

THE  
**LORD OF THE RINGS**  
ROLEPLAYING GAME™



**PATHS OF THE WISE**  
THE GUIDE TO MAGICIANS AND LOREMASTERS

# THE LORD OF THE RINGS ROLEPLAYING GAME



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## CREDITS

**AUTHOR:** DOUGLAS SUN

**ADDITIONAL MATERIAL:** MIKE MEARLS

**DEVELOPMENT AND EDITING:** JEFF TIDBALL

**ADDITIONAL EDITING AND PROOFREADING:** CHRIS SEEMAN AND JANICE M. SELLERS

**LINE DEVELOPMENT:** JEFF TIDBALL

**CREATIVE DIRECTION:** CHRISTIAN MOORE AND OWEN SEYLER

**PRODUCT DEVELOPMENT, TOLKIEN ENTERPRISES:** LAURIE BATTLE

**PRODUCT DEVELOPMENT, NEW LINE CINEMA:** JOHN MAYO

**ASSET COORDINATION, WETA DIGITAL:** GLEN SHARAH

**VISUAL CREATIVE DIRECTION:** DAN BURNS

**ART DIRECTION:** JESSE CASSEM

**GRAPHIC DESIGN (COVER):** KIERAN YANNER **(INTERIOR):** JESSE CASSEM

**PRODUCTION DESIGN:** OWEN SEYLER AND KIERAN YANNER

**ILLUSTRATION, WETA WORKSHOP:** DANIEL FALCONER

**ILLUSTRATION:** KIERAN YANNER

**ENDPAPERS:** DANIEL REEVE

**PLAYTEST COORDINATORS:** BRYAN BARLOW, MATTHEW BIRCH, JASON DURALL, AND JIM JOHNSON

**PLAYTESTERS:** BILLY ARNOLD, RICHARD BACHMANN, GREG BEYERLEIN, ANGELA CURL, MARK DOHRING, BARRY DRENNAN, JENNIFER GREENE, SETH GREENE, ANDI JOHNSON, SAM JOHNSON, ART LOEFFLER, ALAN MATTHEWS, KATHERINE MCCANN, BOB NORRIS, TRAVIS PRICE, ALEX THOMAS, AND JESSIE WEEKS

**SPECIAL THANKS:** DOUG BURKE

**AUTHOR'S DEDICATION:** FOR STEVEN AND DAVID OKUNO, WHO FIRST SHOWED ME THE HIDDEN PATHS THAT RUN WEST OF THE MOON, EAST OF THE SUN

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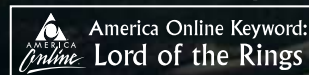
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# THE AFFAIRS OF WIZARDS

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*'For not in doing or contriving . . . can  
I avail; but only in knowing what was  
and is, and in part also what shall be.'*

— Galadriel, *The Fellowship  
of the Ring*

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**T**hough warriors may brave fierce battle, rogues amass precious treasure, and nobles achieve fantastic glory, loremasters and magicians lie closest of all these to the heart and soul of Middle-earth. It is the business of these, the learned orders, to comprehend the rich layers of tradition, custom, and history that characterise Middle-earth. They understand most fully what lore the tides of time and calamity have left untouched, and they feel the keenest pangs over what has been lost to those tides. They know better than anyone else what it means to live in Middle-earth.



And yet, it is easy to overlook them. Magic is uncertain and subtle in its workings. Lore-craft seems a poor weapon, compared to swords of steel, to wield against the Enemy. What have learned characters to offer? But only the foolish dismiss magicians and loremasters, for those who command the power of spellcraft may turn the tides of battle or undo the most baneful curses. And in Middle-earth, all manner of knowledge—even lore from the distant past written in languages no longer spoken—may unlock mysteries of the present. The virtue of magicians and loremasters lies not in doing or contriving, but in knowing. That is a greater virtue than

many imagine, for it is easier than doubters reckon to translate knowledge into power.

## OVERVIEW

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*'I fancy now that she could do some  
wonderful things, if she had a  
mind. I'd dearly love to see some  
Elf-magic, Mr. Frodo!'*

— Sam, *The Fellowship of the Ring*

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**P**aths of the Wise: *The Guide to  
Magicians and Loremasters* will

enrich your understanding of learned characters in Middle-earth whether you are a Narrator tailoring your chronicle to your players' abilities or a player interested in the full range of possibilities these orders offer. It provides new rules to enhance the abilities of learned characters, background information to help explain how they fit into the fabric of Middle-earth, and storycraft suggestions to guide Narrators and players alike in integrating them into the chronicle.

**CHAPTER ONE: MAGICAL MIDDLE-EARTH** provides an overview of how lore and magic fit into the cavalcade of races and cultures of Middle-earth. You will also find a discussion of how to get the most out of playing magician, wizard, and loremaster player characters. Players will find this information useful during character creation and over the course of the chronicle.

**CHAPTER TWO: EXPANDING THE ORDERS** provides a broad range of rules enhancements that give players many additional options for developing

learned PCs. You will find new order abilities and new elite orders here, as well as 20 new traits designed with magicians and loremasters foremost in mind. Wizards in particular receive new order abilities to complement the Wizard's Staff ability in the core rulebook and the Staff of Power ability in *Fell Beasts and Wondrous Magic*. This chapter also presents important enhancements of the rules governing Language and Lore skills. They supersede the rules laid out in the core rulebook and have a substantial effect on the design and use of knowledge-based characters.

**CHAPTER THREE: AN INCREASE OF DWIMMER-CRAFT** presents 50 new spells to add to the Middle-earth Grimoire contained in the core rulebook. Narrators will also find two optional rules that allow them to adjust the difficulty and peril with which PCs can use magic in their chronicle.

**CHAPTER FOUR: TOOLS OF THE TRADE** describes more rules centred around learned characters. You will find here rules for creating enchanted items more detailed than those in the core rulebook. You will also find rules by which spellcasters can gain and keep familiars, as well as detailed rules for incorporating libraries, archives, scroll hoards, and other such aggregations of written knowledge in your chronicle. They include optional rules by which PCs may gain ranks in certain skill groups without having to allocate advancement picks. Finally, you will find new information on herb-craft and a selection of herbs found across the breadth of Middle-earth.

**CHAPTER FIVE: STORYCRAFT** discusses how Narrators can build chronicles full of interest and excitement for learned heroes. It addresses the roles of the various learned orders, provides tips for creating magic-wielding villains, and imparts advice about how to avoid the pitfalls that can arise in chronicles whose protagonists include learned PCs.



# MAGICAL MIDDLE-EARTH

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*'Songs we have that tell of these things. . . . And now the songs have come down among us out of strange places, and walk under the Sun.'*  
— Théoden, *The Two Towers*

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**T**he first half of this chapter provides an overview of the roles that magic and lore play in the various cultures of Middle-earth. You will also find five sample beginning magician and loremaster characters from a broad range of backgrounds, to serve as both examples and ready-for-use PCs and NPCs.

The second half provides advice for players on how their learned characters can contribute to adventures and chronicles. You will also find advice for handling magicians and wizards, especially when it comes to avoiding the bane of the spellcasting profession, losing Weariness Levels from trying to casting spells.



## LORE AND MAGIC

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*'You shall sit beside me, and tell me all that your hearts desire: the deeds of your grandsires . . . and we will speak also of Old Tobold and his herb-lore.'*  
— Théoden, *The Two Towers*

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**F**rom the Grey Havens to the Sea of Rhûn and points farther east, from Forochel to Umbar and Far Harad, Middle-earth encompasses a breathtaking range of races and cultures. Each has its own language, its own history, its own traditions and cultural practices. This diversity describes the lore that each distinct culture keeps, both what it remembers about itself and what it knows of the outside world. It also describes the extent to which each culture has refined the practice of





magic. Peoples ancient and recent, high-born and humble, noble-hearted and corrupted live in one another's company, no matter how hard they may try to close themselves off, and their understanding of lore, learning and spellcraft varies according to their nature and humour.

Among the Free Peoples of Middle-earth, the Elves—especially the few Noldorin lords and ladies who remain in the Third Age—possess the greatest knowledge of magic and lore, and the most facility with them. For them, what other races call magic has been an essential part of their nature since the beginning of days, and so it will be until the end. It runs effortlessly through all that they do and all that they have wrought. Likewise, for them lore is a matter of lived experience rather than knowledge gained through study of dusty tomes or yellowed scrolls. The great Elf-lords of Middle-earth were born in the First Age, and all of its momentous events from the overthrow of Morgoth to the War of the Ring are part of their living memory.

The Elves are conscious of their superiority, and as dearly as they value those non-Elves whom they call friend, it is hard for them to treat their powers and knowledge without a little condescension. For they understand that other races must labour to achieve what comes to them with scarcely a thought. It is an unthinking response, and rendered with as much grace as possible, as one who has mastered a game would treat the efforts of a novice. They mean no ill will by it. Among their friends, they regard the Order of Wizards with genuine respect, especially Gandalf the Grey. The Elves of Imladris also treat the Dúnedain almost as mortal kindred, since something of the greatness of the Eldarin lives on in them, and since the sons of Elrond keep company with the Rangers of the North.

The nations of Men defy any such universal characterisation when it comes to how they treat magic and

lore, for they are too varied in their ways. In Gondor and its tributaries, reverence for history runs deep, and the people take great pride in their status as inheritors of the glory of the Númenorean kingdoms. But their pride often exceeds the true depth of their knowledge, and in the latter days of the Third Age much that was known by their great ancestors is lost to them. The Ruling Steward keeps good care of the Archive of the White Tower, the old royal library in

Minas Tirith, and the great White City boasts of some valuable private collections of books of lore and spellcraft, but not all of its treasures are perfectly understood. The Men of Gondor also know surprisingly little of the world outside their borders, except of their long-time allies, the Rohirrim. Until the War of the Ring began they had no firm knowledge of the Hobbits of the Shire, and even such a personage as Boromir, heir to the Stewardship, regarded

MÍRIEL

RACE: Elf (Noldo)

RACIAL ABILITIES: Noldorin Lore, Inner Light, The Art, Beast-skill, Comfort, Elven Form, Elven-sense, Farsightedness, Ghost-scorn, Lightfootedness, Swift Healing

ATTRIBUTES: Bearing 12 (+3)\*, Nimbleness 8 (+1), Perception 9 (+1), Strength 6 (±0), Vitality 9 (+1), Wits 10 (+2)\*

REACTIONS: Stamina +1, Swiftiness +1, Willpower +3\*, Wisdom +3

DEFENCE: 11

ORDERS: Magician

ORDER ABILITIES: Spellcasting

ADVANCEMENTS: 0

SKILLS: Healing +5, Insight +3, Intimidate +4, Language: Quenya +6, Language: Sindarin +6, Language: Westron +5, Lore/Races: Elves (Noldor) +5, Lore/Realms: Lorien +4, Observe +3, Persuade +4

EDGES: Fair, Swift Recovery, Wise

FLAWS: None

SPELLS: Animal Summoning, Beast Speech, Enhance Food, Fog-raising, Spoken Thoughts

HEALTH: 9

COURAGE: 3

RENOUN: 0

GEAR: Dagger, robe

The daughter of a Noldorin lord and lady, Míriel is relatively young for one of her kind in Middle-earth, having been born late in the Second Age. Her youth is hardly ever mentioned by the Elves of her native Lothlórien, who scarcely note the toll of years except as measured by the passing of things fated to wither and die. But there are times when she is acutely conscious of having lived through fewer of the great events of Middle-earth than her fellow Noldor. This is especially true when Míriel comes to Caras Galadhon, as she must often, since the Lady Galadriel has recently chosen her to serve as one of her Ladies Attendant. In this position, she waits on the Lady of the Golden Wood and helps her weave the enchantments that keep Lothlórien beautiful and safe from intruders.

the Elves of Lothlórien with deep suspicion.

Ironically, one can argue that the intellectual and cultural inheritance of the Númenorean kingdoms runs more strongly through Dúnedain of the North, even though they lead rougher lives than their kindred in the South. Truth be told, the Dúnedain merit the title of Elendili ('Elf-friends') more than their southern cousins; the Rangers pass frequently through Rivendell, which breeds in them a healthy respect for Elf-magic and lore. Since the fall of the last northern kingdom, the heir of Isildur has lived in Master Elrond's house until coming of age. Because they no longer have a kingdom of their own, they cling all the more tenaciously to what they and the Elves of Imladris have preserved of the glorious past. One may also say of the Rangers that they must rely on craft and subtlety to fight the Enemy, knowing that they no longer have the swords and strongholds upon which Gondor may still rely. Rangers who have spent much time in the Wild acquire bodies of lore almost by default, as they have no choice but to immerse themselves in the beasts and beings, places and things of the North-lands they guard so diligently. The Dúnedain prefer to trust to their blades and loremastery, but a few of them also turn to the magic of beasts, birds, and plants for aid.

## CIRIONDOR

**RACE:** Man (Middle Man: Gondorian)

**RACIAL ABILITIES:** Adaptable, Dominion of Man, Skilled

**ATTRIBUTES:** Bearing 9 (+1), Nimbleness 8 (+1), Perception 9 (+1)\*, Strength 6 (±0), Vitality 7 (±0), Wits 12 (+3)\*

**REACTIONS:** Stamina +2, Swiftmess +2, Willpower +3\*, Wisdom +1

**DEFENCE:** 11

**ORDERS:** Loremaster

**ORDER ABILITIES:** Scroll Hoard

**ADVANCEMENTS:** 0

**SKILLS:** Debate +4, Healing +4, Insight +2, Language: Quenya +4, Language: Sindarin +4, Language: Westron +6, Lore/History: Gondor (Wars) +6, Lore/Realms: White Mountains +6, Observe +3, Persuade +2

**EDGES:** Curious, Wise

**FLAWS:** Crippling Wound (left arm useless)

**HEALTH:** 6

**COURAGE:** 4

**RENOWN:** 0

**GEAR:** Dagger, robe, parchment, writing implements

The son of a prominent family from the vales of Lebennin, Ciriondor lost the use of his left arm as a youth when Corsairs from Umbar devastated the coastal village where he was visiting with relatives. After that, he took to scholarly pursuits and showed an unusual gift for learning historical lore, favouring chronicles of Gondor's wars against the Dark Powers from the East. He showed such gifts that his family sent him to Minas Tirith to further his education. There, he caught the attention of the Ruling Steward Denethor, who appointed him a Junior Librarian of the White Tower. This allowed him access to the Archive of the White Tower in return for modest service maintaining the archives and cataloguing its treasures. His ambition is to gain an audience with Mithrandir, the famed but mysterious Grey Pilgrim, when next he comes to the White City.

A faint echo of the Kingdom of Arnor also lives on farther north, in the icy wastes of Forochel. There, the semi-barbaric Lossoth, or Snowmen, still retain distant and fragmentary memories of their contact with Arthedain, the last of the northern kingdoms. The two peoples met only occasionally throughout the middle centuries of the Third Age, but when the Witch-king of Angmar overran Arthedain in TA 1974, Arvedui Last-king took refuge with the Lossoth on the shores of the Ice Bay. The Snowmen were awed by the craft and knowledge of the heirs of Númenor, and some of their leaders gleaned what they could from the brief friendship between their peoples. They passed the knowledge on through the generations, even to the end of the Third Age. Arvedui perished in a shipwreck, sailing into the Ice Bay of Forochel against the counsel of the chieftain of the Lossoth. But after that the Dúnedain wisely learned from the Snowmen what they could about how to survive in the frozen wastes—knowledge that they could apply to any place ravaged by snow and cold and ice.

The Men of Rhovanion—those of Long Lake and Dale, the Woodmen of Western Mirkwood, and the Beornings—are eminently practical folk. Only rarely do any of them learn dwimmer-craft (Beorn's fabled shapechasing ability being a notable exception), and the lore that they cherish most applies to the things that closely affect their daily lives. The descendants of Beorn understand the ways of wild beasts (though not as well as the Rangers), and also food. The renown of their honey-cakes throughout the North-lands suggests that they possess knowledge of cooking that others lack. They are, however, suspicious of outsiders and reluctant to exchange knowledge. One may also say of the Men of Dale that they learned more about Dragons in the late years of the Third Age than ever they had wanted.

ER-ANNATH

**RACE:** Man (Wild Man: Losson)  
**RACIAL ABILITIES:** Adaptability, Dominion of Man, Skilled  
**ATTRIBUTES:** Bearing 11 (+2)\*, Nimbleness 7 (±0), Perception 8 (+1), Strength 8 (+1), Vitality 9 (+1), Wits 10 (+2)\*  
**REACTIONS:** Stamina +3, Swiftmess +1, Willpower +2\*, Wisdom +2  
**DEFENCE:** 10  
**ORDERS:** Magician  
**ORDER ABILITIES:** Spellcasting  
**ADVANCEMENTS:** 0  
**SKILLS:** Healing +3, Insight +2, Intimidate +4, Language: Lossothren +6, Language: Westron +5, Lore/Group: Lossoth +6, Lore/Realm: Forochel +5, Observe +3, Persuade +4  
**EDGES:** Hardy, Rank  
**FLAWS:** Arrogant  
**SPELLS:** Change Hue, Cold-ward, Create Light, Finding and Returning, Fog-raising  
**HEALTH:** 10  
**COURAGE:** 4  
**RENOUN:** 0  
**GEAR:** Staff, fur robe, longsword

Er-Annath is the son of a tribal elder of the Lossoth, the Snowmen of the far North. As such, he has learned some of the powers of magic passed on through the generations among the high-born of his people. He sometimes comes far enough south to meet Rangers of the North hunting creatures of the Enemy in the frozen wild. (His ancestors commonly did so in the days of the Kingdom of Arthedain, but few Lossoth do now.) The Dúnedain he meets welcome him, but they also find him haughty and jealous of his rank.

The Men who dwell in the fertile wine-country of Dorwinion are more open to outside influences than their neighbours to the west. Dorwinion has long done a vibrant trade with the Wood-elves of Mirkwood, the Men of Erebor, and Easterling tribes alike, and these constant and varied contacts continually bring them new knowledge and ideas. Loremasters in Dorwinion are mostly experts in agriculture and the domestication of beasts of the land, but some have their curiosity about the outside world piqued by contact with their neighbours. Seeing Elven magic from Mirkwood inspires some of them to learn spellcraft, as does—unfortunately—exposure to the darker magical practices of the Easterlings.

Like their distant kindred in Rhovanion, the Rohirrim place their trust in tangible things—strength of arms, in their case—rather than anything that smacks of craft or cunning. They prize cold steel and faithful mounts above all else, and they profess to have little use for book learning. Few among them learn magical craft, knowing that their kith and kin would treat them warily for taking an interest in such things. They respect knowledge of horses and other domesticated beasts. They also preserve the deeds of their great kings and warriors from Eorl the Young to the present day in heroic poems that easily qualify as rhymes of lore.

The Men of Dunland have fallen in estate since their days of glory in the

Second Age; when the Númenoreans still lived halfway across the Western Sea, their ancestors occupied the vales of the White Mountains and built the great stronghold at Dunharrow. The wars that followed the coming of Sauron to Middle-earth decimated them, and then the Ruling Steward Cirion of Gondor granted much of their ancestral land to the Rohirrim. They fled west, and at the time of the War of the Ring, their remnants live no better than barbarians in the hills of Dunland. They retain a deep sense of grievance against the Rohirrim, the hated 'straw-heads,' for living on land that once belonged to them, and Saruman has had little difficulty exploiting their resentment to further his war aims. Another facet of that ancient grievance is a stirring curiosity about their lost history. Any scrap of knowledge about the builders of Dunharrow—their culture, their wisdom, their craft—is as prized as gold to them, and there is even less of it to go around. A handful of their folk collect and enshrine this lore; such is what passes for loremastery among them. Magical knowledge is quite rare among the Dunlendings, but valued all the more for its rarity. At the end of the Third Age, Saruman's power holds them in awe, and their reverence for his spellcraft plays an important role in their decision to ally with him.

The Púkel-men of the Drúadan Forest (or Woses, as they are also known) have never learned the Elvish alphabets and have no written lore. What they remember of their history they have passed through spoken tales down through the generations. Likewise, they have little spellcraft of their own except for a few tricks that fall under the Beasts and Birds spell speciality. Ever wary of outsiders for as long as they can recall (or anyone can recall of them), they have absorbed little or no knowledge from others, although they have lived for many centuries as neighbours of more advanced cultures.



Dwarves revere the memory of their ancestors. They pine for the loss of their ancient mansions, which they remember now only in tales and rhymes of lore. They pine also for secrets of smithcraft long lost, and the wonders that their ancestors wrought with *mithril*. Anyone who can remember the venerable legends of Durin the Deathless and the mansions of Moria well enough to tell of them commands their deep respect. Any Dwarf who could, by some miracle, recover ancient techniques of smithing and forging from out of the depths of time would instantly become a prince of his race. The Dwarves' collective longing for their lost glories exerts such a pull that it lured both Thorin Oakenshield and Balin son of Fundin to their deaths. The depth of their feeling is something that they rarely reveal to outsiders, but it is no less real for that.

As enthusiastic smiths, Dwarves take an interest in magic only as it allows them to create more powerful and beautiful handiwork. In this, the Dwarves and Elves shared a common interest, and one of the most unfortunate consequences of the estrangement of those two races in the Third Age is that artefacts such as those wrought in

Hollin by Dwarven and Elven craftsmen working together have not been matched in Middle-earth since then. Dwarves who learn magic are most likely interested in crafting enchanted items, and their ambition is to become expert artificers.

Hobbits—especially those of the Shire—embody a curious paradox. Most lead mundane lives and maintain a parochial outlook. They know little of the wide world and few travel abroad; most in the Shire treated Bilbo Baggins as an eccentric because he had been to places most Hobbits had scarcely heard of. With the notable exception of Gandalf, they regard anyone who practices magic with deep suspicion—and even Gandalf earned the dubious title 'disturber of the peace' after he aided Bilbo's dramatic final departure from the Shire in TA 3001 (SR 1401). Hobbits have a similar take on book learning; any lore that originates from outside the Shire is as likely as not to be treated as dangerous nonsense. Expanding one's horizons, whether through reading or practical experience, is not something a sensible young Hobbit goes out of his way to do. Gaffer Gamgee remarked on at least one occasion that Bilbo had taught his son Samwise to

read, 'meaning no harm, mark you, and I hope no harm will come of it.' Even tales of Elf-magic may get short shrift from the less credulous. These tendencies are less pronounced among Hobbits in Buckland and Bree, who live in the busier parts of Eriador and have acquired more worldliness as a result.

On the other hand, Hobbits value a story well told as much as anyone in Middle-earth, and they esteem local and family history in particular. There is no such thing as mere gossip to a Hobbit. Indeed, Hobbits seem to have an innate gift for serving as chroniclers of events both great and small, and as recorders of lore. The single most valuable source of the history and lore of the late Third Age is the *Red Book of Westmarch*, which was begun by Bilbo Baggins, continued by Frodo, and eventually completed by Sam Gamgee. After his return from the War of the Ring, Meriadoc Brandybuck became (among other things) a scholar of note, producing treatises on such topics as herb-lore of the Shire, the etymology of Shire place-names, and calendars used by various peoples of Middle-earth.

Of the Enemy, it is easily said that Sauron is the master of sorcery, and that all who follow him worship his craft and power. But among those who have allied themselves with Sauron in the late Third Age, there are subtle differences in how they treat the powers granted by knowledge of spellcraft and lore.

A vile mixture of fear, awe, and hate binds the Orcs to Sauron, and they know that they could never, in countless ages, replicate for themselves the awesome power with which he drives them on. The Orcs themselves lack the wit to acquire and preserve great bodies of lore, nor are many of their race capable of spell-casting beyond a rudimentary level. Nonetheless, each Orc-tribe has a chieftain (or a handful of chieftains) who makes it part of his job to understand the ways of Sauron, to know

something of the geography of the areas surrounding his tribal territory, and to comprehend at least a little bit about his enemies. Likewise, these senior tribal leaders may also know enough magic to cast a few spells and craft some minor enchanted items (although they are, at best, mockeries of Elf-magic). It would be extraordinary for an Orc-spellcaster to know complex and powerful spells, but the ones he did know would be sorceries that would inflict as much cruelty as possible for their simplicity. Sauron (and Saruman, too) bred the Orcs, after all, not for intelligence, but for the malice in their hearts.

Bound by their ignorance and cruelty, Orcs only very rarely craft enchanted items for themselves. The lieutenants of Sauron and Saruman typically supply them with whatever sorcerous artefacts they need. Their reaction to enchanted items of other manufacture depends on their source. Elf-magic inspires hatred in them, and fear among the weaker members of their race. The works of Men and Dwarves, on the other hand, may inspire curiosity, especially if an item resembles something they recognise as a gift from their own patron.

Although Orcs lack aptitude for lore and enchantment, they are not

DAISY BOLGER

**RACE:** Hobbit (Fallohide)

**RACIAL ABILITIES:** Six Meals a Day, Small Folk, Soft-footed, Sure at the Mark, Tough as Old Tree-Roots

**ATTRIBUTES:** Bearing 9 (+1), Nimbleness 7 ( $\pm 0$ ), Perception 10 (+2)\*, Strength 6 ( $\pm 0$ ), Vitality 8 (+1), Wits 11 (+2)\*

**REACTIONS:** Stamina +1, Swiftmess +2, Willpower +2, Wisdom +2\*

**DEFENCE:** 10

**ORDERS:** Loremaster

**ORDER ABILITIES:** Accurate Recall

**ADVANCEMENTS:** 0

**SKILLS:** Craft: Cooking +2, Games (Riddles) +1, Healing +3, Inquire +4, Insight +3, Language: Quenya +3, Language: Westron +6, Lore/History: Shire (Family Histories) +5, Lore/Race: Hobbits +5, Lore/Realm: Shire +5, Observe +3, Persuade +2, Ranged Combat: Sling +1

**EDGES:** Hoard 1

**FLAWS:** None

**HEALTH:** 8

**COURAGE:** 3

**RENOWN:** 0

**GEAR:** Writing tools, parchment

Daisy Bolger's mother Dora is one of the most skilful (some would say most notorious) gossips in the Shire. Young Daisy therefore grew up within hearing distance of a steady stream of the latest news about all of the Shire's prominent families, mixed in with healthy (and accurately rendered) doses of regional and clan history. Her native wit moulded those early experiences into a formidable body of Hobbit and Shire-lore, especially for one so young. She has also befriended Bilbo Baggins through her cousin Fredegar (a boon companion of Bilbo's nephew Frodo), and the elderly squire of Bag End has taught her a bit of Quenya as a kindness.

without craft secrets of their own. The *Red Book of Westmarch* and other sources note that Orcs produced a unique brand of restorative elixir, the recipe for which varied slightly from tribe to tribe, but was quite similar across the board. The Orcs who held Merry and Pippin captive for a short time at the beginning of the War of Ring used it on them, and the two Hobbits reported that it tasted foul and hot, and burned when applied to wounds. It seems to have served a purpose similar to that of *miruvor*, but was not as efficacious or nearly as pleasant. (Orc-liquor is described on page 96 of *Fell Beasts and Wondrous Magic*.)

The Men of Harad also bind themselves to Sauron out of awe of his might. Brave and fell they are in arms, but the Haradrim are also unlearned and superstitious. Through contact with their ethnic kin, the Corsairs of Umbar, they have acquired some knowledge of the Valar, their role in the shaping of Middle-earth, and the significance of the Undying Lands across the Western Seas. But to them, these are foreign legends, to be regarded with scepticism. Most Haradrim prefer their traditional objects of veneration, the spirits of their dead ancestors (who are all the more worthy of reverence for being

hard and cruel) and the more fearsome creatures native to their lands. They revere predatory animals, as well as awe-inspiring beasts such as their legendary *mûmakil*, seeing them as manifestations of spirits on par with the Valar. Haradrim who practice magic prefer spells from the Beasts and Birds specialty, as well as sorceries learned from Sauron.

The practice of spellcasting and knowledge of lore among the Haradrim is generally restricted to revered elders and their offspring. In some places, there is a distinct split between political and military leadership on one hand and mastery of magic and lore on the other. A respected warrior may hold formal leadership, but the greatest knowledge of magic or lore resides in an equally respected elder. In some places, only matriarchs learn magic or lore.

The Corsairs of Umbar inhabit land that once belonged to Númenor, which established outposts there early in the Second Age as the tall ships of the Edain returned to Middle-earth. By 2280 the Haven of Umbar was Númenor's chief settlement in Middle-earth. As such, it was a stronghold of the Black Númenoreans, the majority of whom Sauron

seduced in his attempt to ruin the Men who had befriended Elves and profited so handsomely by it. Even after the downfall of Númenor it remained so, as the remaining Black Númenoreans took refuge there. After Elendil and his followers came to Middle-earth and established the kingdoms of Gondor and Arnor, Umbar was rarely at peace with them. Twice Gondor conquered Umbar, and twice Umbar broke away by force—for the last time in TA 1448 after the renegade faction of Castamir turned it into their stronghold following the civil war remembered as the Kin-strife. These rebels were called Corsairs in Gondor. King Telumehtar re-conquered Umbar in TA 1810, for which he earned the name Umbardacil ('Umbar-victor'), but shortly thereafter tribes from Harad swept in and took it for themselves. Since then, these new Southron Corsairs have warred against the southern kingdom, with Sauron's aid.



The Corsairs, though not of Númenorean stock, occupy lands thickly layered with centuries of Númenorean and Gondorian history. The present port-citadel of Umbar is built over ruins upon ruins of a civilisation much greater than their own. As a result, the Corsairs have acquired an air of sophistication that one does not find in their inland cousins, as if the ghosts of Umbar have imbued them with a hint of the achievements of the past. They lack the mastery of lore and magic that belonged to those they supplanted, but understand the significance of what they inherited by force. As a result, some Corsairs have dedicated themselves to unearthing pieces of Umbar's Númenorean past, whether in the form of fragments of lore or ancient artefacts, knowing that in either case the next nugget they uncover could lead them to profit, power, or both. Corsairs who have found a bit of magical knowledge, or know someone who has, may well become magicians. It is worth noting in this regard that the practice of sorcery holds no stigma among the Corsairs. Their long alliance with Sauron has seen to that, and in any event, they make no distinction between the corrupt practices of the Black Númenoreans and the magical craft of those who opposed them.

The Variags of Khand, even more than the other nations of Men who fought against the Free Peoples in the Third Age, revere Sauron. By the late Third Age, the Black Speech of Mordor has thoroughly infiltrated their native tongue, and direct worship of the Dark Lord of Barad-dûr has replaced the traditional reverence of their dead ancestors. Variag clans studied the lore of Mordor as closely as they kept their own history and knowledge of their own native lands. Likewise, their understanding of magic was largely limited to sorcery.

The many tribes of Men that inhabit the uncharted East of

Middle-earth defy easy generalisation because they are too varied in nature and outlook. Indeed, because so much of the East remains unknown in the West-lands, no one knows exactly how many nations exist there. Rumours sometimes reach the West-lands (always through the traders of Dorwinion) of tribes of Men who revere the Valar and know tales (however distorted) of the glories of the works and deeds of the Noldor, and of the storied history of the kingdoms of Arnor and Gondor.

More certain knowledge exists of the Easterling tribes that made war on the Númenorean kingdoms dur-

ing the Third Age, whether out of service to the Enemy or for their own pursuit of land and plunder. These tribes care for little except their own selfish interests. They live as nomads, staying in one place only so long as they can find forage for their animals, and they prize new grazing lands above all else. They hold settled folk, even those who live on simple farms and in small villages, in contempt, and will pillage and destroy settled communities without remorse. To the extent that they understand the glories of the West-lands and reverence for the Valar and the Uttermost West at all, they

## GORHAN

**RACE:** Man (Man of Darkness: Southron)

**RACIAL ABILITIES:** Adaptable, Dominion of Man, Skilled

**ATTRIBUTES:** Bearing 7 ( $\pm 0$ ), Nimbleness 9 (+1), Perception 9 (+1)\*, Strength 8 (+1), Vitality 8 (+1), Wits 12 (+3)\*

**REACTIONS:** Stamina (+1), Swiftness (+1), Willpower (+5)\*, Wisdom (+1)

**DEFENCE:** 11

**ORDERS:** Loremaster

**ORDER ABILITIES:** Ancient Scripts

**ADVANCEMENTS:** 0

**SKILLS:** Appraise +6, Armed Combat: Blades +3, Craft: Calligraphy +2, Inquire +2, Language: Khand +4, Language: Southron (Umbar) +6, Language: Westron +6, Lore/History: Gondor +5, Lore/Realms: Harad (Umbar) +6, Observe +2, Persuade +2, Search +4

**EDGES:** Curious

**FLAWS:** None

**HEALTH:** 9

**COURAGE:** 4

**REOWN:** 0

**GEAR:** Shortsword, cloak, traveller's backpack

A son of Umbar, Gorhan is an unusual fellow among the Southron people, for he is more comfortable poking through ruins and deciphering ancient inscriptions than in the time-honoured practices of war and pillage. Like his fellow Corsairs, however, he is interested in the marvels of the past only inasmuch as unearthing an artefact of Umbar's Númenorean or Gondorian history can gain him riches or power. He knows that every day he walks upon centuries of history left behind by civilisations mightier than his own, and that finding a thing of powerful enchantment could make him an important figure among folk who value a strong sword arm and a ruthless disposition more than they do keen wits.

scorn it. It was not hard for Sauron to seduce them to his purposes.

Lore and the practice of magic among the Easterling tribes are limited to those few in positions of authority. As with the Haradrim, only those who hold senior positions within a tribe have much skill at either, and in many tribes, it is only elder women who take much interest in them. Easterlings revere spirits of the earth and sky, and they are most comfortable with the Air and Storm spell specialty, although close association with Sauron has given them knowledge of sorcery as well. Their knowledge of lore is mostly limited to war-craft and the martial deeds of their ancestors, such as the wars fought against Gondor by the Wainriders, and the Balchoth's conquest of Rhovanion.

## PLAYING A MAGICIAN, WIZARD, OR LOREMASTER

*'This Mithrandir was, I now guess, more than a lore-master: a great mover of the deeds that are done in our time.'*

— Faramir, *The Two Towers*

It may not be obvious at first how learned characters such as loremasters may contribute to an adventure, so this section contains

some basic wisdom for players whose characters place their trust in knowledge rather than stealth or physical strength. It also includes more advanced advice about how to get the most out of spellcasters

## CONTRIBUTING TO ADVENTURES

*'I could think of nothing to do but to try and put a shutting-spell on the door. I know many; but to do things of that kind rightly requires time. . . .'*

— Gandalf, *The Fellowship of the Ring*

The sections that follow provide advice on how loremaster, magician, and wizard characters can contribute most effectively to the adventures they find themselves involved in. While most of this information will be of use to players of any background, some is particularly useful to seasoned roleplayers, as it highlights some of the most important differences between magic-using characters in other fantasy roleplaying games and the magicians and wizards of Middle-earth.

## LOREMASTERS

At first glance, loremasters seem not to possess any of the basic talents one often associates with high-fantasy roleplaying characters: they aren't particularly skilled at wielding weapons, they don't use stealth to their advantage, they aren't necessarily all that nimble, and they can't learn spells as easily as magicians. Don't let that fool you, and don't underestimate the importance of two key aspects of the loremaster order.

The first thing to keep in mind is that the differences between orders in *The Lord of the Rings Roleplaying Game* are subtle, and the rules don't

in *The Lord of the Rings Roleplaying Game*. If you handle a loremaster properly, always looking for ways in which he might contribute to a party's success, he can prove just as useful—if not more—than a doughty fighter or nimble rogue.



trade off strengths and weaknesses very dramatically in differentiating between orders. That is to say, many of the same capabilities are available across many or all orders. For example, though Gandalf's greatest strengths were his spellcraft and command of lore, he could also put Glamdring to excellent use. Although Denethor cultivated mastery of lore, he too could swing a blade well enough to kill a man. A PC who is a loremaster is not by definition useless in combat.

The second thing to remember—and as a player with a loremaster PC, you are well advised to remember this at all times—is that your particular skills are of paramount importance in Middle-earth. The Free Peoples encompass different races and many different cultures separated not only by distance, but also by distinctive languages and mores. If you journey to the East or the South, these differences will become even sharper and the cultures will seem even more alien to one who knows nothing of them. Wherever your party goes, therefore, Language and Lore skills are absolutely necessary to social navigation in unfamiliar circumstances.

Imagine, for example, that Ciriondor, Junior Archivist of the White Tower, has secured permission from Lord Denethor to journey north to Imladris, to seek a tome of lore that resides only in Master Elrond's library in Rivendell. On its way north, his party passes Lothlórien, where it encounters a patrol of Silvan Elves, who have left the Golden Wood to pursue marauding Orcs. The Elf-soldiers are suspicious of all Men, and treat Ciriondor and his party warily. They are also numerous and heavily armed. None of them speaks the Common Tongue, so in order to communicate with them, Ciriondor must rely on his knowledge of Sindarin and hope that he is smart enough not to make any fatal errors. The fate of Ciriondor's party in this particular situation—detainment, imprisonment, or worse—may hinge on his Language skill.



Similarly, PCs in a strange land may need to summon cunning and lore-craft to pass safely through it. Consider again Ciriondor's dilemma. Even if he and the Elf-soldiers of Lothlórien communicate successfully, how does he persuade them that he means no ill to the Golden Wood? If he had the skill Lore/Race: Elves, or something similar, he might know enough about how they think and the kinds of suspicions they harbour against outsiders that he could avoid doing or saying something to antagonise them. Or he might know what sort of sentiments would draw a favourable response from them, or the name of an individual he could mention to gain their favour.

With all of these things in mind, try to anticipate where your next adventure might lead you. If you think your party might need to know certain languages, or understand the history, geography, or culture of a certain race or region, use any advancement picks you have to add skill ranks in relevant areas. Remember that it's easier for you to add ranks in Language and Lore skills than it is for members of most other orders.

Lore skills can also prove useful in combat situations. If you have Lore/Spellcraft skills, you can try to identify spells as they are being cast and communicate the information to whomever will attempt to counter-spell them. At the very least, knowing what sort of magic is coming your way may help you avoid or mitigate its effects. Also, if you have a Lore skill that includes understanding of some foe you are fighting, your Narrator may allow you to make a skill test to gain insight into their tactics, their equipment, or the likely composition of their force by order or expertise. If you have the skill Lore/Race: Orcs, for instance, you could use a skill test to gain insight from the Narrator about how a band of Orcs rushing at your party will strike, and on whom they are likely to focus their attack. That sort of knowledge can help your party protect its most vulnerable assets and figure out tactics of your own that can capitalise on their weaknesses.

## MAGICIANS AND WIZARDS

It's more obvious how magicians and wizards can contribute to a party's success. Spellcasting is part and parcel of most any high-fantasy roleplaying setting—indeed, it's one of the defining marks of high fantasy. Even so, it's worth pointing out some of the characteristics of spellcasting and spellcasters in Middle-earth so you can avoid running afoul of the limitations imposed by the game system.

One important point to remember when using magic in a combat situation is that there are very few offensive area-effect spells in *The Lord of the Rings Roleplaying Game*. If you're used to fantasy roleplaying systems in which spellcasters have the power to harm many different foes at once, you will have to think differently here and choose your targets with discrimination. As a general rule, destroying your strongest individual foe often turns the tide in an encounter. Even if you don't cause your strongest opponent direct physical damage, you can weaken or distract him, depriving him of the full extent of his abilities.

In this regard, it's important to use spells that handicap the target in coordination with the efforts of the other party members. Spells such as *Disarm* and *Blinding Flash* cause little lasting harm by themselves. But in the midst of a hand-to-hand fight, blinding a foe or depriving him of his weapon can

give the warriors on your side a decisive advantage, or at least minimise the risk involved in fighting him at close quarters. On the other hand, casting such spells on a foe while he still has time to recover from them before engaging your party is essentially a waste of spellcraft.

As a spellcaster, it is very important to manage your Weariness Level. *The Lord of the Rings Roleplaying Game* places no limit on how many spells of what sort you can cast in any given period of time, but it does impose practical restrictions on spellcasting activity through the Weariness tests that magicians and wizards must make when using their spells. Every time you cast, you run the risk of failure, and every time you fail you lose at least one Weariness Level. (And if your Narrator is using the optional Weariness determination rules presented in Chapter Three on pages 46–8, you can lose Weariness Levels from successfully casting a spell, too!) Suffering from lost Weariness Levels makes you less effective in all sorts of important activities, and trying to cast spells when weary makes it more likely that you will fail, lose even more Weariness Levels, and enter a spiral to exhaustion.

Avoiding Weariness problems begins with selecting carefully the spells that you learn. If you have a Stamina modifier of less than +2,

avoid selecting spells with Weariness TN 10 or higher, unless you have other test modifiers (through edges or order abilities) that give you bonuses to your spellcasting Weariness tests. If your Stamina modifier is only +1 and you have no such bonuses, you will have to roll at least a 9 to cast a Weariness TN 10 spell (such as *Blinding Flash*) successfully and avoid losing Weariness Levels. In such a situation the odds are definitely against you. The chances are less than 1 in 3 that you will succeed without spending Courage points to nudge the probabilities in your favour. You certainly don't want to have to spend valuable Courage every time you cast a spell.

If you have a low Stamina, use advancement picks to raise it. This costs only two picks if Stamina is your favoured reaction, leaving you with enough for a Spellcasting order ability improvement in the same advancement. Also consider edges or order abilities (such as Tireless or Spellcasting Specialty) that will give you bonuses to Weariness tests associated with spellcasting. Do this before you start adding spells with high Weariness TNs to your repertoire; you should be able to add at least +3 to your Weariness tests before you start using Weariness TN 10 spells on a regular basis. Until then, stick with spells that have Weariness TN 8 or less.



Once you have selected spells and are ready to use them, take care to avoid Weariness in combat encounters. Combat is an intense activity and you will often find yourself wanting to cast spells one right after the other. However, you would be well advised to pace yourself; indiscriminate spellcasting, especially early in a fight, can sap you of Weariness Levels quickly and render you ineffective for the remainder of the encounter. Trying to cast when you are fatigued only makes it more likely that you will exhaust yourself before the battle is won.

In other words, cast judiciously. You might try sticking to spells with low TNs at the beginning; although they may not be the most powerful, they offer the lowest chance of casting failure and losing Weariness Levels. If you do choose to cast a spell with a high TN, make sure the effect will hurt your enemy greatly if you succeed, or that the target is important enough that harming him is worth the higher risk of casting failure. Casting a handful of *Lightning* (Weariness TN 12) spells in rapid

succession is a sure way to exhaust yourself; needless to say, you ought not to try it unless you are in a *desperate* situation. In all situations, if you do lose Weariness Levels in combat, weigh the possibility of casting failure and incurring further Weariness loss before you decide what to cast, or if you will cast again at all.

Another characteristic of magicians and wizards that can help them contribute to adventures is the fact that, ideally, they ought to have good Bearing modifiers. Bearing is an important factor in determining the effectiveness of many spells, especially those that require opposed tests against the target, so it behooves spellcasting characters to have high scores in that attribute anyway. Bearing is also the attribute upon which all Social skills are based. Therefore, magicians and wizards are natural candidates to take on important diplomatic tasks, such as Interrogate, Intimidate, and Persuade skill tests. Even if you have to use these skills untrained, your Bearing modifier by itself should

give you the equivalent of a couple of ranks in them. Assuming that you have paid due attention to your Bearing score, taking ranks in these skills can turn you into your party's natural leader, rather than the one who is trotted out only when there are spells to be cast.

## CONTRIBUTING TO THE CHRONICLE

*'That is the business of wizards: wizards are always troubled about the future.'*

— *Treebeard, The Two Towers*

Figuring out how your magician or loremaster character can contribute to the larger chronicle is largely a matter of understanding why he stays on the professional path he has chosen, and combining that insight with the attitudes and beliefs he draws from his native culture. If this seems like a more abstract exercise than



figuring how your character can contribute to the immediate needs of a given adventure, it is so. But taking part in a chronicle is more than a matter of using your knowledge to solve a riddle or casting a spell that sets a foe at a fatal disadvantage. Your character's ambitions, dreams, and passions will help your Narrator chart the course of the chronicle by giving him an understanding of what could inspire your magician or loremaster to great deeds. Before your Narrator can do that, you must determine your character's identity and establish what drives him as an actor in the epic story of which he is a part.

At first glance, creating a character for *The Lord of the Rings Roleplaying Game* might not seem like a complicated matter. Your character will be one of the Free Peoples of Middle-earth, and defending your way of life against the depredations of the Enemy will underlie what you do in the chronicle. It seems pointless—or at least pointlessly difficult—to pretend otherwise. But within that framework, many variations on the Free Peoples theme are possible, and recognising that range helps bring Middle-earth to life as a game setting. Diversity among PCs can and should make for an interesting chronicle in the same way the diversity among the Company of the Ring created such a gripping epic.

Consider, first of all, how your character's temperament, his way of thinking, and his personal experiences may influence both his choice of order and the decisions he makes while following his profession. Does he have a specific goal, such as forging an enchanted item to last the ages, or assembling a collection of lore than will bring him wide renown? Does he pursue learning or spellcraft as an expression of personal ambition, or to serve his people in an idealistic way? Revenge as a motivation usually makes for high drama. Did your character lose someone dear to him

to Orcs, and so, lacking the strength of limb to wield a sword, he learns as much as he can about them to find some other way of exacting retribution? Fleshing out your character in this way not only helps you run your character with a firm hand, but sharing your decisions with your Narrator can help him create specific challenges for you.

Once you have established this in your mind, consider also how your character's race and ethnicity influence the way he views Middle-earth. Not all of the Free Peoples think alike, or even possess much fondness for each other. Not all of them view the continual struggle against the Enemy in quite the same way. Take a look at the discussion that opens this chapter and go from there. Is your character a product of his culture's dominant attitudes, or does he cut against them? Does he accept some of what his native culture gives him while he wishes to figure out other things for himself?

For instance, Elves are notoriously aloof from the movements of the world; in the late Third Age, they sense that their time in Middle-earth is passing no matter what they do, and in any event their immortality gives them a different perspective on events than mortal folk. They may not attribute the importance to minor events that Men do. Yet, might not an Elf have sympathy for a mortal's way of viewing things? Dwarves are said to be closed and suspicious. Yet, once upon a time, Gandalf convinced Thorin Oakenshield and his followers to take a naïve young Hobbit with them on the most important quest of their lives. It is possible to be a product of circumstance and conditioning while deviating from them at times.

If you are a loremaster of Gondor (such as Ciriondor, the young loremaster of the Archive of the White Tower), how much do you share your people's pride of place, which some

might call vanity? Do you assume that nowhere in Middle-earth is as important as Gondor in the ongoing struggle against Sauron? Do you make a greater effort than others of your people to learn the ways and lore of the other Free Peoples? How you answer this question could determine how you respond in certain situations, and how you treat other characters, both PCs and NPCs. Boromir, like all of his countrymen, regarded the Hobbits in the Company of the Ring with utter astonishment when they first met. He also underestimated their qualities at first. Yet his puzzlement over these curious halflings made his willingness to die in their defence all the more heroic.

One of the most dramatic instances of how two characters striving toward the same end can look at the same problem very differently is seen in Gandalf's long-simmering quarrel with Denethor, the Ruling Steward of Gondor. Each holds a radically disparate view of Gondor's role in the defence of the West. The Steward, proud yet laden with misgiving, sees his realm as the only foundation upon which that defence can rest, and that assumption leads him to fatal despair when Sauron's army lays siege to his city. Gandalf, on the other hand, takes a wider view, seeing that many realms and peoples may contribute to the struggle against the Enemy, and in any event refuses by temperament to give up hope. The consequences of this disagreement are tragic, of course, but it highlights how differing attitudes between characters on the same side can create high drama within a chronicle.

However you answer these questions about how your character thinks and feels, remember that the deeds you do today, no matter where you come from or what order you belong to, will shape tomorrow's rhymes of lore.

# EXPANDING THE ORDERS

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*I've often wanted to see a bit  
of magic like what it tells  
of in old tales. . . .*

— Sam, *The Fellowship of the Ring*

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Many of the most fascinating characters in *The Lord of the Rings* are those whose greatest strengths are knowledge and wisdom, such as the Wizards Gandalf and Saruman, the ancient Half-elven lord Elrond, and the equally venerable Queen of the Golden Wood, Galadriel. Even Denethor, the fey Ruling Steward of Gondor, attracts fascination.



In this chapter, you will find new tools for bringing to life your own magician, wizard, or loremaster character, including new order abilities, new traits designed especially for learned characters, and new elite orders. The new order abilities Charm of Power, Robe of Authority, and Wizard's Charm will be of special interest to players with wizard characters, since they conjure powers similar to those of the Staff of Power order ability described in *Fell Beasts and Wondrous Magic* and the Wizard's Staff order ability described in the core rulebook. In addition, you will find new rules governing the use of Language and Lore skills, and these bear special attention, since they

revise and adjust the rules set forth in the core rulebook.

## NEW ORDER ABILITIES

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*'He was mighty book-learned was dear  
old Mr. Bilbo. And he wrote poetry.'*

— Sam, *The Fellowship of the Ring*

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**L**oremasters, magicians, and wizards have knowledge and cunning at their command, qualities that make them just as valuable as any doughty soldier or stealthy



rogue. The following sections detail additional order abilities that supplement the ones listed in the core rulebook and are available to members of the appropriate orders.

## NEW LOREMASTER ORDER ABILITIES

*'Your pardon, lord! . . .  
I see you are a lore-master, not merely  
a captain of war.'  
— Gondorian herb-master,  
The Return of the King*

### ENTISH

Through truly prodigious effort, you have acquired a rare skill indeed: mastery of the ponderous Entish tongue. This ability allows you to have Language: Entish as a skill, something that is otherwise prohibited to non-Ents. (Gaining ranks in this skill, however, requires you to spend advancement picks as usual.)

**REQUISITE:** Wits 12+; 8+ in any Lore skill that directly involves the Ents or Fangorn Forest (for instance, Lore/Races: Ents or Lore/Realms: Fangorn).

### FOLKLORIST

You have developed an ear for the wisdom and tales of common folk. You understand the things they take for granted as everyday knowledge and you hear the stories they tell among themselves of deeds both great and small, near and far away. You also have a keen, patient ear for gossip and traveller's tales that circulate at important crossroads, such as Bree. Many of your wise colleagues scoff at you for indulging the lowly, as Saruman ridiculed Gandalf for spending so much time among the unimportant Halflings, but by keeping your wits about you, you

may add significantly to your body of knowledge. Of course, you must also trust to your wisdom to weed out what is true from what is errant nonsense.

When you choose this ability, make four TN 10 tests, adding both your Wits and Perception modifiers. You may not spend Courage on this roll. See Table 2.1: Learning From Folklore to determine the result of each test.

**REQUISITE:** Bearing 9+, Perception 9+.

**IMPROVEMENT:** You may take this ability any number of times.

### PERFECT RECALL

Long practice in studying tomes and scrolls, and in listening to long tales and intricate songs, has honed your memory to a keen edge. You now find it trivial to recall in detail all of the decrees laid down by King Elessar at the Field of Cormallen, or the steps in preparing *athelas* to heal a wound. Even odd scraps of knowledge you picked up by the by rest more easily in your head.

You receive a +1 bonus to all Academic skill tests, except for Lore tests, for which you receive a +2 bonus.

**REQUISITE:** Wits 9+.

TABLE 2.1: LEARNING FROM FOLKLORE

TEST RESULT	RESULT
Complete or Disastrous Failure	False information fools you! You lose 1 rank in an existing Lore skill of your choice.
Failure	You fail to learn anything; no change to your Lore skills.
Marginal Success	You may add 1 rank to an existing Lore skill.
Complete Success	You may add 1 rank to a new or existing Lore skill.
Superior Success	You may add 1 rank to a new or existing Lore skill or choose a new speciality for any existing Lore skill.
Extraordinary Success	You may add 2 ranks to a new or existing Lore skill or choose a new speciality for any existing Lore skill.



**IMPROVEMENT:** This ability may be improved up to three times to gain additional +1 bonuses to all Lore tests. Improvement does not increase your bonus to other Academic skills.

### STUDENT OF THE SHADOW

You have immersed yourself in the study of the Enemy. You are eager to learn everything you can about him, his history and lore, his works, and his servants. There is no doubt that you do so with the finest of motives, since understanding one's foe makes it easier to defeat him. But you must have a care, lest you admire—or even become—the thing to which you devote your studies.

This ability gives you a +2 bonus to any Lore test involving knowledge of Sauron, his servants and allies, the One Ring, and any Language: Black Speech test. If you use this ability (you may opt not to take the bonus before rolling for such tests) and gain a successful test result, however, you must also make a Corruption test, and you must do so whether or not using the bonus made any difference.

**IMPROVEMENT:** You may devote up to three additional picks to this ability, gaining a further +2 bonus for every pick. However, for each additional

pick, you also incur a –2 penalty for each Corruption test you must make as a result of using this ability.

### TEACH

You have exceptional skill at imparting your knowledge to others. This is not a talent to be taken lightly, for not everyone with learning has the time or temperament to help another learn a new subject.

This ability allows another character to add a new Lore or Language skill, or improve an existing one, if you can successfully teach him. You must possess more ranks than your student in the skill you attempt to teach. Proper instruction requires

substantial contact between teacher and student; exactly what this means in context of a chronicle is something the Narrator must decide, but as a default, the Narrator may assume that it takes a solid week's worth of instruction, whether that be evening tale-telling by the fireside or snatches of conversation about the subtleties of pipeweed while travelling, highlighted by samples savoured along the way.

At the conclusion of the period of instruction, the teacher makes a TN 12 test, adding his and his student's Wits modifiers. The consequences depend on the degree of success or failure (see Table 2.2: Degrees of Teaching Success).

TABLE 2.2: DEGREES OF TEACHING SUCCESS

TEST RESULT	RESULT
Complete or Disastrous Failure	Student misunderstands completely! Student loses 1 rank in the Language or Lore skill being taught.
Failure	Student fails to learn anything; no change to the student's Language or Lore skill ranks.
Marginal Success	Student adds 1 rank to an existing Language or Lore skill being taught. (If the teacher was trying to teach a new skill, nothing is learned.)
Complete or Superior Success	Student adds 1 rank to a new or existing Language or Lore skill being taught.
Extraordinary Success	Student adds 2 ranks to a new or existing



## PATHS OF THE WISE

**REQUISITE:** Bearing 9+, Perception 8+.

**IMPROVEMENT:** Each improvement of this ability allows one additional student to be taught at a time, though all students taught at once must be learning the same skill. A different roll on Table 2.2 is made for each student when more than one is taught at a time.

### VERSATILITY

You have an exceptionally agile mind, and the breadth of your knowledge could astound your peers if you studied diligently enough. Your secret is that you have figured out how to grasp new subjects quickly. Whenever you add a new Lore skill, you start with 2 ranks instead of 1.

**REQUISITE:** Wits 12+.

### NEW MAGICIAN ORDER ABILITIES

*'There he sat down and worked up the best magic he could in the shadows.'*

— *The Hobbit*

### DISTIL DRAUGHT

You can create elixirs that mimic the effects of certain spells, essentially bottling the essence of your magical craft. Magical draughts may mimic the effects of any one of the following spells: *Change Hue*, *Dull Senses*, *Enhance Food*, *Guarding-spell*, *Keen Senses*, *Rain-ward*, *Renew*, *Revive*, *Slumber*, *Steady Hand*, *Stout Body*, *Strength of Limb*, and *Swift of Foot*. Determine the amount of time needed to distil an enchanted draught according to the rules for enchanting items on pages 62–71. Draughts are considered small items for purposes of determining size factor. Note that a draught of *Enhance Food* must be poured onto the food that it is intended to improve. No more than one enchantment may be laid into a single draught.

**REQUISITE:** Wits 9+, Craft: Cooking 4+ (you create draughts through distillation, boiling herbs or other ingredients to extract their essence before imbuing them with your spellcraft), Spellcasting.

### MAGICIAN'S CHARM

A talisman worn around your neck aids you in casting your spells. This magi-

cian's charm grants you a +1 bonus to Stamina tests to resist Weariness from spellcasting. It cannot provide this benefit to anyone else, and is useless to anyone who takes it from you.

Before you use this ability you must acquire a charm of masterwork quality (if you do not have one already). This can be any item small enough to wear around your neck. You must then wear it for an entire day, during which time you may undertake no strenuous activity other than attuning the charm to your magical power. Doing so imbues the charm with your power of spellcraft.

**REQUISITE:** Spellcasting.

### SERVANT OF UDÛN

Terrible things lie hidden in the deeps of Middle-earth, things so ancient and obscure that not even Sauron has full knowledge of them. You have become acquainted with these fearsome sources of power and have learned something of how to shape and wield them for your own purposes. Along with that knowledge, however, comes the sense that using it has dangers all its own.

You gain a +2 bonus to all tests needed to cast spells from the Fire,

Smoke, and Light spell specialty and Sorcery spell specialty. However, you also suffer a -2 penalty to all Corruption tests.

**REQUISITES:** Spellcasting; Fire, Smoke, and Light spell specialty or Sorcery spell specialty.

**IMPROVEMENT:** For each additional pick you devote to this ability, up to three, you gain an additional +1 bonus to tests needed to cast spells from the Fire, Smoke, and Light spell specialty and Sorcery spell specialty. You also suffer an additional -2 penalty to all Corruption tests for each additional pick.

## NEW WIZARD ORDER ABILITIES

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*‘[Gandalf’s] knowledge was deep, his thought subtle, and his hands marvelously skilled. . . .’*  
— Aragorn, *The Two Towers*

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### CHARM OF POWER

Just as the Staff of Power order ability (described on pages 88–90 of *Fell Beasts and Wondrous Magic*) enhances the power of a wizard’s staff and exemplifies the deep identification between a spellcaster and this important personal possession, so too does Charm of Power amplify the capabilities and importance of a magician’s charm.

A Charm of Power has two discrete capabilities: Defence and Spell Patterns. These do not immediately manifest when this order ability is purchased, however. Rather, a wizard must activate each through an exceptional deed or accomplishment before he can command them. Once activated, using either of the Charm of Power’s capabilities requires a single action. These capabilities are not

exclusive; both may be used at once as long as both have been activated.

A Charm of Power may not be destroyed by ordinary physical means, although some particularly powerful spell or some other great magical force, such as a Dragon’s breath, might do so, at the Narrator’s discretion. If a Charm of Power is destroyed or lost, you may gain a new one by re-purchasing the Charm of Power order ability, though you must re-activate its powers in the normal way. If, however, for whatever terrible reason, you are cast out of the Order of Wizards, your charm loses all of its abilities and becomes inert. You may not under such circumstances get a new, functional Charm of Power by selecting this order ability again.

In order to select Charm of Power as an order ability, you must already possess a magician’s charm. It becomes a Charm of Power as soon as you manifest one of its abilities. It retains the spellcasting Weariness test bonus described under the magician’s charm order ability after this activation.

**REQUISITES:** Magician’s Charm, Wizard Spellcasting, Wizardly Power.

### Defence

A Charm of Power not only sustains your magic, it also helps ward off the blows of your enemies.

**EFFECT:** A Charm of Power increases your Defence by +2 against all attacks.

**MANIFESTATION:** This capability activates when a foe suffers a complete or disastrous failure in an Armed Combat or Ranged Combat test directed against you. This must occur in a genuine battle, not while you practice physical combat or spar with a friend.

### Spell Patterns

You may use a Charm of Power to focus and channel your spellcraft. Over time, exposure to your spells subtly changes its form, allowing it to

create a spell’s effects without placing proportional strain on you.

**EFFECT:** Choose any spell that you already know with Weariness TN 5 or lower. You may cast that spell once per day without making a Stamina test to resist Weariness. Furthermore, the spell does not count for purposes of determining the Weariness TN of spells that you subsequently cast. You may therefore use this charm ability and immediately cast another spell without suffering the standard test result penalty for casting too many spells in a short period of time or for having multiple spells in effect at one time.

**MANIFESTATION:** You must attain a superior success on the Weariness test made when casting the spell you wish to imbue into the charm. When you do so, the charm gains this capability.

### QUICK CASTER

Hard experience, gained by striving against other spellcasters, has taught you how to read the intentions of a foe and counter them with dexterity. Whenever you cast a counter-spell, you gain a +2 bonus to the Weariness test and a +2 bonus to the subsequent opposed Bearing test.

**REQUISITE:** Nimbleness 8+, Wizard Spellcasting.

**IMPROVEMENT:** You may improve this ability up to three times to gain additional +1 bonuses to both of the tests this ability modifies.

### ROBE OF AUTHORITY

Like a Staff of Power or a Charm of Power, a Robe of Authority is both an order ability and an item that enhances the wizard’s power and exemplifies the deep identification between a spellcaster and a personal possession—in this case, the garment that he wears.

A Robe of Authority has three discrete capabilities: Blinding Light, Defence, and Hue Shift. These do not

immediately manifest when this order ability is purchased, however. Rather, a wizard must activate each through an exceptional deed or accomplishment before he can command them. Once activated, using any of these capabilities requires a single action. These capabilities are not exclusive; more than one may be used at once as long as they have been activated.

A Robe of Authority may not be destroyed by ordinary physical means, although some particularly powerful spell or some other great magical force, such as a Dragon's breath, might do so, at the Narrator's discretion. If a Robe of Authority is destroyed or lost, you may gain a new one by re-purchasing the Robe of Authority order ability, though you must re-activate its powers in the normal way. If, however, for whatever terrible reason, you are cast out of the Order of Wizards, your robe loses all of its abilities and becomes inert. You may not under such circumstances get a new, functional robe by selecting this order ability again.

In order to select Robe of Authority as an order ability, you must possess a masterwork robe. It becomes a Robe

of Authority as soon as you manifest one of its abilities.

**REQUISITES:** Wizard Spellcasting, Wizardly Power.

### Blinding Light

It was said of Gandalf the White that he could cast aside his tattered traveller's cloak to reveal a dazzling light that seemed to emanate from his body, and that it dismayed his foes and inspired his allies, even though the latter, too, had to shield their eyes from it.

**EFFECT:** You may cast aside whatever garments you are wearing over your Robe of Authority to reveal a flash of bright light. All servants of the Enemy within 10 feet of you are affected as if exposed to the spell *Blinding Flash*, except that their Swiftiness TN to halve the duration of the effect is 10 + your Bearing modifier. Allies within the area of effect are blinded for only 1d6-2 rounds (results of less than 1 indicate no blindness at all), and their Swiftiness test is TN 10. This particular power achieves the same degree of effectiveness whether you use it in the dark or in bright daylight.

**MANIFESTATION:** Blinding Light activates when you cast *Blinding Flash* or any spell from the Secret Fire speciality against a servant of the Enemy and achieve a superior success.

### Defence

A Robe of Authority acts as enchanted armour, deflecting blows directed against you.

**EFFECT:** A Robe of Authority increases your Defence by +4 against all attacks.

**MANIFESTATION:** This ability activates when a foe suffers a complete or disastrous failure in an Armed Combat or Ranged Combat test directed against you. This success must come in a genuine battle, not while you practice physical combat or spar with a friend.

### Hue Shift

A Robe of Authority conceals your physical form when you wish to remain unseen, blending you into the background. It also muffles the sounds that you make when you move.



**EFFECT:** This ability grants you a +5 bonus to all Stealth tests. Also, all Hear, Sense Power, and Spot tests executed against you suffer a -5 penalty.

**MANIFESTATION:** This ability activates when you achieve superior success in any Stealth test executed to hide yourself from a servant of the Enemy or some other genuine foe (in other words, you may not 'practice' concealing yourself just to activate this ability).

## NEW TRAITS

*'Quite simple. Too simple for a learned lore-master in these suspicious days.'*

— Gandalf, *The Fellowship of the Ring*

Every hidden path that runs has its own twists and turns; every career you may choose will bring out your strengths and weaknesses in different ways. The new edges and flaws described here are best suited for loremasters, magicians, and members of related elite orders, although you may also use them with characters belonging to other orders.

## EDGES

*'For you are proud, Gandalf—and not without reason, having a noble mind and eyes that look both deep and far.'*

— Saruman, *The Two Towers*

## ACCURATE RECALL

You have an unusually good memory, even for someone of exceptional intelligence. Whether you read something in a tome or hear it in a rhyme of lore, it remains with you, even when you are under duress.

**REQUISITE:** Wits 10+.

**EFFECT:** You receive a bonus of +2 to all Lore tests.

## CLEAR SPEECH

You have a gift for enunciating clearly, even in tense situations. You are more persuasive and more likely to be understood when speaking. You also find it relatively easy to cast spells that require speaking an incantation.

**REQUISITE:** Bearing 8+.

**EFFECT:** You gain a +2 bonus to all Debate, Language (when speaking), and Persuade tests, as well as to Perform tests that involve speaking (Tell Stories and so on). You also gain a +1 bonus to all Weariness tests when casting a spell that requires speaking words of command.

## HIDDEN STRENGTH

As a spellcaster, you have hidden reserves of strength upon which you may call in times of need. For a brief period each day, you may redouble your efforts and weariness will not touch you as you use your magical powers.

**REQUISITE:** Spellcasting order ability.

**EFFECT:** For a period of 1 round per point of your Vitality score, you receive a +6 bonus to all spellcasting Weariness tests. Afterward, however, you automatically lose 2 Weariness Levels. You may use this ability only once per day.

## KEEPER OF ANOR

You are steadfast and incorruptible at heart, a true friend to the Free Peoples and the Middle-earth that is so dear to them. The Enemy may defeat you by force, but he can never win you over. Power and dominion over others hold no attraction for you.

**REQUISITE:** Bearing 9+.

**EFFECT:** You receive a +4 bonus to all Corruption tests and a +2 bonus

to all tests related to casting spells from the Secret Flame speciality.

## NATURAL ARCHIVIST

You feel comfortable around collections of written works, and you have a relatively easy time finding the information you want among libraries, scroll hoards, and the like.

**REQUISITE:** Perception 9+, Wits 9+.

**EFFECT:** You receive a +4 bonus to all Search tests when trying to locate a particular document (tome, scroll, and the like) in an archive or scroll hoard, and also when trying to locate a particular bit of information in a document.

## SCHOLARLY LINEAGE

You come from a long line of scholars, bards, or other such masters of lore. Your family being what it is, your early memories swim with the sort of knowledge that others must travel widely or work diligently to acquire. It is that much easier for you to master lore as a result.

**EFFECT:** Choose any one Lore skill grouping, such as Lore/Realm or Lore/Race. When you add specialties to tests on skills in that group, you add +3 rather than +2.

**IMPROVEMENT:** This edge can be improved with up to two additional picks, with each pick granting an additional Lore skill grouping.

## SENIORITY

Your mastery of learning has given you at least one very palpable benefit: a position of respect within your society. You may have won an appointment as an Archivist of the White Tower in Minas Tirith, so that you spend your days in the greatest library in Middle-earth, the archive that once belonged to the Kings of Gondor. Or perhaps you are a tribal elder of the Haradrim or the Easterlings.

**REQUISITE:** Bearing 9+, Wits 9+, and 8+ ranks in any Lore skill. The Narrator also has the discretion to make the Rank edge a prerequisite, depending on the position the character wishes to assume. Some high positions may require noble birth, others not.

**EFFECT:** You receive a +4 bonus to all Social skill tests that involve gaining access to bodies of knowledge (entering a library without official permission, for example, or persuading a reluctant bard to sing a song of lore). You also receive a +2 bonus to all Persuade tests that involve citing facts related to a Lore skill you possess. (People are more likely to believe you because of your position.) Like the Rank edge, Seniority may also have substantial story effects, as NPCs may have to show you deference due your station.

## WOODSWISE

You have spent much time in woods and fields, or perhaps in the wild. As a result, the ways of beasts and plants hold little mystery for you.

**EFFECT:** You receive a +2 bonus to all Lore/Wilderness tests, Weather-sense tests, and all tests required when casting spells from the Beasts and Birds speciality.

## FLAWS

*‘[Saruman’s] knowledge is deep, but his pride has grown with it, and he takes ill to any meddling.’*

— Gandalf, *The Fellowship of the Ring*

## AFRAID OF FIRE

For whatever reason, fire makes you distinctly uneasy. Spending the evening by the fireside causes you no undue anxiety, but large and magi-

cal displays of fire, such as fireworks, set you on edge.

**EFFECT:** You receive a -4 penalty to spellcasting Weariness tests for casting any spell from the Fire, Smoke, and Light spell speciality, as well as any sorcery spell that involves conjuring fire. You must also make a Fear test whenever someone else casts a spell that fits either of these descriptions in your presence, with TN 10 + caster’s Bearing modifier.

## AFRAID OF THE SEA

While dry land is solid and safe, seas and other large bodies of water are not so comforting. Their waters suffocate and their murky depths conceal all manner of dangers. You can ford a small stream without difficulty, but wide rivers, lakes, and seas truly terrify you.

**EFFECT:** You receive a -4 penalty to spellcasting Weariness tests for casting any spell from the Water spell speciality, as well as any sorcery spell that involves conjuring or manipulating water, fog, or the like. You must also make a Fear test whenever someone else casts a spell that fits either of these descriptions in your presence, with TN 10 + caster’s Bearing modifier.

## AFRAID OF THE STORM

Whenever a tempest rages on the sea, or wind and rain howl on the land, it sets your nerves on edge. A modest downpour or a stiff wind does not bother you, but you lose heart whenever the weather becomes truly angry.

**EFFECT:** You receive a -4 penalty to spellcasting Weariness tests for casting any spell from the Air and Storm spell speciality, as well as any sorcery spell that involves conjuring whirlwinds, tempests, and the like. You must also make a Fear test whenever someone else casts a spell that fits either of these descriptions

in your presence, with TN 10 + caster’s Bearing modifier.

## CITY-DWELLER

You have spent your days buried in urban areas, whether the great city of Minas Tirith, a more modest city like Dale, or even a crossroads town like Bree. Seldom, if ever, have you walked in the woods or travelled through the wild lands of Middle-earth. Nor have you sailed its great waters. Should fate cast you into the wilds or onto the sea, you will be at a disadvantage.

**EFFECT:** You suffer a -2 penalty to all Lore/Realm tests involving the East of Middle-earth (Harad, Mordor, and the like), the forests and sparsely populated areas of the West (such as Mirkwood and Eriador, which was severely depopulated by the late Third Age), and large bodies of water. You receive a -4 penalty to all Lore/Wilderness tests. You also suffer a -2 penalty to all tests required when casting spells from the Beasts and Birds and Water specialities.

## DARK HEART

You have studied the One Ring, the Enemy, and his minions. You may have done so with the sensible intention of understanding your foe, but your knowledge of great evil has had the unintended effect of fascinating you and seducing you with the lure of power. Perhaps Sauron himself has sensed your presence and seeks to win you over by whatever means he can command. You must beware the desires of your own heart, because they are your true weakness.

**EFFECT:** You must make a Corruption test whenever you acquire a rank in a Lore skill related to the One Ring, Mordor, Sauron, or his servants. To make matters worse, you suffer a -2

### FORGETFUL

You don't have much of a head for facts and dates. Even if others reckon you wise, that doesn't alter the fact that you just aren't very good at remembering details. It all goes in one ear and out the other, they used to say about you as a child, and even now your memory can fail you at inopportune times.

**EFFECT:** You suffer a  $-4$  penalty to all Lore tests, and a  $-1$  penalty to all spellcasting Weariness tests.

### FUMBLE-FINGERED

Whether due to age, nerves, or excitement, your fingers sometimes get away from you when you most need them to be steady.

**EFFECT:** You suffer a  $-2$  penalty to all Nimbleness tests requiring fine manipulation. In addition, each time you cast a spell that requires the use of gestures (see page 168 of the core rulebook) you must make a TN 5 Nimbleness test (factoring in the  $-2$  penalty) to get the spell underway. If you fail your action is wasted, though you need not attempt the spell's Weariness test.

### INCREDULOUS

Intelligent though you are, you have an unfortunate tendency to doubt the simplest explanation and the clearest logic. When it comes to interpreting obscure knowledge, you prove too clever for your own good. In short, you have a habit of outthinking yourself.

**EFFECT:** You suffer a  $-2$  penalty to all Lore/History skill tests and a  $-1$  penalty to all other Lore skill tests.

### PROVINCIAL UPBRINGING

Your upbringing exposed you to very little of the world outside your home, even by the sheltered standards of Middle-earth in the late Third Age. Now, everywhere you go outside the circumscribed bounds of your youth seems strange, the folk alien to you. Understanding these places and their peoples is therefore difficult for you. Understanding these places and their peoples is therefore difficult for you; it is not impossible, but you will always have to work harder at it than most of your peers.

**EFFECT:** You suffer a  $-2$  penalty to all Lore/Realm and Lore/Group tests involving a realm or group other than the one to which you are native. For instance, a warrior of Rohan with this flaw would suffer a  $-2$  penalty to a Lore/Group test about the Lossoth and to a Lore/Realm skill test about

Forochel. Conversely, one of the Snowmen would suffer the same penalty to a Lore/Group skill test about the Rohirrim and a Lore/Realm skill test about Rohan.

### TIRESOME

You know a great deal. In fact, you know too much for your own good when it comes to social situations. You tend to tell people more than they care to know, even in casual meetings.

**EFFECT:** You suffer a  $-6$  penalty to all Intimidate and Perform (Tell Stories) tests, a  $-4$  penalty to all Persuade tests, and a  $-2$  penalty to all Inquire tests. You may not take Fast Talk as a specialty of Persuade. If, however, you already have the Fast Talk specialty when you take Tiresome as a flaw, you do not lose it.

### TONGUE-TIED

You find it unusually difficult to let words roll off of your tongue, no matter what language you are speaking. Your audience often has difficulty understanding you, and you are not a very persuasive speaker as a result. You also find it difficult to cast spells that require speaking an incantation.

## PATHS OF THE WISE

**EFFECT:** You suffer a -2 penalty to all Debate, Language (when speaking), and Persuade tests, as well as to Perform tests that involve speaking (Tell Stories, and so on). You also suffer a -2 penalty to all Weariness tests when casting a spell that requires speaking words of command.

### UNNERVING MANNER

Your pursuit of obscure lore or magical craft has made you a little eccentric in the eyes of others. Perhaps it is something in the way you dress, the way you carry yourself, or the manner in which you address other folk. Whatever it is, your quirkiness hampers you whenever an eloquent tongue or polished demeanour is needed.

**EFFECT:** You suffer a -2 penalty to all Social skill tests except for Insight tests.

## SKILLS

*'Of lore and manners have they learned what they would, and their lords speak our speech at need.'*

— Faramir, *The Two Towers*

This section expands upon the rules governing the use of Language and Lore skills, and presents some modest (but useful) modifications to them.

### LANGUAGES OF MIDDLE-EARTH

*'Why then do you not speak in the Common Tongue, as is the custom in the West, if you wish to be answered?'*

— Gandalf, *The Two Towers*



Many of the languages of Middle-earth are related to one another, sharing common words and similarities in grammatical structure. As a general rule, related languages are regional or tribal offshoots from a parent language spoken by different ethnic groups' common ancestors in the distant past. As time and geography deepened the distinctions between ethnically similar groups, the languages that they spoke developed their own distinctive characteristics.

For instance, all Elves once spoke the same language. Then the Noldor and the Sindar separated from the Silvan Elves by migrating to what was then the West of Middle-earth. The Noldor further separated themselves by departing Middle-earth for the Undying Lands. Over the course of uncounted years of physical separation, all three developed variations on their original tongue that became so different that by late in the Third Age, they were distinctly different languages, none easily comprehensible to speakers of the other. On the other hand, the Rohirrim left the North-lands recently enough so that their language, Rohirric, has not yet evolved significantly from the original Northman tongue they once shared with other nations of Middle Men

from the North. If a Knight of the Mark were to find himself in Dale, he could, with minimal effort, understand the native speech of the locals (assuming they chose not to communicate in Westron, that is).

For a graphical representation of how the languages of Middle-earth are related to each other, see Table 2.3: Languages of Middle-earth. Beneath each race, the languages commonly used by its members are listed, followed by the major dialects of the language, if any.

Each language is a possible Language skill, and each major dialect is a potential specialty of that skill. For instance, if you acquired skill in the tongue of Rohan, you would describe it as 'Language: Northman (Rohiric)' in your skill list.



Speakers of languages without dialects—Westron, for example—receive, by default, the +2 specialty bonus to tests when using that language. (Otherwise they would effectively be penalised due to the fact that their language has not fragmented into dialects.) In order to remember this bonus in play, players may wish to record these languages on their character sheets after the fashion of ‘Language: Westron (Westron).’

### LANGUAGE SKILLS IN PLAY

Although they are similar to other skills in game terms, language skills are also clearly different from them. While it would be possible to conduct a test for each attempt at communication between two characters, it would also bring the chronicle to a screeching halt. The following rules provide a number of useful generalisations about when characters can freely converse with one another, and when tests are necessary.

One who has 6 skill ranks in a given language is as fluent as an average native speaker. Those who meet this threshold are thus referred to as *native speakers* even though they may not, technically speaking, be natives of that culture. As long as all of the parties of a conversation are native speakers, they may communicate freely. Specialty bonuses do not help determine whether a given individual is a native speaker.

In any case where communication is attempted by a party without 6 ranks in the applicable language, however, a test must be made by that party. Target numbers to communicate and understand ideas of various complexity are listed on page 129 of the core rulebook.

**EXAMPLE:** A group of Rohiric farmers survive a Dunlending raid on their lands and manage to take one of the attackers prisoner. They want to know whether additional raids are planned, but they discover that their captive does not understand Rohiric

and cannot converse in Westron. One of the brightest Rohirrim knows a few words of Language: Dunlending (Dunlending) and tries to put this question to the sullen prisoner. The Narrator determines that this is a Routine test (TN 10). With a roll of 7, his test result is 12 (7 + 2 skill ranks + 2 specialty bonus because there are no Dunlending dialects + 1 from his above-average Wits score). He successfully words the question. Since the captive has 6 ranks in that language, he does not need to make a test to understand. Whether he chooses to answer, of course, is another question entirely, and if he does, the farmer will have to make another test to understand the response.

When particularly difficult topics are discussed, even native speakers may have trouble following the conversation. Examples include magic, technical procedures, obscure historical topics, and tricky verse. In such cases, the Narrator may set an equivalent native-speaking threshold which is higher than 6.

**EXAMPLE:** A Dwarf-craftsman sells a Dwarf-toy he has created to an adventurous Hobbit from Buckland. The procedure for activating the toy is tricky, so the Narrator rules that one would need 8 skill ranks to understand perfectly without a test. While the Hobbit has 8 ranks in Westron, the Dwarf has only 6. Communicating the procedure, the Narrator decides, is a Challenging test (TN 15). The Dwarf rolls 3, for a test result of 11 (3 + 6 skill ranks + 2 specialty bonus because there are no dialects of Westron). He botches the explanation, so even though the Hobbit need not roll to understand him, he gets the wrong idea. Note that had the Dwarf succeeded, no test would be needed on the Hobbit’s part, because he meets the equivalent native-speaking threshold of 8 skill ranks.

Clearly, it is possible for those who speak different dialects of a given language to communicate with one

TABLE 2.3:  
LANGUAGES OF  
MIDDLE-EARTH

#### MEN

Westron  
Northman  
  Beorning  
  Dalish  
  Lakeman  
  Rohiric  
  Woodman  
Dunlending  
Drúadan  
Southron  
  Far Southron  
  Near Southron  
  Umborean  
Variag  
Easterling  
  Tribal Dialects

#### DWARVES

Khuzdul

#### ELVES

Quenya  
Silvan  
Sindarin

#### ENTS

Entish

#### ORCS

Black Speech (Mordor-orcs)  
Orkish  
  Tribal Dialects

another. Though two such speakers may have difficulty penetrating each others’ accents and use turns of phrase that are unfamiliar, the only game effect is that they simply do not gain the benefits of their specialty bonuses when talking to each other.



**EXAMPLE:** A Man from Dale travelling far from home encounters a party of Rohirrim. They wish to exchange news of the road. Although the Man from Dale speaks Language: Northman (Dalish) +6 and the Riders speak Language: Northman (Rohiric) +6, they can still communicate with each other as native speakers. After exchanging news, they decide to camp together for the night. Around the campfire, one of the Rohirrim recites a rather obscure Rohiric proverb—in verse—about the fortunes of chance meetings. The Narrator decides that this verse, being particularly difficult, requires 10 skill ranks of fluency to avoid tests. As none of the parties meet this requirement, tests are required. The Narrator rules that the task is Challenging (TN 15). The Rider telling the story rolls 7 + 6 (skill ranks in Northman) + 2 (his specialty in Rohiric) for a test result of 15. He succeeds in delivering the verse. The Daleman rolls 7 + 6 (skill ranks in Northman) for a test result of 13. He does not add his specialty bonus, because it applies only to conversations in the dialect of Dale. He does not understand the verse, but smiles politely to avoid offending his camp-mates.

## LANGUAGE DESCRIPTIONS

The following sections discuss the languages listed on Table 2.3 and the dialects they encompass.

### Westron

By the end of the Third Age, Westron had become the standard language of interaction for all of the West of Middle-earth, and even much of the East. For this reason, it is often referred to as the Common Speech. All who live in what was once the old kingdoms of Arnor and Gondor, from the Lossoth of Forochel in the North, to the Hobbits of the Shire, to the Corsairs of Umbar in the South, speak at least enough Westron to

get by with simple phrases. Even the Men of Dunland and the Woses of the Drúadan Forest can speak a little. The enemies of the old Númenorean kingdoms—the tribes of the East and South, such as the Haradrim and Variags of Khand—absorbed the language of their foe as well, although they also retained their traditional languages (see below). Most Elves speak at least a little Westron as a second language. All Hobbits and Dwarves of the Westlands speak it as their native tongue.

Westron is a compound of various languages. It traces its roots to the ancient tongue of Men spoken by the Edain, the Three Houses of Men who came into Beleriand in the First Age and befriended the Elves. When the Valar rewarded their friendship by granting them the island of Númenor, they brought their language with them, though they allowed Elvish words to mingle with it and soften it. The Númenoreans brought it back to Middle-earth when they began to colonise its coastal lands early in the Second Age. This brought them into contact with lesser Men, and their words entered the language as well. By the time Elendil led the survi-

vors of the downfall of Númenor to Middle-earth in SA 3320, Westron had become a language with its own distinct identity, although the ancient Númenorean tongue remained at its core. As Elendil and his descendants spread their authority across the Westlands, their language became the standard language of their realms.

### Elvish Languages

At the beginning of the Elder Days, before the sundering of their race, all Elves spoke the same language. But after the Valar summoned the Three Houses of the Eldar to the Undying Lands, leaving the Silvan Elves in Middle-earth, their tongues changed over time so that they became quite different from one another. The speech of the Elves divided further when some of the Third House of the Eldar, the Sindar, or Grey-elves, stopped on the shores of Beleriand, deciding at the last moment that they could not bring themselves to leave Middle-earth altogether. The Sindarin tongue evolved along a path of its own, while its cousins, graced by the Undying Lands,



retained something closely akin to its original speech.

**SINDARIN:** Sindarin was the universal spoken language of the Elves of Middle-earth in the Second and Third Ages. When their cousins the Noldor returned from the Uttermost West at the end of the First Age, they ultimately adopted Sindarin as their language, being lesser in number than the Grey-elves. Sindarin is also spoken by non-Elves who traffic with Elvenkind or take an interest in their lore.

**QUENYA:** Quenya represents the closest living link to the original language of the Elves that is still spoken in the West-lands, and it is the first language to be recorded in writing. After the first two Houses of the Eldar came to the Undying Lands, their language entered a state of changelessness, so that when the Noldor at last returned to Middle-earth, it seemed to their kindred the Grey-elves that they spoke a tongue out of the distant past. After the Noldor adopted Sindarin as their spoken tongue, Quenya became a language of lore and ceremony only. It was also used by the Númenorean kings.

**SILVAN:** The Silvan Elves spoke a language of their own that, though closely related to Sindarin, was distinct from it, as was Sindarin from Quenya. After the Eldar began their journey west, it was the only Elven speech heard in much of Middle-earth. But after the destruction of Beleriand, the Noldor and many of the Sindar returned east and brought their languages and culture with them. They ruled over the Silvan Elves and, in Lórien, supplanted their language for the most part. In the Third Age, Silvan is still spoken by the Wood-elves of Mirkwood and Lórien.

## Languages of Men

**NORTHMAN:** During the Third Age, descendants of peoples closely related to the ancient Edain still lived near Erebor and in the upper vales of the Anduin: the Men of Long Lake and Dale, the Woodmen of Western Mirkwood, and the Beornings. All of them preserved regional dialects of the ancient language of the North, which differed from Westron in that they had been less influenced by Elven tongues and the speech of lesser Men. One may add to this family Rohiric, the language of the Rohirrim. Also, most of these Northman dialects are at least passing familiar to the Men of Dorwinion. The communities of Dorwinion trade frequently with those of Erebor, and folk from both regions intermarry. Westron is the native tongue of Dorwinion, but dialects from Erebor frequently become second or third languages.

**DUNLENDISH:** By the time of the War of the Ring, only the fierce Men of Dunland still spoke Dunlendish. Long before the Númenorean exiles arrived in Middle-earth, it was the language of the folk who built Dunharrow. It was also spoken in Bree before Bree became part of the Kingdom of Arnor.

**DRÚADAN:** Even more ancient and arcane than Dunlendish is the harsh, guttural speech of the Woses, the reclusive Púkel-men of the Drúadan Forest. The origins of their language go back beyond the Third Age, possibly beyond the Second and into the First, when their ancestors occupied lands near the White Mountains that later belonged to Gondor and Rohan. By the time of the War of the Ring, they had withdrawn entirely into the Drúadan, not daring to leave but also making the old forest their own. At the beginning of the Fourth Age, King Elessar decreed that the Drúadan would belong to them in perpetuity in return for services that they had rendered Gondor and Rohan in the war.

**SOUTHRON:** Westron speakers who have heard the Southron tongue describe it as oddly melodic, though its tonalities sound dark and dissonant to their ears. There are, in fact, three regional dialects of Southron, each identified by the land in which it is spoken: Near Harad, Far Harad, and Umbar. Three thousand years of Númenorean domination, followed by a further millennium of Gondorian occupation, exerted a profound and lasting influence on the Umbarean dialect, which is heavily inundated with Adúnaic and Westron loan-words. It is therefore the most distinctive dialect of Southron. All are descended from an older Southron language spoken by the lesser Men of Harad in the Second Age.

**VARIAG:** The fierce but enigmatic Variags of Khand speak a language that, as far as anyone can tell, is completely unlike any other tongue of Men spoken in Middle-earth, both in sound and structure. It seems to borrow substantially from the Black Speech—no doubt the product of their long association with the Lord of Mordor. Of course, the language of Khand has been studied sparsely at best by the loremasters of the West-lands. Only the soldiers of Gondor have heard it spoken, and they report that the Variags' speech has a high, wailing sound to it, at least when uttered in battle.

Because of the close relationship between their languages, native speakers of Khand may use the skill Language: Black Speech untrained.

**EASTERLING:** Just as a full tally of the tribes of lesser Men who live in the lands to the east has never been made by anyone in the West of Middle-earth, no full accounting of the languages spoken by those tribes exists. However, all of the Easterling tribes that assailed the Númenorean kingdoms in the Third Age, including those whom Sauron seduced to his side for the War of the Ring, speak what appear to be dialects of the same

basic language. This suggests that they are all ethnically kin, or at least that their ancestors once lived in close proximity to each other. Traders from Dorwinion and those few among the peoples of the West who have heard it describe it as choppy and abrupt in its sound.

### Khuzdul

The Dwarves have a strange and secret language of their own, called Khuzdul. It is an ancient tongue that has changed little through the course of many generations. The Dwarves speak it among themselves, but it emerges into the wider world only through old place-names, such as Khazad-dûm and Zirak-zigil, and in the traditional war cry uttered by Gimli at Helm's Deep: '*Baruk Khazâd! Khazâd aimênu!*' ('The axes of the Dwarves! The Dwarves are upon you!'). Even the names by which they present themselves to outsiders are Mannish in form and derivation. As the vagaries of war forced the Dwarves to flee their ancient mansions, they took up the speech of the Men among whom they lived, so that by the Third Age, practically all Dwarves spoke Westron. In fact, many spoke it at least as well as they spoke their own language.

Dwarf-scribes modified the old Elvish runic alphabet, the *Angerthas Daeron*, to reflect their aesthetic preferences in writing both Khuzdul and Westron alike (as may be seen in the bilingual inscription on Balin's tomb in Khazad-dûm. Each major Dwarf-settlement, such as Moria and Erabor, has its own variation or 'mode' of writing this alphabet.

### The Black Speech

Although it has never been proved, there is little doubt that Sauron devised the language of Mordor during the Dark Years, when he used the Rings of Power to establish dominion over Middle-earth for the first time, and that he intended to make it the language of all who served him. After the Last Alliance of Elves and Men overthrew him, only the Nazgûl used the Black Speech. When Sauron rose again and re-entered Barad-dûr, it at once became the tongue of Mordor and its captains. The Trolls appearing in Mordor and Mirkwood at the end of the Third Age also use the Black Speech, but they are capable of learning only its rudiments.

The inscription on the One Ring uses the Black Speech in its classic and most ancient form. The Orcs of Isengard call Saruman '*sharku*,' which means 'old man' in the debased form of the language used by them.

### Orkish

There is no single Orkish language. Most bodies of lore that now exist say that the first Orcs had no language of their own. Instead, they improvised, taking what they needed from others and reshaping it in their own barbarous way. As they spread across Middle-earth, tribes became geographically isolated and each evolved a

dialect of its own, adding elements from the tongues of those around them until dialects became scarcely intelligible to the others. Most Orkish dialects share words from the Black Speech, but by the Third Age they had become so linguistically diffuse that Orcs from different tribes could communicate with each other most reliably through Westron (although they use a degenerate form proficient only in abuse and curses). Each Orkish dialect is therefore treated as a separate Language skill, much as Quenya and Sindarin are separate skills although both are spoken by Elves and originally descended from the same language. Because of the long historical relationship between Orkish and the Black Speech, native speakers of Orkish may also use the skill Language: Black Speech untrained.

An Orkish dialect is identified by the name of the tribe that speaks it. For instance, the Gorbakh tribe, which takes as its territory a stretch of the Misty Mountains between the Old Forest Road and the Gladden Fields, speaks the Gorbakh dialect. When expressing it as a skill, write it as 'Language: Orkish (Gorbakh).'

### Entish

The tongue of the Ents is like no other in Middle-earth. It is slow and sonorous, and its phrases are impossibly drawn-out; it is the language of a truly ancient race that has seen the passing of more years than one can



## WRITING IN MIDDLE-EARTH

*'The letters are Elvish, of an ancient mode, but the language is that of Mordor, which I will not utter here.'*

— Gandalf, *The Fellowship of the Ring*

In the Third Age, all of the languages in the West of Middle-earth used cursive and runic alphabets of great antiquity, both developed by the Elves deep in the Elder Days. The Noldor developed the cursive script, known as the Tengwar, before they left Middle-earth for the Undying Lands. They invented it for use with pen and brush, although skilled craftsmen could learn how to inscribe it (for instance, the inscription in the One Ring is made out in Tengwar). The Greyelves developed the runic Cirth for carved inscriptions, since its straight lines and angles were easier to set in stone or cast metal. The inscription on Balin's Tomb in Moria, for instance, was carved in a Dwarven variation of the Cirth.

Narrators and players alike should note that the fact that all languages use the same basic alphabets does not mean that the ability to read those alphabets unlocks every language. The characters in the Elvish alphabets represent sounds, and each language arranges letters to form words out of those constituent sounds. The ability to sound out a word from its written depiction helps very little unless one also knows what that word means.

Passages in any given language, thus, can be written in any script the author prefers. The Tengwar inscription on the One Ring, for example, is of the Black Speech, and though all of the Book of Mazarbul is written in Westron, Óin's passage is scribed with the Tengwar rather than Cirth, for—as *The Fellowship of the Ring* records—'[Óin] could write well and speedily, and often used the Elvish characters.' Identifying the language any textual passage is written requires a TN 10 test in the appropriate Language.

count, and never hurries to make up its mind. Its structure is so alien that not even the loremasters of the Elves felt that they could master it.

For their part, the Ents are avid students of language and have adapted both Sindarin and Quenya to their purposes. According to Merry Brandybuck and Pippin Took, who conversed extensively with them, the Ents compounded Elven words into long strings. So when Treebeard meant to say, 'There is a black shadow deep in the dales of the forest,' he used compounds of Quenya words that one may literally translate as

'Forestmanysadoweddeepvalleyblack Deepvalleyforested Gloomyland.'

For game purposes, Entish refers to the native and secret tongue of the Ents, which the Elves regarded as impossible to learn. It cannot be learned by non-Ents save Loremasters who choose the Entish order ability (see page 22). The adaptation of Elvish tongues mentioned above is both an academic exercise for the Ents and an attempt to replicate their language in a way that is at least partly comprehensible to non-Ents.

## LORE

*'I do not know anything about this country.'*

*'Then you'd better learn something if you wish to understand what's going on.'*

— Merry and Gandalf,  
*The Two Towers*

The Lore skill groups cover the improbable art of knowing everything there is to know under the sun that shines on Middle-earth—improbable because the bodies of lore that course through it run so vast and so deep. The rules set out here both amplify and modify the brief description of Lore in the core rulebook. There, Lore is described as a single skill group covering five different skills—Group, History, Race, Realm, and Other—and each skill contains within it a range of possible specialities limited only by the imagination.

But the range of possibilities by which one can describe knowledge of some facet of Middle-earth—its races and its realms, its beasts and its magic—is so vast that it really ought to be expanded into a number of different skill groups if the CODA rules governing skills are to do it justice. Accordingly, 'Lore' is now represented by seven different skill groups: Lore/Group, Lore/History, Lore/Race, Lore/Realm, Lore/Spellcraft, Lore/Wilderness, and Lore/Other. Each group, which contains a multitude of skills (each of which contains many possible specialities), is described in the sections that follow.

### LORE/GROUP

The Lore/Group skill group represents knowledge of the many different cultures and sub-cultures in Middle-earth. It represents understanding of the various political, historical, economic, and cultural elements that

shaped them. Recent historical events (those within living memory) are also a part of such bodies of lore, as is knowledge of famous individuals still living or only recently passed away.

Lore/Group skills are classified by the culture that they describe, such as Lore/Group: Noldor, or Lore/Group: Istari. Specialities within those skills can describe just about any facet of a group's culture, such as Lore/Group: Shire Hobbits (Entertainments), or Lore/Group: Rohirrim (Agriculture). Specialities can also cover knowledge of a prominent individual or small collection of individuals belonging to that group, as in Lore/Group: Istari (Gandalf the Grey) or Lore/Group: Rohirrim (Marshals). In the latter instance, this speciality covers both knowledge of the current Marshals of Rohan and an understanding of their office and duties.

One may come to the knowledge represented by the Lore/Group group by study, but most acquire it by practical experience. Travellers who visit a place often or stay for a long time acquire the bits of understanding that make up familiarity with a culture. Of course, the best way to acquire a Lore/Group skill is to be a native of a particular culture, to grow up in it and live in it for much of one's life. It is entirely possible to acquire skills in this group simply by absorption.

### LORE/HISTORY

The Lore/History skill group represents knowledge of past events, both near and ancient, and the great figures who moved and shaped them by their deeds. This includes knowledge of individuals very old or long dead, such as Elrond Half-Elven, Beren One-Hand, and even Sauron himself.

Lore/History skills are classified by political entities (Lore/History: Umbar, Lore/History: Lothlórien, and so on), or races or cultural groups (Lore/History: Hobbits, Lore/History: Lossoth, and so on). Specialities within these skills often



refer to prominent individuals. If you specialise in Lore/History: Dwarves (Durin the Deathless), for instance, that means you know the tales of the life and deeds of the legendary first King of the Dwarves. Other specialities cover a specific aspect of a nation or group's history; if you have the speciality Lore/History: Gondor (Kings), that means you have learned at least some of the lore surrounding the royal succession of Gondor from Anárion down to the last king, the ill-fated Eärnur. Lore/History skills may also encompass general classes of historical events such as wars (Lore/History: The War of the Ring), natural disasters (Lore/History: The Long Winter of TA 2758-9), and so on.

Lore/History is most commonly learned through study, whether formal or informal. While it is possible to learn a lot of history by listening to tales told by those who know them well, more frequently, one must read history in tomes and scrolls. The more ancient the knowledge you seek, the more likely it is that you will have to read it, rather than listening casually to bards and loremasters.

### LORE/RACE

The Lore/Race skill group describes knowledge of Middle-earth's races, and each skill in this group represents one of Middle-earth's distinct racial groups. Therefore, there are six: Lore/Race: Dwarves, Lore/Race: Ents, Lore/Race: Elves, Lore/Race: Hobbits, Lore/Race: Men, and Lore/Race: Orcs. Specialities within these skills may be nationalities or regional groupings within these races, such as Lore/Race: Men (Rohan), Lore/Race: Dwarves (Iron Hills), and Lore/Race: Orcs (Gorbakh Tribe). They may also be generic subjects of study as delineated by that race, such as Lore/Race: Elves (Food), Lore/Race: Hobbits (Recreations), and Lore/Race: Men (History).

You can acquire knowledge of Middle-earth's races through one of three ways: being one of them, living among them, or reading or hearing about them through written accounts or tales. The first two are the most reliable and most popular means, as the third may provide knowledge from unreliable sources.

## LORE/REALM

The Lore/Realm skill group covers geographical knowledge. This is defined as knowing the landscape of a particular region, where its major features are in relation to each other, what regions border on it, and whether the terrain consists of mountains or marshes, farmland or wilderness. If you have a Lore/Realm skill, you are able to picture a map of that place in your mind.

Skills in this group represent regions of Middle-earth defined by contemporary political boundaries, such as Rohan, the Shire, and Umbar. They may also represent regions defined by tradition and convention, such as Rhûn and Forochel, or by political boundaries that no longer exist, such as Arthedain and Rhudaur. Specialities within these skills represent smaller geographical units within these regions. They may be cities, such as Minas Tirith in Gondor and Bree in Eregion, or significant individual features of the landscape, such as Mount Doom in Mordor and the Emyrn Muil in Gondor. Lore/Realm skills may also encompass types of landscape features, such as Lore/Realm: Cities and Lore/Realm: Rivers, rather than individual realms.

Realm lore may be acquired by either experience or formal study. Travelling frequently or for extended periods through a certain part of Middle-earth will give you knowledge of that realm's geography. You may also learn it by studying maps and other such documents.

## LORE/SPELLCRAFT

The Lore/Spellcraft skill group comprehends the practice of magic in all of its forms, whether of nature or craft, or for good or evil. It is by no means the same as knowing how to cast spells, since one may have a Lore/Spellcraft skill without possessing the order ability Spellcasting. Having a Lore/Spellcraft skill means that you know something about how

spells from a certain speciality behave in theory, and that you can identify them when they are cast. If you wish to identify a spell being cast by one of your foes so that you may counter-spell it, you may make a Lore/Spellcraft test with a TN equal to the spell's Weariness TN + its number of spell picks.

The principal skills of the Lore/Spellcraft group are each defined by a different spell speciality: Lore/Spellcraft: Beasts and Birds, Lore/Spellcraft: Sorcery, and so on. Specialities within these skills cover individual spells. Spells with no speciality are covered by the skill Lore/Spellcraft: Other. The skill Lore/Spellcraft: Runes allows you to recognise magical inscriptions, while the Lore/Spellcraft: Songs of Power skill enables you to recognise a spell being cast using the Songs of Power method simply by listening to it. Specialities for Lore/Spellcraft: Runes and Lore/Spellcraft: Songs of Power include all of the various spell specialities. The skill Lore/Spellcraft: Enchanted Items encompasses all magical weapons and artefacts; specialities include classes of items, such as weapons and staves, or enchanted items produced by different races, such as Elves and Dwarves.

Lore/Spellcraft skills are almost never acquired except by long and arduous study.

## LORE/WILDERNESS

The Lore/Wilderness skill group covers all manner of knowledge of

beasts and plants, whether wild or domesticated; the ways of the water, air, and earth; and craft that enables one to survive in the wilderness.

This group consists of a handful of skills. Lore/Wilderness: Fell Beasts refers to creatures that are distinctly evil in nature, such as Wargs, or monstrous beings that have ever tormented the Free Peoples, such as dragons. Lore/Wilderness: Wild Beasts covers all other creatures that live in the wild. Lore/Wilderness: Domesticated Beasts covers animals in the service of Men, such as horses, cattle, pets, and familiars. Lore/Wilderness: Herbalism covers all manner of plant life, whether found in the wild or cultivated. It includes knowledge of healing plants, such as *athelas*, but excludes Ents, who constitute a race. Lore/Wilderness: Starlore covers knowledge of the stars in the sky, their names, and the courses that they follow. Those who know it also understand the movement of the sun and moon across the sky. Finally, Lore/Wilderness: Survival describes knowledge of how to preserve life and limb in a difficult spot. It overlaps to some extent with the Survival skill group (and has similar specialities), but is distinguished from it by the fact that one may know Survival Lore from having read or heard of certain procedures without having much skill at putting that information into practice.

Lore/Wilderness is the one category of knowledge that is most commonly acquired through hard experience, for it is certain that the easiest way to learn about a wild beast is to study it face to face. Those who travel long or frequently through uninhabited lands, such as Rangers, may learn much wilderness lore over the course of a lifetime. Even so, it is not impossible to learn Lore/Wilderness through the study of books or tales. For instance, some among the Dúnedain of the North have left written accounts, both narrative and analytical, of their experi-



ences as Rangers, and these constitute useful bodies of lore. Nor should one overlook Merry Brandybuck's essay on pipeweed, written after his return from the War of the Ring.

### LORE/OTHER

Any Lore skill that does not fit into one of the aforementioned six groups belongs in the Lore/Other group. You should therefore feel free to add your own Lore skills and specialities as your chronicle presents you with the need to do so.

### OVERLAPPING LORES

Inevitably, this system of handling Lore skills will create many areas of overlap between different skill groups, skills, and specialities, and it will not

appear obvious how they differ. For instance, what is there to distinguish the skill Lore/History: Dwarves from the speciality Lore/Races: Dwarves (History)? In practical terms, very little. All of the skills and specialities presented or suggested here are, after all, abstractions of what facts, tales, rhymes of lore, and so on characters might actually know. Both Lore/History: Dwarves and Lore/Races: Dwarves (History) represent the same basic body of knowledge; the difference in how they are classified, if it represents anything, demonstrates that two different characters might come to it by different routes. Therefore, Narrators should demonstrate flexibility in determining whether a possible Lore test fits a character's specific skills.

## ELITE ORDERS

*'It is ill dealing with such a foe: he is a wizard both cunning and dwimmer-crafty, having many guises.'*  
— Éomer, *The Two Towers*

Of all of the elite orders described in Chapter Four of the core rulebook, only one—wizard—provides a comfortable fit for magician and loremaster characters. Even then, it is pointed out that only the five Istari who came to Middle-earth during the Third Age to contest the designs of Sauron properly deserve that title. Aside from them, a scarce few magicians ever earned the honour of calling themselves Wizards. To redress this lack, here are several new elite orders that reflect career paths often followed by those who favour learning over fighting.

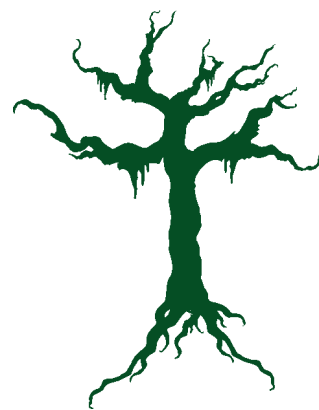
### TRACKING THE HEAVENS

*'[I]n secret chambers withered men compounded strong elixirs, or in high cold towers asked questions of the stars.'*  
— Faramir, *The Two Towers*

In Middle-earth, belief in prophecy sometimes mixes with lore about the stars that illumine the night sky. Those with the newly introduced Lore/Wilderness: Star-lore skill who also have the Foresighted edge are at a great advantage when attempting to see the course of events to come. Such characters may add their skill ranks, in addition to their Wits modifier, when attempting to foretell the future as described on page 146 of the core rulebook.

As an optional rule, Narrators may allow those with Lore/Wilderness: Star-lore 6+ (but who do not have the Foresighted edge) to read a doom once each month in the night sky. Such characters are at a disadvantage, though. They must meet or exceed TN 15 (or higher, at the Narrator's option) rather than the standard TN 12 described on page 146 of the core rulebook.

As always, a successful test result doesn't mean the Narrator must provide a clear-cut answer. Prophetic visions should always be couched in riddles, puzzles, or symbolic images, for tracking the heavens is more art than science, and more inexact than definite.



## ANTIQUARIAN

*'But it seemed then only a matter that concerned only the seekers after ancient learning.'*

— *Faramir, The Two Towers*

In Middle-earth, so much of what once was is now lost, disappeared into the shadows cast by uncounted years. Few are now alive who can contemplate the full weight of this loss without despair, but antiquarians believe that what was lost may yet be found again through study, recovery, and deduction. If it once existed, they say with utter conviction, it may yet be found again—or at least the knowledge of how to craft it and use it may be recovered.

## ADVENTURES

Scholars though they are, not all antiquarians pass their time buried in scroll hoards or huddled in musty archives. Above all else, they desire knowledge that others believe lost, and they may brave considerable danger to pursue it. Even a rumour of an ancient artefact or forgotten tome can draw them to ruins in the wilderness, or lands under the shadow of the Enemy.

During the Fourth Age, many antiquarians devote themselves to preserving in tome, song, and memory the works and deeds of the Elves who left for the Undying Lands at the end of the Third Age.

## BACKGROUND

As a general rule, antiquarians are made by long devotion to the study of lore. Most antiquarians are from the race of Men, since Men are more avid for obscure knowledge of all

sorts than any other race. Elves do not seek out ancient lore; for many of the Noldor who remain in the Third Age, most of the history of Middle-earth lies within their living memory. But some may become nostalgic enough to seek to recapture what has been lost. Dwarves revere the glories of their ancient past, but spend little effort trying to recover them. (Balin's ill-fated expedition to Moria in the late Third Age is a noteworthy exception.) What antique knowledge they retain, they keep to themselves. Of Hobbits, time abroad will pique their curiosity and

inspire them to study matters of antiquity, but too few spend enough time outside of Eriador to have their curiosities piqued.

## REQUISITES

To become an antiquarian, you must have Wits 9+ and any three Lore/History skills at 8+.

## ORDER SKILLS

The antiquarian's order skills are: Appraise (Wit), Debate (Wit), Inquire (Brg), Insight (Per), Language (Wit), any Lore (Wit), Observe (Per), Perform (Brg), Persuade (Brg), Search (Per).

## ORDER ABILITIES

The antiquarian's order abilities are as follows.

### Expert Historian

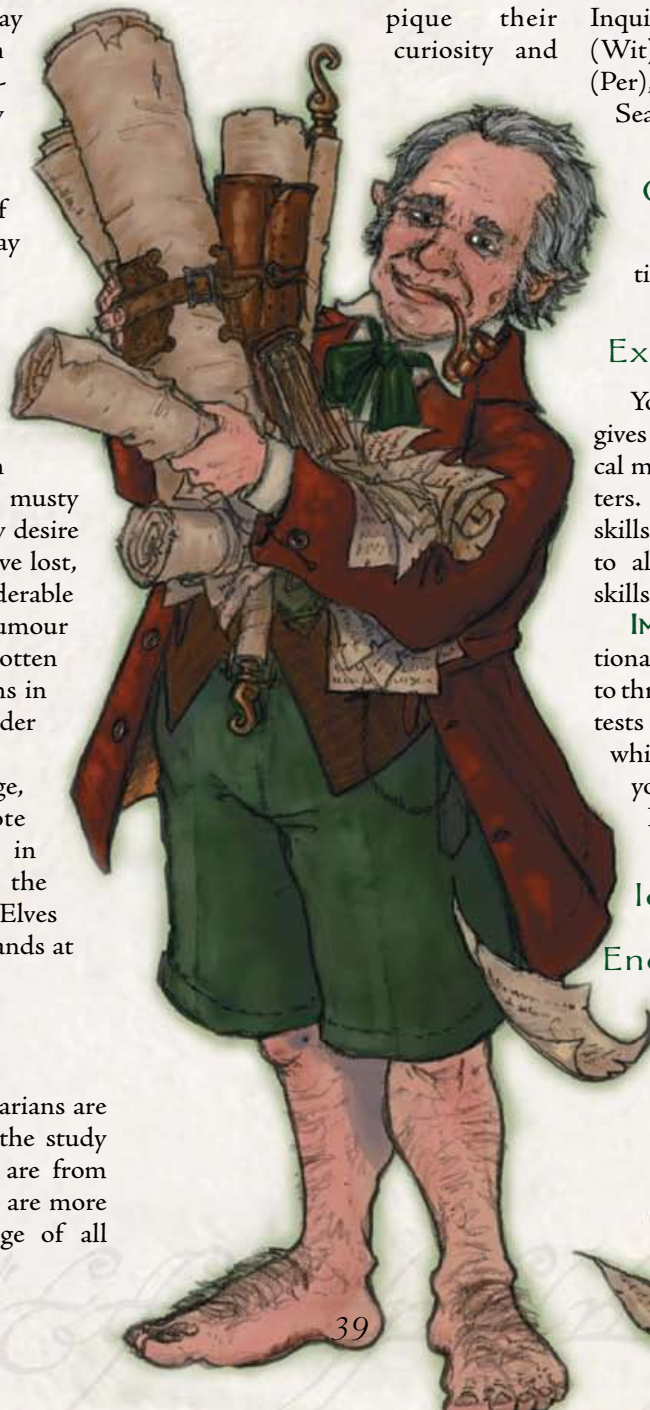
Your interest in lost knowledge gives you keener insight into historical matters than your fellow loremasters. You may use all Lore/History skills untrained and gain a +2 bonus to all tests involving Lore/History skills in which you do possess ranks.

**IMPROVEMENTS:** For every additional pick you devote to this skill up to three, you gain an extra +1 bonus to tests involving Lore/History skills in which you possess ranks. However, you gain no bonus when using a Lore/History skill untrained.

### Identify

### Enchantment

In these latter days, so many of the enchanted items that remain in Middle-earth, whether misplaced and forgotten or still in use, have an ancient



*J. Jones 2003*



history that surrounds them. You have enough knowledge of magical craft and history so that when you come across an enchanted item or structure you may be able to identify it just by examining it.

Whenever you come across an unfamiliar enchanted item, make a Lore/History or Lore/Spellcraft check to divine its powers, assuming you have a skill from either of those groups that would apply to this item. The Narrator should set the TN according to the rarity of the item, the number of enchantments laid into it (the more there are, the more difficult the task of analysing it), and its antiquity (the older it is, the more difficult it is to identify it). If you fail, you cannot identify the item, and if you fail disastrously the Narrator should provide you with misleading or confusing information. If you succeed, you can identify the enchantments woven into the item and the exact powers they confer. If you achieve superior or extraordinary success, you also know something of the item's background, whether individual (a particular Westersesse shortsword, for instance) or generic (swords forged in the North-kingdom in general).

**REQUISITES:** Perception 9+, any Lore/History skill 9+, any Lore/Spellcraft skill 8+.

### Improved Ancient Scripts

This ability functions as the Loremaster class ability Ancient Scripts (see page 86 of the core rulebook), except that you receive a +2 bonus for every Language skill that you have, instead of +1.

**REQUISITES:** Any five Language skills 6+, the Ancient Scripts loremaster order ability.

### Persuasive Arcana

Your long study of largely forgotten knowledge has taught you how to be more convincing in debate and when giving counsel. You have learned how to marshal lore that few others know or understand to suit your purpose. You receive a +4 bonus to Debate and Persuade skill tests if you can cite knowledge covered by one of your Lore skills in support of your argument.

**REQUISITES:** Any three Lore skills 8+.

### Scholarly Reputation

Few now alive possess great knowledge of the wonders and great events of past ages. You have acquired enough mastery of ancient lore to make you famous among the Free Peoples, and your reputation has spread beyond the borders of your native region. You gain 2 Renown.

**REQUISITES:** Any three Lore/History skills 8+.

**IMPROVEMENTS:** You may apply a number of additional picks to this ability, up to a number equal to your Bearing modifier. You gain 2 Renown for every pick. (If your Bearing modifier is  $\pm 0$  or less, you may not improve this order ability.)

## ARTIFICER

*'They are made of the fair tree  
lebethron . . . and a virtue has been set  
on them of finding and returning.'*  
— Faramir, *The Two Towers*

Enchanted items are rare and truly wondrous things in Middle-earth, but by the same token, the understanding of how to craft them must reside with someone, for they do not appear out of nothing. Artificers study and practice the craft of enchanted items. They usually specialise in only one or two

branches of craft, but may also work with other spellcasters and craftsmen to produce particularly large or complex artefacts.

### ADVENTURES

It may seem that artificers devote themselves to craft, and that therefore they rarely have adventures, if ever. But a skilled craftsman finds himself ever in demand, and an artificer of sufficient skill and renown might be called to supply his services to far-off places. Perhaps Dwarven craftsmen in the newly re-established kingdom of the Lonely Mountain require his help, or the Steward of Gondor wishes to commission an artefact from him. Artificers may also take adventures upon themselves, perhaps to search for a new source of *mithril* or lost craft-lore that would help them refine their art.

### BACKGROUND

Many artificers are Dwarves and Noldorin Elves, inheritors of the legacy left by the smiths and other craftsmen of their races who dwelt in Hollin in the Second Age. Men, ever crafty and curious, become artificers because they seek innovative ways of expressing magical power.

### REQUISITES

To become an artificer, you must have Wits 10+, any Craft skill 8+, and Spellcasting or Wizard Spellcasting.

### ORDER SKILLS

The artificer's order skills are: Appraise (Wit), Craft (Nim), Inquire (Brg), Language (Wit), any Lore (Wit), Observe (Per), Sea-craft (Wits), Smithcraft (Str), Stonecraft (Str).

## ORDER ABILITIES

The artificer's order abilities are as follows.

### Artificer Masterwork

This order ability functions identically to the Craftsman's Masterwork order ability on page 84 of the core rulebook, save that an artificer may only create masterworks with a Craft skill he possesses at 8+ ranks. Additionally, artificers with Craft: Cooking 8+ can create draughts with double the effectiveness of those created using the Magician order ability Distil Draught (see page 24).

**REQUISITES:** Any Craft 8+. (Artificers do not need to have one other Craftsman order ability to learn Masterwork.)

### Craft Imitation

You have such wit and skill at craft that you can look at an enchanted item, figure out how it was most likely crafted, and make an attempt at duplicating it even if you do not know the spells with which it was enchanted.

You may attempt to craft a replica of any enchanted item to which you have access, even if you do not know the spell(s) with which it was enchanted, provided that it falls under the classification of any Craft skill in which you have 10+ ranks. For instance, you may not attempt to replicate an enchanted helm unless you have 10+ ranks in Smithcraft. However, for all Weariness tests required during the process of laying in the enchantments, the TNs for all spells that you do not know are double their normal value.

**REQUISITES:** Nimbleness 10+, Wits 10+, any Craft skill 10+.

### Determined Craftsman

Experience has taught you that temporary setbacks in the process of weaving enchantments into physical objects should not discourage you. Whenever you spend a Courage point to modify a Weariness test associated with crafting an enchanted item, you receive a +5 bonus instead of the usual +3.

### Enchanting Skill

The less skilful you are at working enchantments into an item, the more likely it is that the process will tire you out. This ability grants you a +2 bonus to all Weariness tests associated with the process of enchanting an item.

**IMPROVEMENTS:** For every additional pick that you apply to this ability, up to three, you gain an additional +1 bonus.

### Weaving Sorcery

You have studied the dark arts of sorcery, and although this gives you a talent for crafting enchanted items with sorcerous power, it also opens your heart to manipulation by the Enemy. Whenever you attempt to enchant an item with a sorcery spell, you receive a +2 bonus to all Weariness tests associated with the process. However, whenever you must make a Weariness test as a result of crafting such an item, you must also make a Corruption test.

**REQUISITES:** Sorcery spell specialty.

**IMPROVEMENTS:** For every additional pick you apply to this skill, up to three, you gain an additional +1 bonus to the Weariness tests associated with crafting an item enchanted with a sorcery spell. You also suffer a -1 penalty to the consequent Corruption test, however.





## PILGRIM

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*'Many are my names in many countries, he said. Mithrandir among the Elves, Tharkûn to the Dwarves . . . in the South Incánus, in the North Gandalf. . . ?'*  
—Faramir, *The Two Towers*

---

A traveller's staff, an inquisitive mind, and the open road bring you happiness beyond all other things. Your quest for learning and lore has led you to most if not every corner of Middle-earth that is fit for travel, and even some that are not. You are known in many different lands, by reputation if not in person, and in return your travels have blessed you with a breadth of knowledge that only the Wise can rival. You know the ways and tongues of many different nations and you feel at ease wherever you go.

## ADVENTURES

Adventure comes naturally to pilgrims; indeed, they are happiest when they feel that their lives consist of nothing but travel. Their loremastery earns them the admiration of most common folk wherever they go, and sometimes folk ask them to help solve their problems. If anyone knows what to do, surely they do! Life on the road also provides plenty of excitement, especially while travelling through the wildlands of Middle-earth.

Anyone taking a long journey, or planning on many journeys, could benefit from having the wisdom of a pilgrim handy.

## BACKGROUND

Some pilgrims are loremasters who would rather learn a little about many different topics than delve deeply into a few. Others are magicians touched by wanderlust, who wander far and wide in search

of different approaches to spellcraft. Almost all pilgrims, however, are Men, since no other race in Middle-earth exhibits the curiosity to which Men are prone or the versatility that is one of their greatest gifts. Extraordinary indeed would be the Elf, Dwarf, or Hobbit who would leave the familiarity of his home for the rigours and hazards of constant travel. This is doubly true for Elves, as members of this race who become restless simply head for the Grey Havens and leave Middle-earth altogether.

## REQUISITES

To become a pilgrim, you must have Bearing 8+, Vitality 8+, and any three Lore/Realm skills 6+.

## ORDER SKILLS

Climb (Str), Healing (Wit), Inquire (Brg), Jump (Str), Language (Wit), any Lore (Wit), Observe (Per), Persuade (Brg), Ride (Brg), Run (Str), Search (Per), Survival (Per), Swim (Str), Weather-sense (Per).

## ORDER ABILITIES

The pilgrim's order abilities are as follows.

### Cross-Order Skills

In your travels, you have learned much that you did not expect when you first took to the open road—mostly as a consequence of finding yourself in situations you never dreamt of encountering. Versatility is your virtue, in any event. You may choose four non-order skills and treat them as order skills for purposes of skill acquisition and advancement.

### Hardy Constitution

Constant travel has had a salutary effect on your stamina. Far from wearing you down, the regular exercise



makes you stronger. You gain a +2 bonus to all spellcasting Weariness tests, and a +4 bonus to all other tests that determine whether or not you lose Weariness Levels.

### Sense of Place

You have studied so many maps of Middle-earth and traversed so many leagues that you have developed an instinct for the lay of land. You have heard so many tales that you are familiar even with places you have never visited. Thus, you may use all Lore/Realm skills untrained. Furthermore, you gain a +2 bonus to all Lore/Realm tests, even when using a skill from that group untrained.

**REQUISITES:** Bearing 9+, Perception 9+.

### Ways of Folk

Your travels wide and far have taught you how to pick up as you go the manners and customs of a strange land. Even if you have never been to a place before and even if you speak the

language imperfectly at best, you will find a way to fit in and you will find it quickly. You gain a +2 bonus to all Social skill tests, and you may use any Language skill untrained.

**REQUISITE:** Bearing 9+, Wits 9+.

**IMPROVEMENTS:** You may apply additional picks to this ability until you have accumulated a number equal to your Bearing modifier. Each additional pick adds +2 to your Social skill test bonus, but nothing when you use a Language skill untrained.

### Widespread Fame

You have travelled through many lands, leaving in your wake memories of one whose excellence in lore-craft is unmatched. Now, wherever you go, your reputation precedes you. You gain 2 Renown.

**REQUISITES:** Bearing 9+, any three Lore/Realm skills 6+.

**IMPROVEMENTS:** You may apply additional picks to this ability until you have accumulated a number equal to your Bearing modifier. You gain 2 Renown for every pick.

## MASTER OF THE WILD BACKGROUND

*The hobbits gazed at Strider. It seemed that he was learned in old lore, as well as the ways of the wild.*

— *The Fellowship of the Ring*

Not all loremasters devote themselves to learning the deeds of ancient kings or the customs of folk. There are those who find the ways of beasts and plants, of the earth, the wind, and the sea more worthy of their study. Masters of the wild may receive scorn from those who pursue more 'civilised' studies, much as Saruman dismissed one of his peers in the Order of Wizards as 'Radagast the Bird-Tamer.' But the wildlands of Middle-earth may prove deadly to those who know little of the world outside cities and towns, and the lore at the command of a master of the wild may prove just as useful as a ranger's craft.

### ADVENTURES

Anyone who journeys into the forests of Middle-earth, or the wilderness abandoned by folk and now claimed by fell beasts, could benefit from the presence of a master of the wild.

There are some Dúnedain who do not pursue a Ranger's life, whether from infirmity or choice, and many of them become masters of the wild. They study such knowledge as has been written down, and listen carefully to the tales of Rangers returning from their travels. Elves may become masters of the wild simply because they live in the woods for years beyond the counting of Men. A few masters of the wild may also be found among the Haradrim and the Easterlings, as well as among the Rohirrim, whose close knowledge of horses sometimes qualifies them. Many Rohirrim in this elite order are women who understand the ways of their animals well, but are not permitted to ride them into war.

### REQUISITES

To become a master of the wild, you must have Wits 9+ and any one Lore/Wilderness skill 8+.

### ORDER SKILLS

The master of the wild's order skills are: Guise (Wit), Healing (Wit), Language (Wit), any Lore (Wit), Mimicry (Brg), Observe (Per), Ride (Brg), Survival (Per), Track (Wit), Weather-sense (Per).

## ORDER ABILITIES

The master of the wild's order abilities are as follows.

### Camouflage

Your acquaintance with beasts and birds allows you to borrow from their secrets to improve your chances of hiding in the wilderness. A successful TN 8 Guise or Mimicry test (your choice) gives you a +1 bonus to your next Stealth test to hide in the wild, with each level of success above marginal granting an additional +1.

**IMPROVEMENT:** If you allot an additional pick to this ability, you may use it to conceal other characters or objects. The TN in this case is 12.

### Curative Herb Lore

Your study of plants gives you unusual insight into how to find them in the wild, as well as how to use them to soothe hurts and ailments. You gain a +4 bonus to all Search tests that involve looking for a particular plant, even if you are using the skill untrained. Also, when you spend a Courage point on a Healing test, you gain a +5 bonus instead of the usual +3.

**REQUISITES:** Perception 9+, Healing skill 4+, Lore/Wilderness: Herbalism skill 8+.

### Imitate Beasts and Birds

Whether you have gained your knowledge of the wild from study or practical experience, it has taught you how to imitate the cries of beasts and birds exceptionally well. You gain a +2 bonus to all Mimicry tests involving imitating the utterances of animals.

**REQUISITES:** Bearing 10+, Mimicry skill 4+.





**IMPROVEMENT:** If you allot an additional pick to this ability, you gain an additional +1 bonus to the appropriate skill tests.

### Nature Magic

Your knowledge of the wild gives you unusual facility when it comes to casting spells that draw upon the powers of beasts, birds, and the elements. Choose one spell speciality from Air and Storm, Beast and Birds, and Water. When you spend a Courage point on any test associated with casting a spell from that speciality, you receive a +5 bonus instead of the usual +3.

**REQUISITES:** Spellcasting or Wizard Spellcasting.

**IMPROVEMENT:** You may pick this ability multiple times to add additional specialities to your repertoire.

### Survival Skills

Your knowledge of the ways of the wild gives you exceptional skill at woodcraft. When you spend a Courage point to improve a Survival, Track, or Weather-Sense test, you receive a +5 bonus instead of the usual +3.

John 2003

# AN INCREASE OF DWIMMER-CRAFT

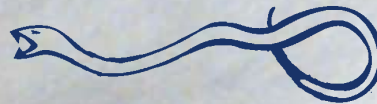
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*Do not let him speak, or put a spell  
upon us! Shoot first!*  
— Gimli, *The Two Towers*

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The rules covering the use of magic in the core rulebook began the process of exploring dwimmer-craft in Middle-earth. Here, that process continues. This chapter contains two optional rules for balancing the effects of magic in Middle-earth and 50 new spells to add to the Middle-earth Grimoire, representing all spell specialities.



## PERILS OF SPELLCASTING

The core rulebook enjoins Narrators to rein in the use of magic since Middle-earth is a world in which magic is subtle—used rarely, but powerful in ways that are not always obvious at first. Players with the ability to cast spells reliably and quickly under the rules, however, may want to make use of their capabilities as often as they can. The following pair of rules can be used by Narrators to make spellcasting in Middle-earth more difficult and dan-

gerous, to rein in rampant magic-use if it arises in their chronicles.

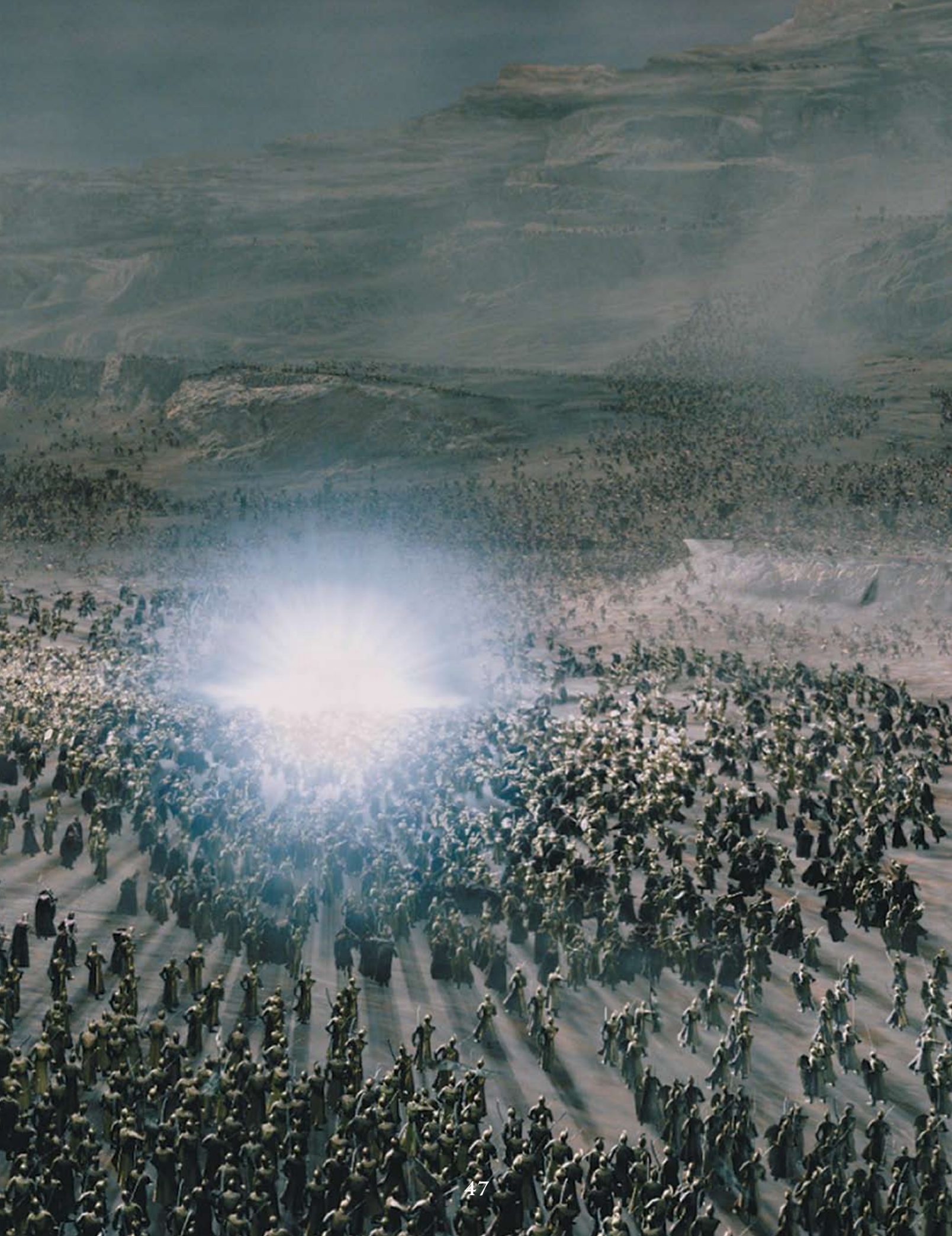
## GREATER WEARINESS

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*I have never felt such a challenge.  
The counter-spell was terrible.  
It nearly broke me.*  
— Gandalf, *The Fellowship of the Ring*

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It stands to reason that even the most powerful spellcasters eventually tire from their work, no matter how wildly they succeed. This optional rule requires more rolling of dice than





the method described in the core rulebook, but helps restrain the use of magic.

The optional rule is simple. Where normally only one test—the Stamina-based Weariness test—is needed to determine whether a spell is successfully cast, under this optional rule, two tests are needed every time a spell is attempted. The first test the caster must make, called the Spellcasting test, is a Willpower test against the spell's Weariness TN. If this test is successful the spell is cast. If it is not cast the caster loses Weariness Levels: one for failure, two for complete failure, and three for disastrous failure. The second test, called the Weariness test, is a Stamina test and is also against the spell's Weariness TN. Success results in no additional loss of Weariness Levels, but failure results in the loss of one Weariness Level, complete failure results in the loss of two Weariness Levels, and disastrous failure results in the loss

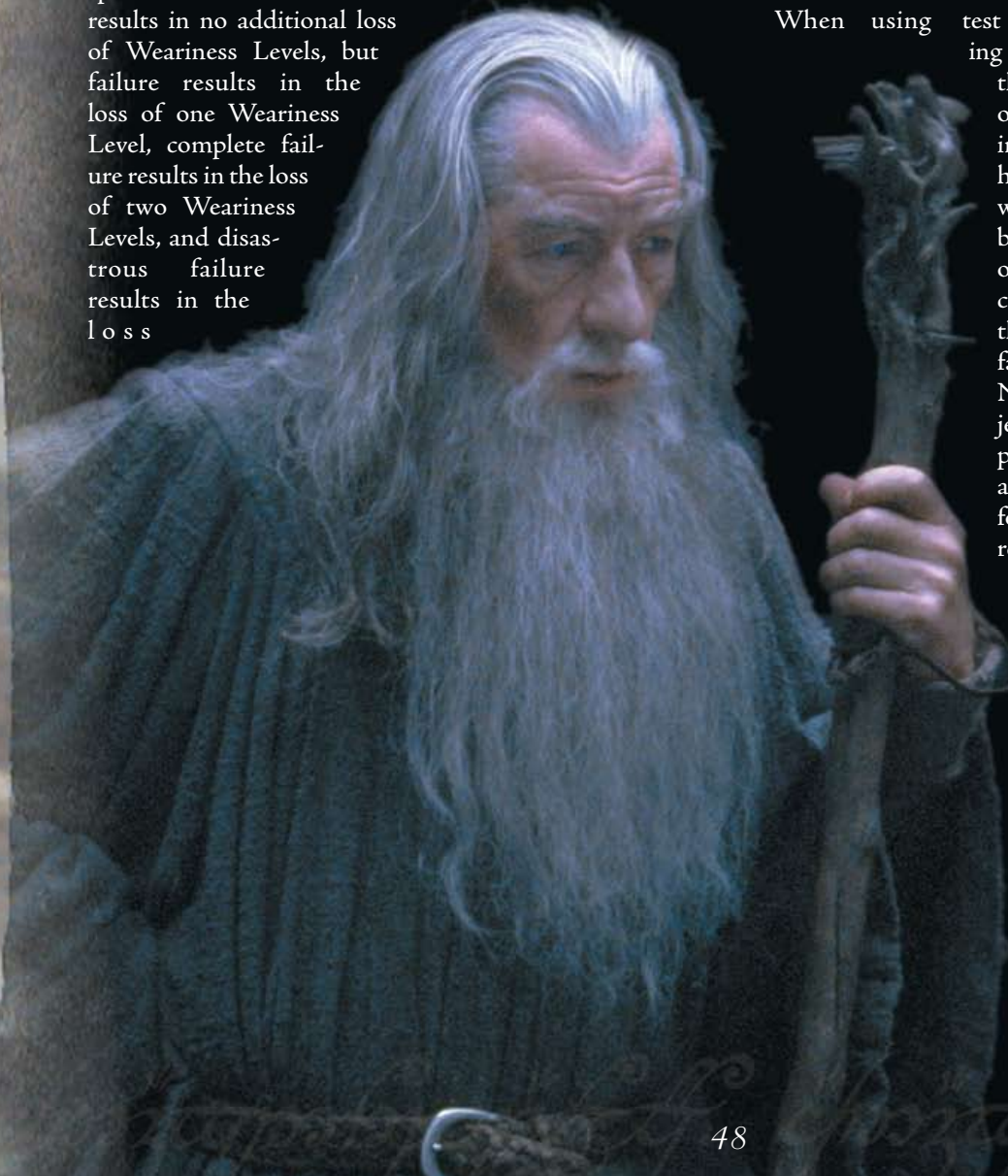
of three Weariness Levels. Weariness Levels lost from failure at the Weariness test are in addition to any lost from the Spellcasting test. Both tests must be made any time a spell is attempted, though only the Spellcasting test determines whether the spell takes effect. Note that though two tests take the place of one under this optional rule, the casting time of spells is unaffected and no additional penalties are imposed for the extra roll, such as the -5 penalty for taking additional actions in a round.

Of course, the spellcasting test modifiers described in the core rulebook (as well as this and other *The Lord of the Rings Roleplaying Game* supplements) always call for modifications to the Weariness test.

When using

this optional rule, however, it is clearly appropriate for some of those bonuses and penalties to apply to the Spellcasting test instead. A Narrator using this optional rule will thus be called on to judge whether a given bonus or penalty ought to apply to the Spellcasting or Weariness test. This judgement must be made on a case by case basis. Generally speaking, modifiers which affect the technical difficulty of casting a spell should modify the Spellcasting test, and modifiers which make the caster more or less likely to be exhausted by the effort should modify the Weariness test. The bonus from the order ability Dwimmer-crafty or the bonus from being Practised in a spell, for example, would both modify the Spellcasting test because they arise from becoming better at using a particular spell than other magicians. On the other hand, the penalties for casting many consecutive spells or having many spells active at once would apply to the Weariness test because they arise from the drain on the spellcaster's endurance. In cases where it is not clear whether the bonus derives from greater facility or greater endurance, the Narrator may either make a subjective judgement or allow the player to choose which test will be affected. Once the choice is made for any given modifier it should remain the same in the chronicle ever after.

**EXAMPLE:** Ciriondor, the loremaster of Gondor, acquires the ability to cast spells later in his career. He leaves Minas Tirith to visit kinfolk in the coastal village where raiders from Umbar crippled his arm as a child. He and his companions are waylaid by Corsairs on the way. Now, however, he casts *Disarm* at their leader, hoping to set him back a bit while the oth-



ers wield their swords. He makes his Spellcasting test first, rolling a 7 and adding his Willpower +3 for a test result of 10. He is successful against the spell's Weariness TN 5; the most menacing Corsair stops in his tracks as his scimitar leaps from his hand and falls to the ground. Now, however, Ciriondor must make his Weariness test. His dismal roll of 2, even combined with his Stamina +2, does not meet the Weariness TN 5. He must, alas, spend the remainder of the fight down at least 1 Weariness Level even though he cast *Disarm* successfully.

### 'GANDALF IS HERE'

*If there are any to see, then I at least am revealed. . . . I have written Gandalf is here in signs that all can read from Rivendell to the mouths of Anduin.'*  
— Gandalf, *The Fellowship of the Ring*

Although this optional rule does not increase the immediate harm to spellcasters as they cast spells, nor make spellcasting more difficult, it can increase a magician or wizard's peril many times more than any rule can inflict, for it allows the minions of the Shadow—even the Enemy himself—to sense the activities of any who invoke dwimmer-craft.

Under this optional rule, any time a spellcaster attempts to cast a spell—whether successful or not—anyone within a given range who has the capacity to *Sense Power* is allowed a test to detect this use of magic. The base TN is 20 minus the spell's Weariness TN. The distance over which the test may be attempted depends on two factors: the number of spells the caster has active and the total number of picks the spellcaster has invested in Spellcasting and Wizard Spellcasting combined. Exact distances are listed on Table 3.1: Spell Detection Distance.

On a marginal Observe (*Sense Power*) test the observer learns nothing other than that a spell has been cast somewhere within his capacity to detect it. On a complete success, the observer also knows in which general direction the spellcaster is located. On a superior success, the approximate distance to the caster is known. On an extraordinary success the identity of the caster can be divined if ever before the observer has witnessed that spellcaster's handiwork and connected it to him. For any level of success, a TN 10 Lore/Spellcraft: Appropriate Spell Specialty test can be made to identify the spell that was cast.

Clearly, the peril represented by this rule is based completely on the proximity of the spellcaster's enemies with the capacity to *Sense Power*. The locations and statistics of malevolent foes such as Saruman and the Nazgûl are well-described in the core rulebook and supplements such as *The Fellowship of the Ring Sourcebook*, *The Two Towers Sourcebook*, and *Fell Beasts and Wondrous Magic*. Statistics for the Enemy himself are not presented. Whether Sauron himself takes interest in a particular spellcaster's activities (in the Third Age, anyway) depends on only two factors: whether the distance of the spell's emanation reaches Barad-dûr (or Dol Guldur prior to TA 2941) and whether the Narrator believes Sauron's notice would enhance the story. Even so, Narrators who wish to frighten spellcasting characters may choose to roll a pair of dice while mumbling about the likelihood the Lidless Eye is turned in their direction. If Sauron did note spellcasters unknown to him casting spells of he would certainly—at the least—dispatch one of his Black Riders or other sorcerous minions to investigate.

**EXAMPLE:** Er-Annath, the Lossothren prince, finds himself travelling at night, skirting Lake Evendim very near Annúminas, when he spies a campfire in the ruins ahead. Wishing to learn more but realising

**TABLE 3.1: SPELL DETECTION DISTANCE**

SUM OF PICKS	DISTANCE
1–3	1 mile
4–6	5 miles
7–10	20 miles
11–15	50 miles
16–20	100 miles
21–30	300 miles
31+	Middle-earth

If the spellcaster already has one (or more) spells active when he casts again, the distance bracket over which the spellcaster can be detected increases by one increment for each active spell. For example, if Er-Annath attempts *Fog-raising* while he has both *Coldward* and *Create Light* active, he can be detected up to 20 miles away, even though he has only devoted one pick to the Spellcasting order ability.

he is not the most stealthy individual, Er-Annath casts *Fog-raising* to cloak his approach. He succeeds in the appropriate tests and a heavy bank of fog rolls in off the water. What Er-Annath does not know is that in addition to the well-fed Hobbits gathered around their cosy campfire, one of the Black Riders watches them from elsewhere in the ruins. Because Er-Annath has only one pick of Spellcasting, those with the ability to *Sense Power* must be within 1 mile to sense his magic. As the Black Rider is within that distance (and has *Sense Power* as an ability), it is allowed a TN 12 Observe (*Sense Power*) test. The target number is 12 because the Weariness TN of *Fog-raising* is 8, and  $20 - 8 = 12$ . The Narrator rolls 8. Adding the Lesser Nazgûl's Observe 9, superior success has been achieved. The Nazgûl knows the direction and distance to Er-Annath, with results that may well be dire.

## NEW SPELLS

*Naur! An edraith amen! Naur dan I  
ngaurboth!* [Gandalf] cried.

*'There was a roar . . . and the tree about  
him burst into a leaf and bloom of blind-  
ing flame.'*

— *The Fellowship of the Ring*

### BEAST CLOAK

**CASTING TIME:** 2

**RANGE:** Touch

**DURATION:** 1 hour per point of  
Bearing

**WEARINESS TN:** 8

**COST:** 1 spell pick

**METHOD:** Standard, Ability, Song

**SPECIALTY:** Beasts

**EFFECT:** Travelling long distances in Middle-earth is fraught with hazards, as much of it, deserted by Man, Elf, and Dwarf alike, has fallen into wilderness by the late Third Age. This spell aids travellers by shielding them from the eyes (and other senses) of wild and domesticated beasts. Whenever such beasts try to spot the target of this spell, they suffer a penalty to their Observe tests equal to the combined Bearing modifiers of the caster and the target. (When casting on himself, the caster applies his Bearing modifier twice.) This spell has no effect on fell beasts, whether they serve the Enemy or their own ends.

### BLAST OF COLD

**CASTING TIME:** 2

**RANGE:** 20 yards per point of Bearing

**DURATION:** 1 round per point of  
Bearing

**WEARINESS TN:** 12

**COST:** 2 spell picks

**REQUISITE:** *Wind-mastery*

**METHOD:** Standard, Song

**SPECIALTY:** Air

**EFFECT:** This powerful spell summons the primeval force of the air—spe-

cifically, the frozen blasts that sweep down from the far North—to harry one's foes. It is primarily a creation of the Lossoth of Forochel, but knowledge of it has disseminated southward, through the Dúnedain of the North and even to some servants of the Enemy. The caster conjures a blast of freezing air that affects an area 6 yards in radius, centred on a point of the caster's choosing, within the range limit of the spell. All living things caught in the area of effect must make a TN 10 + caster's Bearing modifier Stamina test. All who fail suffer a -4 penalty to all physical tests for the duration of the spell. Those who suffer disastrous failure suffer the penalty for twice the duration of the spell (that is to say, they continue to suffer the effects of the spell even after the freezing blast has died away).

### A NOTE ON SPELL DURATIONS

Because it is difficult to cast new spells while a spellcaster's previously cast spells persist, it is important to know precisely when previously cast spells end. Typically, spells end when their duration expires, but some spells' effects cease before the end of their duration. *Hide's Virtue*, for example, lasts 1 minute per point of the caster's Bearing, but can end earlier if its target sustains enough damage. Similarly, the effect of *Invocation of Elbereth* ends once the temporary point of Courage has been spent. Spells whose effects cease before the end of their duration count as expired when determining what penalties apply to new spells' Weariness tests.

### BLESSING OF AULË

**CASTING TIME:** 2

**RANGE:** Touch

**DURATION:** 1 hour per point of  
Bearing

**WEARINESS TN:** 8

**COST:** 1 spell pick

**METHOD:** Standard, Ability, Song

**SPECIALTY:** Secret Fire

**EFFECT:** This spell draws on the residual power of Aulë the Smith, the Vala who created the Dwarves and is the Guardian of Forging and Crafting. It grants a temporary +2 bonus to the target's Smithcraft tests and a +1 bonus to his Craft tests. If either the target or the caster is a Dwarf (or if both are Dwarves), the target receives a further temporary +2 bonus to his Smithcraft tests. This spell may not be cast on servants of the Enemy.

### BLESSING OF ELBERETH

**CASTING TIME:** 2

**RANGE:** Touch

**DURATION:** 10 minutes per point of  
Bearing

**WEARINESS TN:** 8

**COST:** 1 spell pick

**METHOD:** Standard, Ability, Song

**SPECIALTY:** Secret Fire

**EFFECT:** This spell draws on the residual power of Varda the Exalted, known in the Sindarin tongue as Elbereth. It grants a temporary +2 bonus to the target's tests to resist sorcery spells and their effects. If either the target or the caster is an Elf (or if both are Elves), all Armed and Ranged Combat tests made against the target suffer a -2 penalty (in which case the Narrator may require the Elf involved to invoke the traditional plea, 'A Elbereth Gilthoniel!'). This spell may not be cast on servants of the Enemy.

TABLE 3.2: PATHS OF THE WISE MASTER SPELL LIST

SPELL NAME	TIME	RANGE	DURATION	TN	COST	REQUISITE	METHOD	SPECIALTY
Beast Cloak	2	Touch	1 hour*	8	1	—	Standard, Ability, Song	Beasts
Blast of Cold	2	20 yards*	1 round*	12	2	Wind-mastery	Standard, Song	Air
Blessing of Aulë	2	Touch	1 hour*	8	1	—	Standard, Ability, Song	Secret Fire
Blessing of Elbereth	2	Touch	10 minutes*	8	1	—	Standard, Ability, Song	Secret Fire
Blessing of Oromë	2	Touch	1 hour*	8	1	—	Standard, Ability, Song	Secret Fire
Call Fell Beasts [S]	2	**	**	12	2	—	Standard, Song	Sorcery
Cloak of Shadow	1	Touch	1 round*	8	1	—	Standard, Song	None
Cold-ward	1	Self	Concentration	5	1	—	Standard	Air, Water
Corrupt Surface [S]	1	3 yards	1 round*	12	2	—	Standard	Sorcery
Dark Stench [S]	1	10-yard radius	1 round*	10	1	—	Standard, Song	Sorcery
Detect Foe	1	Self	1 hour*	8	1	—	Standard	Secret Fire
Disarm	1	2 yards*	Instant	5	1	—	Standard	None
Dull Senses	1	3 yards*	10 minutes*	8	1	—	Standard	None
Fair-seeming [S]	2	Self	10 minutes*	8	1	—	Standard, Ability	Sorcery
Fatigue [S]	1	3 yards*	Instant	10	1	—	Standard	Sorcery
Fire of Udûn [S]	2	3 yards*	Instant	12	3	—	Standard, Ability, Song	Sorcery
Flame Arrow	1	3 yards	**	8	1	—	Standard, Runes	Fire
Fortify Works	2	Touch	1 hour*	12	2	—	Standard, Song	None
Hex-spell [S]	2	Touch	1 minute*	12	2	—	Standard, Runes	Sorcery
Hide's Virtue	1	Touch	1 minute*	8	1	**	Standard, Ability, Song	Beasts
Intercept Missile	1	3 yards*	Instant	8	1	—	Standard, Rune	None
Invocation of Elbereth	2	Touch	1 hour*	8	1	—	Standard, Ability, Song	Secret Fire
Keen Senses	1	Touch	10 minutes*	8	1	—	Standard	Beasts
Lame [S]	1	2 yards*	10 minutes*	10	2	—	Standard	Sorcery
Mind Barrier	1	Self	10 minutes*	15	3	Mind Shield	Standard, Ability	None
Mind Shield	1	Self	10 minutes*	8	2	—	Standard, Ability	None
Morgul Wound [S]	1	3 yards	Instant	8	2	—	Standard, Runes	Sorcery
Move as Through Water	1	Touch	1 round*	12	1	—	Standard	None
Obscure	2	Touch	1 year*	8	1	—	Runes	None
Preserve Fire	1	2 yards*	Concentration	**	1	—	Standard, Song	Fire
Renew	1	Touch	Instant	8	2	Revive	Standard, Song	None
Resist Fire	1	Touch	1 minute*	12	2	—	Standard, Ability	Fire
Revive	1	Touch	Instant	5	1	—	Standard	None
Sap Strength [S]	1	2 yards*	1 round*	5	1	—	Standard, Song	Sorcery
Sheath of Ice [S]	1	3 yards	1 minute*	12	2	—	Standard, Ability	Sorcery
Shell's Virtue	1	Touch	1 round*	8	1	**	Standard, Ability, Song	Beasts
Smite	1	3 yards	**	12	2	—	Standard	None
Sorcery Ward	2	Touch	1 minute*	15	3	—	Standard, Song	Secret Fire
Spawn Were [S]	2	3 yards	Instant	12	2	—	Standard	Sorcery
Spawn Wight [S]	2	3 yards	Instant	15	3	—	Standard	Sorcery
Steady Craft	2	Touch	1 hour*	8	1	—	Standard, Song	Water
Steady Hand	1	Touch	1 round*	5	1	—	Standard, Song	None
Stout Body	1	Touch	1 minute*	8	1	—	Standard	Beasts
Strength of Limb	1	Touch	1 round*	5	1	—	Standard, Song	None
Swift of Foot	1	Touch	1 round*	5	1	—	Standard, Song	None
Virtue of Finding	2	10 miles*	Instant	8	1	—	Standard, Ability	None
Vulnerability to Fire	1	3 yards*	1 minute*	10	1	—	Standard	Fire
Vulnerability to Sorcery [S]	1	3 yards*	1 minute*	10	1	—	Standard	Sorcery
Waste [S]	1	3 yards*	Instant	12	2	Fatigue	Standard	Sorcery
Water-fear	1	20 yards*	10 minutes*	10	1	—	Standard, Song	Water

'Time' is Casting Time. 'TN' is Weariness TN. 'Cost' is the spell's cost in spell picks. '[S]' denotes a Sorcery spell.

\*Per point of Bearing. \*\*See spell description.

**BLESSING OF OROMĚ**

**CASTING TIME:** 2

**RANGE:** Touch

**DURATION:** 1 hour per point of Bearing

**WEARINESS TN:** 8

**COST:** 1 spell pick

**METHOD:** Standard, Ability, Song

**SPECIALTY:** Secret Fire

**EFFECT:** This spell draws on the residual power of Oromë the Great, the Vala who, it is said, came often to Middle-earth in the days before the Eldar awakened and stocked it with noble animals of all kinds. It grants a temporary +2 bonus to the target's Survival and Ride tests and a +1 bonus to his Armed and Ranged Combat tests. In ages past, Oromë was revered by the Men of the North; if either the target or the caster is Rohiric, Dúnanan, or a Mannish native of Rhovanion the target instead receives a +2 bonus to his Armed and Ranged Combat tests. This spell may not be cast on servants of the Enemy.

**CALL FELL BEASTS (S)**

**CASTING TIME:** 2

**RANGE:** See text

**DURATION:** See text

**WEARINESS TN:** 12

**COST:** 2 spell picks

**METHOD:** Standard, Song

**SPECIALTY:** Sorcery

**EFFECT:** This spell compels all fell beasts within 200 yards times the caster's Bearing to travel immediately at the best possible speed to the caster's presence, where they must remain for a number of minutes equal to the caster's Bearing.

This spell confers no ability to converse, communicate with, control, or compel the beast or beasts summoned. Depending on the situation, the caster may be able to Intimidate the summoned beast into doing its bidding, or may be able to dominate it in a contest of will (see page 222 of the core rulebook). This spell can be highly dangerous to casters without great power and

the means to defend themselves. Many fell beasts summoned by this spell turn wrathful when compelled to do anything at all, even if it consists of no more than travelling a few hundred yards.

The Narrator should keep in mind that each fell beast described in the core rulebook and in *Fell Beasts and Wondrous Magic* has goals and instincts of its own which may be at odds with those of the caster. On the other hand, those vile enough to cast this spell may well be able to bargain with those they summon on equal footing, offering treasures, slaves, or other valuable consideration.

**CLOAK OF SHADOW**

**CASTING TIME:** 1

**RANGE:** Touch

**DURATION:** 1 round per point of Bearing

**WEARINESS TN:** 8

**COST:** 1 spell pick

**METHOD:** Standard, Song

**SPECIALTY:** None

**EFFECT:** In spite of what its name might suggest, this spell is not a work of sorcery. Rather, it dims the target's form, blending its edges into a hazy halo that surrounds its body. The target of the spell thus becomes harder to see, and therefore harder to strike in combat. All Observe (Spot) tests and physical attack tests against the target suffer a -4 penalty. *Cloak of Shadow* does not affect magical attacks against the target, but it does affect physical attacks by enchanted and heroic weapons.

**COLD-WARD**

**CASTING TIME:** 1

**RANGE:** Self

**DURATION:** Concentration

**WEARINESS TN:** 5

**COST:** 1 spell pick

**METHOD:** Standard

**SPECIALTY:** Air, Water

**EFFECT:** This handy spell first appeared in the North of Middle-earth in the days when the Númenorean kingdoms traded and exchanged knowledge with the Lossoth of Forochel. It combines the magical skill of the Dúnedain with the survival craft of the Snowmen, and it protects the caster from all effects of cold and falling snow. It does not alter the weather itself, but instead forms a protective barrier against the elements around the caster.

**CORRUPT SURFACE (S)**

**CASTING TIME:** 1

**RANGE:** 3 yards

**DURATION:** 1 round per point of Bearing

**WEARINESS TN:** 12

**COST:** 2 spell picks

**METHOD:** Standard

**SPECIALTY:** Sorcery

**EFFECT:** This powerful sorcery wears away at any single, discrete, contiguous, solid surface on which it is cast, be it of wood, stone, or even flesh. Example targets include a single door, structure, or creature. The target of this spell must make a TN 10 + caster's Bearing modifier Stamina test every round until *Corrupt Surface* expires. If it fails it suffers 1d6 points of damage. In the case of living targets, this damage bypasses armour's damage absorption. Inanimate targets, however, receive the full benefit of their Protection characteristic. Immersing the target of this spell in water stops its progress; in effect, it negates any further power it has to cause damage. In the case of a structure, dousing a large area is sufficient.

### DARK STENCH (S)

**CASTING TIME:** 1  
**RANGE:** 10-yard radius  
**DURATION:** 1 round per point of Bearing  
**WEARINESS TN:** 10  
**COST:** 1 spell pick  
**METHOD:** Standard, Song  
**SPECIALTY:** Sorcery  
**EFFECT:** This sorcery enables the caster to exude a cloud of stench that sickens all within it except for him. It affects every living thing within its area of effect, whether friend or foe. Each must make a TN 10 + caster's Bearing modifier Willpower test to resist its effects. Those who fail the test suffer a -2 penalty to all of their test results for the duration of the spell. Those who suffer disastrous failure are affected for twice the duration of the spell.

### DETECT FOE

**CASTING TIME:** 1  
**RANGE:** Self  
**DURATION:** 1 hour per point of Bearing  
**WEARINESS TN:** 8  
**COST:** 1 spell pick  
**METHOD:** Standard  
**SPECIALTY:** Secret Fire  
**EFFECT:** This bit of magical craft helps the caster divine the presence of servants of the Enemy. It was first developed by the Elves to alert them to the presence of Orcs and other foul beings in their woods, and it is presently popular among those Dúnedain who possess dwimmer-craft. When casting *Detect Foe*, the caster names one type of enemy—Orcs, Wargs, Trolls, or any such. For the duration of the spell, he receives a +8 bonus to all Observe and Search test results related to finding the chosen foe. He also receives a +2

bonus to all Track tests related to trailing the chosen foe.

### DISARM

**CASTING TIME:** 1  
**RANGE:** 2 yards per point of Bearing  
**DURATION:** Instant  
**WEARINESS TN:** 5  
**COST:** 1 spell pick  
**METHOD:** Standard  
**SPECIALTY:** None

### DULL SENSES

**CASTING TIME:** 1  
**RANGE:** 3 yards per point of Bearing  
**DURATION:** 10 minutes per point of Bearing  
**WEARINESS TN:** 8  
**COST:** 1 spell pick  
**METHOD:** Standard  
**SPECIALTY:** None  
**EFFECT:** This spell allows the caster to hamper one target's ability to sense what is going on around him. The target must make a successful TN 10 + caster's Bearing modifier Willpower test, or else he suffers a -2 penalty to all Observe, Search, Track, and Weather-sense tests for the duration of the spell. *Dull Senses* may be cast on any living creature, including beasts, whether wild, domesticated, or fell.

### FAIR-SEEMING (S)

**CASTING TIME:** 2  
**RANGE:** Self  
**DURATION:** 10 minutes per point of Wits modifier  
**WEARINESS TN:** 8  
**COST:** 1 spell pick  
**METHOD:** Standard, Ability  
**SPECIALTY:** Sorcery  
**EFFECT:** The Enemy and his servants have long known that beguilement is sometimes the only way short of brute force to bend the Free Peoples to their will. This sorcery does not alter the physical appearance of the caster, but subtly twists the minds of those who come into contact with him, so that they are more likely to view him favourably—or at least to give him the benefit of the doubt. *Fair-seeming* grants the caster a temporary +4 bonus to his Bearing modifier.

**EFFECT:** This spell causes a single target to lose his grip on one weapon or shield (caster's choice) that he is presently wielding. The item leaps from his hand, and he may not pick it up until the next round. If the item is enchanted or heroic, the wielder is entitled to an opposed Willpower test against the caster. If the caster wins, the spell has its normal effect; if the wielder wins, he retains his grip on the item. The size of the item has no bearing on the effectiveness of the spell.

## FATIGUE (S)

**CASTING TIME:** 1

**RANGE:** 3 yards per point of Bearing

**DURATION:** Instant

**WEARINESS TN:** 10

**COST:** 1 spell pick

**METHOD:** Standard

**SPECIALTY:** Sorcery

**EFFECT:** This work of Sorcery tires the body of a single victim. The target of the spell must make a Stamina test (TN 10 + caster's Bearing modifier) to resist its effects. If he succeeds, he suffers no effect. Failure, however, causes the target to lose Weariness Levels: 1 for failure, 2 for complete failure, and 3 for disastrous failure.

## FIRE OF UDÛN (S)

**CASTING TIME:** 2

**RANGE:** 3 yards per point of Bearing

**DURATION:** Instant

**WEARINESS TN:** 12

**COST:** 3 spell picks

**METHOD:** Standard, Ability, Song

**SPECIALTY:** Sorcery

**EFFECT:** This sorcery calls upon the fearsome power of the underworld, Udûn, to consume in flame every liv-

ing thing in its path, whether friend or foe. It produces a cone of fire emanating from the caster and extending 3 yards per point of caster's Bearing. This cone is half as wide as it is long. Each living thing within this cone takes 3d6 damage from the spell. In addition, the caster must make a TN 10 Ranged Combat test; if he suffers a disastrous failure, he is also subject to the spell's damage.

## FLAME ARROW

**CASTING TIME:** 1

**RANGE:** 3 yards

**DURATION:** See text

**WEARINESS TN:** 8

**COST:** 1 spell pick

**METHOD:** Standard, Runes

**SPECIALTY:** Fire

**EFFECT:** This spell turns any one projectile, whether an arrow, a thrown rock, or a boulder thrown by a siege catapult, into a thing of fire. It can be cast on a projectile before it is launched, in which case it causes no damage—whether to bow, hand, catapult, or even an enemy—until it is shot or thrown, or one minute passes

and the effect fades. Alternatively, it can be cast on a projectile in range just as it is hurled. A projectile so enchanted causes an additional 1d6 + caster's Bearing modifier points of fire damage to whatever it strikes. It also sets alight any wooden object (such as a wooden shield) or structure it strikes. If it strikes an object or structure made of a non-flammable substance such as stone, however, it causes no additional damage and starts no fire. In any case, the projectile's fire is extinguished after it strikes home.

## FORTIFY WORKS

**CASTING TIME:** 2

**RANGE:** Touch

**DURATION:** 1 hour per point of Bearing

**WEARINESS TN:** 12

**COST:** 2 spell picks

**METHOD:** Standard, Song

**SPECIALTY:** None

**EFFECT:** This spell enchants large objects such as towers, walls, and bridges to ward them against damage. Any non-enchanted physical attacks

against a structure protected by *Fortify Works* suffers a -4 test penalty. Any physical attacks against a protected structure using an enchanted or heroic weapon suffer a -2 penalty. If spells meant to damage large objects (such as *Sundering*) are directed at the protected structure, the caster suffers a penalty on all necessary tests equal to the Bearing modifier of the caster of *Fortify Works*.

*Fortify Works* may also be cast as a counter-spell to spells that damage or destroy objects (both large and small), such as *Shatter* and *Sundering*.

## HEX-SPELL (S)

**CASTING TIME:** 2

**RANGE:** Touch

**DURATION:** 1 minute per point of Bearing

**WEARINESS TN:** 12

**COST:** 2 spell picks

**METHOD:** Standard, Runes

**SPECIALTY:** Sorcery

**EFFECT:** This spell inflicts ill-luck upon its target. Whenever the target uses Courage to gain a test bonus the bonus he gains is three less than it otherwise would be. In most cases, this completely nullifies the effects of Courage, but those with edges or abilities such as Bold or Battle-Hardened still gain a reduced benefit. This spell does not affect other uses of Courage, such as the cost to activate the effects of the Warrior-born order ability.

In addition, the target is also likely to fall victim to cruel turns of fate while this spell is in effect. At the Narrator's discretion the target must make frequent tests to avoid tripping over tree roots, putting his foot in his mouth, and suffering similar misfortunes. Anything that can go wrong, will.

## HIDE'S VIRTUE

**CASTING TIME:** 1

**RANGE:** Touch

**DURATION:** 1 minute per point of Bearing

**WEARINESS TN:** 8

**COST:** 1 spell pick

**REQUISITE:** Beasts and Birds spell specialty

**METHOD:** Standard, Ability, Song

**SPECIALTY:** Beasts

**EFFECT:** This spell calls upon the caster's familiarity with beasts that have tough hides to grant their protection upon a single target. *Hide's Virtue* has no visible manifestation, except perhaps for a soft glow around the target. It forms a magical shell that can absorb a number of points of damage equal to the caster's Bearing score. Damage points marked off against the effect of this spell do not go through to the target. Once the shell suffers total damage exceeding the number of points it can absorb, the target takes damage normally. When the duration of *Hide's Virtue* expires, all unused points of damage protection disappear with it.

## INTERCEPT MISSILE

**CASTING TIME:** 1

**RANGE:** 3 yards per point of Bearing (measured from caster to source of missile)

**DURATION:** Instant

**WEARINESS TN:** 8

**COST:** 1 spell pick

**METHOD:** Standard, Rune

**SPECIALTY:** None

**EFFECT:** This spell issues a blast that destroys any single fired missile of any kind of the caster's choice, whether it is an arrow, a javelin, or a boulder. The caster must be able to see the source of the missile. If the projectile is enchanted or heroic, the caster must make an opposed Willpower test against the character, creature, or beast firing or throwing it. If the caster wins, the missile is destroyed as per the spell's normal effect; if the attacker wins the attack is resolved normally. If the enchanted projectile is fired by a siege engine or similar device, assume an attacker Willpower modifier of -1. If

the projectile is not enchanted or heroic, the spell succeeds (unless a counter-spell is cast) without any tests. Note that an arrow fired from an enchanted or heroic bow is not itself enchanted or heroic for the purposes of this spell.

When reckoning the timing of actions, treat *Intercept Missile* as a counter-spell to the act of firing a missile or throwing a projectile.

*Intercept Missile* may be cast on a shield or suit of armour using the Rune method. In this case, all ranged attacks against the wearer or wielder of the enchanted item receive a -1 penalty. This effect lasts for 10 minutes per point of caster's Bearing. When the spell expires, the runes disappear. This spell may not be cast more than once on the same item for cumulative effect.

## INVOCATION OF ELBERETH

**CASTING TIME:** 2

**RANGE:** Touch

**DURATION:** 1 hour per point of Bearing

**WEARINESS TN:** 8

**COST:** 1 spell pick

**METHOD:** Standard, Ability, Song

**SPECIALTY:** Secret Fire

**EFFECT:** This spell grants one temporary Courage point to be used as the target sees fit. The target must use this Courage point within the duration of the spell, otherwise it is lost. This spell may not be cast on servants of the Enemy.

## KEEN SENSES

**CASTING TIME:** 1

**RANGE:** Touch

**DURATION:** 10 minutes per point of Bearing

**WEARINESS TN:** 8

**COST:** 1 spell pick

**METHOD:** Standard

**SPECIALTY:** Beasts

**EFFECT:** This spell sharpens the five senses and allows the target of the



spell to eliminate environmental distractions. *Keen Senses* confers a temporary +2 bonus to Observe, Search, Track, and Weather-sense tests. This spell may not be cast on beasts of any kind.

### LAME (S)

**CASTING TIME:** 1

**RANGE:** 2 yards per point of Bearing  
**DURATION:** 10 minutes per point of Bearing

**WEARINESS TN:** 10

**COST:** 2 spell picks

**METHOD:** Standard

**SPECIALTY:** Sorcery

**EFFECT:** This cruel work of Sorcery can cripple even the mightiest warrior. The target of the spell must make a successful TN 10 + caster's Bearing modifier Willpower test, or else he is stricken in one of the following ways chosen by the caster: he loses full use of one arm (-4 to all Nimbleness tests and loss of the Ambidexterity edge), he loses full use of one leg (-4 to all Nimbleness tests and all movement rates and paces are halved), or he is blinded in one eye (-4 to Ranged Combat and Spot tests).

### MIND BARRIER

**CASTING TIME:** 1

**RANGE:** Self

**DURATION:** 10 minutes per point of Bearing

**WEARINESS TN:** 15

**COST:** 3 spell picks

**REQUISITE:** *Mind Shield*

**METHOD:** Standard, Ability

**SPECIALTY:** None

**EFFECT:** This spell wards the caster against serious intrusions into the workings of his mind, such as the spells *Command* and *Voice of Command* (any such spell that costs more than 1 spell pick qualifies as 'serious') as well as the spells warded against by *Mind Shield* (see below). If the intrusive spell allows the target a test to resist it, *Mind Barrier* grants a +2 bonus to such

tests. If the intrusive spell does not allow a test to resist it, *Mind Barrier* allows its caster an opposed Willpower test against the caster of the intrusive spell to resist the intrusive spell, though the caster of the intrusive spell receives a +4 bonus in this test.

*Mind Barrier* may also be cast as a counter-spell against any of the spells against which it wards.

### MIND SHIELD

**CASTING TIME:** 1

**RANGE:** Self

**DURATION:** 10 minutes per point of Bearing

**WEARINESS TN:** 8

**COST:** 2 spell picks

**METHOD:** Standard, Ability

**SPECIALTY:** None

**EFFECT:** This spell wards the caster against relatively minor intrusions into the workings of his mind, such as the spells *Divine Truthfulness*, *Reading the Heart*, and *Voice of Suasion* (any such spell that costs only 1 spell pick qualifies as 'relatively minor'). If the intrusive spell allows the target a test to resist it, *Mind Barrier* grants a +2 bonus to such tests. If the intrusive spell does not allow a test to resist it, *Mind Barrier* allows its caster an opposed Willpower test against the caster of the intrusive spell to resist the intrusive spell, though the caster

of the intrusive spell receives a +4 bonus in this test.

*Mind Shield* may also be cast as a counter-spell against any of the spells against which it wards.

### MORGUL WOUND (S)

**CASTING TIME:** 1

**RANGE:** 3 yards

**DURATION:** Instant

**WEARINESS TN:** 8

**COST:** 2 spell picks

**METHOD:** Standard, Runes

**SPECIALTY:** Sorcery

**EFFECT:** This dark sorcery deepens a wound caused by a weapon upon which it is cast and corrupts the surrounding flesh. *Morgul Wound* targets one weapon each time it is cast. The next time that weapon inflicts wound damage, it causes an additional 1d6 + caster's Bearing modifier points of damage to the victim. In addition, the victim must make a TN 20 Stamina test, and if he fails he suffers a -2 penalty to all subsequent test results for a number of minutes equal to the caster's Bearing score. *Morgul Wound* may never be cast on a weapon of Elven origin.

### MOVE AS THROUGH WATER

**CASTING TIME:** 1

**RANGE:** Touch

**DURATION:** 1 round per point of Bearing

**WEARINESS TN:** 12

**COST:** 1 spell pick

**METHOD:** Standard

**SPECIALTY:** None

**EFFECT:** This spell makes a character, beast, or monster of the caster's choice sluggish and slow to act. The target's movement rate is halved for the duration of the spell. He must also make a TN 10 Swiftness test at the beginning of each round or lose 1 action that round. (Additional actions may be attempted as normal, at the normal penalties.)





## OBSCURE

**CASTING TIME:** 2

**RANGE:** Touch

**DURATION:** 1 year per point of Bearing

**WEARINESS TN:** 8

**COST:** 1 spell pick

**METHOD:** Runes

**SPECIALTY:** None

**EFFECT:** This spell helps the caster conceal any object that he wishes to remain secret and safe. It inscribes a rune on the object, and for the duration of the spell, that object is hidden from all except the caster himself and one other character, whom he names at the time of casting. Anyone other than those two receives a  $-8$  penalty when conducting Search or Spot tests that might locate the object. The rune disappears when the spell expires, or after an authorised character finds the object. It is possible to obscure an item that contains other items—an envelope, bag, or box, for example—to hide all of the items contained within.

## PRESERVE FIRE

**CASTING TIME:** 1

**RANGE:** 2 yards per point of Bearing

**DURATION:** Concentration

**WEARINESS TN:** See text

**COST:** 1 spell pick

**METHOD:** Standard, Song

**SPECIALTY:** Fire

**EFFECT:** This spell allows the caster to protect any fire, whether mundane or magical, from attempts to extinguish it. Any non-magical attempt to put out the fire being guarded, such as by throwing water or a blanket on it, cannot succeed as long as the caster maintains concentration. The caster cannot attempt to preserve only part of a fire, such as one particular log within a campfire.

If another caster uses magically manipulated water or air to try to extinguish the preserved fire, the two casters must engage in an opposed Willpower test, with the caster of *Preserve Fire* receiving a  $+4$  bonus. If another caster tries to put out the fire by casting *Quench Fire* or some other spell that directly affects it, the two casters must engage in an opposed Willpower test, with the victor determining the fate of the fire. Using the

Song of Power method against another caster grants the caster of *Preserve Fire* a further  $+2$  bonus. *Preserve Fire* may also be cast as a counter-spell against *Quench Fire*.

The TN for the Stamina test required to cast the spell depends on the size of the fire the caster wishes to preserve (see Table 3.3).

**TABLE 3.3: PRESERVE FIRE WEARINESS TN**

SIZE OF FIRE	WEARINESS TN
Candle	3
Torch	5
Campfire	7
Small bonfire	9
Large bonfire	12
Raging conflagration	15+

## RENEW

**CASTING TIME:** 1

**RANGE:** Touch

**DURATION:** Instant

**WEARINESS TN:** 8

**COST:** 2 spell picks

**REQUISITE:** *Revive*

**METHOD:** Standard, Song

**SPECIALTY:** None

**EFFECT:** This spell renews the vigour of body and limb. It provides welcome relief to a single character or beast worn with the labours of the road or hard fighting, though it saps the caster greatly. If successfully cast, the target recovers 2 Weariness Levels, but the caster sustains 3 Weariness Levels (in addition to any Weariness he may suffer from casting the spell).

### RESIST FIRE

**CASTING TIME:** 1  
**RANGE:** Touch  
**DURATION:** 1 minute per point of Bearing  
**WEARINESS TN:** 12  
**COST:** 2 spell picks  
**METHOD:** Standard, Ability  
**SPECIALTY:** Fire  
**EFFECT:** This cunning example of spell-craft harnesses the knowledge of fire to resist its power. *Resist Fire* allows its target a TN 10 Stamina test to negate totally any non-magical fire damage it might suffer. The spell also allows its target a TN 10 + opposed caster's Bearing modifier Willpower test to negate any magical fire damage it might suffer, as from a spell or an enchanted item. If successful, it suffers only half damage, but must make the same test to avoid each possible secondary effect, such as being set aflame.

### REVIVE

**CASTING TIME:** 1  
**RANGE:** Touch  
**DURATION:** Instant  
**WEARINESS TN:** 5  
**COST:** 1 spell pick  
**METHOD:** Standard  
**SPECIALTY:** None  
**EFFECT:** This spell gives the caster the power to infuse strength into the tired limbs of a single character or beast, though it saps his own strength in equal measure. If successfully cast, the target recovers 1 Weariness Level, though the caster of this spell sustains 1 Weariness Level in addition to any Weariness he may suffer from casting *Revive*.

### SAP STRENGTH (S)

**CASTING TIME:** 1  
**RANGE:** 2 yards per point of Bearing  
**DURATION:** 1 round per point of Bearing  
**WEARINESS TN:** 5  
**COST:** 1 spell pick  
**METHOD:** Standard, Song  
**SPECIALTY:** Sorcery  
**EFFECT:** This spell taxes the muscle and sinew of a single target, making him less fit for tasks that require physical strength. The target must make a successful TN 10 + caster's Bearing modifier Willpower test, or else he temporarily suffers a -2 penalty to his Strength score and a -1 penalty to all Armed Combat and Unarmed Combat tests. This spell may be cast upon the same target multiple times to increase its effect, although it may never reduce the target's Strength score below 0. This spell may also be cast on beasts and monsters.

### SHEATH OF ICE (S)

**CASTING TIME:** 1  
**RANGE:** 3 yards  
**DURATION:** 1 minute per point of Bearing  
**WEARINESS TN:** 12  
**COST:** 2 spell picks  
**METHOD:** Standard, Ability  
**SPECIALTY:** Sorcery  
**EFFECT:** This unusual sorcery imitates a power of the helegrogs, the fearsome demons that troubled the far North of Middle-earth in times past. (Helegrogs are described on page 17 of *Fell Beasts and Wondrous Magic*.) It is a spell not often seen in these latter days of the Third Age; knowledge of it was more common when the Witchking ruled Angmar and terrorised the North-lands. Yet it remains a potent tool for servants of the Enemy.

*Sheath of Ice* encases a single target in a block of solid ice. The target must make a TN 10 + caster's Bearing modifier Swifttest. If he fails, he is encased in ice. He is then immobile, and cannot move, use weapons or enchanted items, or speak

so that it may be heard outside the ice (therefore, the target cannot cast spells, either). It does not, however, suffocate or otherwise harm the victim. This effect lasts for the duration of the spell or until a hot flame is applied to the ice for one full round. The target may also make a TN 15 Strength test to free himself.

### SHELL'S VIRTUE

**CASTING TIME:** 1  
**RANGE:** Touch  
**DURATION:** 1 round per point of Bearing  
**WEARINESS TN:** 8  
**COST:** 1 spell pick  
**REQUISITE:** Beasts and Birds spell specialty  
**METHOD:** Standard, Ability, Song  
**SPECIALTY:** Beasts  
**EFFECT:** Similar to *Hide's Virtue*, this spell calls upon the caster's familiarity with beasts blessed with shells or tough hides to grant their protection upon a single target. *Shell's Virtue*, however, is more useful in sustained combat. The magical protection created by this spell absorbs a number of damage points equal to the caster's Bearing modifier in each round of the spell's duration. Damage points marked off against the effect of this spell do not go through to the target. If the target suffers more damage points in one round than the shell can absorb, the spell does not dissipate; the excess damage simply goes through to the target as it normally would. At the beginning of the next action round, the shell may absorb the prescribed number of damage points all over again.

### SMITE

**CASTING TIME:** 1  
**RANGE:** 3 yards  
**DURATION:** See text  
**WEARINESS TN:** 12  
**COST:** 2 spell picks  
**METHOD:** Standard  
**SPECIALTY:** None

**EFFECT:** This spell strengthens the sword-arm of one engaged in battle and enables him to make one especially mighty blow. The target of *Smite* receives a +4 bonus on his next Armed Combat, Ranged Combat, or Unarmed Combat test—whenever he may deliver it—and a damage bonus of 1d6 + caster's Bearing score if he succeeds.

### SORCERY WARD

**CASTING TIME:** 2

**RANGE:** Touch

**DURATION:** 1 minute per point of Bearing

**WEARINESS TN:** 15

**COST:** 3 spell picks

**METHOD:** Standard, Song

**SPECIALTY:** Secret Fire

**EFFECT:** This powerful spell shields the target from the baleful effects of dark magic. It grants the target a bonus of his own Willpower modifier plus the *Sorcery Ward* caster's Bearing modifier to all tests that he must make as a result of sorcery spells being cast against him. If the sorcery in question allows no tests to reduce or negate its effects, the target may make an opposed Bearing test against the caster. If the target wins, he suf-

fers no effect from the sorcery spell. If the caster of the sorcery wins, the spell generates its normal effects.

If the target of *Sorcery Ward* is attacked by a weapon enchanted by one or more sorcery spells, he may make an opposed Bearing test against the wielder of that weapon to negate the effects of its sorcerous enchantments. All other effects of the enchanted weapon are not affected.

### SPAWN WERE (S)

**CASTING TIME:** 2

**RANGE:** 3 yards

**DURATION:** Instant

**WEARINESS TN:** 12

**COST:** 2 spell picks

**METHOD:** Standard

**SPECIALTY:** Sorcery

**EFFECT:** Werewolves are Wargs inhabited by dreadful spirits, fell creatures that can change shape to seem as wolves or as men, according to their desire. This spell summons a malevolent spirit to inhabit a Warg and transform it into a Werewolf. The caster must be within 3 yards of the target Warg in order to use it successfully. He must then make a TN 10 Bearing test. If successful, the Warg immediately becomes a Werewolf. If

he somehow suffers a disastrous failure, both the dread spirit and the Warg refuse absolutely; the caster must make a TN 15 Willpower test. If he fails, he suffers 1d6 points of damage and the Warg immediately attacks him. See pages 51 and 52 of *Fell Beasts and Wondrous Magic* for more information on Wargs and Werewolves, respectively.

### SPAWN WIGHT (S)

**CASTING TIME:** 2

**RANGE:** 3 yards

**DURATION:** Instant

**WEARINESS TN:** 15

**COST:** 3 spell picks

**METHOD:** Standard

**SPECIALTY:** Sorcery

**EFFECT:** This hideous sorcery enables a spellcaster to bind a malevolent, disembodied spirit to a corpse, transforming it into a wight. This spell may be cast only on the corpses of Men, Orcs, Dwarves, and Hobbits, and it turns a single corpse into a Barrow-wight (see page 294 of the core rulebook and page 14 of *Fell Beasts and Wondrous Magic*). In addition, the caster suffers a -2 penalty to the Corruption test that he must make as a result of having cast a sorcery spell.

### STEADY CRAFT

**CASTING TIME:** 2

**RANGE:** Touch

**DURATION:** 1 hour per point of Bearing

**WEARINESS TN:** 8

**COST:** 1 spell pick

**METHOD:** Standard, Song

**SPECIALTY:** Water

**EFFECT:** Sailing upon any of Middle-earth's great waters, whether the River Anduin or the Bay of Belfalas, or even the inland sea of Rhûn, has its hazards. This spell grants a +4 bonus to all Sea-craft skill tests needed to sail the target vessel. *Steady Craft* must be cast on a vessel; it has no effect if cast on someone who pilots the vessel.



### STEADY HAND

**CASTING TIME:** 1  
**RANGE:** Touch  
**DURATION:** 1 round per point of Bearing  
**WEARINESS TN:** 5  
**COST:** 1 spell pick  
**METHOD:** Standard, Song  
**SPECIALTY:** None  
**EFFECT:** This spell allows the caster to aid his comrades (or himself) in any situation where manual dexterity will prove helpful. It confers a temporary +2 bonus to Craft, Legerdemain, and Ranged Combat tests. This spell may not be cast on beasts or monsters. If the caster wishes to use the Song of Power method, he must choose whether the 50% bonus that it grants will apply to the duration or effect of the spell. The caster may not use Song of Power when casting *Steady Hand* on himself.

### STOUT BODY

**CASTING TIME:** 1  
**RANGE:** Touch  
**DURATION:** 1 minute per point of Bearing  
**WEARINESS TN:** 8  
**COST:** 1 spell pick  
**METHOD:** Standard  
**SPECIALTY:** Beasts  
**EFFECT:** This spell allows the caster to fortify himself or one of his comrades in a situation where powers of endurance are important. It grants a +4 bonus to all Stamina tests—except Weariness tests to cast spells—that the target must make for the duration of the spell.

### STRENGTH OF LIMB

**CASTING TIME:** 1  
**RANGE:** Touch  
**DURATION:** 1 round per point of Bearing  
**WEARINESS TN:** 5  
**COST:** 1 spell pick  
**METHOD:** Standard, Song  
**SPECIALTY:** None

**EFFECT:** This spell allows the caster to aid his comrades (or himself) in any situation where the force of muscle and sinew will prove helpful. It confers a temporary +2 bonus to the target's Strength score. This spell may be cast on beasts and monsters as well as characters. If the caster wishes to use the Song of Power method, he must choose whether the 50% bonus that it grants will apply to the duration or effect of the spell. The caster may not use Song of Power when casting *Strength of Limb* on himself.

### SWIFT OF FOOT

**CASTING TIME:** 1  
**RANGE:** Touch  
**DURATION:** 1 round per point of Bearing  
**WEARINESS TN:** 5  
**COST:** 1 spell pick  
**METHOD:** Standard, Song  
**SPECIALTY:** None  
**EFFECT:** This spell grants fleetness of foot to a character, beast, or monster of the caster's choice. The target's movement rate is doubled for the duration of the spell. If the caster wishes to use the Song of Power method, he must choose whether the 50% bonus that it grants will apply to the duration or effect of the spell. The caster may not use Song of Power when casting *Swift of Foot* on himself.

### VIRTUE OF FINDING

**CASTING TIME:** 2  
**RANGE:** 10 miles per point of Bearing  
**DURATION:** Instant  
**WEARINESS TN:** 8  
**COST:** 1 spell pick  
**METHOD:** Standard, Ability  
**SPECIALTY:** None  
**EFFECT:** This spell allows the caster to pinpoint the location of any object that belongs to him, as long as it is within range at the time of casting. The caster must name a specific object as he casts the

spell, such as 'the front door key to Bag End.' If the item has been enchanted with *Obscure*, the caster must make a successful opposed Bearing check against the caster who enchanted it. *Virtue of Finding* may not be used to locate characters, beasts, or monsters.

### VULNERABILITY TO FIRE

**CASTING TIME:** 1  
**RANGE:** 3 yards per point of Bearing  
**DURATION:** 1 minute per point of Bearing  
**WEARINESS TN:** 10  
**COST:** 1 spell pick  
**METHOD:** Standard  
**SPECIALTY:** Fire  
**EFFECT:** This spell calls upon the primeval power of fire to daunt anyone who may try to resist that power. *Vulnerability to Fire* affects a single target, who must make a TN 10 + caster's Bearing modifier Willpower test. If he fails, he suffers a -5 penalty to all tests related to resisting fire-based attacks directed against him for the duration of the spell. Also, fire-based attacks against the target that cannot normally be resisted with tests (such as an Armed Combat attack with a flaming torch) receive a +5 test bonus.

### VULNERABILITY TO SORCERY (S)

**CASTING TIME:** 1  
**RANGE:** 3 yards per point of Bearing  
**DURATION:** 1 minute per point of Bearing  
**WEARINESS TN:** 10  
**COST:** 1 spell pick  
**METHOD:** Standard  
**SPECIALTY:** Sorcery  
**EFFECT:** This spell daunts anyone who would resist the power of the Shadow, making them more susceptible to the use of Sorcery. *Vulnerability to Sorcery* affects a single target, who must make a TN 10 + caster's Bearing modifier

Willpower test. If he fails, he suffers a -5 penalty to all tests related to resisting sorcery spells directed against him for the duration of this spell. Also, all Armed Combat or Ranged Combat tests against the target using weapons enchanted by one or more sorcery spells receive a +5 bonus to the test result.

### WASTE (S)

**CASTING TIME:** 1

**RANGE:** 3 yards per point of Bearing

**DURATION:** Instant

**WEARINESS TN:** 12

**COST:** 2 spell picks

**REQUISITE:** *Fatigue*

**METHOD:** Standard

**SPECIALTY:** Sorcery

**EFFECT:** This spell saps strength from the body and limbs of a single victim. The target of the spell must make a Stamina test (TN 12 + caster's Bearing modifier) to resist its effects. If he succeeds, he suf-

fers no effect. If he fails, he loses 2 Weariness Levels. If he suffers complete or disastrous failure, he loses 3 or 4 Weariness Levels, respectively.

### WATER-FEAR

**CASTING TIME:** 1

**RANGE:** 20 yards per point of Bearing

**DURATION:** 10 minutes per point of Bearing

**WEARINESS TN:** 10

**COST:** 1 spell pick

**METHOD:** Standard, Song

**SPECIALTY:** Water

**EFFECT:** This spell is an enchantment first woven in Imladris to protect the river borders that separate it from the outside world. Whether Master Elrond himself created it, tales of lore do not say.

It may affect one character or creature per

point of the caster's Bearing modifier. The targets of the spell must make a TN 10 + caster's Bearing modifier Willpower test. All who fail suffer a -6 penalty to all tests as long as they remain within 10 yards of a substantial body of water such as a river, stream, lake, or sea. They may not cross the water in a vessel, on foot, or on horseback; they must either fly or cross at a bridge. If a target of *Water-fear* suffers a disastrous failure from his test to resist the spell, he suffers its effects for twice the duration of the spell.



# TOOLS OF THE TRADE

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*'It was not even remembered among  
Elves or Men that such things had ever  
been, save only in a Rhyme of Lore  
preserved among Aragorn's folk.'*

— Gandalf, *The Two Towers*

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**T**he learned orders have just as many tools of their trade as do warriors, minstrels, and rogues. Here you will find descriptions of things, creatures, and places that magicians and loremasters use both to help them in their labours and to express what they do as members of their orders.



## ENCHANTING ITEMS

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*'Are these magic cloaks?' asked Pippin,  
looking at them with wonder.*

*'I do not know what you mean by that,'  
answered the leader of the Elves.*

— *The Fellowship of the Ring*

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**O**bjects infused with the power of magic are rare and wondrous in Middle-earth. By the late Third Age, many fine

things into which enchantments had been laid were lost to catastrophes wrought by time and malice. In many cases, even the knowledge of how to fashion and use them was forgotten.

In these latter days, only expert craftsmen, spellcasters, and the Elves (using their Art racial ability) can craft enchanted items. Of these, the Elves can forge only minor items without order abilities, and neither craftsmen nor most spellcasters can make powerful items without each other's help. Only artificers (see pages 40–1) can make powerful magic items from scratch using only the order abilities at their command.





The expanded, optional rules for crafting enchanted items that follow are more rigorous than those presented in the core rulebook, though they preserve the structure and intent of the basic rules.

## THE VESSEL

Only items of the finest workmanship may hold enchantments. Therefore, the first requirement of any vessel for enchantment is that it must be a masterwork. See page 84 of the core rulebook for more information on how masterwork items are created.

There are four basic types of items that may be enchanted.

**ARMOUR:** This includes body armour, shields, and helms.

**WEAPONS:** Any device used primarily to make Armed Combat or Ranged Combat tests qualifies as a weapon. Note that some weapons with special characteristics are legendary rather than magical (though a weapon may be both legendary and magical at the same time). For more information, see 'Weapons' on page 90 of *Fell Beasts and Wondrous Magic*. Legendary weapons may be enchanted normally, though they must

also meet the normal requirement that they be masterworks.

**MISCELLANEOUS ITEMS:** Enchantments are not woven into arms and armour only, but into all manner of useful items. Enchanted cloaks and staves do valuable service to travellers on the road, and phials containing magical light can prove useful in dark places. Talismans and items of everyday use may also receive enchantments. This category includes any item that is not a weapon, structure, or piece of armour.

**STRUCTURES:** Enchantments may be woven into structures during their building, but only at great expense. To enchant a door or a gate may prove a manageable task for one or a small team of craftsmen, but weaving magic into an entire building may take years, even generations, unless a large team of talented enchanters is assembled for the purpose. No one in Middle-earth—not even Sauron himself—has had such resources since the Númeorean kingdoms were at their heights, but theoretically it is possible to enchant an entire tower or fortification.

## ENCHANTMENTS

Once a vessel is chosen for enchantment, the spells which will be woven into it must be selected. There are a number of restrictions related to these enchantments. Whoever wishes to craft an item with the powers of a spell must know the spell. More than one spell may be woven into an item to give it greater power, but only at the cost of greater time and effort invested in the making. As a general rule, enchanters may not weave the same spell into an item multiple times to compound its effect. Also, sorcery spells and non-sorcery spells may never be mixed in the same item.

Not every spell may be woven into an enchanted item, for not all spells in the Middle-earth Grimoire are fit for such use. Some spells may only be woven into certain types of items, while many spells are not suitable for enchantments at all. Table 4.1: Spells for Enchanting Items lists which spells may be used for this purpose, and enumerates the items to which they may be applied.

Generally speaking, placing a spell into an item bestows the effects of the spell upon the item. This is not the case for all spells, however, as some do not grant the items they enchant exactly the same powers that they display when cast by a spellcaster. Most cast spells have limits on their duration, for example, and when they become a permanent part of an item, it dilutes their potency. Others function differently when woven into an item than they do when conjured by a spellcaster. The differences between cast spells and enchanted spells are enumerated below.

**BANE-SPELL:** One enchanting a weapon with *Bane-spell* must declare the type of foe the weapon is created to slay. Such an item may not target more than one type of foe in exchange for +3 to the spell's TN, as when casting *Bane-spell*





TABLE 4.1: SPELLS FOR ENCHANTING ITEMS

TYPE OF ITEM	ALLOWABLE SPELLS
Armour	<i>Beast Cloak</i> (body armour only), <i>Bladeshattering</i> , <i>Change Hue</i> (body armour only), <i>Cloak of Shadow</i> (body armour only), <i>Dark Stench</i> , <i>Guarding-spell</i> , <i>Hide's Virtue</i> (body armour only), <i>Intercept Missile</i> , <i>Keen Senses</i> (helm only), <i>Mind Barrier</i> (helm only), <i>Mind Shield</i> (helm only), <i>Resist Fire</i> (body armour only), <i>Shell's Virtue</i> (body armour only), <i>Sorcery Ward</i> , <i>Veil</i> (body armour only)
Weapon	<i>Bane-spell</i> , <i>Blade Preservation</i> , <i>Bladeshattering</i> , <i>Corrupt Surface</i> , <i>Detect Foe</i> , <i>Fatigue</i> , <i>Fire of Udûn</i> , <i>Flame Arrow</i> (projectiles only), <i>Flame of Anor</i> , <i>Lame</i> , <i>Lightning</i> , <i>Morgul Wound</i> (bladed and pointed melee weapons only), <i>Ruin</i> (siege engines only), <i>Sap Strength</i> (melee weapons only), <i>Smite</i> (melee weapons only), <i>Sundering</i> , <i>Victory-spell</i> , <i>Vulnerability to Sorcery</i>
Miscellaneous Item	<i>Beast Cloak</i> (cloak), <i>Blast of Cold</i> (horn), <i>Blessing of Aulë</i> (smithing tools), <i>Blinding Flash</i> (phial), <i>Change Hue</i> (cloak), <i>Cloak of Shadow</i> (cloak), <i>Cold-ward</i> (cloak), <i>Create Light</i> (phial), <i>Crafting-spell</i> (smithing or crafting tools), <i>Detect Foe</i> (talisman), <i>Farseeing</i> (looking-glass, crystal sphere), <i>Finding and Returning</i> (boots, map, staff), <i>Guarding-spell</i> (talisman), <i>Ithilden-fire</i> , <i>Keen Senses</i> (circlet), <i>Mind Barrier</i> (circlet), <i>Mind Shield</i> (circlet), <i>Obscure</i> , <i>Opening-spell</i> (talisman), <i>Rain-ward</i> (cloak), <i>Resist Fear</i> (talisman), <i>Resist Fire</i> (cloak), <i>Smoke-weaving</i> (pipe), <i>Sorcery Ward</i> (cloak), <i>Springtime</i> (phial), <i>Veil</i> (cloak), <i>Wizard's Guise</i> (cloak)
Structure	<i>Exclusion</i> , <i>Fortify Works</i> , <i>Guarding-spell</i> , <i>Hide's Virtue</i> , <i>Misdirection</i> , <i>Resist Fire</i> , <i>Scribe Moon-letters</i> , <i>Shell's Virtue</i> , <i>Sorcery Ward</i>

normally. Furthermore, a weapon enchanted with *Bane-spell* may impart a bonus no higher than the Bearing modifier of the spellcaster weaving the spell into it. The bonus may not exceed +5, in any event. The enchantment may be made less powerful than the enchanter is capable of to decrease the amount of time needed to complete it.

**BEAST CLOAK:** This spell may be woven into a cloak. Beasts attempting to detect one wearing a cloak so enchanted suffer a penalty to their Observe tests equal to the Bearing modifier of the enchanter.

**BLADE PRESERVATION:** The duration on this spell is so long that it functions normally when woven into an enchanted weapon.

**BLADESHATTERING:** Anyone who makes an Armed or Ranged Combat test against a person protected by armour with this enchantment upon it must make a TN 5 Nimbleness test. If that test is unsuccessful, the attacker's weapon is shattered. Anyone using a shield or weapon with this enchantment upon it may force a similar test by successfully parrying an attack.

**BLAST OF COLD:** A horn enchanted with this spell can be blown to create effects identical to the spell. The duration, however, is only as long as the horn continues to sound. Each round past the first that the blower continues, he must make a Stamina test against a TN equal to the number of rounds he has been blowing consecutively or his lungs give out and he must rest (and do nothing else) for one round.

**BLESSING OF AULË:** This spell may be woven into a set of smithing tools. Such tools confer permanently the bonuses described by the spell.

**BLINDING FLASH:** When a phial enchanted with this spell is thrown, it explodes at the point of impact. Every target within a 10-foot radius must make a TN 10 Stamina test. Targets that fail are blinded for 1d6 rounds. Throwing a phial requires a Ranged Combat: Thrown Weapons test as if



throwing a stone. If the test is unsuccessful, the phial misses by 2 feet per range increment the phial was thrown, deviating from the intended target in a randomly determined direction.

**CHANGE HUE:** Cloaks enchanted with *Change Hue* grant a +3 bonus to Stealth (Hide) tests. Body armour enchanted with the spell grants a +1 bonus.

**CLOAK OF SHADOW:** All physical attack tests against one wearing a cloak enchanted with this spell suffer a -2 penalty. Magical attacks are not affected, but attacks by enchanted and legendary weapons are.

**COLD-WARD:** Weaving this spell into a cloak enables it to protect its wearer from cold as crippling as Middle-earth ever sees, even in its far North. The cloak need not be woven from heavy material; it will still protect its wearer from the effects of chill and falling snow. Melting snow will never soak into it and it will never get wet, no matter how long it is exposed to the elements.

**CRAFTING-SPELL:** This spell may be woven into any type of tool used for smithing or crafting, such as hammers, chisels, weaving instruments, and cutting implements. An enchanted tool grants a +5 bonus to any appropriate

Craft, Smithcraft, or Stonecraft skill tests. These bonuses are not cumulative if more than one such enchanted tool is used to craft a single item.

**CREATE LIGHT:** A phial enchanted with *Create Light* illuminates a 10-foot-radius area as if it were a strong torch. The phial must be activated by a command word or action (such as tapping it three times) determined by whoever crafts the item. It provides light for 10 hours per point of the enchanter's Bearing score. The crafter may not increase the phial's area of effect by weaving *Create Light* into it multiple times.

**DARK STENCH:** Armour enchanted with this Sorcery has the constant effect of the spell.

**DETECT FOE:** A weapon or talisman enchanted with *Detect Foe* glows with light when members of the specified race near the item. This glow is first noticeable (but very faint) when the designated foes approach within 500 yards, and increases to tremendous brightness when the foes are within sight. Weapons and talismans enchanted with *Detect Foe* do not provide their wielders any bonus to Observe, Search, or Track tests.

**EXCLUSION:** This spell may be woven into a gate, portal, or similar

point of entry (such as the open end of a hallway) into an area the crafter wishes to forbid. The spell functions normally.

**FARSEEING:** This spell may be woven into any object for which looking into it is a common use (such as looking-glasses and crystal spheres). The spell functions normally, with the user of the item taking the place of the spellcaster (that is, the user must have a Perception of 10+ and make a successful TN 15 Weariness test in order to use the item properly).

**FATIGUE:** Anyone who loses a number of Wound Points equal to his Health from a single strike of a weapon enchanted with this spell also loses one Weariness Level.

**FINDING AND RETURNING:** Holding a staff enchanted with this spell grants you the benefits of *Finding and Returning*. The staves given by Faramir's Rangers to Frodo and Sam were thus enchanted. *Finding and Returning* can also be enchanted into boots or maps, though in the latter case, the effects of the spell work only for travellers passing through the region depicted.

**FIRE OF UDÜN:** Weapons enchanted with this sorcery burst into flame when they strike a foe, causing an additional 1d6 points of fire damage. This damage cannot cause flammable objects to burn, however.

**FLAME ARROW:** This enchantment may be woven into any projectile—that is, into any weapon that can be thrown, shot, or hurled (such as spears, arrows, and stones). Projectiles thus enchanted do additional damage and start fires according to the normal functioning of the spell.

**FLAME OF ANOR:** Enchanting a weapon with this powerful spell enables it to do an extra 1d6 + enchanter's Bearing modifier of damage whenever it strikes a servant of the Enemy. A weapon thus enchanted will not grant this bonus, however, if it is wielded by a character with Corruption points.

**FORTIFY WORKS:** If this spell is woven into a structure, all physical attack tests (including those using magic or legendary weapons) made against it suffer a -2 penalty. Magical attacks are not affected.

**GUARDING-SPELL:** All physical attack tests to strike one wearing body armour enchanted by a *Guarding-spell* suffer a -2 penalty. The penalty to strike one carrying a helm, shield, or talisman so enchanted is -1. When a structure is enchanted with *Guarding-spell*, all physical attack tests against it suffer a -1 penalty.

**HIDE'S VIRTUE:** When woven into armour, this enchantment increases its ability to absorb damage by one point. When a structure is enchanted, its Protection is increased by one point.

**INTERCEPT MISSILE:** All ranged attacks against someone wearing body armour permanently enchanted by this spell suffer a -2 test penalty. All ranged attacks against someone wearing a helm or wielding a shield permanently enchanted by this spell suffer a -1 test penalty.

**ITHILDIN-FIRE:** This spell may be used to enchant just about any hard object in order that one may use it as a 'key' to activate *ithildin*. This object behaves as the spell when touched to that magical substance.

**KEEN SENSES:** A helm or circlet enchanted with this spell provides permanently the bonuses described by the spell.

**LAME:** Those struck with weapons permanently enchanted with this cruel sorcery must make a TN 10 Stamina test. Failure indicates that the target suffers a temporary crippling wound, the nature of which is determined randomly, according to Table 4.2: Weapon of Laming Results. This effect lasts until the victim is fully healed. No one can suffer more than one crippling wound at once from a single weapon so enchanted.

**LIGHTNING:** Weapons enchanted with this spell crackle with lightning when they strike a foe, causing an additional 1d6 points of damage.



**MIND BARRIER:** A helm, circlet, or any other type of headgear with *Mind Barrier* woven into it confers benefits as per the spell's normal function.

**MIND SHIELD:** A helm, circlet, or any other type of headgear with *Mind Shield* woven into it confers benefits as per the spell's normal function.

**MISDIRECTION:** *Misdirection* may be woven into a structure as it is being built. The enchantment has an area of effect of 25 square feet per point of enchanter's Bearing score, and the enchanter must specify the location of the affected area at the time of construction. All intelligent beings who enter the enchanted area suffer the spell's normal effects. In addition, once per hour, each target of the enchantment must make a TN 10 + enchanter's Wisdom modifier Wisdom test. Those who fail act in a fashion determined by the enchanter at the time the enchantment is creat-

ed (stand still, walk east, turn around and go back the way they came, and so on) until they are permitted another Wisdom test.

**MORGUL WOUND:** A weapon that has had this spell laid into it works deep and hurtful evil on whomever it strikes. A weapon thus enchanted causes additional damage equal to 1d6 + enchanter's Bearing modifier. The weapon also causes a wound so painful that the victim suffers a -2 penalty to all subsequent tests until he is healed, which is cumulative with any penalties he suffers from lost Wound Levels. Damage from a weapon enchanted with *Morgul Wound* requires a successful TN 25 Healing test to heal, but only one Healing test is required, no matter how many times the victim was struck.

It should also be noted that a weapon permanently enchanted by *Morgul Wound* cannot withstand the touch of the sun, even if it has been enchanted by other spells. Its blade withers into smoke and disappears if it is exposed to daylight.

**OBSCURE:** This spell may be woven into any miscellaneous item to keep it secret and safe. Anyone searching for the object receives a -4 penalty to Search tests that might locate it. The enchanter receives no special privilege if he forgets where he put the item and must search for it; in this regard an item permanently enchanted with *Obscure* at the time of its making differs from an item that has the spell cast on it.

TABLE 4.2: WEAPON OF LAMING RESULTS

DIE ROLL	RESULT
1	BLINDED IN ONE EYE. A character who is blind in one eye suffers a -5 penalty to ranged attack rolls, a -3 penalty to Observe (Spot) tests, and cannot aim in ranged combat.
2-4	ONE ARM CRIPPLED. A character with a crippled arm is incapable of using that arm to wield a shield or weapon. The character's strength is reduced by 2 and he suffers an additional -5 penalty to all Strength-based tests.
5-6	ONE LEG CRIPPLED. A character with a crippled leg has his movement reduced by half and cannot move faster than a walk. Because the character is no longer capable of moving with fulladroitness, his Nimbleness is reduced by 2 and his base Defense falls from 10 to 7.

**OPENING-SPELL:** This spell may be used to enchant any hard object permanently. Touching that enchanted object to any normal lock opens it automatically. It cannot open magically sealed locks, however.

**RAIN-WARD:** Any reasonably well-made cloak can keep the weather at bay, but even the finest will soak through with rain eventually and chill its wearer. As with *Cold-ward*, weaving *Rain-ward* into a cloak will keep water from soaking into it, no matter how hard the downpour or how long it is left out in the elements. The cloak will always remain dry to the touch.

**RESIST FEAR:** This spell may be woven into talismans to give the bearer heart in the face of the Enemy's works and designs. The enchanter must invoke the name of one of the Valar at the time of making the item to imbue it with his or her blessing. The talisman grants the bearer a +5 bonus to all Willpower tests associated with resisting fear effects. If the enchanter also knows any of *Blessing of Aulë*, *Blessing of Elbereth*, *Blessing of Oromë*, or *Invocation of Elbereth*, the talisman grants a +8 bonus.

**RUIN:** This sorcery may be woven into siege engines at the time of their construction to enhance their power to damage structures. A siege engine thus enchanted causes additional damage equal to the enchanter's Bearing modifier. This spell may not be woven into other types of weapons as a permanent enchantment.

**SAP STRENGTH:** Anyone who receives damage from a weapon that has had this spell laid into it must make a TN 15 Willpower test. Failure results in a temporary loss of 2 points of Strength. One struck more than once must make additional Willpower tests or suffer additional losses, although one's Strength may never drop below 0 as a result of being struck by this weapon. This effect lasts until the victim is fully healed.

**SCRIBE MOON-LETTERS:** Since this spell is permanent, it need not be woven into an item at the time of its forging. It is simply cast as described.

**SHELL'S VIRTUE:** When woven into armour, this enchantment increases its ability to absorb damage by three points. When a structure is enchanted, its Protection is increased by three points.

**SMITE:** Melee weapons that have had this spell laid into them grant a +2 bonus to all Armed Combat tests made with them. They also cause additional damage equal to the wielder's Bearing modifier when they strike their target.

**SMOKE-WEAVING:** This spell may be woven into a pipe to allow the user to blow smoke exactly as if casting the spell. Note, however, that using a pipe thus enchanted to make a show out of blowing smoke is considered cheating among those fond of pipeweed. Its use is particularly frowned upon when engaged in contests of smoke-weaving, whether friendly or serious.

**SORCERY WARD:** This spell may be woven into any type of armour. Body armour permanently enchanted by *Sorcery Ward* grants a bonus equal to the enchanter's Bearing modifier to all tests made by the wearer of the armour to resist the effects of sorcery spells. If the sorcery in question allows no tests to reduce or negate its effects, the wearer may make an opposed Bearing test against the caster, using the enchanter's Bearing modifier instead of his own if he wishes. If the target wins, he suffers no effect from the sorcery. If the caster of the sorcery wins, the spell generates its normal effects. Shields and helms permanently enchanted by this spell work in the same way, except that they grant a bonus equal to half of the enchanter's Bearing modifier.

**SPRINGTIME:** A phial enchanted with this spell contains the essence of the spell, which is released when it is activated by a command word or action (such as tapping it three times) determined by the enchanter. The phial's

effects replicate the normal functions of the spell, with an area of effect determined by the Bearing score of the enchanter. These effects last for a total of 1 hour per point of the enchanter's Bearing score, no matter how many times the phial is used. Once it has been used for the prescribed number of hours, its powers disappear.

**SUNDERING:** Whenever a weapon enchanted with this spell is used to make a successful Armed Combat or Ranged Combat test against a structure, it causes additional damage in structure points equal to the enchanter's Bearing score.

**VEIL:** This spell may be woven into cloaks and body armour. Items thus enchanted replicate the normal effects of the spell.

**VICTORY-SPELL:** A weapon with *Victory-spell* woven into it grants a +2 bonus to all combat tests made with it.

**VULNERABILITY TO SORCERY:** A weapon enchanted with this spell inflicts the effects of the spell itself upon anyone who sustains even a single point of damage from it.

**WIZARD'S GUISE:** This subtle and clever bit of spellcraft may be woven into a cloak. A cloak thus enchanted replicates the normal functions of the spell.

## THE ENCHANTING PROCESS

Once an enchanter has chosen a spell or spells to weave into an enchanted item, the process is begun. If the enchanter is able to maintain his focus over the long weeks required, the item will be successfully created.

### TIME

Enchanting an item requires much time and patience and cannot be done casually. There is, however, a formula for calculating the amount of time

**SIZE FACTOR:** The larger the item, the longer it takes to weave a permanent enchantment into it. Table 4.3: Size Factors defines the size factors for various items based on their weapon size category (see page 206 of the core rulebook) or the size of an equivalent creature (see page 219 of the core rulebook and page 6 of *Fell Beasts and Wondrous Magic*). Narrator judgement may be required to properly categorise some items, but in most cases, the appropriate size factor should be obvious.

**EFFECT FACTOR:** An item's effect factor is based on the general magnitude of its magical capabilities. It is determined by adding up all of the test bonuses and penalties caused by the item (penalties represented as positive numbers) and all of the dice of additional damage it causes in combat. For instance, a weapon enchanted with *Morgul Wound* would have an effect factor of 3 because it causes its victim 1d6 points of additional damage and a -2 penalty to test results. Spells with additional damage measured by the enchanter's Bearing modifier add 1 to the effect factor, as do spells that cause no damage or do not bestow test bonuses or penalties (such as *Ithildin-fire*).

**SPELL FACTOR:** An item's spell factor is the sum of the spell picks associated with all of the spells woven into the item, plus one-tenth the summed Weariness TN of all spells woven into the item (rounded as described on page 217 of the core rulebook). For instance, *Flame of Anor* requires 2 spell picks and has a Weariness TN of 10. An item enchanted only with that spell has spell factor 3.

The time in weeks required to enchant an item is equal to the sum of the size and effect factors, multiplied by the spell factor. In the case of structures, this length of time is also multiplied by the structure's structure attribute (see pages 242-3 of the core rulebook). For instance, weaving *Morgul Wound* into a longsword would take 15 weeks based on its size factor 2, effect factor 3, and spell factor 3.

If that seems like rather a long time, remember that part of an enchanted item's power in Middle-earth is its rarity. A character may never possess one in his lifetime, and will probably only see a few. They are not easy to make, especially in the latter days of the Third Age, when so much ancient knowledge of craft has been forgotten, and so one encounters

them rarely. They are as precious and valuable as heirlooms, not commodities to be traded on the open market.

An enchanter weaving a spell into an item must work at this process continuously, eating and sleeping little, taking no time whatsoever for relaxation or tales by the hearth. If more than four hours passes when the enchanter cannot devote his full attention to the process of laying in the enchantment, the process is fatally disrupted and he must start it all over again.

## FATIGUE

A working enchanter must make a Stamina test at the beginning of every week during the process of weaving an enchantment. The TN is the sum of the Weariness TN for every spell he is weaving into the item. For instance, the TN for a cloak with *Change Hue* would be 8, since that is the Weariness TN for that spell. However, the TN for a cloak with both *Change Hue* and *Rain-ward* would be 13, since the TN for *Rain-ward* is 5.

Failing a Stamina test causes the enchanter to lose Weariness Levels based on his degree of failure: 1 for failure, 2 for complete failure, and 3 for disastrous failure. This represents the physical and mental strain required to sustain one's concentration on laying in enchantments. If the spellcaster rests to recover lost Weariness Levels at any point before he has finished enchanting the item, he disrupts the process and must start all over again (unless, as described below, other spellcasters are also working on the enchantment). On the other hand, the process also comes to a premature end if he loses all of his Weariness Levels and becomes Exhausted before he can complete the item. If the enchanter can make it through the requisite number of weeks without interruption, however, the item is completed and ready for use.



TEAMWORK

Spellcasters may work as a team to reduce the time needed to lay an enchantment into an item. All of the enchanters involved must know all of the spells being woven (even if they divide the labour and work on different spells as described below), and none must be away for more than four hours to sustain their contribution to it.

Each spellcaster effectively contributes one 'spellcaster-week' to the total number of weeks required to create the item for each week of work he contributes. For instance, if two enchant-

ers enslaved by Sauron were to weave *Morgul Wound* into a longsword instead of one, the process would take seven and one-half weeks instead of 15. Three such enchanters could complete the work in five weeks.

When dividing the work in this way, each spellcaster must make Stamina tests against the normal Weariness TN each week. If one enchanter falters at some point in the process, he 'falls out' of the process and may not rejoin the effort, and the remaining time must be made up by those who remain. For instance, if one of two enslaved dark enchanters could not sustain his efforts beyond three weeks, it would take the remaining enchanter nine more weeks to finish.

(While they were working together for three weeks, they collectively accumulated six of 15 'spellcaster-weeks,' and nine more remain to be finished.) If, at any point, there are no spellcasters working on the project, it fails and must be started over.

A team of spellcasters may also collaborate on a single item that is to contain multiple enchantments by dividing the work between them so that each member is responsible for laying in different spells. In this case, calculate the time needed to complete the enchantment separately for each spell used. The various lengths of time then run concurrently. An additional benefit is that each enchanter need only make his weekly Stamina test

TABLE 4.3: SIZE FACTORS

SIZE FACTOR	EQUIVALENT WEAPON SIZE	EQUIVALENT CREATURE SIZE	GENERAL DESCRIPTION
1	Small	Miniscule, Tiny, Little	Items less than one pound, shorter than 18 inches, or defined as small weapons on page 205 of the core rulebook. Most items a Hobbit could hold comfortably in one hand.
2	Medium	Small, Medium	Items between two and five pounds, between 18 inches and two and one-half yards, or defined as medium weapons on page 205 of the core rulebook. Most items a Man could hold comfortably in both hands.
3	Large	Large	Portable items heavier than five pounds, between two and one-half yards and five yards, or defined as large weapons on page 205 of the core rulebook.
4	—	Mammoth or larger	Portable items larger than size factor 3 and all structures.

### ENCHANTING PROCESS SUMMARY

1. Identify the item to be enchanted (page 64).
2. Determine the spell(s) to be woven into the item (pages 64–8).
3. Determine item's size factor, effect factor, and spell factor (page 69).
4. If necessary, look up a structure's structure value (pages 242–3 of the core rulebook).
5. Determine number of weeks required (page 69).
6. Make a Stamina test at the beginning of each week until the item is finished or the process is interrupted.

against the TN of the spell he is working on. For instance, imagine two artificers from Minas Tirith collaborating to weave both *Change Hue* and *Rain-ward* into the same cloak. If they divided the labour so that one concentrated on *Change Hue* and the other on *Rain-ward*, the former would require 11 weeks to finish his part, while the latter would need only six weeks.

It is even possible for multiple enchanters to collaborate on a single enchanting task which has already been divided by spell. For instance, if a third spellcaster from Minas Tirith joined the enchanter laying *Change Hue* into the cloak described above, the two of them would complete that enchantment in five and one-half weeks. The whole cloak would thus be done in six weeks (because that's how long the *Rain-ward* would take).

Teams of enchanters become especially important when weaving spells into large structures. It would take a single spellcaster decades of constant effort to lay an enchantment into a tower the size of Orthanc; setting more than one to the task would make such a project much more feasible.

Making this process even more complicated is the fatigue that sets in over the course of weaving a spell into an enchanted item. It is strenuous work, and it cannot be assumed that an enchanter will complete the task without complication, or even complete it at all before exhaustion overcomes him.

### ACCURSED ITEMS

*'[S]uch things do not breed peace among confederates, if aught may be learned from ancient tales.'*

— Faramir, *The Two Towers*

Although most Free People capable of enchanting wondrous items wish only to bring beauty, utility, and promise into the world, others have fouler and subtler motives. As the One Ring was forged with evil intent to dominate the other Rings of Power, and as it corrupted the hearts of those who came into its possession, so too may other artefacts of power lead to suffering and loss.

Accursed items are rare. PCs may find them misplaced in treasure hordes or buried in barrows with their unfortunate owners. They may encounter them as gifts given out of malice rather than friendship. Or they may not realise—until it is too late—that they themselves have unwittingly fashioned such items.

Accursed items are created using the same process by which other enchanted items are made. Their accursed nature may be reflected in two ways. First, those who carry, wield, or use them may suffer the effects of one or more flaws that are part of the item's fibre. Second, they may cause their owners to gradually become Corrupt, just as the One Ring tainted Sméagol, Bilbo, and Frodo.

### FLAWED ARTEFACTS

The physical stresses involved in enchanting items are severe. These prompt some enchanters to take shortcuts which ultimately allow hurtful power to infuse the enchantment. Any time an enchanter fails a Stamina test in the course of enchanting an item, he may choose—after the roll has been made—to add a +5 bonus to his test result. Such a bonus saves him an entire Weariness Level and can easily spell the difference between success and failure. Each time the caster takes this bonus, however, the item is infused with a flaw, chosen by the Narrator. Common flaws associated with items are Grasping (the bearer seeks to retain the item at all costs), Battle-fury (found frequently in enchanted arms), Arrogant (the bearer believes the item makes him better than others of his kind), Craven (the bearer becomes easily frightened that his prize will be taken from him by force of arms), and Proud (at his possession of such a marvellous item). The flawed nature of magic items is recorded after the fashion of 'Flawed: Grasping.'

The flaw or flaws associated with an enchanted item automatically afflict any character who carries or uses the item as if that character himself had the flaw in question. If the bearer already has that flaw he suffers its improved effects, if any. A character who wishes to act in a manner opposed to the nature of the flaw must make a TN 10 Willpower test to do so.

### CORRUPTION

Even the most well-meaning wizard may accidentally create items which will corrupt those who use them. The potential of an enchanted item to corrupt depends on the magnitude of its power. At the beginning of the enchanting process the Narrator secretly tests the enchanter's Wisdom against a TN equal to the



effect factor of the item being created. Succeeding at this test is not difficult for wise characters creating relatively minor enchantments, but as more powerful items are made the chance of the subtle influence of corruption increases. That the test is secret is important; it is impossible to know whether a newly created item of power has a corrupting influence until it is used.

If the enchanter does not pass his Wisdom test the item gains the trait corrupting. Any time the magical powers of a corrupting artefact are used the bearer of the item must make a Corruption test. The TN for this test is equal to the item's effect factor plus its spell factor. To keep track of this information the Narrator should record an item's corrupting potential after the fashion of 'Corrupting (TN X).'

Any enchanter who wishes may automatically imbue items he creates with the corrupting trait without making the Wisdom test described above. When this is done it is that much more difficult to resist the item's corrupting influence; the Corruption test TN associated with the item is the effect factor + the spell factor + 3. Anyone who creates a corrupting item on purpose must immediately make a Corruption test himself, against the TN the corrupting item will have. This test is made even if the item is not successfully completed. The malice involved eats away at those who work baneful magic whether they succeed or fail.

## FAMILIARS

*'That is Shadowfax. . . . He has come for me: the horse of the White Rider. We are going to battle together.'*  
— Gandalf, *The Two Towers*

In Middle-earth, it is not unknown that a powerful spellcaster should



forge an unusually close bond with an individual beast, so that the creature functions in many ways as an extension of his will. Gandalf formed a particularly close friendship with the *mear* Shadowfax during the War of the Ring, so that the great steed would answer only to him, and even accompanied him across the Western Seas at the close of the Third Age. Saruman the White also had a particular affinity with carrion birds, which served him as spies. Radagast the Brown kept company with many beasts and birds in and around his home of Rhosgobel, and although history does not record a familiar relationship with any individual creature, it seems inconceivable that Radagast did not keep familiars during his stay in Middle-earth.

In order to keep a familiar, a character must meet certain requisites: Bearing 8+; the order ability Spellcasting or Wizard's Spellcasting; and the order ability Spell Speciality (Birds and Beasts) or the skill Lore/Wilderness Lore: Wild Beasts 8+. Note that this restricts keeping a familiar to magicians, wizards, and loremasters who have taken the spellcasting order ability.

A spellcaster may keep one familiar per point of his Bearing modifier.

There are no absolute restrictions on what creatures may or may not be familiars. In practice, however, aquatic creatures, insects, vermin, livestock, and game animals rarely become such.



## INTRODUCING THE FAMILIAR

Gaining a familiar is a matter of making friends with a beast, gaining its trust, and establishing a relationship with it. But one cannot simply snap one's fingers and expect a famil-

iar to appear, or go hunting in the wild for one. A player who wishes for his character to gain a familiar should discuss the matter with the Narrator and figure out how such an animal might enter the chronicle, if no obvious candidates already exist. It might also be an animal whose life the character saves by driving away a predator, or one found wounded and then healed. It could be as simple a matter as encountering a creature of the woods while travelling; it follows the character and refuses to go away. In a town or city it may be a stray cat or dog that won't leave the character alone. In the case of Shadowfax, Gandalf chose him to ride among all of the King of Rohan's horses; he then bore Gandalf on crucial errands and became his trusted companion. The bottom line is that the appearance of the familiar should be an element of the unfolding chronicle rather than something that occurs outside it, and in any event, there must be some material basis for the animal to become that character's familiar.

The species and advancements of the familiar are up to the Narrator alone, though wise Narrators will consider the player's desires and character's personality when introducing the familiar. In any case, before the next steps in the bonding process can occur, the Narrator must determine the creature's statistics according to the rules in *Fell Beasts and Wondrous Magic*.

## BONDING

Once a suitable period of acquaintance has passed, the character must make a bonding test to see if he has persuaded the creature to follow him on a permanent basis. It is ultimately up to the Narrator to determine when a suitable period of acquaintance has passed, but the conclusion of the adventure in which the creature appeared is a good general rule. The bonding test is a Lore/Wilderness (Wild Beasts or Domesticated Beasts)



test modified by Bearing rather than Wits. The TN is equal to the creature's total Wound Levels (when uninjured) times three, plus its advancements. For example, a cat with 3 Wound Levels and 1 advancement would require a test against TN 10.

Success indicates that the character and animal become keeper and familiar. On a failure, the creature rejects the character and continues to act of its own accord. The character may never try to make that particular creature his familiar ever again.

## THE FAMILIAR IN PLAY

Although the familiar and its keeper share a close bond, the familiar is ultimately controlled by the Narrator as a non-player character. Although their close friendship colours every interaction between them, the familiar retains a distinctive animal identity. It is a friend and constant companion whose bond is in some ways more intimate than those that its keeper will share with his fellow heroes. A player character who abuses this bond may find himself abandoned by his familiar, with consequences identical to those if the familiar had died.

Unless there is a compelling reason, however, a familiar carries out its keeper's bidding to the best of its abilities. It can't, of course, do things

that are physically impossible for it to accomplish—a cat cannot scribe a note, for instance. And while many familiars are brave, they do not put themselves in danger's way without cause. A character who abuses the friendship and unduly jeopardises the life and limb of his familiar is likely to find himself abandoned.

## THE ABILITIES OF FAMILIARS

Familiars and their keepers gain access to the following special capabilities that reflect their bond.

**INTUITIVE COMMUNICATION:** Familiars and their keepers share an intuitive ability to communicate with each other, effectively reading each other's thoughts as long as they remain within 50 yards of one another. Additionally, keepers may call their familiars to them by whistling, singing, calling out, or executing some other mutually understood signal. The familiar must make an Observe (Hear) test, adding also the keeper's Stamina modifier (representing how loudly the keeper can call out). The Narrator should determine the TN based on distance and environmental conditions. The subtle magic of Middle-earth assists these callings, however, and the noise may be heard and understood over many leagues if circumstances are dire or conditions are ideal.

**TALKING WITH BEASTS:** Familiars can communicate with other beasts of their species, and can use this ability to gather information and recruit help. Saruman used this ability to spy on the Company of the Ring as they headed south from Rivendell. Only one crow served Saruman as a familiar, but it could communicate with other crows and recruit them to the task.

**ABILITY EXTENSION:** A familiar and its keeper can serve to extend each other's senses. When within 50 yards of each other, they may cooperate when making Search or Observe tests. Any time one of the pair is entitled to a make a test, both



may do so. In addition, while each rolls separately, both tests use the higher of the pair's number of skill ranks (though each uses his own attribute modifier).

**SPELL COVERAGE:** Any spell cast on a familiar or its keeper automatically affects the other if they are within 50 yards of each other when it is cast, unless the keeper is casting the spell and chooses only to affect himself. This includes spells which cause direct damage to either. In the case of spells (such as *Rain-ward*) cast by the keeper that last as long as the caster maintains concentration, the keeper may terminate the spell's effect on the familiar while sustaining the effect on himself. He cannot, however, terminate the effect on himself and maintain the effect on the familiar.

### FAMILIARS OVER TIME

Each time a familiar's keeper gains an advancement, the familiar does as well. The resulting advancement picks are applied by the Narrator (with the

character's input, perhaps) according to the rules on page 69 of *Fell Beasts and Wondrous Magic*. The familiar does not track experience points, nor does it count as a character when dividing up experience points among the members of an adventuring company.

If a familiar (or keeper) should die, either from age or unnatural causes, a relationship that runs deeply and strong is abruptly severed. The shock this causes goes beyond grief. The surviving party immediately becomes Exhausted (though can recover normally), suffers a -4 modifier to all tests for one week, and may—according to the character's temperament and Narrator's ruling based on the situation—be unwilling to bond with another familiar (or keeper) ever again.

### Caru, a Crow, Familiar

**ATTRIBUTES:** Bearing 2 (-2), Nimbleness 8 (+1), Perception 10 (+2)\*, Strength 3 (-1), Vitality 5 (±0), Wits 4 (±0)\*

**REACTIONS:** Stamina ±0, Swiftiness +2\*, Willpower ±0, Wisdom +2

**DEFENCE:** 11

**MOVEMENT RATE:** 3

**ADVANCEMENTS:** 4

**SKILLS:** Armed Combat: Natural Weapons (Beak) +4, Observe (Spot) +7, Survival (Plains) +5

**SPECIAL ABILITIES:** Flight (8 yards), Natural Weapon (beak, 1d6)

**SIZE:** Small (4 Wound Levels)

**HEALTH:** 4

Saruman the White has little love for animals in and of themselves, but he does employ them as servants when he thinks they are useful. The crow he calls Caru (although he named the bird, he scarcely gave the name a thought after doing so) serves him as



### FELL BEASTS AS FAMILIARS

While it is possible to make a fell beast into a familiar, those who do so are looking for trouble, as forming a bond with a creature friendly to the Enemy leaves one vulnerable to his wiles. Those who succeed in making a fell beast into a familiar must immediately make a Corruption test with a -10 penalty. Furthermore, every time the fell beast's keeper makes use of one of the four familiar capabilities, he must make an additional Corruption test. While these tests are of little consequence to NPC spellcasters who are already in league with Sauron, they are a quick path to Corruption for heroes.



a spy and a messenger. Caru recruits other crows to help him. Travelling as a flock, they can both disguise their spying—a flock of small carrion birds not being an unusual sight—and intimidate their master's foes.

### Ormenel, a Cat, Familiar

**ATTRIBUTES:** Bearing 5 ( $\pm 0$ )\*, Nimbleness 14 (+4)\*, Perception 13 (+4), Strength 2 (-2), Vitality 5 ( $\pm 0$ ), Wits 5 ( $\pm 0$ )

**REACTIONS:** Stamina  $\pm 0$ , Swiftiness +4\*, Willpower  $\pm 0$ , Wisdom +4

**DEFENCE:** 14

**MOVEMENT RATE:** 1

**ADVANCEMENTS:** 9

**SKILLS:** Armed Combat: Natural Weapons (Claws, Fangs) +5, Climb +10, Observe (Spot) +9, Run +3, Stealth (Sneak) +8, Survival: Cities +4

**EDGES:** Night-eyed 2

**SPECIAL ABILITIES:** Multiple Attacks (claws, fangs), Natural Weapon (claws, 1 point), Natural Weapon (fangs, 1 point), Raking Claws (see page 59 of *Fell Beasts and Wondrous Magic*)

**SIZE:** Little (3 Wound Levels)

**HEALTH:** 3

According to legend, Queen Berúthiel of Gondor kept nine black cats that served her by spying on her subjects, and one white cat, which spied on the black cats. Ormenel was the name she gave to her white cat. Berúthiel's cats were notorious for their stealth and cleverness.

As they are described in the legend, all ten cats functioned more or less as the queen's familiars. To the extent that the old tales have a basis in fact, it is more likely that only



Ormenel served her as a familiar, and that she directed the others using a familiar's ability to communicate with other beasts of its kind.

### Wulfstan, a Warhorse, Familiar

**ATTRIBUTES:** Bearing 5 ( $\pm 0$ ), Nimbleness 7 ( $\pm 0$ ), Perception 6 ( $\pm 0$ ), Strength 15 (+4)\*, Vitality 12 (+3)\*, Wits 4 ( $\pm 0$ )

**REACTIONS:** Stamina +4\*, Swiftiness +1, Willpower  $\pm 0$ , Wisdom  $\pm 0$

**DEFENCE:** 10

**MOVEMENT RATE:** 12

**ADVANCEMENTS:** 1

**SKILLS:** Armed Combat: Natural Weapons (Bite, Kick) +6, Intimidate (Power) +3, Jump +9, Observe (Spot) +5, Run +11, Stealth (Sneak) +2, Survival (Plains) +4, Swim +5

**SPECIAL ABILITIES:** Mount: Steady, Mount: War-trained, Natural Weapon (bite, 1d6), Natural Weapon (kick, 2d6), Trample

**SIZE:** Large

**HEALTH:** 16 (2 levels Healthy)

Wulfstan is a warhorse kept by Tornhelm, a son of Rohan who practices the magical arts. Although he has chosen a highly unusual pursuit for a Rohirrim, Tornhelm has chosen to serve his king in the traditional way, taking up arms to fight the enemies of Rohan. His usefulness as a warrior—aided in no small part by his ability to use his spells in battle—has made him a knight of the Mark and a lieutenant to the Marshal of the Third Éored.

It's no surprise, then, that Tornhelm should treat Wulfstan, the horse that he has ridden his entire life in the king's service, as a familiar. Their relationship has proven useful on patrols, when their ability to communicate even when operating at distance from each other helps them scout for Orcs. Wulfstan's ability to communicate with the Éored's other horses and rally them also helps in the heat of battle.

## BOOKS OF LORE

*'[B]ooks and tablets written on withered parchments, yea and on stone, and on leaves of silver and gold, in divers characters.'*

— *Faramir, The Two Towers*

Books have an important role in Middle-earth, for they record information for all posterity on the great depth and breadth of lore known to the Free Peoples and their adversaries.

Books are described in both narrative terms ('A history of the travels of one Milo of the Buckland,' for example) and by the specific Lore skill to which their contents correspond (Lore/Race: Hobbits, for example). A book is further defined by the language in which it is written and the quality of the information within it. Quality is measured by the bonus the book can give to Lore tests related to its field, and ranges from +1 to +6.

Books are used in play to help those who read them make Lore tests. To use a book in this way, a character may spend any number of hours, up to the book's quality, studying the book. Once that time has been spent, the character may simply add the number of hours spent to the Lore test he has been researching. This bonus, however, is limited to the number of skill ranks the character has in the Language in which the book is written. Note also that the nature of the question must have been known when the research was begun.

## SIGNIFICANT WORKS OF LORE

The following is a selection of the most significant tomes of lore still extant in Middle-earth in the late



Third Age and early Fourth Age.

**CHRONICLE OF THE KINGS OF GONDOR:** A detailed history of the Kings of Gondor, updated at the conclusion of each King's reign. It is the pre-eminent single work on the history of the realm of Gondor. Located

in the Archive of the White Tower in Minas Tirith and written in Westron, it covers Lore/History: Gondor at quality +6.

**CHRONICLE OF THE MARK:** A chronicle of the history of Rohan, beginning with the Battle of the Field of Celebrant in TA 2510. It records important events in the kingdom's history in succinct prose, though interspersed with the heroic verse for which the Rohirrim are famous. Kept under lock and key in a special chamber of the Hall of Meduseld in Edoras, it is written in Rohiric and covers Lore/History: Rohan at quality +5.

### CHRONICLES OF THE NORTHERN KINGDOMS:

These volumes (which function mechanically as a single larger work), kept in the House of Elrond at Rivendell, contain exhaustive treatments of the Kingdom of Arnor and its successor realms, Arthedain, Cardolan, and Rhudaur. The circumstances of their composition have been forgotten, but it seems as if each was written in retrospect by a single hand. Before

Elrond departed Imladris at the end of the Third Age, he passed the entire collection on to King Elessar and it became a valued heirloom of his house ever after. It is written in Sindarin, concerns the skill Lore/Realm: Arnor, and is of quality +6.

**RED BOOK OF WESTMARCH:** The *Red Book of Westmarch* is a relic of the Fourth Age. It is the definitive chronicle of Bilbo Baggins' finding of the One Ring and the events of the War of the Ring. It did not become available to the public until Mayor Samwise Gamgee, its final author, passed the original manuscript to his daughter Elanor before he departed over the Western Seas in Year 60 Fourth Age. At that point, it was assumed that the last of the book's authors had finished writing it. Three years later, King Elessar commissioned a fair copy for the Archive of the White Tower, which was delivered to him in person by Thain Peregrin Took when he retired to Gondor at the end of his life. This book is written in the Common Tongue, concerns the skill Lore/History: The War of the Ring, and is of quality +4.

## SCRIBING BOOKS OF LORE

In addition to benefiting from the knowledge others have recorded through the ages, characters may scribe their own books, scrolls, and the like. Any character who can read and write—not just spellcasters and loremasters—can scribe a book.

The first choice a character must make is what subject he will write about and what language he will write in. The subject must be defined in narrative terms and by Lore skill, as described above. The Lore skill chosen must be one in which the character has ranks, and the description must logically fit within the domain of the Lore. The language chosen may likewise be any in which the character has ranks.

Once these decisions have been made, the character starts writing. For every six months during which the character works on the book (which may be concurrent with other studies, adventures, and enterprises), he makes a TN 10 Language test. Failure indi-

cates that no progress has been made. Marginal or complete success adds 1 to the book's quality, complete success adds 2, and extraordinary success adds 3. Additional six-month periods may be spent to expand the book, with each success contributing to the book's total quality as described. The TN, however, increases by one with each additional six-month period spent by a given author in his lifetime, so it becomes harder and harder to improve a book even as more effort is spent. Regardless of any successes, the overall quality of a book may never surpass one-half of the ranks (rounded up) possessed by the author in the relevant Lore.

A book is only finished when its author stops writing, and abandoned books can be resumed by their authors—or any other author, for that matter—at any time.

What is the practical benefit of writing and possessing a book of lore? Keeping a written record of everything you know of a particular subject can help you with Lore tests, assuming you have the time to look through it under the pressure of the moment, because even books you wrote your-

self can help you recall bits of lore you once learned but have forgotten.

A good book of lore is also an item of value that can be traded or given away. A character who writes a book of quality +3 (or more) and presents it as a gift to a major library (such as the Archive of the White Tower) or the ruler of a realm or other suitable personage (such as Elrond) gains 1 Renown.

## LIBRARIES

*'Less welcome did the Lord Denethor show me then than of old, and grudgingly he permitted me to search among his boarded scrolls and books.'*

— Gandalf, *The Fellowship of the Ring*

Though they are few in the late days of the Third Age, when so much knowledge has been lost and memories of ancient deeds has faded, there still exist in Middle-earth important collections of written lore. Some, such as the Archive of the White Tower in Minas Tirith, are gathered



under the hands of mighty rulers and passed down through the generations as treasures of the kingdom. Others, such as the library of the House of Elrond, are private collections belonging to the wealthy, wise, or noble. Smaller libraries also exist in important towns and lesser municipalities of Gondor, as well as in tributary fiefs like Dor-en-Ernîl, and fair copies of materials kept in the Archive of the White Tower may also be found in the hands of private individuals in Minas Tirith.

Typically, libraries enter the chronicle as places where a character can go to answer particularly difficult questions regarding matters of lore. If he fails a Lore test on his own, or if an important piece of information that will advance the storyline does not fall under any of his Lore skills, then a visit to a library could solve the problem. Gandalf's urgent errand to the Archive of the White Tower, which he described at the Council of Elrond, provides a quintessential example of such a quest. He needed to confirm in his own mind the defining marks of the One Ring, and so he sought the information he needed among the ancient accounts that he knew he would find in Lord Denethor's collection. Far from being the only use of libraries and similar collections of knowledge, however, characters can also spend time studying general topics related to Lore or even Craft and thereby improve their overall facility. The following sections describe in detail the various uses to which libraries can be put.

It bears noting that although libraries are composed of books, enumerating the specific books contained in any but the smallest libraries is beyond the scope of these rules. The rules for libraries presented here and the rules for books (presented above) are entirely separate from one another.

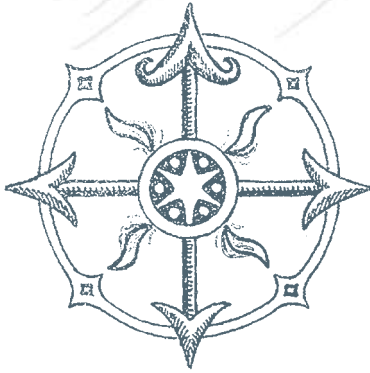


### REVISED LOREMASTER ORDER ABILITY: SCROLL HOARD

With the additional attention paid to tomes and libraries here, it makes sense to revise the Scroll Hoard loremaster order ability. The following definition replaces that on page 87 of the core rulebook.

Through long years of careful searching and purchasing, or perhaps as an inheritance from your master, you have acquired an extensive library of books, scrolls, and other records of learning. When you purchase this order ability, choose one Lore skill, such as Lore/Groups: Hobbits or Lore/History: Gondor. You can research questions in your scroll hoard that fall under your chosen Lore according to the rules on pages 79–80 under 'Answering Questions in Libraries.' You need no one's leave to research your own sources, and gain +2 to your Search test because of your familiarity with your horde. You can also study your scroll hoard to increase your own skill rank in the Lore your scroll hoard covers as described on pages 80–1 under 'Accumulating Lore in Libraries.'

**IMPROVEMENT:** You may pick this ability multiple times. Each additional pick allows you either to select an additional Lore skill that can be researched using your scroll hoard or add +2 (maximum +6) to the Lore tests made in a covered Lore subject when trying to answer a question using the scroll hoard. There is no cap on the number of picks that may be spent improving your scroll hoard, though, as stated, you may not spend more than three picks increasing the bonus it provides to Lore tests in a given subject.



## ANSWERING QUESTIONS IN LIBRARIES

Whenever a character needs to run an errand such as Gandalf's quest to discover information about the One Ring in Minas Tirith, the following procedure is used.

First, the Narrator must decide whether the library where the character seeks his answer even contains the information in question. A vast collection such as the Archive of the White Tower would contain something about almost every topic under the sun of Middle-earth. Even topics about which most present-day Gondorians know absolutely nothing—such as the early history of the Shire—are probably represented. But a small library, such as a private collection belonging to a lesser noble of Minas Tirith, would have a much more limited range. A collection of scrolls possessed by a hermit of Rohan which contains only information on the breeding of horses would be of no use to questions on other subjects. In any case, if the character is looking in the wrong place, the Narrator may rule that the following process may not even be attempted.

Second, the Narrator must determine whether the character can gain easy access to the library. Even Gandalf found Lord Denethor jealous of his hoard of lore. Gaining access might require one or more Persuade tests, or even the completion of quests on the

library owner's behalf. But a character fortunate in his acquaintances or relations might not have such problems.

Once the character has gained access to the library, he is faced with the task of finding the specific books, scrolls, or other materials that will best answer his query. He must make a Search test, with the TN determined according to Table 4.5: Searching for Tomes of Lore. Once the test is rolled, the degree of success is referenced on Table 4.6: Library Success or Failure and the results recorded for the Lore test that is to come.

In the case of a large library, such as the Archive of the White Tower or Master Elrond's vast library in Rivendell, resident loremasters may be able to help identify appropriate sources of lore. Such resident experts—if they can be persuaded to help—may make Search tests on the character's behalf, adding an additional bonus (from +1 to +10, at the Narrator's discretion) based on their experience and familiarity with the library.

Even once the character finds the tome or tomes most likely to contain the knowledge he desires, they are of no use unless he can understand what

### TABLE 4.5: SEARCHING FOR TOMES OF LORE

TN	DESCRIPTION OF LIBRARY OR KNOWLEDGE SOUGHT
5	A very small collection or well organised small collection.
10	A small collection that is poorly organised or a large collection that is well organised.
15	A large collection whose organisation is a bit sloppy.
20	A large collection that is poorly organised.
25	A collection that looks as if it has been ransacked.

### TABLE 4.6: LIBRARY SUCCESS OR FAILURE

TEST	RESULT CONSEQUENCES
Disastrous Failure	Lore test fails automatically.
Complete Failure	−4 penalty to Lore test.
Failure	−2 penalty to Lore test.
Marginal Success	No modifier to Lore test.
Complete Success	+2 bonus to Lore test.
Superior Success	+4 bonus to Lore test.
Extraordinary Success	Lore test succeeds automatically.

### TABLE 4.7: OBSCURITY OF LORE

TN	DESCRIPTION OF KNOWLEDGE SOUGHT
10	Knowledge that is so general or widely known that many different sources will have it, such as the names of the five most recent Ruling Stewards of Gondor.
15	Knowledge that is particular or somewhat obscure in nature, such as instructions on casting a rarely used spell.
20	Knowledge that is precise and/or quite obscure or forgotten, such as the verse engraved on the One Ring.
25	Knowledge that is either unreasonably precise or so old as to be completely forgotten, such as the name of the sword wielded by a certain Noldorin noble who fought in the War Between Elves and Orcs in the Second Age.



**NEW SPECIALTY:  
RESEARCH**

Use of the Search skill by characters seeking to locate obscure information within libraries and scroll hordes suggests a new Search skill specialty: Research. Any character with the Search skill may select or gain this new specialty as they would other.

is written in them. Thus, the character must next make a Language test in the language in which the information sources (or at least most of them) are written. The Narrator determines the TN for this test according to the rules regarding language comprehension on page 129 of the core rulebook. Again, the degree of success is referenced on Table 4.6: Library Success or Failure and the results recorded.

Once the information has been found and the sources understood, the character must make one final test:

a Lore test that determines whether he can put the new information into the framework of what he already knows about the subject to answer definitively the question he came to ask. The Narrator determines the TN according to Table 4.7: Obscurity of Lore. The test result combines the character's skill ranks in the relevant Lore, Wits modifier, and the results of his prior Search test and Language test as taken from Tables 4.5 and 4.6. If this test is successful, the question is answered. Failure (and complete failure) indicates that the question is not answered, and the character may not attempt to find the same answer at this library again. Disastrous failure, however, indicates that the character has come to the wrong conclusion altogether, with consequences determined by the Narrator.

It may, in some cases, be important for the Narrator to know how long the process of answering a question in a library takes. The number of days of research is equal to the sum of the Search test and Lore test TNs, divided by five.

**ACCUMULATING  
LORE IN LIBRARIES**

*'[M]uch is still preserved of ancient lore among the Rulers of the city that is not spread abroad.'*

— Faramir, *The Two Towers*

In addition to searching for the answers to specific questions, characters may also engage in general study at libraries in the hopes that, over time, they will improve their overall knowledge.

A character with access to a library may designate any Lore skill about which the library contains information and dedicate time to improving his knowledge of it. He must spend one month in research for each skill rank he already has in that Lore skill, or one month if he has no ranks. Learning Lore is no speedy task, and the more one knows, the more difficult it is to expand the scope of one's knowledge. Adventuring loremasters, especially, may simply be unable to

find sufficient time between their travels to study as they might like.

Once the appropriate amount of time has been spent (and if interrupted, accumulated time is lost) the character must make a Wits test. The TN for this test is three times the character's existing ranks in the Lore, with the exception that characters with no existing ranks must roll against TN 10 to gain their first. The results of this test determine how many ranks are gained (or lost!) according to Table 4.8: Accumulating Lore.

There is one potential obstacle to learning Lore skills in this way. A character may not advance his ranks in a Lore skill past his knowledge of the Language in which his sources are written. For example, a character studying Sindarin sources on Lore/Group: Elves in Rivendell may not gain a seventh skill rank in that Lore if his Language: Sindarin is only 6.

This rule makes it considerably easier to acquire Lore skill ranks, since it allows players to circumvent the normal advancement procedure. Not only does it allow the enhancement of Lore skills outside the normal process, it may have a displacement effect on other aspects of character advancement. Characters who no longer need to spend advancement picks on Lore skills, for example, may use their picks to enhance other skills, or buy new order abilities or edges, without having to neglect their mastery of lore as a consequence. For these reasons, Narrators may choose to disallow this option entirely.

## EXPANDING CRAFT IN LIBRARIES

*'We have done well. . . . But in metal-work we cannot rival our fathers, many of whose secrets are lost.'*  
— Glóin, *The Fellowship of the Ring*

Many libraries also contain much useful craft-lore, and the more extensive the collection, the more likely one is to find knowledge about fashioning things that are not commonly known. At their option, Narrators may allow characters to improve their Craft, Healing, Sea-craft, Siegecraft, Smithcraft, and Stonecraft skills by studying in the same way the rules above allow the improvement of Lore skills.

If allowed, there are two additional restrictions. The first is that it is not possible to first learn any of these skills from a library. They are only useful in imparting new techniques to those with adequate background knowledge. The second is that there is a limit to how much one can improve such skills by reading from tomes and scrolls. Over the course of his lifetime, a character may only gain a number of ranks in a given skill by studying equal to his Wits modifier. For example, a character with Wits 9 could gain one rank in his lifetime. It doesn't matter whether the rank gained is his first or twelfth.

## LEARNING SPELLS FROM LIBRARIES

*'Will you have power with me, and all the aid that my knowledge, founded in long years, can bring?'*  
— Saruman, *The Two Towers*

Characters gain the ability to cast new spells by spending advancement picks, but the rules in the core rulebook also tell Narrators that they may require spellcasting PCs to learn them—within the game—from actual, physical sources.

If the Narrator wishes, the rules on pages 79–80 for answering questions in libraries can be used by spellcasters to learn spells. Once the Narrator has determined that a given spell can be learned from the library where the character is seeking it, the character must gain access to the library, locate the spell within it, comprehend the language in which it is recorded, and make a Lore test to finish the process. The only differences are that the Lore test uses the character's ranks in the Lore/Spellcraft skill that governs the spell being learned (Lore/Spellcraft: Birds and Beasts, Lore/Spellcraft: Sorcery, etc.) and the Lore test TN is equal to the spell's Weariness TN.

This rule can be used in two ways. The first option makes it more difficult for spellcasters to learn new spells, for it imposes an extra step on the process: after a character spends spell picks on the spells he wishes to learn, he must study them in a library as described above before he can cast them.

The second option makes it easier for spellcasters to learn new spells, as it does not require them to spend spell picks as they typically must. The process described above is followed each time the character wishes to learn a new spell, with no requirement that spell picks be spent at all. (Only characters with an appropriate order ability may learn spells in this

TABLE 4.8: ACCUMULATING LORE

DEGREE OF SUCCESS	EFFECT ON LORE SKILL
Disastrous Failure	1 rank lost
Complete Failure, Failure	No effect
Marginal Success, Complete Success, Superior Success	1 rank gained
Extraordinary Success	2 ranks gained

way, however. Warriors and rogues will find spellbooks of little use even when this rule is in effect.) Under the second option, the only check on how many spells (and which spells) may be learned is the Narrator, who can control the process by ruling that certain spells are or are not available at certain libraries. If this second option is chosen, the Narrator may still allow characters to learn spells in the usual way: by spending advancement picks and gaining knowledge of the spell without using a library.

Either option adds detail to the process of learning spells so that it reflects more closely the work that spellcasters must devote to learning spells, and also encourages spellcasting characters to take to the open road in search of libraries, where adventure may find them along the way.

### LEARNING SPELLS FROM OTHER SPELLCASTERS

If spellcasters are allowed (or required) to learn spells from libraries, it also makes sense that they be allowed to learn them from others who already know them. This process is compatible with both of the options presented for learning spells from libraries. The only difference lies in whether the character learning the new spell must spend spell picks beforehand.

Learning a spell from a fellow spellcaster who is willing to teach it is a matter of spending a day in his company, practising the appropriate gestures and incantations, and making the appropriate Lore/Spellcraft test against a TN equal to the spell's Weariness TN. If the teaching spellcaster has the order ability Teach, the student may also add the teacher's Wits modifier. If the test is successful, the character learns the spell.



## HERB-CRAFT

*When the black breath blows  
and death's shadow grows  
and all lights pass,  
come athelas! come athelas!*

*Life to the dying  
In the king's hand lying!  
— The Return of the King*

In the hands of a skilled naturalist a clump of weeds can draw out poisons, halt the progress of a disease, or remove the crippling fatigue of a long march. In game terms, the Lore/Wilderness: Herbalism skill is used to gather and prepare the various plants described below to unleash their virtues.

To put herbs to use, one must first find them. This requires one hour of time and a Lore/Wilderness: Herbalism test against a Find TN that varies by the herb sought. The Find TN represents the difficulty of finding enough of the herb for one dose, identifying it among similar plants, and properly harvesting it. A character searching for an herb where it does not grow automatically fails at this test. Marginal and complete success both indicate the searcher finds a single dose of the herb sought. Superior success results in one additional dose being found, and extraordinary success results in 1d6 extra doses. On a disastrous failure the searcher mistakes some other herb—determined by the Narrator—for the one sought. If the herbalist winds up

TABLE 4.9:  
RANDOM HERB EFFECTS

Random herb effects are the equivalent of poisons. Roll 1d6 once on each sub-table below to determine all of the poison's statistics.

ONSET TIME	
1	1 round
2	1 minute
3	20 minutes
4	1 hour
5	6 hours
6	1 day

POTENCY	
1–2	±0 TN
3–4	+5 TN
5	+10 TN
6	+15 TN

TREATMENT	
1–2	±0 TN
3–4	+5 TN
5	+10 TN
6	+15 TN

EFFECT/SECONDARY EFFECT	
1	<b>NAUSEA:</b> Reduce Vitality by 1/No effect.
2	<b>WEAKNESS:</b> Reduce Strength by 1/No effect.
3	<b>BEFUDDLEMENT:</b> Reduce Wits by 1/No effect.
4	<b>EXTREME NAUSEA:</b> Reduce Vitality by 1d6/Reduce Vitality by 1.
5	<b>EXTREME WEAKNESS:</b> Reduce Strength by 1d6/Reduce Strength by 1.
6	<b>EXTREME BEFUDDLEMENT:</b> Reduce Wits by 1d6/Reduce Wits by 1.

STAGES	
1–3	1
4–5	1/2-d6
6	1d6

preparing and applying this herb, roll on Table 4.9: Random Herb Effects to find out what happens.

Once an herbalist has gathered an herb, he must make a second Lore/Wilderness: Herbalism test against its Prepare TN to ready the herb. Failure wastes one dose worth of the plants gathered but does no other harm. On a disastrous failure, however, things go wrong but the herbalist fails to realise his mistake and must roll on Table 4.9: Random Herb Effects to see what happens. The procedures used to prepare different herbs vary. Although the Narrator may wish to specify what is being done for narrative effect, there is no game difference between brewing an herb, crushing an herb, and so forth.

Once an herb has been prepared, it can be applied for effect with a Lore/Wilderness: Herbalism or Healing test (TN 5). Although neither of those skills can typically be used untrained, any character who has had the procedure for application explained to him can use either skill untrained for the purposes of application. Giving an explanation to an unskilled character requires only a TN 10 Lore/Wilderness: Herbalism or Healing test, with a +5 bonus

if the one explaining has the Teach loremaster order ability. As with herb preparation, there is no mechanical difference between the various ways herbs can be applied or consumed, though the Narrator may wish to describe characters chewing on bark, inhaling vapours, applying poultices, and so on.

Unless otherwise noted, consuming more than one dose of a given herb does not increase its effects. The Narrator may rule that, in fact, consuming extra doses requires Stamina tests to avoid sickness.

Consuming more than one type of herb at once or consuming a second herb while a previously consumed herb is still active in one's system requires a TN 10 Stamina test. (An herb is active in one's system for four hours or until its effects wear off, whichever is longer.) If successful, the second herb takes effect as normal. If failed the second herb causes random effects per Table 4.9. Consuming even more herbs past the second type is certainly possible, though each additional herb increases the Stamina test's TN by +5.

It is possible to purchase, trade for, and receive as gifts doses of fresh or prepared herbs, but an herb will keep

(in either state) for only a finite period of time, which varies from herb to herb. These periods are known as the fresh term and prepared term.

Skilled herbalists can try to 'revive' an herb even after it is past its prime, which requires a Lore/Wilderness: Herbalism test against a TN equal to 5 x the number of full or fractional terms that the herb is older than one. For example, if a given herb's fresh term was one week, reviving a dose harvested three weeks ago would require a TN 10 test, because the herb is two full terms older than one term. On a complete or disastrous failure the herbalist does not realise he has failed to revive the herb. If eventually consumed, these herbs cause effects determined by rolling on Table 4.9.

## SAMPLE HERBS

The following descriptions detail a variety of sample herbs found throughout Middle-earth. They serve both as herbs that can be sought and used by characters and as creative springboards for Narrators who wish to create additional herbs.





### Aelgus

Aelgus is a small, green, leafy fern that grows in thick patches. It is a common herb, and like *athelas* was originally grown and used by the Númenoreans. Shepherds and farmers consider it a nuisance and work to uproot and burn it. The knowledge of its use has been lost in the mists of time to all but the wisest herbalists; only those with Lore/Wilderness: Herbalism 8+ know of its beneficial effects.

**LOCATION:** Throughout Arnor.

**FIND TN:** 6

**PREPARE TN:** 10

**FRESH TERM:** 1 week

**PREPARED TERM:** 1 month

**EFFECT:** Aelgus is used to treat poison. When properly prepared and

eaten, it induces vomiting that cleanses the system and purges it of venom, rendering inactive any poison in the victim's body.



### Bluereed

Bluereed is—as its name implies—a tall, thin reed with a slight blue tinge. It is well known among the Rohirrim, who use it to sustain their scouts and messengers.

**LOCATION:** Banks of the Entwash.

**FIND TN:** 9

**PREPARE TN:** 10

**FRESH TERM:** 2 days

**PREPARED TERM:** 3 months

**EFFECT:** Valued by messengers, scouts, and others who must toil for hours at a time without rest, blureed banishes sleepiness and allows those who take it to go a day without sleep. While this herb has no effect on a patient who is already exhausted, if taken as a preventive measure it staves off the need for sleep. For 24 hours after consuming a properly prepared dose of this herb, a character does not need sleep and suffers no penalties for going without it. After 24 hours have passed, though, fatigue's toll returns and tests to resist weariness from lack of sleep are made as normal (see page 249–50 of the core rulebook) counting the full numbers of hours awake. Bluereed has no noticeable effect on Elves.



### Carnestad

This short, squat mushroom has a bright red cap and a thick, brown stem. When collected and properly prepared, *carnestad* (Sindarin for 'red healing') neutralises diseases, breaks fevers, and clears up the bothersome symptoms of most sicknesses. The Elves of Mirkwood jealously guard the areas where *carnestad* flourishes. Many intruders such as Men and Orcs venture into Mirkwood to recover as many of the mushrooms



as possible. While the Men do so to sell them or make use of their healing properties, the foul Orcs seek only to deny others access. The giant spiders of Mirkwood commonly build nests above patches of these mushrooms or lurk near them, eager to fall upon those who seek to gather them.

**LOCATION:** Mirkwood

**FIND TN:** 10

**PREPARE TN:** 8

**FRESH TERM:** 1 month

**PREPARED TERM:** 4 months

**EFFECT:** After taking a dose of this herb, a character may immediately make a Stamina test (TN 10) to recover from any diseases he currently suffers. If this test fails additional doses have no effect on the existing diseases. Recovery is a gradual process which takes place over the course of 1d6 days.



### Eater's Leaf

Greatly valued in the Shire, this herb strengthens and fortifies the digestive system, allowing those who take it to consume great quantities of food and alcohol without suffering gastric distress or becoming ill. The Brandybucks gather it for sale across the Shire, though the daunting prospect of entering the Old Forest prevents this trade from becoming too widespread. Still, young, adventurous Hobbits have been known to

brave the forest to gather eater's leaf on a dare.

**LOCATION:** Old Forest.

**FIND TN:** 10

**PREPARE TN:** 8

**FRESH TERM:** 1 week

**PREPARED TERM:** 2 weeks

**EFFECT:** Consuming this leaf prior to a meal protects the digestive system from distress and the (unpleasant) effects of alcohol. Additionally—although the Hobbits do not realise it—eater's leaf gives a +4 bonus to Stamina tests against any poison for four hours after it is consumed.



### Equal

Equal, also known in Sindarin as *sidbroch* ('horse-rest'), is a hardy, thick-stemmed weed that is difficult to find because many wild animals feed on it for its mildly narcotic properties. It is valued by the Men of Rohan as a mild anaesthetic that calms their horses' nerves and allows beasts to relax under even the most trying circumstances.

**LOCATION:** Eastern slopes of the Misty Mountains.

**FIND TN:** 7

**PREPARE TN:** 10

**FRESH TERM:** 1 week

**PREPARED TERM:** 1 month

**EFFECT:** Well-suited to calming animals, equal has no effect on humanoid creatures or fell beasts. For 2d6 hours after consuming a dose of this plant, a creature benefits from a +5 bonus to resist the effects of fear or panic. During that time, horses and other mounts are also easier to ride; their riders receive a +2 bonus to all Ride tests. Using this herb too frequently can prove deadly, however. For each dose past the third consumed in a single week, the creature must make a TN 10 Vitality test. Failure results in the loss of 1d6 points of Vitality. A creature reduced to 0 Vitality by equal perishes.



### Fresh Dew

Fresh dew—known as *amrúnan*, or 'sunrise-gift,' in Sindarin—is a small, leafy plant with a tough, white, woody stem and small, circular leaves that develop purple bruises when handled. When crushed, fresh dew creates a pungent, invigorating odour. Fresh dew grows too high in the mountains for anyone but an experienced woodsman or tracker to reach it. The Houses of Healing in Minas Tirith sponsor a yearly expedition to recover stores of this herb, despatching a small band of warriors, scouts, trackers, and herbalists to find sufficient quantities for the coming year.

**LOCATION:** High in the Misty Mountains near regions where snow remains on the ground throughout the year.

**FIND TN:** 15

**PREPARE TN:** 7

**FRESH TERM:** 1 week

**PREPARED TERM:** 1 month

**EFFECT:** A single dose of fresh dew immediately removes all the effects, including unconsciousness, caused by stunning attacks (see pages 231-2 of the core rulebook). Additionally, it can be administered to one who has fallen to the Exhausted Weariness Level; doing so returns the subject to Spent.



### Gwathlas

*Gwathlas* (Sindarin for 'shadow-leaf') is a leafy plant whose thick, round root can be compressed to produce an oily fluid that is consumed. In Gondor, this plant is associated with the forces of the Shadow, whose sorcerers use it to fortify themselves against their rivals and improve their ability to study their master's dark lore. It was first cultivated by the Black Númenoreans, who were taught its virtues by Sauron himself. In Gondor, possessing, extracting, or consuming *gwathlas* is a crime punishable by death.

**LOCATION:** Eastern reaches of the White Mountains.

**FIND TN:** 7

**PREPARE TN:** 10

**FRESH TERM:** 3 weeks

**PREPARED TERM:** 1 year

**EFFECT:** When consumed, this noxious drink sharpens the mind and gives speed to thoughts and ideas, increasing one's Wits score by 2 for two hours.



### Naurant

*Naurant* (Sindarin for 'red-vein') is a large, leafy fern with bright red veins running throughout its leaves. It is used by the healers and herbalists of Gondor as a sedative.

**LOCATION:** Gondor, east of the Sirich River.

**FIND TN:** 7

**PREPARE TN:** 12

**FRESH TERM:** 3 days

**PREPARED TERM:** 2 months

**EFFECT:** A single dose of *naurant* causes drowsiness, resulting in a -2 penalty to all tests until the character goes to sleep. This effect can be resisted with a TN 10 Stamina test, though a character may choose to forgo this test and accept the herb's effects. Once asleep, the character recovers lost Weariness levels at double the normal rate.



### Norrog

A puffy, brown fungus with a gritty, dusty taste. Because of its taste, it is easy to hide poisons within the prepared fungus. Many an Orc-chieftain has achieved his office by slipping a

### Hwanestad

A thin, pale green fungus. Its name means, literally, 'healing fungus' in Sindarin.

**LOCATION:** This mould grows only upon the Ents of Fangorn Forest. The smell and feel of its growth pleases most Ents and makes them loath to allow its harvest, but it is not unheard of for Ents to gift those in need with it.

**FIND TN:** 10

**PREPARE TN:** 10

**FRESH TERM:** 1 year

**PREPARED TERM:** 1 decade

**EFFECT:** *Hwanestad* is a powerful antidote to most poisons. When consumed, it grants a +4 bonus to resist poison effects for the next 24 hours and immediately cures half the damage caused by any poisons in the last 1d6 rounds.

dose of poison into his former leader's supply of these mushrooms.

**LOCATION:** In deep underground caverns throughout Middle-earth.

**FIND TN:** 10

**PREPARE TN:** 8

**FRESH TERM:** 1 year

**PREPARED TERM:** 1 year

**EFFECT:** A mere handful of norrog (one dose), even unprepared, can sustain a Man for a day. In addition, when properly gathered and prepared, norrog's natural virtue to lend vigour to those who consume it is amplified. After eating prepared norrog a character gains a +2 bonus to Vitality tests for a number of hours equal to his Vitality score.



## Soldier's Root

**DESCRIPTION:** One of the rarest and most treasured herbs in all of Middle-earth, soldier's root is a small, stringy plant whose stem and leaf are no larger than a clover. The plant's orange, pulpy root is greatly valued for its ability to lend strength to those who eat it. It is known as *dagorthond* ('battle-root') among the Elves at Imladris.

**LOCATION:** Among the rocks alongside the Loudwater near Rivendell.

**FIND TN:** 12

**PREPARE TN:** 15

**FRESH TERM:** 1 hour

**PREPARED TERM:** 1 week

**EFFECT:** When prepared by an herbalist, a dose of soldier's root imparts a +2 bonus to one's Strength score for 24 hours. Soldier's root has one serious drawback that leads most captains to forbid its use and the Elves of Rivendell to purge the plant when they



find it. Anyone who consumes soldier's root must make a Willpower test (TN 15) or be affected as with the Battle-fury 3 flaw, for the duration of the herb's effect. Furthermore, in a stressful situation, those under the herb's influence must make a Willpower test (TN 10) or resort to violence to resolve any problem that presents itself.



## Spirit Fire

The Men of the region surrounding the Lonely Mountain risk many dangers to gather this tall, thin reed,

as it has a tremendous ability to lift spirits and impart renewed vigour to weary limbs. Spirit fire is highly sought-after throughout Middle-earth, and the Men of Laketown rely on its trade for much of their income. Competition for prime gathering areas is both vicious and intense. Business rivals have been known to resort to swords when their jealousy and resentment grow too strong for words. The Orcs of the Misty Mountains also use spirit fire in their foul liquors. Bands of those creatures frequently sally forth to gather supplies of the herb, making an already dangerous trade more perilous.

**LOCATION:** The shores of the Long Lake.

**FIND TN:** 9

**PREPARE TN:** 10

**FRESH TERM:** 1 week

**PREPARED TERM:** 1 month

**EFFECT:** A single dose of spirit fire halves test penalties due to weariness. (Apply any modifiers to a character's Weariness penalty before halving it.) It also gives a +2 bonus on all Stamina tests made to resist Weariness. Both effects last until the one who consumed it sleeps.



# STORYCRAFT

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*'[N]ot we but those who come after will  
make the legends of our time.'*  
— Aragorn, *The Two Towers*

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**L**earned characters present their own challenges to the players who take them on, but so too do they offer unique opportunities to Narrators. This chapter offers suggestions to Narrators for incorporating learned characters into the chronicle so they have as much a chance to use their distinctive abilities as characters belonging to other orders. It also contains Narrator advice on building magician and loremaster NPCs who can present a suitable challenge to your players.

While it is written with the Narrator in mind, there is no reason players cannot also read this chapter.



## MAGIC IN YOUR CHRONICLE

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*'Many things can I command the Mirror  
to reveal . . . and to some I can share  
what they desire to see.'*  
— Galadriel, *The Fellowship  
of the Ring*

---

**F**ashioning your chronicle to incorporate spellcasters and loremasters isn't always easy. You can keep characters who live by their sword-arms involved simply by providing them with things to find and fight. But characters for whom knowledge is their stock in trade exert a more subtle influence on the course of an adventure.





## ORDER STRENGTHS

*'Few now have the skill in healing to match such evil weapons.*

*But I will do what I can.'*

— Aragorn, *The Fellowship of the Ring*

Giving learned PCs a satisfying role in your chronicle is, in many ways, a matter of understanding their strengths. All of the orders have their strong points. What are a loremaster's strengths?

Loremasters may learn spells if they wish, and that alone makes them useful among the orders. It's not as important to their profession as it is to magicians, but even a little spellcraft can come in handy. But the Language skill and the various Lore skill groups form the core of a loremaster's expertise, all the more so because they play an important role in qualifying him for many of his order abilities.

The Language skill plays a more important role than you might suspect. Middle-earth is a place where many mutually unintelligible tongues co-exist, side by side. Although Westron, the Common Tongue, comes close to being a universal language, not everyone can speak it equally well. For many, it is a second or third language, not a native tongue. This allows you to take what might otherwise be a mundane occurrence in an adventure and turn it into a chance for a loremaster to make himself valuable.

Furthermore, tribal and racial tongues play important roles in spite of the prevalence of the Common Tongue. Many texts are written and inscriptions carved in languages other than Westron, especially if they are ancient. When the Fellowship of the Ring came to the Gate of Moria, they would have been quite stuck if they had not had with them at least one who could read the most venerable of the Elvish tongues. Nor could they have solved the riddle of how to open the gate without knowledge of how to

speak Sindarin. Loremasters are most likely to have the best language skills in their party, so posing challenges of this sort can help keep them involved in the action.

Lore skills are also more important than they might seem at first glance, if you take advantage of how they reflect a character's understanding of Middle-earth. The multitude of skills in the Lore/Group and Lore/Races skill groups reflects the diversity of Middle-earth, populated as it is with a jumble of cultures and races, many of which differ dramatically from each other. Knowing the manners, mores, and traditions of one tells nothing about the same aspects of another. This can be a problem late in the Third Age, when different races and nations live in isolation from each other, and what relations exist between them are strained, if not outright hostile. Strangers who show up unannounced and who do not look or behave in a familiar manner are not always greeted politely.

Consider the elaborate verbal jousting that often occurs in *The Lord of the Rings* between characters who are not familiar with each other. When strangers of different races and lands meet for the first time, exchanging a simple 'How do you do' hardly ever suffices. When Éomer and his men come across Aragorn, Gimli, and Legolas in the Gap of Rohan, or when Gimli comes before Celeborn and Galadriel at Caras Galadhon, both sides question and prod the other to establish identity and intentions. During this process, a rash word or an offhand remark taken the wrong way can lead to disaster, especially if one party or the other is heavily armed.

No doubt, at least some of your PCs will find themselves in strange lands at some point or another in your chronicle. In situations such as these, it helps to have someone who possesses good social skills and also someone who understands the other side's culture. Depending on how much relevant lore he actually possesses, he might know the right thing to say at any given moment, or at least what the party ought to avoid saying. He might also know a name or two to drop that might help convince the other side that the party's intentions are relatively friendly. At the very least, if the party is stuck or in seri-

ous danger of making enemies unnecessarily, it might be worth a Lore skill test to see if he knows something that can pull them out of trouble.

In addition to advising other characters in their companies in situations that arise in the course of play, learned characters can also serve as conduits through which you introduce background material to the players. You might meet privately with your party's loremaster and explain what he knows of a given situation's background, then allow the loremaster character's own perspective and idiosyncrasies to colour the way the information is passed on to the other characters. Such a technique can make the introduction of exposition and backstory much more involving for everyone.

Creating situations in which debate and persuasion figure prominently should also involve loremasters, since Debate and Persuade are two of their order abilities. In Middle-earth, great deeds are rarely done without the approval—or at least the knowledge—of others who are in positions of authority. The War of the Ring would not have been won without cooperation between rulers and heroes, and *The Lord of the Rings*

provides many scenes in which great personages take counsel with each other. Both Gandalf and Aragorn offered King Théoden persuasive advice as the opening battles of the war were being fought. Conversely, one of the conflict's great tragedies was that Gandalf could not turn the Ruling Steward Denethor from his despair over the future of Gondor.

In fact, what was the Council of Elrond, but an epic council of war, with the fate of Middle-earth hinging on the decisions made therein? The major participants tested their social skills and the depths of their knowledge of lore, and debated with each other to forge a consensus on a course of action. It is possible to analyse that entire chapter of *The Fellowship of the Ring* and isolate the points at which, in game terms, the participants could have been required to make skill tests in Social and Academic skills at which loremasters would excel.

Magicians and wizards frequently excel at Social skill tests as well. Bearing is one of their favoured attributes; it helps with the casting of some spells to have a good, strong Bearing modifier. This also means that they can become competent at Social skills with a minimal investment of skill ranks. Integrating social encounters into your chronicle, in which the party's challenge is to talk, bargain, threaten, or cajole its way through to achieving its goal, is a good way of keeping your spellcasting PCs involved in between combats.

You can also tailor combat situations to make things particularly interesting for your spellcasting PCs, if you wish. Pitting the party against at least one capable magician will make its spellcasters all the more important. No one else can cast counter-spells, after all, and without that to worry about, there is little that will keep a hostile magician from having his way. Assuming that you know what spells your PCs

are capable of casting, you may also design antagonists specifically to pit them against their strengths. Part of the drama of the Fellowship of the Ring's flight through Moria, after all, comes from Gandalf's sense that he is pitted against a spellcaster that is every bit his equal. At one point, he talks about using a shutting-spell to keep a door sealed against a powerful opening-spell. You could tailor a hostile NPC to recreate a similar opposition. By the same token, creating an antagonist with great capacity to create fear would give a PC who can cast *Resist Fear* an important role in the encounter.

You should also keep track of your PCs' actions as they navigate your chronicle, and search for any opportunities that they create for you to make their lives more interesting. A loremaster may suddenly acquire an interest in a certain subject. How can you accommodate his desire to learn more about the history of the Shire, or the secrets of Dwarven weapon-smithing? A magician may have to embark upon a quest to find a source from which he can learn a spell that he wants to add to his repertoire. And by all means, keep track of Corruption. A magician who dabbles dangerously with sorcery spells is a magician who is asking for the Narrator to throw all manner of temptation at him.

## A SURFEIT OF ENCHANTED ITEMS?

*[A]ncient tales teach us also the peril of rash words concerning such things as heirlooms.'*

— Faramir, *The Two Towers*

Although more often than not loremasters are marginalised party members, it is possible for spellcasting characters to play too dominant a role in a chronicle—if not to the

detriment of the other players, then to the detriment of the setting. For instance, under the rules governing enchanted items, it is possible for an artificer (or even a magician with easy access to masterwork items) to spend so much of his time enchanting items that he floods your chronicle with them. Since enchanted items are quite rare in Middle-earth, especially late in the Third Age, turning them out in assembly-line fashion violates the spirit of the setting, and it could unbalance your chronicle so that the challenges you've fashioned for your players present them with little challenge after all.



One way to avoid this, of course, is to keep your PCs so busy with adventures and urgent errands that the party's overly ambitious artificer never has time to finish more than a handful of items. Remember, fashioning an enchanted item requires constant effort, so if you can arrange an unavoidable interruption, all the work that he has put into an item to date goes for naught. The more powerful an item is meant to be, the longer it will take to finish it, so the greater his ambition the more opportunities you have to force him to terminate his work.

But if you can't quite pull that off, and you judge that your PCs are getting too many enchanted items for the good of your chronicle and that they are violating the spirit of magic in Middle-earth, you should consider allowing Middle-earth to extract some revenge. Wherever your player characters go, you can create a plausible (and entertaining) way of liberating their excessive enchanted items.

For instance, if they must journey to Middle-earth's outlying areas, to the East or South, they will encounter Men for whom enchanted items are treasures of even greater worth than they are in the West-lands. Many Easterlings and Southron Men have never seen such things before in their lives, and will never see them again. Cunning and ruthless as they are, it is easy to imagine them resorting to desperate measures to take what they could never fashion for themselves. Even if they did not rob or steal outright, they might demand an enchanted item as a toll for entering their lands, or take a PC captive and demand an item as ransom.

The fact that the tribes of Men in the East and South also serve the Enemy makes them, if anything, even more intent on taking treasures fashioned by the Free Peoples by whatever means they can. Sauron and his lieutenants are ever curious about the works of their foes. Perhaps a servant of Sauron, comparable in rank to the Mouth of Sauron, happens to be among the Haradrim when the PCs come to Near Harad. He would certainly take an interest in whatever worthy items the PCs had, and order his minions accordingly. For the same reasons, Orcs would covet enchanted items in the party's possession, and they may be found in parts of the West-lands, as well as in Mordor and the East.

Even among those who are not allied with the Enemy, ways may be found to foil characters who have abused the ability to enchant items for their own use. If your PCs pass



## RIDDLES IN THE DARK ...AND IN THE LIGHT

*‘Open open!’ [Gandalf] shouted, and followed it with the same command in every language that has ever been spoken in the West of Middle-earth.*

*— The Fellowship of the Ring*

through the Drúadan Forest, the ancient Púkel-men will certainly confront them. The most primitive of all the nations of Men in Middle-earth, the Woses might regard enchanted items wielded too obviously with distrust, as witchcraft beyond their comprehension. They might insist that the PCs abandon them, or the PCs might find themselves in a situation where they should destroy them, lest the Wild Men of the Wood take them for evil sorcerers and kill them.

Or, if they pass along the Old South Road near Dunland, they may run afoul of the Dunlendings, who could exact a toll for passing safely through their land. The Dunlendings also harbour a fascination for their distant ancestors, the nation of Men that build the great stronghold at Dunharrow. They might mistake a PC's enchanted item for an artefact of their ancestors and insist on keeping it as a relic that belongs to them.

Elves would not treat strangers with ignorance and malice unless they were servants of the Enemy, but in these latter days, they are not above harbouring suspicions. Not even the Fellowship of the Ring, filled with notable personages from all of the Free Peoples, could pass through Lothlórien without looking down

the business end of an Elven bow. Suppose a patrol of Silvan Elves comes across the party and finds in their possession an enchanted item of Elven make, knowing (as the party does not) that a marauding band of Orcs from Moria recently slew one of their own who had the same manner of item in his possession. They might claim it as their own—and who would dare deny soldiers who serve the Lady of the Golden Wood? Conversely, suppose that they had doubts about the party's identity and intentions. Wouldn't they confiscate items of power as the price of allowing them to pass through their land? If the party carries items of a style of craft that the Elves do not recognise, it might make them even more suspicious, as well.

Note that some of these suggestions contain not only tips on how to conceal a play balance mechanism in the Narrator's normal craftsmanship, but also seeds for adventures. Suppose an Easterling tribe were to hold a PC hostage, demanding the party's brand-new enchanted weapons as ransom. Or that a Dunlending tribe takes a magical talisman and won't give it back, claiming that it is their ancestral birthright. What does your party do?

Riddles, puzzles, and prophecies all form an important aspect of the epic sagas of Middle-earth. They can appear anywhere. Riddling contests are a popular pastime in the Shire—as they also were, apparently, among the Rhovanian fisher-folk who were kin of Sméagol. Puzzles set into enchanted doors can serve as locks to keep unwanted visitors away, such as the subtle poser engraved into the Gate of Moria. Dreams also beg to be read as if conundrums, especially if they contain auguries or important visions. Feel free to use any excuse to place such mental challenges in the way of your players. They're very much a part of the setting.

Don't worry about stumping your players with especially difficult riddles and holding up the story. Certainly, the players should figure out your puzzles on their own, if they can, but you may find yourself in the position where the players themselves aren't as learned or as wise as their characters are supposed to be. The Lore skill groups provide you with a way to move them past the obstacle without feeling as if you have spoon-fed them. Allow them to make a test using any of their Lore skills that might cover the sort of knowledge needed to solve the puzzle. In the end, it is no more necessary for a player to know everything that his character knows than it is for him to have the same level of skill as his character at climbing a cliff-face.

## CREATING VILLAINS

*'Saruman could look like me in your eyes, if it suited his purpose with you. And are you yet wise enough to detect all his counterfeits?'*

— Gandalf, *The Two Towers*

As you approach greater levels of detail in designing your chronicle, you will have to work up the antagonists against which your PCs must struggle. Here are some suggestions for creating learned hostile NPCs, especially ones with spellcasting abilities. The purpose of this discussion is not to turn your antagonist NPCs into beings of unstoppable might, but to help you create villains of genuine menace, so that your players will feel as if they have had a real challenge in striving against them.

The first and most important thing to do when creating a villain is to figure out what you need him to do in your chronicle. Ultimately, do you want him to take on your players in a stand-up fight? Then he will need spells that are helpful in combat, and unless he has armed followers to help him, he ought to have a good Health score and skills that would enable him to survive an encounter in which there will be fighting. He should in all circumstances have a high Stamina modifier, so that he stands a good chance of casting spells in rapid succession without losing Weariness Levels.

On the other hand, if you need a villain who will dazzle and fool your PCs, you should give him spells that exert influence over their hearts and minds, such as *Mastery of Shapes* and *Voice of Command*. Try to anticipate exactly how he will deal with the party in any given situation. If he wants to capture PCs,  *Holding-spell*

will prove useful to him. If he wants to evade them, then something like *Fog-weaving* or *Watershaping* can do the trick. And so on.

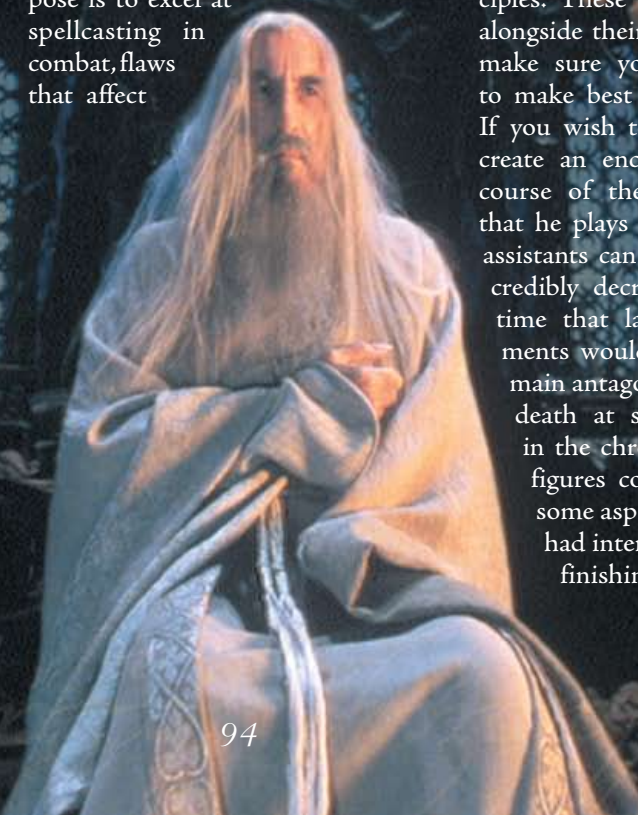
When choosing spells for an antagonist, it is also worth remembering that servants of the Enemy show the most enthusiasm for the vilest sorceries. It's no good creating a spellcaster to give your players trouble if you aren't going to give him the tools with which to threaten them. In any case, a magician doing the bidding of the Shadow in the East wouldn't give a fig for play balance issues or what your players would say if their characters were slain. He's going to choose for himself powerful spells that can crush his foes. If you're going to create a villainous magician with, say, seven advancements, use those advancements to create someone who can present your players with a real challenge.

Another trick that you should keep in mind when you try to get the most out of your spellcasting villains is that you can load them up with flaws that don't bear directly on the purpose for which you're designing them. This allows you to choose more edges that are likely to prove helpful. If you want a villain whose main purpose is to excel at spellcasting in combat, flaws that affect

Social skill tests (such as *Arrogant*) won't hurt him much. Adding one allows you to take another edge that can help with spellcasting (such as *Tireless*, which helps avoid losing *Weariness Levels*). If you don't expect them to exert themselves physically, *Reckless* is a flaw that probably will not hurt much. If they will always surround themselves with followers who have keen senses and can warn them of danger, then *Dull-Eared* and *Dull-Eyed* may be chosen without serious consequences.

Having a familiar (or two or three) can also prove helpful for villains, for all the reasons described on pages 72–4. Familiars extend your antagonist's senses and spy for him without alerting the party to the fact that they are being observed. In certain circumstances, they may enhance the villain's spellcraft, making him that more dangerous. Enemy familiars can also spice up the storytelling aspect of your chronicle, adding a colourful detail to the goings-on and making the party's foes more vivid and distinctive.

Also, don't discount the possibility that your spellcasting antagonists may have less-accomplished magicians as apprentices or followers, just as wizards may attract occasional disciples. These lackeys can cast spells alongside their mentor in battle (but make sure you adjust your tactics to make best use of their abilities). If you wish to have this antagonist create an enchanted item over the course of the chronicle (assuming that he plays a recurring role) these assistants can share the labour, thus credibly decreasing the amount of time that laying in the enchantments would take. In fact, if your main antagonist meets an untimely death at some premature point in the chronicle, these secondary figures could take over at least some aspects of the role that you had intended for him, including finishing the item.



## DAUGHTER OF SHADOW

**RACE:** Man (Middle-Man: Gondorian)

**RACIAL ATTRIBUTES:** Adaptability, Dominion of Man, Skilled

**ATTRIBUTES:** Bearing 12 (+3)\*, Nimbleness 8 (+1), Perception 8 (+1), Strength 6 ( $\pm 0$ ), Vitality 8 (+1), Wits 12 (+3)\*

**REACTIONS:** Stamina +3, Swiftiness +1, Willpower +4\*, Wisdom +3

**DEFENCE:** 11

**ORDERS:** Magician

**ORDER ABILITIES:** Spellcasting 3, Spell Specialty (Sorcery), Wizard's Heart

**SPELLS:** *Bane-spell, Bladeshattering, Blast of Sorcery, Evoke Fear, Lame, Leech Strength, Morgul Wound, Veiling Shadow, Victory-spell*

**ADVANCEMENTS:** 7

**SKILLS:** Armed Combat: Blades +2, Inspire +5, Intimidate +5, Language: Black Speech +5, Language: Sindarin +4, Language: Westron +8, Lore/Race: Men (Gondor) +4, Lore/Realm: Mordor +5, Lore/Sorcery: Air and Storm +4, Lore/Sorcery: Beasts and Birds +5, Lore/Sorcery: Fire, Smoke and Light +4, Lore/Sorcery: Other +5, Lore/Sorcery:

Sacred Flame +5, Lore/Sorcery: Sorcery +5, Search +4

**EDGES:** Command (see below), Tireless, Wary

**FLAWS:** Arrogant, Hatred (Elves)

**HEALTH:** 8

**COURAGE:** 4

**RENOUN:** 3

**CORRUPTION:** Corrupt

**GEAR:** Longsword, scale mail, staff

### History

The Daughter of Shadow was not always a thrall of Sauron; once, she was one of the last, desperate residents of Osgiliath before the minions of the Enemy conquered the ruined city in TA 2374. She was taken captive by the Orcs and brought to Mordor, where she went mad in her captivity, exactly as her jailers had intended. Broken in mind, the Dark Lord remade her as one of his minions, her body preserved by dark magic so that, as with many of Sauron's other lieutenants, she has attained by unnatural means a life span beyond that of normal Men.

She serves now as a sub-lieutenant; she has at her disposal a band of about 50

Orcs and warriors of Khand who will do her bidding, but she herself answers to the Mouth of Sauron. Her mind has been twisted to hate all things living and fair, but in particular she regards the Elves with malice; Sauron has convinced her (falsely, of course) that treachery by Elves led to the fall of Osgiliath and her family's death.

### Usage

The Daughter of Shadow is a combat-oriented NPC magician. Her spells are, for the most part, sorceries meant to injure other characters directly, cripple their morale, or at least interfere with their ability to fight. Her order abilities and the Tireless edge grant her, in total, a significant bonus to her Stamina tests to avoid Weariness, allowing her to cast spells in relatively rapid succession, and also to cast more powerful spells with little risk. The edge Hardy enables to endure wounds with less penalty to her abilities. Her Lore/Race: Men (Gondor) specialty helps her identify at a glance any foes from her native land by order, allowing her to devise tactics according to their likely strengths and weaknesses. She uses her Lore/Sorcery skills to identify spells as her foes cast them, allowing her to counter-spell them.



## GRUMHAL

**RACE:** Man (Wild Man: Dunlending)

**RACIAL ATTRIBUTES:** Adaptability, Dominion of Man, Skilled

**ATTRIBUTES:** Bearing 11 (+2)\*, Nimbleness 7 (+0), Perception 8 (+1), Strength 8 (+1), Vitality 8 (+1), Wits 12 (+3)\*

**REACTIONS:** Stamina +3, Swiftiness +1, Willpower +3, Wisdom +3\*

**DEFENCE:** 10

**ORDERS:** Loremaster

**ORDER ABILITIES:** Spellcasting 4, Accurate Recall

**SPELLS:** *Display of Power*, *Evoke Awe*, *Farseeing*, *Farspeaking*, *Spoken Thoughts*, *Voice of Suasion*

**ADVANCEMENTS:** 7

**SKILLS:** Armed Combat: Clubs +2, Debate +5, Healing +4, Insight +2, Inspire +6, Intimidate +6, Language: Dunlendish +9, Language: Northman (Rohiric) +6, Language: Westron +8, Lore/History: Dunlendings +9, Lore/Realm: Enedwaith (Dunland) +6, Lore/Spellcraft: Enchanted Items +8, Observe +4, Perform (Tell Stories) +5, Persuade +4

**EDGES:** Honey-tongued, Rank, Stern

**FLAWS:** Hatred (Rohirrim), Reckless

**HEALTH:** 9

**COURAGE:** 4

**RENOWN:** 5

**GEAR:** Longsword, leather armour, staff

### History

Grumhal is a tribal elder among the Dunlendings. He is unusually learned for one of his people; he knows much of the history of Dunlendings from tales told to him by his elders. In turn, he does the best he can to pass his knowledge on through the telling of traditional tales and reciting rhymes of lore, and he is much respected among his folk.

Along the way, he has travelled throughout Dunland and knows the lay of the land quite well. He has also acquired knowledge of spellcraft, and can practice it a little himself. His greatest passion, however, is enchanted items, especially items of great antiquity. He is obsessed with the glory of the Dunlendings' distant ancestors, the Men who lived in the vales of the White Mountains in the Second Age and built the fortress of Dunharrow. He knows all of the traditional stories about these people and the great works that they wrought.

### Usage

Grumhal is a loremaster NPC who can present a party with a Social-skill-based stumbling block. When using him (or someone similar), you should consider augmenting any roleplaying of encounters with Social skill tests,

opposed if necessary, to determine Grumhal's ability to influence or control your PCs. He has learned to use a wide variety of rhetorical tricks and flourishes to command his audience, from genial persuasion (as reflected by the edge Honey-Tongued) to harsh intimidation (as reflected by the edge Stern, and supported when necessary by the spells *Display of Power* and *Evoke Awe*). He knows how to switch from one to the other without any warning.

In fact, all of his spellcraft aims to exert control over minds and hearts, rather than bind his foes through physical means or harm them directly. Even *Farseeing* and *Farspeaking* are, for him, tools that he uses in a carefully wrought method for controlling fellow tribesmen and outsiders who dare to pass through his lands. He uses the former spell to track and observe such folk, and then uses the latter to project his voice through one of a number of

pre-set points (large rocks, cave mouths, trees that he has marked with a rune) and 'talk' to them. This trick never ceases to amaze the semi-barbaric folk he lives among, but its effectiveness in cowing outsiders depends on the sophistication of their spell-lore.



# THE LORD OF THE RINGS ROLEPLAYING GAME

*'And he that breaks a thing to find out what it is has left the path of wisdom.'*

—Gandalf, *The Fellowship of the Ring*

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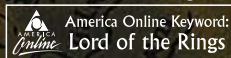
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