



**MAGIC IN
MIDDLE-EARTH
ROLE-PLAYING GAMING
IN
JRR
TOLKIEN'S
IMAGINARY REALM
AND BEYOND...**

D20

EA
RPG

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**ADAPTED
FOR USE WITH
DUNGEONS & DRAGONS 3.5**

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by Hawke

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I INTRODUCTION

*Note: You can find the latest version of this document (which is constantly undergoing revisions thanks to input from the community) at the Ea RPG website: <http://www.earp.com>
Follow the links to the d20 section, and then "Magic in Middle-earth" downloads.*

What is Eä d20? It is an attempt to modify Dungeons & Dragong (TM) d20 to more closely fit the "feel" of J.R.R. Tolkien's Middle-earth, Arda, Endor, and entire Universe of his creation in which those lands are set during different "Ages". This is NOT the Eä RPG System itself. That system is undergoing separate development and follows a completely different system in all areas. The Eä d20 is just an attempt at getting a little closer to Tolkien "authenticity" the existing d20 system, without a completely new system overhaul. Look at the Eä d20 books the same as you would other "Campaign Setting" books such as Robert Jordan's Wheel of Time d20, or The Green Ronin's Thieves' World d20, campaign settings and rules modifiers for example.

If demand warrants (so far nobody I know actually likes D&D 4.0), a 4.0 (and even AD&D 1st & 2nd Edition) version will be created based on this core. These rules should actually be fairly easy to merge into other versions in the approach that has been taken.

It is hoped that many will prefer the Eä RPG System for role playing in J.R.R. Tolkien's universe, when it is finally available, since it's primary goal will be to fit Tolkien's world better than any other existing system. But until then, since d20 is the dominant system (much like Microsoft is dominating with it's operating systems and products, so too is Hasbro dominating the gaming world), the hope is that players will get an incremental step closer to more "Tolkienesque" gaming, while still staying with a game system they are familiar and "comfortable" with.

Magic in Middle-earth is different in many ways than most typical D&D campaigns based on the standard D&D rules.

For some great discussions and essays on Magic in Middle-earth, a website dedicated to role playing gaming and Magic in Middle-earth has been

setup by the community of Middle-earth Role Playing gamers at www.merp.com, an entire section of their site is there for handling just this hotly debated topic.

You can view those resourced at: <http://www.merp.com/magic/>.

You can also read various published articles on the issue at the free online magazine dedicated to Tolkien role-playing gaming, "Other Minds Magazine" at <http://www.othermindszine.org>.

And of course for discussion of the Eä d20 specific game mechanics, swing by the Eä RPG website and post in the forums.

<http://www.earpg.com>

For the purpose of Eä d20, one of the goals is to attempt to minimally change how magic is interpreted with the d20 rules, rather than the complete overhaul recommended by most Tolkien purists.

Magic in Middle-earth is less prevalent than the flashy-fireball-casting-wizard types from typical D&D fare, but it *is* much more present and pervasive in a more subtle and "natural" way. The entire Tolkien Universe, Eä was brought into being through the Song of Creation by Eru Ilúvatar and the lesser deities, the Valar and their subservients the Maiar. To a lesser impact, but no lesser value, all the Free Peoples of Middle-earth – Men, Dwarves, Elves – play an important part in adding the notes, refrains, melodies, and choruses to the Music of the Ainur.

Magic is more dangerous to use unnaturally, especially in the later ages, not only because of its difficulties, but also because it can be felt by others attuned to magic at great distances. Evil magic corrupts. Minds can be broken, driving a magic user insane. Powerful magic leaves traces that can be sensed by some, for hours, days, even many years, afterwards.

The vast majority of humans and Hobbits in Middle-earth, especially in the Third and Fourth Ages, go through life blissfully unaware of the "magic" that pervades the very fabric of the world, and usually shy away from, or even condemn those that use "obvious" magic.

There is "magic" in the power of words, oaths, curses, and most especially in music and song. This comes very much from the Song of Creation's influence.

The terms *sorcery* and *sorcerers* are considered evil in Middle-earth by Tolkien's standards, closer in nature to *necromancy* than *wizardry* (though many non-magic-users consider them all the same, scary, “unnatural”, and users thereof to be kept a wide berth of). Tolkien was a master word smith, and so every word usually has very concise meaning, and frequently a long history behind it. It depends on the level of “purity” you want to undertake in your Middle-earth campaign whether you will allow the class “Sorcerer” to be a good aligned character or not. For some DM's this is more only a semantics issue than a system issue. It would seem more that *necromantic* type magic would fit what Tolkien referred to as “sorcery” in the evil sense. So, for most DMs, rather than modifying the Sorcerer class per se, just a name change for good or neutral aligned sorcerer-type casters, maybe just the generic term “Mage” or “Magician” or some other more creative and colorfully apt a name. And then any evil casters would be called “sorcerers” or necromancers.

Quick definitions:

Wizard / wizardry:

Sorcerer / sorcery:

Necromancer / necromancy:

Necromantic “evil” magic taps into the powers of the Shadow and Morgoth and the parts of the Song of Creation “tainted” by Morgoth before his imprisonment.

See the “Spell Tainting” section for information on casting “Evil” magic, taint, insanity, and the consequences thereof.

This document (will eventually) contains complete abridged spell lists from D&D 3.5 Players Handbook, Spell Compendium 3.5, and/or other supplements, with the modifications of these rules by each spell. These will only be summary lists, all spell details will have to be referenced from the original source books accordingly.

For it's initial draft however, this document will merely set the rules and formulas for modifying D&D revision 3.5 Core Rules magic to fit Tolkien's world more appropriately.

2 IDEAS & SOURCES

Many of the ideas in this document were gleaned from combining rules and ideas from:

- WotC D&D 3.5
- WotC D&D Unearthed Arcana 3.0
- WotC D&D 3.5 Spell Compendium
- WotC The Wheel of Time D20 3.5
- Green Ronin Publishing's OpenD20 3.5 Thieves' World Players Handbook
- Decipher Lord of the Rings Role-playing Game
- Swords & Sorcery
- ICE MERP (all versions)
- ICE Rolemaster (All versions)
- Various House Rules
- Articles from Michael M. Martinez
- Articles from Prof. Chris Seeman
- Discussions on the <http://merp.com> forums and merp@merp.com e-mail list
- Discussion on the <http://www.earpg.com> forums and ea@merp.com e-mail list
- Use the Spell Points Option in D&D 3.0 Unearthed Arcana, Page #153.
- Also followed the "House Rule: Daily Spell List" on the same page.
- Zero level spells (cantrips) = do not use any spell points but are limited to normal "Spells per day" as listed in the D&D 3.5 Players Handbook

3 FORMULAS OVERVIEW

A formula has been developed over time to calculate the DC (Difficult Check) required to successfully cast a spell without

Below is a list of the formulas used for determining spell usage:

Base Spell cast DC = (10 + (3 X Spell Level)).

Spell Cast Check = d20 roll + Spell caster level + Racial Modifier + Intelligence Modifier + any other modifiers.

Spell casting DC Failed Fortitude DC Check = Base Spell cast DC.
Spell casting DC Failed Fortitude DC Check = d20 roll + Spell caster level + Spell casters Fortitude Modifier

So, a first level spell has a DC of 13. A first level caster, without any bonuses, would need to roll a 13 or higher on a d20 to succeed in casting the spell.

Fortunately, a number of modifiers can help the caster to make it easier to overcome this DC.

Example:

Using the information from the Eä Races book, a 1st level Dunedain (racial spell caster DC modifier of +1) Wizard with an Intelligence of 18 (INT mod= +4), casting a 1st level spell would have the following:

Base Spell DC = 13

Total Spell Casting DC Roll Modifiers = +1 (level), +1 (race), +4 (INT) = +6

This means the caster would only need to roll a 7 or higher to successfully meet the Base Spell DC of 13.

Rolls a 7 + 1 for level, +1 for race, +4 for INT = 13.

See the “Ea d20 10.0 Magic In Middle-earth Base DC Chart” for a detailed listing of BASE DC modified by bonuses for every caster level up to 30th level, and all spell levels up to level 9.

Optional rule – fumbles and critical success:

A natural 20 roll = critical success, typically doubles the success (duration, damage, range, etc.) see spell descriptions for detailed benefits and/or refer to Spell Critical chart.

A natural 1 roll = fumbled, spell fails to cast and/or backfires, spell points lost. Refer to Spell casting Failure chart(s).

Spell Points required for casting = Spell Level.

Spell Broadcasting & Residue Base Points= Spell Level (multiplied by Location Alignment Chart)

Spell Points Cost = Spell Level (1st level = 1 SP, 2nd level = 2 Sp, 3rd level = 3 SP, etc.)

4 SPELL POINTS USAGE AND FATIGUE

Spell casting DC check failure and consequences.

If a spell caster fails the Spell Casting DC check, but succeeds with their Fortitude check, they only lose the spell and related spell points. However, if they fail their (second roll) Fortitude check as well, then they must consult the consequences listed in section 3.1.

4.1 Game Mechanics

Spell casters must make additional Fatigue checks when casting while Spell points are at or below 25% of total SP but greater than 10% of total possible SP's. An additional check when SP's fall at or below 10% total possible SP is also required. This means, that whether they succeed or not on their Spell Cast DC, they have to make a Spell Failure check based on Fortitude, to see if they become fatigued or exhausted. This check does NOT require consulting the Spell casting Failure Chart. If the character fails, and was not already fatigued, then the character becomes "Fatigued" as per the rules in D&D P.H. 3.5 page 308: "... -2 penalty to STR & DEX...". If the character is already fatigued and fails this check, then the character becomes exhausted as per the rules in D&D P.H. 3.5 page 308: "... -6 penalty to STR & DEX...".

Optional Rule for "more realistic fatigue effects": It would seem to some Gms, that fatigue affects all stats, not just STR & DEX. When you are tired, do you not make poorer decisions? Thus Wisdom should be impacted. When you are fatigued do you not have difficulty with memory, recall, analysis, and logical thought process? Thus Intelligence should be impacted. When you're tired, don't you tend to be a little more grouchy and snappish, or less patient, or maybe a little less "on your game" during speeches and leadership situations? Thus Charisma should be impacted.

So, with those presumptions, a failed Fatigue Check causes the spell caster to be fatigued at -2 on all stats (instead of just STR & DEX). If already fatigued, either by magic or as per fatigue rules in PH 3.5, or the preceding rule, then the spell caster becomes exhausted and is at -6 to all stats and can not cast any more spells until recovered as per PH 3.5 Exhaustion and Fatigue rules on

page 308.

4.2 Spell Points “overusage”

Some spell casters, most notably Elves, will be likely tempted to “overuse” the spell points option. For example, since an Elf only needs 3-4 hours meditation to be fully rested and “recharged”, they may rest from 2 am to 6 am. Go adventuring, sling a lot of spells and exhaust their spell points, Then by 8 am ask the party to take a 4 hour break while the caster rests again to “recharge” before going on to the next encounter. Assuming the other players don't mind the slow-down, in preference for having their spell caster ready and raring to go, the caster could potentially play the system this way almost 6 times a day!

Even “normal” spell casters needing 8 hours of sleep could do it 2-3 times in a day. Giving them effectively 200%-300% more SPs (Spell Points) in a 24 hour period than normal!

If this seems an issue with your players, then the following rule can be applied to increase the risks and likelihood of exhaustion when casting more than 100% of their daily SP.

For every 50% over the spellcaster's “normal” Spell Points allotment, add +4 to the Spell Casting DC.

Thus:

0-100% SP in 24 hour day period = +0 spellcasting DC

101-150% SP = +4 to spellcasting DC

151-200% SP = +8 to spellcasting DC

201-250% SP = +12 to spellcasting DC

etc.

So, a 1st level caster with 6 SP, casts enough spells to use up all 6. The caster then rests a second time within the 24 hours from the first rest period ending, and wants to cast 3 more spells. The first spell puts him at 1 SP overage, so in the 101-150% range that gives him/her a +4 penalty to the base DC of any further spells cast.

Example: The 1st level caster, casting a 1st level spell has a DC before “overusage of SP” of DC 12. Adding the “over casting” penalty of +4 to the DC increases the 12 to a 16. Not impossible, but certainly riskier. The caster can even still be at the 16 for the second SP, and even push it to the 3rd SP. But the

4th puts the caster into the 151-200% range. Thus the DC becomes $12 + 8 = 20$ - (racial and INT mods). Still not impossible, but the risks for fatigue, exhaustion, or worse, increase appropriately, while still giving the caster a chance in a real pinch, it also dissuades the caster from overtly “abusing” their Spell Points.

4.3 Spellcasting DC & Fatigue risks

Manipulating magic to a desired result is difficult. Thus, checks against difficulty based on the task at hand, versus the abilities and experience of the manipulator, should be made.

For all “spells” difficulty check (DC) rolls need to be made EVERY time they attempt to “cast” a “spell”.

The only exception to this, is in relation to “cantrips” aka zero-level spells. These are the little “tricks” and simple magics learned during apprenticeship, and have become so routine, that they can be cast without the need for a difficulty check, provided the situation is “normal”. Normal constitutes not having hands tied, or dangling from a cliff by one hand, etc. Otherwise, there will need to be a base 10 DC performed, modified by GM's judgment appropriately.

A spellcaster may cast as many cantrips per day as is listed for their profession normally.

4.3.1 Spellcasting DC, if failed, Fortitude Save DC

The Spellcasting DC is in addition to the usual Concentration checks when appropriate as per the standard D&D 3.5 rules.

No matter what the circumstances are, the spellcaster has to roll to see if the spell casts properly.

Magic is exceedingly difficult to utilize and control. These rules

modifications should more accurately reflect the risks. Only with many years of development (and levels) do the risks become somewhat reduced.

Note that a “natural” roll of 1 ALWAYS results in a Spellcast DC failure check against Fortitude Save.

Optional rule for cantrips:

Normally cantrips don't require a DC roll, but some GMs might prefer that cantrips are automatically DC 2. The spell caster just needs to NOT roll a 1 and all is well when casting cantrips. If under duress (hands tied, hanging from a precipice, etc.), the GM may state that a higher DC is required, maybe starting around 10.

These rules apply to ALL types of “spell casters”, Arcane, Divine, Nature, etc.

A failure of the Spellcasting DC followed by a failure of the Spellcasting Fortitude Save DC requires consulting the *Spellcasting Failure Results Chart 3-1*.

4.4 Spellcasting Failure Results

The Spellcasting Failure Table “DC missed by” is the number of the difference between what was needed to succeed, vs. fail on the Fortitude Saving throw.

For example, if Blathor first rolled a 3 on the Spellcasting DC (Failed), then rolled only a 5 (plus Fortitude bonus) +1 = 6, he'd fail by 9-6=3. And the first row effects would apply.

Table 3-1 Spellcasting Failure Results

DC missed by	Result
1 – 4	The spell caster suffers a severe headache and fatigue. As a result, she suffers a -2 penalty on all stats and ability checks, and -2 on attack rolls, and saves. She recovers when she is able to rest for at least six hours.
5 – 10	The spell caster suffers headache and fatigue resulting in a -4 penalty on all stats rolls and -2 penalty on all attack rolls and saves. She is stunned by the pain and can not take any action for 1 round. She also takes 1d6 points of damage and cannot cast any spells for 1 hour. If the hit points of damage would put the character lower than zero hit points, then the character is only at zero hit points and passes into unconsciousness for 1 hour.
10 – 12	The spell caster suffers headache and fatigue resulting in a -6 penalty on all stats with additional -4 to all attack rolls and saves. She is dazed and confused and can not take any action for 1 turn. She also takes 2d6 points of damage and cannot cast spells at all for 24 hours. This damage could be fatal if character drops below zero hit points from this damage, unless the character becomes “stabilized”.
12 – 14	The spell caster suffers headache and fatigue resulting in -8 penalty on all stats and -6 to all attack rolls and saving throws. She collapses, is conscious but stunned and disoriented and can not move or take any other action for 1 minute. She also takes 3d6 points of damage and cannot cast any spells for 48 hours. This damage could be fatal if character drops below zero hit points from this damage, unless the character becomes “stabilized”.
15 – 19	The spell caster suffers headache and fatigue resulting in -5 penalty on all rolls. She collapses and becomes unconscious for 1d20 hours. She also takes 4d6 points of damage and cannot cast any spells for 1 week.

Table 3-1 Spellcasting Failure Results	
20+	The spell caster suffers excruciating agony from head to toe and a horrible headache. She collapses and lapses into a coma for 1d20 days. She is completely exhausted resulting in -6 on all rolls which does not begin any recovery during comatose period. She also takes 4d6 points damage, and can not cast any spells for 1 month after regaining consciousness. This damage could be fatal if character drops below zero hit points from this damage, unless the character becomes "stabilized".

4.5 Spellcasting DC, critical success (Optional Rule)

If a spellcaster rolls a natural 20 when casting a spell (all levels except cantrips/zero level spells), then the caster did astoundingly well and manages to greatly increase the normal benefits of the spell cast. The spellcaster makes a second d20 roll and consults *3-2 Spell Critical Success Table*.

CHART 3-2 Spell Critical Success (Optional House Rule)	
D20 roll	Result
1 – 11	The spell caster only uses one SP less than the spell normally requires (for 1 st level, no SP used)
12 – 14	The spellcaster only uses one half of the SP normally required for the spell (for 1 st and 2 nd level, no SP used)
15 – 17	The spell effect is as though 1 level higher than normal for all variables.
18 – 19	The spell spell effect is as though 1.5 levels higher than normal for all variables.
20 (natural)	The spell effect is as though double the level of normal for the caster for all variables.

5 SPELLCASTING BROADCAST & RESIDUE OVERVIEW

5.1 Overview

Besides the risks of failure and personal or localized injury or damage, another risk of using magic (and the more powerful the magic, the greater the risks), is the impact manipulating the fabric of the universe has in announcing to those sensitive to such things, “broadcasting” the use of magic, and the left over “residue” after effects of such magic.

5.2 Broadcasting

Some spells can “broadcast” that magic is being used to other parties. For example using some types of magic when the Nazgul are near, is likely to draw them nearer.

Spell “alignment” affects how much a spell broadcasts, as well as the spell level.

Neutral spells have a broadcast level equal to the level of the spell being cast. This is however, cumulative in a geographic area. If a spellcaster casts multiple spells. The broadcasting and residue points accumulate.

Evil Spells have a broadcast level equaling from 3 to 10 times the spell level depending on the location. If in a neutral area, the broadcast is fivefold. If in an evil area, it is only threefold. This is because evil magic is meant in spite of the Song of Creation (though of course it is always able to eventually weave any such discord into what is on the whole a more beautiful song than would have been otherwise), and so all evil magic leaves a stronger residue and broadcast than neutral and good magic, even in an evil place. Also since evil magic is linked to Melkor/Morgoth those creatures are more sensitive to each other's magic. Sauron will certainly notice even an evil spell if cast in Mordor. If in a blessed/holy/good place, it is at least 10 times the spell level and can be higher based on DMs judgment.

Good spells only broadcast 2x the spell level in neutral areas. This is based on the idea that the “Song of Creation” is basically “Good” and so good spells don't stand out as much from the “Background noise” of the Song of Creation, as much as evil spells do (See exceptions in evil locations). Good spells in a good location only broadcast at normal spell level. Good spells cast in an evil location broadcast at 10 times (or more depending on GM's judgement) the spell's level. This is because it stands out so strongly in opposition to the evil location in contrast.

Spell Broadcasting & Residue Base Points= Spell Level (multiplied by Location Alignment Chart)

5.3 Magic Residue

Magic residue is the lingering effect after a magic of power has been used, detectable even hours, days, months, years, centuries, or even eons later.

The residue is calculated by the broadcast points accumulated in an area, and then slowly subtracting based on the following:

5.4 Residue Fading versus Location

<i>Spell Broadcast Residue fading versus location chart</i>		
Spell Alignment	Location Alignment	Residue loss rate
Neutral spell	Neutral location	Location loses 1 residue point per day
Neutral spell	Good location	Location loses 1 residue point per day
Neutral spell	Evil location	Location loses 1 residue point per day
Good spell	Neutral location	Loses 1 point per week
Good spell	Good location	Loses 1 point per day
Good spell	Evil location	Loses 1 point per month
Evil spell	Neutral location	Loses 1 point per week
Evil spell	Good location	Loses 1 point per month
Evil spell	Evil location	Loses 1 point per day

Use MERP 2nd Edition chart for geographical mods.

Spell residue can be detected by Detect Magic and similar spells.

Spell broadcasts can be detected by Detect Magic and similar spells.

And also if strongly opposite in alignment, can be sensed by some creatures and persons. For example Nazgul, Maiar, Elves have a strong sense of magic, especially when in opposite alignment.

A spot check for broadcast for some races and classes, will indicate roughly if opposite aligned magic has occurred and roughly the direction or distance.

If underground, only good to about 500'.

If in the open, can be scores of miles.
More information provided in the “Races” Section.

6 SPELL ALIGNMENT & TAINT RISKS

See UA 3.0 Pages 189-190 for explanation of taint, points, cleansing, and effects.

Spell Taint Points = $1d3 \times \text{Spell Level}$ (for any “evil” type spells – see charts)

7 SANITY & SPELLCASTING RISKS

Sanity see UA 3.0 pages 194-210

Sanity Check = Yes (see relevant charts)

Sanity Points Lost for failed Sanity Check = $1d6-1 \times \text{Spell Level}$ (see charts)

8 “NATURAL” MAGIC

Tolkien had a strong appreciation of, and respect for nature. His works are constantly imbued with this perspective, and strongly so with giving “awareness” and “power” to nature. Using song, music, dance, and natural items, in special locations are shown throughout his works. Much of nature is “intelligent”, “aware”, and in some cases even mobile (e.g. Ents).

Magic using or manipulating nature, for those that specialize in it's use (such as Druids), has to be used in a very responsible way and strong consideration for the possible impacts on nature.

More information coming to this section soon.....

9 SONG, MUSIC, AND THE SONG OF CREATION

Song is powerful as well, so Bards have a very special, and more powerful role than they might in your typical non-Middle-earth D&D campaign.

More information coming to this section soon....

10 THE “FADING” OF POWER THROUGHOUT THE AGES

10.1 Overview

Magic in the earliest years of creation was very powerful and wielded readily by those who were around then, initially just Valar, Maiar, and their ilk. Then the Firstborn Eldar (Elves) came, and then too “magic” and the greatest works ever known were made and wielded. As the Ages of passed, the “days of past glory” faded as did the ease of tapping into the various approaches for using “magic”, and this shows in increasing difficulties levels.

10.2 Modifiers for The Ages (optional)

All of the information listed thus far listed is for campaigns based around Third Age campaigns, mostly the latter half of the Third Age. Some GMs may wish to reflect the change in “power levels” of the past with the following suggested modifiers.

10.3 First Age

10.4 Second Age

10.5 Third Age (first half)

10.6 Third Age (second half)

10.7 Fourth Age

II PSIONICS (MENTAL ABILITIES)

There are many examples in Tolkien's works of “Psionic Abilities”. These include such abilities as “Telepathy”, “Prescience”, “Clairvoyance”, “Clairaudience”, etc.

Here are some examples from Tolkien's works....

More details on this area are pending...

12 EXAMPLES IN ACTION

The spells in this document are formatted to fit the OpenD20 and D&D 3.5 description formats as closely as possible, with some fields added:

Spell casting DC
Spell Alignment/Taint Points
Sanity Check (yes or no)
Sanity Points Loss
Spell Broadcasting & Residue Base Points
Ages (Time Periods) Allowed
Spell Cast DC

For example:

Blathor a 1st level Wizard, with +1 Fortitude Save Bonus casts the 1st level Arcane Spell, Magic Missile.

This is a Spellcasting DC of 12 ($(10 + (3 \times 1)) - 1 = 12$).

If he fails the DC, then he must now roll a Fortitude Save at the same DC as the spellcast DC (DC 12) was plus the spellcasters Fortitude Saving Throw Bonus. In this example he would need to roll an 11 or higher because of his +1 Fortitude bonus. If succeeds, the spell merely misfires and he loses the spell point(s). If he fails the Fortitude saving throw however, he must cross reference the *spell backfire chart*.

Sample Spell:

Acid Fog

Conjuration (Creation) [Acid]
Level: Sor/Wiz 6, Water 7
Spellcast DC: $(10 + (3 * 6)) = 28$
Fortitude DC: 28
Spell Points Cost: 6
Spell "Alignment": Neutral
Spell Taint points: None
Sanity check: None
Spell "Broadcasting & Residue Level": 6
Components: V,S,M/DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)

.....

Sample Spell:

Animate Dead

Necromancy [Evil]

Level: Clr 3, Death 3, Sor/Wiz 4

Spellcast DC: Clr/Death=19, Sor/Wiz=22

Fortitude DC: as Spellcast DC

Spell Points Cost: Clr/Death=3, Sor/Wiz=4

Spell Alignment: Evil

Spell Taint points: Clr/Death=1d3 x 3, Sor/Wiz=1d3 x 4

Sanity Check: Yes

Sanity Points Loss for failed Sanity Check: Clr/Death=1d6-1 x 3

Sor/Wiz=1d6-1 x

4

Spell Broadcasting & Residue Base Points: Clr/Death=3, Sor/Wiz=4

Components: V,S,M

....

13 UPDATED CORE SPELL LISTS SUMMARY

Below you will find a list based on the D&D Player Handbook 3.5.

For details on the spells, simply consult the relevant book.

Each spell has the added fields of:

Spellcast DC

Spell Alignment/Taint Points

Sanity Check (yes or no)

Sanity Points Loss

Spell Broadcasting & Residue Base Points

Ages (Time Periods) Allowed

Notes (anything else that may differ from PH listing)

All other factors remain the same as in the PH listing of the spell.

13.1 Bard Spells

13.2 Cleric Spells

13.3 Druid Spells

13.4 Paladin Spells

13.5 Ranger Spells

13.6 Sorcerer/Wizard Spells

<i>L v l</i>	<i>Scho ol</i>	<i>Spell</i>	<i>Bas e Cas t DC</i>	<i>A l</i>	<i>Tain t Pts</i>	<i>Sa n C h k</i>	<i>Sanit y point s Loss</i>	<i>Broadcast & Residue Base Points</i>	<i>Age s</i>	<i>Note s</i>
1	Abjur	Alarm	13	N	-	N	-	1	All	-
1	Abjur	Endure Elements	13	N	-	N	-	1	All	-
1	Abjur	Hold Portal	13	N	-	N	-	1	All	-
1	Abjur	Protect from Chaos / Evil / Good / Law	13	V	V	N	-	1	All	1,2
1	Abjur	Shield	13	N	-	N	-	1	All	-
1	Conj	Grease	13	N	-	N	-	1	All	-
1	Conj	Mage Armor	13	N	-	N	-	1	All	-
1	Conj	Mount	13	N	-	N	-	1	All	1
1	Conj	Obscuring Mist	13	N	-	N	-	1	All	-
1	Conj	Summon Monster I	13	V	V 1d3	V	1d6-1	1	All	3
1	Conj	Unseen Servant	13	N	-	N	-	1	All	-
1	Div	Comprehend Languages	13	N	-	N	-	1	All	-
1	Div	Detect Secret Doors	13	N	-	N	-	1	All	-
1	Div	Detect Undead	13	N	-	Y	1d6-1	1	All	-

Base Cast DC = $10 + (3 \times \text{Spell Level})$

Al. = Spell Alignment (Affects risk of acquiring Taint Points)

San Chk = Sanity Check ("Y" yes or "N" no or "V" varies (see notes section of spell for V listing))

Sanity Points Loss

Spell Broadcasting & Residue Base Points

Ages (Time Periods) Allowed

Notes (anything else that may differ from PH listing)

V= Varies, see Notes

Notes:

1. If protect from Evil, then spell is Good Aligned, If Protect from Good, then Evil Aligned Spell, etc.

2. Taint points if used to protect against good.

3. If summon any variant Evil Creature then Taint points and Sanity Check (and points) apply.

4. Recipient of spell must roll sanity check

5. This spell not allowed at for use by anyone

Formulas for determining spell modifiers:

Spellcast DC= $(10 + (3 \times \text{Spell Level}) - \text{Spellcaster level})$.

Spellcast DC Failed Fortitude DC Check= $\text{Spellcast DC} + \text{Spellcasters Fortitude Bonus}$

Spell Points Cost= Spell Level

Spell Taint Points= $1d3 \times \text{Spell Level}$

Sanity Check= Yes for any Evil aligned spells

Sanity Points Loss for failed Sanity Check= $1d6 - 1 \times \text{Spell Level}$

Spell Broadcasting & Residue Base Points= Spell Level (multiplied by Location Alignment Chart)

14 COMPLETE ARCANESPELL LISTS SUMMARY

12.0 CA Assassin Spells

12.1 CA Sorceror/Wizard Spells

12.2 CA Warmage Spells

12.3 CA Wu Jen Spells

12.4 CA Warlock Invocations

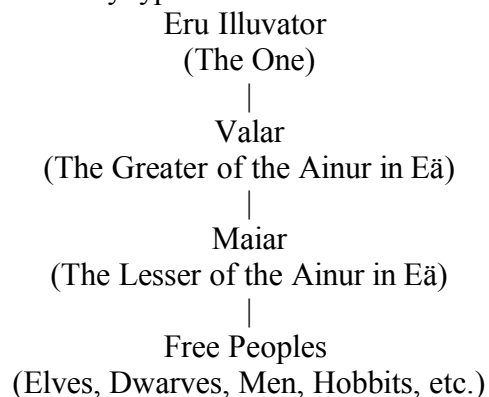
13.0 Divine Magic

13.1 Deities of Eä Overview

The Deities (and Demigods) of Eä and Middle-earth are detailed in the separate book, Eä d20 Deities of Eä (Eru, Valar, and Maiar). However, it is useful for “Divine” casters to have a summary of the deities here, and their related “domains”. So a short summary of each is provided here. You will have to consult the Deities of Eä book for far more details than this brief list.

The greatest deity in Eä is Eru Illuvatar (The One). There is no other on the same level of power as he, and no other can truly threaten Eru's will, but some (Melkor) attempt to thwart the plans of Eru in the material world.

The “rankings” of deity types are as such:



15 DEITIES OF EÄ AND RELATED DOMAIN LISTS OVERVIEW

The Greater Powers (Aratar)

Manwe

(Morgoth).
Overview: King of the Valar, Husband of Varda, Brother of Melkor

Other names and Titles: Sulimo, The Elder King

Color: Blue

Domains: Sky, Wind, Weather, Sight, Empathy, Wisdom

Varda

Overview: Queen of the Valar, Chief of Valier, Star-queen, wife of Manwe.

Other names and Titles: Elentari, Elbereth Gilthoniel, Star-kindler

Color: White

Domains: Stars, Light (of Arda), hearing insight

Ulmo

Overview: King of the Sea

the Earth
Other names and Titles: Ocean Lord, Master of Waters, spirit of the Veins of

Color: Sea-green

Domains: Water, sea, rain, water springs

Aule

Overview: The Smith, Husband of Yavanna

Dwarves)
Other Names and Titles: Mahal, Lord of Crafts, Master of the Earth, Make (of

Color: Brown

Domains: Earth (non-living), crafts, creativity, insight, materiality

Yavanna

Overview: Mistress of the Earth, Wife of Aule, older sister of Vana

Other Names and Titles: Giver of Fruits, Keeper of Plants

Color: Deep-green

Domains: Earth (living)

Namo

Overview: Keeper of the Dead

Lord of the Halls of Awaiting
Other Names and Titles: Mandos, Feantur (Spirit-master), Doomsmaster,

Color: Black

Domains: Spirit, Death (positive, not negative)

Nienna

Overview:
Other Names and Titles:
Color:
Domains:

Orome

Overview:
Other Names and Titles:
Color:
Domains:

The Lesser Powers

Vana

Overview:
Other Names and Titles:
Color:
Domains:

Tulkas

Overview:
Other Names and Titles:
Color:
Domains:

Nessa

Overview:
Other Names and Titles:
Color:
Domains:

Irmo

Overview:
Other Names and Titles:
Color:
Domains:

Este

Overview:
Other Names and Titles:
Color:
Domains:

Vaire

Overview:
Other Names and Titles:
Color:
Domains:

Melkor

Overview:
Other Names and Titles:
Color:
Domains:

16 COMPLETE DIVINE SPELL LISTS SUMMARY

14.0 CD Bard Spells

14.1 CD Blackguard Spells

14.2 CD Cleric Spells

14.3 CD Druid Spells

14.4 CD Paladin Spells

14.5 CD Ranger Spells

14.6 CD Shugenja Spells