



BECMI

MIDDLE-EARTH

Notes for playing in the Middle-Earth setting using Dungeons & Dragons BECMI rules

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Last Update: July 7, 2022 7pm

v. 0.1d

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INTRODUCTION

WHAT THIS DOCUMENT IS

This document is a list of my personal campaign notes and optional rules for playing in Middle-Earth, the setting from Professor J. R. R. Tolkien's books *The Hobbit* and *The Lord of the Rings*, using older editions of **Dungeons & Dragons** rules. This compilation uses the old **MERP** (Middle-Earth Role Playing) as the main source of information about *mechanical* stats for character levels, treasures, magic items, etc.

DMs can use these simple guidelines and their own **MERP** books (or any other source material for Middle-Earth, including the Adventures in Middle-Earth game line) to play OSR adventures in this classic setting. This conversion should also work with recent OSR games such as **Fantastic Heroes & Witchery** and **Old School Essentials**.

This document assumes the interested DM is already familiar with all the required rules from any version of older **Dungeons & Dragons** rules (D&D-Holmes Basic; D&D-B/X version / Moldvay Basic; D&D-BECMI / Mentzer Basic; and D&D-Rules Cyclopedia version). It should also work with alternative version of these rules (such as the "Black Box" or the "Tan Box"). These rules and ideas could also reasonably work with any version of **Advanced Dungeons & Dragons** (1st or 2nd edition) and even more recent versions of the game, but these are not the focus of this conversion.

WHAT THIS DOCUMENT ISN'T

This document is *not* a full game and does *not* contain enough information about the setting to play.

Information about Middle-Earth as a RPG setting can be obtained directly from the **MERP** games, Professor Tolkien's books, or any other relevant source of DM's preference. This document assumes the DM is already familiar with the setting, so there will be no explanations for the references and terms used (e.g., Valar, Maiar, Eldar, Númenorians, Dúnedain, Sindar, etc.)

GOING BIG OR GOING SMALL?

Any conversion of a setting as popular as Middle-Earth is full of controversy. Most DMs and Players will disagree to at least some of the information on this document. That's fine – as always, the rule is to do what's best for your game. That is to say that, as this document was craft primarily *as a source of information for my own campaign*, I will not try to justify design choices made.

That said one choice should be addressed. Most of the time, when converting Middle-Earth to numbers in a RPG, the designer has two basic choices – going big, or going small.

"Going small" refers to considering Middle-Earth creatures and character as low-level as possible. Dominique Crouzet addresses this choice in his *excellent* game, **Fantastic Heroes & Witchery**, describing the heroes of the Fellowship as being level 1 (the Hobbits), level 4-6 (Legolas, Gimli, Boromir, and Aragorn), and level 9-11 (Gandalf). He justifies his choice by using basic stats for orcs (1 HD), wraiths (4 HD), and the balor demon from **AD&D** (representing the balrogs, a 13 HD-monster). That is a fine design choice and I really like it – I even tend to follow it in most of my campaigns.

"Going big", on the other hand, is pretty much the opposite. This choice makes the creatures and characters of the setting as high-level as possible, basing their level directly correlated to their importance to the story and setting. This is the design choice of **MERP** authors, who were not shy with their epic levels, to the point where I had to use mathematical formulae to find a reasonable equivalent to a 90th-level character in **D&D**.

So, for this conversion, because I love the **MERP** books and used them more than all other *Lord of the Rings* RPGs available, I decided to go big. Like, very big. Immortal big, with epic characters, monsters, NPCs and enemies, using the rules from the *Immortals* set and *Wrath of the Immortals* when necessary. This choice was made not only to challenge myself – I have personally never written or played beyond 20th level – but also to honor the choices made in **MERP**, which was the original inspiration for this conversion and campaign.

HOW THIS DOCUMENT IS ORGANIZED

(To be honest, for the most part it *isn't* organized.)

This document's chapters follow the same order of the **Rules Cyclopedia** book, each covering a few alternative rules and giving information related to the main topic of the chapter in a game set in Middle-Earth.

TSR Books Used as Reference

TSR 1071 – Rules Cyclopedia (RC)
TSR 1082 – Wrath of the Immortals (WotI)
TSR 9173 – Creature Catalogue (AC9)

MERP Books Used as Reference

MERP 8000 – Middle-Earth Role-Playing
MERP 8002 – Lords of Middle-Earth Vol. I
MERP 8003 – Lords of Middle-Earth Vol. II
MERP 8004 – Lords of Middle-Earth Vol. III
MERP 8005 – Creatures of Middle-Earth
MERP 8006 – Treasures of Middle-Earth

CONVERTING MERP LEVELS TO D&D LEVELS

MERP Level	D&D Level	Notes
1-40	Half MERP Level	Round up, a level 39-40 character in MERP converts to a level 20 character in D&D
41-90	+1 RC level per 5 full MERP levels	Round down, a level 90 character in MERP converts to a level 30 character in D&D
91-150	+1 RC level per 10 full MERP levels	Round down, a level 150 character in MERP converts to a level 36 character in D&D
Above 150	+1 RC level per 10 full MERP levels	Maximum 36th level in Rules Cyclopedia; these are "virtual levels", used only to calculate total experience points (important for characters who have or later gain Immortal levels)

CHARACTERS

RC, p. 13

SUGGESTED ABILITY SCORE GENERATION

Check RC, p. 6-7 for the standard generation of ability scores, basic class descriptions, and other steps in character creation.

As an alternative ability score generation method, the DM can allow the players to use the Point Allocation method (RC, p. 130) and simply distribute 72 points among the six ability scores. The number of ability points to be distributed can be adjusted according to the type of campaign:

Low-powered campaigns: distribute 66 ability points.

Standard campaigns with 6 or more players or characters from the Third Age: distribute 72 ability points.

Campaigns with 4-5 players or characters of “great power” in the Third Age: distribute 78 points.

Campaigns with 2-3 players or characters from the Second Age: distribute 84 points.

Solo campaigns (1 player) or characters from the First Age: distribute 90 points.

ALTERNATIVE LEVEL MAXIMUM FOR DEMIHUMANS

It is recommended (although not necessarily obligatory) that DMs use the “Demihuman and Mystic Experience Levels” variant (RC, p. 266-267), allowing Dwarves, Elves, and Hobbits (Halflings) to reach 36th level as all other classes, but only for characters and campaigns set in the First, Second, or early Third Age (or, alternatively, for characters born in these times).

For campaigns set in late Third Age and early Fourth Age, the standard level limitations from *Rules Cyclopedia* for Demihuman characters are recommended – in this period, the immortal and non-human races are in decline and will soon leave Middle-Earth, giving rise to the dominion of Man.

HALF-ELVES AND DÚNEDAIN CHARACTERS

True half-elves (children born out of the union of an elf and a mortal, also called *Peredhil*) are extremely rare in Middle-Earth. Half-elves have a choice of following their mortal heritage or their elven heritage. If the DM allows a Player to have a true half-elf character, the Player must choose a mortal class (same as humans) or the Elf class.

The requisite to play a half-elf is the same as an Elf, plus the requisite of the chosen class (if the player chooses a mortal life).

Dúnedain are descendants of the Númenorians, being mortals blessed with long life, power and knowledge. If the DM allows a Dúnedain character and uses the alternative ability score generation of point distribution described above, Dúnedain always have +6 points than the normal for the other humans in the campaign (to a maximum of 90 points); if abilities are rolled, Dúnedain gain a +1 to all abilities (to a maximum of 18). They also pay +20% experience for each character level (so a Dúnedain Fighter needs 2,400 XP to reach second level, for example). The requisite to play a Dúnedain is the same of the chosen class, *plus* no ability score under 8.

THE D&D CLASSES IN MIDDLE-EARTH

Clerics (Optional, lore-dependent)

The DM must decide if Clerics are available for their campaign.

As described in RC, p. 13, a Cleric is simply “a human character who is dedicated to serving a great and worthy cause” and that “all clerics belong to an order (...) made up of clerics serving the same ends”. Because of this, many would argue that there should be no Clerics in Middle-Earth, since the religion of most of the peoples described by Professor Tolkien (the Eldar and Númenorians in particular) is monotheistic and there is a clear absence of organized religion in the setting.

However, notice that Clerics do *not* need to serve an Immortal (a Valar); they can simply serve their own Alignment. If we remove the need for clerical orders (or re-imagine them as societies of like-minded people), Clerics could still be part of the game, not as followers of a specific religion, but as people with a deep connection to the powers of the world, probably on a very instinctive level. These Clerics gain their powers through the study and understanding of the natural world and the connection with it. It is also known that ancient Númenor had priests and an organized (monotheistic) religion that revered Eru Ilúvatar, but also revered the Valar – and although that has long been gone from Middle-Earth on the Third Age, the DM may set campaigns in these ancient times or assume some of these traditions survived.

Another option (closer to the original **D&D** rules) is having Clerics be characters chosen by the Valar at an early age to act as their champions in Middle-Earth – their powers come not from training or choice, but predestination, being usually a sign of a great (and many times tragic) destiny. This would also explain why Clerics only gain spells at 2nd level – they definitely have the potential for greatness, but that would be the moment when they are contacted by a Valar with an offer of patronage.

Examples: Tuor Eladar.

Fighters (Core)

Combatants of all types are probably the most common class in Middle-Earth.

A 9th-level Fighter who wishes to follow the path of the Paladin or the Avenger, however, must go through a life-changing experience instead of training with a formal organization to gain the subclass. Such character probably has called the attention of the Valar with his or her actions, being visited in dreams or visions and coming out of it with renewed purpose.

Examples: Aragorn, Boromir, Faramir, Éomer, Éowyn, Theoden, and many others.

Magic-Users (Optional, lore-dependent)

The DM must decide if Magic-Users are available for their campaign.

In Professor Tolkien’s writings, mortal Magic-Users don’t appear often and, when they do, they usually have a supernatural origin (such as Lúthien, who was half-Maia). At the same time, mortals who learn sorcery and mystical secrets are often mentioned and (even Saruman argues that the “Necromancer” was probably some “mortal conjurer”).

The DM must decide if their campaign will allow mortals (player characters) to be Magic-Users and, in affirmative case, if the Magic-User PC has some kind of supernatural background. In that case, the DM may allow the Magic-User to learn spells just like described in the “Alternative Elven Magic” variant rule on this page.

Examples: The Mouth of Sauron.

Thief (Core)

Rogues, thieves, low-lives, and other general “scum” don’t appear often in the heroic writings of Tolkien, but they clearly exist – especially in the few big cities around Middle-Earth. Just as Fighters, the Thief class fits the setting perfectly without the need for changes in rules.

One option is also to use the Thief class as hunters or scouts – for example, a Dúnedain ranger trained more in stealth and information-gathering than combat could be of the Thief class. These characters should be allowed to choose skills (RC, p. 82) to complement their concept.

Examples: Gríma Wormtongue.

Dwarf (Core)

Just like Fighters, the Dwarf class described in RC fits Middle-Earth perfectly.

Examples: Thorin Oakenshield, Gimli.

Elf (Core, Optional, lore-dependent)

In Middle-Earth, different lines of elves have different powers and abilities. The standard Elf class fits the more powerful lines of the Eldar, but check below for optional rules for the Elf class (including Elves without spellcasting).

Examples: Legolas, Elrond.

Halfling (Core)

Just like Fighters, the Halfling class described in RC fits Middle-Earth perfectly. Here they can be called by their original name – Hobbit.

Examples: Bilbo and Frodo Baggins.

Mystics (Optional, lore-dependent)

There are no mentions of anything similar to Mystics in Middle-Earth. DMs who wish to keep this class in the game can make them come from the mysterious East, but this would cause other problems in a lore-consistent game.

Examples: None.

OPTIONAL RULES FOR CORE CLASSES

Fighter Class: RC, p. 16-19

As an optional rule, a 9th-level Fighter can follow the ways of magic. This is specially common in the Second Age among the Númenorians, who had several fighter-mages in their lineage of kings and among Half-Elves who decided to have a mortal life (see “Half-Elves and Dúnedain Characters”, above).

With this optional rule, the Fighter needs Intelligence 13 or greater to learn spells as a Magic-User of one-third his actual experience level (round down). The Fighter learns and casts spells exactly as a Magic-User would, except that (like Elves) armor does not interfere with their spellcasting.

Thief Class: RC, p. 21-23

As an optional rule, the Thief’s Backstabbing special ability (RC, p. 23) can be improved to cause more damage at higher levels.

With this optional rule, Thieves cause *double* damage (roll the damage for the weapon, multiply the result by two, and then add any pertinent modifiers) at levels 1-11, triple damage at levels 12-23, four times the damage at levels 24-25 and five times the damage at level 36.

Thief Level	Backstab Damage
1st	x2
12nd	x3
24th	x4
36th	x5

Elf Class: RC, p. 25-26

As an optional rule, there are two types of elves: those who cast spells (albeit in a slightly different way from the standard rules) and those who can’t.

If you choose to use the “Alternative Elven Magic” variant below, then the prime requisites for being an Elf become Strength and Charisma instead of Strength and Intelligence; elves still keep a requirement of Intelligence 9 or more (RC, p. 25), but experience bonuses are awarded for elves with high Strength *and* Charisma.

Alternative Elven Magic

Elves have a deep understanding of magic and learn and cast spells naturally. They can cast the same spells as the standard rules, but they use CHA instead of INT as their spellcasting ability. Elves of 9th level or higher are also able to learn Druid spells as if they were magical spells (if the same spell appears on both lists, use the one with the lowest level). If the DM uses this rule, then elves with high CHA (not INT) gain a bonus to their experience points.

Additionally, elves do *not* need spellbooks to prepare spells – they simply meditate just like Clerics do. However, they can’t learn an unlimited number of spells. Elves instead learn spells naturally as they advance in level, choosing or randomly rolling (at DM’s discretion) from the spell table (RC, p. 34). Their number of known spells is always one more than the number of spells they can cast at each level. So, a 3rd-level elf can cast two first- and one second-level spells; that elf would know three first- and two second-level spells. (Notice that this rule makes human spellcasters different from elves, as they can learn any number of spells per spell level, and could be used even in standard campaigns not set in Middle-Earth.)

(As a suggestion to DMs, to gain new spells, elves should look for instruction from higher-level characters or learn them from nature itself through small quests; these should be taken in-between levels and count as training, allowing the Player to choose the spells gained on any specific level or even a new exclusive spell introduced by the DM.)

Elves without Magic

Players can choose to play elves with no spellcasting ability. In this case, cut their experience by approximately 25% to advance in level (see accompanying table for exact values).

A 10th-level non-spellcasting elf would have 450,000 XP and would need only 200,000 XP (instead of 250,000) to advance

through each stage of power and gain new attack rank letters after that (or to gain a new level, if the DM decides to use the optional rules to advance Demihumans to 36th level). At DM's discretion these characters could refer to the optional Other Character Abilities (RC, p. 75) and choose common skills from the table on p. 82 to complement their character concepts.

Non-Spellcasting Elf (D6)		
LV	XP	THAC0
1	0	19
2	3,000	19
3	6,000	19
4	12,000	19
5	24,000	17
6	48,000	17
7	90,000	17
8	200,000	17
9	300,000	15
10	450,000	15
11	600,000	15
12	800,000	15
13	1,000,000	13
14	1,200,000	13
15	1,400,000	13
16	1,600,000	13
17	1,800,000	11
18	2,000,000	11
19	2,200,000	11
20	2,400,000	11
21	2,600,000	9
22	2,800,000	9
23	3,000,000	9
24	3,200,000	9
25	3,400,000	7
26	3,600,000	7
27	3,800,000	7
28	4,000,000	7
29	4,200,000	5
30	4,400,000	5
31	4,600,000	5
32	4,800,000	5
33	5,000,000	3
34	5,200,000	3
35	5,400,000	3
36	5,600,000	2

Other Possible Character Expansions

For DMs with access to the following books, rules presented within these can be used to expand the number of options for characters in a Middle-Earth campaign.

TSR 9223 – GAZ 5 – Elves of Alfheim: The DM can use the spell lists from this book (p. 63-64) as an alternative list of

spells available for the Elf class (or even for spellcasting Fighters described above).

The “Beginning Skills” and “Special Clan Skills” described on p. 49-50 could be used with non-spellcasting elves, especially those native to Mirkwood (it seems appropriate that Mirkwood elves should have their own version of the clans described here).

If the DM does not wish to use the option of “Alternative Level Maximum for Demihumans”, elves could use the options in this book (p. 47 and p. 63) to advance their fighting or magical skills; it is recommended, however, that the DM lifts the restriction that says elf characters have to train with humans to advance.

TSR 9287 – GAZ13 – The Shadow Elves: This book also contains rules for elves advancing past their limitations in fighting or magic (p. 14), with a better explanation than GAZ5; apart from that, the rules are essentially the same. It is recommended that the spell lists of this book don't be used, since the lists on GAZ5 are closer to what's expected from Middle-Earth elves.

SPELLS AND SPELLCASTING

RC, p. 32

COUNTERSPELLING

A spellcaster that has a higher initiative than an enemy spellcaster can use the *same* (or the reversed form of a) *spell* to annul a casting from an enemy. At DM's discretion the character may have to be successful on an Intelligence check to identify the spell being cast by the opposition or, if the spell is unknown, simply risk it. Alternatively, the *dispel magic* spell can always be used to counter an enemy casting (in this case the spell has no other effects and it is cast with normal chances of failure).

GENERAL IDEAS FOR MAGIC IN MIDDLE-EARTH

Professor Tolkien's world has a very specific "feel" that does not always match the rules of **D&D** – especially because in Middle-Earth, heroes behave in certain ways that more strategic Players would consider inefficient. When it comes to magic, those with great power tend to hide it, ignore it, and only use it in extreme circumstances. The DM, of course, is free to ignore these traits of the setting in favor of a more traditional gaming experience; for those who wish to reproduce the specific flavor of Middle-Earth in their games, consider using these optional rules.

Descriptions of Magic

Spells and spell-like abilities in Middle-Earth should be described as a manipulation of the natural order; only evil spellcasters break the natural order to use their powers. So, spells that cause damage and destruction or break other people's wills should be avoided for all those who are of good disposition. Many spellcasters still learn these spells to use them in counterspelling (as described above).

This is not to say a Player should never use a *lightning bolt*, for example; but if role-playing appropriately, such spell should be reserved for the direst of circumstances, or cast only with the appropriate description (like Gandalf does in the movie version of *The Hobbit*, using this power to save the dwarves and open a path for them to escape – he doesn't use it to directly kill as many goblins as possible, but to scatter them).

At the DM's discretion, another possibility is to have all spells be described in "physical" form; a *fireball* could be the result of an alchemical bomb (or even fireworks!) created by a cunning Magic-User. A *sleep* spell could be the result of a potion made from natural herbs, and so on. In this case, *spells per day* represents the limit on knowledge, available materials, and time to prepare the needed potions and alchemical items, a *spellbook* is simply a travelling laboratory, and only the character knows how to carefully use his or her potions (to justify why they can't simply give the items to other characters to use). All other rules remain mechanically the same.

UNAVAILABLE SPELLS

Even in campaigns where the DM allows Clerics and Magic-Users, not all spells are available or easily obtainable.

In Middle-Earth, death is permanent and final, so spells that bring back the dead in any way, shape, or form, are usually unavailable. To reproduce this, use the variant rule "Death in the Campaign" (RC, p. 266).

If the DM also uses the variant rule "Keeping Characters Alive" (RC, p. 266), some of the resurrection spells could be kept in the campaign to heal characters that have suffered grievous wounds and are at death's door with 0 hit points. See p. 8 of this document for details.

EQUIPMENT

RC, p. 62

ENCUMBRANCE FOR MAGICAL ARMOR (MISSING RULE)

In the editions in the early 80s and the 1994 edition, magical armor only weighed half the encumbrance of its normal counterpart, but this rule was omitted from the Cyclopedia. (RC, p. 67)

NEW ITEMS

Dwarvencraft Weapons: These grant a non-magical +2 bonus to damage. They cost 300 GP more than a normal version of the same weapon.

Elvencraft Weapons: These grant a non-magical +1 bonus to attack. They cost 300 GP more than a normal version of the same weapon.

Elven weapons: elven long-knife (short sword), elven blade (longsword), elven war blade (bastard sword).

Elvencraft and dwarvencraft weapons can be magical. Their magical bonuses are *not* cumulative with their non-magical bonuses (use the best one in each situation). So, a *dwarvencraft battle axe +1* would grant a +1 bonus to attack rolls and a +2 bonus to damage (for its dwarvencraft quality), but a *dwarvencraft battle axe +3* would grant only a +3 bonus to attack rolls *and* damage (not a +5 to damage). However, the non-magical bonuses still work even in situations where the magical bonuses don't.

OTHER CHARACTER ABILITIES

RC, p. 75

This whole chapter of the Rules Cyclopedia is optional, but some of the rules here are used to create specific types of characters. Common skills in particular (RC, p. 82-86) are used only for certain characters, to help create specific templates that fit different kinds of heroes in Middle-Earth.

ALTERNATIVE SKILL CHECK RESOLUTION

Multiply the skill rank by 5 and roll 1d100 against that number. The DM makes all checks, adjusting results according to how hard they are. Anything above 96 is always a failure while anything between 01 and 05 is always a success.

(No, there is no clear advantage to this method in relation to the traditional "d20-roll-under" check, I just like % rolls for skills; also, this makes regular skill checks similar to the checks for Thief Abilities.)

ELVEN ROLES

If the option of "Elves without Magic" (p. 5) is in play, the DM should allow these characters to select skills, usually in relation to their roles in elven society. The character can select skills from the suggested list and any other allowed by the DM. Some ideas include:

Elven Paragon of (Elven People or Region): Alertness (Dex), Blind Shooting (Dex), Bravery (Wis), Quick Draw (Dex).
Example: Legolas, Elven Paragon of Mirkwood.

Guardian of (Elven People or Region): Alertness (Dex), Leadership (Cha), Military Tactics (Int), Stealth (choose terrain) (Dex), Survival (choose terrain) (Int), Tracking (Int).
Example: Haldir, Guardian of Lórien.

BARDS, MINSTRELS, AND ROGUES

In campaigns that include these character concepts, the DM can allow Fighters, Magic-Users, and Thieves to take skills that reflect that training:

Bard: Acting (Cha), Art (choose type) (Int), Disguise (Int), Music (choose type) (Int), Singing (Cha), Storytelling (Cha).

Rogue: Cheating (Dex), Deception (Cha), Detect Deception (Wis), Gambling (Cha), Labor: Begging (Int), Knowledge: Streetwise (Int).

RANGERS AND GUARDIANS

In campaigns that include these character concepts, the DM could allow Fighters, Magic-Users, and Thieves to take skills that reflect that training:

Ranger of (People or Region): Hunting (Int), Nature Lore (Int), Navigation (Int), Stealth (choose terrain) (Dex), Survival (choose terrain) (Int), Tracking (Int). *Example:* Halbarad, Ranger of the North.

COMBAT

RC, p. 102

NATURAL HEALING (MISSING RULE)

This rule is missing from Rules Cyclopedia due to a printing error and could be included in RC, p. 12, on the column about Hit Points. Each full day of complete rest (no fighting or traveling!) will restore 1d3 hit points. If those resting are interrupted during that day in any way, then no healing will take place.

KEEPING CHARACTERS ALIVE (VARIANT RULE)

This variant rule presented in RC, p. 266 is recommended for Middle-Earth. If the DM uses this rule, it is recommended that *healing potions* and *cure wounds* spells don't work on characters at 0 hit points – their wounds are too serious for these spells. In this case, the DM can keep the *raise dead* and *raise dead fully* spells in the campaign, but only to be used in characters at 0 hit points. In this case, *raise dead* restores 1 hp per level of the character being healed (not the Cleric) and *raise dead fully* restore 1d6 hp per level of the character being healed (not the Cleric), with a maximum of 9 dice, plus 1 hit point per level the character has above 9.

MASS COMBAT

RC, p. 117

When calculating Battle Ratings for the War Machine system, consider using detailed calculations *only* for forces commanded by PCs, the leaders (or marshals) of each nation, and special characters. For minor NPCs and random armies on the map simply use the quick Battle Ratings (RC, p. 118).

IMPROVED QUICK BATTLE RATINGS

During step b of the calculations, take into consideration adding a +10 BR for undead and a +10 BR for cavalry (cumulative with all others) and maybe bonuses based on equipment, training, and previous combats (RC, p. 117) and special troop bonuses (including the +15 bonus for Dwarves and Elves).

MILITARY TACTICS

For DMs who use general skills in their games, this skill (described on RC, p. 84, and expanded here) can be used to quickly modify the results of mass combat or as an abstract way of running a battle.

(As per standard rules, this does not decide the final destiny of Player Characters, which should be handled with normal encounters inside the larger battle, fought by standard D&D rules.)

Use the following table to determine the battle's outcome. Remember to adjust each commander's roll for any inferiority or superiority he might have over his foe.

Result of Rolls	Result of Battle
Friendly commander wins by 4 or more	Massive victory: Enemy full rout and enemy leader slain
Friendly commander wins by 1-3	Victory: Enemy retreats in good order
Rolls are tied	Stalemate: fight another day or both retreat (DM's choice)
Friendly commander loses by 1-3	Defeat: Friendly forces retreat in good order
Friendly commander loses by 4 or more	Tragic defeat: Friendly forces in full rout, friendly commander slain

To use this skill with the standard War Machine rules, make a Military Tactics roll as described above then multiply the result by which each side was successful or failed by five and apply as a bonus to the results of the battle roll (RC, p. 119).

EXPERIENCE

RC, p. 127

EXPERIENCE FROM ROLE-PLAYING, ACHIEVING GOALS, AND EXCEPTIONAL ACTIONS

The DM should carefully read the "Experience from Role-Playing", "Experience from Achieving Goals", and "Experience from Exceptional Actions" topics and plan adventures that use these bonuses (1/20 of the total XP needed to reach the next character level.)

In a Middle-Earth campaign, these bonuses should constitute the biggest share of experience earned by the Players.

EXPERIENCE FROM TREASURE

In most Middle-Earth campaigns, financial gain is not a direct incentive for adventuring, so it is recommended that the DM reduces this experience bonus to 1 XP for every 10 GP value of treasure.

EXPERIENCE FROM MONSTERS

If the DM reduces the experience gained from obtaining treasure, the experience gained from defeating monsters should be increased in the same proportion: Defeating monsters to reach the objective of a quest or adventure now is worth 10 times the normal amount of experience.

MONSTERS

RC, p. 152

MIDDLE-EARTH MONSTERS

Many of the creatures described in various **D&D** books are present in Middle-Earth. Some require clarification.

It is recommended that the DM uses the “Changing Monsters” rules (RC, p. 214) to represent creatures that are stronger than normal. Orcs and trolls could reasonably gain up to 3 HD (without changing size too much) when they are leaders, heroes, and dark emissaries of their people.

The Balrogs

Balrogs are Maia corrupted by Morgoth during the creation of the world.

In game terms, the DM can use roaring fiends (WotI, Book 1, p. 108-109) to represent most balrogs. For DMs who wish to create a balrog NPC with more detail, they can create the original Maia spirit (usually at high Initiate Immortal rank, with 4-6 Immortal levels) and go from there, assuming the balrog’s physical form is a Mortal Identity with 20-24 HD.

As Exalted creatures (WotI, p. 105), balrogs have many specific rules that make them very powerful; it is recommended that DMs familiarize themselves with these rules before running a balrogs in a game.

Balrogs take damage when splashed by holy water at the rate of one point of damage per vial. This causes the creature to become enraged and attack the individual who used the substance.

Balrogs many times carry magic weapons of great power, with the most powerful among them carrying artifact-level weapons that can harm Immortals (the bonuses for these weapons are *not* included in the stats below).

Note: There’s a printing mistake in the *Wrath of the Immortals* book and the “Roar” power appears to be missing; I suggest you simply use the rules for the Howl power (WotI, p. 69).

THE BALROG OF MORIA

Durin’s Bane (Exalted of the Sphere of Entropy, 300 PP): NA 1 (1); MV 20’, fly 60’; AC 0; HD 25***** (125 hp); AT# 1 sword and 1 whip (THAC0 3, -5 w/ Str or -3 w/ Dex, plus bonuses if wielding magical weapons); Dmg 1d10 / 1d2 or special (plus bonuses if wielding magical weapons); Save IM1 or F25; ML 12; TT G; Str 35 (+8), Dex 26 (+6), Con 31 (+7), Int 35 (+8), Wis 23 (+5), Cha 19 (+3); AL C; SA Immortal Powers (Call Other, Enhanced Reflexes, Roar, Summon Weapons), Immortal spells (*power attack, probe, shield*); SD can only be hit by +2 or better magical weapons; XPV 33,500 (3 PP).

The Eagles

(DM’s note: Please notice that the *book* eagles are considerably bigger and stronger than the *movie* eagles – no kidding, these things are seriously overpowered.)

Use the roc (RC, p. 202) for the eagles, but increase their Intelligence to human level (9-12) or above. Eagles have their own language and can also speak the languages of other peoples of Middle-Earth.

The DM can consider that the characters usually see younger and smaller eagles most of the time, with the larger specimens being the rulers and nobles of their species.

Goblins, Hobgoblins, Bugbears, and Orcs

In Middle-Earth, all these creatures belong to the same species (“orcs”), with tribal and regional variants. So, a goblin is a just a small orc from a tribe that tames wolves, not a different type of creature.

Some orc variants include:

Misty Mountain Goblins (use goblin, RC, p. 180)

Gundabad Orcs or **Servants of the White Hand** (use hobgoblin, RC, p. 185)

Orcs of Mordor (highly militarized, use the standard orc, RC, p. 199)

Uruk-Hai (bigger and meaner than other orcs, use bugbear, RC, p. 162)

The Nazgûl

The most powerful servants of the Enemy in the Second and Third Ages, the Nazgûl are extremely powerful wraiths. To quickly represent a Nazgûl, use the wraith monster (RC, p. 212, but without increased movement powers and without flight), but apply the modifiers similar of **Monster Rulers** (WotI, Book 1, p. 111). These modifiers bring each Nazgûl close to being unbeatable by normal characters – and that’s perfectly fine (see “Going Big or Going Small?”, p. 3).

Nazgûl are naturally invisible and ethereal and can’t interact with the physical world without first assuming a physical form (which takes a full turn). In their invisible and ethereal form they can fly with Movement 480’ (160’). In physical form they move as any other creature and make use of steeds (and later in the Third Age, flying mounts).

Despite all their power, the Nazgûl have some pretty obvious weaknesses – they are afraid of the natural forces of water and fire and will prefer to retreat than face any opposition with obvious supernatural support, unless they are in numerical advantage. The Nazgûl are also bond to fate – the Witch-King in particular has been destined to be destroyed not by those with the highest levels, but with the greatest courage. Or plot armor.

THE LESSER NAZGÛL

The Nazgûl (Exalted of the Sphere of Entropy, 100 PP): NA 1 (1); MV 40’; AC -3; HD 18** (90 hp); AT# 2 touches or 2 weapons (THAC0 6, plus bonuses if wielding magical weapons); Dmg 4d6 + energy drain or by weapon; Save IM1 or F18; ML 12; TT 4xE (at double normal percentages); Intelligence 17; AL C; SA energy drain (1 level), Immortal spells (*power attack, probe, shield*); SD immune to *sleep, charm, hold*, can only be hit by magical weapons; XPV 14,750 (1 PP).

THE WITCH KING

The Witch-King (Exalted of the Sphere of Entropy, 150 PP): NA 1 (1); MV 40’; AC -3; HD 24** (120 hp); AT# 2 touches or 2 weapons (THAC0 3, plus bonuses if wielding magical weapons); Dmg 4d6 + energy drain or by weapon; Save IM1 or F24; ML 12; TT 4xE (at double normal percentages); Intelligence 17; AL C; SA energy drain (1 level), Immortal spells (*power attack, probe, shield*); SD immune to *sleep, charm, hold*, can only be hit by magical weapons; XPV 26,750 (2 PP).

Trolls

In Middle-Earth, trolls are very different from the clawed regenerating humanoids described in RC, p. 210. Just like what happens with orcs, Middle-Earth trolls are actually variants of many different **D&D** creatures with the same names, but most can be simulated with the stats for ogres and hill giants. Some troll variants include:

Cave-Troll (use hill giant, RC, p. 179, increased to 9 HD). These trolls turn permanently to stone when exposed to sunlight.

Forest-Trolls (use ogre, RC, p. 198, increased to 7 HD). Least hideous, brutal, and monstrous of all wild troll variants, but still very dangerous.

Hill-Trolls (use hill giant, RC, p. 179). Not as loathsome as cave-trolls, but as quarrelsome, greedy, and cannibalistic

Snow-Trolls (use hill giants, RC, p. 179).

Stone-Trolls (use ogre, RC, p. 198, increased to 6 HD). These trolls turn permanently to stone when exposed to sunlight. Stone-trolls are the most common breed. In fact, when most people talk or write about trolls, they refer to stone-trolls.

Olog-Hai (use ogre, RC, p. 198, but increase Intelligence to the 9-12 range). More intelligent and human-like than other trolls, they usually advance quickly in military ranks in the armies of Mordor, gaining up to 3 HD in the process and sometimes wielding advanced arms and wearing armor.

NEW MONSTERS FOR MIDDLE-EARTH CAMPAIGNS

The DM should not be aware of including monsters not described in the *Legendarium* in a Middle-Earth RPG campaign. Many monsters could reasonably be included not as species but as unique creatures or variants.

For example, if the DM really likes the monster called grey philosopher (AC9, p. 85) he could include it not as a species, but as a single creature, "Nolondil the Defiler", a Black Númenorean of great power who remained on Middle-Earth after death due to his own unresolved issues. These types of characters could become villains and recurring NPCs or the focus of a single, epic adventure.

IMMORTALS

RC, p. 256; most game information collected from MERP 8002 – Lords of Middle-Earth Volume I: The Immortals

Valar, Maiar, and other powerful supernatural beings of Middle-Earth can be simulated with the rules for Immortals. For DMs who wish to use these characters in a campaign, it is recommended that they use the updated Immortal rules from *Wrath of the Immortals* (WotI).

Immortals in a Middle-Earth campaign will follow most of the rules presented in *Wrath of the Immortals*, including the limitations involving non-interference with mortals in the Prime Plane (WotI, Book 1, p. 5).

WRATH OF THE IMMORTALS RULES CONFLICTS

WotI, p. 9 states that Immortals use their HD to calculate spell effects (including damage), but that they are not limited to 20-dice damage rolls (thus, a 45-HD Immortal causes 45d6 damage with a *lightning bolt*); p. 54 states that an Immortal uses *twice* their HD total to calculate spell effects (what would bump that *lightning bolt* to 90d6). For this document we'll assume p. 9 is correct. Mortals trying to *dispel* Immortal magic treat it as if the Immortal were a caster with twice their HD in skill, but spell damage and effects are calculated at normal Immortal HD total (confirmed by the rules on WotI, p. 59).

CHART OF THE IMMORTALS OF MIDDLE-EARTH

The Valar

Assuming the most powerful level 500 Valar in MERP (Manwë, Varda, and Melkor, according to *Lords of Middle-Earth Vol. 1*) is a level 36 Immortal using *Rules Cyclopedica* and *Wrath of the Immortals*, we can calculate the proportional levels between the known Valar, starting from the most powerful of them and reducing one level in D&D for every five levels in MERP.

The Valar were the highest of the spirits of Middle-Earth. They are few, but they are the most powerful beings in Éa. In game terms, Valar (and *only the Valar*) are Immortals with power between Celestial and Hierarch levels.

Greater Powers	Immortal Rank	AL	Associations
Manwë (Súlimo)	Hierarch of Thought Immortal 36	L	<i>Association/theme:</i> Air, sky, wind, weather, sight, empathy, wisdom. <i>Status:</i> King of the Valar. Husband of Varda. Brother of Melkor (Morgoth). <i>Color:</i> blue.
Varda (Elbereth)	Hierarch of Energy Immortal 36	L	<i>Association/theme:</i> Light (stars, light of Arda, hearing, insight). <i>Status:</i> Queen of the Valar. Chief of Valier. Aka Elentári, Elbereth Githoniel, Star-kindler, Wife of Manwë. <i>Color:</i> white.
Ulmo	Hierarch of Time Immortal 34	N	<i>Association/theme:</i> Water (sea, rain, springs). <i>Status:</i> King of the Sea (Ocean Lord, Master of Waters). Spirit of the Veins of the Earth. <i>Color:</i> green.
Aulë	Hierarch of	L	Matter. <i>Association/theme:</i> Earth (non-living earth, crafts,

(Mahal)	Matter Immortal 33		materiality). <i>Status:</i> The Smith (Lord of Crafts). Master of the Earth. Maker (of Dwarves). Husband of Yavanna.
Yavanna (Kementári)	Hierarch of Matter Immortal 33	N	Matter. <i>Association/theme:</i> Earth (living earth, olvar). <i>Status:</i> Mistress of the Earth. Giver of Fruits. Keeper of Plants. Wife of Aulë and older sister of Vána. <i>Color:</i> deep green.
Námo (Mandos)	Hierarch of Time Immortal 31	N	Time. <i>Association/theme:</i> Spirits (death, passing). <i>Status:</i> Fëantur (Spirit-master). Keeper of the Dead. Doomsmaster. Lord of the Halls of Awaiting. Older brother of Nienna and Námo. <i>Color:</i> black.
Nienna	Hierarch of Thought Immortal 31	L	Thought. <i>Association/theme:</i> Conscience (grief, pity, suffering). <i>Status:</i> The Weeper. Sister of Irmo and Námo. Aka Loner, the Sufferer. <i>Color:</i> red.
Oromë (Aldaron)	Eternal of Energy Immortal 32	N	Energy. <i>Association/theme:</i> Nature (forests, wild, kelvar). <i>Status:</i> The Huntsman. Tamer of Beasts. Master of the Wild. Husband of Vána and older brother of Nessa. Aka Horn-sounder, Trumpet, Tauron, Béma, or Araw. <i>Color:</i> silver.

The Lesser Powers	Immortal Rank	AL	Associations
Vána	Empyrean of Energy Immortal 21	N	<i>Association/theme:</i> Youth (wild, birth, renewal, fire, flowers, song). <i>Status:</i> The Ever-young. Mistress of Flowers and Song. Wife of Oromë and younger sister of Yavanna. <i>Color:</i> spring green.
Tulkas Astaldo	Eternal of Matter Immortal 26	L	<i>Association/theme:</i> Valor (friendship, loyalty, laughter, hardness, delight). <i>Status:</i> Champion of the Valar. The Valiant. Husband of Nessa. <i>Color:</i> red gold.
Nessa	Celestial of Energy Immortal 16	L	<i>Association/theme:</i> Joy (celebration, happiness). <i>Status:</i> Dancer. Mistress of Celebration. Wife of Tulkas and younger sister of Oromë. <i>Color:</i> orange.
Irmo (Lórien)	Empyrean of Thought Immortal 21	N	<i>Association/theme:</i> Spirits (dreams, desire, love, vision, peace). <i>Status:</i> Fëantur (Spirit-master). Dream master. Lord of Visions. Master of the Fountains of Renewal. Husband of Estë and younger brother of Námo and Nienna. Aka Desirer. <i>Color:</i> deep blue.
Estë	Eternal of Time Immortal 26	L	<i>Association/theme:</i> Renewal (healing, rest, peace). <i>Status:</i> The Healer. Mistress of the Fountains of Renewal. Wife of Irmo. <i>Color:</i> grey.
Veirë	Empyrean of Time Immortal 22	N	<i>Association/theme:</i> Time (fate, tales, memory). <i>Status:</i> The Weaver. Wife of Námo. <i>Color:</i> purple.
The Fallen	Immortal Rank	AL	Associations
Melkor (Morgoth)	Immortal 36 Hierarch of Entropy	C	Entropy. <i>Association/theme:</i> Fire (cold, crafts, materiality, earth). <i>Status:</i> The Mighty. The Unmaker. Aka He Who Arises in Might, the Great Enemy, the Black Enemy, the Nameless. Brother of Manwë. <i>Color:</i> none.

Some Maia of Note

The Maiar composed the vast majority of the spirits of Middle-Earth, being servants and companions to the Valar.

In game terms, a Maia's power rank falls between those of Initiates and Temporals and can *never* increase past Temporal rank without going against the natural order of Middle-Earth.

Maia	Mortal Identity	Immortal Rank	Patron Vala and Associations
Goldberry	Goldberry Druid 22	Temporal of Matter Immortal 8	Ulmo. Water spirit. The River-daughter, Lady of the Old Forest.
Melian	Melian Magic-User 24	Temporal of Energy Immortal 10	Vána and Estë. Earth spirit. Aka Gift of Love, Dear Gift, Queen of Doriath. Wife of Elwë (Elu Thingol, E22).
Iarwain Ben-Adar	Tom Bombadil Druid 26	Temporal of Matter Immortal 12	Yavanna. Earth spirit. First Maia to enter the realm, Guardian of the Old Forest.

The Istari

The Istari (the Wizards) are a particularly good example of Middle-Earth Immortals. They are higher spirits that are limited to taking a lesser form to come to Middle-Earth, just like an Immortal needs to take a Mortal Identity (WotI, Book 1, p. 10) to affect the Prime Material Plane. However, the experience level of the Mortal Identity is usually proportional and limited by the power of the Immortal.

The Istari	Mortal Identity	Immortal Rank	Patron Vala and Associations
Alatar	Alatar Magic-User 20	Initiate of Energy Immortal 6 (480 PP)	Oromë. Nature, forests.
Olórin	Gandaf the Grey Magic-User 20	Initiate of Thought Immortal 6	Manwë. Wisdom, empathy. Later becomes an Immortal 8 and assumes the Mortal Identity of Gandalf the White (Magic-User 22).
Pallando	Pallando Magic-User 18	Initiate of Time Immortal 4	Mandos. Passing, souls.
Aiwendil	Radagast the Brown Magic-User 18	Initiate of Matter Immortal 4	Yavanna. Living earth.
Curumo	Saruman the White Magic-User 21	Temporal of Matter Immortal 7	Aulë. Non-living earth (crafts).

The Great Enemies

Great Enemies	Immortal Rank	AL	Associations
Melkor (Morgoth)	Hierarch of Entropy Immortal 36	C	Valla (Fallen). The Great Enemy. Aka Great Death, Bauglir ("Constrainer").
Sauron	Temporal of Entropy Immortal 8 (but see notes)	C	Maia (Fallen). Patron Vala: originally Aulë, later Morgoth. Aka Thauron ("the Abhorred"); Gorthaur ("the Cruel"); Annatar ("Lord of Gifts"), and many others. Sauron was originally stronger (Immortal 10), but put much of him in the One Ring (reduced to Immortal 8); however, with the artifact he reaches his full potential and has greater power than normal (Immortal 12).
Ungoliant	Eternal of Entropy Immortal 26 (but see notes)	C	Spirit of the Void. Aka Great Spider, the Unlight, İavarauko ("Demon of the Void"). Ungoliant reaches great power (becoming a Hierarch of Entropy, Immortal 36) after draining the Wells of Varda.

TREASURE

RC, p. 224

NEW MAGIC ITEMS

Armor Sets

An “armor set” is a combination of several different magic items that work only when worn together in a set. When worn separately, each magical item in the armor set works normally, but only when all parts are worn by the same character the set bonus power activates. This means that a character wearing a *fell-hunter armor set*, for example, can’t change the armor set boots for other kind of magical boots or he or she will not enjoy the set bonus.

Alliance Armor Set: This set is composed by a non-magical cape, boots, and helmet, *banded mail +1* and a *shield +1*. When worn as a set, the character continuously receives benefits of the *resist cold* and *resist fire* spells.

Elven Guardian Armor: This set is composed by *leather armor +1* and a matching set of *elven boots* and an *elven cloak*. When worn as a set the character gains the same benefits of *gauntlets of ogre power* (Str 18).

Fell-Hunter Armor Set: This set is composed by a non-magical cape, boots, and helmet, *leather armor +2* and a matching set of *bracers of archery* (anyone wearing these *bracers* become proficient with shortbows and longbows even without prior training). When worn as a set the character adds his or her Dexterity modifier to the damage of bows (with a minimum +1 bonus to damage).

Wands, Staves, and Rods

Minor Wand of (Spell): These magic wands are devices that allow a Magic-User (or Elf) to cast a specific spell without having it prepared or even knowing it. However, the casting still uses the Magic-User’s spell slots; with the wand in hands the character simply converts any prepared spell (or uses an “open” spell slot without a prepared spell) of the appropriate level or higher to cast the spell provided by the wand. So, a wand of magic missiles allows a character to use any spell slot or convert any prepared spell into a magic missile spell.

Minor Wizard Staff: This *staff +1* has the ability to channel a Magic-User’s (or Elf’s) spell slots into a melee attack. This requires a melee attack roll vs. AC 9 (plus Dexterity and magical bonuses), but channels the spell slots used into melee attacks and causes 1d6+1 points of damage per spell level of the slot used, to a maximum of 5d6+5.

Miscellaneous Magical Items

Wizard Robes: Also known as “Robes of Aman”, these are clothes made in the West and imbued with great power. They are just like regular clothing, but grant AC 5.

CAMPAIGNING

RC, p. 256

These are notes, thoughts, and musings for my own campaign, including a draft of the adventures I plan to use, both from **MERP** and from other sources.

THE BASICS

This is a campaign of the Third Age of the world. The campaign starts on the first few centuries after the War of the Last Alliance; the idea is run the campaign through the history of the Third Age, until the beginning of the Fourth Age.

This is an interesting moment in Middle-Earth. The War of the Last Alliance is won, Sauron is defeated, but the One Ring is lost and Isildur dies.

DM Assumption (not lore-checked): *I believe the beginning of the Third Age was the last moment when elves really got busy making elven babies. After such a huge conflict, many weddings are celebrated and new life springs from it. The first few centuries of the Third Age see the birth of the twins Elladan and Elrohir and their younger sister Arwen; and Legolas too, if the non-canon age given to him by movie producers is to be believed.*

Tale of the Years

In this campaign, adventures will have years, if not decades between them. This time will be filled with player-driven ideas about how to develop the parts of the setting over which they have influence.

Because most characters aren’t immortal like elves, the Players who choose to play dwarves, hobbits, and men will follow special rules (see below).

Also, many adventures (or scenes within an adventure) can be played in flashback form.

Elves vs. Everyone Else

Players who decided for **Elf characters** will run the same characters throughout the story (but will be allowed to change or create new characters if they wish).

Players who decide for a **mortal character** will run the same character after each adventure if the timeline allows for it; if and when a big time skip is played, these Players will be able to change characters. The new character, be it mortal or not, will start with *the same amount of experience* the Player had accumulated with the previous character (notice that this doesn’t always correlate to the same *experience level*, if the Player decides to change classes).

Because the story of the world (or at least the part of the world over which the characters have influence) will be player-driven, this means that Players have the opportunity to create families and dynasties, build and grow organizations, settlements, and fiefs. Meanwhile, Players of Elf characters will see their friends grow old and die and befriend their descendants, bringing the game world to life.

SELECTED ADVENTURES

This is a short list of adventures from some **MERP** and **AiME** (*Adventures in Middle-Earth*) books planned to be used in this campaign. Because of the huge amount of time between these

adventures, many other quests and short adventures can be included.

Books used:

MERP 2300 – Angmar – Land of the Witch King
MERP 2900 – Moria – The Dwarven City
MERP 3000 – Rangers of the North
MERP 3100 – Riders of Rohan
MERP 3200 – Lórien and the Halls of the Elven Smiths
MERP 3700 – Lost Realm of Cardolan
MERP 8106 – Assassins of Dol Amroth
MERP 8204 – Halls of the Elven King
MERP 8040 – Hillmen of the Trollshaws
MERP 8050 – Thieves of Tharbard
MERP 8070 – Goblin Gate and Eagle’s Eyrie
MERP 8080 – Rivendell – The House of Elrond
AiME Bree – Adventures in Middle-Earth: Bree Land Region Guide
AiME Erebor – Adventures in Middle-Earth: Erebor Adventures
AiME Mirk – Adventures in Middle-Earth: Mirkwood Campaign
AiME Wild – Adventures in Middle-Earth: Wilderland Adventures

When a book reference is not present, this means it’s an original adventure idea.

Year	Adventure	Product
TA 2	The Disaster of Gladden Fields	(1)
TA 3	Ohtar and the Shards of Narsil	(2)
TA 109	Elrond’s Wedding	(3)
TA 164	The Tale of Mong-Finn and Miffli	MERP 8040
TA 313	The Evenstar Comes of Age	(4)
TA 490	First Invasion of the Easterlings	(5)
TA 861	The Fall of Arnor	(6)
TA 1050	The Embassy of the Wizards	(7)
TA 1409	Terror Among the Tomes	MERP 3000
TA 1410	The Extortion Ring	MERP 8050
TA 1411	Theft of the Tiara	MERP 8050
TA 1412	Smugglers on the Gwathlo	MERP 8050
TA 1435	To Steal a Mallorn Seed	MERP 3200
TA 1450	A Sorcerer in Thranduil’s Halls	MERP 8204
TA 1601	Founding of the Shire	MERP 3000
TA 1635	Years of the Plague	(8)
TA 1640	Intrigue in Fornost	MERP 3000
TA 1641	A Frontier Fight	MERP 3000

TA 1642	Ambush North of Town	MERP 8050
TA 1643	The Embassy to the Dwarven King	MERP 2900
TA 1644	Looting the Halls of the Mirdain	MERP 3200
TA 1645	A Mission to Steal	MERP 2900
TA 1646	Hunt for the Warlord	MERP 3700
TA 1647	A Blow for Peace	MERP 3700
TA 1648	The Mithril Room	MERP 3700
TA 1671	The Rescue of Alquawen	MERP 8040
TA 1675	The Troll’s Watch Tower	MERP 8040
TA 1700	Scout Carn Dûm	MERP 2300
TA 1975	Glorfindel and the Battle of Fornost	MERP 8080
TA 1976	Old Bones and Skin	AiME Bree
TA 1977	Strange Men, Strange Roads	AiME Bree
TA 1978	Holed Up in Staddle	AiME Bree
TA 1981	An Herb for the Prince	MERP 3200
TA 2463	The First Meeting of the White Council	MERP 8080
TA 2759	The Dunlending Path	MERP 3100
TA 2799	Murder on the Docks	MERP 8106
TA 2780	A Home by the Sea	MERP 8106
TA 2781	The Hill of Shades	MERP 8106
TA 2851	The White Council Meets Again	MERP 8080
TA 2940	Rescue from the Depths	MERP 8070
TA 2941	The White Council Attacks Dol Guldur	MERP 8080
TA 2946 – 2952	Wilderland Adventures	AiME Wild
TA 2946 – 2977	Mirkwood Campaign	AiME Mirk
TA 2956 – 2961	Erebor Adventures	AiME Erebor
TA 3000	The Exploration Expedition	MERP 2900
TA 3001	The Search for Balin	MERP 2900
TA 3018	War in the North	(9)
TA 3019	A Message for Galadriel	MERP 8080
TA 3020	Defending the Frontier	MERP 3000
TA 3021	Quest for Durin’s Legacy	MERP 2900
FA 1	Raid on Goblin-Gate	MERP 8070

FA 2	Darkfall in the Wose-Wood	MERP 3100
FA 3	The Awful Stair	MERP 3100
FA 4	A Rood Adventure	MERP 3000
FA 5	Cleaving Cameth Brin	MERP 8040

(1) TA 2. **The Disaster of Gladden Fields.** Opening adventure in flashback format, retelling the story of Isildur's death. The Players run veterans of the War of the Last Alliance who will be ancestors (or even parents) of their current characters, creating ancient bonds between their lines.

(2) TA 3. **Ohtar and the Shards of Narsil.** Isildur's squire, Ohtar, is one of only three survivors of the ambush at Gladden Fields. He rescues the shards of Narsil and brings them safely back to Rivendell – provided the PCs can help!

(3) TA 109. **Elrond's Wedding.** The PCs play a group of emissaries of different peoples bringing gifts to the wedding of Elrond and Celebrían. However, the gifts are lost, misplaced, or outright stolen! What are they going to do? (Low level interlude/comedy session.)

(4) TA 313. **The Evenstar Comes of Age.** Getting close to her 72nd birthday, Arwen is becoming an adult and already is the fairest creature to walk Middle-Earth in the Third Age. She is also wild and rebellious, and wishes to adventure and see the world instead of behaving properly and staying home for the celebrations – she knows she will have too many responsibilities after that. The PCs can play emissaries with gifts (maybe the same who brought presents to the wedding of Arwen's parents centuries before), agents of Elrond or Celebrían asked to keep the elven princess in line, or friends (or even maybe romantic interests) who want to give her the only gift she truly wishes – freedom for a few days before she becomes an adult. Her two older (and extremely jealous) brothers, Elladan and Elrohir, play the part of antagonists. (Low level interlude/comedy session.)

(5) TA 490. **First Invasion of the Easterlings.** ?

(6) TA 861. **The Fall of Arnor.** ?

(7) TA 1050. **The Embassy of the Wizards.** ?

(8) TA 1635. **Years of the Plague.** ?

(9) TA 3018. **War in the North.** ?

CORRUPTION (VARIANT RULE, OPTIONAL)

One theme of Professor Tolkien's writings is the influence of evil forces on the minds and bodies of otherwise good people. Most of the time, campaigns set in Middle-Earth will not feature these themes. For DMs who wish to have games where corruption is a possibility, here's a simple set of rules.

Corruption has a temporary and permanent level. When the permanent level is *equal to* or *greater* than the character's Wisdom score, he or she is lost to the Shadow and becomes a servant of the enemy.

Temporary Corruption is gained when a character is exposed to evil influences – spending a long time in a corrupted place, suffering on the hands of enemies after being captured, seeing the suffering of other members of the Free Peoples and doing nothing about it (or being unable to do anything), etc. These events and situations can impose 1-3 points of temporary Corruption on the character.

When exposed to sorcery, evil spells, or supernatural influence, the character may also gain temporary Corruption, but in these cases the Player can make a saving throw to avoid the effect (usually vs. Death Ray or Spells).

Temporary Corruption can be "healed" at the rate of one point per *year*, as long as the characters remove themselves from the corrupting influences. Time spent in a sanctuary (a safe place known for being connected to the powers of good, such as Rivendell or Lórien) or "at home" with friends and family will help heal Corruption faster, while being stationed in a obviously evil place (such as being part of a siege in the land of Mordor for years) will prevent the loss of Corruption and may even increase it.

Permanent Corruption is gained when a character performs clearly evil acts *of his own free will* (and the DM should *always* warn when a specific action can result in the acquisition of Corruption). So, if a PC decides to use fear, intimidation, and impose his will over others (all of these being the "weapons of the Enemy"), 1-3 points of permanent Corruption will be gained, according to the severity of the crime. Imposing your will over a servant and forcing the retainer to put himself in danger (walking over a trap, for example) could be worth one point of temporary Corruption, or more if the servant dies from the action.

Notice that minor crimes (such as stealing to feed oneself, or to help others) should not impose Corruption or, at most, *one* point of temporary Corruption. Likewise, killing in self-defense or killing the servants of the Enemy never or hardly ever grant Corruption.

APPENDIX: SOME CHARACTERS OF MIDDLE-EARTH

#000 Andriel of Rivendell

S 10; D 14; Co 9; I 16; W 11; Ch 12; AL L; LV E5; AC 6; hp 20; P/D 4; MW 7; S/P 7; DB 7; SP/MS 7; THAC0 17 [17 w/ Str or 16 w/ Dex]

Loremaster of Rivendell (7 skill slots): Alchemy (16), Alertness (11), Danger Sense (11), Healing (16), Knowledge: History (16), Knowledge: The Enemy (16), Nature Lore (16)

Wears leather armor; carries an elven-made long-knife (treat it as a short sword) and a staff.

Spells: 2-2-1

Spellbook: (1st) *detect magic*, *read magic*, *shield*; (2nd) *continual light*, *knock*; (3rd) *protection from evil 10' radius*, *protection from normal missiles*.

11 w/ Dex]

Dúnadan Bard (8 skill slots): Acting (17), Art: Writing +2 (15), Music: Stringed Instruments (17), Singing (17), and Storytelling +1 (18).

Thief Abilities: OL 69, FT 66, RT 61, CW 99, MS 66, HS 53, PP 80, HN 81

Wears leather armor; carries a harp and a *dagger +1*.

#000 Beleram, Great Eagle of the North

AC 2; HD 12 (54 hp); MV 20', fly 160'; ATT# 2 claws and 1 bite (THAC0 9); Dmg 1d8/1d8/2d10; NA 1 (unique); SV F6; ML 9; TT I; Int 11; AL L; XPV 1,250

Captain of the Vingilot (11 skill slots): Bravery (16), Leadership (17), Mysticism (16), Navigation +2 (17), Piloting: Flying Vessels +1 (17), Piloting: Water Vessels +2 (18)

Wears a circlet of mithril with one of the Silmarils on it (this artifact has powers at GM's discretion); carries Cuthalion ("Strong Bow", an artifact-level *longbow +5* with triple range and no range penalties that allows the user to add Str and Dex modifiers to damage, plus use of the Smash special maneuver in attacks with arrows fired from it).

Typical Clerical Spells (only available after the voyage to Aman) (3-3-3-2): (1st) *cure light wounds*, *remove fear*, *resist cold*; (2nd) *bless*, *resist fire*, *speak with animal*; (3rd) *continual light*, *cure disease*, *locate object*; (4th) *create water*, *dispel magic*.

#000 Arwen Undómíel

S 10; D 14; Co 10; I 13; W 12; Ch 18; AL N; LV E8; AC 5; hp 30; P/D 4; MW 7; S/P 7; DB 7; SP/MS 7; THAC0 17 [16 w/ *short sword +1* or 16 w/ Dex]

Wears leather armor; carries an elven-made long-knife (a *short sword +1*) and wears an *elven cloak* and the Crown of Arwen (works as a *ring of protection +1*).

Spells: 3-3-2-2

Spellbook: (1st) *charm person*, *detect magic*, *read magic*, *sleep*; (2nd) *detect evil*, *knock*, *locate object*, *phantasmal force*; (3rd) *create air*, *protection from evil 10' radius*, *protection from normal missiles*; (4th) *charm monster*, *growth of plants*, *hallucinatory terrain*.

#000 Durin I

(early years) S 18; D 12; Co 18; I 14; W 16; Ch 12; AL N; LV D21; AC -7; hp 95; P/D 2; MW 3; S/P 4; DB 4; SP/MS 3; THAC0 9 [3 w/ Str and *warhammer +3*]

(later years) S 18; D 12; Co 18; I 14; W 16; Ch 12; AL N; LV D27; AC -7; hp 107; P/D 2; MW 3; S/P 4; DB 4; SP/MS 3; THAC0 3 [-3 w/ Str and *warhammer +3*]

Wears dwarven-made mithril full plate (*full plate +3*) and Durin's Shield (*shield +4* with the special power of Reflection); carries the Hammer of the Deeps (*warhammer +3* permanently under the effects of the *striking* spell).

#000 Elladan

S 13; D 17; Co 15; I 11; W 13; Ch 9; AL L; LV E13; AC 0; hp 47; P/D 2; MW 4; S/P 4; DB 3; SP/MS 3; THAC0 13 [10 w/ Str and *sword +2* or 10 w/ Dex and *longbow +1*]

Wears plate mail, a shield, and helmet; carries Gurthdur ("Death of the Dark", *sword +2*), Cubragol ("Sudden Bow", *longbow +1*), and wears an *elven cloak* and *elven boots*.

Spells: 4-4-4-3-2-2

Spellbook: (1st) *detect magic*, *hold portal*, *read magic*, *shield*, *sleep*; (2nd) *entangle*, *invisibility*, *knock*, *locate object*, *phantasmal force*; (3rd) *create air*, *dispel magic*, *hold person*, *protection from evil 10' radius*, *protection from normal missiles*; (4th) *confusion*, *growth of plants*, *massmorph*, *ice storm/wall of ice*; (5th) *dissolve*, *hold monster*, *telekinesis*; (6th) *anti-magic shell*, *lower water*, *move earth*.

#000 Barahir of Gondor

S 13; D 16; Co 9; I 13; W 10; Ch 17; AL N; LV T13; AC 5; hp 28; P/D 7; MW 8; S/P 7; DB 10; SP/MS 9; THAC0 13 [11 w/ Str and *dagger +1* or 10 w/ Dex]

#000 Eärendil the Mariner

S 13; D 16; Co 13; I 15; W 16; Ch 17; AL L; LV F28; AC 7; hp 91; P/D 3; MW 4; S/P 4; DB 3; SP/MS 4; THAC0 2 [1 w/ St or -5 w/ Dex and *longbow +5*]

#000 Elendil the Tall, Last Lord of

the Faithful of Westernesse

S 16; D 13; Co 16; I 14; W 15; Ch 16; AL L; LV F24; AC -4; hp 92; P/D 4; MW 5; S/P 5; DB 5; SP/MS 6; THAC0 5 [-1 w/ Str and *bastard sword* +4 of *flaming* or 4 w/ Dex]

Númenórean High Lord (10 skill slots): Bravery (15), Leadership +1 (17), Military Tactics +2 (16), Mysticism (15), Knowledge: Númenor (14), Knowledge: Theology (14), Riding: Horses (13)

Wears *plate mail* +3 and a *ring of protection* +3; carries Narsil (“Flame of the West”, *bastard sword* +4 of *flaming*) and the Silver Rod of Andúnie (works as a *mace* +4 with additional powers as a *rod of victory*).

#000 Elrohir

S 17; D 13; Co 15; I 13; W 11; Ch 9; AL L; LV E13; AC 1; hp 47; P/D 2; MW 4; S/P 4; DB 3; SP/MS 3; THAC0 13 [9 w/ Str and *sword* +2 or 11 w/ Dex and *longbow* +1]

Wears plate mail, a shield, and helmet; carries Gordur (“Dread of the Dark”, *sword* +2), Curacan (“Red Bow”, *longbow* +1), and wears an *elven cloak* and *elven boots*.

Spells: 4-4-4-3-2-2

Spellbook: (1st) *detect magic*, *hold portal*, *read magic*, *shield*, *sleep*; (2nd) *entangle*, *invisibility*, *knock*, *locate object*, *phantasmal force*; (3rd) *create air*, *dispel magic*, *hold person*, *protection from evil 10' radius*, *protection from normal missiles*; (4th) *confusion*, *growth of plants*, *massmorph*, *ice storm/wall of ice*; (5th) *dissolve*, *hold monster*, *telekinesis*; (6th) *anti-magic shell*, *lower water*, *move earth*.

#000 Elrond of Rivendell

S 15; D 14; Co 11; I 18; W 17; Ch 15; AL L; LV E25; AC 1; hp 50; P/D 2; MW 4; S/P 4; DB 3; SP/MS 3; THAC0 7 [4 w/ Str and *spear* +2 or 6 w/ Dex]

Wears an elven-made *chainmail* +3; carries a spear of the Last Alliance (*spear* +2), and wears the Mantle of Doriath (a *displacer cloak*) and Vilya, the Ring of Air (a major artifact).

Spells: 7-7-6-6-5-5-4-4-3

Spellbook: (1st) *analyze*, *charm person*, *detect magic*, *hold portal*, *read languages*, *read magic*, *shield*, *sleep*; (2nd) *detect evil*, *entangle*, *ESP*, *invisibility*, *knock*, *levitate*, *locate object*, *phantasmal force*; (3rd) *clairvoyance*, *create air*, *dispel magic*, *hold person*, *invisibility 10' radius*, *protection from evil 10' radius*, *protection from normal missiles*; (4th) *charm monster*, *confusion*, *growth of plants*, *hallucinatory terrain*, *massmorph*, *ice storm/wall of ice*, *remove curse*; (5th) *contact outer plane*, *dissolve*, *hold monster*, *passwall*, *telekinesis*, *woodform*; (6th) *anti-magic shell*, *geas*, *lower water*, *move earth*, *projected image*, *weather control*; (7th) *lore*, *magic door*, *mass invisibility*, *power word stun*, *summon object*; (8th) *mass charm*, *mind barrier*, *permanence*, *power word blind*, *symbol*; (9th) *contingency*, *heal*, *immunity*, *power word kill*.

#000 Elros Tar-Minyatur, First King of Númenor

S 15; D 16; Co 13; I 14; W 15; Ch 17; AL L; LV F26; AC -7; hp 60; P/D 3; MW 4; S/P 4; DB 4; SP/MS 4; THAC0 7 [3 w/ Str and Aranrúth or 5 w/ Dex]

First King of Númemor (11 skill slots): Bravery (15), Knowledge: Númenor +1 (15), Leadership (17), Military Tactics (14), Mysticism (15), Navigation +1 (15), Piloting: Water Vessels +2 (18)

Wears a *mithril chain* +4, a *shield* +3 (fashioned to resemble a sail) and the Crown of Kings (a helmet of mithril alloy, shaped like a stylized fish, with the same powers of a *ring of protection* +2); carries Aranrúth (“Foam-Cleaver”, a *sword* +3 that can shoot waterbolts six times per day, same damage and rules of *magic missile* cast by a 26th-level Magic-User).

Spells (as an Elf of one-third his level) (3-3-2-2): (1st) *detect magic*, *read languages*, *read magic*, *shield*; (2nd) *continual light*, *detect invisible*, *knock*,

locate object; (3rd) *clairvoyance*, *dispel magic*, *protection from normal missiles*; (4th) *growth of plants*, *remove curse*.

#000 Eradan of Arnor

S 14; D 14; Co 14; I 13; W 12; Ch 11; AL L; LV F5; AC 6; hp 31; P/D 10; MW 11; S/P 12; DB 13; SP/MS 14; THAC0 17 [16 w/ Str or 16 w/ Dex]

Ranger of the North (6 skill slots): Hunting (14), Stealth: Forest/Jungle (14), Stealth: Mountain/Hills (14), Survival: Forest/Jungle (13), Survival: Mountain/Hills (13), and Tracking (13).

Wears leather armor; carries a *bastard sword* and a *shortbow*.

#000 Faramir of Gondor

S 13; D 16; Co 12; I 12; W 14; Ch 11; AL N; LV F12; AC 5; hp 50; P/D 6; MW 7; S/P 8; DB 9; SP/MS 10; THAC0 13 [11 w/ Str and Forest-blade or 11 w/ Dex]

Ranger of Ithlien (6 skill slots): Stealth: Forest/Jungle (16), Stealth: Mountains/Hills (16), Survival: Forest/Jungle (12), Survival: Mountains/Hills (12), and Tracking +1 (13).

Wears leather armor and a non-magical grey-green cloak that grants +2 to checks of Stealth: Forest/Jungle and Stealth: Mountains/Hills (bonuses not included above); carries “Forest-blade”, a *sword* +1, +3 vs. *orcs* and a *shortbow*.

#000 Farin of Erebor

S 16; D 11; Co 14; I 10; W 12; Ch 9; AL L; LV D5; AC 5; hp 31; P/D 6; MW 7; S/P 8; DB 10; SP/MS 9; THAC0 17 [15 w/ Str or 17 w/ Dex]

Champion of Erebor (5 skill slots): Endurance +1 (15), Labor: Mining (10), Leadership (9), Military Tactics (10).

Wears chain armor armor; carries a

battle axe and a heavy crossbow.

#000 Glorfindel

Exalted Elf (WotI, p. 63; 105); 100 PP; S 16; D 14; Co 18; I 14; W 15; Ch 13; AL L; LV E22; AC 2; hp 74; P/D 2; MW 4; S/P 4; DB 3; SP/MS 3; THAC0 9 [5 w/ Str and *sword* +1]

Wears an elven-made *chainmail* +2 and a tabard with the emblem of his house on the breast (functions as a *ring of life protection* with 6 charges); carries Macilrómen (“Sunrise Sword”, *sword* +2, +5 vs. *servants of the Enemy*).

Spells: 6-6-5-5-4-3-2-2

Spellbook: (1st) *charm person, detect magic, light, read languages, read magic, protection from evil, sleep*; (2nd) *continual light, detect evil, entangle, ESP, invisibility, knock, locate object*; (3rd) *clairvoyance, create air, haste, hold person, protection from evil 10' radius, protection from normal missiles*; (4th) *charm monster, clothform, confusion, dimension door, growth of plants, massmorph*; (5th) *dissolve, feeblemind, hold monster, passwall, telekinesis, woodform*; (6th) *anti-magic shell, geas, lower water, move earth, projected image*; (7th) *lore, mass invisibility, power word stun, sword*; (8th) *force field, mind barrier, power word blind*; (9th) *immunity, maze, power word kill*.

Asfaloth (Glorfindel’s Warhorse Companion): NA unique; AC 7 (5 w/ war barding); HD 6 (27 hp); #AT 2 hooves; Dmg 1d6/1d6; MV 70’; Save F3; ML 10 (8 if Glorfindel is defeated); TT Nil; AL N; Int 6 (understands Common and Elven, can’t speak); XPV 275

#000 Halbarad

S 15; D 14; Co 13; I 13; W 12; Ch 11; AL N; LV F9; AC 6; hp 53; P/D 8; MW 9; S/P 10; DB 11; SP/MS 12; THAC0 15 [14 w/ Str or 14 w/ Dex]

Ranger of the North (7 skill slots): Stealth: Forest/Jungle (14), Stealth: Mountains/Hills (14), Survival:

Forest/Jungle (13), Survival: Mountains/Hills (13), and Tracking +2 (15).

Wears leather armor; carries a longsword and a longbow.

#000 Haldir, Guardian of Lórien

S 13; D 14; Co 11; I 13; W 11; Ch 10; AL N; LV E5; AC 6; hp 26; P/D 8; MW 10; S/P 10; DB 11; SP/MS 11; THAC0 17 [16 w/ Str or 16 w/ Dex]

Guardian of Lórien (Skills): Military Tactics (13), Stealth: Forest/Jungle (15), Survival: Forest/Jungle (15), Tracking (13).

Non-spellcasting elf

Wears leather armor, an *elven cloak* and *elven boots*; carries a longsword and a longbow.

#000 Huor, son of Galdor, Hero of the Third House of the Adan and Paladin of Ulmo

S 17; D 13; Co 14; I 15; W 16; Ch 15; AL L; LV F30; AC 6; hp 95; P/D 3; MW 4; S/P 4; DB 3; SP/MS 4; THAC0 2 [-2 w/ Str and *sword* +2 or 1 w/ Dex]

Wears leather armor, “Shadow” and “Winged-feet” (a full, hooded cloak and tall boots of soft leather with the same powers of an *elven cloak* and *elven boots*); carries Orcring (*sword* +2, +6 vs. *orcs*, blade shines intensely blue when orcs are within 300’).

Typical Clerical Spells (4-4-3-2-1): (1st) *cure light wounds, purify food and water, remove fear, resist cold*; (2nd) *bless, hold person, resist fire, speak with animal*; (3rd) *continual light, striking x2*; (4th) *dispel magic, neutralize poison*; (5th) *commune*.

#000 Húrin, son of Galdor, Hero of the Third House of the Adan

S 18; D 14; Co 16; I 13; W 14; Ch 15; AL N; LV F31; AC 9; hp 106; P/D 3; MW 3; S/P 3; DB 2; SP/MS 3; THAC0

2 [-3 w/ Str and *sword* +2 or *battle axe* +2 or 1 w/ Dex]

Wears leather armor, “Shadow” and “Winged-feet” (a full, hooded cloak and tall boots of soft leather with the same powers of an *elven cloak* and *elven boots*); carries “Troll-cleaver” (*battle axe* +2, +4 vs. *trolls and orcs*) and Orcruin (“Goblin-fire”, mate of Huor’s Orcring, also a *sword* +2, +6 vs. *orcs* that shines intensely blue when orcs are within 300’).

#000 Imrahil, Prince of Dol Amroth

S 14; D 11; Co 12; I 12; W 13; Ch 16; AL L; LV F14; AC 2; hp 54; P/D 6; MW 6; S/P 7; DB 8; SP/MS 9; THAC0 11 [7 with Str and *two-handed sword* +3 or 10 w/ Dex]

Sea-Prince of Gondor (7 skill slots): Leadership (16), Military Tactics +3 (15), Navigation (12), and Piloting: Water Vessels (12).

Wears Foam-light (a *mithril chainmail* +3 that has the additional power of being able to float in water); carries a mithril dagger and Aercrest (“Sea-Cleaver”, a *two-handed sword* +3 of pale blue steel that also floats in water).

#000 The Mouth of Sauron

S 12; D 11; Co 13; I 15; W 12; Ch 9; AL N; LV MU22; AC 4; hp 46; P/D 5; MW 6; S/P 5; DB 8; SP/MS 4; THAC0 11

Wears the Cloak of the Abyss (AC 5 robes, doesn’t hinder spellcasting, absorbs light), the Voice of the Dark Tower (a *necklace* that amplifies the wearer’s voice), the Black Helm of the Mouth (continuous *mind barrier* effect), and a Minor Ring of Power (combines the powers of a *memory ring* and a *ring of protection* +1).

Spells: 6-6-5-5-4-3-2-2

Spellbook: (1st) *analyze, charm person, detect magic, magic missile, read magic, shield, sleep*; (2nd) *detect invisible, ESP, invisibility, levitate*,

phantasmal force, web, wizard lock; (3rd) clairvoyance, fireball, hold person, infravision, invisibility 10' radius, lightning bolt; (4th) charm monster, confusion, hallucinatory terrain, massmorph, wall of fire, wizard eye; (5th) animate dead, cloudkill, contact outer plane, feeblemind, hold monster, telekinesis; (6th) death spell, geas, invisible stalker, stone to flesh, weather control; (7th) charm plant, create normal monsters, power word stun, reverse gravity; (8th) create magical monsters, mind barrier, power word blind; (9th) create any monster, immunity, power word kill.

Spellbook

#000 Name

S 00; D 00; Co 00; I 00; W 00; Ch 00;
AL N; LV 1; AC 9; hp 00; P/D 10; MW
10; S/P 10; DB 10; SP/MS 10; THAC0
19

Spells

Spellbook

#000 Name

S 00; D 00; Co 00; I 00; W 00; Ch 00;
AL N; LV 1; AC 9; hp 00; P/D 10; MW
10; S/P 10; DB 10; SP/MS 10; THAC0
19

Spells

Spellbook

#000 Name

S 00; D 00; Co 00; I 00; W 00; Ch 00;
AL N; LV 1; AC 9; hp 00; P/D 10; MW
10; S/P 10; DB 10; SP/MS 10; THAC0
19

Spells

Spellbook

#000 Name

S 00; D 00; Co 00; I 00; W 00; Ch 00;
AL N; LV 1; AC 9; hp 00; P/D 10; MW
10; S/P 10; DB 10; SP/MS 10; THAC0
19

Spells

#000 Name

S 00; D 00; Co 00; I 00; W 00; Ch 00;
AL N; LV 1; AC 9; hp 00; P/D 10; MW
10; S/P 10; DB 10; SP/MS 10; THAC0
19

Spells

Spellbook