MAGIC IN MIDDLE-EARTH

ROLE-PLAYING GAMING

IN

J.R.R.

TOLKIEN'S

MIDDLE-EARTH

AND BEYOND...

EÄ RPG

ADAPTED
FOR USE WITH
DUNGEONS & DRAGONS 3.5
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1 INTRODUCTION

The Open d20 3.5, Pathfinder (3.5), or D&D 3.5 rulebooks (Players Handbook, Dungeon Masters Guide, etc.) are needed to use Ea d20 (3.5).

What is Eä d20? It is an attempt to modify Dungeons & Dragons (TM) d20 to more closely fit the "feel" of J.R.R. Tolkien's Middle-earth, Arda, Endor, and the 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 RPG is just an attempt at getting a little closer to Tolkien "authenticity" using 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 3.5 core. These rules should actually be fairly easy to merge into other versions with the approach that has been taken here.

It is hoped that many Tolkien fans will prefer the original Eä RPG System for role playing in J.R.R. Tolkien's universe, when it is finally available, since the primary goal is 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 role playing gaming world through Wizards of the Coast), the hope is that players will get an incremental step closer to more "Tolkienesque" gaming, while using a game system they and their friends are already 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 http://www.merp.com, an entire section of their site is there for handling just this hotly debated topic.

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.omzine.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.

2 MAGIC IN MIDDLE-EARTH OVERVIEW

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

Magic is more dangerous to use in "unnatural" ways than in typical D&D settings, especially in the later ages, not only because of it's 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 spell caster insane. Powerful magic leaves traces that can be sensed by some, for hours, days, even many years, afterward.

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 he uses in his works usually has a 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* types of magic would fit what Tolkien referred to as "sorcery" in the evil sense. So, for most DMs, rather than modifying the Sorceror class per se, just a name change for good or neutral aligned sorcerer-type casters, maybe just the generic term "Mage" or "Magician", or "Wild Magician" or some other more creative and colorfully apt a name. Then any evil casters would be called "sorcerers" or necromancers.

Quick definitions:

Wizard / wizardry: The use of lore and manipulation of the fabric of Ea to alter materials and events for various uses, but generally meant for neutral or "good" causes.

Sorcerer / sorcery: The use of wizardry for generally more selfish and/or destructive actions, even if meant for a "good cause", that can have a negative impact on the world and the lives thereon.

Necromancer / necromancy: The use of wizardry to raise the dead, cause death, dying, illness, plague, destruction, and other intentionally "evil" and wantonly destructive acts.

Necromantic "evil" magic taps into the powers of the Shadow from Morgoth/Melkor/Sauron essence 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 tome contains a complete abridged spell lists from d20 3.5 Players Handbook, Spell Compendium 3.5, and/or other supplements (Complete Arcane, Complete Divine, etc), 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.

3 Magic Use Formula Overview

A formula has been developed through extensive play testing with various groups and at conventions to calculate the DC (Difficult Check) required to successfully cast a spell without negative consequences.

The basic approach is that each spell has a set DC level. The spell caster rolls to verify spell casting success. If they succeed, they cast the spell normally (while expending Spell Points). If they fail to meet or exceed the Base Spell Cast DC, then they must roll a Spell Casting Fortitude DC. If they succeed with this second roll, the spell fails (using up the Spell Points), but with no other adverse consequences. If the spell caster fails the Spell Casting Fortitude DC, then they must look at the Spellcasting Failure Results Table to see what additional ill effects befall the spell caster. Finally, the DM rolls to check on Spell Cast Broadcast, Detection, and Residue to see if those sensitive to "magic" might have been alerted to the spell casters use of these forces, which can have significant storyline impact that is appropriate to a Tolkien game setting.

Though this approach initially adds some complexity for the spell caster (and DM), play testing has shown that after a few uses, both player(s) and DM quickly integrate this into normal game play with minimal impact on game flow. These extra "hoops to jump through" leads to spell casters being far more careful about when they use higher level "magic", and a better appreciation for the effort it takes and the related risks. Also noted was an increase in the other non-spell-casters' actual appreciation for the spell caster's abilities, whereas previously they were fairly taken for granted.

3.1 Base Spell Cast 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 is cast properly.

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. These rules modifications should more accurately reflect the risks. Only with many years of development (and levels) do the risks

become somewhat reduced. 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.

Below is the formula used for determining spell casting Difficulty Check number:

BSC DC (Base Spell Cast Difficulty Check)= (10 + (3 X Spell Level))
Examples:
1st Level Base Spell Cast DC = 13
9th level Base Spell Cast DC = 37

3.1.1 OPTIONAL DC 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 ties, hanging from a precipice, etc.), the GM may state that a higher DC is required, maybe starting around 10.

3.2 SPELL CAST ROLL

Below is the formula for actually casting a spell to see if it succeeds in casting (total must equal or exceed the Base Spell Cast DC):

Spell Cast Roll = d20 roll + spell caster level + Racial Modifier[1] + Intelligence Modifier + any other modifiers.
Example (see Caster Ability Chart for examples):
4th level spell (Base Spell Cast DC=22) cast by 7th level caster (makes DC equivalent to 15), with 18 INT (+4 mod, DC now equivalent to 11), Noldor Elf Racial modifier +3 (DC now equivalent to 7), rolls a 12 and succeeds in casting.

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1 Spell Cast Racial Modifier values are found in the Ea d20 Races & Cultures Book

3.3 SPELL CASTING FORTITUDE DC

If a spell caster fails their Spell Cast Roll, then they need to make their Spell Casting Fortitude Difficulty Check roll. This formula is determined here:

Spell Casting Fortitude DC = Base Spell Cast DC

Spell Casting Fortitude Roll =
d20 roll + spell caster level + spell caster's Fortitude Modifier

So, a first level spell has a Base DC of 13. A first level caster, without any bonuses, would need to roll a 12 (1st level provides a +1 mod) or higher on a d20 to succeed in casting the spell. Fortunately, a number of modifiers such as their primary ability modifier bonus (Intelligence for Wizards, Wisdom for Clerics, etc.) and racial bonus, can help the caster to make it easier to overcome this DC.

> Example:
> Using the information from the Eä Races & Cultures 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 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 a first level spell.
>
>   Roll a 7 + 1 for level, +1 for race, +4 for INT = 13.

If you do not wish to calculate every DC, a handy table has been provided called the *"Ea d20 Magic In Middle-earth Caster Ability Chart"* for a detailed listing of BASE DC ratings modified by bonuses for every caster level up to 30th level, and all spell levels up to level 9.

3.4 SPELL CASTING DC CHECK FAILURE

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 the "Spellcasting Failure Results" table.

3.5 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. Note that the penalties listed are *cumulative*.

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 – 5	The spell caster suffers a severe headache and fatigue. As a result, he suffers a -2 penalty on all stats and ability checks, and -2 on attack rolls, and saves. He recovers from these penalties when he is able to rest for at least eight hours awake rest, or 4 hours sleeping rest.
6 – 9	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 cannot take *any* action for 1 round. She also takes 1d6 points of damage and cannot cast any spells for 1d20 round(s). 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 – 13	The spell caster suffers headache and fatigue resulting in a -6 penalty on all stats with additional -4 to all attack rolls and saves. He is dazed and confused and cannot take any action for 1 turn. He also takes 2d6 points of damage and cannot cast spells at all for 1d6 hour(s). This damage could be fatal if character drops below zero hit points from this damage, unless the character becomes "stabilized".
14– 16	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 cannot move or take any other action for 1 minute. She also takes 3d6 points of damage and cannot cast any spells for 1d20 hours. This damage could be fatal if character drops below zero hit points from this damage, unless the character becomes "stabilized".
17 – 20	The spell caster suffers headache and fatigue resulting in -5 penalty on all rolls. He collapses and becomes unconscious for 1d20 day(s). He also takes 4d6 points of damage and cannot cast any spells for 1d6 week(s).
21+	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 cannot cast any spells for 1d6 month(s) after regaining consciousness. This damage could be fatal if the character drops below zero hit points from this damage, unless the character becomes "stabilized".

3.6 OPTIONAL – 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 Success Table.

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

3.7 SPELLCASTING DC, CRITICAL SUCCESS (*OPTIONAL*)

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 uses one SP less than the spell normally requires (for 1st level, no SP used)
12 – 14	The spellcaster only uses one half of the SP normally required for the spell (for 1st and 2nd 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.

Base DC Chart 1

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Spell Level	Base DC	Caster Level	Spell Level	DC	Spell Level	DC	Spell Level	DC	Spell Level	DC	Spell Level	DC	Spell Level	DC	Spell Level	DC	Spell Level	DC	Spell Level	DC
1	13	1	1	12	-		-		-		-		-		-		-		-	
		2	1	11	-		-		-		-		-		-		-		-	
2	16	3	1	10	2	13	-		-		-		-		-		-		-	
		4	1	9	2	12	-		-		-		-		-		-		-	
3	19	5	1	8	2	11	3	14	-		-		-		-		-		-	
		6	1	7	2	10	3	13	-		-		-		-		-		-	
4	22	7	1	6	2	9	3	12	4	15	-		-		-		-		-	
		8	1	5	2	8	3	11	4	14	-		-		-		-		-	
5	25	9	1	4	2	7	3	10	4	13	5	16	-		-		-		-	
		10	1	3	2	6	3	9	4	12	5	15	-		-		-		-	
6	28	11	1	2	2	5	3	8	4	11	5	14	6	17	-		-		-	
		12	1	1	2	4	3	7	4	10	5	13	6	16	-		-		-	
7	31	13	1	0	2	3	3	6	4	9	5	12	6	15	7	18	-		-	
		14	1	-1	2	2	3	5	4	8	5	11	6	14	7	17	-		-	
8	34	15	1	-2	2	1	3	4	4	7	5	10	6	13	7	16	8	19	-	
		16	1	-3	2	0	3	3	4	6	5	9	6	12	7	15	8	18	-	
9	37	17	1	-4	2	-1	3	2	4	5	5	8	6	11	7	14	8	17	9	20
		18	1	-5	2	-2	3	1	4	4	5	7	6	10	7	13	8	16	9	19
		19	1	-6	2	-3	3	0	4	3	5	6	6	9	7	12	8	15	9	18
		20	1	-7	2	-4	3	-1	4	2	5	5	6	8	7	11	8	14	9	17
		21	1	-8	2	-5	3	-2	4	1	5	4	6	7	7	10	8	13	9	16
		22	1	-9	2	-6	3	-3	4	0	5	3	6	6	7	9	8	12	9	15
		23	1	-10	2	-7	3	-4	4	-1	5	2	6	5	7	8	8	11	9	14
		24	1	-11	2	-8	3	-5	4	-2	5	1	6	4	7	7	8	10	9	13
		25	1	-12	2	-9	3	-6	4	-3	5	0	6	3	7	6	8	9	9	12
		26	1	-13	2	-10	3	-7	4	-4	5	-1	6	2	7	5	8	8	9	11
		27	1	-14	2	-11	3	-8	4	-5	5	-2	6	1	7	4	8	7	9	10
		28	1	-15	2	-12	3	-9	4	-6	5	-3	6	0	7	3	8	6	9	9
		29	1	-16	2	-13	3	-10	4	-7	5	-4	6	-1	7	2	8	5	9	8
		30	1	-17	2	-14	3	-11	4	-8	5	-5	6	-2	7	1	8	4	9	7

Table 1: Spell Cast DC vs. Level Table

4 SPELL POINTS

One of the more significant changes to the spell casting rules to be more Tolkienesque, besides adding DC's to casting it the required use of Spell Points for ALL spell casters. This is to help more closely fit a number of descriptions of spell caster use in the various Tolkien works, and to more closely relate spell caster weariness to the tasks undertaken.

Spell Points required for casting = Spell Level.
(e.g. 1st level spell = 1 Spell Point, 2nd level spell = 2 Spell Points, etc.)

4.1 SPELL POINTS USAGE AND FATIGUE

Page 153 of the D&D Unearthed Arcana rulebook, provides details, and options for using a Spell Points system for casting by all spell casting classes. See that book for all the details. Just the tables relevant to base Spell Points have been replicated here for quick ease of use.

Spell Points Per Day Table											
Lvl	Bard *	Cleric, Druid, Wizard **	Paladin, Ranger ***	Sorcerer ****	Assa-ssin	Black-guard	War-lock	War-mage	Wu Jen	Shu-gen-ja
1	0	2	0	3						
2	0	4	0	5						
3	1	7	0	8						
4	5	11	0	14						
5	6	16	0	19						
6	9	24	1	29						
7	14	33	1	37						
8	17	44	1	51						
9	22	56	1	63						
10	29	72	4	81						
11	34	88	4	97						
12	41	104	9	115						
13	50	120	9	131						
14	57	136	10	149						
15	67	152	17	165						
16	81	168	20	183						
17	95	184	25	199						
18	113	200	26	217						
19	133	216	41	233						
20	144	232	48	249						

* Use Bard chart for the following classes: Bard, ...
** Use Cleric,Druid, Wizard column for the following classes: Cleric, Druid, Wizard, ...
*** Use Paladin, Ranger column for following classes: Paladin, Ranger, ...
**** Use Sorcerer column for the following classes: Sorcerer, Beguiler, ...

4.2 OPTIONAL SPELL POINTS EXHAUSTION RULES

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 a 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. Whenyou 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 preceeding 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.

4.3 OPTIONAL RULE - SPELL POINTS "OVERUSE"

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.

5 SPELLCASTING BROADCAST & RESIDUE

Another aspect of "magic" that is very Tolkienesque is the fear that using "magic" might "alert the enemy" as to the caster's whereabouts. So this requires a game mechanic that illustrates spell casting "broadcast", "residue", and "detection".

Spell "broadcasting" can be thought of as a type of beacon or spot light that is beamed up into the sky, or noise, or vibration, the can be "felt" or "seen" only by those more "sensitive" to "magic". After the initial casting of the spell (and "broadcasting"), the area around the spell caster and the spell's effects, leave a "residue" that also can be detected by those appropriately sensitive. This residue can linger for minutes, hours, days, weeks, months, years, or in the case of the most powerful "magic" can leave residue spanning aeons.

The strength of the broadcast and residue is also more noticeable in locations that are at odds with the type of magic used. For example an evil necromancer casting "evil magic" in Dol Guldur or Mordor would be relatively unnoticed, but a "good spell" cast in that same location would send out many alarms. The same applies in reverse situations. Some one casting dark magic in Rivendell would be very much notices, whereas the works of creation by the Elves in Rivendell would be part of the normal "feel" to the location.

Spell Broadcasting Base Points = Spell Level multiplied by Location Alignment Table

Spell Residue Base Points = Spell Broadcasting Base Points
(initially residue and broadcast have the same values but this "fades" over time as indicated in the Spell Residue Fading table)

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.

5.1 METAMAGIC ABILITIES

Use of magic-like metamagic abilities that replicate spells without casting an actual spell can have the same broadcast and residue effects if the ability causes any changes in the Song of Arda. A detection-type metamagic ability would NOT cause broadcast or residue, while a creation or alteration type would cause broadcast and residue.

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 Level = Spell Level * (Location Alignment Chart)

5.2.1 Sense Magic Broadcast

If the player character does not have any magic-related abilities, and they do not have a sense broadcast bonus, then the PC has no ability to sense magic broadcast.
If the PC has at least one level in a spell-casting class and/or is of a race/culture that lists a sense magic broadcast bonus, then the PC's ability to sense broadcast is based on the following formula:

Sense Magic Broadcast = 10 + Spell Caster Class Level + Race/Culture Modifier – Spell Broadcast Level.

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:

Residue Base Points = Spell Broadcast Level - Location Alignment Modifier.

5.4 RESIDUE FADING VERSUS LOCATION

Spell Broadcast Residue fading versus location table		
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.

5.4.1 SENSE MAGIC RESIDUE

If the player character does not have any magic-related abilities, and they do not have a sense magic residue or broadcast bonus, then the PC has no ability to sense magic broadcast or residue.

If the PC has at least one level in a spell-casting class and/or is of a race/culture that lists a sense magic residue or broadcast bonus, then the PC's ability to sense residue or broadcast is based on the following formula:

Sense Magic Residue = 10 + Spell Caster Class Level + Race/Culture Modifier – Residue Base Points.

6 SPELL ALIGNMENT & TAINT RISKS

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

Spell Taint Points = 1d3 x 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 x 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 Power of Words & Curses

Words, names, and curses have power in Tolkien's Arda.......

......
......

11 The "Fading" of Power Throughout the Ages

11.1 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.

11.2 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.

<pending>

11.3 First Age

11.4 SECOND AGE

TODO

11.5 THIRD AGE (FIRST HALF)

TODO

11.6 THIRD AGE (SECOND HALF)

No modifier. This system is default for the latter half of the Third Age.

11.7 Fourth Age

<pending>

12 Psionics (Mental Abilities)

There are many examples in Tolkien's works of "Psionic Ablities". 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...

13 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 X 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
        ....

14 Updated Spell Lists Summary Table

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.

This table summarizes all spells available (eventually).
Spells are listed alphabetically.

L V L	Classes /Lvl	Schools	Spell Name	Base Cast DC	Al	Shadow/Taint Points	Sanity Points Lost	Broadcast & Residue Base Points	Age	Notes	Source
0	Beg.		Dancing lights								W
0	Beg.		daze								W
0	Beg.		Detect magic								W
0	Beg.		Ghost sound								W
0	Beg.		message								W
0	Beg.		Open/close								W
0	Beg.		Read magic								W
1	Beg.		Charm person								W
1	Beg.		Color spray								W
1	Beg.		Comprehend languages								W
1	Beg.		Detect secret doors								W
1	Beg.		Disguise self								W
1	Beg.		Expeditious retreat								W
1	Beg.		hypnotism								W
1	Beg.		Mage armor								W
1	Beg.		Obscuring mist								W

Eä d20 - Magic in Middle-earth-14 Updated Spell Lists Summary Table

LVL	Classes /Lvl	Schools	Spell Name	Base Cast DC	Al	Shadow/Taint Points	Sanity Points Lost	Broadcast & Residue Base Points	Age	Notes	Source
1	Beg.	Enchant. (Compul.) (Mind-Affecting)	rouse*	13	N	0	N	-	1	All	PH2
1	Beg.		Silent image								W
1	Beg.		sleep								W
1	Beg., Cl.,	Abjur.-	Undetectable alignment	13	N	-	-	-	-	All	C
1	Beg.	Enchantment (Compulsion) (Mind-Affecting)	whelm*	13	E	1d3	Y	1d3-1	1	All	PH2
0		Evoc. (Light)	Dancing lights	2	N	-	-	-	0	All	
0		Ench. (Compul) (Mind-A)	Daze	2	N -E	0-1	V	0-1	0	All	
0		Div.	Detect magic	2	N	-	-	-	0	All	
0		Ill. (Figment)	Ghost sound	2	N	-	-	-	0	All	
0		Transmu. (Lang. - Depend.)	Message	2	N	-	-	-	0	All	
0		Transmu.	Open/close	2	N	-	-	-	0	All	
0		Div.	Read magic	2	N	V	V	V	0	All	6
1		Abjur	Alarm	13	N	-	N	-	1	All	-
1		Necro	Cause Fear	13	E	1d3-1	N	-	1	All	-

LVL	Classes /Lvl	Schools	Spell Name	Base Cast DC	Al	Shadow/Taint Points	Sanity Points Lost	Broadcast & Residue Base Points	Age	Notes	Source
1		Necro	Chill Touch	13	E	1d3-1	N	-	1	All	-
1		Ench. (Charm) (Mind Aff)	Charm Monster	13	V	1d3-1	N	-	-	All	-
1		Ench. (Charm) (Mind Aff)	Charm Person	13	V	1d3-1	N	-	-	All	-
1		Ill. (Pattern) (Mind Aff)	Color Spray	13	V	1d3-1	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	1d3-1	1	All	-
1		Ill. (Glamer)	Disguise Self	13	N	-	N	-	1	All	-
1		Abjur	Endure Elements	13	N	-	N	-	1	All	-
1		Transmu.	Expeditious Retreat	13	N	-	-	-	1	All	-
1		Conj	Grease	13	N	-	N	-	1	All	-
1		Ench. (Compul.) (Mind Aff)	Hypnotism	13	V	1d3-1	V	1d3-1			
1		Abjur	Hold Portal	13	N	-	N	-	1	All	-

Eä d20 - Magic in Middle-earth-14 Updated Spell Lists Summary Table

L V L	Classes /Lvl	Schools	Spell Name	Base Cast DC	Al	Shadow/Taint Points	Sanity Points Lost	Broadcast & Residue Base Points	Age	Notes	S o u r c e
1		Div	Identify	13	N	-	N	-	1	All	-
1		Conj	Mage Armor	13	N	-	N	-	2	All	-
1		Conj	Mount	13	N	-	N	-	2	All	1
1		Conj	Obscuring Mist	13	N	-	N	-	1	All	-
1		Abjur	Protect from Chaos / Evil / Good / Law	13	V	V	N	-	1	All	1, 2
1	Wiz.,Sor.,	Necro	Ray of Enfeeblement	13	E	1d3-1	N	-	1	All	-
1	Wiz.,Sor.,	Abjur	Shield	13	N	-	N	-	1	All	-

Eä d20 - Magic in Middle-earth Updated Spell Lists Summary Table

LVL	Classes /Lvl	Schools	Spell Name	Base Cast DC	Al	Shadow/Taint Points	Sanity Points Lost	Broadcast & Residue Base Points	Age	Notes	Source
1	Wiz.,Sor.,	Ill. (Figment)	Silent Image	13	N	-	-	-	1	All	
1	Wiz.,Sor.,	Ench. (Compul.) (Mind Aff)	Sleep	13	V	1d3-1	N	-	1 per HD affected		
1	Wiz.,Sor.,	Conj	Summon Monster I	13	V	1d3-1	V	1d3-1	2	All	3
1	Wiz.,Sor.,	Div	True Strike	13	N	-	N	-	1	All	-
1	Wiz.,Sor.,	Conj	Unseen Servant	13	N	-	N	-	2	All	-
2	Wiz.,Sor.,	Necro	Blindness / Deafness	16	E	1d3-1 x2	N	-	2	All	-
2	Wiz.,Sor.,	Necro	Command Undead	16	E	1d3-1 x2	Y	1d3-1 x2	2	All	-
2	Wiz.,Sor.,	Necro	False Life	16	E	1d3-1 x2	Y	1d3-1 x2	2	All	-

Eä d20 - Magic in Middle-earth-14 Updated Spell Lists Summary Table

L V L	Classes /Lvl	Schools	Spell Name	Base Cast DC	Al	Shadow/Taint Points	Sanity Points Lost	Broadcast & Residue Base Points	Age	Notes	Source
4	Wiz.,Sor.,	Conj	Dimension Door	22	N	-	Y	1d3-1 x4	4	1,2	-
4	Wiz.,Sor.,	Ench	Crushing Despair	22	E	1d3-1 x4	N	-	4	All	-
4	Wiz.,Sor.,	Ench	Geas, Lesser	22	E	1d3-1 x4	N	-	4	All	-
4	Wiz.,Sor.,	Necro	Animate Dead	22	E	1d3-1 x4	Y	1d3-1 x4	8	All	-
4	Wiz.,Sor.,	Trans	Polymorph	22	N	-	V	1d3-1 x4	8	All	4
5	Wiz.,Sor.,	Conj	Teleport	-	-	-	-	-	10	None	5
5	Wiz.,Sor.,	Div	Contact Other Plane	25	N	-	Y	1d3-1 x5	10	2,3	-
5	Wiz.,Sor.,	Ench	Dominate Person	25	E	1d3-1 x5	Y	1d3-1 x5	5	All	-
6	Wiz.,Sor.,	Conjuration	Acid Fog	28	N	-			6	All	-
7	Wiz.,Sor.,	Transmutation	Animal shapes	31	N	-	Y		7	All	-

Eä d20 - Magic in Middle-earth Updated Spell Lists Summary Table

L V L	Classes /Lvl	Schools	Spell Name	Base Cast DC	Al	Shadow/Taint Points	Sanity Points Lost	Broadcast & Residue Base Points	Age	Notes	Source
8	Wiz.,Sor.,	Enchantment (Compulsion) (Mind-Affecting)	Antipathy	34	V	V			8	All	-
9	Wiz.,Sor.,	Necromancy	Astral projection	37	N	-	V		18	1, 2, Some changes to what the "Astral Plane" covers	
0	Cl.,		Create Water	2	N	-	-	-	1	All	PH
0	Cl.,		Cure Minor Wounds	2	G	-	-	-	1	All	PH
0	Cl.,		Detect Magic	2	N	-	-	-	0	All	PH
0	Cl.,		Flare	2	N	-	-	-	0	All	PH
0	Cl.,		Guidance	2	N	-	-	-	0	All	PH
0	Cl.,		Know Direction	2	N	-	-	-	0	All	PH
0	Cl.,		Light	2	N	-	-	-	1	All	PH
0	Cl.,		Mending	2	N	-	-	-	0	All	PH
0	Cl.,		Purify Food & Drink	2	N	-	-	-	0	All	PH
0	Cl.,		Read Magic	2	N	-	-	-	0	All	PH
0	Cl.,		Resistance	2	N	-	-	-	0	All	PH

Eä d20 - Magic in Middle-earth-14 Updated Spell Lists Summary Table

LVL	Classes /Lvl	Schools	Spell Name	Base Cast DC	Al	Shadow/Taint Points	Sanity Points Lost	Broadcast & Residue Base Points	Age	Notes	Source
0	Cl.,		Virtue	2	N	-	-	-	1	All	PH
0	Cl.,		Naturewatch	2	N	-	-	-	0?	All	CD
1	Cl.,	Transmutation (Water(	Animate Water	13	N	-	-	-	1	All	SC
1	Cl.,	Transmutation	Animate Wood	13	N	-	-	-	2	All	SC
1	Cl.,		Beget Bogun	13	N	-	-	-	2	All	CD
1	Cl.,		Calm Animals	13	N	-	-	-	1	All	PH
1	Cl.,		Camouflage	13	N	-	-	-	1	All	CD
1	Cl.,		Charm Animal	13	N	-	-	-	1	All	PH
1	Cl.,		Cure Light Wounds	13	G	-	-	-	2	All	PH
1	Cl.,		Detect Animals or Plants	13	N	-	-	-	0	All	PH
1	Cl.,		Detect Snares and Pits	13	N	-	-	-	0	All	PH
1	Cl.,		Endure Elements	13	N	-	-	-	1	All	PH
1	Cl.,		Entangle	13	N	-	-	-	1	All	PH
1	Cl.,		Faerie Fire	13	N	-	-	-	2	All	PH
1	Cl.,		Goodberry	13	G	-	-	-	1	All	PH

Eä d20 - Magic in Middle-earth Updated Spell Lists Summary Table

LVL	Classes /Lvl	Schools	Spell Name	Base Cast DC	Al	Shadow/Taint Points	Sanity Points Lost	Broadcast & Residue Base Points	Age	Notes	Source
1	Cl.,	Transmutation	Hawkeye	13	N	-	-	-	0	All	CD
1	Cl.,	Conjuration (Healing)	Healthful Rest	13	N	-	-	-	1	All	SC
1	Cl.,		Hide from Animals	13	N	-	-	-	0	All	PH
1	Cl.,		Jump	13	N	-	-	-	0	All	PH
1	Cl.,		Longstrider	13	N	-	-	-	0	All	PH
1	Cl.,		Magic Fang	13	N	-	-	-	1	All	PH
1	Cl.,		Obscuring Mist	13	N	-	-	-	1	All	PH
1	Cl.,		Omen of Peril	13	N	-	-	-	2	All	CD
1	Cl.,		Pass without Trace	13	N	-	-	-	1	All	PH
1	Cl.,		Produce Flame	13	N	-	-	-	2	All	PH
1	Cl.,	Evocation	Sandblast	13	N	-	-	-	1	All	CD
1	Cl.,		Shillelagh	13	N	-	-	-	1	All	PH
1	Cl.,		Speak with Animals	13	N	-	-	-	1	All	PH
1	Cl.,		Summon Nature's Ally 1	13	N	-	-	-	2	All	PH
1	Cl.,	Transmutation	Traveler's Mount	13	N	-	-	-	1	All	CD
1	Cl.,	Conjuration (Healing)	Vigor, Lesser	13	G	-	-	-	1	All	CD

LVL	Classes /Lvl	Schools	Spell Name	Base Cast DC	Al	Shadow/Taint Points	Sanity Points Lost	Broadcast & Residue Base Points	Age	Notes	Source
1	Cl.,	Divination	Vine Strike	13	N	-	-	-	0	All	SC
1	Cl.,	Conjuration (Creation)	Wood Wose	13	N	-	-	-	2	All	CD

Base Cast DC = 10+ (3 X Spell Level)

Al. = Spell Alignment (Affects risk of acquiring Taint Points). Examples of "evil" spells typically try to control or assail other people's minds, subjugate free will, or are highly destructive, or involving necromancy.

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

      W. See Wizards Spell List

      C. See Clerics Spell List

      D. See Druids Spell List

      S. See Sorcerer Spell List

Formulas for determining spell modifiers:

Spellcast DC= (10 +(3 X Spell Level) – Spellcaster level.
Spellcast DC Failed Fortitude DC Check= Spellcast DC + Spellcasters Fortitude Bonus
Spell Points Cost= Spell Level
Spell Taint Points= 1d3 x Spell Level
Sanity Check= Yes for any Evil aligned spells
Sanity Points Loss for failed Sanity Check= 1d3-1 x Spell Level (changed from previous 1d6-1 (0-5), so range now 0-2).
Spell Broadcasting & Residue Base Points= Spell Level (multiplied by Location Alignment Chart)

Base Cast DC = 10+ (3 X Spell Level)
Al. = Spell Alignment (Affects risk of acquiring Taint Points). Examples of "evil" spells typically try to control or assail other people's minds, subjugate free will, or are highly destructive, or involving necromancy.
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
W. See Wizards Spell List
D. See Druids Spell List
S. See Sorcerer Spell List

Formulas for determining spell modifiers:
Spellcast DC= (10 +(3 X Spell Level) – Spellcaster level.
Spellcast DC Failed Fortitude DC Check= Spellcast DC + Spellcasters Fortitude Bonus
Spell Points Cost= Spell Level
Spell Taint Points= 1d3 x Spell Level
Sanity Check= Yes for any Evil aligned spells
Sanity Points Loss for failed Sanity Check= 1d3-1 x Spell Level (changed from previous 1d6-1 (0-5), so range now 0-2).
Spell Broadcasting & Residue Base Points= Spell Level (multiplied by Location Alignment Chart)

Base Cast DC = 10+ (3 X 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

6. However, WHAT you read MIGHT have impact on Taint and Sanity, for example reading a scroll of Necromancy spells.

Formulas for determining spell modifiers:

Spellcast DC= (10 +(3 X Spell Level) – Spellcaster level.

Spellcast DC Failed Fortitude DC Check= Spellcast DC + Spellcasters Fortitude Bonus

Spell Points Cost= Spell Level

Spell Taint Points= 1d3 x Spell Level

Sanity Check= Yes for any Evil aligned spells

Sanity Points Loss for failed Sanity Check= 1d3-1 (0-2) x Spell Level

Spell Broadcasting & Residue Base Points= Spell Level (multiplied by Location Alignment Chart)
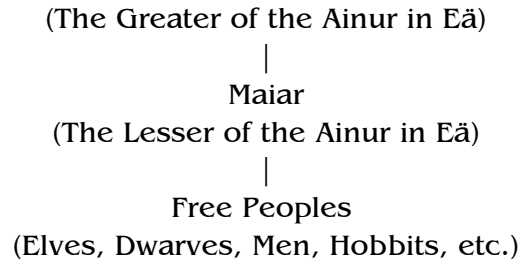
15 DEITIES OF EÄ OVERVIEW

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:
Eru Illuvator
(The One)
|
Valar

(The Greater of the Ainur in Eä)

|

Maiar

(The Lesser of the Ainur in Eä)

|

Free Peoples

(Elves, Dwarves, Men, Hobbits, etc.)

15.1 Eä Deities and Domain Lists

15.1.1 The Greater Powers (Aratar)

15.1.1.1 Manwe

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

Other names and Titles: Sulimo, The Elder King

Color: Blue

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

15.1.1.2 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

15.1.1.3 ULMO

Overview: King of the Sea
Other names and Titles: Ocean Lord, Master of Waters, spirit of the Veins of the Earth
Color: Sea-green
Domains: Water, sea, rain, water springs

15.1.1.4 AULE

Overview: The Smith, Husband of Yavanna
Other Names and Titles: Mahal, Lord of Crafts, Master of the Earth, Make (of Dwarves)
Color: Brown
Domains: Earth (non-living), crafts, creativity, insight, materiality

15.1.1.5 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)

15.1.1.6 NAMO

Overview: Keeper of the Dead
Other Names and Titles: Mandos, Feantur (Spirit-master), Doomsmaster, Lord of the Halls of Awaiting
Color: Black
Domains: Spirit, Death (positive, not negative)

15.1.1.7 NIENNA

Overview:
Other Names and Titles:
Color:
Domains:

15.1.1.8 OROME

Overview: The Huntsman and Tamer of Beasts
Other Names and Titles:
Color:
Domains: Good, Animal, Strength, Travel

15.1.2 THE LESSER POWERS

15.1.2.1 VANA

Overview:
Other Names and Titles:
Color:
Domains:

15.1.2.2 TULKAS

Overview:
Other Names and Titles:
Color:
Domains:

15.1.2.3 NESSA

Overview:
Other Names and Titles:
Color:
Domains:

15.1.2.4 IRMO

Overview:

Other Names and Titles:
Color:
Domains:

15.1.2.5 ESTE

Overview:
Other Names and Titles:
Color:
Domains:

15.1.2.6 VAIRE

Overview:
Other Names and Titles:
Color:
Domains:

15.1.2.7 MELKOR

Overview:
Other Names and Titles:
Color:
Domains:

16 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
- Pathfinder
- 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 (Iron Crown Enterprises Middle-earth Role Playing 1st & 2nd Editions)
- ICE Rolemaster (RM, RM2, RMSS, RMFRP)
- Various House Rules
- Play testing feedback from various groups
- Feedback from play testers at convention MerpCon I, II, II, IV, & V
- Feedback from play testers at convention TolkienMoot 2009, 2010 & 2011
- Articles from Michael M. Martinez http://www.merp.com/essays/
- Articles from Prof. Chris Seeman http://www.merp.com/essays
- Articles from Other Hands Magazine http://oh.merp.com
- Articles from Other Minds Magazine http://www.omzine.org
- Discussions on the http://www.merp.com forums and merp@merp.com e-mail list
- Discussions on the http://www.earpg.com forums and ead20@earpg e-mail list
- Use of 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" casting limit as listed in the d20 3.5 Players Handbook

17 APPENDICES

18 INDEX

Alphabetical Index