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I 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.

Other versions of Eä d20 are now also underway due to repeated requests. The versions currently under development include: D&D 4 as Eä d20 4, D&D/OpenD20 3.5 as Eä d20 3.5 (this version), AD&D 2 as Eä d20 2, and AD&D 1 as Eä d20 1. Pending D&D Next stabilization to also provide Ea d20 for those rules as well.

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 the latest releases and discussions 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 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 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 all spell casters to be the same; scary, “unnatural”, and users thereof to be avoided by a wide berth. Tolkien was a master word smith, and so many words he uses in his works usually have 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 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 “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

Eä d20 - Magic in Middle-earth Magic Use Formula Overview

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

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 Modifier¹ + Casting Attribute (INT, WIS, etc) 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.

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.

<i>Table 3-1 Spellcasting Failure Results</i>	
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 <i>any</i> 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*.

<i>CHART 3-2 Spell Critical Success (Optional House Rule)</i>	
D20 roll	Result
1 – 11	The spell caster 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.

Eä d20 - Magic in Middle-earth-3 Magic Use Formula Overview

Base DC Chart 1

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	Revision: 2005.07.18a
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.)

Eä d20 - Magic in Middle-earth-4 Spell Points

4.1 SPELL POINTS USAGE AND FATIGUE

Page 153 of the D&D 3.5 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 reference.

Spell Points Per Day Table

<i>Lvl</i>	<i>Bard</i> *	<i>Cleric, Druid, Wizard</i> **	<i>Paladin, Ranger</i> ***	<i>Sorcerer</i> ****	<i>Assa -ssin</i>	<i>Black- guard</i>	<i>War- lock</i>	<i>War- mage</i>	<i>Wu Jen</i>	<i>Shu- gen- ja</i>
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 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.

4.3 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!

Eä d20 - Magic in Middle-earth-4 Spell Points

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 sensitive to sensing such changes in the Song of Arda. For example using some types of magic when the Nazgul are near, is likely to draw their attention. Spell “alignment” and location 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.

The distance of broadcast is equal to a number of miles equal to the spell broadcast level, multiplied by 10 in same-alignment locations, and by 100 when in opposite aligned locations.

Evil Spells have a broadcast level equaling from 2 to 10 times the spell level depending on the location severity of the “evilness” of the spell. If in a neutral area, the broadcast is three-fold. If in an evil area, it is only the standard amount (typically equal to the spell level). 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

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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 OPTION – SPELLCASTER LEVEL

A quick and easy optional means that some DM's may prefer to use, is simply basing the broadcast points on the level of the spell caster. If the caster is 12th level, whether they cast a 1st level spell, or a 4th level spell, the broadcast base number will be 12, then multiplied by the location alignment if needed.

5.2.2 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 DC = Base Broadcast DC - Spell Caster Class Level - Race/Culture Modifier.

Example:

In a neutrally aligned location, a 9th level Wizard casts the (5th level) Bigby's Interposing Hand. This has a Spell Broadcast Level of 5 causing a base broadcast DC of 15, and a broadcast range of 50 miles. If this was a good spell cast in an evil location, it would be 500 miles or more!

Another character/NPC, and Elf (sensitive to magic) is about a mile away, this character/NPC will be asked by the DM to roll a d20 and add their racial detect magic bonus (1) plus their spell caster level (3).

With the character's modifiers, the DC would be the Base broadcast DC (15), minus the character's racial modifier (1), minus the character's spell caster level (3) , for a total modified DC of $15-1-3 = 11$. If the PC rolls 11 or

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higher

Probably the more standard explanation would be:

Base Broadcast DC = 15.

PC rolls d20 and adds racial +1 and spell caster level (+3) for a total roll bonus of +4, and just needs to have a total roll plus bonuses the equals or exceeds 15.

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.

While broadcast can be picked up many miles away during the actual casting of the spell, and duration of the spell effects, once the spell is terminated, the actual area effected by the spell has a lingering residue detectable by those sensitive to these effects. If the spell was cast on an item, creature, or individual, then the residue remains both on that item/person, and at the location where this spell was cast on that item/location.

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

Number of Days of Full Residue Before Fade = Spell Broadcast Level + Spell Caster Level + Location Alignment Modifier.

Current Residue Level = Residue Base Level / Time (number of days).

Using the same earlier example for Broadcasting, the 5th level spell in a neutrally aligned location, cast by the 9th level Wizard, has a Residue Base Level of . The spell was cast

The Time variable is also modified by alignment location. In a neutrally aligned location, this variable is typically

Eä d20 - Magic in Middle-earth Spellcasting Broadcast & Residue

Example:

This spell residue will not begin to fade during the first (15 + 9 = 24) 24 days. After the 24th day, the residue will become increasingly difficult to detect with each passing month.

Residue Base Level = 15.

Time since spell effects ended = 4 days.

Current Residue Level = 15 / 4 =

The base DC for detection is 20 – Full residue days ??? Too tired now, 3:30 am, need to go to bed and finish this when rested.

Needs to become increasingly difficult DC to detect the residue over time....

5.4 RESIDUE FADING VERSUS LOCATION

<i>Spell Broadcast Residue fading versus location table</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

<i>Spell Broadcast Residue fading versus location table</i>		
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 & TAIN T 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)

Any more Tolkienesque modifications to make here? At least a brief summary should be provided here just to give some idea of how to use it.

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 = See chart ~~1d6-1 x Spell Level (see charts)~~

Also put a brief summary on how it works here as well.

8 "NATURAL" MAGIC

Tolkien had a strong appreciation of, and respect for nature. His works are constantly imbued with this perspective, and strongly so by 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 that uses or manipulates nature in generally non-destructive (to nature) ways, for those that specialize in it's use (such as Druids, Rangers, etc.), has to be used in a very responsible way and strong consideration for the possible impacts on nature.

If the spell chart lists this spell as Nature magic, listed as "N" to indicate magic type as "nature", even if the D&D type is Divine or Arcane, and it is a spell that works *with* nature, not against it. These spells tend to cause less disturbance to the Song of Arda, so it tends to cause little or no broadcast or residue compared to others spells of the same strength.

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.

This system is assuming that the level of magic available for PC's and NPC's was at the “average” level listed in the D&D books throughout the Third Age. Prior to the Third Age, there was a lot more magic-like essence readily accessible, and after the Third Age, this became increasingly difficult to access. So, spell casters in the Second Age, might actually have some bonuses to lower the DC for casting, while in the Fourth Age, the DC's may be higher.

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

Eä d20 - Magic in Middle-earth-11 The “Fading” of Power Throughout the Ages
suggested modifiers.

<pending>

11.3 FIRST AGE

The Song of Arda is still newly forming the universe and the world, and is readily accessible for those wishing to join in the chorus. This means it is significantly easier to cast more powerful magic than in later Ages.

During this time, a spell caster receives a +4 bonus to their DC roll for spell casting.

11.4 SECOND AGE – TWO HALVES?

Prior to The Fall of Numenor, this is considered the “average” time period for magic listed in the D&D books. There is no modifier to the DC roll for spell casters during this Age.

After “The Fall” all spell casters have a -1 penalty to their DC roll for spell casting.

11.5 THIRD AGE

Spell casters in this age, have a -2 penalty to their DC spell cast roll during the Third Age.

Things are increasingly "fading", and accessing the Song of Arda is becoming more difficult. The Deities have separated themselves from the world, and the approach of the Age of Men is having increasing impacts.

11.6 FOURTH AGE

Spell casters receive a -4 penalty to their DC spell cast roll during the Fourth Age.

The Elves have all but left Middle-earth. The Song of Arda is very difficult to tap into except for a rare gifted few.

11.7 LATER AGES

Each subsequent age, the DC penalty increases another -4 (cuulative, so the 5th age would be -8) to the spell casters roll for casting a spell.

12 PSIONICS (MENTAL ABILITIES)

There are many examples in Tolkien's works of "Psionic Abilities". These include such abilities as "Telepathy", "Prescience", "Clairvoyance", "Clair-audience", 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 $((10 + (3 \times 1)) - 1 = 12)$.

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)

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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

4

Spell Broadcasting & Residue Base Points: Clr/Death=3, Sor/Wiz=4
Components: V,S,M
....

14 SPELLS 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)

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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.

<i>Spell Name</i>	<i>Class / Lvl</i>	<i>School</i>	<i>N A T</i>	<i>DC</i>	<i>A I</i>	<i>Shadow / Taint</i>	<i>SAN</i>	<i>Brdcst & Rsdue</i>	<i>Age</i>	<i>Src</i>
Dancing lights	Beg.									W
daze	Beg.									W
Detect magic	Beg.									W
Ghost sound	Beg.									W
message	Beg.									W
Open/close	Beg.									W
Read magic	Beg.									W
Charm person	Beg.									W
Color spray	Beg.									W
Comprehend languages	Beg.									W
Detect secret doors	Beg.									W
Disguise self	Beg.									W
Expeditious retreat	Beg.									W
hypnotism	Beg.									W

Eä d20 - Magic in Middle-earth Spells Table

<i>Spell Name</i>	<i>Class / Lvl</i>	<i>School</i>	<i>N A T</i>	<i>DC</i>	<i>A I</i>	<i>Shadow / Taint</i>	<i>SAN</i>	<i>Brdcst & Rsdue</i>	<i>Age</i>	<i>Src</i>
Mage armor	Beg.									W
Obscuring mist	Beg.									W
rouse*	Beg.	Enchant. (Compul.) (Mind-Affecting)		13	N	0	N	1	All	PH 2
Silent image	Beg.									W
sleep	Beg.									W
Undetectable alignment	Beg., Cl.,	Abjur.-		13	N	-	-	-	All	C
whelm*	Beg.	Enchantment (Compulsion) (Mind-Affecting)		13	E	1d3	Y	1d3-1		PH 2
Dancing lights		Evoc. (Light)		2	N	-	-	-	All	
Daze		Ench. (Compul) (Mind-A)		2	N - E	0-1	V	0-1	All	
Detect magic		Div.		2	N	-	-	-	All	
Ghost sound		Ill.(Figment)		2	N	-	-	-	All	
Message		Transmu. (Lang. - Depend.)		2	N	-	-	-	All	
Open/close		Transmu.		2	N	-	-	-	All	
Read magic		Div.		2	N	V	V	V	All	
Alarm		Abjur		13	N	-	N	1	All	-
Cause Fear		Necro		13	E	1d3-1	N	1	All	-
Chill Touch		Necro		13	E	1d3-1	N	1	All	-
Charm Monster		Ench. (Charm) (Mind Aff)		13	V	1d3-1	N	-	All	-

Eä d20 - Magic in Middle-earth-14 Spells Table

<i>Spell Name</i>	<i>Class / Lvl</i>	<i>School</i>	<i>NA T</i>	<i>DC</i>	<i>Al</i>	<i>Shadow / Taint</i>	<i>SAN</i>	<i>Brdcst & Rsdue</i>	<i>Age</i>	<i>Src</i>
Charm Person		Ench. (Charm) (Mind Aff)		13	V	1d3-1	N	-	All	-
Color Spray		Ill. (Pattern) (Mind Aff)		13	V	1d3-1	N	1	All	
Comprehend Languages		Div		13	N	-	N	1	All	-
Detect Secret Doors		Div		13	N	-	N	1	All	-
Detect Undead		Div		13	N	-	Y	1d3-1	All	-
Disguise Self		Ill. (Glamer)		13	N	-	N	1	All	-
Endure Elements		Abjur		13	N	-	N	-	All	-
Expeditious Retreat		Transmu.		13	N	-	-	-	All	-
Grease		Conj		13	N	-	N	-	All	-
Hypnotism		Ench. (Compul.) (Mind Aff)		13	V	1d3-1	V	1d3-1		
Hold Portal		Abjur		13	N	-	N	1d3-1	All	-
Identify		Div		13	N	-	N	0	All	-
Mage Armor		Conj		13	N	-	N	2	All	-
Mount		Conj		13	N	-	N	2	All	1
Obscuring Mist		Conj		13	N	-	N	1	All	-

Eä d20 - Magic in Middle-earth Spells Table

<i>Spell Name</i>	<i>Class / Lvl</i>	<i>School</i>	<i>N A T</i>	<i>DC</i>	<i>A I</i>	<i>Shadow / Taint</i>	<i>SAN</i>	<i>Brdcst & Rsdue</i>	<i>Age</i>	<i>Src</i>
Protect from Chaos / Evil / Good / Law		Abjur		13	V	V	N	1	All	1,2
Ray of Enfeeblement	Wiz.,Sor. ,	Necro		13	E	1d3-1	N	-	1	-
Shield	Wiz.,Sor. ,	Abjur		13	N	-	N	-	1	-
Silent Image	Wiz.,Sor. ,	Ill. (Figment)		13	N	-	-	-	1	
Sleep	Wiz.,Sor. ,	Ench. (Compul.) (Mind Aff)		13	V	1d3-1	N	-	1	per HD affected
Summon Monster I	Wiz.,Sor. ,	Conj		13	V	1d3-1	V	1d3-1	2	3
True Strike	Wiz.,Sor. ,	Div		13	N	-	N	-	1	-

Eä d20 - Magic in Middle-earth-14 Spells Table

<i>Spell Name</i>	<i>Class / Lvl</i>	<i>School</i>	<i>N A T</i>	<i>DC</i>	<i>A I</i>	<i>Shadow / Taint</i>	<i>SAN</i>	<i>Brdcst & Rsdue</i>	<i>Age</i>	<i>Src</i>
Unseen Servant	Wiz.,Sor. ,	Conj		13	N	-	N	2	All	-
Blindness / Deafness	Wiz.,Sor. ,	Necro		16	E	1d3-1 x2	N	-	All	-
Command Undead	Wiz.,Sor. ,	Necro		16	E	1d3-1 x2	Y	1d3-1 x2	All	-
False Life	Wiz.,Sor. ,	Necro		16	E	1d3-1 x2	Y	1d3-1 x2	All	-
Dimension Door	Wiz.,Sor. ,	Conj		22	N	-	Y	1d3-1 x4	1, 2	-
Crushing Despair	Wiz.,Sor. ,	Ench		22	E	1d3-1 x4	N	-	All	-
Geas, Lesser	Wiz.,Sor. ,	Ench		22	E	1d3-1 x4	N	-	All	-
Animate Dead	Wiz.,Sor. ,	Necro		22	E	1d3-1 x4	Y	1d3-1 x4	All	-
Polymorph	Wiz.,Sor. ,	Trans		22	N	-	V	1d3-1 x4	All	

Eä d20 - Magic in Middle-earth Spells Table

<i>Spell Name</i>	<i>Class / Lvl</i>	<i>School</i>	<i>N A T</i>	<i>DC</i>	<i>A I</i>	<i>Shadow / Taint</i>	<i>SAN</i>	<i>Brdcst & Rsdue</i>	<i>Ag e</i>	<i>Src</i>
Teleport - NOT ALLOWED?	Wiz.,Sor. ,	Conj		-	-	-	?	1d3 x10	N?	
Contact Other Plane	Wiz.,Sor. ,	Div		25	N	-	Y	1d3-1 x5	2, 3	-
Dominate Person	Wiz.,Sor. ,	Ench		25	E	1d3-1 x5	Y	1d3-1 x5		-
Acid Fog	Wiz.,Sor. ,	Conjuration		28	N	-		6	All	-
Animal shapes	Wiz.,Sor. ,	Transmutation		31	N	-	Y	7	All	-
Antipathy	Wiz.,Sor. ,	Enchantment (Compulsion) (Mind-Affecting)		34	V	V		8	All	-
Create Water	Cl.,			2	N	-	-	1	All	PH
Cure Minor Wounds	Cl.,			2	G	-	-	1	All	PH
Detect Magic	Cl.,			2	N	-	-	0	All	PH
Flare	Cl.,			2	N	-	-	0	All	PH
Guidance	Cl.,			- 2	N	-	-	0	All	PH
Know Direction	Cl.,			- 2	N	-	-	0	All	PH
Light	Cl.,			- 2	N	-	-	1	All	PH
Mending	Cl.,			- 2	N	-	-	0	All	PH
Purify Food & Drink	Cl.,			? 2	N	-	-	0	All	PH
Read Magic	Cl.,			- 2	N	-	-	0	All	PH

Eä d20 - Magic in Middle-earth-14 Spells Table

<i>Spell Name</i>	<i>Class / Lvl</i>	<i>School</i>	<i>N A T</i>	<i>DC</i>	<i>A I</i>	<i>Shadow / Taint</i>	<i>SAN</i>	<i>Brdcst & Rsdue</i>	<i>Age</i>	<i>Src</i>
Resistance	Cl.,		-	2	N	-	-	0	All	PH
Virtue	Cl.,		-	2	N	-	-	1	All	PH
Naturewatch	Cl.,		?	2	N	-	-	0?	All	CD
Animate Water	Cl.,	Transmutation (Water)	?	13	N	-	-	1	All	SC
Animate Wood	Cl.,	Transmutation	?	13	N	-	-	2	All	SC
Beget Bogun	Cl.,		?	13	N	-	-	2	All	CD
Calm Animals	Cl.,		Y	13	N	-	-	1	All	PH
Camouflage	Cl.,		?	13	N	-	-	1	All	CD
Charm Animal	Cl.,		Y	13	N	-	-	1	All	PH
Cure Light Wounds	Cl.,		-	13	G	-	-	2	All	PH
Detect Animals or Plants	Cl.,		?	13	N	-	-	0	All	PH
Detect Snares and Pits	Cl.,		-	13	N	-	-	0	All	PH
Endure Elements	Cl.,		?	13	N	-	-	1	All	PH
Entangle	Cl.,		?	13	N	-	-	1	All	PH
Faerie Fire	Cl.,		-	13	N	-	-	2	All	PH
Goodberry	Cl.,		?	13	G	-	-	1	All	PH
Hawkeye	Cl.,	Transmutation	?	13	N	-	-	0	All	CD
Healthful Rest	Cl.,	Conjuratino (Healing)	-	13	N	-	-	1	All	SC
Hide from Animals	Cl.,		?	13	N	-	-	0	All	PH
Jump	Cl.,		-	13	N	-	-	0	All	PH
Longstrider	Cl.,		?	13	N	-	-	0	All	PH
Magic Fang	Cl.,		?	13	N	-	-	1	All	PH
Obscuring Mist	Cl.,		?	13	N	-	-	1	All	PH

Eä d20 - Magic in Middle-earth Spells Table

<i>Spell Name</i>	<i>Class / Lvl</i>	<i>School</i>	<i>NA T</i>	<i>DC</i>	<i>Al</i>	<i>Shadow / Taint</i>	<i>SAN</i>	<i>Brdcst & Rsdue</i>	<i>Age</i>	<i>Src</i>
Omen of Peril	Cl.,		-	13	N	-	-	2	All	CD
Pass without Trace	Cl.,		Y	13	N	-	-	0	All	PH
Produce Flame	Cl.,		-	13	N	-	-	2	All	PH
Sandblast	Cl.,	Evocation	?	13	N	-	-	1	All	CD
Shillelagh	Cl.,		?	13	N	-	-	1	All	PH
Speak with Animals	Cl.,		Y	13	N	-	-	0	All	PH
Summon Nature's Ally 1	Cl.,		?	13	N	-	-	2	All	PH
Traveler's Mount	Cl.,	Transmutation	?	13	N	-	-	1	All	CD
Vigor, Lesser	Cl.,	Conjuration (Healing)	-	13	G	-	-	1	All	CD
Vine Strike	Cl.,	Divination	?	13	N	-	-	0	All	SC
Wood Wose	Cl.,	Conjuration (Creation)	?	13	N	-	-	2	All	CD
Absorb Weapon	Ass.2,	Trans.	?	16	N	?	?	?	?	SC
Absorption	Sor/Wiz. 9	Abj.	-	37	N	?	?	?	?	SC
Abyssal Army	Cl.9,Sor/Wiz.9	Conj (Summ) (CE)	-	37	C E	9?	9?	9	?	SC
Accelerated Movement	Brd.1,Rng.1,Sor/Wiz.1	Trans.	-	13	N	-	-	-	All	SC
Acid Breath	Sor/Wiz. 3	Conj. (Creat) (Acid)	-	19	N	-	-	-	All	SC
Acid Sheath	Sor/Wiz. 5	Conj. (Creat) (Acid)	-	25	N	-	-	5	All	SC
Acid Storm	Sor/Wiz. 6	Conj. (Creat) (Acid)	-	28	N	-	-	6	All	SC
Aid, Mass	Cl.3	Ench. (Comp) (Mind-Affect)	-	19	G	-	-	3	All	SC
Aiming at the Target	Sor/Wiz. 2	Abjur.	-	16	N	-	-	-	All	SC
Air Breathing	Cl.3,Dr.3,Sor/Wiz.3	Trans.	-	19	N	-	-	-	All	SC

Eä d20 - Magic in Middle-earth-14 Spells Table

<i>Spell Name</i>	<i>Class / Lvl</i>	<i>School</i>	<i>N A T</i>	<i>DC</i>	<i>A I</i>	<i>Shadow / Taint</i>	<i>SAN</i>	<i>Brdcst & Rsdue</i>	<i>Ag e</i>	<i>Src</i>
Air Walk	Air 4,Clr 4,Drd 4	Trans. (Air)	?	22	N	-	-	4?	All	PH
Alarm	Brd 1, Rgr 1, Sor/Wiz 1	Abjur.	-	13	N	-	-	-	All	PH
Alarm, Greater	Brd.2,Sor r/Wiz.2	Abjur.	-	16	N	-	-	-	All	SC
Align Fang	Drd 2, Rng 2	Trans.	-	16	V	V 2	-	-	All	SC
Align Weapon	Clr 2	Trans. (see text)	-	16	V	V	-	2	All	PH
Alter Self	Brd 2, Sor/Wiz 2	Trans. (Poly.)	-	16	N	-	?	2	All	PH
Analyze Dweomer	Brd 6, Sor/Wiz 6	Div.	-	46	N	-	-	-	All	PH
Animal Growth	Drd 5, Rgr 4, Sor/Wiz 5	Trans.	Y ?	25, 22, 25	N	-	-	1	All	PH
Animal Messenger	Brd 2, Drd 2, Rgr 1	Ench. (Comp.) (Mind-Affect)	Y ?	16, 16, 13	N	-	-	0	All	PH
Animal Shapes	Animal 7, Drd 8	Trans. (Poly)	Y ?	31, 24	N	-	-	1	All	PH
Animal Trance	Brd 2, Drd 2	Ench. (Comp.) (Mind-Affect)	-	16	N	-	-	0	All	PH

Eä d20 - Magic in Middle-earth Spells Table

<i>Spell Name</i>	<i>Class / Lvl</i>	<i>School</i>	<i>N A T</i>	<i>DC</i>	<i>A I</i>	<i>Shadow / Taint</i>	<i>SAN</i>	<i>Brdcst & Rsdue</i>	<i>Age</i>	<i>Src</i>
Animate Dead	Clr 3, Death 3, Sor/Wiz 4	Necro. (Evil)	-	19, 19, 22	E	1d3, 1d3, 1d4	1d3-1	8 ¹	1+	PH
Animate Objects	Brd 6, Chaos 6, Clr 6	Trans.	-	28	N	-	-	6	All	PH
Animate Plants	Drd 7, Plant 7	Trans.	-	31	N	-	-	7		
Animate Rope	Brd 1, Sor/Wiz 1	Trans.	?	13	N	-	-	1	All	PH
Antilife Shell	Animal 6, Clr 6, Drd 6	Abjur.	-	28	?	?	-	6+?	All	PH
Antimagic Field	Clr 8, Magic 6, Protect 6, Sor/Wiz 6	Abjur.	-	34, 28	N	-	-	8	All	PH
Antipathy	Drd 9, Sor/ Wiz 8	Ench. (Comp.) (Mind-Affect.)	-	37, 34	V	V	V	27 ¹	All	PH

¹ In Good or Neutral Locations, 1/2 Value in Evil Locations.

¹ If Antipathy matches locations alignment, then 1/3rd broadcast/residue.

Eä d20 - Magic in Middle-earth-14 Spells Table

<i>Spell Name</i>	<i>Class / Lvl</i>	<i>School</i>	<i>N A T</i>	<i>DC</i>	<i>A I</i>	<i>Shadow / Taint</i>	<i>SAN</i>	<i>Brdcst & Rsdue</i>	<i>Age</i>	<i>Src</i>
Antiplant Shel	Drd 4	Abjur.	-	22	N	-	-	4?	All	PH
Arcane Eye	Sor/ Wiz 4	Divinat. (Scry)	-	22	N	-	-	4	All	PH
Arcane Lock	Sor/ Wiz 2	Abjur.	-	16	N	-	-	2	All	PH
Arcane Mark	Sor/ Wiz 0	Universal	-	2	N	-	-	1	All	PH
Arcane Sight	Sor/ Wiz 3	Divination	-	19	N	-	-	0	All	P
Arcane Sight, Greater	Sor/ Wiz 7	Divination	-	31	N	-	-	0	All	PH
Astral Projection	Clr 9, Sor/ Wiz 9, Travel 9	Necromancy	-	37	N	-	1-10 / wee k	1, +1 / week	?? ?	PH
Atonement	Clr 5, Drd 5	Abjuration	-	28	G	-	-	V ¹	All	PH
Augury	Clr 2	Divination	-	16	N	-	-	2	1+	PH
Awaken	Drd 5	Transmutation	Y ?	25	N	-	-	5	All	PH
Baleful Polymorph	Drd 5, Sor/Wiz 5	Transmutation (Polymorph)	?	25	E ²	D6-1	D3-1	15	All	PH

¹ If in Good location, only 1, if in Neutral location 5, in Evil location 15.

² Evil if against their will, otherwise neutral if willing.

Eä d20 - Magic in Middle-earth Spells Table

<i>Spell Name</i>	<i>Class / Lvl</i>	<i>School</i>	<i>N A T</i>	<i>DC</i>	<i>A I</i>	<i>Shadow / Taint</i>	<i>SAN</i>	<i>Brdcst & Rsdue</i>	<i>Ag e</i>	<i>Src</i>
Bane	Clr 1	Enchantment (Compulsion) (Fear, Mind- affecting)	-	12	V ¹	-	-	1		All PH
Banishment	Clr 6, Sor/Wiz 7	Abjuration	-	28, 31	N	-	-	6		All PH
Barkskin	Drd 2, Rgr 2, Plant 2	Transmutation	-	16	N	-	-	1		All PH
Bear's Endurance	Clr 2, Drd 2, Rgr 2, Sor/Wiz 2	Transmutation	-	16	N	-	-	1		All PH
Bear's Endurance, Mass	Clr 6, Drd 6, Sor/Wiz 6	Transmutation	-	28	N	-	-	6		All PH
Bestow Curse	Clr 3, Sor/Wiz 4	Necromancy	-	19, 22	E	1d4	1d4	10		All PH
Bigby's Crushing Hand	Sor/Wiz 9, Strength 9	Evocation (Force)	-	37	N	-	-	9		All PH
Bigby's Forceful Hand	Sor/Wiz 6	Evocation (Force)	-	28	N	-	-	6		All PH
Bigby's Grasping Hand	Sor/Wiz 7, Strength 7	Evocation (Force)	-	31	N	-	-	7		All PH

1 If against good creatures=Evil, if against neutral or evil creatures = neutral.

Eä d20 - Magic in Middle-earth-14 Spells Table

<i>Spell Name</i>	<i>Class / Lvl</i>	<i>School</i>	<i>N A T</i>	<i>DC</i>	<i>A I</i>	<i>Shadow / Taint</i>	<i>SAN</i>	<i>Brdcst & Rsdue</i>	<i>Ag e</i>	<i>Src</i>
Bigby's Interposing Hand	Sor/Wiz 5	Evocation (Force)	-	25	N	-	-	5	All	PH
Binding	Sor/Wiz 8	Enchantment (Compulsion) (Mind-Affecting)	-	34	V ¹	V, 1d8	-	24	All	PH
Blade Barrier	Clr 6, Good 6, War 6	Evocation (Force)	-	28	N	-	-	6	All	PH
Blasphemy	Clr 7, Evil 7	Evocation (Evil, Sonic)	-	31	E	1d8	-	14	All	PH
Bless	Clr 1, Pal 1	Enchantment (Compulsion) (Mind-Affecting)	-	13	G	-	-	0 ²	All	PH
Bless Water	Clr 1, Pal 1	Transmutation (Good)	Y	13	G	-	-	0 ²	All	PH
Bless Weapon	Pal 1	Transmutation	-	13	G	-	-	0 ²	All	PH
Blight	Drd 4, Sor/Wiz 5	Necromancy	-	22, 25	E	1d6	-	12	All	PH
Blindness/ Deafness	Brd 2, Clr 3, Sor/Wiz 2	Necromancy	-	16, 19, 16	E	1d3	-	9	All	PH
Blink	Brd 3, Sor/Wiz 3	Transmutation	-	19	N	-	1d3- 1	19	All	PH

1 If against good creatures=Evil, if against neutral or evil creatures = neutral.

2 0 points in good or neutral locations, 3 points in evil location.

Eä d20 - Magic in Middle-earth Spells Table

<i>Spell Name</i>	<i>Class / Lvl</i>	<i>School</i>	<i>N A T</i>	<i>DC</i>	<i>A I</i>	<i>Shadow / Taint</i>	<i>SAN</i>	<i>Brdcst & Rsdue</i>	<i>Ag e</i>	<i>Src</i>
Blur	Brd 2, Sor/Wiz 2	Illusion (Glamer)	-	16	N	-	-	2	All	PH
Break Enchantment	Brd 4, Clr 5, Luck 5, Pal 4	Abjuration	-	22, 25, 25, 22	G	-	-	5 ¹	All	PH
Bull's Strength	Clr 2, Drd 2, Pal 2, Sor/Wiz 2, Strength 2	Transmutation	-	16	N	-	-	2	All	PH
Bull's Strength, Mass	Clr 6, Drd 6, Sor/Wiz 6	Transmutation	-	28	N	-	-	2 ²	All	PH
Burning Hands	Fire 1, Sor/Wiz 1	Evocation (Fire)	-	13	N	-	-	3	All	PH
Call Lightning	Drd 3	Evocation (Electricity)	-	19	N	-	-	3 per bolt	All	PH
Call Lightning Storm	Drd 5	Evocation (Electricity)	-	25	N	-	-	5 per bolt	All	PH
Calm Animals	Animal 1, Drd 1, Rgr 1	Enchantment (Compulsion) (Mind-Affecting)	Y	13	N	-	-	0	All	PH
Calm Emotions	Brd 2, Clr 2, Law 2	Enchantment (Compulsion) (Mind-Affecting)	-	16	N	-	-	2	All	PH

¹ Normal points in good/neutral location, but 3x points when using in evil location.

² Points per person/creature affected

Eä d20 - Magic in Middle-earth-14 Spells Table

<i>Spell Name</i>	<i>Class / Lvl</i>	<i>School</i>	<i>NA</i>	<i>DC</i>	<i>Al</i>	<i>Shadow / Taint</i>	<i>SAN</i>	<i>Brdcst & Rsdue</i>	<i>Age</i>	<i>Src</i>
Cat's Grace	Brd 2, Drd 2, Rgr 2, Sor/Wiz 2	Transmutation	-	16	N	-	-	2	All	PH
Cat's Grace, Mass	Brd 6, Drd 6, Sor/Wiz 6	Transmutation	-	28	N	-	-	2 ¹	All	PH
Cause Fear	Brd 1, Clr 1, Death 1, Sor/Wiz 1	Necromancy (Fear, Mind- Affecting)	-	13	E	0-1	0	1	All	PH
Chain Lightning	Air 6, Sor/Wiz 6	Evocation (Electricity)	-	28	N	-	-	6 per dmg die	All	PH
Changestaff	Drd 7	Transmutation	-	31	N	-	-	7	All	PH
Chaos Hammer	Chaos 4	Evocation (Chaotic)	-	22	N	-	-	12	All	PH
Charm Animal	Drd 1, Rgr 1	Enchantment (Charm) (Mind- Affecting)	-	13	N	-	-	1	All	PH
Charm Monster	Brd 3, Sor/Wiz 3	Enchantment (Charm) (Mind- affecting)	-	19	N	-	-	3	All	PH

¹ Points per creature affected.

Eä d20 - Magic in Middle-earth Spells Table

<i>Spell Name</i>	<i>Class / Lvl</i>	<i>School</i>	<i>NAT</i>	<i>DC</i>	<i>AI</i>	<i>Shadow / Taint</i>	<i>SAN</i>	<i>Brdcst & Rsdue</i>	<i>Age</i>	<i>Src</i>

Table Headings Explanation:

Spell Name – the actual name of the spell.

Class/Lvl – the appropriate classes and spell level for that class, this can cause variants in DC, Shadow, Taint, Sanity, Broadcast, & Residue points.

School – The type of school for the magic, for example Enchantment (Compulsion) (Mind-Affecting, Sonic).

NAT. - Natural/Nature spell? If Y, then likely this spell, when not used in ways that either harm nature, or greatly disrupt the Song of Arda, may have very little, or even zero broadcast/residue. The actual use of the spell can change this. If the DM determines the spell was used in a way harmful to nature or the Song of Arda, then full broadcast/residue may be imposed instead of the reduced amount.

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

AI = 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.

Shadow / Taint = added points of shadow and/or taint.

San = Sanity Check , if indicated, then a check is to be made, if fails SAN check, then the number of points indicated are lost.

Brdcst & Rsdue = Spell Broadcasting & Residue Base Points.

Age = Ages (Time Periods) Allowed.

Notes = (anything else that may differ from PH listing)

Src = Source of this spell (book, magazine, website, etc.)

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

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:



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

Eä d20 - Magic in Middle-earth-15 Deities of Eä Overview

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, III, IV, & V
- Feedback from play testers at convention TolkienMoot 2009, 2010 & 2011

Eä d20 - Magic in Middle-earth Ideas & Sources

- 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

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