MAGIC IN MIDDLE-EARTH

ROLE-PLAYING GAMING

IN

J.R.R

TOLKIEN'S

MIDDLE-EARTH

AND BEYOND...

ADAPTED

FOR USE WITH

DUNGEONS & DRAGONS 3.5

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EÄ RPG

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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.

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 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 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 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 list from the 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 various challenges and risks for manipulating the Song of Arda through "magic". There are a number of optional rules available, but the core rule modification is the creation of a DC (Difficulty Check) required to successfully cast a spell without negative consequences.

The basic approach is that each spell has a set DC. The spell caster rolls to verify spell casting success. If caster succeeds, the spell is cast normally

(while expending the spell slot or spell points[1]). If the caster fails to meet or exceed the Base Spell Cast DC, then they must roll a Spell Casting Fortitude Check. 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 Check, then they must look at the Spell Casting Failure Results Table to see what additional ill effects befall the spell caster. Finally, the DM rolls a check on the Spell Cast Broadcast, Detection, and Residue to see if those creatures or NPCs that are sensitive to "magic" might have been alerted to the spell caster's use of these powers, which can have a 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 associated risks. Also noted was an increase in the other non-spell-casters' actual appreciation for the spell caster's abilities, whereas previously they were generally taken for granted. There tends to be considerably less use of visible magic by NPCs and PCs, so that when it is used, it has more of a feeling of something special, rather than routine.

3.1 BASE SPELL CAST DC

The Spell Casting 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 spell caster must roll the Spell Cast Check to determine 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

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1 While this book generally uses the Spell Points rules from the Unearthed Arcana, you can use most of the rules in this system with the standard spell slots instead of spell points.

accurately reflect the risks. Only with many years of character development (and levels) do the risks become somewhat mitigated. For all spells a difficulty check (DC) rolls need to be made EVERY time they attempt to "cast" a "spell".

Below is the formula used for determining the 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 assigned a DC value of 2. The spell caster just needs to *not* roll a 1 and all is well when casting cantrips.

3.2 SPELL CAST ROLL

Below is the formula for actually casting a spell to see if it succeeds in casting by exceeding the Base Spell Cast DC:

Spell Cast Roll = d20 roll + spell caster level + Racial Modifier[1] + Casting Attribute Bonus (INT, WIS, etc) Modifier + any other modifiers.

Example:
A 4th level spell (Base Spell Cast DC=22) cast by a 7th level caster (+7 to spell cast roll), with 18 INT (+4 to spell cast roll), Noldor Elf Racial Modifier (+3), rolls a 12. Adding up all the bonuses the total result is 26, sufficient to successfully cast the spell without any undesired consequences (besides the usual broadcast and residue risks).

3.3 FAILED SPELL CAST

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**

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

Thus, a first level spell has a Base DC of 13. A first level caster, without any Fortitude bonuses, would need to roll a 12 (1st level provides a +1 bonus to the roll) or higher on a d20 to succeed in casting the spell.

If you do not wish to calculate every DC, a handy table has been provided titled the *Base DC Chart* for a listing of BASE DC ratings modified by level bonuses for every caster level up to 30th level, and all spell levels up to level 9.

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.

3.4 SPELL CASTING FAILURE RESULTS

The Spellcasting Failure Table "DC missed by" is determined by simply calculating the difference between what was needed to succeed, versus the total actually rolled for the Spell Casting Fortitude Roll. Note that the penalties listed are *cumulative*.

Example:
If a 7th (+7) spell caster attempting to cast a 4th level spell (Base DC 22), rolled a 3 on the Spell Cast Roll, the spell caster failed to cast the spell. Then the caster rolled the Spell Cast Fortitude Check, with only a 5 plus the Fortitude bonus (+2) and the spell caster level bonus (+7) for a total of 14, the spell caster would fail the Fortitude Check by 22 – 14 = 8. This would indicate that the second row of consequences from the Spell Casting Failure Results Table would be applied.

Spell Casting Failure Results Table	
DC missed by	Result
1 – 5	The spell caster suffers a headache and fatigue. As a result, the spell caster suffers a -2 penalty on all attribute and skill checks, attack rolls, and saves. The spell caster recovers from these penalties when able to rest for at least eight hours awake rest, or 4 hours sleeping rest. If this was a failed cantrip, change the penalties to be only -1.

Spell Casting Failure Results Table	
6 – 9	The spell caster suffers a significant headache and fatigue resulting in a -4 penalty on all attribute rolls and a -2 penalty on all skill, attack rolls, and saves. The spell caster is also stunned by the sudden searing pain and cannot take *any* action for 1 round (even defensive). The caster also takes 1 point of damage and cannot cast any spells for 1d4+1 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.
10 – 13	The spell caster suffers a severe headache and fatigue resulting in a -6 penalty on all attribute checks, with an additional -4 to all skills, attack rolls, and saves. The spell caster is in agony, dazed, confused, and cannot take any action for 2d6+4 rounds. The caster also takes 1d6+1 points of damage and cannot cast any more spells at all for 1d6 hour(s). If the character drops below zero HP, the PC is "dying", lapses into unconsciousness and must make the usual stabilization checks to avoid death.
14– 16	The spell caster suffers a horrific headache and crushing fatigue, resulting in a -8 penalty on all attribute checks and -6 to all skill, attack rolls, and saving throws. The caster collapses to the ground, is (barely) conscious (unless drops below 0 HP) but stunned, disoriented and cannot move, speak, or take any other action for 1 full minute. The caster also receives 3d6 points of damage and cannot cast any spells for 1d20 hours (even with rest or sleep). This damage could be fatal if the character drops below zero hit points from this damage, unless the character becomes "stabilized".
17 – 20	The spell caster suffers an agonizing headache and debilitating fatigue resulting in -10 on all attribute, skill, attack, or saving throw rolls. The caster collapses, lapsing immediately into complete unconscious for 1d20+4 hours. Even if the caster is fully healed, the caster will not come out of this unconsciousness until the determined time has lapsed. The caster also takes 4d6 points of damage. The spell caster is unable to cast any spells for 24 hours after regaining consciousness, and all attempts to cast spells after that time suffer a -24 penalty for the first week after regaining consciousness. This penalty is reduced by 6 each subsequent week thereafter.
21+	The spell caster suffers excruciating agony from head to toe and the most horrific headache the caster has ever experienced. The caster collapses and lapses into a coma for 1d20 days. When the caster comes out of the coma, the spell caster is still completely exhausted and initially suffers a -8 check to all actions, attributes, and saves. The caster also takes 5d6 points of 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, unless the character becomes "stabilized".

3.5 FUMBLES AND CRITICAL SUCCESS *(OPTIONAL)*

A natural 20 roll = critical success, and typically doubles all the effects of the spell (duration, damage, range, etc.) see spell descriptions in the appropriate handbook for detailed benefits and also refer to Spell Critical Success Table.

A natural 1 roll = fumbled, spell fails to cast and/or backfires, spell points/slot lost, refer to the Spell Casting Failure table.

3.6 SPELL CAST ROLL, CRITICAL SUCCESS (*OPTIONAL*)

If a spell caster rolls a natural 20 when casting a spell (all spell 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 spell caster makes a second d20 roll and consults the S*pell Casting Critical Success Table*.

Spell Casting Critical Success Table[1]	
D20 roll	**Result**
1 – 11	The spell caster uses one SP (or one spell level slot[2]) less than the spell normally requires (for 1st level, no SP used)
12 – 14	The spell caster only uses one half of the SP normally required for the spell (for 1st and 2nd level spells, no SP used).[3]
15 – 17	The spell effect is as though 1 level higher than normal for all variables, before the doubling effect is applied.
18 – 19	The spell spell effect is as though 2 levels higher than normal for all variables, before the doubling effect is applied.
20 (natural)	The spell effect is as though 3 levels higher than normal for the caster for all variables, before the doubling effect is applied.

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1 All of these results are *in addition* to the doubling effect bonus.
2 With spell slots for example, if the spell was using up a 5th level spell slot, it would instead only use up a 4th level spell slot if still available. If no 4th level slots were left, then this benefit would not be realized.
3 With spell slots, the caster would use a slot at half the level of the spell. For example, if casting a 4th level spell, the caster would only use up a 2nd level slot (if available). If there were not any 2nd level slots available, then it would be the next level up, 3rd level, instead. If that was also not available, then this benefit would not be realized. If the caster was only able to cast 1st level spells, then the caster would not realize this benefit.

3.7 Base DC Chart

Base DC Chart 1

Revision: 2005.07.18a

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 (RECOMMENDED)

One of the more significant changes to the spell casting rules to be more Tolkienesque, besides adding DC's to casting is the recommended 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, to more closely relate spell caster weariness to the tasks undertaken. However, this system can still be used by spell casters that use spell slots instead of spell points, it will just tend to be less granular than using spell points.

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

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										
Lvl	Bard[1]	Cleric, Druid, Wizard[2]	Paladin, Ranger[3]	Sorcerer[4]	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						

1Use Bard chart for the following classes: Bard, ...
2Use Cleric,Druid, Wizard column for the following classes: Cleric, Druid, Wizard, ...
3Use Paladin, Ranger column for following classes: Paladin, Ranger, ...
4Use Sorcerer column for the following classes: Sorcerer, Beguiler, ...

4.1 SPELL POINTS AND FATIGUE (RECOMMENDED)

With this recommended optional rule, spell casters must make 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 Results Table.

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...*".

4.1.1 EXHAUSTION FOR ALL ATTRIBUTES (OPTIONAL)

Optional Rule for "more realistic fatigue effects": It would seem to some DMs, 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 assumptions, a failed Fatigue Check causes the spell caster to be fatigued at -2 on all attributes (instead of just STR & DEX). If already fatigued, either by magic or as per fatigue rules in PH 3.5, or the preceding rule, the spell caster becomes exhausted and is at -6 to all attributes and can not cast any more spells until recovered as per PH 3.5 Exhaustion and Fatigue rules on page 308.

4.2 SPELL POINTS "OVERUSE" (RECOMMENDED)

Some spell casters, most notably Elves, will likely be tempted to "overuse" the spell points option in a given day. For example, since an Elf only needs 2-4 hours of meditation to be fully rested and "recharged", they may rest from 2 am to 6 am. Go adventuring, sling a lot of spells, 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 6 times a day!

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

If you are dealing with min-max players that prefer to manipulate the rules, rather than follow the setting and story line, where this seems to be an issue, 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 10% over the spell caster's "normal" Spell Points allotment in a 24 hour period, add +4 to the Spell Casting DC.

> Thus:
> 0-100% SP in a 24 hour/day period = +0 to spell cast DC
> 101-110% SP = +4 to spell cast DC
> 111-120% SP = +8 to spell cast DC
> 121-130% SP = +12 to spell cast DC
> 131-140% SP = +16 to spell cast DC
> 141-150% SP = +20 to spell cast 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 101-110% range that increases base DC of any further spells cast.

Example: The 1st level caster, casting a 1st level spell has a DC before "overuse of SP" of DC 13. Adding the "over casting" penalty of +4 to the DC increases the 13 to a 17. Not impossible, but certainly riskier, the likelihood for fatigue, exhaustion, or worse, increase appropriately, while still providing the caster an opportunity to step up in a real pinch, while at the same time dissuading the caster from overtly "abusing" the Spell Points rules.

4.3 "Overcasting" (Optional)

There might be times that a spell caster comes across a spell, scroll, or other opportunity to cast magic far beyond their normal abilities for their level. In most cases this is addressed by the item being used. However, what if a spell caster, in a real pinch, knowing in advance they are going up against something that they otherwise could not take on, knows of a spell, that if the caster were higher level, could make all the difference to the outcome of the quest/battle?

Here are two possible options for DMs willing to let their PC's take on this dangerous opportunity.

4.3.1 Overcasting Through Ritual & Cooperative Casting (Optional)

The Thieves' World Player's Manual d20 book by Green Ronin outlines options for Performing Rituals and Cooperative Casting beginning on page 140, this is a possible option some DM's may want to consider, and fits well within descriptions of "magic" in J.R.R. Tolkien's lengendarium.

4.3.2 Overcasting With Spell Points (Optional)

This option should be heavily weighed by the DM before allowing PC's to use this rule variant. If you have mature, non-min-max, players that "get it" about the story being more important than trying to manipulate the game system, then this may be another option to consider in rare situations where the PC wants to put their life on the line for the sake of the story. This provides an opportunity for "David versus Goliath" for spell casters.

Given enough time to prepare in advance through research in ancient sources, the character may be allowed to cast a spell normally far above their abilities, but at great risk.

Spell Point Overcasting allows for casting of spells that are much higher level than normally allowed for the PC. Do not confuse this with the Overuse of spell points in a given day, as addressed earlier.

If the PC is normally only able to cast first through third level spells, but getting access to a fifth level spell would make all the difference for the

story. And if the PC has the sufficient time and resources available for the research and preparation. Then the PC has a *chance* to learn and prepare ONE spell, though at great personal risk and cost, above the caster's normal abilities.

The difficulty and risk in this process is based on how many additional levels the PC would need to have in order to cast at that spell level.

Example

A 7th level bard can cast up to 3rd level spells. This PC wants to cast a 5th level spell, but cannot do so until 13th level. This is a level difference of 6, so the Spell Caster Differential is 6.

4.3.2.1 STEP 1 – FIND A RESOURCE

The chance of finding a resource that this PC can find to achieve this goal first has to be determined. This is calculated first by determining the Base Spell Cast DC, and then adding location modifiers, for a total Find Resource DC.

Find Resource DC = Base Spell Cast DC + Spell Caster Differential + Location Mod + Alignment Mod

Modified by location means determining whether they are near more rural versus urban resources. Modified by alignment modification means in relation to the spell.

Location Modification Chart:

Very rural:	+8 to DC
Semi-Rural:	+6 to DC
Small Urban:	+4 to DC
Large Urban:	+2 to DC
Capital City:	0

Location Alignment, use the same location alignment modifiers as indicated for spell broadcast and residue, and add to this DC for finding the resources needed.

Once the total resource DC is determined, the PC rolls adding the PC's spell caster level bonus (+1 per level, in this example a total bonus of +4). If successful, the PC finds a resource (DM's discretion on the details, this can make for some interesting plot hooks and story telling) that will meet the initial possibility of researching this spell.

4.3.2.2 STEP 2 – RESEARCH & RETAIN

Now the PC has to attempt the actual research itself, and be able to retain that knowledge in a useful way.

This DC is the same as the spell casting DC plus the Spell Caster Differential (?) (remember it is going to be high since it is so much higher than the PC's level).

If the PC succeeds, then the PC successfully learns and retains the information for X number of days. The number of days for memory retention is equal to their INT modifier (or other primary spell casting attribute, WIS for Divine, etc.). With a +4 INT modifier, the PC would retain the information for a maximum of 4 days.

4.3.2.2.1 GRADUALLY FADING MEMORY (OPTIONAL)

Instead of an "all or nothing" approach to memory loss, this option takes a little more gradual approach. For each day after the first, the spell casting DC will increase by +4. After the (in this case fourth) last day of retention, the PC can no longer cast the spell.

Example:
PC Wizard has an 18 INT for a +4 modifier. The PC successfully researches and retains the spell. During that first day, there is no penalty. On the second day, the spell casting DC has increased by 4. The third day the spell casting DC has increased by 4 from the original DC. The fourth day the DC is increased by 12. By the fifth day, the PC has lost enough of the memory, that it will no longer be possible to cast the spell, even with a "natural 20".

4.3.2.3 STEP 3 – ATTEMPTING THE OVERCAST

Finally the PC is now ready to actually attempt the spell overcast. The number of spell points the PC will need in order to follow through with the overcast will be considerably higher than it would be if the PC was at the correct level.
The Required Spell Points for Overcasting are determined by:
Original SP requirement + Spell Caster Differential.

Spell Caster Differential = Spell Caster Minimum Level Requirement To Cast The Spell - Spell Caster Current Level.

The PC will want to be fully rested, otherwise additional penalties (as listed already in other sections) will make this attempt even more dangerous. The PC must have enough total spell points to cover the "cost" of casting the spell.

The original SP requirement is determined as normal by the actual spell's level. In this example, 5. The spell level differential is the difference between the casters current level and the level normally needed to cast, in this case, 9. So the spell caster would need 14 spell points in order to even have the chance of attempting to cast this 5th level spell.

Finally, the spell cast DC is considerably higher than normal in overcasting situations. The DC for overcasting in this case is based on the normal DC formula, plus the spell level differential.

So the normal base DC for casting a 5th level spell is 25. In this example the DC for the PC would be 34!

Of course, a "natural 20" would also count as a success (and maybe the PC's only chance).

If the PC fails, the roll on the dangers chart will be this full modified DC of 34, not the base DC of 25, so the risk of brain aneurism and other dangers will be very high.

Example:
The aforementioned 7th level bard (spell caster level bonus +7) wishes to cast the 5th level spell, this would normally have a Base Spell Cast DC of 25. The PC would normally need to be 13th level to cast the spell, thus a Spell Level Differential of 6. The PC is in the large urban setting of Pelargir, though not a capital city, since it is a large city (large urban), it only adds a +2 penalty to the Find Resource DC (traveling to Minas Tirith would make this zero). This is a Good Aligned spell and location at this time, so the PC has no additional penalty to the Find Resource DC. This means the total Find Resource DC would be 33. Short of a natural 20, this might be impossible for the PC to find in Perlargir, so after failing the roll, the DM might suggest the PC found hints that there might be a resource in Minas Tirith (though once arriving in Minas Tirith, the PC would have

to roll again, but this time at "only" a Find Resource DC of 25).
Spell Level Differential = 6
Location Mod = +2
Alignment Mod = 0
        Total Find Resource DC = 33.

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.

The broadcast significance is based on calculating the *Total Spell Broadcast Level*

5.2.1 TOTAL SPELL BROADCAST LEVEL

The strength of broadcast (and residue) is determined by the strength of the spell being cast. This is determined simply by adding the Base Spell Broadcast as per the Spell Summary Table, to the spell caster's level, and then multiplying by any location modifiers.

Total Spell Broadcast Level = (Base Broadcast + Spell Caster Level) * Location Modifiers

For zero level (cantrip) spells, the broadcast is always only either zero or one, the spell caster does NOT add their caster level to the spell level.

For example, Haste is only a third level spell, so would only typically have a "3" for Base Spell Broadcast Level and residue calculation. The spell

caster impacts the strength of the spell, so a more accurate representation is to use the spell caster's level as the base added to the spell's base level. For a third level spell, a wizard would need to be at least 5th level, so the Base Spell Broadcast Level would instead be 8 (base spell level = 3, spell casters level = 5), depending on the spell caster's actual level.

The reason the base spell level was used instead of the spell caster in the spell table, is because it is simpler to calculate and list, but for more gradient and "realistic" broadcast and residue, DM's should consider this spell caster level option instead of the spell level option.

5.2.1.1 OPTIONS TO REDUCE SPELL BROADCAST

Because of the concern about more powerful spell casters worried about attracting the attention of their enemies, there are several options for reducing the likelihood of detection.

One option is to cast spells only when at least 20 feet underground or within specially protected fortresses that will not "leak out" spell broadcasting during their experiments and other magic use. It seems that Sauron and Saruman both made use of this option to hide from the watchful eyes of The Council.

A spell caster could perform the magic far away, in very remote locations.

Another option is if the spell caster decides to take a much longer time casting the spell (without going into a ritual to enhance the spell). The spell caster can opt to take a number of minutes to cast a spell, that would normally take a round or less, equal the caster's spell casting level. Choosing this option will reduce their spell broadcast/residue base number considerably, down to just the spell's level (plus location and alignment modifiers).

Example, an 8th level spell caster casting a 3rd level neutral spell in a neutral location. This would normally be a base broadcast of 11 to cast it in one round. If the caster instead spent 8 minutes to cast the spell, the broadcast base would become just 3 (then multiplied by location/spell alignment modifier if any).

5.2.1.2 FRACTIONAL POWER SPELL CASTING

As the core rules allow, the spell caster may choose to cast less powerful version of the spell. For example, if a 15th level spell caster wishes to cast a spell that normally has the the minimum caster level to cast a third level spell would be 7th (PC) level, they could just cast it as a 7th level caster rather than 15th level, with the reduced range/area/duration as though they were a lower level caster. This can significantly reduce the Total Broadcast Level of the spell.

5.2.2 BASE SPELL BROADCAST LEVEL (OPTION)

This option uses only the numbers listed in the Spell List Table. It is a little bit easier to calculate, and significantly less broadcast, but is less granular, and a little less "realistic" in representing the risks of being detected when casting powerful magic.

Total Spell Broadcast Level = Base Broadcast * Location Modifiers

For example, there is a significant difference between a 5th level caster, casting a 3rd level spell that has variables (range, dice, area of effect, duration, etc.) impacted by caster level, versus someone like Gandalf casting the same spell. It is recommended to use the previously listed Spell Caster Level Option over this Base Spell Level Option, but for ease of use, many choose this latter option.

5.2.3 LOCATION MODIFIERS

Neutral spells have have a Spell Broadcast Base Level equal to the base spell level plus the spell caster's level.

Evil Spells cast in a non-evil location, typically have 2-10 times the Spell Broadcast Level depending on the location severity and the "evilness" of the spell.

If casting an evil spell in a neutral area, the broadcast is typically three-fold.

If casting an evil spell in an evil area, the Spell Broadcast Level is twice that of the Spell Broadcast Base Level.

Evil magic is typically used in angry defiance of the Song of Arda (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 others' magic. Sauron will certainly notice even an evil spell if cast in Mordor.

If casting in a blessed/holy/good place, an evil spell is typically at least 10 times the Spell Broadcast Base Level and can be higher based on DMs judgment.

Good spells typically 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 the normal spell broadcast 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.

5.2.4 SPELL BROADCAST RANGE

The area of "broadcast" range for a cast spell is typically determined with the following formula:

Total Spell Broadcast Level * distance for location type.

Location types include: outdoors (rural), underground, and urban.

If outdoors in a rural or small town setting, this number is equal to miles multiplied by 10.

If outdoors, or in a typical abode in a large urban setting, this range is

typically equal to miles (no multiplier.

If underground (at least 20' from the surface), this range number if multiplied by 100 feet (instead of miles).

A spot check for broadcast (as listed on the character sheet) for some races and classes, will indicate roughly if the opposite aligned magic has occurred and roughly the direction or distance.

5.2.5 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 14 miles (1 mile * (spell level + level of spell caster)). 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 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 affected 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 (10' area detectable).

The residue strength 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 = Total Spell Broadcast 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
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 & BROADCAST RANGE BY LOCATION ALIGNMENT

Spell Broadcast / Residue fading versus location table					
Spell Alignment	Location Alignment	Residue loss rate	Relationship Modifier to Spell Cast success rolls	*Detection Roll Modifier*	*Broadcast Range Multiplier*
Neutral spell	Neutral location	Add +4 to DC per day.	0	0	-
Neutral spell	Good location	Add +2 to DC per day.	0	+2	2
Neutral spell	Evil location	Add +2 to DC per day.	0	+2	4
Good spell	Neutral location	Add +1 to DC per day.	+1	+2	2
Good spell	Good location	Add +4 to DC per day.	+2	0	0
Good spell	Evil location	Add +1 to DC per week.	-4	+8	10
Evil spell	Neutral location	Add +2 to DC per week.	-1	+4	4
Evil spell	Good location	Add +1 to DC per week.	-4	+8	10
Evil spell	Evil location	Add +4 to DC per day.	+4	0	0

In addition to innate abilities of Elves and other cultures and creatures, spell residue can be detected by Detect Magic and similar spells. Spell broadcasts can also be detected by Detect Magic and similar spells if cast during the same time that a spell is being cast or the spell effects are still in effect. Also

if the spell is strongly opposite in alignment to the location alignment, it can be sensed more readily by some creatures and individuals. For example the Nazgul, Maiar, and Elves have a strong sense of "magic", especially when in opposite alignment.

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, SHADOW, & TAINT RISKS

See UA 3.0 Pages 189-190 for explanation of taint, points, cleansing, and effects. Though this number varies, a general rule of thumb is using a die with a maximum result roughly equal to the spell level.

Spell Shadow / Taint Points = 1dX (X= spell level)

For example a 1st level evil spell would typically be either 1d2-1, 1d2, or 1d3-1 depending on how evil and destructive the spell seems. A 2nd level evil spell would typically be 1d2 to 1d3 range. A 6th level spell typically around 1d6-1 to 1d6. A 9th level spell typically around 1d10-1 or 1d10. Exceptionally evil or disruptive spells might have larger numbers.

I am thinking about having separate effects between "Shadow" versus "Taint", but not sure yet.

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)

If the Spell List Table SAN column is blank, then no check is generally required. If anything is listed, then a check is required, and if the character/creature fails the check, then the character/creature loses the indicated number of SAN points, typically around 1d3-1 + Spell Level. This is typically invoked when dealing with especially warped or destructive evil spells, the undead, planar interaction (any alignment), transporting (teleport-like if even allowed), advanced scrying or prescience, etc.

8 "NATURAL" MAGIC

Tolkien had a strong appreciation of, and respect for nature. His works are constantly imbued with this perspective, and strongly so, providing "awareness", "power", and protectors 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 races & cultures that specialize in it's use, as well as relevant classes like Druids and Rangers, this power has to be used in a very responsible way, with strong consideration for the possible impacts on nature.

If the spell chart lists a spell as Nature magic, listed as "N" to indicate magic type as "nature", and it is a spell that works *with* nature, not against it, then these spells tend to cause less disturbance to the Song of Arda, tending to cause little or no broadcast or residue compared to other spells of similar power.

9 Song, Music, and the Song of Creation

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

Any spells that use song, or are enhanced by using song, can gain various enhancements, including increased duration, potency, area of effect, etc. If used in conjunction with "nature magic", this can also mean significant reduction in the amount of broadcast or residue as well.

10 The Power of Words, True Names, & Curses

There are many examples in Tolkien's works where words, names, and curses have power in Arda, indeed in all of Ea.......

10.1 Words of Power

10.2 True Names

10.3 CURSES

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 suggested modifiers.

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 the First Age, a spell caster receives a +4 bonus to their DC roll for spell casting.

11.4 SECOND AGE – TWO HALVES?

During the Second Age, *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.

During the Second 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 the Third 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 Ablities". These include such abilities as "Telepathy", "Prescience", "Clairvoyance", "Clair-audience", etc.

These appear to be distinct from "magic". For example, Sauron's srying via the Orb of Orthanc, or Galadriel's Mirror, using "magic items" may be different from Malbeth The Seer's innate prescience abilities?

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

More details on this area are pending...

13 SPELL USE EXAMPLES IN ACTION

The spells in this document are formatted to fit the OpenD20 and D&D description formats as closely as possible, though some fields are added specific to spell casting in Middle-earth. See the Spell Castin Table for details on those added fields.

Example 1:

Blathor a 1st level Wizard, during the Second Age prior to The Fall of Numenor, and with +1 Fortitude Save Bonus, and no racial bonuses to casting DC, casts the 1st level Arcane Spell, Magic Missile. This is a Spellcasting DC of 13 ((10(base DC) + (3 X 1(spell level)))=13). If he fails the DC, then he must now roll a Fortitude Save at the same DC as the spellcast DC (DC 13) was plus the spellcasters Fortitude Saving Throw Bonus. In this example he would need to roll a 12 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 SPELLS TABLE OVERVIEW

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.

14.1 GENERAL GUIDELINES

Here are some general rules of thumb used to determine different values for even allowing the spell, the spell alignment, nature magic qualification, shadow/taint points, SAN points, broadcast/residue base number, and allowed Ages.

Nature magic, 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.

Examples of "evil" spells typically spells that attempt to control or assail other people's minds, subjugate free will, are highly destructive in a malignant way, involving necromancy, summoning of demons, involve the undead, cause great fear/horror/terror, plagues, pestilential, and similar spells would typically be rated as evil, and thus also likely accumulate shadow, and potentially impact SAN.

Formulas for determining spell modifiers:

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

Spell Points Cost= Spell Level

Shadow/Taint Points= Typically a die roughly close to the spell level. For example a 1st level evil spell would typically be either 1d2-1, 1d2, or 1d3-1. A 2nd level evil spell would typically be 1d2 to 1d3 range. A 6th level spell typically around 1d6-1 to 1d6. A 9th level spell typically around 1d10-1 or 1d10. Exceptionally evil or disruptive spells might have larger numbers.

Sanity Check = If blank, then no check generally required. If anything listed, then a check is required, and if fails the check, lose the indicated number of SAN points, typically around 1d3-1 x Spell Level. This is typically invoked when dealing with especially warped or destructive evil spells, the undead, planar interaction, transporting (teleport-like if even allowed), advanced scrying or prescience.

Spell Broadcasting & Residue Base Points = Spell Level (multiplied by Location Alignment Chart). Very powerful, destructive, evil, planar, transporting (teleport-like if allowed), and any "creation from nothing" of destructive energies (like fireball) will typically be 2x to 3x the spell level as a base, then further multiplied by location. The more disruptive it is to the Song of Arda, the greater the broadcast/residue number.

For DM's that want to increase the risk of detection, then use the spell-casters level instead of the spell level itself.

14.2 SPELL 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? Simply "Y" for yes, otherwise blank.
DC = The Base DC minimum required to successfully cast the spell.
Al = Spell Alignment (Affects risk of acquiring Taint Points). G = Good, N = Neutral, E = Evil.
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. If a higher number, then a slash, followed by a lower number is indicated, and the NAT(ure) column indicates "Y"es, then if the caster's race or class is listed to have special benefits from "Nature Magic", the caster uses the lower broadcast number instead.
Age = Ages (Time Periods) Allowed.
Notes = (anything else that may differ from PH listing)
Src = Source of this spell (book, magazine, website, etc.)

14.3 SPELL LIST TABLE

Spell Name	Class /Lvl	School	N A T	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	S r c
Absorb Weapon	Ass 2	Transmutation	-	16	N	-	-	2	All	S C
Absorption	Sor/Wiz.9	Abjuration	-	37	N	-	-	9	All	S C
Abyssal Army	Cl 9, Sor/Wiz 9	Conjuration (Summoning) (Chaotic, Evil)	-	37	E	1d10 per creature summoned	1d3 per creature summoned	27	All	S C
Accelerated Movement	Brd 1, Rng 1, Sor/Wiz 1	Transmutation	-	13	N	-	-	1	All	S C
Acid Breath	Sor/Wiz 3	Conjuration (Creation) (Acid)	-	19	N	-	-	9	All	S C
Accuracy	Warmage 1, Wu Jen 1	Transmutation	-	13	N	-	-	1	All	C A
Acid Sheath	Sor/Wiz 5	Conjuration (Creation) (Acid)	-	25	N	-	-	15	All	S C
Acid Storm	Sor/Wiz 6	Conjuration (Creation) (Acid)	-	28	N	-	-	18	All	S C
Aid, Mass	Clr 3	Enchantment (Compulsion) (Mind-Affecting)	-	19	G	-	-	3	All	S C
Aiming at the Target	Sor/Wiz 2	Abjuration	-	16	N	-	-	2	All	S C

Eä d20 - Magic in Middle-earth Spells Table Overview

Spell Name	Class /Lvl	School	N A T	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	S r c
Air Breathing	Clr 3, Drd 3, Sor/Wiz 3	Transmutation	-	19	N	-	-	3	All	S C
Air Walk	Air 4,Clr 4, Drd 4	Trans. (Air)	-	22	N	-	-	4	All	P H
Alarm	Brd 1, Rgr 1, Sor/Wiz 1	Abjuration	-	13	N	-	-	1	All	P H
Alarm, Greater	Brd 2, Sor/Wiz 2	Abjuration	-	16	N	-	-	2	All	S C
Align Fang	Drd 2, Rng 2	Transmutation	-	16	V	V 2	-	2	All	S C
Align Weapon	Clr 2	Transmutation (see text)	-	16	V	V	-	2	All	P H
Alter Self	Brd 2, Sor/Wiz 2	Transmutation (Polymorph)	-	16	N	-	1d2-1	2	All	P H
Analyze Dweomer	Brd 6, Sor/Wiz 6	Divination	-	46	N	-	-	6	All	P H
Animal Growth	Drd 5, Rgr 4, Sor/Wiz 5	Transmutation	Y?	25, 22, 25	N	-	-	1	All	P H
Animal Messenger	Brd 2, Drd 2, Rgr 1	Ench. (Comp.) (Mind-Affect)	Y?	16, 16, 13	N	-	-	0	All	P H
Animal Shapes	Animal 7, Drd 8	Trans. (Poly)	Y?	31, 24	N	-	-	1	All	P H

Spell Name	Class /Lvl	School	NAT	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	Src
Animal Trance	Brd 2, Drd 2	Ench. (Comp.) (Mind-Affect)	-	16	N	-	-	0	All	PH
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
Animate Water	Drd 1	Transmutation (Water)	-	13	N	-	-	1	All	SC
Animate Wood	Drd 1	Transmutation	-	13	N	-	-	1	All	SC
Animus Blast	Epic Spellcraft DC 50	Evocation (Cold)	-	50 ?	E	5d10	1d10	50	?	ELH
Animus Blizzard	Epic Spellcraft DC 78	Evocation (Cold)	-	78	E	8d10	1d10	78	?	ELH

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1 In Good or Neutral Locations, ½ Value in Evil Locations.

Spell Name	Class /Lvl	School	N A T	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	S r c
Antilife Shell	Animal 6, Clr 6, Drd 6	Abjur.	-	28	?	?	-	6+?	All	P H
Antimagic Field	Clr 8, Magic 6, Protect 6, Sor/Wiz 6	Abjur.	-	34, 28	N	-	-	8	All	P H
Antipathy	Drd 9, Sor/ Wiz 8	Ench. (Comp.) (Mind-Affect.)	-	37, 34	V	V	V	27[1]	All	P H
Antiplant Shel	Drd 4	Abjur.	-	22	N	-	-	4?	All	P H
Arcane Eye	Sor/ Wiz 4	Divinat. (Scry)	-	22	N	-	-	4	All	P H
Arcane Lock	Sor/ Wiz 2	Abjur.	-	16	N	-	-	2	All	P H
Arcane Mark	Sor/ Wiz 0	Universal	-	2	N	-	-	1	All	P H
Arcane Sight	Sor/ Wiz 3	Divination	-	19	N	-	-	0	All	P
Arcane Sight, Greater	Sor/ Wiz 7	Divination	-	31	N	-	-	0	All	P H
Astral Projection	Clr 9, Sor/ Wiz 9, Travel 9	Necromancy	-	37	N	-	1-10 / week	1, +1 / week	???	P H

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

Spell Name	Class /Lvl	School	N A T	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	S r c
Atonement	Clr 5, Drd 5	Abjuration	-	28	G	-	-	V[2]	All	P H
Augury	Clr 2	Divination	-	16	N	-	-	2	1+	P H
Avascular Mass	Deathbound 8, Sor/Wiz 8	Necromancy (Death, Evil)	-	34	E	1d8	1d8	24	1+	L M
Avasculate	Deathbound 7, Sor/Wiz 7	Necromancy (Death, Evil)	-	31	E	1d8-1	1d8-1	21	1+	L M
Awaken	Drd 5	Transmutation	-	25	N	-	-	5	All	P H
Awaken Undead	Deathbound 6, Sor/Wiz 7	Necromancy (Evil)	-	28, 31	E	1d6	1d3	7	All	L M

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

14.3.1 B

Spell Name	Class /Lvl	School	N A T	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	S r c
Baleful Polymorph	Drd 5, Sor/Wiz 5	Transmutation (Polymorph)	?	25	E[1]	D6-1	D3-1	15	All	P H
Bane	Clr 1	Enchantment (Compulsion) (Fear, Mind-affecting)	-	12	V[2]	-	-	1	A	P H
Banishment	Clr 6, Sor/Wiz 7	Abjuration	-	28, 31	N	-	-	6	A	P H
Barkskin	Drd 2, Rgr 2, Plant 2	Transmutation	-	16	N	-	-	1	A	P H
Bear's Endurance	Clr 2, Drd 2, Rgr 2, Sor/Wiz 2	Transmutation	-	16	N	-	-	1	A	P H
Bear's Endurance, Mass	Clr 6, Drd 6, Sor/Wiz 6	Transmutation	-	28	N	-	-	6	A	P H
Beget Bogun	Drd 1	Conjuration (Creation)	Y	13	N	-	-	2 / 0	All	C D
Bestow Curse	Clr 3, Sor/Wiz 4	Necromancy	-	19, 22	E	1d4	1d4	10	A	P H
Bigby's Crushing Hand	Sor/Wiz 9, Strength 9	Evocation (Force)	-	37	N	-	-	9	A	P H
Bigby's Forceful Hand	Sor/Wiz 6	Evocation (Force)	-	28	N	-	-	6	A	P H

1 Evil if against their will, otherwise neutral if willing.
2 If against good creatures=Evil, if against neutral or evil creatures = neutral.

Spell Name	Class /Lvl	School	NAT	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	Src
Bigby's Grasping Hand	Sor/Wiz 7, Strength 7	Evocation (Force)	-	31	N	-	-	7	A	PH
Bigby's Interposing Hand	Sor/Wiz 5	Evocation (Force)	-	25	N	-	-	5	A	PH
Binding	Sor/Wiz 8	Enchantment (Compulsion) (Mind-Affecting)	-	34	V[1]	V, 1d8	-	24	A	PH
Blade Barrier	Clr 6, Good 6, War 6	Evocation (Force)	-	28	N	-	-	6	A	PH
Blasphemy	Clr 7, Evil 7	Evocation (Evil, Sonic)	-	31	E	1d8	-	14	A	PH
Bless	Clr 1, Pal 1	Enchantment (Compulsion) (Mind-Affecting)	-	13	G	-	-	0[2]	A	PH
Bless Water	Clr 1, Pal 1	Transmutation (Good)	Y	13	G	-	-	0[2]	A	PH
Bless Weapon	Pal 1	Transmutation	-	13	G	-	-	0[2]	A	PH
Blight	Drd 4, Sor/Wiz 5	Necromancy	-	22, 25	E	1d6	-	12	A	PH
Blindness/ Deafness	Brd 2, Clr 3, Sor/Wiz 2	Necromancy	-	16, 19, 16	E	1d3	-	9	A	PH

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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.

Spell Name	Class /Lvl	School	NAT	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	Src
Blinding Color Surge	Beg 2, Sor/Wiz 2	Illusion (Glamer)	-	16	N	-	-	2	A	PH2
Blink	Brd 3, Sor/Wiz 3	Transmutation	-	19	N	-	1d3-1	19	A	PH
Blur	Brd 2, Sor/Wiz 2	Illusion (Glamer)	-	16	N	-	-	1	A	PH
Break Enchantment	Brd 4, Clr 5, Luck 5, Pal 4	Abjuration	-	22, 25, 25, 22	G	-	-	5[1]	A	PH
Bull's Strength	Clr 2, Drd 2, Pal 2, Sor/Wiz 2, Strength 2	Transmutation	-	16	N	-	-	2	A	PH
Bull's Strength, Mass	Clr 6, Drd 6, Sor/Wiz 6	Transmutation	-	28	N	-	-	2[2]	A	PH
Burning Hands	Fire 1, Sor/Wiz 1	Evocation (Fire)	-	13	N	-	-	3	A	PH

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1 Normal points in good/neutral location, but 3x points when using in evil location.
2 Points per person/creature affected

14.3.2 C

Spell Name	Class /Lvl	School	N A T	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	S r c
Call Lightning	Drd 3	Evocation (Electricity)	-	19	N	-	-	3 per bolt	A	P H
Call Lightning Storm	Drd 5	Evocation (Electricity)	-	25	N	-	-	5 per bolt	A	P H
Calm Animals	Animal 1, Drd 1, Rgr 1	Enchantment (Compulsion) (Mind-Affecting)	Y	13	N	-	-	0	A	P H
Calm Emotions	Brd 2, Clr 2, Law 2	Enchantment (Compulsion) (Mind-Affecting)	-	16	N	-	-	2	A	P H
Camouflage	Drd 1, Rgr 1	Transmutation	-	13	N	-	-	1	A	C D
Camouflage, Mass	Drd 4, Rgr 4	Transmutation	-	22	N	-	-	4	A	C D
Cat's Grace	Brd 2, Drd 2, Rgr 2, Sor/Wiz 2	Transmutation	-	16	N	-	-	2	A	P H
Cat's Grace, Mass	Brd 6, Drd 6, Sor/Wiz 6	Transmutation	-	28	N	-	-	2^1	A	P H
Cause Fear	Brd 1, Clr 1, Death 1, Sor/Wiz 1	Necromancy (Fear, Mind-Affecting)	-	13	E	0-1	0	1	A	P H

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1 Points per creature affected.

Eä d20 - Magic in Middle-earth Spells Table Overview

Spell Name	Class /Lvl	School	NAT	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	Src
Chain Lightning	Air 6, Sor/Wiz 6	Evocation (Electricity)	-	28	N	-	-	6 per dmg die	A	PH
Changestaff	Drd 7	Transmutation	-	31	N	-	-	7	A	PH
Chaos Hammer	Chaos 4	Evocation (Chaotic)	-	22	N	-	-	12	A	PH
Charm Animal	Drd 1, Rgr 1	Enchantment (Charm) (Mind-Affecting)	-	13	N	-	-	1	A	PH
Charm Monster	Brd 3, Sor/Wiz 3	Enchantment (Charm) (Mind-affecting)	-	19	N	-	-	3	A	PH
Charm Person	Beg 1, Brd 1, Sor/Wiz 1	Enchantment (Charm) (Mind-affecting)	-	13	N	-	-	1	A	PH
Chill Metal	Drd 2	Transmutation (Cold)	-	13	N	-	-	1	A	PH
Chill Touch	Sor/Wiz 1	Necromancy	-	13	E	1d3-1	-	1	A	PH
Circle of Death	Sor/Wiz 6	Necromancy	-	28	E	1d6	-	6	A	PH
Clairaudience / Claivoyance	Brd 3, Knowledge 3, Sor/Wiz 3	Divination (Scrying)	-	19	N	-	-	3	A	PH

Spell Name	Class /Lvl	School	NAT	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	Src
Cloak of Chaos	Chaos 8, Clr 8	Abjuration (Chaotic)	-	34	N	-	-	8	A	PH
Clone	Sor/Wiz 8	Necromancy	-	34	N	-	1d20	8	?	PH
Cloudkill	Sor/Wiz 5	Conjuration (Creation)	-	25	N	-	-	15	A	PH
Color Spray	Beg 1, Sor/Wiz 1	Illusion (Pattern) (Mind-Affecting)	-	13	N	-	-	1	A	PH
Command	Clr 1	Enchantment (Compulsion) (Language-Dependent, Mind-Affecting)	-	13	V[1]	1d3-1	-	1	A	PH
Command, Greater	Clr 5	Enchantment (Compulsion) (Language-Dependent, Mind-Affecting)	-	25	V[1]	1d3-1 per target	-	5	A	PH
Command Plants	Drd 4, Plant 4, Rgr 4	Transmutation	Y	22	N	-	-	1	A	PH
Command Undead	Sor/Wiz 2	Necromancy	-	16	V[2]	1d3	1d3-1	16	1+	PH

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1 Compulsion spells are risky, because they tend to take away free will a key element of the Free Peoples of Middle-earth (the "good guys"). Using it to stop an attacker is one thing, but using to cause them harm is another, so the use of this spell will impact the risk of shadow/taint points.

2 Generally evil, with the consequences of shadow/taint, but can be used for neutral/good purposes, for example trying to stop undead from doing harm to good/innocents, in this case the caster would NOT accumulate shadow/taint.

Spell Name	Class /Lvl	School	NAT	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	Src
Commune	Clr 5	Divination	-	25	N	-	1d3-1	5	All	PH
Commune with Nature	Animal 5, Drd 5, Rgr 4	Divination	Y	25, 25, 22	N	-	-	1	All	PH
Comprehend Languages	Beg 1, Brd 1, Clr 1, Sor/Wiz 1	Divination	-	13	N	-	-	0	All	PH
Cone of Cold	Sor/Wiz 5, Water 6	Evocation (Cold)	-	25, 28	N	-	-	6	All	PH
Confusion	Brd 3, Sor/Wiz 4, Trickery 4	Enchantment (Compulsion) (Mind-Affecting)	-	19, 22, 22	V[1]	1d3	-	4	All	PH
Confusion, Lesser	Brd 1	Enchantment (Compulsion) (Mind-Affecting)	-	13	V[2]	1d3-1	-	1	All	PH
Consecrate	Clr 2	Evocation (Good)	-	16	G	-	-	2	All	PH
Contact Other Plane	Sor/Wiz 5	Divination	-	25	V[2]	1d6-1	1d3-1[3]	5	1+	PH

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1 Compulsion spells are risky, because they tend to take away free will a key element of the Free Peoples of Middle-earth (the "good guys"). Using it to stop an attacker is one thing, but using to cause them harm is another, so the use of this spell will impact the risk of shadow/taint points.

2 If contacting neutral or good aligned planes, then no shadow/taint, if contact evil plains, then acquire shadow/taint.

3 This amount for each plane "hop".

Spell Name	Class /Lvl	School	N A T	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	S r c
Contagion	Clr 3, Destruction 3, Drd 3	Necromancy (Evil)	-	19, 19, 19	E	1d3	-	3	1+	P H
Contingency	Sor/Wiz 6	Evocation	-	28	N	-	-	6	All	P H
Continual Flame	Clr3, Sor/Wiz 2	Evocation (Light)	-	19, 16	N	-	-	3	All	P H
Control Plants	Drd 8, Plant 8	Transmutation ??	Y ?	34	N	-	-	1 / 8[1]	1+	P H
Control Undead	Sor/Wiz 7	Necromancy	-	31	V[2]	1d8-1	1d3-1	7	1+	P H
Control Water	Clr 4, Drd 4, Sor/Wiz 6, Water 4	Transmutation (Water)	Y	22, 22, 28, 22	N	-	-	1 / 6[1]	All[3]	P H
Control Weather	Air 7, Clr 7, Drd 7, Sor/Wiz 7	Transmutation	Y ?	31	N	-	-	1 / 7[1]	All[3]	P H
Control Winds	Air 5, Drd 5	Transmutation (Air)	Y	25	N	-	-	1 / 5	All[4]	P H

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1 Use 1 for those characters/creatures listed to have affinity with "nature magic", otherwise the higher value for all others.

2 Necromancy spells are usually evil because of the lack of freewill, and messing with the Song of Arda, The Halls of Mandos, and Iluvatar's other purposes. Using necromancy spells to stop an attack is one thing, but using it to cause them harm is another, so the way the spell is used impacts the risk of shadow/taint points.

3 Be careful in earlier Ages, Ulmo and others might not appreciate your meddling.

4 Be careful in earlier Ages, Manwe and others might not appreciate your meddling.

Eä d20 - Magic in Middle-earth Spells Table Overview

Spell Name	Class /Lvl	School	NAT	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	Src
Create Food & Water	Clr 3	Conjuration (Creation)	-	19	N	-	-	3	All	PH
Create Greater Undead	Clr 8, Death 8, Sor/Wiz 8	Necromancy (Evil)	-	34	E	1d8	1d8	24	All	PH
Create Water	Clr 0, Drd 0, Pal 1	Conjuration (Creation) (Water)	-	2, 2, 13	N	-	-	0, 1	All	PH
Creeping Doom	Drd 7	Conjuration (Summoning)	??	31	N	-	-	1? / 7?	All	PH
Crown of Veils	Beg 3, Brd 2, Sor/Wiz 3	Illusion (Figment)	-	19, 16, 19	N	-	-	3	A	PH2
Crushing Despair	Brd 3, Sor/Wiz 4	Enchantment (Compulsion) (Mind-affecting)	-	19, 22	E?	1d3-1	-	4	A	PH
Cure Critical Wounds	Brd 4, Clr 4, Drd 5, Healing 4	Conjuration (Healing)	-	22, 22, 25, 22	G	-	-	4	A	PH
Cure Critical Wounds, Mass	Clr 8, Drd 9, Healing 8	Conjuration (Healing)	-	34, 37, 34	G	-	-	9	A	PH
Cure Light Wounds	Brd 1, Clr 1, Drd 1, Healing 1, Pal 1, Rgr 1	Conjuration (Healing)	-	13	G	-	-	1	All	PH

Spell Name	Class /Lvl	School	NAT	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	Src
Cure Light Wounds, Mass	Brd 5, Clr 5, Drd 6, Healing 5	Conjuration (Healing)	-	25, 25, 28, 25	G	-	-	6	All	PH
Cure Minor Wounds	Clr 0, Drd 0	Concentration (Healing)	-	2	G	-	-	0	All	PH
Cure Moderate Wounds	Brd 2, Clr 2, Drd 3, Healing 2, Pal 3, Rgr 3	Conjuration (Healing)	-	16, 16, 19, 16, 19, 19	G	-	-	2	All	PH
Cure Moderate Wounds, Mass	Brd 6, Clr 6, Drd 7	Conjuration (Healing)	-	28, 28, 31	G	-	-	7	All	PH
Cure Serious Wounds	Brd 3, Clr 3, Drd 4, Pal 4, Rgr 4, Healing 3	Conjuration (Healing)	-	19, 19, 22, 22, 19	G	-	-	3	All	PH
Cure Serious Wounds, Mass	Clr 7, Drd 8	Conjuration (Healing)	-	31, 34	G	-	-	8	All	PH
Curse Water	Clr 1	Necromancy (Evil)	-	13	E	1d3-1	-	3	1+	PH

14.3.3 D

Spell Name	Class /Lvl	School	N A T	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	S r c
Dancing Lights	Beg 0,Brd 0, Sor/Wiz 0	Evocation (Light)	-	2	N	-	-	0	All	P H
Darkness	Brd 2, Clr 2, Sor/Wiz 2	Evocation (Darkness)	-	16	?	?	-	2	All	P H

Spell Name	Class /Lvl	School	NAT	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	Src
Darkvision	Rgr 3, Sor/Wiz 2	Transmutation	-	19, 16	N	–	-	2	All	PH
Daylight	Brd 3, Clr 3, Drd 3, Pal 3	Evocation (Light)	-	19	?	-	-	3	All	PH
Daze	Beg 0, Brd 0, Sor/Wiz 0	Enchantment (Compulsion) (Mind-Affecting)	-	2	N	-	-	0	All	PH
Daze Monster	Brd 2, Sor/Wiz 2	Enchantment (Compulsion) (Mind-Affecting)	-	16	N	-	-	2	All	PH
Death Knell	Clr 2, Death 2	Necromancy (Death, Evil)	-	16	E	1d3	1d3-1	6	All	PH
Death Ward	Clr 4, Death 4, Drd 5, Pal 4	Necromancy	-	22, 22, 25, 22	N	-	-	4	All	PH
Deathwatch	Clr 1	Necromancy (Evil)	-	13	E	1d2-1	1d2-1	1	All	PH

Spell Name	Class /Lvl	School	NAT	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	Src
Deep Slumber	Brd 3, Sor/Wiz 3	Enchantment (Compulsion) (Mind-affecting)	-	19	N	-	-	3	All	PH
Deeper Darkness	Clr 3	Evocation (Darkness)	-	19	N?	-	-	3	All	PH
Delay Poison	Brd 2, Clr 2, Drd 2, Pal 2, Rgr 1	Conjuration (Healing)	-	16, 16, 16, 16, 13	N	-	-	1	All	PH
Delayed Blast Fireball	Sor/Wiz 7	Evocation (Fire(	-	31	N	-	-	7, 21 [1]	All	PH
Demand	Sor/Wiz 8	Enchantment (Compulsion) (Mind-Affecting)	-	34	V[2]	1d3-1	-	8	All	PH
Desecrate	Clr 2 / Evil 2	Evocation (Evil)	-	16	E	1d3-1	-	6	1+	PH
Destruction	Clr 7, Death 7	Necromancy (Death)	-	31	E	1d8	1d3	21	1+	PH

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1 First number for casting the spell, second number when spell activated.

2 Compulsion spells are risky, because they tend to take away free will a key element of the Free Peoples of Middle-earth (the "good guys"). Using it to stop an attacker is one thing, but using to cause them harm is another, so the use of this spell will impact the risk of shadow/taint points. In this case, the spell is "safe" for sending, but the suggestion portion could incur shadow.

Spell Name	Class /Lvl	School	N A T	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	S r c
Detect Animals or Plants	Drd 1, Rgr1	Divination	N	13	N	-	-	0 / 1	All	P H
Detect Chaos	Clr 1	Divination	N	13	N	-	-	1	All	P H
Detect Evil	Clr 1	Divination	-	13	N	-	-	1	All	P H
Detect Good	Clr 1	Divination	-	13	N	-	-	1	All	P H
Detect Law	Clr 1	Divination	-	13	N	-	-	1	All	P H
Detect Magic	Beg 0, Brd 0, Clr 0, Drd 0, Sor/Wiz 0	Divination	-	2	N	-	-	0	All	P H
Detect Poison	Clr 0, Drd 0, Pal 1, Rgr 1	Divination	-	2, 2, 13, 13	N	-	-	0	All	P H
Detect Scrying	Brd 4, Sor/Wiz 4	Divination	-	22	N	-	-	4	All	P H

Spell Name	Class /Lvl	School	NAT	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	Src
Detect Secret Doors	Beg 1, Brd 1, Knowledge 1, Sor/Wiz 1	Divination	-	13	N	-	-	1	All	PH
Detect Snares & Pits	Drd 1, Rgr 1	Divination	-	13	N	-	-	1	All	PH
Detect Thoughts	Brd 2, Knowledge 2, Sor/Wiz 2	Divination (Mind-Affecting)	-	16	N	-	-	2	All	PH
Detect Undead	Clr 1, Pal 1, Sor/Wiz 1	Divination	-	13	N	-	-	1	All	PH
Dictum	Clr 7, Law 7	Evocation (Lawful, Sonic)	-	31	??	??	??	7	All	PH
Dimension Door	Brd 4, Sor/Wiz 4, Travel 4	Conjuration (Teleportation)	-	22	N	-	1d3-1 ???	12 ?Allow?	1+	PH
Dimensional Anchor	Clr 4, Sor/Wiz 4	Abjuration	-	22	N	-	-	12	1+	PH
Dimensional Lock	Clr 8, Sor/Wiz 8	Abjuration	-	34	N	-	-	24	All	PH
Diminish Plants	Drd 3, Rgr 3	Transmutation	Y?	19	N	-	-	3	All	PH

Spell Name	Class /Lvl	School	NAT	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	Src
Discern Lies	Clr 4, Pal 3	Divination	-	22, 19	N	-	-	3	All	PH
Discern Location	Clr 8, Knowledge 8, Sor/Wiz 8	Divination	-	34	N	-	1d2-1	24	All	PH
Disguise Self	Beg 1, Brd 1, Sor/Wiz 1, Trickery 1	Illusion (Glamer)	-	13	N	-	-	0	All	PH
Disintegrate	Destruction 7, Sor/Wiz 6	Transmutation	-	31, 28	E	1d8	-	21	All	PH
Dismissal	Clr 4, Sor/Wiz 5	Abjuration	-	22, 25	N	-	-	15	All	PH
Dispel Chaos	Clr 5, Law 5, Pal 4	Abjuration	-	25, 25, 22	N	-	-	5	All	PH
Dispel Evil	Clr 5, Good 5, Pal 4	Abjuration (Good)	-	25, 25, 22	G	-	-	5	All	PH
Dispel Good	Clr 5, Evil 5	Abjuration (Evil)	-	25	E	1d3-1	-	5	All	PH

Eä d20 - Magic in Middle-earth Spells Table Overview

Spell Name	Class /Lvl	School	NAT	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	Src
Dispel Law	Chaos 5, Clr 5	Abjuration (Chaotic)	-	25	N	-	-	5	All	PH
Dispel Magic	Brd 3, Clr 3, Drd 4, Magic 3, Pal 3, Sor/Wiz 3	Abjuration	-	19, 19, 22, 19, 19, 19	N	-	-	3	All	PH
Dispel Magic, Greater	Brd 5, Clr 6, Drd 6, Sor/Wiz 6	Abjuration	-	25, 28, 28, 28	N	-	-	6	All	PH
Displacement	Brd 3, Sor/Wiz 3	Illusion (Glamer)	-	19	N	-	-	0	All	PH
Disrupt Undead	Sor/Wiz 0	Necromancy	-	2	N	-	-	1	All	PH
Disrupting Weapon	Clr 5	Transmutation	-	25	N	-	-	5	All	PH
Divination	Clr 4, Knowledge 4	Divination	-	22	N	-	1d2-1	4	All	PH
Divine Favor	Clr 1, Pal 1	Evocation	-	13	N	-	-	1	All	PH

Spell Name	Class /Lvl	School	NAT	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	Src
Divine Power	Clr 4, War 4	Evocation	-	22	N	-	-	4	All	P H
Dominate Animal	Animal 3, Drd 3	Enchantment (Compulsion) (Mind-Affecting)	??	19	N?	?	-	3	All	P H
Dominate Monster	Sor/Wiz 9	Enchantment (Compulsion) (Mind-Affecting)	-	37	V	1d10	1d3	9	All	P H
Dominate Person	Brd 4, Sor/Wiz 5	Enchantment (Compulsion) (Mind-Affecting)	-	22, 25	V	1d4	1d3	4	All	P H
Doom	Clr 1	Necromancy (Fear, Mind-Affecting)	-	13	V	1d2-1	-	1	All	P H
Dream	Brd 5, Sor/Wiz 5	Illusion (Phantasm) (Mind-Affecting)	-	25	N	-	-	1	All	P H

14.3.4 E

Spell Name	Class /Lvl	School	NAT	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	Src
Eagle's Splendor	Brd 2, Clr 2, Pal 2, Sor/Wiz 2	Transmutation	-	16	N	-	-	2	All	P H

Eä d20 - Magic in Middle-earth Spells Table Overview

Spell Name	Class /Lvl	School	N A T	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	S r c
Eagle's Splendor, Mass	Brd 6, Clr 6, Sor/Wiz 6	Transmutation	-	28	N	-	-	6	All	P H
Earthquake	Clr 8, Destructio n 8, Drd 8, Earth 7	Evocation (Earth)	Y ?	34, 34, 34, 31	E ?	1d8 ?	-	24	All	P H
Elemental Swarm	Air 9, Drd 9, Earth 9, Fire 9, Water 9	Conjuration (Summoning) (see text)	-	37	V	1d10 (if evil)	1d10	27	All	P H
Endure Elements	Clr 1, Drd 1, Pal 1, Rgr 1	Abjuration	Y	13	N	-	-	1 / 0	All	P H
Energy Drain	Clr 9, Sor/Wiz 9	Necromancy	-	37	E	1d10	1d10	27	All	P H
Enervation	Sor/Wiz 4	Necromancy	-	22	E	1d4	1d4	12	All	P H
Enlarge Person	Sor/Wiz 1, Strength 1	Transmutation	-	13	N	-	-	1	All	P H
Enlarge Person, Mass	Sor/Wiz 4	Transmutation	-	22	N	-	-	4	All	P H

Spell Name	Class /Lvl	School	NAT	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	Src
Enthrall	Brd 2, Clr 2	Enchantment (Charm) (Language Dependent, Mind-Affecting, Sonic)	-	16	N?	-	-	2	All	PH
Entropic Shield	Clr 1, Luck 1	Abjuration	-	13	N	-	-	1	All	PH
Erase	Brd 1, Sor/Wiz 1	Transmutation	-	13	N	-	-	1	All	PH
Ethereal Jaunt	Clr 7, Sor/Wiz 7	Transmutation	-	31	N	-	1d8-1	21	All	PH
Etherealness	Clr 9, Sor/Wiz 9	Transmutation	-	37	N	-	1d10-1	27	All	PH
Etherealness, Swift	Beg 5, Clr 5, Sor/Wiz 5	Transmutation	-	25	N	-	1d3-1	15	All	PH2
Evard's Black Tentacles	Sor/Wiz 4	Conjuration (Creation)	-	22	N	-	-	12	All	PH
Expeditious Retreat	Beg 1, Brd 1, Sor/Wiz 1	Transmutation	-	13	N	-	-	1	All	PH
Explosive Runes	Sor/Wiz 3	Abjuration (Force)	-	19	N	-	-	3	All	PH

14.3.5 F

Spell Name	Class /Lvl	School	N A T	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	S r c
Eyebite	Brd 6, Sor/Wiz 6	Necromancy (Evil)	-	28	E	1d6	-	6	All	P H

Spell Name	Class /Lvl	School	N A T	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	S r c
Fabricate	Sor/Wiz 5	Transmutation	-	25	N	-	-	5	All	P H
Faerie Fire	Drd 1	Evocation (Light)	-	13	N	-	-	1	All	P H
False Life	Sor/Wiz 2	Necromancy	-	16	E	1d3-1	1d3-1	6	All	P H
False Vision	Brd 5, Sor/Wiz 5, Trickery 5	Illusion (Glamer)	-	25	N	-	-	0	All	P H
Fear	Brd 3, Sor/Wiz 4	Necromancy (Fear, Mind-Affecting)	-	19, 22	E ?	1d3-1	-	3	All	P H
Feather Fall	Brd 1, Sor/Wiz 1	Transmutation	-	13	N	-	-	1	All	P H
Feeblemind	Sor/Wiz 5	Enchantment (Compulsion) (Mind-Affecting)	-	25	E ?	1d3-1	-	5	All	P H
Find the Path	Brd 6, Clr 6, Drd 6, Knowledg e 6	Divination	-	28	N	-	-	6	All	P H
Find Traps	Clr 2	Divination	-	16	N	-	-	2	All	P H

Eä d20 - Magic in Middle-earth Spells Table Overview

Spell Name	Class /Lvl	School	NAT	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	Src
Finger of Death	Drd 8, Sor/Wiz 7	Necromancy (Death)	-	34, 31	E?	1d8	1d8	24	All	PH
Fire Seeds	Drd 6, Fire 6, Sun 6	Conjuration (Creation) (Fire)	-	28	N	-	-	18	All	PH
Fire Shield	Fire 5, Sor/Wiz 4, Sun 4	Evocation (Fire or Cold)	-	25, 22, 22	N	-	-	10	All	PH
Fire Storm	Clr 8, Drd 7, Fire 7	Evocation (Fire)	-	34, 31, 31	N	-	-	16	All	PH
Fire Trap	Drd 2, Sor/Wiz 4	Abjuration (Fire)	-	16, 22	N	-	-	4	All	PH
Fireball	Sor/Wiz 3	Evocation (Fire)	-	19	N	-	-	9	All	PH
Flame Arrow	Sor/Wiz 3	Transmutation (Fire)	-	19	N	-	-	3	All	PH
Flame Blade	Drd 2	Evocation (Fire)	-	16	N	-	-	4	All	PH

Spell Name	Class /Lvl	School	N A T	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	S r c
Flame Strike	Clr 5, Drd 4, Sun 5, War 5	Evocation (Fire)	-	25, 22, 25, 25	N	-	-	10	All	P H
Flaming Sphere	Drd 2, Sor/Wiz 2	Evocation (Fire)	-	16	N	-	-	4	All	P H
Flare	Brd 0, Drd 0, Sor/Wiz 0	Evocation (Light)	-	2	N	-	-	0	All	P H
Flesh to Stone	Sor/Wiz 6	Transmutation	-	28	E ?	1d6-1 ?	-	6	All	P H
Fly	Sor/Wiz 3, Travel 3	Transmutation	-	19	N	-	-	6	All	P H
Fog Cloud	Drd 2, Sor/Wiz 2, Water 2	Conjuration (Creation)	-	16	N	-	-	2	All	P H
Forbiddance	Clr 6	Abjuration	-	28	N	-	-	6	All	P H
Forcecage	Sor/Wiz 7	Evocation (Force)	-	31	N	-	-	7	All	P H
Foresight	Drd 9, Knowledge 9, Sor/Wiz 9	Divination	-	37	N	-	1d10-1	9	All	P H

Eä d20 - Magic in Middle-earth Spells Table Overview

Spell Name	Class /Lvl	School	N A T	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	S r c
Fox's Cunning	Brd 2, Sor/Wiz 2	Transmutation	-	16	N	-	-	2	All	P H
Fox's Cunning, Mass	Brd 6, Sor/Wiz 6	Transmutation	-	28	N	-	-	6	A	P H
Freedom	Sor/Wiz 9	Abjuration	-	37	N	-	-	9	A	P H
Freedom of Movement	Brd 4, Clr 4, Drd 4, Luck 4, Rgr 4	Abjuration	-	22	N	-	-	4	A	P H
Friend to Foe	Beg 5, Brd 5, Sor/Wiz 5	Illusion (Phantasm) (Mind-Affecting)	-	25	N	-	-	5	A	P H 2

14.3.6 G

Spell Name	Class /Lvl	School	NAT	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	Src
Gaseous Form	Air 3, Brd 3, Sor/Wiz 3	Transmutation	-	19	N	-	-	3	A	PH
Gate	Clr 9, Sor/Wiz 9	Conjuration (Creation or Calling)	-	37	V	1d10 (if evil)	1d10	27	A	PH
Geas/Quest	Brd 6, Clr 6, Sor/Wiz 6	Enchantment (Compulsion) (Language-dependent, Mind-affecting)	-	28	V	1d6 (if evil)	-	6	A	PH
Geas, Lesser	Brd 3, Sor/Wiz 4	Enchantment (Compulsion) (Language-dependent, Mind-affecting)	-	19, 22	V	1d3 (if evil)	-	3	A	PH
Gentle Repose	Clr 2, Spr/Wiz 3	Necromancy	-	16, 19	N	-	-	2	A	PH
Ghost Sound	Beg 0, Brd 0, Sor/Wiz 0	Illusion (Figment)	-	2	N	-	-	0	A	PH
Ghoul Touch	Sor/Wiz 2	Necromancy	-	16	E	1d3-1	1d2-1	2	A	PH
Giant Vermin	Clr 4, Drd 4	Transmutation	Y?	22	N	-	-	4	A	PH
Glibness	Brd 3	Transmutation	-	19	N	-	-	3	A	PH

Eä d20 - Magic in Middle-earth Spells Table Overview

Spell Name	Class /Lvl	School	NAT	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	Src
Glitterdust	Brd 2, Sor/Wiz 2	Conjuration (Creation)	-	16	N	-	-	2	A	PH
Globe of Invulnerability	Sor/Wiz 6	Abjuration	-	28	N	-	-	18	A	PH
Globe of Invulnerability, Lesser	Sor/Wiz 4	Abjuration	-	22	N	-	-	12	A	PH
Glyph of Warding	Clr 3	Abjuration	-	19	N	-	-	3	A	PH
Glyph of Warding, Greater	Clr 6	Abjuration	-	28	N	-	-	6	A	PH
Goodberry	Drd 1	Transmutation	Y	13	N	-	-	1 / 0	A	PH
Good Hope	Brd 3	Enchantment (Compulsion) (Mind-affecting)	-	19	G	-	-	3	A	PH
Grease	Brd 1, Sor/Wiz 1	Conjuration (Creation)	-	13	N	-	-	1	A	PH
Guards and Wards	Sor/Wiz 6	Abjuration	-	28	N	-	-	6	A	PH
Guidance	Clr 0, Drd 0	Divination	-	2	N	-	-	0	A	PH
Gust of Wind	Drd 2, Sor/Wiz 2	Evocation (Air)	Y	16	N	-	-	2 / 0	A	PH

14.3.7 H

Spell Name	Class /Lvl	School	N A T	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	S r c
Hallow	Clr 5, Drd 5	Evocation (Good)	-	25	G	-	-	10	A	P H
Hallucinatory Terrain	Brd 4, Sor/Wiz 4	Illusion (Glamer)	-	22	N	-	-	1	A	P H
Halt	Beg 3, Brd 3, Duskblade 3, Sor/Wiz 3	Transmutation	-	19	N	-	-	3	A	P H 2
Halt Undead	Sor/Wiz 3	Necromancy	-	19	?	1d3-1	1d3-1 ?	3	A	P H
Harm	Clr 6, Destruction 6	Necromancy	-	28	E	1d6	-	6	1+	P H
Haste	Brd, Sor/Wiz 3	Transmutation	-	19	N	-	-	3	A	P H
Hawkeye	Cl.,	Transmutation	?	13	N	-	-	0	All	C D
Heal	Clr 6, Drd 7, Healing 6	Conjuration (Healing)	-	28	G	-	-	6	All	P H
Heal, Mass	Clr 9, Healing 9	Conjuration (Healing)	-	37	G	-	-	9	All	P H

Eä d20 - Magic in Middle-earth Spells Table Overview

Spell Name	Class /Lvl	School	NAT	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	Src
Heal Mount	Pal 3	Conjuration (Healing)	-	19	G	-	-	3	1+	PH
Healthful Rest	Cl.,	Conjuratino (Healing)	-	13	N	-	-	1	All	SC
Heat Metal	Drd 2, Sun 2	Transmutation (Fire)	?	16	N	-	-	2, 0?	1+	PH
Helping Hand	Clr 3	Evocation	-	19	N	-	-	3	A	PH
Hero's Feast	Brd 6, Clr 6	Conjuration (Creation)	-	28	N	-	-	6	A	PH
Heroism	Brd 2, Sor/Wiz 3	Enchantment (Compulsion) (Mind-Affecting)	-	16, 19	N	-	-	2	A	PH
Heroism, Greater	Brd 5, Sor/Wiz 6	Enchantment (Compulsion) (Mind-affecting)	-	25, 28	N	-	-	5	A	PH
Hesitate	Beg 3, Brd 3, Clr 3, Sor/Wiz 3	Enchantment (Compulsion) (Mind-Affecting)	-	19	N ?	?	-	3	A	PH 2
Hide from Animals	Drd 1, Rgr 1	Abjuration	Y	13	N	-	-	1, 0	All	PH
Hide from Undead	Clr 1	Abjuration	-	13	N	-	-	1	1+	PH
Hold Animal	Animal 2, Drd 2, Rgr 2	Enchantment (Compulsion) (Mind-Affecting)	Y	16	N	-	-	2, 0	A	PH
Hold Monster	Brd 4, Law 6, Sor/Wiz 5	Enchantment (Compulsion) (Mind-affecting)	-	22, 28, 25	N	-	-	4	1+	PH

Spell Name	Class /Lvl	School	NAT	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	Src
Hold Monster, Mass	Sor/Wiz 9	Enchantment (Compulsion) (Mind-affecting)	-	27	N	-	-	9	1+	PH
Hold Person	Brd 2, Clr 2, Sor/Wiz 3	Enchantment (Compulsion) (Mind-affecting)	-	16, 16, 19	V	1d2-1	-	2	All	PH
Hold Person, Mass	Sor/Wiz 7	Enchantment (Compulsion) (Mind-affecting)	-	31	V	1d2-1 per person	-	7	All	PH
Hold Portal	Sor/Wiz 1	Abjura	-	13	N	-	-	1	All	PH
Holy Aura	Clr 8, Good 8	Abjuration (Good)	-	34	G	-	-	16	All	PH
Holy Smite	Good 4	Evocation (Good)	-	26	G	-	-	8	All	PH
Holy Sword	Pal 4	Evocation (Good)	-	26	G	-	-	8	All	PH
Holy Word	Clr 7, Good 7	Evocation (Good, Sonic)	-	31	G	-	-	7	All	PH
Horrid Wilting	Sor/Wiz 8, Water 8	Necromancy	?	34	V	1d8	-	24	All	PH
Hypnotic Pattern	Brd 2, Sor/Wiz 2	Illusion (Pattern) (Mind-affecting)	-	16	N	-	-	2	All	PH
Hypnotism	Beg 1, Brd 1, Sor/Wiz 1	Enchantment (Compulsion) (Mind-affecting)	-	13	V	1d2-1 ?	-	1	All	PH

14.3.8]

Spell Name	Class /Lvl	School	N A T	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	S r c
Ice Storm	Drd 4, Sor/Wiz 4, Water 5	Evocation (Cold)	Y ?	22, 22, 25	N	-	-	4, 1	All	P H
Identify	Brd 1, Magic 2, Sor/Wiz 1	Divination	-	13, 16, 13	N	-	-	0	All	P H
Illusory Script	Brd 3, Sor/Wiz 3	Illusion (Phatasm) (Mind-Affecting)	-	19	N	-	-	3	All	P H
Illusory Wall	Sor/Wiz 4	Illusion (Figment)	-	22	N	-	-	0	All	P H
Imbue with Spell Ability	Clr 4, Magic 4	Evocation	-	22	V	Depends on spell imbued	←	4 + imbued spell	1+	P H
Implosion	Clr 9, Destruction 9	Evocation	-	37	E	1d10 + HD of target if succeed.	1d10	27	1+	P H
Imprisonment	Sor/Wiz 9	Abjuration	-	37	V	1d10 Depends on align of target	-	9	All	P H
Incendiary Cloud	Fire 8, Sor/Wiz 8	Conjuration (Creation) (Fire)	-	34	N	-	-	24	All	P H
Inflict Critical Wounds	Clr 4, Destruction 4	Necromancy	-	22	E	1d4	-	12	1+	P H
Inflict Critical Wounds, Mass	Clr 8	Necromancy	-	34	E	1d8 + [1]	-	24	1+	P H

Spell Name	Class /Lvl	School	NAT	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	Src
Inflict Light Wounds	Clr 1, Destruction 1	Necromancy	-	13	E	1d2-1	-	3	1+	PH
Inflict Light Wounds, Mass	Clr 5, Destruction 5	Necromancy	-	25	E	1d6 + [1]	-	15	1+	PH
Inflict Minor Wounds	Clr 0	Necromancy	-	2	E	1d2-1	-	1	1+	PH
Inflict Moderate Wounds	Clr 2	Necromancy	-	16	E	1d2	-	6	1+	PH
Inflict Moderate Wounds, Mass	Clr 6	Necromancy	-	28	E	1d6 + [1]	-	18	1+	PH
Inflict Serious Wounds	Clr 3	Necromancy	-	19	E	1d3	-	9	1+	PH
Inflict Serious Wounds, Mass	Clr 7	Necromancy	-	31	E	1d8 + [1]	-	21	1+	PH
Insanity	Sor/Wiz 7	Enchantment (Compulsion) (Mind-Affecting)	-	31	E	1d8-1	-	7	1+	PH
Insect Plague	Clr 5, Drd 5	Conjuration (Summoning)	Y	25	V	1d6-1	-	5, 1	1+	PH
Invisibility	Brd 2, Sor/Wiz 2, Trickery 2	Illusion (Glamer)	-	16	N	-	-	1	A	PH
Invisibility, Greater	Brd 4, Sor/Wiz 4	Illusion (Glamer)	-	22	N	-	-	4	A	PH
Invisibility, Mass	Sor/Wiz 7	Illusion (Glamer)	-	31	N	-	-	7	A	PH

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1 Plus number of creatures/people affected.

Eä d20 - Magic in Middle-earth Spells Table Overview

Spell Name	Class /Lvl	School	NAT	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	Src
Invisibility Purge	Clr 3	Evocation	-	19	N	-	-	3	A	PH
Invisibility Sphere	Brd 3, Sor/Wiz 3	Illusion (Glamer)	-	19	N	-	-	3	A	PH
Iron Body	Earth 8, Sor/Wiz 8	Transmutation	?	34	N	-	-	8, 1?	A	PH
Ironwood	Drd 6	Transmutation	Y	28	N	-	-	6, 0	A	PH

14.3.9 J

Spell Name	Class /Lvl	School	N A T	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	S r c
Jump	Drd 1, Rgr 1, Sor/Wiz 1	Transmutation	-	13	N	-	-	1	A	P H

14.3.10 K

Spell Name	Class /Lvl	School	N A T	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	S r c
Keen Edge	Sor/Wiz 3	Transmutation	-	19	N	-	-	3	1+	P H
Knock	Sor/Wiz 2	Transmutation	-	16	N	-	-	2	A	P H
Know Direction	Brd 0, Drd 0	Divination	Y	2	N	-	-	0	A	P H

14.3.11 L

Spell Name	Class /Lvl	School	NAT	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	Src
Legend Lore	Brd 4, Knowledge 7, Sor/Wiz 6	Divination	-	22, 31, 28	N	-	-	4	A	PH
Leomund's Secret Chest	Sor/Wiz 5	Conjuration (Summoning)	-	25	N	-	?	5	1-3?	PH
Leomund's Secure Shelter	Brd 4, Sor/Wiz 4	Conjuration (Creation)	-	22	N	-	?	12	1-3?	PH
Leomund's Tiny Hut	Brd 3, Sor/Wiz 3	Evocation (Force)	-	19	N	-	-	3? 9?	1+	PH
Leomund's Trap	Sor/Wiz 2	Illusion (Glamer)	-	16	N	-	-	0	1+	PH
Levitate	Sor/Wiz 2	Transmutation	-	16	N	-	-	4	A	PH
Lightning Bolt	Sor/Wiz 3	Evocation (Electricity)	-	19	N	-	-	9	A	PH
Limited Wish [1]	Sor/Wiz 7	Universal	-	50	V	1d20	1d20	21	1 - 3	PH

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1   Much higher than normal DC. May be used only for removal of "bad" things like curses, geas, quest, (unless very evil caster) may be used as per spell duplication of allowed spells as per the list for this spell in PH. DM's are warned to keep this and related Wish spells very limited, if you allow, is through the power of the Valar, so for special and unique use/purposes only. Highly disruptive to the Song of Arda.

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

Spell Name	Class /Lvl	School	N A T	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	S r c
Liveoak	Drd 6	Transmutation	Y	28	N	-	-	6, 1	1+	P H
Locate Creature	Brd 4, Sor/Wiz 4	Divination	-	22	N	-	-	4	A	P H
Locate Object	Brd 2, Clr 3, Sor/Wiz 2, Travel 2	Divination	-	16, 19, 16, 16	N	-	-	2	A	P H
Longstrider	Drd 1, Rgr 1, Travel 1	Transmutation	-	13	N	-	-	1	A	P H
Lullaby	Brd 0	Enchantment (Compulsion) (Mind-affecting)	-	2	N	-	-	1	A	P H

14.3.12 M

Spell Name	Class /Lvl	School	NAT	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	Src
Mage Armor	Beg 1, Sor/Wiz 1	Conjuration (Creation) (Force)	-	13	N	-	-	1	All	PH
Mage Hand	Brd 0, Sor/Wiz 0	Transmutation	-	2	N	-	-	0	A	PH
Magic Circle Against Chaos	Clr 3, Law 3, Pal 3, Sor/Wiz 3	Abjuration (Lawful)	-	19	L	-	-	3	A	PH
Magic Circle Against Evil	Clr 3, Good 3, Pal 3, Sor/Wiz 3	Abjuration (Good)	-	19	G	-	-	6	A	PH
Magic Circle Against Good	Clr 3, Evl 3, Sor/Wiz 3	Abjuration (Evil)	-	19	E	1d3-1	-	9	A	PH
Magic Circle Against Law	Chaos 3, Clr 3, Sor/Wiz 3	Abjuration (Chaos)	-	19	C	-	1d3-1	6	A	PH
Magic Fang	Drd 1, Rgr 1	Transmutation	Y	13	N	-	-	1, 0	A	PH
Magic Fang, Greater	Drd 3, Rge 3	Transmutation	Y	19	N	-	-	3, 1	A	PH

Spell Name	Class /Lvl	School	NAT	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	Src
Magic Jar	Sor/Wiz 5	Necromancy	-	40	E	1d6 + HD of victim	1d10	15	1+	PH
Magic Missile	Sor/Wiz 1	Evocation (Force)	-	13	N	-	-	1 per missile	1+	PH
Magic Mouth	Brd 1, Sor/Wiz 1	Illusion (Glamer)	-	13	N	-	-	0	A	PH
Magic Stone	Clr 1, Drd 1, Earth 1	Transmutation	-	13	N	-	-	1	A	PH
Magic Vestment	Clr 3, Strength 3, War 3	Transmutation	-	19	N	-	-	3	A	PH
Magic Weapon	Clr 1, Pal 1, Sor/Wiz 1, War 1	Transmutation	-	3	N	-	-	1	A	PH
Magic Weapon, Greater	Clr 4, Pal 3, Sor/Wiz 3	Transmutation	-	22, 19, 19	N	-	-	3	A	PH
Major Creation	Sor/Wiz 5	Conjuration (Creation)	Y	25	N	-	-	15, 1	A	PH
Major Image	Brd 3, Sor/Wiz 3	Illusion (Figment)	-	19	N	-	-	1	A	PH
Make Whole	Clr 2	Transmutation	-	16	N	-	-	2	A	PH

Eä d20 - Magic in Middle-earth Spells Table Overview

Spell Name	Class /Lvl	School	N A T	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	S r c
Mark of Justice	Clr 5, Pal 4	Necromancy	-	25, 22	V	1d6	-	4	1+	P H
Maze	Sor/Wiz 8	Conjuration (Teleportation)	-	34	N	-	1d3-1	24	A	P H
Meld into Stone	Clr 3, Drd 3	Transmutation (Earth)	Y	19	N	-	1d2-1 per hour	3, 0	A	P H
Melf's Acid Arrow	Sor/Wiz 2	Conjuration (Creation) (Acid)	-	16	N	-	-	6	A	P H
Mending	Brd 0, Clr 0, Drd 0, Sor/Wiz 0	Transmutation	-	2	N	-	-	0	A	P H
Message	Beg 0, Brd 0, Sor/Wiz 0	Transmutation (Language-dependent)	-	2	N	-	-	0	All	P H
Meteor Swarm	Sor/Wiz 9	Evocation (Fire)	-	37	N	-	-	27	A	P H
Mind Blank	Protection 8, Sor/Wiz 8	Abjuration	-	34	N	-	-	0	A	P H
Mind Fog	Brd 5, Sor/Wiz 5	Enchantment (Compulsion) (Mind-affecting)	-	25	?	?	?	5?	A	P H

Spell Name	Class /Lvl	School	NAT	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	Src
Minor Creation	Sor/Wiz 4	Conjuration (Creation)	Y	22	N	-	-	12, 0	A	PH
Minor Image	Brd 2, Sor/Wiz 2	Illusion (Figment)	-	16	N	-	-	0	A	PH
Miracle [1]	Clr 9, Luck 9	Evocation	-	50	V	1d20	1d20	27	1 - 3	PH
Mirage Arcana	Brd 5, Sor/Wiz 5	Illusion (Glamer)	-	25	N	-	-	1	A	PH
Mirror Image	Brd 2, Sor/Wiz 2	Illusion (Figment)	-	16	N	-	-	1? 0?	A	PH
Misdirection	Brd 2, Sor/Wiz 2	Illusion (Glamer)	-	16	N	-	-	0	A	PH
Mislead	Brd 5, Luck 6, Sor/Wiz 6, Trickery 6	Illusion (Figment, Glamer)	-	25, 28, 28, 28	N	-	-	1	A	PH
Modify Memory	Brd 4	Enchantment (Compulsion) (Mind-affecting)	-	22	E	1d4-1	1d4-1	4	A	PH

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1 Much higher than normal DC. May be used only for removal of "bad" things like curses, geas, quest, (unless very evil caster) may be used as per spell duplication of allowed spells as per the list for this spell in PH. DM's are warned to keep this and related spells like Wish, very limited, if you allow, it is through intervention of the Valar, so for special and unique use/purposes only. Highly disruptive to the Song of Arda. Not available from the 4th Age onward.

Eä d20 - Magic in Middle-earth Spells Table Overview

Spell Name	Class /Lvl	School	NAT	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	Src
Moment of Prescience	Luck 8, Sor/Wiz 8	Divination	-	34	N	-	-	8	A	P H
Mordenkainen's Disjunction	Magic 9, Sor/Wiz 9	Abjuration	-	37	N	-	-	27 (54 for artifacts)	A	P H
Mordenkainen's Faithful Hound	Sor/Wiz 5	Conjuration (Creation)	-	25	N	-	-	5	A	P H
Mordenkainen's Lucubration	Wiz 6	Transmutation	-	28	N	-	-	0	A	P H
Mordenkainen's Magnificent Mansion	Sor/Wiz 7	Conjuration (Creation)	-	31	N	-	-	21	A	P H
Mordenkainen's Private Sanctum	Sor/Wiz 5	Abjuration	-	25	N	-	-	15	A	P H
Mordenkainen's Sword	Sor/Wiz 7	Evocation (Force)	-	31	N	-	-	21	A	P H
Mount	Sor/Wiz 1	Conjunction (Summoning)	-	13	N	-	-	3	A	P H
Move Earth	Drd 6, Sor/Wiz 6	Transmutation (Earth)	Y	28	N	-	-	6, 1	A	P H

14.3.13 N

Spell Name	Class /Lvl	School	N A T	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	S r c
Naturewatch	Drd 0, Rgr 1	Necromancy	Y ?	2, 13	N ?	-	-	0	All	C D
Neutralize Poison	Brd 4, Clr 4, Drd 3, Pal 4, Rgr 3	Conjuration (Healing)	Y [1]	22, 22, 19, 22, 19	N	-	-	4, 0	A	P H
Nightmare	Brd 4, Sor/Wiz 5	Illusion (Phantasm) (Mind-Affecting, Evil)	-	22, 25	E	1d4	1d2-1	12	A	P H
Nondetection	Rgr 4, Sor/Wiz 3, Trickery 3	Abjuration	-	22, 19, 19	N	-	-	0 [2]	A	P H
Nystul's Magic Aura	Brd 1, Magic 1, Sor/Wiz 1	Illusion (Glamer)	-	13	N	-	-	0	A	P H

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1 If a poison from a natural source (natural creature like snake, or brewed from a flower without magic), "nature magic bonus" applies, otherwise treat at non-natural.

2 All zero through second level spells cast within this non-detection have broadcast of 0, all third and fourth level spells have broadcast of 1, all fifth level spells and higher have broadcast reduced by 4 points.

14.3.14 O

Spell Name	Class /Lvl	School	N A T	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	S r c
Obscuring mist	Air 1, Beg 1, Clr 1, Drd 1, Sor/Wiz 1, Water 1	Conjuration (Creation)	Y	13	N	-	-	1 / 0	All	P H
Omen of Peril	Cl.,		-	13	N	-	-	2	All	C D
Open/close	Beg 0, Brd 0, Sor/Wiz 0	Transmutation	-	2	N	-	-	0	All	P H

14.3.15 P

Spell Name	Class /Lvl	School	N A T	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	S r c
Pass without Trace	Cl.,		Y	13	N	-	-	0	All	P H
Polymorph	Wiz.,Sor.,	Trans		22	N	-	V	1d3-1 x4	All	

Spell Name	Class /Lvl	School	N A T	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	S r c
Protect from Chaos / Evil / Good / Law		Abjur		13	V	V	N	1	All	1, 2
Produce Flame	Cl.,		-	13	N	-	-	2	All	P H

14.3.16 Q

Spell Name	Class /Lvl	School	N A T	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	S r c

14.3.17 R

Spell Name	Class /Lvl	School	N A T	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	S r c
Ray of Enfeeblement	Wiz.,Sor.,	Necro		13	E	1d3-1	N	-	1	-

Eä d20 - Magic in Middle-earth Spells Table Overview

Spell Name	Class /Lvl	School	NAT	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	Src
Read magic	Beg 0, Brd 0, Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0	Divination	-	2	N	-	-	0	All	PH
Rouse	Beg 1, Duskblade 1, Sor/Wiz 1	Enchant. (Compulsion) (Mind-Affecting)	-	13	N	-	-	1	All	PH2

14.3.18 S

Spell Name	Class /Lvl	School	NAT	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	Src
Silent image	Beg 1, Brd 1, Sor/Wiz 1	Illusion (Figment)	-	13	N	-	-	0	All	PH

Spell Name	Class /Lvl	School	N A T	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	S r c
Sleep	Beg 1, Brd 1, Sor/Wiz 1	Enchantment (Compulsion) (Mind-affecting)	-	3	N	-	-	1	All	P H
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 affe cte d	
Summon Monster I	Wiz.,Sor.,	Conj		13	V	1d3-1	V	1d3-1	2	3
Sandblast	Cl.,	Evocation	?	13	N	-	-	1	All	C D
Shillelagh	Cl.,		?	13	N	-	-	1	All	P H
Speak with Animals	Cl.,		Y	13	N	-	-	0	All	P H
Summon Nature's Ally 1	Cl.,		?	13	N	-	-	2	All	P H

14.3.19 T

Spell Name	Class /Lvl	School	N A T	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	S r c
Teleport - NOT ALLOWED?	Wiz.,Sor.,	Conj		-	-	-	?	1d3 x10	N?	
Traveler's Mount	Cl.,	Transmutation	?	13	N	-	-	1	All	C D
True Strike	Wiz.,Sor.,	Div		13	N	-	N	-	1	-

14.3.20 U

Spell Name	Class /Lvl	School	N A T	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	S r c
Undetectable alignment	Beg., Cl.,	Abjur.-		13	N	-	-	???????	???	C ? ? ?

14.3.21 U

Spell Name	Class /Lvl	School	N A T	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	S r c
Unseen Servant	Wiz.,Sor.,	Conj		13	N	-		N	2	All	-

14.3.22 V

Spell Name	Class /Lvl	School	N A T	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	S r c
Vigor, Lesser	Cl.,	Conjuration (Healing)	-	13	G	-	-	1	All	C D
Vine Strike	Cl.,	Divination	?	13	N	-	-	0	All	S C

14.3.23 W

Spell Name	Class /Lvl	School	N A T	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	S r c
Whelm	Beg.	Enchantment (Compulsion) (Mind-Affecting)		13	E	1d3	Y	1d3-1		P H 2

14.3.24 X

Spell Name	Class /Lvl	School	N A T	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	S r c

14.3.25 Y

Spell Name	Class /Lvl	School	N A T	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	S r c

Spell Name	Class /Lvl	School	N A T	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	S r c

14.3.26 Z

Spell Name	Class /Lvl	School	N A T	DC	Al	Shadow / Taint	SAN	Brdcst & Rsdue	Age	S r c

15 Feats

15.1 Spell Broadcast & Residue Reduction (I)

Prerequisites:
- Minimum spell caster level 3.
- Minimum spell caster attribute of 17 (INT for wizards, WIS for clerics, etc.).
- Concentration with a minimum of 8 RANKS (before mods/bonuses).

Through focusing on skills in reduction of "broadcast", the spell caster has learned how to reduce some of the impact on the Song of Arda, and is able to reduce the spell broadcast and residue base level by one point. This feat can only be taken once. Destructive and evil spells cannot be lower than 1 (plus location modifier). At higher levels, caster may choose to build on this ability with related feats.

15.2 Improved Spell Broadcast & Residue Reduction (II)

Prerequisites:
- Spell Broadcast & Residue Reduction I.
- Minimum spell caster level 6.
- Minimum spell caster attribute of 18 (INT for wizards, WIS for clerics, etc.).
- Concentration with minimum of 16 RANKS (before mods/bonuses).

Spell caster has improved the ability to reduce the impact on the Song of Arda, and can now reduce any, *non-destructive and non-evil spells*, zero level or first level spell broadcast or residue so much that the total broadcast and residue is only a grand total of zero. Evil and destructive spells are still a minimum of 1 (plus location modifier).

Additionally the spell caster is able to reduce the broadcast level of all 2nd level spells to a total of 1 (before location modifiers), all 3rd level spell

broadcast base values divided in half (round down, but no lower than 1), and spells 4th level and higher have their base broadcast reduced by 4 points (never lower than 1).

15.3 Master Spell Broadcast & Residue Reduction (III)

Prerequisites:
- Minimum spell caster level 12.
- Spell Broadcast & Residue Reduction I and II.
- Minimum spell caster attribute of 21 (INT for wizards, WIS for clerics, etc.).
- Concentration with minimum of 24 RANKS (before mods/bonuses).

Only the exceptionally gifted spell casters usually learn this level of broadcast suppression, most never achieve the discipline necessary for this feat. The spell caster has greatly improved the ability to reduce the impact on the Song of Arda, and can now reduce any, *non-destructive and non-evil spells*, zero level, first level, second level, or third level spell broadcast or residue so much that the total broadcast and residue is zero (before location modifier). Evil and destructive spells are still a minimum of 1 (plus location modifier).

All 4th and 5th level spell broadcast base levels are reduced by half (round down, though never lower than 1) (before location modifier).

And reduce the base broadcast of all 6th and higher spells by 8 points (never lower than one) (before location modifier).

15.4 Epic Spell Broadcast & Residue Reduction (IV)

Prerequisites:
- Minimum spell caster level 24.
- Spell Broadcast & Residue Reduction I, II, & III.
- Minimum spell caster attribute of 24 (INT for wizards, WIS for clerics, etc.).
- Concentration with minimum of 36 RANKS (before mods/bonuses).

Only the most extraordinarily gifted spell casters can acquire this feat.

The spell caster has incredibly improved the ability to reduce the impact on the Song of Arda, and can now reduce any, *non-destructive and non-evil spells*, from zero through fourth level spell's broadcast or residue so much that the total base broadcast and residue is zero! Evil and destructive spells are still a minimum of 1 (plus location modifier).

Additionally the spell caster is able to reduce the broadcast level of all 5th level and 6th spells by half (round down, though never lower than 1) (before location modifier), and all 7th level and higher spells by 16 points (though never lower than 1) (before location modifier).

Feats for overcoming high spell casting DC

Feats for ......

16 SKILLS & SKILL TRICKS

Skills/tricks to reduce Broadcast.

Skills/tricks to reduce residue.

Skills to help overcome high casting DC

17 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.)

17.1 Eä Deities and Domain Lists

17.1.1 The Greater Powers (Aratar)

17.1.1.1 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

17.1.1.2 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

17.1.1.3 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

17.1.1.4 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

17.1.1.5 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)

17.1.1.6 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)

17.1.1.7 NIENNA

Overview:
Other Names and Titles:
Color:
Domains:

17.1.1.8 OROME

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

17.1.2 THE LESSER POWERS

17.1.2.1 VANA

Overview:
Other Names and Titles:
Color:
Domains:

17.1.2.2 TULKAS

Overview:
Other Names and Titles:
Color:
Domains:

17.1.2.3 NESSA

Overview:
Other Names and Titles:
Color:
Domains:

17.1.2.4 IRMO

Overview:
Other Names and Titles:
Color:
Domains:

17.1.2.5 ESTE

Overview:
Other Names and Titles:

Color:
Domains:

17.1.2.6 VAIRE

Overview:
Other Names and Titles:
Color:
Domains:

17.1.2.7 MELKOR

Overview:
Other Names and Titles:
Color:
Domains:

18 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

19 APPENDICES

20 INDEX

Alphabetical Index