machine by 2 die types +1(+2 with a raise).

Heroic: Weariness roll -8, Range Touch, Duration 10 minutes(1/3 minutes). Increases damage of war machine by 4 die types(+1 with a raise).

Legendary: Weariness roll -10, Range Touch, Duration 10 minutes(1/3 minutes). Increases damage of war machine by 4 die types +1(+2 with a raise).

Scrying

School: Speech and Command

Method(s): Standard, Runes

Trappings: Crystal ball, bowl of water, gemstone, candles, etc

This spell is as described in the Graduated Power Rules.

Sense Power(C)

Range: 3" per Smarts

Duration: 10 minutes(1/minute)

School: Defense and Combat

Method(s): Standard

Trappings: None

When this cantrip is active the magician can sense when other magician characters(wizards), races(Elves), or beings(demons) are within range of the spell. This does not tell him the direction of sources of power, but only that power is near and roughly how close. Whenever someone or something possessing some degree of magical power is present, the magician may make a Notice roll with a bonus equal to his or her rank. Bonuses or penalties may be dealt according to the nature and strength of such power. Magical sources such as wizards and demons are more easily detected when using their powers. Any time a character or creature uses magic, allow the caster another Notice roll, with a bonus equal to the Weariness Level of the spell being used. The magician may take an additional -1 to his Weariness roll to double the range.

Shape Change

School: Speech and Command

Method(s): Standard

Trappings: None

This spell is as described in the Graduated Power Rules



and the Core Rulebook.

SHATTER

School: Defense and Combat

Method(s): Standard, Songs of Power

Trappings: Explosion of splinters, a burst of smoke

A wizard may cause an object to shatter or disintegrate using this spell. The person holding the object may oppose the Weariness roll with a Spirit roll. If the Weariness roll is successful the object shatters, splinters, disintegrates or is in some way destroyed. This does no damage to the person holding it.

Novice: Weariness roll -2, Range 12/24/48, Duration Instantaneous. Caster can shatter an object made of anything but steel or iron. The object can be no larger than a hand weapon or a staff.

Seasoned: Weariness roll -2, Range 12/24/48, Duration Instantaneous. Caster can shatter even steel and iron. The object can be no larger than a hand weapon or a staff.

Veteran: Weariness roll -4, Range 12/24/48, Duration Instantaneous. Caster can shatter objects the size of tables and doors.

Heroic: Weariness roll -8, Range 12/24/48, Duration Instantaneous. Caster can shatter a hole(equal to their Weariness die type x 20 square feet) into a wall of soft materials(wood, clay, soft or thin stone) or a small hole(Weariness die type x 10 square feet) into a wall of hard or thick materials(castle walls, dungeons, etc).

Legendary: Weariness roll -16, Range 12/24/48, Duration Instantaneous. Caster can shatter a hole(equal to their Weariness x 50 square feet) into a wall of soft materials(wood, clay, soft or thin stone) or a small hole(Weariness die type x 25 square feet) into a wall of hard or thick materials(castle walls, dungeons, etc).

SLUMBER

School: Speech and Command

Method(s): Standard, Songs of Power

Trappings: None

Targets within the given range must make Vigor rolls or fall asleep. A raise on the roll will cause the Vigor roll to be taken at a -2. If Slumber is cast using the Song spellcasting method there is an additional -2 to the Vigor roll for those affected. Those asleep will wake up normally if attacked or jostled.

Novice: Weariness roll -1, Range Touch, Duration Special. Victim must make a Vigor roll or fall asleep. A raise on the Weariness roll will force this Vigor roll to be taken at a -2 penalty.

Seasoned: Weariness roll -2, Range 12/24/48, Duration Special. Victim must make a Vigor roll or fall asleep. A raise on the Weariness roll will force this Vigor roll to be taken at a -2 penalty.

Veteran: Weariness roll -3, Range 12/24/48, Duration Special. Victims within a Medium Burst Template must make a Vigor roll or fall asleep. A raise on the Weariness roll will force this Vigor roll to be taken at a -2 penalty.

Heroic: Weariness roll -5, Range 12/24/48, Duration Special. Victims within a Medium Burst Template must make a Vigor roll with a -1 penalty or fall asleep. A raise on the Weariness roll will force this Vigor roll to be taken at a -3 penalty.

Legendary: Weariness roll -7, Range 12/24/48, Duration Special. Victims within a Large Burst Template must make a Vigor roll with a -1 penalty or fall asleep. A raise on the Weariness roll will force this Vigor roll to be taken at a -3

penalty.

SMITE

School: Defense and Combat

Method(s): Standard, Runes

Trappings: None

This spell is as described in the Graduated Power Rules and the Core Rulebook.

VOICE CASTING(C)

Range: Smarts

Duration: 1 round(1/round)

School: Speech and Command

Method(s): Standard

Trappings: None

This cantrip allows a caster to throw their voice. A wizard that knows this spell and Imitation may use them both at the same time; the Weariness Penalty would be 2(2/round).

WIZARD'S HAND(TELEKINESIS)

School: Air and Storm

Method(s): Standard

Trappings: None

This spell is as described in the Graduated Power Rules and the Core Rulebook.

Appendix

A: CHARACTER

Appearance

These charts may be used to randomly generate a character's appearance. It may also be used as a simple guide to choose an appearance with no randomness at all.

DWARVES

Hair:

1-2 Black

3-4 Dark red

5-6 Dark Brown

Skin:

1 Medium

2-3 Dark

4-6 Ruddy

Eyes:

1-2 Black

3-4 Grey

5-6 Blue

Height(males and females):

3'10" + 2d6" (i.e. 4'-5')

Age: 60 + 2d6

ELVES, NOLDOR(HIGH ELVES)

Hair:

1-4 Black

5 Dark brown

6 Has Fingolfin and Finarfin blood. Hair is fair. Roll hair color on the Sindar Elves chart. Has blue eyes.

Skin:

1-2 Medium
3 Olive
4-6 Tanned

Eyes:

1 Grey
2 Green
3-4 Brown
5-6 Hazel

Height(males):

5'10" + 2d6"

Height(females):

5'5" + 2d4"

Age: Immortal. Age is not important. If you feel the need to roll, make a roll using a d4, d10, and d10 using the first roll for hundreds, second for tens, and third for ones. For example, a roll of 3 on the d4, a 0 on the d10, and a 4 on the second d10 would equal 304 years old. This is for a young adventurer of course. A character beginning more experienced may use a d6 or d8 for the hundreds and so on.

ELVES, SINDAR(Grey ELVES)

Hair:

1-2 Pale Blonde
3-4 Blonde
5-6 Sandy

Skin:

1-3 Fair
4-5 Medium
6 Light olive

Eyes:

1-3 Pale blue
4-5 Light grey
6 Green

Height(males):

5'10" + 2d6"

Height(females):

5'5" + 2d4"

Age: Same as Noldor.

ELVES, SILVAN(WOOD ELVES)

Hair:

1-4 Sandy
5 Blonde
6 Light brown

Skin:

1-2 Medium
3-5 Ruddy
6 Tanned

Eyes:

1-2 Blue
3-5 Green
6 Grey

Height(males):

5'8" + 2d6"

Height(females):

5'3" + 2d4"

Age: Same as Noldor.

HOBBITS, FALLOHIDES

Hair:

1 Blonde
2-3 Light brown
4-6 Sandy

Skin:

1-4 Fair

5 Medium
6 Ruddy

Eyes:

1 Blue
2 Dark blue
3-4 Brown
5-6 Dark brown

Height(males):

2'10" + 1d6"

Height(females):

2'8" + 1d6"

Age: 20 + 2d6

HOBBITS, HARFOOTS

Hair:

1-2 Brown
3-4 Dark brown
5-6 Black

Skin:

1-4 Brown
5 Dark Olive
6 Ruddy

Eyes:

1-3 Brown
4-5 Dark brown
6 Black

Height(males and females):

2'6" + 1d6"

Age: 20 + 2d6

HOBBITS, STOORS

Hair:

1-3 Brown
4-5 Dark brown
6 Black

Skin:

1-3 Medium
4-5 Brown
6 Ruddy

Eyes:

1-3 Brown
4-5 Brown
6 Blue

Height(males):

2'8" + 1d6"

Height(females):

2'6" + 1d6"

Age: 20 + 2d6

MEN, DUNEDAIN, EDAIN, AND

NUMENOREAN

Hair:

1-3 Dark Brown
4-6 Black

Skin:

1-3 Fair
4-5 Ruddy
6 Light olive

Eyes:

1-2 Blue
3-4 Grey
5-6 Black

Height(males and females):

6' + 2d6"

Age: 30 + 2d6

MEN, COMMON WESTERN(MIDDLE MEN)

Hair:

1-3 Brown
4 Blonde
5 Red
6 Black

Skin:

1 Pale
2-3 Medium
4-5 Brown
6 Ruddy

Eyes:

1-2 Brown
3 Grey
4 Green
5 Blue
6 Hazel

Height(males):

5'2" + 2d6"

Height(females):

4'10" + 2d6"

Age: 16 + 2d4

MEN, ROHIRRIM(MIDDLE MEN)

Hair:

1-2 Blonde
3-4 Sandy
5-6 Light brown/dirty blonde

Skin:

1-4 Pale
5 Medium
6 Light ruddy

Eyes:

Blue

Height(males):

5'2" + 2d6"

Height(females):

4'10" + 2d6"

Age: 16 + 2d4

MEN, BEIJBAR(BEORNINGS)(MIDDLE MEN)

Hair:

1-2 Red
3-4 Dark red/brown
5-6 Red blonde

Skin:

1-4 Pale
5 Olive
6 Light ruddy

Eyes:

Blue

Height(males):

5'9" + 2d6"

Height(females):

5' + 2d6"

Age: 16 + 2d4

MEN, GRAMUZ(NORTHMEN OF

RHOVANION)(MIDDLE MEN)

Hair:

1-4 Blonde
5 Dark blonde
6 Red blonde

Skin:

1-3 Pale
4 Olive
5 Medium
6 Tanned

Eyes:

Blue

Height(males):

5'5" + 2d6"

Height(females):

4'9" + 2d6"

Age: 16 + 2d4

MEN, WOODMEN(MIDDLE MEN)

Hair:

1-4 Blonde
5 Dark blonde
6 Red blonde

Skin:

1-4 Pale
5 Medium
6 Light ruddy

Eyes:

Blue

Height(males):

5'3" + 2d6"

Height(females):

4'10" + 2d6"

Age: 16 + 2d4

NOTES, SOURCES,

ACKNOWLEDGMENTS AND

RECOMMENDED READING

This is the Savage Middle-earth Player's Guide version .75.

Some contents, such as Magic in Middle-earth, have been released previously in the guide Magic in Middle-earth. The version here has been completely updated; however, it has not been fully playtested. It includes Brian Reeve's Graduated Powers rules(untested, used with permission). The Weariness version of spellcasting is based upon the system published in Shark Nibbles #1 in the article Shadowrun by Bill Littlefield, Clint Black and Peter Leitch. JB Littlefield converted the original Weariness rules to PDF format and helped with their conversion/development. Many of the spells were inspired by the spell list in The Lord of the Rings Roleplaying Game by Decipher.

The artwork is taken from three of sources. The cover art is by Angus McBride(one of the greatest fantasy and historical artists ever, who sadly left us in May of 2007). The black and white line art is by Dan Forth and is taken from various MERP supplements – these all bear his signature. The sketch at the end of the Equipment list was by Tolkien hims

elf. All other art is from A Tolkien Bestiary. Unfortunately this book, while it gave a list of many artists, did not tell which artist drew or painted which artworks, so unfortunately I cannot credit them individually for whatever art I may have used. As always no challenge to any copyright is intended.

The literary sources for the guide include various MERP supplements by Iron Crown Enterprises, The Lord of the Rings Roleplaying Game by Decipher, the works of J.R.R. Tolkien(including letters) and a number of other books and guides. The following is a suggested list to consult for your games:

The Complete Guide to Middle-earth by Robert Foster.

This is one of the nicest volumes I've ever owned, written in an encyclopedia form. Almost any name, place, person or event can be looked up and the book gives page references for any information it presents.

A Tolkien Bestiary by David Day. The book has some incredibly atmospheric images(I love the representation of trolls in this book and I wish I could find miniatures that match this depiction). Some of the information is questionable. It's often on sale at bookstores for \$10 or less. Beware however: this same volume has been released under multiple titles, some of which are excerpts of the original volume with such titles as "Characters in Tolkien." Make sure that the volume you purchase is the entire, complete work, and should contain monsters, characters, places, events, and both black-and-white and color illustrations.

A Campaign and Adventure Guidebook for Middle-earth by Iron Crown Enterprises. This gives a decent overview of the races, geography, and languages of Middle-earth. It includes useful maps and definitions. Though out of print, you may be able to find it at <http://www.merp.com>

Middle-earth Role Playing (2nd Edition) by Iron Crown Enterprises. Also possibly available at merp.com, the rulebook is rather thick and contains detailed descriptions of the Free Peoples, religion, and lands of Middle-earth and is worth checking out.

Fine websites include:

Encyclopedia of Arda:

<http://www.glyphweb.com/arda/default.asp>

Tolkien Gateway:

http://tolkiengateway.net/wiki/Main_Page

The Thain's Book:

<http://www.tuckborough.net/>

TolkienWiki:

<http://www.thetolkienwiki.org/wiki.cgi>

Middle-earth Tours:

<http://fan.theonering.net/middleearthtours/>

Merp.com:

<http://www.merp.com>

If you are interested in playtesting any of the rules in this guide, please contact me at acorpsewithout soul@gmail.com and when version 1 is released I will list you as a playtester.