

OTHER MINDS

The Unofficial Role-Playing Magazine for J.R.R. Tolkien's Middle-earth and beyond

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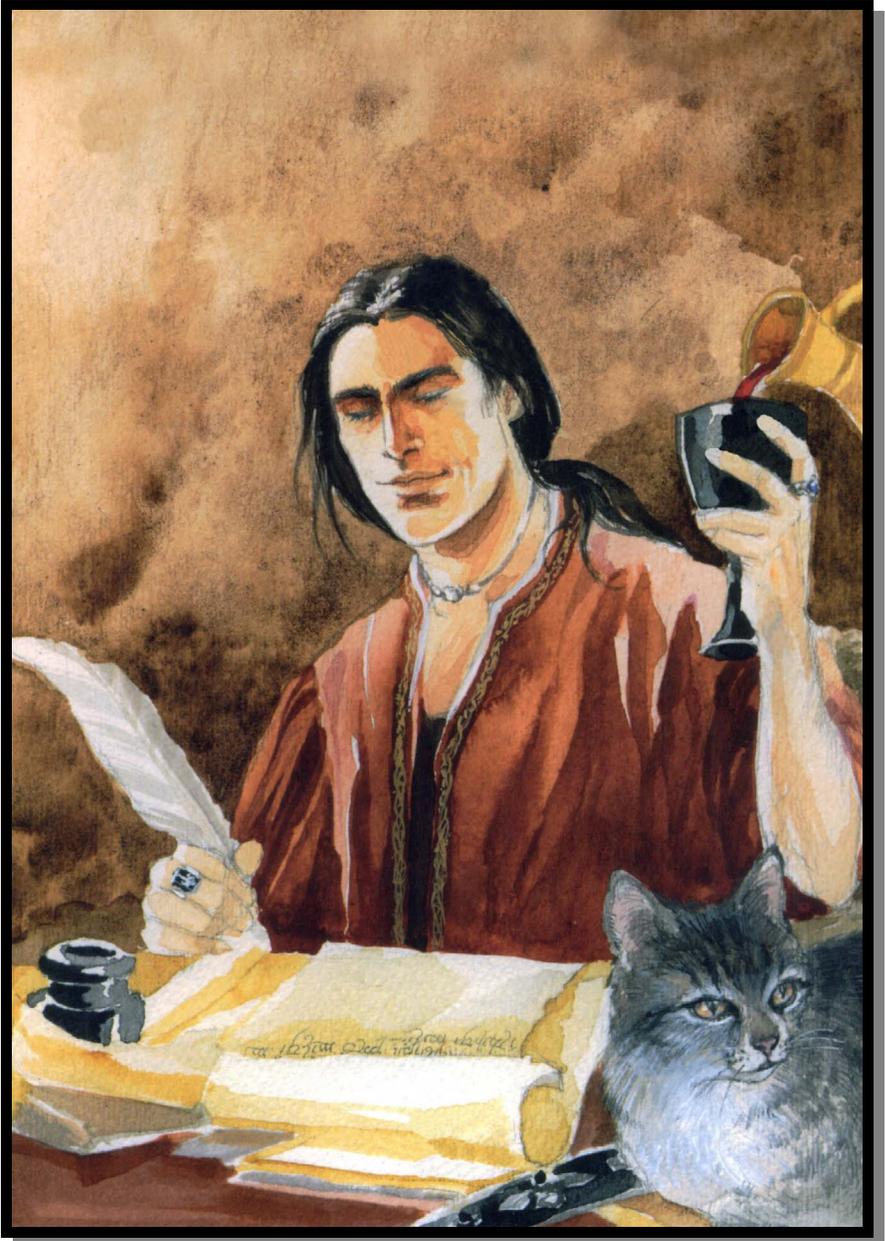
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"Little Brother ..." © Catherine Karina Chmiel

The next Issue of *Other Minds* is not themed, every contribution is eligible!
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Editorial: A Magical Number

Seven is a magical number in Tolkien’s world; just think of the second batch of the Rings of Power! We are sure you will find this Issue as interesting as we do—and with a little luck its magic may entwine you too. We all wish you a good read from *Other Minds, Issue 7!*

It would have been desirable to make this issue available in time for MERPCon V (July 24-26), but time constraints and real life unfortunately made this impossible.

This time round we have a bit less quantity of content compared to the last one (which was exceptionally thick), but certainly no less quality.

Apart from the content, I am pleased to announce a new feature for *Other Minds*. This is our “translation service” for foreign language contributions. See the section titled “Inside Information” for more details on this new feature. This kind of feedback and constructive comments concerning missing features or opportunities for improvement is extremely important for us. It shows us where we can alter something to improve the whole package. Apart from this specific topic, “Inside Information” is planned to become a semi-regular heading for issues that cover the magazine itself. In this role it will replace “Other Minds Conventions”.



This issue’s topics again stretch over the whole range of Tolkien-themed possibilities, from the more theoretical Tolkien Lore to alternative game mechanics, in this case for MERP.

In detail we have the following contributions:

The Angmarrim An essay by myself dealing with the mannish population of Angmar. The focus is not the demographic aspect (i.e. the **number** of Men living there), but their ethnic roots, composition and how they became the Angmarrim. Angmar is a realm designed to destroy the Dúnedain of the North. Its location on the fringe of civilization in a land not favourable for high agricultural yield makes it all the more important to have a believable explanation how all this came to be. An in-depth analysis of this topic has been needed since the publication of the last official book covering this region (*Angmar*, in 1995). Now I hope I have contributed a little piece for a more believable reconstruction of the Witch-king’s realm.

Next in line is **The Other Side** by José Enrique Vacas de la Rosa. He explores “The Other Side” (also regularly called “Shadow World”), which features so prominently in *The Lord of the Rings* as the home of the Nazgûl as well as mighty Eldar like Glorfindel. He details the peculiarities of this “world” as well as rectifying its common misconceptions. The most prominent of these is probably the idea that the “Shadow World” is some kind of other dimension where the Undead and mighty Eldar exist. José Enrique’s detailed analysis is a must for anyone interested in this aspect of Tolkien Lore, as well for Gamemasters striving to simulate the Professor’s ideas about it as closely as possible. I am sure that this will be very useful for designing supplements or adventures that make use of such creatures.

Next come the **MERP Supplementary Rules**, again by myself. Naturally, this is a purely game-oriented contribution. MERP’s strength always was in the regional modules and less so the rules.

Inside Information

Originally a simplified *Rolemaster*, they were not meant to be a close Tolkien interpretation. This has led to the unfortunate situation that the mechanics of a still popular game for Middle-earth are not really suited for the setting. Instead of using a wholly new game (and therefore having to reinvent the stats from the published supplements) rules for fixing the biggest problems are a pragmatic solution. One must still be aware that this is still a compromise with respect to Tolkien.

Finally we have **The Ebbs and Flows of Númenórean Technology** by first-time contributor António Simões. António develops an exciting concept of Númenórean technology (and history in general) that is quite different from the usual interpretations of Middle-earth being generally on a pre-industrial technological level and especially inspired by (European) ancient and medieval models. António takes a radically thought-provoking approach, designing a “Steampunk”-style of setting, comparable to GDW’s *Space 1889*, and in essence a Science Fantasy genre. Here you will find electricity, missiles and computers as part of the Númenórean achievements (at least for a time during the Dúnedain’s long history). I am sure this idea will be an inspiration for gamers and GM’s alike.

Finally, I want to express my thanks for Catherine Karina Chmiel for her permission to use her excellent artwork in our magazine.

For the *Other Minds* team
Thomas Morwinsky
July 2009

Translating non-English manuscripts

Recent talks with readers of *Other Minds* showed us that there may be a deficit or hurdle concerning contributions from authors who may write articles (or already have some ready) – although in languages other than English. The challenge seems to be that, while readers are able to read the magazine, non-native English speakers have an additional hurdle in writing for an English-reading audience.

This is of course a situation we cannot tolerate since we see ourselves as an **international** magazine – open for readers from all countries and languages. In order to make *Other Minds* accessible even for such cases, you may now submit your contribution in your native language, and we will translate it into English. In this way we strive to make this magazine open to much more potential

Middle-earth-gaming-related material. Currently, we can **translate manuscripts** into English from the following languages (in alphabetical order):

- French
- German
- Portugese
- Spanish

We hope that this list will grow, thus increasing our range of translatable foreign languages.

By offering this opportunity, we think that even more of your great Middle-earth gaming stuff will be made available for a greater audience.

Due to the time necessary for translating, contributions for a given issue of *Other Minds* must be submitted one month prior to the deadline for English manuscripts. The following table shows the deadline for each quarterly issue of *Other Minds*.

Issue in a year	Regular publication date	Submission Deadline for manuscripts	
		non-English	English
1	January 31	November 30	December 31
2	April 30	February 28	March 31
3	July 31	May 31	June 30
4	October 31	August 31	September 30

The Angmarrim

by Thomas Morwinsky
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Among the most fascinating areas in Middle-earth Roleplaying-wise is Angmar, the dreaded realm of the Witch-king. Despite several publications on this topic, there is still a lot of lack. The present article deals with a portion of these lingering issues.



Introduction

ICE produced several modules centered upon Angmar, the realm of the Witch-king in the North which lasted, roughly, from ca. the late thirteenth century of the Third Age to T.A. 1975. As we learn from *The Lord of the Rings* (including its Appendices), the primary goal of Angmar was the destruction of the Dúnedain of the North.

A decisive element in convincing story-telling with a high suspension of disbelief is the creation of a believable background for the protagonists and the environment. It is here that the various incarnations of ICE's modules covering Angmar were, unfortunately, at their weakest. The most recent of these three versions came into being during the 2nd edition of MERP and was published in 1995. It was, in essence, a reprint of the first edition of *Empire of the Witch-king* (1989), which in itself was only an enlarged version of the original 1982 module *Angmar – Land of the Witch-king*. See the Section 5: Sources for the specific details of these products. I will use the second edition *Angmar* as the sole reference, unless indicated otherwise.

One of the most problematic points of the second edition *Angmar* (as well as its predecessors) is the way its inhabitants (called “Angmarrim” henceforth) are portrayed. Given their importance as the Witch-king’s primary way of bringing down the Dúnedain of the North, an especially careful and thorough approach to their culture and history could be expected.

Unfortunately, *Angmar* depicts the Angmarrim with a very low level of “suspension of disbelief”:

“The inhabitants of the Iron Land are called the Angmarrim. Their diversity is a frightening manifestation of the pervasive influence and power of the Lord of Morgul. Fierce and savage Sagath and Asdriag tribes, Dunlendings, Hillmen, Rhudaurim, Northmen, Dúnedain, and even Men from distant Khand and Far Harad, all proclaim allegiance to the banner of the Witch-king. Many of these Men live within the borders of Angmar as warriors, priests, or ordinary farmers. Still more, especially the East-erlings, dwell outside Angmar in their traditional homelands, vassals who fight at the Úlair’s command.”
Angmar, p.15

Obviously, this text (and others in the *Angmar* module) give us the impression of Angmar as a vast empire with nearly unlimited resources, filled with hordes of savage religious zealots intent on destroying the despised Dúnedain. Farther down on the same page the text explains that the sole motivation for these diverse people is the lust for plunder and the blind hatred for the Dúnedain. In addition, *Angmar* openly speaks of an “Empire of the Witch-king” which spreads far beyond the borders of Angmar proper. Unfortunately, we are not told **why** all these peoples from lands far away, apparently only superficially patched together in an “Empire,” are so full of hatred for the Dúnedain that they go to wage war against them hundreds and thousands kilometers away from their homelands – doing all this for a full seven centuries.

Regrettably, nowhere in the module there is a reference to Tolkien’s views (either directly or indirectly) regarding these matters, and no believable development of the Angmarean ethnicities is offered. All these deficiencies are addressed in this essay and possible solutions are presented.

Important Note: The solutions and explanations herein do not claim to be the only and “right” interpretation. Regardless of the results, the most important thing for any interpretation is to check the available sources and make an interpretation based on evidence from Tolkien and applicable real-world models. To fully profit from this alternative to the ICE canon, you need a copy of one of the incarnations of ICE’s Angmar material, preferably the 2nd ed. *Angmar* book.

Pre-foundation Peoples

Angmar’s inhabitants are in all likelihood not descended from a single ethnic group. The population of the Witch-king’s realm is, most likely, a mixture of several groups that were finally assimilated by the Witch-king’s machinations into a single cohesive populace. The important point is that while they have varied ethnic backgrounds, they are largely merged into a unique, new people circa T.A. 1300-1350, at which point, they can start to be called “Angmarrim”.

This is not to say that the various ethnic groups completely gave up all the traits of their ancestors. It is in the Witch-king’s interest to keep their ethnically-specific strengths preserved. Especially useful are military traits. Additionally, perhaps, some traditions and behaviour may have been preserved. As a whole however, these people abandoned their original (e.g. tribal) self-identification and see themselves as a whole people; albeit with regional peculiarities depending on their roots.

The original inhabitants (“Bórians”)

During the Second Age Eriador was settled by a wide variety of diverse cultures. The region of northern Eriador in general, and later Angmar in particular, is likely to have been inhabited by the kin of the faithful Easterlings of Bór:

It was after thought that the people of Ulfang were already secretly in the service of Morgoth ere they came to Beleriand. Not so the people of Bór, who were worthy folk and tillers of the earth. Of them, it is said, came the most ancient of the Men that dwelt in the north of Eriador in the Second Age and in after-days. HoMe11: The War of the Jewels.61

This quote is the central argument for identifying the original inhabitants of the region of later Angmar as relatives of Bór’s people. This interpretation is also useful when considering the probably less fertile soil in Angmar: These people were “tillers of the earth” from which we can infer that they were quite skilled in this craft and able to produce sufficient crops even in this remote and cool area.

It may be a bit strange that relatives of these worthy and faithful people formed an element of later Angmar, so one point may be mentioned: The remnants of Morgoth’s mannish servants fled into the East and set themselves up as kings among eastern men after Morgoth’s defeat in the War of Wrath. This is mentioned in the *Silmarillion*:

And after the victory of the Lords of the West those of the evil Men who were not destroyed fled back into the east, where many of their race were still wandering in the unharvested lands, wild and lawless, refusing alike the summons of the Valar and of Morgoth. And the evil men came among them, and cast over them a shadow of fear, and they took them for kings. The Silmarillion.312

This statement makes it entirely possible, that these “evil Men” assumed positions of leadership among these Bórians. This takeover would have been made easier by the fact that the “evil Men” had learned some crafts in Morgoth’s service—especially metallurgy would be useful—and used this superiority to install themselves as masters. The passage speaks of their race though, which might

imply that the evil Men from Morgoth only came from among their own eastern relatives. If this is true, the quote above does not apply to the Bórians. However, I deem it possible that the Bórians, too fell victim to Morgoth’s Men. If you want to discard these original evil masters, the tale of these Bórians becomes even more tragic, worthy of the Gwathuirim’s/Dunlending’s sad tale in the Second and Third Age, because they become followers of a Nazgûl.

In the case of Gwathuirim/Dunlendings we have a people distantly related to the Númenóreans, but due to the latter’s ignorance in recognizing that, the Númenóreans treated the Gwathuirim with contempt, disregarding their rights by ruthlessly destroying Eriador’s forests for shipbuilding program. This short-sighted Númenórean hubris made the Gwathuirim sympathetic to Sauron’s cause. For his part, Sauron styled himself as the avenging hero of all those people “wronged by the haughty Númenóreans.” A similar development might be inferred for the Bórians, who may have been treated with haughtiness and arrogance by Dúndan lords, thus alienating these people from the Men of the West.

It is important to note that most of the region west of the Hithaeglin that later became part of Angmar, was originally part of Arnor – in contrast to the ICE maps which depict Arnor during its unity without the lands of Angmar:

Eriador was of old the name of all the lands between the Misty Mountains and the Blue; in the South it was bounded by the Greyflood and the Glanduin that flows into it above Tharbad.

At its greatest, Arnor included all Eriador, except the regions beyond the Lune, and the lands east of Greyflood and Loudwater, in which lay Rivendell and Hollin.

LotR, Appendix A (my emphasis)

If we interpret the region of later Angmar to have been formally within the

boundaries of Arnor, we can reconcile these contradictions. This reconciliation, however, hinges on accepting the fact that later Angmar represented only a border-march where the influence of the Dúnadan monarch was weak at best. De facto, the indigenous lords had leave to rule themselves. Despite this, the Dúnadan lords might have treated the Bórians with contempt and perhaps even drove them out of the most valuable regions for their own enrichment. This can be seen as a Númenórean reaction to the presence of descendants from former “morgothic” Easterlings who still displayed their heritage, leading the Dúndain to view the whole of these people with suspicion and see in them the descendants of their enemies—still filled with their old animosities towards the West. Whether true or not, a certain mutual dislike is likely to have developed in this region, making the establishment of Angmar in later times much easier.

In the Angmarian context, these—wronged—original inhabitants formed the basis of the noble elite of the Witch-king’s realm: They desired to regain the land they still possessed *de iure*, but that was “stolen” by the Númenóreans. By accepting these claims and promise of support, the Nazgûl-lord won their compliance: He granted them a superior position within the society of his new realm by making them the Angmarean nobility. This way, the Witch-king won the loyalty of these people whose majority certainly was willing to rival the former Dúnadan lords to get some sort of satisfaction for past wrongs.

The Edainic peoples

On various occasions, Tolkien tells us of the Edainic (proto-Northman) settlement patterns in Eriador during the early- and mid-Second Age. Prior to S. A. 1700, there were several Edainic societies thriving in Eriador, as described in the essay “Of Dwarves and Men” in the *History of Middle-earth 12*:

At that time [pre-S.A. 1700] there were many men in Eriador, mainly, it would seem, in origin kin of the Folk of Bëor, though some were kin of the Folk of Hador. They dwelt about Lake Evendim, in the North Downs and the Weather Hills, and in the lands between as far as the Brandywine, west of which they often wandered though they did not dwell there.

HoMe11: The Peoples of Middle-earth.313

Interestingly, the heartland of later Arthedain is described as the most ancient homeland of Beoric men. This may be the reason why the land of later Arthedain is described as the most faithful and enduring of Arnor’s successor states.

The War of Sauron with the Elves brought these communities to ruin, but the damage was not permanent:

But now Sauron attempted to gain mastery of Eriador: Lórinand could wait. But as he ravaged the lands, slaying or drawing off all the small groups of Men and hunting the remaining Elves, many fled to swell Elrond’s host to the northward ... The army besieging Imladris was caught between Elrond and Gil-galad, and utterly destroyed. Eriador was cleared of the enemy, but lay largely in ruins.

...
For many years the Westlands had peace, and time to heal their wounds; ...

Unfinished Tales.238/239

This statement makes it very likely that not all Men were killed, but many of them simply fled into the more inaccessible regions of Eriador (e.g. the North and Northeast) or supported the resistance against Sauron by joining with Sauron’s enemies. After Sauron had been defeated, the lands became safe for Men once again. In fact, Eriador was among the most secure places in Middle-earth for many centuries, since the power of Gilgalad’s realm extended east to the Hithaeglrir (and partly beyond), and no

servants of Sauron were tolerated there. One thousand years is a long time to rebuild a society and significantly increase it’s numbers.

It seems not unreasonable that at least a good portion of the displaced Men returned to their old lands and began to rebuild their homes. Others may have stayed in their refuges (or moved even farther away) for a variety of reasons (for example, to seek better opportunities, fear of Sauron’s armies returning, personal tastes, etc.) and so it is absolutely conceivable that some of these Edainic people settled in the vicinity of later Angmar. ICE’s Northman settlement of Noddfa Rhaglaw is a very good example for such a possible culture founded by displaced persons from the great war.

When the Númenóreans began their colonization in Eriador — coupled with colonial wars around the middle of the third millenium — it is not unreasonable to imagine that a fair number of Northmen evaded the Númenórean depra-dations and allied with the other locals who suffered at the hands of the Dúndain. Such a sentiment (when preserved in the people’s history) could have been exploited by clever anti-Dúnadan propaganda in the founding years of Angmar. That such sentiments could have survived easily over millenia is shown in the example of the Gwathuirim/ Dunlendings in the following quote.

Thus many of the forest-dwellers of the shorelands south of the Ered Luin, especially in Minhiriath, were as later historians recognized the kin of the Folk of Haleth; but they became bitter enemies of the Númenóreans, because of their ruthless treatment and their devastation of the forests, and this hatred remained unappeased in their descendants, causing them to join with any enemies of Númenor.

The Peoples of Middle-earth.314

ICE calls the men of Dunland and their relatives by the collective appellation of “Daen” people. Tolkien makes

clear that the ancestors of the Dunlendings were kin of the Folk of Haleth, as noted above.

Prior to the excessive tree-felling of the Númenóreans their home was Minhiriath:

The native people [of Minhiriath] were fairly numerous and warlike, but they were forest-dwellers, scattered communities without central leadership ... ; and the native folk that survived [the Númenórean policy of massive forest-destruction and the resulting conflict] fled from Minhiriath into the dark woods of the great Cape of Eryn Vorn, ...

Unfinished Tales.262

It is possible that some also fled northwards, since the people of Bree were said to be descended from the same stock of haladic people:

The Dunlendings were a remnant of the peoples that had dwelt in the vales of the Mountains in ages past ... But in the Dark Years others had removed to the southern dales of the Misty Mountains, and thence some had passed into the empty lands as far north as the Barrow-downs. From them came the Men of Bree; ...

LotR. Appendix F

Even if only Gwathuirim from the White Mountains ever migrated northwards (as the later people of Bree) they are still of the same stock as the forest-dwellers of the Eriadorian Second Age. As in the case of the Northmen, it is possible that some tribes reached the northern marches of Eriador in the wake of the War of Sauron with the Elves. ICE made the Hillmen of Rhudaur into an offshot of Daen people, though it might be more probable that they were descended from Bórian or “morgothic” Easterlings (see above) due to the proximity of that land to the north of Eriador. To reconcile this view with the ICE canon, they could have mixed with haladic (Daen) elements, thereby founding

a new culture which still had racial ties with the Daen as well as the original inhabitants of Eriador’s northlands.

Following the massive re-locations of people following the War of the Elves with Sauron, it is quite likely that Edainic Eriadorians reached the North and mingled with the Bórians, creating the first people of mixed race here.

Conclusions

As we see, there are many reasonable opportunities for Edainic ethnicities to settle in northern Eriador and be available for the recruitment of the Nazgûl-lord when he founded Angmar. Clever propaganda and the use of old racial animosities should have helped the Nazgûl to win many people who would defy the “haughty Dúnedain” for his new realm.

All the ethnicities discussed so far should be viewed as the indigenous people of the Angmar region when the Witch-king first appeared there in the late 13th century of the Third Age. Of course, their origins could (and probably would) have been quite diverse (Bórians, Morgothic Easterlings and several Edainic

ethnic roots), these people are likely to have merged over time and evolved into a new, unique, people at the end of the first millennium of the Third Age. In this way they were a new stock of people – the basis of Angmar’s nobility and its demographic backbone. According to the ideas above it is reasonable to conclude that the more pure-blooded Bórians kept the reigns of political leadership though.

As a side note, this new people could be interpreted as some kind of “Endorian Dúnedain”: They were descended at least partly from various stocks of Edainic people (and probably Bórian elements) that never went over the sea, while the Númenóreans were a blend of Edainic people that went over the sea and received the blessing of the Eldar and Valar; thereby founding their unique and highly developed culture.

The Angmarrim on the other hand, never had these advantages but could very well have preserved some charac-

teristics that the Dúnedain also showed. The negative traits, for example, like a tendency towards apartheid and a certain hubris, could have been very valuable to the Witch-king in his endeavour to found Angmar.

Post-foundation peoples

This section deals with all those peoples who came to Angmar **after** the founding of the realm. Their origin is by nature more diverse. The major groups are discussed below.

Eriadorians

The upheavals in Cardolan following the Cameth Brin disaster brought many people on the brink of desperation and death. Some of these people followed the preachings of a prophet and relocated themselves at first into Rhudaur and finally Angmar. Therefore, these people should come from the same Edainic stock as the Arnorian population (but almost certainly no Dúnedain). So they would contain varying degrees of Haladic, Hadoric and Beoric ancestry. Given the long span of co-habitation in Eriador, it seems not justified to grant them discreet variances in ethnicity. The former varying Edainic people have long merged into a distinct “Eriadorian” ethnicity.

For more information on this migration, see the article on Angmarean Religion in the next issue of *Other Minds*.

Easterlings

In ICE’s version, a great part of Angmar’s population is made up of so-called Easterlings. These are supposed to be stereotypical and nomadic steppe people, plus semi-nomadic and settled people. The latter two seem not overly problematic, but ICE’s extensive use of the “steppe nomad” stereotype for the Rhovanion Easterlings is a bit overstretched. It might be more reasonable to view these Easterlings as semi-nomadic or settled people without the stereotypical “mongolic” outlook (in appearance and way of life), with which the ICE Easterlings are generally associated. Contrary to the approach ICE takes to

these peoples, the bulk of the Angmarean Easterlings should be emigrants from their home territories (for various reasons) that serve the Witch-king; thereby enlarging his number of subjects and adding their peculiar traits to his military. In this context these Easterlings should not be the mainstay of cavalry, but infantry and charioteers. The image of the typical steppe nomad and horse-Easterling should be dismissed for Tolkiens Easterlings.

A good model for such Easterlings might be the semi-nomadic and settled people of the real world who live near the steppe frontier and are subject to regular harassment of nomads and occasionally taking up this lifestyle themselves when the need arises (e.g. in times of successive bad harvests or deadly disease such as the Great Plague).

Since the Easterlings are not indigenous to Eriador, they must immigrate into Angmar. Such immigration is most likely done in the form of great treks moving into their new home. The great treks of Swabians into the Balkans during the Middle Ages and the 18th century might be examples for visualizing such waves of immigration into a distant land. Having such a model is useful both for having a believable background as well as opportunity for roleplaying set in this time. Such treks are always accompanied by high losses, and should be limited in size due to the limits of logistics and sustainability of the Angmarean soil. A total number of about 5-10,000 (arriving) immigrants per "wave" might be sufficient to represent these ethnicities. A maximum of 2 to 3 waves should suffice; resulting in about 10-30,000 Easterling immigrants.

The realm of Mistrand on the southern shore of the Sea of Rhûn is the most important supplier of "Holy Warriors" in their crusading fervor for the "King of the North". The dominating deity there is Kerkassk, the God of the Plains – originally an ancestral spirit who protected its descendants from malicious spirits. Over time, his focus shifted noticeably, and in the middle of the Third

Age, he is the deity who impersonates Sauron and his (sometimes indirect) will in the region. It should be noted though that this shift of Kerkasskian nature is most pronounced in the city of Mistrand itself, as well in the realm's core territory. The more one travels into the rural areas of the Rhovian plains, the more Kerkassk retains its old principles and ideals.

Mistrand

Though not directly a part of Angmar, Mistrand is nonetheless crucial to its survival. It should be noted that in recent times (since ca. TA 1300 and then increasingly after the First Northern War) there has been a drastic shift of religious matters in Mistrand. The Variags and their priesthood, associated with the Lord of Darkness, have been evicted and with them the supremacy of the deity's adherents evaporated. Kerkassk has taken over, and in many aspects his personality now resembles that of the Angmarean god of War. By the time of the prelude to the Second Northern war, around TA 1400, Mistrand is a very unpleasant city, dominated by the Angmarean church of the Lord of War. Even the Dark Church has regained some of its influence, particularly as the evil antagonist who can endanger immortal souls. Kerkassk is still present and respected, but is no longer the primary god of the people. The church of the Lord of War now organizes the crusades against the Dúnedain in favor of the "North King" (the Witch-king's appellation in these lands). In the decade before the Second Northern War, the preaching and preparations have been especially intense and the army that will set out to aid the North King will be the greatest assembled to that point.

In terms of logistics and a historical model, Mistrand might be compared with the Italian city-states (e.g. Venice or Genoa) who formed the logistic backbone for the Christian crusaders in the

Holy Land.

Daen people

As stated above, the ICE appellation of "Daen" is a bit awkward in the light of Tolkien's own representation of these men as descendants of the Haladic people. Therefore they are already extensively treated in the chapter about Edainic ethnicities above. Their contribution to the Angmarean populace is therefore represented by the haladic Edain supposedly living there.

The Broadbeam Dwarves

The Broadbeam Dwarves made their home in Barazbizar (Carn-dûm) around S.A. 2900. The colonization was motivated mainly by the lust for greater mines and wealth (through the Broadbeams' ring) and indeed, the veins of that land were rich in iron and copper and even a few precious metals like silver and gold.

Like their kindred in Rhovanion, the Dwarves relied on their mannish neighbours for food and provisions. Jeff Erwin depicted the grim and unkind nature of the local Broadbeams very well in his essays in *Other Hands, Issue 25*, and especially in his online-essay "The Fall of Carn-dûm". Following this tradition, the Broadbeams traded with the Bóric and other mannish people of the region; though most often to the profit of the Dwarves who regularly betrayed their partners with items of apparent wealth, which in truth were quite worthless. In this manner, a grudge against the Dwarves arose, though not openly, because the Naugrim were strong and their betrayal was clever and could seldom be proven. So when the prospect of vengeance against the haughty and proud Broadbeams became possible in the person of the Witch-king and his allies, the men of Angmar gladly took the chance to repay the Dwarves their injustice and trading practices in kind. This alliance with the newly arrived army had two dire consequences: First it enlarged the army of the Witch-king with more warriors that were well versed in the local

region and secondly it deprived the Dwarves of their primary source for food. Though well stocked, Barazbizar would not be able to withstand a prolonged siege, making the Naugrim's peril even greater.

In the next issue of *Other Minds*, I will explore the religious aspects of the Witch-king's realm. This is another topic that is hardly convincing in the *Angmar* module. A revision is thus desperately needed too.

Sources

1st ed. MERP:

Angmar – Land of the Witch-king by Heike Kubasch, © 1982 Tolkien Enterprises. Produced and distributed by Iron Crown Enterprises, ICE Stock #2300

Empire of the Witch-king by Graham Staplehurst & Heike Kubasch, © 1989 Tolkien Enterprises. Produced and distributed by Iron Crown Enterprises, ICE Stock #4020

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The Other Side

(also called "The Shadow World")

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English translation revised by Neville Percy

Among the most hotly debated questions in context with Middle-earth is the one about the nature of the Undead, their existence and generally the realm where these creatures (and some powerful Eldar) seem to reside.

Sometimes it is seen as a separate plane of existence, accessible through "Gate" or similar standardized RPG spells. José offers us a precise and concrete textual analysis, showing what Tolkien thought about this theme and in the same instance developing and offering solutions and ideas for integrating these conclusions in a RPG.



What is 'The Other Side'?

Middle-earth has another side to it, which is in some way beyond or apart from what most of the Free Peoples think of as simply "the world" or "the living world". When the world is perceived with the subtle senses of the spirit instead of through the five senses of the body of a normal incarnate being, everything is suddenly strange and alien the same world, whilst its physical nature is unchanged, seems almost like another place. This is the world inhabited by the Ringwraiths, unknown and indeed barely comprehensible to most folk. In their best efforts to describe this mysterious plane of perception, the Wise Wizards, High Elves and students of arcane lore have called it "the wraith-world", "the shadow world" or "the other side".

In truth, whether they recognise it or not, every being in Arda truly exists to some extent on "both sides": both their physical body and their soul or spirit exist in the same spatial location. But is also true that most creatures are usually limited to perceiving and interacting with creatures of the same primary nature as themselves, which can be physical if they are attached to a living body, or spiritual if they are not. Relatively few beings are able to perceive and interact in both worlds without extremely rare magical assistance.

Perceptions on the Other Side

Luckily, we have clear descriptions of a living being entering the Other Side (that is to say: having his mode of perception changed) every time Frodo or Sam uses the One Ring:

*"As before, Sam [wearing the One Ring] found that his hearing was sharpened, but that to his sight the things were pale, as if seen through a mist, but still at a distance he heard the bubbling of Shelob in her misery: and harsh and clear, and very close it seemed, he heard cries and the clash of metal." **The Return of the King (Book VI, Chapter I: The Tower of Cirith Ungol).***

So, perceptions of the landscape and of the living beings in it are different 'there'. Vision is severely limited, as if there is always mist, but sounds are better heard on the Other Side and smells can still be perceived, although they may not match those of the Living Side.

*'I thought that I saw a white figure that shone and did not grow dim like the others. Was that Glorfindel then?'
'Yes, you saw him for a moment as he is upon the other side: one of the mighty of the Firstborn.' **The Fellowship of the Ring (Book II, Chapter I: Many Meetings)***

From this we can conclude that normal living beings without particularly strong spirits are seen like Glorfindel's companions as dim shadows on the Other Side, while rare individuals of Glorfindel's stature who live on both sides at the same time can be seen clearly as shining forms of light.

But in addition to this, within Arda there are beings of naked spirit, imperceptible to the normal senses of living creatures. They coexist in the same, the only, real world as is inhabited by incarnate living creatures, interacting with them only rarely, and perceivable only to senses of the spirit which few living be-

ings possess. To those senses they also appear as shining forms, but ones of a pale and dreadful light.

“He [Frodo] could see them [the Ringwraiths] clearly now: they appeared to have cast aside their hoods and black cloaks, and they were robed in white and grey. Swords were naked in their pale hands; helms were on their heads. Their cold eyes glittered, and they called to him with fell voices.”
The Fellowship of the Ring (Book II, Chapter XII: Flight to the Ford).

The Denizens of the Other Side

“The fëa [spirit, in the context of Elves] is single, and in the last impregnable. It cannot be brought to Mandos. It is summoned; and the summons proceeds from just authority, and is imperative; yet it may be refused. Among those who refused the summons (or rather invitation) of the Valar to Aman in the first years of the Elves, refusal of the summons to Mandos and the Halls of Waiting is, the Eldar say, frequent. It was less frequent, however, in ancient days, while Morgoth was in Arda, or his servant Sauron after him; for then the fëa unbodied would flee in terror of the Shadow to any refuge unless it were already committed to the Darkness and passed then into its dominion. In like manner even of the Eldar some who had become corrupted refused the summons, and then had little power to resist the countersummons of Morgoth.”
Of re-birth and other dooms of those that go to Mandos, Laws and Customs among the Eldar, HoMe 10

The Other Side is the primary mode of existence and perception for creatures which exist solely as naked spirits, such as those evil Maiar (or Úmaiar¹) whose physical bodies have been destroyed and who lack the power or will to build themselves new ones, persist there, un-

seen and powerless, without the strength to interact with the Living World or possibly even to communicate with other spirits. Also lurking there are a few other Úmaiar which retained their original spiritual nature and seldom build themselves bodies to walk in the physical world of the living. In addition to these there are “the Houseless”²: the spirits of corrupted Elves who refused to follow the Summons of Mandos at the death of their natural bodies and remain in Middle-earth.

Unlike the spirits of the Elves, the souls of Men cannot linger on the Other Side because the Summons of Mandos is mandatory for them by Eru’s will. The Nazgûl are an exception to this only achieved by the unique, unintentional cooperation of the Elven Smiths with Sauron, and the Oathbreakers are another exception allowed by Eru himself, for they have a role to play in his plans. As for Dwarves, they are a race less attuned to the Other Side than Elves or even Men, and their spirits cannot be fooled or forced to linger, although it is also said that even they have exceptions to this rule, in the creatures now called the Ta-Fa-Lisch³.

All these naked spirits usually remain unseen and unable to interact with the living, against the natural order dictated by Eru. No matter what reason a naked spirit may have to linger in Middle-earth, this is at best a sign of taint or at worst of outright corruption. Since these creatures are so unnatural and dreadful, many folk believe that they belong to another world, a world of shadows, but this is to completely misunderstand what normally separates them from the living.

As a general rule naked spirits cannot initiate interaction with living beings at all, but living beings can initiate interaction with spirit beings by offering part of their vital strength to establish a connection. This is wrong and against the natural laws of Arda, and also dangerous because the motives of Úmaiar or the Houseless for responding to such contact are unlikely to be pure. Even if they want to get someone to perform a ‘good’

act like saving their child from marauding orcs, the resistance to Fate is a selfish motivation and the ‘goodness’ is tainted.

Once contact is established, these beings can communicate using a spiritual contact known by the Elves as *ósanwë*, which allows transmission of thoughts even over long distances. It is believed that the relation between the two communicating beings and the strength of their spirits dictate the effective distance over which this is possible. (Additionally, some spirits can use this power to search out a single being by focusing on their thoughts, whilst some possess the skill to shroud themselves against this kind of detection amid the clamour of all the other spirits within range.)

The mightiest spirits can communicate with the living at negligible cost to themselves, by *ósanwë* or auditory illusions, and impose such pain, such fearful threats or such cunning deceits (like posing as revered ancestors or envoys of the Valar) that they would defeat, coerce or cajole all but the strongest Mannish minds.

Such powers, however, cannot be used by the majority of weaker spirits. They are restricted to ‘poltergeist’-type effects like hiding objects and writing in the dust to entice people to contact them or whoever their victims are intended to think they are by ‘séance’ etc. Whilst the victim must willingly open his mind for the establishing of contact with the Houseless, no true magical technique is required from him. Everything else about the interplay between the two is just the theatrics of the hard sell, the ultimate goal of the spirit being for its victim to willingly lower their defences.

The weakest of spirits have no means of initiating contact with anyone other than those gifted with a special sensitivity to the Other Side. They just make people feel ‘something’ in an area, perhaps leading them to decide that a tree must be inhabited by some kind of spirit, or that a room is haunted and there is a ‘presence’ there all to entice their victims into attempting to make contact. Specialists such as Necromancers or

other Sorcerers could do more than merely make contact with such spirits.

If spirits can entice mortals to pay attention to, and then to open themselves to them, creating a contact link, they may steal vital strength from them to fortify their own power. If they are strong enough, some may even try to possess a mortal body, either unnaturally casting its rightful owner's traumatised naked spirit into the Other Side or seizing control over the owner's body whilst imprisoning the owner's spirit impotently deep within it.

"The Elves certainly held and taught that fear or 'spirits' may grow of their own life (independently of the body), even as they may be hurt and healed, be diminished and renewed."¹¹

¹¹ *If they do not sink below a certain level. Since no fëa can be annihilated, reduced to zero or not-existing, it is not clear what is meant. Thus Sauron was said to have fallen [after the destruction of the One Ring] below the point of ever recovering, though he had previously recovered. What is probably meant is that a 'wicked' spirit becomes fixed in a certain desire or ambition, and if it cannot repent then this desire becomes virtually its whole being. But the desire may be wholly beyond the weakness it has fallen to, and it will then be unable to withdraw its attention from the unobtainable desire, even to attend to itself. It will then remain forever in impotent desire or memory of desire.*

Notes on Motives in The Silmarillion, Myths Transformed VII, HoMe 10

Now-impotent slain Úmaiar are unable to be contacted by any Necromantic techniques, because an unthinkable amount of deliberate effort and a lot of power would be needed before they could even be communicated with.



From the Other Side into the Living World: The Undead

Other denizens of the Other Side can fully perceive in both modes at the same time. These are Undead, naked spirits belonging to evil Maiar or the Houseless, usually inhabiting a material dead body, in the fashion of the Barrow-wights. In this category we also find the most powerful Undead, dreadful spectres such as the Nazgûl, which can use bodies made of Sorcery and fear instead of corpses in order to interact with the Living Side.

However, the union of such a spirit and a corpse or sorcerous form is an unholy one and a mockery of life, and under the pure light of the Sun such tricks are revealed. For that reason most Undead are forced by sunlight to leave the corpse they are linked to as the link itself is broken; even the most powerful ones are greatly hindered by sunlight. They also fear water, for the power of Ulmo remains there. The strongest ones, such as the Nazgûl, can resist sunlight and cross rivers (especially when several act together) but they fear and dislike them anyway. This is the reason why no Undead army has ever been seen in Middle-earth, for the link must be created by a powerful Necromancer, such as the Witch-king who linked evil spirits to the dead bodies of Arnorian and Edain kings in order to create the Barrow-wights, and the enslaving Nine Rings were necessary to create the Nazgûl. This is the reason the Undead have always been few in number, and their vulnerability to sunlight makes them inadequate for armies. However, they are formidable guardians of dark places.

"Some say that the Houseless desire bodies, though they are not willing to seek them lawfully by submission to the judgement of Mandos. The wicked among them will take bodies, if they can, unlawfully. The peril of communing with them is, therefore, not only the peril of being deluded by fantasies or lies: there is peril also of destruction. For one of the hungry Houseless, if it is admitted to the friendship of the Living, may seek to eject the fëa from its body; and in the contest for mastery the body may be gravely injured, even if it he not wrested from its rightful habitant. Or the Houseless may plead for shelter, and if it is admitted, then it will seek to enslave its host and use both his will and his body for its own purposes. It is said that Sauron did these things, and taught his followers how to achieve them."

Of re-birth and other dooms of those that go to Mandos. HoMe 10

On the other hand, we have Houseless who have managed to possess a living body. Most of them become insane creatures worse than animals, with no moral code immersed in an endless quest to satisfy their base instincts. When such a creature appears, it will commit unspeakable crimes. This is the origin of legends about degenerate eaters of human flesh that exist in various cultures across all of Middle-earth and some say this is what Mewlips are. But the most powerful of them retain their all their cunning malice and are the most dangerous, because who can guess the goals and ambitions of such a creature? Luckily, possessions seldom happen and even Necromancers steer clear of Houseless too eager to walk among the Living because they know they would be uncontrollable if they managed to do so.

Living beings able to perceive both Sides

And here in Rivendell there live still some of his chief foes: the Elven-wise, lords of the Eldar from beyond the furthest seas. They do not fear Ring-wraiths, for those who have dwelt in the Blessed Realm live at once in both worlds, and against both the Seen and the Unseen they have great power.

The Fellowship of the Ring
(Book II, Chapter I: Many Meetings)

Living beings can usually only perceive the Living World, and may only perceive and have some degree of interaction in the Other Side (becoming clearly perceived from it at the same time) through the use of Objects of Power or Necromancy-related spells. It is very dangerous to try any interaction of this kind – speaking with spirits and such being the most common – because doing so involves willingly weakening the link to the Living World and entering for a limited time into a near “ghostly” state. When the link is damaged they lose weight and become transparent until their bodies cast a shadow only under the midday sun. The greater the draining, the more complete the effect will be, or the longer its duration. At the same time the mind will be also be eroded, much as happened to Gollum, because the minds of incarnate living beings are not made to endure such a process.

However, some Elves may have a certain natural degree of perception and even interaction with the Other Side because their spirits are more powerful than Mannish ones and the link between body and soul is stronger in them. In particular those Elves that have seen the Light of Valinor, like some powerful lords of the Noldor, are a very special case. They have been granted the strongest spirits of their kind and the strongest link between spirit and body, with the result that they can perceive both worlds and are the living beings most capable of confronting naked spirits and Undead.

Hobbits have proved to have a surprisingly strong link too, although it is far weaker than the Elvish one and they are as limited as any other common living being regarding perception and interaction with the Other Side.

Perceiving the Other Side

Of their own will, naked spirits will usually not try to extend themselves to interact exclusively in the mode of the Living World. They will do so, in a ghostly form, only if they are forced by a Necromancer or if they have an important task to fulfil, as was the case for the Oathbreakers. The reason for this is that when a naked spirit interacts with the Living World it begins to lose vital strength until such point as it retreats back to incorporeal existence, either by choice or by being forced to do so by injury or weakness. On returning to the Other Side, it will slowly begin to recover its lost strength.

Spirits’ power may vary widely, so there are no general rules about how much time they can persist in the Living Side. However, if one exhausts all its energy staying there it is sure to spend thousands of years on the Other Side before manifesting itself again.

Things are different for Undead, because their link to a corpse allows them to interact with the Living Side without suffering any energy loss. So, they can stay in the Living Side as long as they wish.

Regarding possession of the body of a living being, it is unknown what will happen to the evil spirit within if the body of the host is destroyed.

Fighting Undead

Normal weapons cast only a dim shadow in the Other Side and are unable to harm naked spirits. For this task fire or an enchanted weapon would be needed, for they have within them a part of their maker’s soul, as with Sauron and the One Ring. Beside enchanted steel, the sacred names of the Valar, especially Varda, may repel or frighten the dwellers of the Other Side.

It is impossible to hurt a naked spirit who is dwelling in the Other Side from the Living Side, unless he is interacting in the Living Side with a visible semicorporeal form, as a ghost. In any other case both, attacker and attacked, must be interacting in the same side (a battle in the Other Side between two naked spirits would be a duel of wills).

When a naked spirit in semicorporeal form or an Undead is ‘killed’ in the Living Side, losing all his vital energy, he will automatically retreat to the Other Side. There, he will need to rest to regain his vitality before returning to the Living Side again unless the link between him and his corpse is also broken. In the case of Barrow-wights, it was necessary to leave their treasures in sunlight, not claiming them through greed, in order to break the link.

Undead can attack with normal weapons or with spectral ones, such as their own hands, which will weaken the link between their victim’s body and soul rather than causing physical wounds. In this case, only magical armour will serve as protection.

Related Objects of Power and Spells

The One Ring: As is well documented, the One Ring allows interaction with the Other Side, at the cost of damaging the inherent link between soul and body. One of these well-known interactions is granting invisibility, weakening the link with the Living Side so much that the wearer can only be perceived as though it is an Other Side dweller, and is therefore invisible to most living creatures. Also, as the Ring contains a part of Sauron’s own will, the wearer can be spotted by him, even allowing him to establish communication without the consent of the wearer, despite the rules of *ósanwë* never normally allowing such ‘forced’ communication. It also has some other powers which are not related to spirits.

The Nine Rings: They allow interaction with the Other Side, with the inherent damage for the link between soul and body in the long term, since they were originally designed to be wielded by Elves with their link to the Living World that is far stronger than the Manish one. However, they are cursed so their bearers will keep them at all cost and the link between body and soul is unnaturally maintained even when the body dies, forcing them to remain in Middle-earth as shadows of terror able to interact with the Living Side, Wraiths enslaved to Sauron's will.

Lesser rings: Many lesser rings were forged in Eregion, some of them by Sauron himself and not by the Elves. Some of these evil rings grant invisibility on the Living Side, at the cost of weakening the link between the body and soul of the wearer, because of the bearer's partial immersion into the Other Side. They are usually cursed, so the bearer will want to keep them at all costs and will finally die if the link is ever completely broken, or enslaved by the One Ring if it is in Sauron's possession.

Morgul blades: If a shard of such a blade remains within the body of a victim, it will move towards his heart, killing his mortal body and transforming the natural link between the body and the spirit within into the unnatural link which joins a spirit with a dead body. However, in most cases the mortal body dies before the victim's link is seriously altered and no Undead is created (as in the case of the Steward of Gondor Boromir I who died because a Morgul blade and did not become an Undead). But when the victim has a weak link (as it was Frodo's case because he has been using and bearing the One Ring), they may become a wraith. Only Necromancers of Maiar origin or other powerful Necromancers such as the Witch-king himself may craft and wield such weapons.

Spells: The kind of magic dealing most with the Other Side is Necromancy, which is a dangerous and seldom used one. Also, some Elf-lords can use the Art to fight against the inhabitants of the Other Side and protect themselves against Necromancy. Both,

Necromancy spells and the Art can be used for perceiving the Other Side, interacting with it, protecting the link between body and soul while interacting with it, and recovering vital energy. Necromancy spells can further be used in stealing or dissipating vital energy or for creating a link between a naked spirit and a corpse.

Notes

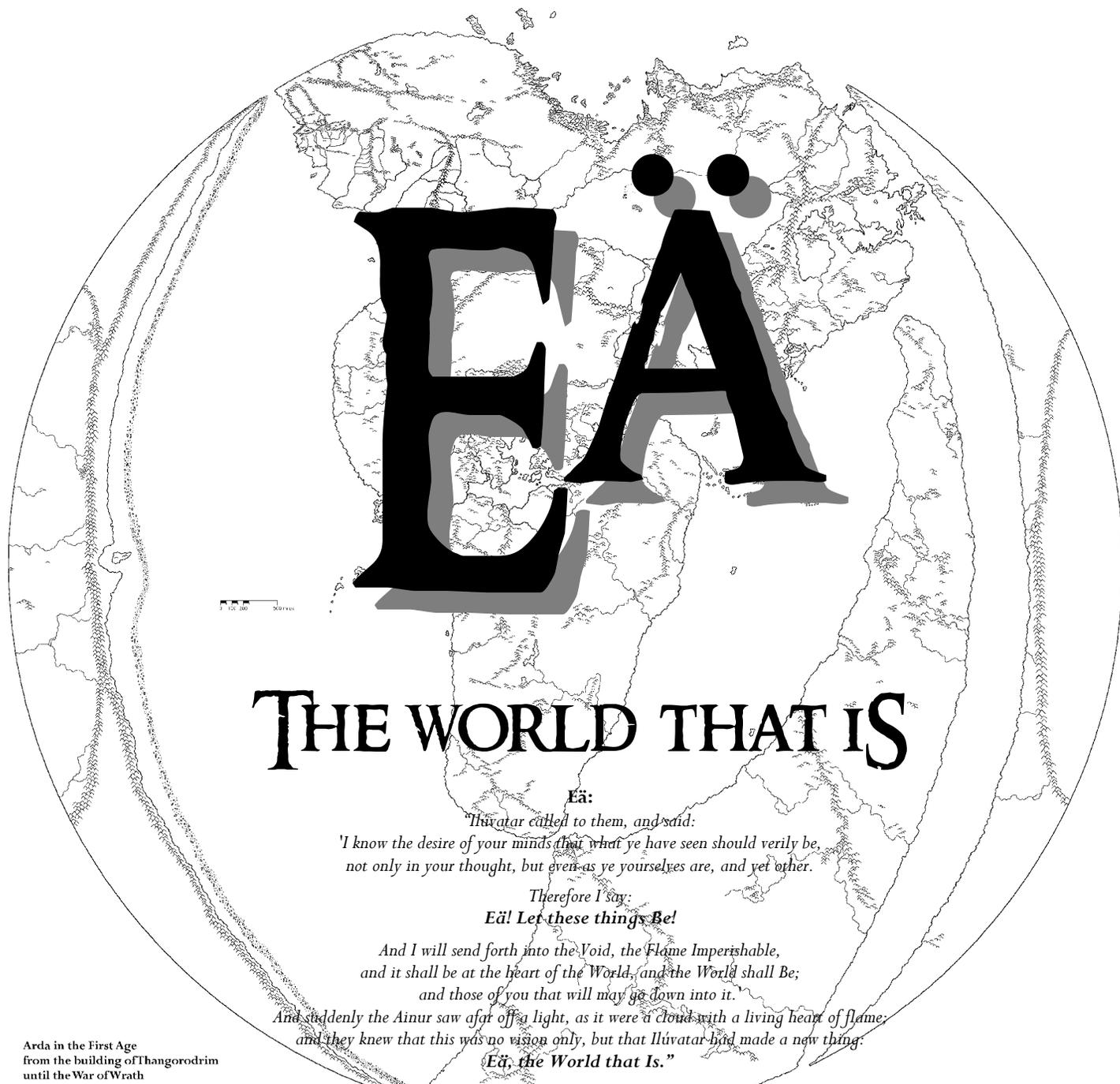
- 1 See also the following quote:

"And in Utumno he multiplied the race of evil spirits that followed him, the Umair, of whom the chief were those demons whom the Elves afterwards named the Balrogh."

Note to §30, The Annals of Aman, HoMe 10

- 2 "houseless fear", "the Houseless" *Of re-birth and other dooms of those that go to Mandos, Laws and Customs among the Eldar, HoMe 10*
- 3 See ICE's *Hillmen of the Trollshaws* or *Creatures of Middle-earth*





THE WORLD THAT IS

Eä:

Ilúvatar called to them, and said:

'I know the desire of your minds that what ye have seen should verily be, not only in your thought, but even-as ye yourselves are, and yet other.

Therefore I say:

Eä! Let these things Be!

And I will send forth into the Void, the Flame Imperishable, and it shall be at the heart of the World, and the World shall Be; and those of you that will may go down into it.

And suddenly the Ainur saw afar off a light, as it were a cloud with a living heart of flame; and they knew that this was no vision only, but that Ilúvatar had made a new thing:

Eä, the World that Is.

—J.R.R. Tolkien, *The Silmarillion*, *Ainulindalë* (The Music of the Ainur).

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from the building of Thangorodrim
until the War of Wrath

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MERP Supplementary Rules

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MERP was the default gaming system for many years. A great number of supplements and countless fan-made publications are testimony of its legacy.

As every gaming system, it is subject to tinkering with house rules to adapt it to the specific needs of a GM. For the Middle-earth setting, it's not only the mechanics that count, but also their integration in the world. Here MERP undoubtedly had its shortcomings. The following suggestions are intended to make the game system better suited for its intended background.



Introduction

Many gamers still use the MERP system for games set in Middle-earth, despite ICE having discontinued its publication almost 10 years ago.¹ Despite this, it is still often used as a gaming system for Middle-earth based campaigns. This is hardly surprising, as it was the official Middle-earth game system for about 17 years. Unfortunately however, MERP was never really designed to reflect and capture the special “feel” of Middle-earth. Rather it was a simplified version of ICE’s generic Rolemaster system, which had originated as supplements for D&D before being published as a complete RPG system in itself. MERP therefore also inherited the style and goals of that system’s mechanics. The sweeping, powerful D&D-style magic especially come to mind here, e.g. Wizards wiping out companies of enemies with “flashy” Battle Magic, Teleporting, Fly-spells etc...

It is absolutely clear that a completely new system, designed from the very beginning to fit to Middle-earth is always the best solution when fidelity to Tolkien is to be achieved. As this requires a vast amount of work (either to design it, or when using another game system, to adapt the game stats of old modules), one compromise is to fix MERP’s most blatant deficiencies while still retaining enough of the old system to re-use the vast amount of supplements and game mechanics without too much work for the GM.

It is always possible to introduce house-rules to adapt a game system to one’s own needs. Now, when modifying a game system, it is always a question how deep these modifications interfere with the original rules and design. Thus, when trying to design adjustments to MERP, it is always the question how far the modifications are to be carried out. It

is the goal of these supplementary house rules to present alternatives to certain MERP rules and thereby fix the biggest problems of the game system. In the problematic question between fidelity to Tolkien and MERP compatibility, these rules are designed to be a pragmatic compromise.²

Structure

The suggested rule modifications span a broad range of central points in the MERP rules. The following general topics are covered:

- Character creation
- Body Development
- Professions & Profession Bonuses
- Levels
- Development & Skills
- Languages
- Magic
- Magical Spell Healing
- Poisons and Diseases
- Character Sheet

NOTE: The rules found here supersede their counterparts in the MERP rulebook. To use these house rules, you need access to the original 2nd edition MERP rulebook. Many of the new spell lists are based on spell lists from various *Rolemaster* supplements. These are listed at the end of this treatise.

Character creation

Background Options

These Background Options (BO) are available in addition to the ones listed in the rulebook:

- For one BO, you may shift 10 points of Profession bonuses (see below for more on them) between categories. You may only shift bonuses from one or more categories

to another category or from a single skill to another single skill (not between a category and a single skill or vice versa) and no Profession bonus may exceed +20 for a given skill or a category.

- For one BO you may shift two DP's into other categories (again only skill-to-skill or category-to-category)
- For one BO you may raise your stat point pool (see below) by 25 points

Stat Generation

This new system is derived from the *Rolemaster Standard System* (RMSS) and later versions (e.g. *Rolemaster Fantasy Roleplay* – RMFRP). It is divided into three basic steps: Assigning basic stat, adding racial bonus and defining final stat. Please note that thereby, the original stat as assigned in the first step will in some cases be adjusted in the final step.

Instead of randomly rolling for stats, each character gets a “pool” of points that is spent on buying stats. You have to decide to either use 450 or 420+6d10 points for your character. After this you assign values to the 6 stats (excluding Appearance). No stat may be less than 20 and the prime stat (see MERP rulesbook) must be assigned at least a 90. Stats from 20 to 90 cost 1 point for 1 stat point (e.g. you use 20 to 90 points for stat values from 20 to 90). Stats above 90 are more costly. The following Table 1 lists the point costs for all stat values.

NOTE: Under this system Elves have to assign only one of the three highest stats to Presence, regardless of elven race.

Table 1: Stat Costs

Stat Value	Point cost
100	200
99	180
98	162
97	146
96	132
95	120
94	110
93	102
92	96
91	92
20-90	20-90

Stat Bonuses

Instead of the crude bonus table (e.g. wide stat ranges with the same bonus) found in the MERP rulebook, use the following Table 2³ for a more smoothed stat bonus as well as more differentiated PP's per level.

In the case of the Power Points, round fractions down when calculating final PP's (e.g. a 7th level character with 1.4 PP's level has $7 \times 1.4 = 9.8$ PP's; rounded down to 9).

Table 2: Stat Bonuses

Stat	Bonus	PP's
110	+75	8.0
109	+70	7.5
108	+65	7.0
107	+60	6.5
106	+55	6.0
105	+50	5.5
104	+45	5.0
103	+40	4.5
102	+35	4.0
101	+30	3.5
100	+25	3.0
99	+23	2.8
98	+21	2.6
97	+19	2.4
96	+17	2.2
95	+15	2.0
94	+14	1.9
93	+13	1.8
92	+12	1.7
91	+11	1.6
90	+10	1.5
87-89	+9	1.4
84-86	+8	1.3
81-83	+7	1.2
78-80	+6	1.1
75-77	+5	1.0
72-74	+4	0.8
68-71	+3	0.6
64-67	+2	0.4
60-63	+1	0.2
41-59	+0	0
37-40	-1	0
33-36	-2	0
29-32	-3	0
28-30	-4	0
25-27	-5	0
22-24	-6	0
19-21	-7	0
16-18	-8	0
13-15	-9	0
11	-10	0
10	-11	0
9	-12	0
8	-13	0
7	-14	0
6	-15	0
5	-17	0
4	-19	0
3	-21	0
2	-23	0
1	-25	0

Racial Stat Bonuses

The racial stat bonuses in the original MERP Rulebook were obviously created with maintaining a “game balance” in mind. This old idea (introduced already in the original *D&D*) is laudable, but not suitable in Middle-earth. Here some races (e.g. Elves) simply are better (some extremely so) in almost all areas that are expressible by a bonus. The Table 3 on the next page is designed to reflect this.

Use that table instead of the one found in the rulebook. These should better reflect the strengths and weaknesses of the various non-human races. Be **very** careful with allowing elven PC's, since these are extremely powerful characters bonus-wise.

Further Elven advantages

In addition to the stat bonuses, Tolkien had his Elves extremely resistant to the dangers of the world, able to recover from wounds that would be fatal to a Man and generally recovering much faster from wounds. This could be simulated the following ways:

- Elves **heal three times faster** than other races
- Elves die only after reaching their total hits plus **three times** their CO-stat (instead of the normal single CO-stat)
- All times in critical hits that indicate death in a number of rounds (e.g. “death in 6 rounds”) are tripled as well, offering greater chances for survival.

Option: All this applies only to Calaquendi. Moriquendi have their respective numbers “only” doubled instead of tripled.



Table 3: Racial Bonuses Table

Race	ST	AG	CO	IG	IT	PR	Magic	Poison	Disease
Hobbit	-20	+15	+15	-	-5	-5	+50	-	-
Umlil	+5	-	+10	-	-	-	+10	+5	+5
Dwarf	+10	-5	+20	-	-	-5	+40	+20	+100
Wose	-	-	+10	-	+5	-	-	+5	+5
Man	+5	-	-	-	-	-	-	-	-
Dúnadan	+5	-	+5	-	-	+5	-	-	+5
Silvan	+5	+10	+5	+5	+5	+10	+5	+10	+100
Sindar	+10	+10	+10	+5	+5	+10	+5	+10	+100
Noldor	+10	+15	+15	+5	-	+15	+10	+10	+100
Half-Orc	+5	-	+10	-	-	-5	-	-	-
Orc	+5	-	+15	-10	-10	-10	-5	+5	+5
Uruk-hai	+10	-	+20	-5	-5	-10	-	+10	+5
Half-Troll	+10	-5	+10	-5	-5	-5	-	+10	+10
Troll	+25	-10	+20	-15	-15	-10	-	+30	+40
Olog-hai	+30	-5	+30	-10	-10	-10	-	+20	+30

Final Bonuses

To obtain your final bonus, add all bonuses from the original stat and the racial modifiers. The resulting bonus is cross-indexed with the Table 2 on the previous page and the corresponding final stat value for this bonus written on the character sheet. Round any bonuses not listed to the nearest listed one. In case of a draw round up. In this way you get no artificial stats (e.g. like a “90” with a +25 bonus). A bonus of +25 for example is thus always associated with a stat of 100.

Appearance

Appearance is an additional stat to reflect the physical attractiveness of the character. This is of course a bit arbitrary, but still gives an impression of the outward appearance of the character. It is orientated on the average human.

To determine Appearance, take the final PR stat, subtract 15 and finally add 3d10.

Professions & Bonuses

Profession bonuses

The profession bonus is an important part of the total skill ability within MERP. Now, the “standard” system has a big drawback: It allocates a level bonus for each profession that rises automatically with each level advancement. This is hardly satisfactory, as it leads to an

automatic gain without any investment.

Instead of the old rule where the bonus increases with every level advancement and all the character has to do is wait for it to add up, a flat bonus for each profession is provided upon character creation. Every subsequent increase in bonus has to be developed. There is no more automatic improvement in any skill just for advancing a level.

The Table 4 at the bottom of the page provides the profession bonus for each applicable profession from the MERP 2nd ed. rulebook. It assumes the usage of almost all optional professions from sect. A-6.1 from the rulebook.

This table allocates profession bo-

nuses according to the “old” system, i.e. the additional secondary skills are not specifically addressed. This is easily remedied in the following way: The new secondary skills have allocated the “standard” categories, from whom they can use Development Points to develop skills when going up a level (e.g. DP’s from their “home” group which can be spent without any transfer losses). Now check the categories from which DP’s may be used and cross-index that with the table above. The character gets the profession bonus from the “home category” in which he has the highest profession bonus.

Example: The Scout gets a Profession Bonus of +5 for General Skills and +10 for Subterfuge Skills. The Secondary Skill “Gambling” can be developed with DP both from General and Subterfuge skills. Thus the Scout gets a +10 on the skill (the higher profession bonus of the two).

Development Points

The introduction of many mandatory Secondary Skills as outlined below makes it hard for characters to properly develop them with only the original 15 Development Points (DP’s) per profession. Therefore the number of DP’s for each profession is raised to 25. The exact distribution is shown in the table 5 on the following page.

Table 4: Profession Bonuses

Bonuses	
Animist	+5 Read Runes, +5 Use Item, +10 General Skills, +10 Directed Spells, +15 Base Spells, +5 Perception
Barbarian	+15 Weapon Skills, +15 General Skills, +10 Body Development
Bard	+5 Weapon Skills, +5 General Skills, +5 Subterfuge Skills, +5 Magical Skills, +5 Base Spells, +5 Perception, +20 Languages
Civilian	+20 "Occupation" Skills (see MERP, sect. A-6), +10 "Occupation"-related Skills
Conjurer	+5 Magical Skills, +10 Subterfuge Skills, +5 Base Spells, +10 Perception
Explorer	+5 Weapon Skills, +15 General Skills, +10 Subterfuge Skills, +15 Perception
Mage	+15 Magical Skills, +15 Read Runes, +10 Use Item, +15 Base Spells
Mariner ⁴	+5 Weapon Skills, +20 General Skills, +10 Sky Watching, +10 Navigation, +10 Boat Handling
Ranger	+10 Weapon Skills, +20 General Skills, +15 Perception, +10 Stalk & Hide
Rogue	+10 Weapon Skills, +15 General Skills, +15 Subterfuge Skills
Scholar	+20 Perception, +20 Lore (Secondary) Skills, +5 all other Secondary Skills
Scout	+5 Weapon Skills, +5 General Skills, +10 Subterfuge Skills, +20 Perception
Warrior	+20 Weapon Skills, +5 General Skills, +15 Body Development
Wizard	+15 Magical Skills, +15 Base Spells, +10 General Skills

Table 5: Development Points for all Professions

Profession	M & M	Weapons	General	Subter-fuge	Magical	Body Dev.	Lan-guages	Spells
Animist	3	2	5	3	3	1	3	5
Barbarian	3	6	9	4	-	3	-	-
Bard	-	3	5	4	4	1	6	2
Civilian*	-	1	3	-	-	1	-	-
Conjurer	1	2	4	6	5	1	2	4
Explorer	4	3	8	6	-	2	2	-
Mage	-	1	5	1	7	1	3	7
Mariner	5	4	9	4	-	2	2	-
Ranger	3	5	7	4	-	2	2	2
Rogue	4	5	6	5	2	2	1	-
Scholar†	1	1	3	-	-	1	4	-
Scout	3	4	6	8	-	2	2	-
Warrior	5	7	5	4	-	3	1	-
Wizard	1	1	5	-	7	1	4	6

*: The Civilian gains additional 20 DP's for the development of secondary skills only

†: The Scholar gains additional 15 DP's for the development of secondary skills only

Levels

When you read the MERP rulebook and get to the section dealing with levels (sect. 6.2, p.41) you may get the impression that they end at 10. This is an artifact from MERP being a toned-down *Rolemaster*. In the latter, levels beyond 10 exist of course. For MERP they were probably capped at 10 to get people to switch *Rolemaster* once they had reached level 10 and wanted to get further.

There is no need for anything like that of course. To remedy the problem of levels beyond 10, you can just revert to *Rolemaster* (only for this purpose of course...) and use the following Table 6 for advancing levels:

Table 6: Level Advancement beyond lvl 9

Character's level	Experience Points needed for the level
10	150,000
11	180,000
12	210,000
13	240,000
14	270,000
15	300,000
16	340,000
17	380,000
18	420,000
19	460,000
20	500,000
21+	500,000 + 50,000 per level over 20th

Skills

Standard Skill Development

The MERP rules are not wholly clear about skill bonuses for higher skill ranks. In modification of the standard rules, the values from the following Table 7 should be applied (borrowed from *Rolemaster* as well):

Table 7: Skill Development beyond rank 20

Skill Rank	Normal skills	only for Am-bush
21	71	21
22	72	22
23	73	23
24	74	24
25	75	25
26	76	26
27	77	27
28	78	28
29	79	29
30	80	30
31+	+0.5 per rank*	+1 per rank

*: round fractions down

Languages

Languages are no longer developed in ranks from one to five, but as skills like any other. The bonus does not degrade, however, i.e. you get a +5 bonus for every rank you develop. You also get one rank for every DP you spend on a language. Additionally, you may develop as many ranks per level as you like (and can). Transferring DP's from other categories is subject to the normal rules (e.g.

you get one DP for two or four DP's transferred). The stat bonus used for languages is IG. Language ranks grants **only** spoken skill. Reading and writing must be developed separately for each script (see below).

Body Development

MERP does not make any statement whether there is an upper limit for Body Development not. Interestingly, *Rolemaster* has such a rule. It would be interesting whether it was simply forgotten for MERP or deliberately left out. Whatever the cause, in my opinion such an upper boundary is needed for sure.

Such an upper limit for basic Body Development (e.g. all bonuses excluding only the character's CO-Bonus) a character of a particular race can have is listed in the Table 8. This number does not include the personal CO-Bonus of a character which is always added on top of it.

Table 8: Body Development Maximums

Race	max. Body Development
Elves	150
Dwarves	160
Umlí	130
Hobbits	90
Dúnedain	140
Northmen and Rohirrim	130
Men	120

Movement and Maneuver

Because Plate Armour (e.g. the typical late medieval armour seen in so many museums and castles today) does not fit at all into Tolkien's descriptions of Middle-earth this skill should be excluded. See Oliver Hauss' essay "Clad in Mail" in *Other Minds*, Issue #6 for an in-depth discussion of the likely Númenórean style of weaponry and especially armour.

Standard Secondary Skills

Instead of the original MERP rules, where the secondary skills are marginalized⁵ by the primary ones (printed on the character sheet), I suggest incorporating a more or less fixed set of secondary skills (comparable to *Rolemaster*) that are used regularly like the "primary" skills.

The table 10b on page 21 lists all the secondary skills used with these rules,

together with their relevant stats and categories whose DP may be used in developing them (e.g. as if they were in the respective primary skill categories). For DP from other categories the normal transfer rules apply.

If you are looking for more information on possible secondary skills, I recommend the *RM* supplement *School of Hard Knocks* [5]. It provides an exhaustive supply of suggestions of how to use skills to make your game more interesting.

New Skills

Some new skills are introduced in addition to the ones found the MERP Rulesbook. These are:

- *Archery*—A specialized skill for shooting with bows. With good skill (50% ranks of “Missile” skill ranks, round up) an archer may shoot one arrow per round without penalty and with very good skill (100% of “Missile” skill ranks) he may shoot two arrows per round. This may be further modified by circumstances (e.g. having arrows stuck in the ground before you for immediate use).

Option: You might make the rate of shooting not only dependent on *Archery* skill, but also the situation. The Table 9 below shows the rate of shooting depending on *Archery* skill ranks (as a percentage of *Missile Weapons* skill ranks) and circumstances. The number in parenthesis is the OB penalty applied for shooting in the specific fashion.

Table 9: Rate of Shooting with Archery

Archery skill ranks as % of missile skill ranks	location of arrows	
	in storage (e.g. quiver)	prepared for access
min. 50%	1/2rds. (-20)	1/rd. (-10)
min. 100%	1/rd. (-10)	2/rd. (-5)
min. 150%	2/rd. (-5)	3/rd. (±0)

Note: *Archery* skill grants no advantage for shooting with any missile weapons other than bows.

Note: If the penalty for shooting more often per round in the regular rules is less than the numbers above, the smaller penalty is retained.

- *Running*—General bonus for running maneuvers. It includes sprinting as well as endurance training
- *Crafting*—This is a generic skill and each craft (Leather Working, Blacksmith, Carpentry etc.) has to be learned separately.
- *Lore*—This is a general skill to represent any kind of knowledge not addressed by another lore skill. It is specialized (e.g. for a region like) and has to be developed for each specialized field.
- *Read/Write*—This bonus applies to a given script (e.g. Tengwar or Cirth). You may develop as many ranks as you like per level (each DP gives you one rank) and each rank developed grants a +5 bonus. Normal rules for transferring DP’s between categories still apply.
- *Spell Mastery*—This is a generic skill to vary the parameters of spells. The more different from the original spell the attempted effect is, the more difficult the maneuver gets. Bonus has to be developed separately for each single spell. This skill receives the profession bonus (if any) for **Magical Skills**.
- *Religious Lore*—Religious Lore is a skill applicable primarily for religious beliefs different from the Eldar’s and Dúnedain’s view of the world and higher powers. The latter two do not have a “religious” doctrine or clergy and according knowledge of their spiritual beliefs and teachings is better represented by the *Philosophy* skill.

The Table 10 on page 22 lists all Secondary Skills, their stats, maneuver category and DP category (e.g. whose DP’s can be used directly without transfers).

Adolescence Skill Rank Table

The Table 10a to the right lists all the races that appear in table 10b on the next page. It supersedes Table CGT-5 from MERP (sect. 23.0) and includes adolescence ranks for the primary as well as secondary skills for all races. Please note

that the Elves are given great advantages again. Use them carefully.

Table 10a: Key for Races

#	Race
1	Dwarves
2	Umi
3	Noldor
4	Sindar
5	Silvan Elves
6	Hobbits
7	Beornings
8	Black Númenóreans
9	Corsairs
10	Dorwinrim
11	Dúnedain
12	Dunlendings
13	Easterlings
14	Eriadorians
15	Gondorians
16	Haradrim
17	Lossoth
18	Rohirrim
19	Variags
20	Woodmen
21	Woses
22	Orcs
23	Uruk-hai
24	Trolls
25	Olog-hai

Magic

Definitions

The definitions for magic given in the Rulesbook are lacking any “Tolkienish” flavour or basis. In no way do the concepts of “Essence” and “Channeling” reflect Tolkien’s vision of “magic”. On the other hand it is very hard to eliminate these terms without reworking the whole system, as they have been lifted from the generic *Rolemaster*.

Therefore these ICE definitions should be re-interpreted as the views that the practitioners of this magic have of its sources. It need not to be true. In fact, it **should not** be true. The single source of Essence and Channeling is for both the dispersed power by either the faithful Ainur (by creating Arda) or the *mordo*, Morgoth’s dispersed essence throughout Middle-earth. As both are “external sources”,

continued on page 22

Table 11: Secondary Skill Listing

Standard Sec. Skills	Stat	SM/MM	DP's
Animal Handling	PR	SM	General
Appraisal	IG	SM	General
Archery	AG	SM	Weapon
Caving	IG	SM, MM	General
Cookery	IT	SM	General
Craft —	AG	SM	General, Weapon
Driving	AG	MM	General, Weapon, Subterfuge
Foraging	IT	SM	General, Subterfuge
Gambling	IT	SM	General, Subterfuge
Meditation	PR	SM	General, Magical
Navigation	IG	SM	General
Ropework	IG	SM	General
Sailing	IT	MM	General, Weapon
Signalling —	IG	SM	General
Sky Watching	IT	SM	General, Magical
Trap Building	AG	SM	General, Weapon
Trickery	PR	SM	Subterfuge
Medical Skills	Stat	SM/MM	DP's
Diagnostics	IG	SM	General
First Aid			
Midwifery			
Pharmacy			
Second Aid			
Surgery			
Artistic Skills	Stat	SM/MM	DP's
Dance	AG	SM	General, Magical, Languages
Paint	IT		
Play Instrument—	IT		
Poetic Improvisation	IT		
Sculpt	IT		
Sing	PR		
Athletic Skills	Stat	SM/MM	DP's
Acrobatics	AG	MM	General, M&M
Contortionism			
Jump	ST		
Pole Vault	AG		
Rowing	ST		
Run	AG		
Tightrope Walk			
Social Skills	Stat	SM/MM	DP's
Acting	PR	SM	General, Subterfuge, Languages
Bribery			
Diplomacy			
Interrogation			
Oratory			
Seduction			
Trading			
Lore Skills	Stat	SM/MM	DP's
Animal Lore	IG	SM	Languages, Magical
Herb Lore			
History —			
Lore—			
Mathematics			
Philosophy —			
Physics			
Plant Lore			
Poison Lore			
Read/Write			
Religious Lore —			

they are in principle perilous to use. In the context of magic use, the GM is advised to use the Spell Risk and Corruption rules found in section 15.3 and 15.4 of the rulebook.

The greater power potential of the *mordo* comes at a cost as you see. Please note however, that spell users (except perhaps for the greatest loremasters like Elrond, are generally unaware of its source. They only realize that power is coming quicker, better and more powerful this way. Thus a spell user may be a “good” character without evil intentions, but using this source of power (and unaware of its origin!), faces a greater risk of corruption due to the nature of the source.

Option: If you want to make corruption a greater risk (as under the normal rules it occurs only with a spell *failure*), Corruption Points (CP's) are not only gained by a failure, but every time a spell roll (the original roll, **not** the adjusted total) is below or equal to (25 - character's PR bonus). A Spell Failure from the Attack table is always a cause for corruption though.

Option: To reflect the lesser risk of corruption when using the remnants of the Ainur's power investment, halve all corruption risks when using this source. Due to the lesser “concentration” of this power, all other, intended, spell effects are halved as well.

Important Note: This metaphysical construction of power source is not intended as an extensive analysis of the matter and therefore remains intentionally incomplete and inaccurate. Its sole purpose is to provide a “non-evil” and less dangerous option for spellcasters in the context of the MERP magic system.

It is explicitly emphasized **not** to try and “beef up” the spell lists by introducing *Rolemaster* ones (especially the many powerful magical professions and spells above 10th level accessible to PC's) into the game. The limitation to lvl 10 spells (and the numbers of lists available in gen-

eral) shall reflect the limited amount of “free” spell magic to spellcasters available in the Third Age (especially for humans). This does not make the whole magic system better in simulating a “Tolkienish” feel of magic, but it restrains magic use especially of higher-powered spells.

Important Note: Even with the adjustments, the MERP magic rules are not able to represent or simulate the whole span of “magic” observed in Tolkien’s works (e.g. *The Lord of the Rings* and *The Hobbit*). This should be kept in mind especially when the players encounter powerful spell-users like the *Istari*, Sauron, the Nazgûl or the Greater Eldar. These will often have abilities that transcend this set of spell lists. This is intentional and should reflect the limited amount of magic available to Third Age characters. When the GM needs to detail the powers of such powerful characters, he should design them individually.

Resistance Rolls

Due to the redefined nature of the MERP magic, the traditional division into RR bonus against Essence and Channeling is pointless. Therefore, it is advised to summarize it into a single “Magic RR”. This can easily be calculated by averaging the stat bonuses of IT, IG and PR and adding any – if applicable – racial “Magic” RR modifier.

Spell Lists

Most of the original MERP spell lists are fairly usable, though some had to be omitted since they contained spells too much in contradiction with a Tolkienish “feel” to magic (e.g. *Windwalking* or *Teleporting*). The Mage Base Lists were especially problematic as they made this Profession into some kind of “elemental gadget”, acting as Close Magical Artillery Support for combat operations. This one-sided outlook on “elemental power” has been eliminated and substituted with a broader range more suited for Middle-earth. All these lists are substituted by the ones detailed in the Appendix.

In addition, several individual spells are unsuitable and should be replaced. In detail, these are:

Physical Enhancement (Open Essence):

lvl 9 “Waterlungs” and lvl 10 “Gaslungs”.

These should be replaced by:

lvl 9: Darkvision (U,RF10) – As *Nightvision*, except caster can also see in magical darkness.

lvl 10: Resist Poison (U*,RF10) – Delays the effect of a poison on a target. If the poison is not eliminated before the spell expires, the poison will act normally thereafter, continuing at the point when the spell set in. Range: touch, Duration: 1 hr/lvl, Area of Effect: 1 target

Living Change (Mage Base List):

The “Changing” spells only affect the body of the target. Any equipment, clothing, etc. will retain its normal size and either become too large or small. It may even be destroyed when the target is enlarged while it is being worn.

Spell Development

I recommend to use an optional spell development rule that is similar to the one found in section A-6.6 of the rulebook. Every spent DP gives the spellcaster knowledge of a spell. He has to learn spells sequentially in a list (e.g. he has to learn lvl 1-4 spells before he can learn the lvl 5 one. In addition, he has to achieve at least the same level as the spell to be learned (e.g. a 5th level character cannot learn 7th level spells, even if he has the necessary DP’s). An exception is made during character creation. The DP for spells listed in the table above may be used to learn lvl 1 spells.

This fundamental change in spell learning also takes into account that the number of DP’s has increased as well. Below are suggestions for further optional rules for spell development. Both of the optional rules below make spell development more costly. This leads to a lesser number of spell lists a spell user learns to a high level. This makes for

more diversity, as most player characters (and NPCs as well) will not be able to learn spells as easily as under the regular system and make medium to high-level spell users all alike due to their shared knowledge of the same lists. If a character is not able to learn as many spells, the professions will vary more with different foci, allowing for a believable specialization even in mid- to high level characters. Overall, spell-casting abilities will be more diversified in different higher-level characters of the same profession.

Optional Rule 1: A spell costs 1 DP for levels 1-5. Level 6 and 7 spells cost 2 DP’s each, level 8 and 9 spells 3 DP’s and a level 10 spell 5 DP’s. For me, this is the best compromise for spell development.

Optional Rule 2: Each spell costs half as many DP as its level, rounded up (e.g. a 6th level spell costs 3 DP’s while a 3rd level costs 2 DP’s).

The following Table 12 lists the total DP cost of a list from lvl 1-10 for all three options.

Table 12: Spell DP Costs

Option	DP cost for whole list
Regular	10
Option 1	20
Option 2	30

Magic Stats

The division of statistics for PP calculation is somewhat stereotypical in MERP. As explained above, the ideas of “Essence” and “Channeling” are not really suitable for Middle-earth (at least not as presented in the rulebook), and the magic stats should vary more. The following table 13 adds some diversity into the various magic using professions by offering more flexibility in the “magic stat” and supplants the original dual IG or IT scheme for PP’s.

Table 13: Magic Stats

MERP magic stat	new magic stats
IG	IG or PR
IT	IT or PR
IG/IT	IT/IG, IT/PR or IG/PR

Due to the greater choice of the “magic stats”, there will be a tendency towards more PP’s for characters. As spell development has been curtailed (see above), this might lead to a greater number of low-level spells for characters. Many characters might be tempted to develop at least some low-level skills to make use of these PP’s.

Spell Healing

Spell healing can be a great spoiler for colorful and realistic play: Last time you saw your character, he was on the floor, missing a limb, disemboweled and – naturally – only moments away from death, while a few spells later and resting a day he is fit as if coming from a wellness resort weekend and ready to go with the next platoon of orcs...

The solution to this problem lies in the introduction of two rules:

First, spell healing has the desired effect, but it is only a hastening of natural healing. So, with every spell healing, look at table IHT-2 in the rulebook and determine the normal healing time for the ailment that is healed. Then add half this amount of time to the age of the character. In other words: Spell healing causes also an accelerated ageing.

Spell healing loses its potency with successive use on an individual. Each time a healing spell (regardless of the actual spell) is used on a character, a RR must be made (with all modifications for touching a target, longer preparation, willing target, etc.). Alternatively, a character may accept the spell voluntarily, thereby bypassing the need for a RR. With a failure (or voluntary acceptance) the spell works normally, but after the 10th time such a RR is failed, every healing spell cast upon this character has only half the effects. After the RR is failed for the 20th time, all healing spells have only one-fourth effect, and after the 30th failure, healing spells do not have any effect on the character at all.

Option: Half the character’s CO-Bonus (round down) is added to the “magic allowance”. Thus a character with a +25 CO, has his thresholds increased accordingly (e.g. halving effects only

after 22th spell, quarter effects after 32nd and after 42nd spell no effect at all.

It is clear though, that such a radical curtailing of a “standard” procedure (especially in combat-heavy campaigns) will lead to a greater number of casualties or crippling wounds. Thus this rule favors campaigns with a lesser emphasis on fighting.

Poisons & Diseases

Under the normal MERP rules, to resist a poison or similar effect you compare the character’s level with that of the poison or disease, add applicable modifiers and then make your roll. Naturally, with every level advancement it becomes easier for a character to resist. This is clearly a relic of D&D, where this is handled similarly.

In other words, more experienced characters are more resistant to a disease or poison than rookies. High-level characters are bizarrely almost immune to ailments that wipe out entire regions of characters of lesser levels. This is quite

Character Sheet

In order to adequately record and manage all the changes proposed here, a modified Character Sheet template can be found in the Appendix A.

Notes

1. ICE officially ceased the production and marketing MERP on September 22 1999 due to pressure from Tolkien Enterprises
2. Suggestions to handle the MERP magic beyond the spell descriptions has already been given in *Other Hands* #10/11.13-16. You can find *Other Hands* online at <http://www.otherhands.com>. Please look to these for other possible solutions to limit

the abuse of magic and spellcasters.

3. This is based on the one found in *Rolemaster Companion I* for the original *Rolemaster* system.
4. The idea for this profession is drawn from *Other Hands Magazine, Issue 13* (p.31). Many of the great figures from Tolkien’s writings were seamen (e.g. Earendil or Tar-Aldarion), but MERP lacks such a profession. Thus it is included here for completeness.
5. From the very beginning in my MERP career, I couldn’t understand this seemingly arbitrary separation in “primary” and “secondary” skills and the preferential treatment of the former. As it is however, firmly entrenched in the mechanics, I stick to it, but try to largely negate the separation and make them all equal skills, without such a separation.

References

- [1] – *Spell Law* by S. Coleman Charlton, Peter C. Fenlon Jr. and Twerry K. Amthor. © 1981, 1984, 1989 by Iron Crown Enterprises, Stock #1200
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- [3] – *Rolemaster Companion* by M. Colborn. © 1986 by Iron Crown Enterprises, Stock #1500
- [4] – *Essence Companion* by R.C. Kirkland Jr. and A. Scott Moore. © 1997 by Iron Crown Enterprises, Stock #5603
- [5] – *School of Hard Knocks – The Skill Companion* by Peter Mork. © 1995 by Iron Crown Enterprises, Stock #5808



"Then Ilúvatar said to them: 'Of the theme that I have declared to you, I will now that ye make in harmony together a Great Music. And since I have kindled you with the Flame Imperishable, ye shall show forth your powers in adorning this theme, each with his own thoughts and devices, if he will. But I will sit and hearken, and be glad that through you great beauty has been wakened into song.'"

- Ainulindalë (The Music of the Ainur)
The Silmarillion
by J.R.R. Tolkien

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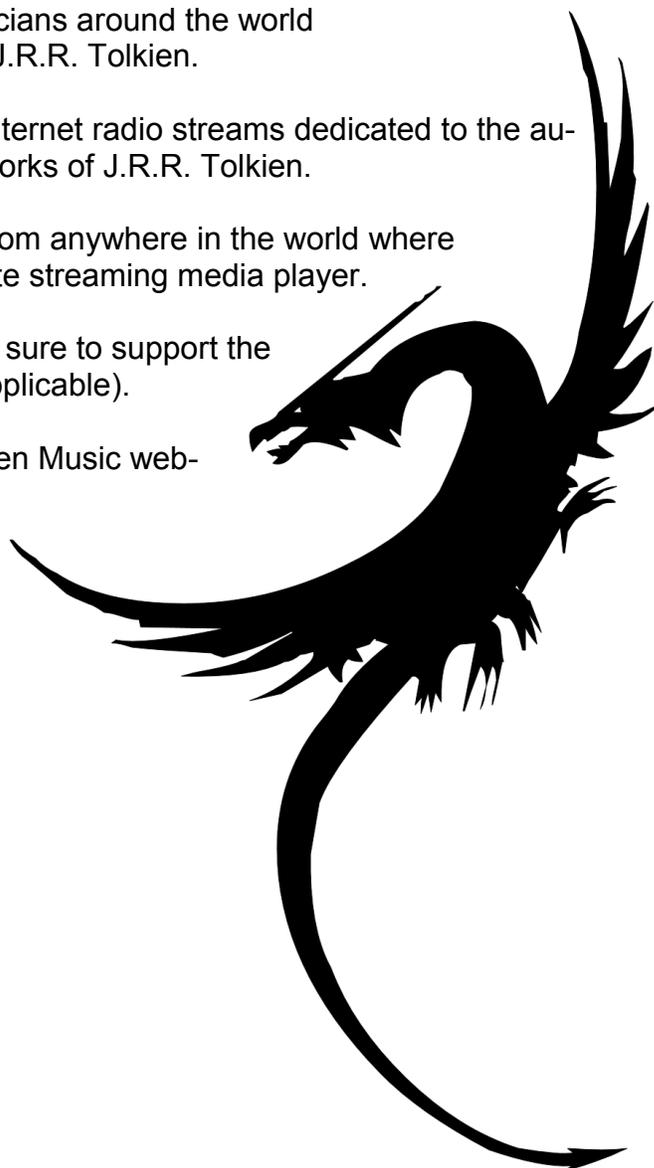
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The Ebbs and Flows of Númenórean Technology

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Tolkien's novel *The Lord of the Rings* is often associated with the kind of epic fantasy that is set in an invented history modelled on medieval and ancient templates. However, it is also possible to introduce other similarities to our real history, notably historical cycles of decline and fall of civilisations.

Abandoning for a moment the more "academic" approach to reading or interpreting the sources, and the traditional style of ICE's MERP or Decipher's *The Lord of the Rings* Roleplaying Game, I suggest an alternative approach to a roleplaying campaign set in Middle-earth: one that incorporates elements of what today might be called a 'Steampunk' campaign. It is the aim of this essay, part of a larger 'Steampunk'-style campaign idea, to give you an idea how this might work for Middle-earth. The other parts of the campaign idea will follow in later instalments.



Middle-earth

This essay describes the notion of an advanced lost technology, used by the Númenóreans and their successors, that was learnt from the Valar, Maiar and elves, namely: missiles and steel ships in Númenor; the skill to build unbreakable walls in the Realms in Exile, such as those at Orthanc and Minas Tirith; the use of remote-controlled flamethrowers that remained at Orthanc until the late Third Age and were used against the Ents by Saruman; the remains of rail tracks for trains in the Drúadan forest; the use of explosives at the Hornburg and Pelennor by the Orcs of Saruman and Minas Morgul respectively; the use of scrying devices at Amon Hen by the Númenóreans; and finally the use of Necromancy learnt from Sauron while he was in Númenor, of which there remained the Stone of Erech in Gondor, and also in Arnor, of which remained the barrow-blades that were undead-slaying weapons.

The story of Atlantis by Plato tells of an advanced and imperialist culture that was destroyed by a great cataclysm. Tolkien seems to have adapted this idea in his novels as he also called Númenor by the name of Atalantë (*The Silmarillion*, Akallabêth). This culture also developed an advanced technology which in Middle-earth gradually faded and was lost.

The prosperity of Númenor is said to have been founded on their friendship with the Valar and Elves:

Eönwë came among them and taught them great lore.
The Silmarillion, Akallabêth

But in their yearning for immortality, they became corrupted and declined.

"[T]hey had with the teaching of the Noldor acquired great skill in the forging of swords, of axe-blades, and of spearheads and knives."

Unfinished Tales, The Disaster of the Gladden Fields.

Tolkien tells of the changes in Númenor:

"For with the aid and counsel of Sauron they multiplied their possessions, and they devised engines, and they built ever greater ships."

The Silmarillion, Akallabêth

"A new religion, and worship of the Dark, with its temple under Sauron arises. The Faithful are persecuted and sacrificed. The Númenóreans carry their evil also to Middle-earth and there become cruel and wicked lords of necromancy, slaying and tormenting men; and the old legends are overlaid with dark tales of horror." Letters, #138

"The teaching of Sauron has led to the invention of ships of metal that traverse the seas without sails, but which are hideous in the eyes of those who have not abandoned or forgotten Tol-eressea; to the building of grim fortresses and unlovely towers; and to missiles that pass with a noise like thunder to strike their targets many miles away."

History of Middle-earth 5, The Númenórean chapters, Chapter IV

To guide the missiles over many miles computers were needed, besides the airplanes to carry them; this too the Númenóreans might have achieved under Sauron.

While we read *The Lord of the Rings*, we come upon the remains of numerous examples of modern-day technology. One of them is the use of trains by the Númenóreans in Middle-earth. So spoke the Drúedain concerning the Dúnedain in their prime:

“Many paths were made when Stone-house-folk were stronger. They carved hills as hunters carve beast-flesh. Wild Men think they ate stone for food. They went through Drúadan to Rimmon with great wains. They go no longer. Road is forgotten, but not by Wild Men.” ‘Way is wide for four horses in Stonewain Valley yonder,’ he waved his hand southwards.”

The Two Towers, The Muster of Rohan

The Númenóreans had also learned the technology to build unbreakable walls in their fortresses, as at Orthanc and Minas Tirith. At the siege of Minas Tirith:

“...soon yet more companies of the enemy were swiftly setting up, each behind the cover of a trench, great engines for the casting of missiles. There were none upon the City walls large enough to reach so far or to stay the work.

At first men laughed and did not greatly fear such devices. For the main wall of the City was of great height and marvellous thickness, built ere the power and craft of Númenor waned in exile; and its outward face was like to the Tower of Orthanc, hard and dark and smooth, unconquerable by steel or fire, unbreakable except by some convulsion that would rend the very earth on which it stood.”

The Return of the King, The Siege of Gondor

This may have been how Minas Ithil fell to Sauron in the late Second Age, though Osgiliath resisted his attack.

The Númenóreans also learnt how to devise explosives, such as the servants of Saruman used at the Hornburg.

“Even as they spoke there came a blare of trumpets. Then there was a crash and a flash of flame and smoke. The waters of the Deaping-stream came foaming and hissing: they were chocked no longer, a gaping hole was blasted in the wall. A host of dark shapes poured in.

‘Devilry of Saruman!’ cried Aragorn. ‘They have crept in the culvert again, while we talked, and they have lit the fire of Orthanc beneath our feet. Elendil, Elendil!’ he shouted, as he leaped down into the breach.”

The Two Towers, Helm’s Deep

Aragorn knew little about the manufacture of the explosives; only that they came from Orthanc.

“But the Orcs have brought a devilry from Orthanc,” said Aragorn. ‘They have a blasting fire, and with it they took the Wall. If they cannot come in the caves, they may seal up those that are inside. But now we must turn all our thoughts to our own defence.’

There was a roar and a blast of fire. The archway of the gate above which he had stood a moment before crumbled and crashed in smoke and dust. The barricade was scattered as if by a thunderbolt. Aragorn ran to the king’s tower.”

The Two Towers, Helm’s Deep

But among the Enemy some of these inventions never were forgotten. The orcs of Barad-dûr and Minas Morgul had explosives or ‘earth-thunder’ as the Drúedain called it; they used it to blast the walls of the Pelennor.

“Now ever and anon there was a red flash, and slowly through the heavy air dull rumbles could be heard. ‘They have taken the wall!’ men cried. ‘They are blasting breaches in it.’”

The Return of the King, The Siege of Gondor

In the First Age, the great orcs of Angband had known how to build machines in the likeness of dragons that transported orcs inside.

“Then on a time Melko assembled all his most cunning smiths and sorcerers, and of iron and flame they wrought a host of monsters such as have only at that time been seen and shall not again be till the Great End. Some were all of iron so cunningly linked that they might flow like slow rivers of metal or coil themselves around and above all obstacles before them, and these were filled in their innermost depths with the grimmest of the Orcs with scimitars and spears; others of bronze and copper were given hearts and spirits of blazing fire, and they blasted all that stood before them with the terror of their snorting or trampled whatso escaped the ardour of their breath; yet others were creatures of pure flame that writhed like ropes of molten metal, and they brought to ruin whatever fabric they came nigh, and iron and stone melted before them and became as water, and upon them rode the Balrogs in hundreds.”

Book of Lost Tales II, The Fall of Gondolin

For the creation of such robots, the invention of electrical circuits was necessary. And these came also to be known to the Dúnedain, being what was used to power the flame throwers that were available at Isengard and that Saruman used against the Ents.

“When Saruman was safe back in Orthanc, it was not long before he set some of his precious machinery to work. [...] Suddenly up came fires and foul fumes: the vents and shafts all over the plain began to spout and belch. Several of the Ents got scorched and blistered. One of them, Beechbone I think he was called, a very tall handsome Ent, got caught in a spray of some liquid fire and burned like a torch: a horrible sight.”

The Two Towers, Flotsam and Jetsam

It is doubtful that in the mile-wide span of Isengard simple levers and pulleys would suffice to power the flame-throwers.

But the Ents knew how to deal with electricity and how to provoke short-circuits. They

“...broke the dams and poured all the gathered waters through a gap in the northern wall, down into Isengard. Isengard began to fill up with black creeping streams and pools. They glittered in the last light of the Moon, as they spread over the plain. Every now and then the waters found their way down into some shaft or spouthole. Great white steams hissed up. Smoke rose in billows. There were explosions and gusts of fire.”

The Two Towers, Flotsam and Jetsam

The subject of necromancy requires discussion. As Elrond sent word to Aragorn when he was in Rohan:

“Bid Aragorn remember the words of [Malbeth] the seer, [‘in the days of Arvedui, last king at Fornost,’] and the Paths of the Dead.’ ‘The Dead awaken; for the hour is come for the oathbreakers; at the Stone of Erech they shall stand again and hear there a horn in the hills ringing.’”

The Two Towers, The Passing of the Grey Company

The stone of Erech might have been a magic item used by Isildur.

“Long had the terror of the Dead lain upon that hill and upon the empty fields about it. For upon the top stood a black stone, round as a great globe, the height of a man, though its half was buried in the ground. Unearthly it looked, as though it had fallen from the sky, as some believed; but those who remembered still the lore of Westerness told that it had been brought out of the ruin of Númenor and there set by Isildur at his landing.”

The Two Towers, The Passing of the Grey Company

“I hope that the forgotten people will not have forgotten how to fight,” said Gimli; ‘for otherwise I see not why we should trouble them.’ ‘That we shall know if ever we come to Erech,’ said Aragorn. ‘But the oath that they broke was to fight against Sauron, and they must fight therefore, if they are to fulfil it. For at Erech there stands yet a black stone that was brought, it was said, from Númenor by Isildur; and it was set upon a hill, and upon it the King of the Mountains swore allegiance to him in the beginning of the realm of Gondor.’”

The Two Towers, The Passing of the Grey Company

This is the only recorded use of necromancy in Gondor. In Arnor, where the power of the Dúnedain was more feeble due to the massacre of the Gladden Fields, and the fragmentation of Arnor after TA 860, Erech-like stones might have been more widely used in the civil wars.

This was certainly a departure from elven ways, similar to what had occurred in Númenor long before. Among other indicators of a move away from elven ways,

“[a]fter Eärendur [reigned TA 777-861] the Kings no longer took names in High-elven form.” **Appendix A**

Even the Númenóreans, during the initial stages of their corruption, had not gone as far as this:

“In those days the Shadow grew deeper upon Númenor; and the lives of the Kings of the House of Elros waned because of their rebellion, but they hardened their hearts the more against the Valar. And the 20th king took the sceptre of his fathers and ascended the throne in the name of Adúnakhor, Lord of the West, forsaking the Elven tongues and forbidding their use in his hearing. Yet in the scroll of Kings, the name Herunúmen was inscribed in the High-elven speech, because of ancient custom, which the kings feared to break utterly, lest evil befall.”

The Silmarillion, Akallabêth

According to Tom Bombadil, or Iarwain:

“Kings of little kingdoms fought together, and the young Sun shone like fire on the red metal of their new and greedy swords.”

The Fellowship of the Ring, In the House of Tom Bombadil

The reference by Bombadil to ‘the red metal of their new and greedy swords’ might have meant that the Dúnedain were using weapons like those which the Hobbits found on the Barrow-downs in

“...the grave of the last prince of Cardolan, who fell in the war of 1409.”

The Return of the King, Appendices

Pippin in the Battle before the Black Gate “drew his sword and looked at it, and the intertwining shapes of red and gold; and the flowing characters of Númenor glinted like fire upon the blade.” Frodo’s barrow-wight sword also shone red at the Fords of Bruinen:

“His hand left the bridle and gripped the hilt of his sword, and with a red flash he drew it.”

The Fellowship of the Ring, Flight to the Ford

On Weathertop, the sword that Frodo had taken from the barrow flickered red and seemed to frighten the Ringwraiths, as it was an weapon of slaying undead.

“Desperate, he drew his own sword, and it seemed to him that it flickered red, as if it was a firebrand. Two of the figures halted.”

The Fellowship of the Ring, A Knife in the Dark

With their vast knowledge of fighting the Ringwraiths of Sauron in the mid- to late Second Age, the men of Westerness crafted weapons of slaying undead.

“And behold! there lay his weapon, but the blade was smoking like a dry branch that has been thrust in a fire; and as he watched it, it writhed and withered and was consumed. So passed the sword of the Barrow-downs, work of Westernesse. But glad would he have been to know its fate who wrought it slowly long ago in the North-kingdom when the Dúnedain were young, and chief among their foes was the dread realm of Angmar and its sorcerer king. No other blade, not though mightier hands had wielded it, would have dealt that foe a wound so bitter, cleaving the undead flesh, breaking the spell that knit his unseen sinews to his will.”

The Return of the King, The Battle of the Pelennor Fields

According to what Aragorn said of the barrow-swords, the Dúnedain of the North were mighty spell-casters.

“See!” cried Aragorn. ‘Here we find tokens!’ He picked out from the pile of grim weapons two knives, leaf-bladed, damasked in gold and red; and searching further he found also the sheaths, black, set with small red gems. ‘No orc-tools these!’ he said. ‘They were borne by the hobbits. Doubtless the Orcs despoiled them, but feared to keep the knives, knowing them for what they are: work of Westernesse, wound about with spells for the bane of Mordor. Well, now, if they still live, our friends are weaponless. I will take these things, hoping against hope, to give them back.’”

The Two Towers, The Departure of Boromir

The watershed for Númenórean decline was when the Kings failed both in Arthedain and Gondor. According to Gandalf, on the lore-masters of Gondor

“And yet there lie in his hoards many records that few now can read, even of the lore-masters, for their scripts and tongues have become dark to later men. And Boromir, there lies in Minas Tirith still, unread, I guess, by any save Saruman and myself since the kings failed, a scroll that Isildur made himself.”

The Fellowship of the Ring, The Council of Elrond

The magic to make the ‘unbreakable stone’ of the walls of Minas Tirith had been forgotten. When the gate was destroyed by the army of Minas Morgul, the Dúnedain recognised that they did not have the skill or magic to rebuild it.

“‘The Gate is destroyed,’ said Imrahil, ‘and where now is the skill to rebuild it and set it up anew?’ ‘In Erebor in the Kingdom of Dáin there is such skill,’ said Aragorn; ‘and if all our hopes do not perish, then in time I will send Gimli Glóin’s son to ask for wrights of the Mountain.’”

The Return of the King, The Last Debate

Later on,

“... its gates were wrought of mithril and steel.”

The Return of the King, The Steward and the King

The scrying devices at Amon Hen and at other chief places and cities, from which it was possible to see at remote distance, lay abandoned and derelict, as Aragorn recognised,

“Behold Tol Brandir!’ said Aragorn, pointing south to the tall peak. ‘Upon the left stands Amon Lhaw, and upon the right is Amon Hen, the Hills of Hearing and of Sight. In the days of the great kings there were high seats upon them, and watch was kept there.’”

The Fellowship of the Ring, The Breaking of the Fellowship

“The successors [of the Steward Mardil, from Eradan onwards, that became steward in 2080] ceased to use High-Elven names.”

The Return of the King, Appendices

Such was the decadence of Dúnadan power, which by the late Third Age was but a shadow of what it had been.

But, as Gimli reasoned concerning the use of an undead army by Aragorn, their deeds endured:

“Strange and wonderful I thought it that the designs of Mordor should be overthrown by such wraiths of fear and darkness. With its own weapons was it worsted!”

The Return of the King, The Last Debate

In the Appendix you can find two chronologies that are to be used in conjunction with the above mentioned ideas.

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Appendix A for “MERP Supplementary Rules”

Symbols Open Channeling Spell List † (replaces Open Channeling list “Nature’s Movements”)

lvl	Spell	Area of Effect	Duration	Range
1	Analyze Symbol	-	-	50'
2	Symbol I	-	P	10'
3	Unsymbol I	-	P	10'
4	Symbol II	-	P	10'
5	Unsymbol II	-	P	10'
6	Symbol III	-	P	10'
7	Analyze Symbol True	-	-	50'
8	Symbol V	-	P	10'
9	Unsymbol III	-	P	10'
10	Unsymbol V	-	P	10'

1 – Analyze Symbol (I, RF5) Caster learns what spell is emplaced within one *Symbol* within 50' (roll randomly if more than present).

2 – Symbol I (F, RF10) Caster can emplace one 1st level spell on any 1 given non-mobile stone (see below). Within three rounds, the spell to be emplaced must also be cast (within 10').
If the spell emplaced is an attack spell, the attack level is the spell's level (i.e. for *Symbol I* the attack level is always 1st level, **not** the level of the caster).
A *Symbol* can be triggered by one of the following (decided by caster): time period, certain movements, certain sounds, touch, reading, violent actions in the area, etc. The triggering range is normally 10' or the range of the emplaced spell, whichever is larger.
Normally, if the *Symbol* affects a being or thing (e.g. healing, attack, etc.), it can be triggered only once per day.
The *Symbol* must be placed on a slab of stone (block, piece, etc.) weighing at least 2000 lbs. (900kg). Only one *Symbol* may be placed on each continuous slab. The stone may not be moved appreciably without destroying the *Symbol*.

3 – Unsymbol I (F, RF10) Caster can remove one *Symbol I* (an emplaced 1st level spell). The *Symbol's* RR is based on the level of the spell in the *Symbol* spell (the target level) and the level of the *Unsymbol* spell (the attack level).

4 – Symbol II (F, RF10) As *Symbol I*, except a 2nd level spell may be emplaced.

5 – Unsymbol II (F, RF10) As *Unsymbol I*, except up to a 2nd level *Symbol* may be removed.

6 – Symbol III (F, 10) As *Symbol I*, except a 3rd level spell may be emplaced.

7 – Analyze Symbol True (I, RF5) As *Analyze Symbol*, except caster learns what spells are emplaced in all *Symbols* within a 50'R.

8 – Symbol V (F, RF10) As *Symbol I*, except a 5th level spell may be emplaced.

9 – Unsymbol III (F, RF10) As *Unsymbol I*, except up to a 3rd level *Symbol* may be removed.

10 – Unsymbol V (F, RF10) As *Unsymbol I*, except up to a 5th level *Symbol* may be removed.

Note: These Spell Lists are derived from several *Rolemaster* ones. The exact references are given at the end of this Appendix.

Spell Manipulation Mage Base Spell List ‡ (replaces Mage Base List “Lofty Bridge”)

lvl	Spell	Area of Effect	Duration	Range
1	Extension II	1 spell	3 rds.	S
2	Potency I	1 spell	3 rds.	S
3	Ranging I	1 spell	3 rds.	S
4	Increase Area I	1 spell	3 rds.	S
5	Extension III	1 spell	3 rds.	S
6	Range Increase I	1 spell	3 rds.	S
7	Potency III	1 spell	3 rds.	S
8	Ranging II	1 spell	3 rds.	S
9	Multiple Target	1 spell	3 rds.	S
10	Radius	1 spell	3 rds.	S

1 – Extension II (U, RF10) Causes the caster's next spell cast within 3 rounds to have 2x normal duration. This is not cumulative with any other extension spell. Obviously it only works on spells which have a duration.

2 – Potency I (U*, RF15) Adds +5 to the next spell roll the caster makes within 3 rounds. Not cumulative with any other Potency spell.

3 – Ranging I (U, RF10) As *Extension II*, except range is increased by 50' (15m)

4 – Increase Area (U, RF15) If the next spell cast has an "area" for an area of effect, it is increased by 5' (1,5m). For example, a 10'R spell will become a 15'R spell.

5 – Extension III (U, RF10) As *Extension II*, except duration is 3x normal.

6 – Range Increase I (U, 15) Makes a “self” spell into a “touch” spell.

7 – Potency III (U*, RF15) As *Potency I*, except bonus is +15.

8 – Ranging II (U, RF10) As *Ranging I*, except range is increased by 100'.

9 – Multiple Target (U, RF15) Changes a one target spell into a two target spell. This spell does not work with elemental attack spells.

10 – Radius (U, RF15) As *Multiple Target*, except the spell is changed so that it has a radius of 5' instead of 1 target.

† Based on *Symbolic Ways* from [1]

‡ Based on the *Rolemaster* spell list *Spell Enhancement* from [1] and *Spell Enhancement II* from [2]

Ranger's Ways Ranger Base Spell List † (replaces Ranger Base List "Moving Ways")

lvl	Spell	Area of Effect	Duration	Range
1	Detect Enemies	50'R	1 min/lvl (C)	100'/lvl
2	Attack I	self	1 rnd/lvl	self
3	Holding	1 enemy	C	100'
4	Enemy Speech	self	1 min/lvl	self
5	Attack II	self	1 rnd/lvl	self
6	Detect Enemies	100'R	1 min/lvl (C)	500'/lvl
7	Dominate Enemy	1 enemy	varies	100'
8	Attack III	self	1 rnd/lvl	self
9	Mind Scan	1 enemy	1 rnd/lvl	100'
10	Battle Cry*	30'R	1 rnd/5% failure	self

1 – Detect Enemies (I, RF5) Detects the total number of "enemies" (and approximate direction) **and** the most heavily represented type (by total levels) of "enemies". Caster can concentrate on a different 50'R each round

2 – Attack I (F, RF15) Caster gets a +10 OB modification for melee or missile combat against the appropriate "enemies".

3 – Holding (M, RF15) One "enemy" is held to 25% of normal activity as long as the caster concentrates.

4 – Enemy Speech (I, RF2) Caster knows the common language of his "enemies" (written and spoken) to ((casters level – 3) x 10) to a maximum of 120.

5 – Attack II (F, RF15) As *Attack I*, except bonus is +20.

6 – Detect Enemies (I, RF5) As above, except for range and area of effect.

7 – Dominate Enemy (M, RF20) One "enemy" must follow a single suggested act that is not completely alien to him (e.g., suicide, blinding himself, etc.).

8 – Attack III (F, RF20) As *Attack I*, except bonus is +30.

9 – Mind Scan (M, RF15) The caster receives the surface thoughts, emotions, and perceptions of one "enemy". If the enemy makes his RR by more than 25, he knows that somebody attempted to scan his mind.

10 – Battle Cry (F, RF20) All "enemies" within the radius that fail to resist by 1-50 are fearful and demoralized (initiative and OB are modified by –30). Those failing to resist by 51-100 flee in terror for 3-30 rds; and those failing by more than 100 pass out and remain out for 10-100 rounds.

NOTE: The "enemies" from this list are not pre-defined, but must be assigned to each "organisation" of Rangers. The well-known Rangers of the North would probably have had Orcs and Trolls as their "enemies". In the process of character creation, GM and player must assign the race(s) that are the "enemies".

† Based on *Guardian Ways* from [3]

‡ Based on *Ice Law, Water Law, Earth Law, Fire Law, Light Law, Wind Law* from [1]

Elemental Law Mage Base Spell List ‡ (replaces Mage Base List "Fire Law")

	Spell	Area of Effect	Duration	Range
1	Boil Liquid	1 cu'/lvl	P (C)	10'
2	Freeze Liquid	1 cu'/lvl	P (C)	10'
3	Light I	10'R	10min/lvl	touch
4	Woodfires	1'R	-	1'
5	Fog Call	20'R/lvl	P	20'/lvl
6	Fiery Missile	1 missile	-	10'/lvl
7	Light V	50'R	10min/lvl	touch
8	Clean Water	1000 cu'/lvl	P	100'
9	Call Rain	100'R/lvl	10 min/lvl	100'/lvl
10	Circle Aflame	10'Rx10'x6"	1 rnd/lvl	self

1 – Boil Liquid (F, RF5) Any inanimate liquid (1 cu'/lvl) can be heated to boiling at a rate of 1 cu' per round of concentration (spell cannot boil liquids with a higher boiling temperature than water).

2 – Freeze Liquid (F, RF5) Any inanimate liquid (1 cu'/lvl) can be cooled to freezing at a rate of 1 cu' per round of concentration (Temp. cannot be lower than –35°C / –30°F).

3 – Light I (E, RF10) Lights a 10'R area about the point touched. The light produced is equivalent to torchlight. If the point is on a moving being or object, the area will move with it.

4 – Woodfires (F, RF5) Causes any wood (or any inanimate organic material) that the caster chooses within 1' of caster's palm to ignite and start burning. The quality and duration of the fire depends on the nature of the wood (e.g. wet wood will only burn with a small fire or even go out after a short time).

5 – Fog Call (E, RF10) Creates a dense natural fog within the radius of effect. The fog obscures vision and subtracts 50 from all missile attacks which are targeted through it. Melee attacks are penalized by –20. The fog dissipates naturally according to conditions.

6 – Fiery Missile (DE, RF30) The caster sets one missile (thrown or fired) on fire. The missile must be of combustible material for the spell to work. The fire causes a second critical of equal severity as the one from the original attack (minimum 'A'). Afterwards, the missile is consumed and not re-usable. If it is a missile thrown or fired by the caster, he must use his own applicable weapon skill to hit the target.

7 – Light V (E, RF10) As *Light I*, except radius can be varied up to 50' (the size of the radius can be changed by concentrating 1 round).

8 – Clean Water (F, RF5) Removes all sediment and dissolved substances (including salt!) from a volume from a volume of water up to 1000 cu'/lvl. Essentially, this spell produces distilled water.

9 – Call Rain (F, RF10) If there are clouds in the sky, it rains outdoors for the duration of the spell.

10 – Circle Aflame (E, RF30) Creates an opaque wall of fire. It must rest on a solid surface. Anyone passing through it takes an 'A' Heat critical (no RR). The "wall" is up to 10' high and forms a circle (up to 10'R and 6" thick) with the caster at the center (it is non-mobile).

Barriers Mage Base Spell List†
(replaces Mage Base List "Ice Law")

lvl	Spell	Area of Effect	Duration	Range
1	Store Pattern	1 target	P	10'/lvl
2	Detect Barrier	self	-	10'/lvl
3	Type Barrier	self	-	10'/lvl
4	Barrier Warning	1 barrier	until triggered	10'/lvl
5	Trail Barrier	varies	1 rnd/lvl	10'/lvl
6	Sense Barrier	varies	1 rnd/lvl	10'/lvl
7	Gas Barrier	varies	1 rnd/lvl	10'/lvl
8	Liquid Barrier	varies	1 rnd/lvl	10'/lvl
9	Solid Barrier	varies	1 rnd/lvl	10'/lvl
10	Probe Barrier	varies	1 rnd/lvl	10'/lvl
<p>1 – Survey (I, RF5) Allows caster to store mental patterns for use with spells on this list. Target does get a RR vs. this spell. <i>Barrier</i> spell RR attack levels are doubled against anyone who has been <i>Pattern Stored</i> then blocked.</p> <p>2 – Detect Barrier (I, RF5) Allows caster to determine whether there are any barriers in effect in range.</p> <p>3 – Type Barrier (I, RF10) caster is able to determine the type of a barrier, e.g. Probe Barrier, Solid Barrier etc.</p> <p>4 – Barrier Warning (P, RF10) Caster is immediately warned when someone attempts to destroy or penetrate one of his barriers with this spell upon it.</p> <p>5 – Trailing Barrier (F, RF10) Prevents tracking or trailing of the affected target. Trail ends at point of spell origin.</p> <p>6 – Sense Barrier (F, RF20) Caster seals area against one of the different types of physical perceptions, e.g. sight, sound, touch, etc. Seal can be made in 3 ways: inner-directed, outer-directed or bi-directional. For example, a sight barriered room with inner protection could not be spied upon from the outside, while an outer-directed could not be looked out from and a bi-directionally protected room could not be looked into or out of.</p> <p>7 – Gas Barrier (F, RF10) Caster seals area against anything composed primarily of gas. This spell prevents normal entry/exit, but not magical entry/exit.</p> <p>8 – Liquid Water (F, RF10) As <i>Gas Barrier</i> except affects liquids.</p> <p>9 – Solid Barrier (F, RF15) As <i>Gas Barrier</i> except affects solids (animate or inanimate).</p> <p>10 – Probe Barrier (F, RF10) Caster seals an area vs. magical scrying. This will prevent <i>Presence</i>, <i>Visions</i>, <i>Finding</i> etc.</p>				

Counterspells Mage Base Spell List ‡
(replaces Mage Base List "Light Law")

lvl	Spell	Area of Effect	Duration	Range
1	Study Spell	1 spell	varies	100'
2	Detect Counterspell	1 target	-	100'
3	Counterspell I	1 target	1 hour/lvl	touch
4	Detect Spelltrap	1 target	-	100'
5	Spelltrap I	1 target	1 hour/lvl	touch
6	Counterspell III	1 target	1 hour/lvl	touch
7	Countermeasures	1 target	-	100'
8	Counterspell IV	1 target	1 hour/lvl	touch
9	Counterspell V	1 target	1 hour/lvl	touch
10	Spelltrap V	1 target	1 hour/lvl	touch
<p>1 – Study Spell (F, RF5) This spell allows the caster to study one spell for use with the other spells on this list. For a spell to be studied, the caster must cast this spell within 1 minute of the time the target spell was cast, and must concentrate for one round per level of the studied spell. A caster can only have one spell "studied" per level of experience.</p> <p>2 – Detect Counterspell (I, RF5) Detects the presence of any counterspells on a target. He has a 50% chance of revealing what spell will trigger the counterspell. Multiple castings of this spell on a target will reveal no additional information.</p> <p>3 – Counterspell I (F, RF10) When casting this spell on the target, the caster must specify one 1st level spell to be counterspelled. To spell to be counterspelled must either be known by the caster or have been previously studied (using the <i>Study Spell</i> on this list). If the specified spell is later cast on that target, that spell will have no effect, and this counterspell will be dispelled. At any one time, a target can only have one level of counterspells per level of experience of the caster. Each <i>Counterspell I</i> counts as 1 spell level, each <i>Counterspell III</i> counts as 3 spell levels, etc.</p> <p>4 – Detect Spelltrap (I, RF5) Detects the presence of any spelltraps on a target. He has a 50% chance of revealing what spell will trigger the spelltrap. Multiple casts of this spell on a target will reveal no additional information.</p> <p>5 – Spelltrap I (F, RF10) As <i>Counterspell I</i>, except if the specified spell is cast on the target, the target will gain a number of PP equal to the level of the countered spell.</p> <p>6 – Counterspell III (F, RF10) As <i>Counterspell I</i>, except three levels of spells can be countered. This can be a specific third level spell or a specific second and a specific first level spell or three specific first level spells. Note that if the same spell is specified more than once, the same number of castings against the target can be countered.</p> <p>7 – Countermeasures (F, RF15) Any <i>Counterspells</i> or <i>Spelltraps</i> on the target have a chance of being dispelled with no effect. Each counterspell or spelltrap should roll a resistance roll at +25 (and level of original caster). Failure results in the dispelling of the failing counterspell or spelltrap.</p> <p>8 – Counterspell IV (F, RF10) As <i>Counterspell III</i>, except affects 4 levels.</p> <p>9 – Counterspell V (F, RF10) As <i>Counterspell III</i>, except affects 5 levels.</p> <p>10 – Spelltrap V (F, RF15) As <i>Spelltrap I</i>, except 5 levels are affected.</p>				

† Based on *Barriers* from [2]

‡ Based on *Counterspells* from [4]

Mage Staff Mage Base Spell List † (replaces Mage Base List "Wind Law")

lvl	Spell	Area of Effect	Duration	Range
1	Minor Staff	staff	P	touch
2	Wyrdlight +	staff	10 min/lvl(C)	touch
3	Staff Spell I	staff	varies	touch
4	Lesser Staff	minor staff	P	touch
5	Alarm Staff +	staff	1 hour/lvl	100'
6	Recall Staff	staff	-	100'
7	Attune Staff	staff	P	touch
8	Staff Spell II	staff	varies	touch
9	Greater Staff	lesser staff	P	touch
10	Guardian Staff +	staff	1 min/lvl	touch

1 – Minor Staff (U, RF10) Allows the caster to take any appropriate material (e.g., wood, bone, metal, etc.) and form a staff. The caster must cast this spell on the staff once a day for 1 week, concentrating for 1 hour each day. At the end of the week, the caster has a minor staff. A minor staff is a +1 spell adder. If the staff is destroyed, the caster immediately takes 50% of his total hits and functions at -30 for 2 weeks.

2 – Wyrdlight (U, RF5) The tip of the staff glows at whatever intensity the caster desires, from barest glimmer to a bright light (20'R). When the caster is not concentrating, the tip will barely glow.

3 – Staff Spell I (U, RF10) The caster can store any one spell in his staff. The spell to be stored must be cast immediately after this spell (within 1 minute). In addition to the cost of this store spell, the caster must spend PP to cast the spell that has to be stored. A stored spell may be cast at any later time with no preparation and does not prevent the caster from casting other spells normally. Every staff has up to 2 spell storage slots in it. Only the first of these slots is available through the use of this spell, so only one spell may be stored at a time through the use of *Spell Store I*.

4 – Lesser Staff (U, RF10) As *Minor Staff*, except that it turns the Minor Staff into a +1 spell adder and a +10 quarterstaff. In addition, he adds +5 to all spellcasting maneuvers including Base Attack Rolls, Spell OB's and Spell Mastery.

5 – Alarm Staff (U, RF10) When this spell is cast on a staff, it becomes attuned to a particular situation. If this situation arises, the staff makes a sound, alerting the caster. The situation must be within 100' for the staff to register the situation. For example, if the caster attuned his staff to orcs, the staff would make a sound as soon as an orc approached within 100'. The caster must decide if he wants the alerting sound to be loud or soft at the time of the casting.

6 – Recall Staff (U, RF15) This returns the caster's staff to his outstretched hand via flight within 2 seconds if the staff is within range of this spell.

7 – Attune Staff (U, RF15) Caster may modify his staff so that the adder may be used with a single spell list. It takes two hours of concentrating on the staff every day for one week in order to effect this transfer. During this transfer period the adder may only be used with the list to which it is being attuned. After this two week period, the staff receives an additional +1 spell adder. Once a staff is attuned to a list it may not be unattuned, though it could be attuned to a different list, the adder may not be used for either list during the attunement period.

8 – Staff Spell II (U, RF10) As *Staff Spell I*, except caster can store spells in the second storage slot. The caster may store any one spell in this slot and use it with no preparation at any later time.

9 – Greater Staff (U, RF15) As *Lesser Staff*, except that it turns the Lesser Staff into a +2 spell adder and a +10 quarterstaff. He also gets a +10 bonus on all spellcasting maneuvers, including Base Attack Rolls, Spell OB's and Spell Mastery.

10 – Guardian Staff (U, RF15) When this spell is cast, the caster adds his level to his Defensive Bonus and Resistance Rolls (e.g. a 15th level caster would add +15 to both his DB and all RRs)

GM Notes:

- Only one spell marked with a "+" may be active on a staff at any time
- Caster may only have one "staff" spell in existence at a time and his spells may only affect his own staff. If the caster currently has a "staff" spell (enruned or stored) in existence, he may not cast another staff spell. The GM may want to require one specific material from which the staff must be made. When the owner of a staff dies, there is a 75% chance that the staff will be destroyed as well (except for *True Staff*, which have only a 25% chance of being destroyed).
- A magic staff quickly becomes a crutch for any Mage. Once a magic staff is created, the caster must hold the magic staff in at least one hand for all spell casting maneuvers. If the staff is not in the caster's hand, he takes a special -20 modifier to all Spell Casting Maneuvers. If the caster loses his staff, he will suffer -20 to all maneuvers for 3 months. After this time the caster may cast magic normally; however, if the caster ever finds and uses his staff again (in any way), he will once again suffer the penalties for not using the staff.

† Based on *Magic Staff* from [4]

Working Skills Mage Base Spell List †
(replaces Mage Base List "Water Law")

Ivl	Spell	Area of Effect	Duration	Range
1	Work Cloth & Leather	self	24 hours	self
2	Work Stone	self	24 hours	self
3	Work Wood & Organic	self	24 hours	self
4	Work Base Metals	self	24 hours	self
5	Work Base Alloys	self	24 hours	self
6	Work Iron	self	24 hours	self
7	Work Low Steel	self	24 hours	self
8	Rune Paper V	self	24 hours	self
9	Work High Steel	self	24 hours	self
10	Work Precious Metals	self	24 hours	self
<p>1 – Work Cloth & Leather (F, RF5) Allows caster to fabricate and fashion non-magical cloth or leather. All required tools and materials must be present. Using this spell, the time needed for completion of the workpiece is halved. The spell grants a bonus of +50 to the appropriate crafting skill needed to achieve the work (e.g. skill roll is still required to work the material).</p>				
<p>2 – Work Stone (F, RF5) As <i>Work Cloth & Leather</i>, except applies to normal stone.</p>				
<p>3 – Work Wood & Organic (F, RF5) As <i>Work Cloth & Leather</i>, except applies to normal wood and organic substances (e.g. horn, bone, chitin, wax, feathers, hair etc.)</p>				
<p>4 – Work Base Metals (F, RF5) As <i>Work Cloth & Leather</i>, except applies to basic metals (not iron or steel) like copper, tin, lead etc.</p>				
<p>5 – Work Base Alloys (F, RF5) As <i>Work Cloth & Leather</i>, except applies to basic alloys like brass, bronze, pewter etc. Includes also ability (=skill bonus) to make the right mixture of the basic components.</p>				
<p>6 – Work Iron (F, RF5) As <i>Work Cloth & Leather</i>, except applies to basic iron (no steel).</p>				
<p>7 – Work Low Steel (F, RF5) As <i>Work Cloth & Leather</i>, except applies to simple steel of average quality (material bonus of +5). Also includes ability (= skill bonus) to make the correct composition of additives.</p>				
<p>8 – Rune Paper V (F, RF15) Allows caster to make a sheet of paper which will hold one 1st to 5th level spell. Also allows caster to make and work non-magical paper with a bonus of +50 to the appropriate crafting skills (e.g., Book Maker, Calligraphy, Paper Making etc.). The time normally required to work the paper is halved.</p>				
<p>9 – Work High Steel (F, RF10) As <i>Work Cloth & Leather</i>, except applies to high-quality steel (material bonus +10).</p>				
<p>10 – Work Precious metals (F, RF15) As <i>Work Cloth & Leather</i>, except applies to precious metals like silver, gold, platinum etc. Applies also to their alloys (e.g. electrum)</p>				

Enchanting Ways Mage Base Spell List ‡
(replaces Mage Base List "Earth Law")

Ivl	Spell	Area of Effect	Duration	Range
1	Research	self	24 hours	self
2	Weapon I	self	24 hours	self
3	Armor I	self	24 hours	self
4	General I	self	24 hours	self
5	Weapon II	self	24 hours	self
6	Armor II	self	24 hours	self
7	General II	self	24 hours	self
8	Weapon III	self	24 hours	self
9	Armor III	self	24 hours	self
10	General III	self	24 hours	self
<p>1 – Research (I, RF5) Allows caster to research enchanted abilities to be placed in items (duration depending on GM discretion).</p>				
<p>2 – Weapon I (F, RF5) Allows the caster to enchant a weapon with a +5 bonus. The bonus associated with this spell is not cumulative with other bonuses on this list, i.e., casting both <i>Weapon I</i> and <i>Weapon II</i> will not yield a bonus coequal with <i>Weapon III</i>.</p>				
<p>3 – Armor I (F, RF5) As <i>Weapon I</i>, except armor and shields can be enchanted.</p>				
<p>4 – General I (F, RF5) as <i>Weapon I</i>, except general type magic items with bonuses can be enchanted. Spell adders and multipliers are treated differently: the maker can enchant +1 spell adders, while a spell multiplier is not possible with this spell.</p>				
<p>5 – Weapon II (F, RF10) As <i>Weapon I</i>, except items with a +10 bonus can be enchanted.</p>				
<p>6 – Armor II (F, RF10) As <i>Armor I</i>, except items with a +10 bonus can be enchanted.</p>				
<p>7 – General II (F, RF10) As <i>General I</i>, except items with a +10 bonus can be enchanted. Caster can enchant +2 spell adders but no spell multipliers.</p>				
<p>8 – Weapon III (F, RF10) As <i>Weapon I</i>, except items with a +15 bonus can be enchanted.</p>				
<p>9 – Armor III (F, RF10) As <i>Armor I</i>, except items with a +15 bonus can be enchanted.</p>				
<p>10 – General III (F, RF15) As <i>General I</i>, except items with a +15 bonus can be enchanted. Caster can enchant +3 spell adders and x2 spell multipliers.</p>				

† Based on *Organic Skills & Inorganic Skills* from [1]

‡ Based on *Enchanting Ways* from [1]

Nature's Lore Animist Base Spell List † (replaces Animist Base List "Creations")

lvl	Spell	Area of Effect	Duration	Range
1	Trap Detection	5'R	1min/lvl	50'
2	Nature's Awareness I	100'R	C	self
3	Pathfinding	100'R	-	100'
4	Detect Magic	10'R	1min/lvl	50'
5	Weather Prediction I	caster	-	1mi/lvl
6	Nature's Awareness II	200'R	C	self
7	Weather Prediction III	caster	-	1mi/lvl
8	Locate Landmark I	caster	1min/lvl	100'/lvl
9	Waiting Awareness	10'R	1hr/lvl	self
10	Nature's Awareness III	300'R	C	self
<p>1 – Trap Detection (P, RF5) Caster has a 75% chance of detecting a trap in the area of effect. The caster can concentrate on a different area each round. There must be living plants or animals in the area of effect or no information will be gained.</p>				
<p>2 – Nature's Awareness I (I, RF5) Caster can monitor animate activity in the area of effect (e.g. he will be aware of subtle movements). For duration of this spell, caster cannot move.</p>				
<p>3 – Pathfinding (I, RF5) Caster learns the location(s) of any "path(s)" within 100'. The spell gives the nearest point on the path, but not the path's course.</p>				
<p>4 – Detect Magic (I, RF10) As <i>Trap Detection</i>, except it applies to active magic.</p>				
<p>5 – Weather Prediction I (F, RF5) Give a 95% chance of predicting time, type and severity of weather over the next 24 hour period.</p>				
<p>6 – Nature's Awareness II (I, RF5) As <i>Nature's Awareness I</i>, except for the area of effect.</p>				
<p>7 – Weather Prediction III (I, RF5) As <i>Weather Prediction I</i>, except period is 3 days.</p>				
<p>8 – Locate Landmark I (I, RF5) For the duration of this spell, the caster will know the direction and distance to any unique natural feature that the caster is familiar with. The feature must be within range or no information is gained.</p>				
<p>9 – Waiting Awareness (I, RF10) Allows caster to set up a natural "alarm system" in the area of effect. Any disturbing activity will cause caster to be alerted.</p>				
<p>10 – Nature's Awareness III (I, RF10) As <i>Nature's Awareness I</i>, except for the area of effect.</p>				

References

- [1] – *Spell Law* by S. Coleman Charlton, Peter C. Fenlon Jr. and Twerry K. Amthor. © 1981, 1984, 1989 by Iron Crown Enterprises, Stock #1200
- [2] – *Spell User Companion* by Joseph Bernard Daugherty, Daniel Andrew Whiteside, Thomas Timothy Wyrostek, David Louis Wienhoff, Mark Colborn, Chris Stone, Monte Cook. © 1991 by Iron Crown Enterprises, Stock #1520
- [3] – *Rolemaster Companion* by M. Colborn. © 1986 by Iron Crown Enterprises, Stock #1500
- [4] – *Essence Companion* by R.C. Kirkland Jr. and A. Scott Moore. © 1997 by Iron Crown Enterprises, Stock #5603
- [5] – *School of Hard Knocks – The Skill Companion* by Peter Mork. © 1995 by Iron Crown Enterprises, Stock #5808

† Based on *Nature's Lore* from [1]

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Player:		Character:			Race:	
Height:	Weight:	Colour of Hair:	Colour of Eyes:	Complexion:	Age:	
Level:	Profession:			Experience Points:		

Stat	Value	Bonus	Armour:	Defensive Bonus (DB)
Strength (ST)			Helmet:	AG:
Agility (AG)			Vambraces (arm):	Shield:
Constitution (CO)			Greaves (leg):	Magic:
Intelligence (IG)				Other:
Intuition (IT)				Total:
Presence (PR)				
Appearance (APP)				

Development Points	
Movement & Maneuver	
Weapon Skills	
General Skills	
Subterfuge Skills	
Magical Skills	
Body Development	
Languages	
Spells	

Magical Bonuses
Magic realm:
Magic stat/s:
Power Points:
Resistance Rolls
Poison:
Disease:
Magic:

Language	Categories	Bonuses				
		Stat	Skill	Prof.	Spec.	Total
	6	IG				

Primary Skills

Movement and Maneuver (MM)

Skill	Stat	Bonuses			
		Skill	Maximum	Spec.	Total
No Armour	AG		10	±0	
Soft Leather	AG		15	-15	
Rigid Leather	AG		25	-30	
Chain	ST		35	-45	

Weapon Skills

Skill	Stat	Bonuses			
		Skill	Prof.	Spec.	Total
1-H Edged	ST				
1-H Concussion	ST				
2-Handed	ST				
Thrown	AG				
Missile	AG				
Pole-arms	ST				

General Skills

Skill	Stat	Bonus	Total
Climb	AG		
Ride	IT		
Swim	AG		
Track	IG		

Subterfuge Skills

Skill	Stat	Bonus	Total
Ambush	n/a		
Disarm Trap	IT		
Pick Lock	IG		
Stalk/Hide	AG		

Magical Skills

Skill	Stat	Bonus	Total
Read Rune	IG		
Spell Mastery	PR		
Use Item	IT		

Miscellaneous Skills

Skill	Stat	Bonus	Total
Body Developm.	CO		+5
Perception	IT		

Ranged Weapons

Weapon	Range categories			
	Short ±0 OB	Medium -25 OB	Long -50 OB	Maximum -75 OB

Maximum: Maximum Skill Bonus attainable in each armour **Prof.:** Profession Bonus **Spec.:** Special—Items, special abilities etc.

Secondary Skills

Lore Skills

Skill	Cate- gories	Stat	Bonuses		
			Skill	Spec.	Total
Animal Lore	3, 4, 5, 6, 7	IG			
Herb Lore					
History—					
Lore—					
Mathematics					
Philosophy—					
Physics					
Plant Lore					
Poison Lore					
Read/Write—					
Read/Write—					
Read/Write—					
Religious Lore—					

Artistic Skills

Skill	Cate- gories	Stat	Bonuses		
			Skill	Spec.	Total
Dance	3, 5, 6	IT			
Paint					
Play Instrument—					
Poetic Improvisation					
Sculpt					
Sing					

Social Skills

Skill	Cate- gories	Stat	Bonuses		
			Skill	Spec.	Total
Acting	3, 4, 6	PR			
Bribery					
Diplomacy					
Interrogation					
Oratory					
Seduction					
Trading					

Category	#	Category	#
Movement & Maneuver	1	Magical Skills	5
Weapon Skills	2	Languages	6
General Skills	3	Spells	7
Subterfuge Skills	4	Body Development	8

Standard Skills

Skill	Cate- gories	Stat	Bonuses		
			Skill	Spec.	Total
Animal Handling	3	PR			
Appraisal	3	IG			
Archery	2, 3	AG			
Caving	3	IG			
Cookery	3	IT			
Craft—	2, 3	AG			
Craft—	2, 3	AG			
Driving	1, 2, 3	AG			
Foraging—	all	IT			
Gambling	3, 4	IT			
Meditation	3, 5	PR			
Navigation	3	IG			
Ropework	3	IG			
Sailing	1, 3	IT			
Signalling	3	IG			
Sky Watching	all	IT			
Trap Building	2, 3	AG			
Trickery	4	AG			

Medical Skills

Skill	Cate- gories	Stat	Bonuses		
			Skill	Spec.	Total
Diagnostics	3	IG			
First Aid					
Midwifery					
Pharmacy					
Second Aid					
Surgery					

Athletic Skills

Skill	Cate- gories	Stat	Bonuses		
			Skill	Spec.	Total
Acrobatics	1, 3, 8	AG			
Contortionism					
Jump			ST		
Pole Vault			AG		
Rowing			ST		
Run			AG		
Tightrope Walk					

Notes

Appendix B

for “The Ebbs and Flows of Númenórean Technology”

The following tables give a brief overview of what has been detailed in the text. It is intended as a guide to dates and timescales.

Two chronologies might be presented that share some common themes:

2000-1500 BC Minoan thalassocracy at Crete- Imperial Period

1500-1000 BC Mycenaean sack of Thera (1450 BC) - Dark Ages

1000-500 BC Greek Age of Heroes - Middle Ages

500-0 BC Greek and Roman republics - Bourgeois Period

0-500 AD Roman Empire

500-1000 AD Germanic and Arabic invasions - Dark Ages

1000-1500 AD Medieval kingdoms and rise of the city republics - Middle Ages

1500-2000 AD Modern period with the re-establishment of knowledge and standing armies - Bourgeois Period
Tolkien's chronology in *The Lord of the*

Rings:

SA 0-500 The Valar teach the Númenóreans

SA 600-1200 The Númenóreans sail to Middle-earth as teachers; foundation of Tharbad in TA 1000.

SA 1200-1700 The Númenóreans make permanent havens in Middle-earth; SA 1500 The Elven-smiths begin the forging of the Rings of Power.

SA 1700-2251 The Númenóreans establish dominions in Middle-earth

SA 2251 The Nazgûl, of whom there were Númenórean lords, appear and attack the Númenóreans; the Shadow falls on Númenor; the Númenóreans levy heavy tribute upon the men of Middle-earth. Zenith of the bliss of Númenor.

SA 2960-3177 The Númenóreans under Ar-Gimilzôr forbid contact with the Elves; the Valar no longer give them protection.

SA 3262-3319 Sauron comes to Númenor and comes to hold sway over the King; invention of new tech-

nology; cataclysm that destroys Númenor.

SA 3429-3441 War of the Last Alliance between the Dúnedain and Sauron

TA 0-1000 Period of prosperity of the Dúnedain realms in Middle-earth; re-appearance of Sauron in circa TA 1000.

TA 1000-2000 Period of strife of the Dúnedain realms with the Nazgûl and Sauron

TA 2000-3000 Mediaeval period with the decline of knowledge and of the Dúnedain states.

FA 0 Re-establishment of the Dúnadan realms