

part one: magic in the one ring

Magic is a difficult concept to define clearly in Middle-earth, because it represents different things to different races and cultures. To most humans and hobbits the term is used for any type of phenomena that does not seem 'normal', i.e. mystical, paranormal or supernatural. Yet a lot of what is natural to elves is considered 'magic' by humans. The land of Middle-earth itself seems different to ours in that a sort of 'subtle magic' exists throughout - thus the place where Smaug fell in the Long Lake is avoided by most as a shadow seems to be upon the water, or where Snowmane's body was buried flowers forever bloom.

The Two Types of Magic

Wizardry is defined as the type of magic that is practiced by the Istari and their followers - this is the traditional concept of 'magic' - i.e. spells, incantations, rituals etc. Terms used for those that practised this type of magic varied in Middle-earth, but the most commonly used


were magician, sorcerer, conjuror and wizard.

Sorcery is 'evil magic' - and perceived as such by most races (although not by all), and refers to spirit-based magic, i.e. necromancy, but also to magic that is about domination, control, terror and destruction. However, the correct definition is that Sorcery is actually any magic that uses the *mordo* (which is the corrupted part of Arda, legacy of Morgoth) to achieve something, and could even be something as mundane as opening a door, what matters is where is the power coming from to achieve this. Morgoth was originally the most powerful of the Ainur, but he rebelled against Eru, and in his rebellion became the first 'Dark Lord', and spent most of his innate power attempting to dominate Middle-earth and everything in it.

A *spell* is a formula or routine to aid the caster's memory when using the Standard method for magic, usually involving words that need to be chanted and physical gestures that need to be made (see Grimoire in Part Two below).

Where does magic come from?

The power or ability to bring magic forth depends on what is being



attempted and what methods are being used, as in Middle-earth there are varying methods and ways of performing magic and/or magic-like abilities. The most common is that it is an innate power or talent that is shared across most races of Middle-earth. An innate power is particularly common with regards to magic that affects one's self in some way.

The elves also believed that magic comes from the original Music of the Ainur (or Song of Creation) that created Middle-earth in the beginning. According to the elven myth of creation, Eru the One True God in the beginning created the Ainur, the Holy Ones, who are powerful, immortal spirits, and then Eru & the Ainur together made a great Music, which led to the creation of Arda, of which Middle-earth is the main continent. The Song of Creation exists throughout Middle-earth, and is referred to as the 'subtle magic' of the land, possessing certain qualities not found in other places.

These qualities include: displaying, reflecting or reinforcing a 'right' or 'wrong' action, such as flowers always blooming at a place where love is sworn, or a fine day for a king's coronation, or the very air feeling defiled in Mordor. Other cultures believe variations on the Elven myth of the Music of the Ainur - for example, the Dunedain believe that they are the 'inheritors' from the elves of continuing to uphold Eru's laws

and opposing the Shadow, because they regard themselves as better than 'normal men'.

In game terms the subtle magic of Middle-earth is reflected by the existence of Blighted places (corrupted by the Shadow) and Sanctuaries (places of healing etc.). For individuals in Middle-earth, if a magical ability is not a Cultural Virtue or Ability, but a spell, incantation etc., the power required for the magical effect must either come from the surrounding land around the caster (being the legacy of the Music of the Ainur, which is how most Elves are able to use magic), or it must come from the caster's own internal energy. This is why magic is very fatiguing, and the main explanation for why overt displays of magic are rare in Middle-earth. The exception to this rule is Sorcery - because it taps an external source, the *mordo*) it is not very fatiguing to cast - a major reason why Sorcery is seductive!

In TOR innate powers are termed Cultural Virtues or Abilities, to be bought as per other Cultural Virtues. Otherwise, the energy cost to cast spells is represented by every spell costing at least 1 Endurance point AND the Fatigue TN the caster must roll after attempting a spell (whether successful or not).

How does magic work and what methods can be used?

How magic works in Middle-earth really depends on what method(s) are being used and what cultural group the magician is from.

The 'Spell or Standard method' is to use a spell or other routine form of incantation, words & gestures etc. to achieve the desired effect.

If utilising a cultural virtue then the ability is usually always 'there' and character just declares that they are using said ability and spend a Hope point to 'trigger' it, although some virtues require special circumstances (see below in descriptions).

If using a Song of Power (favoured by Elves) then the caster needs to make a Song roll based on the Fatigue & Skill TN difficulty, indicated in the Spell's description. All elves can use this ability, it is up to the Loremaster's discretion as to what Songs of Power a non-elven minstrel might be able to learn, but it should be culturally significant.

If using Runes (favoured by Dwarves) then the maker needs to make a Craft roll (at Fatigue & Skill TN for spell) if scribing runes onto an object for the first time. This also means that the rune caster must have some materials available to scribe the required runes.

However, if utilising an item that has permanent runes of power on it (such as most weapons), no roll is usually necessary, only a knowledge of the language the runes are in so the user can voice them - the best known example of this is The One Ring itself! This does vary depending on item and what spell(s) have been inscribed.

Who can perform magic?

In theory, because magic is all-pervading throughout Middle-earth anyone can perform magic.

In practice the most important factor is what race and cultural group the character has come from. Human cultures generally are suspicious of magic and magicians as being 'out of the ordinary', which is another reason why practitioners learn restraint, although 'high men' (Dunedain, Black Numenoreans) are more known to practise magic due to their elvish ancestry.

Hobbit cultures are even more suspicious than mannish ones of magicians - it is perfectly possible for a conjuror to be banished from The Shire if discovered or blamed! Humans and hobbits are more likely

to have some Cultural Virtues that seem magical.

New Cultural Virtue for Hobbits: Common Sense:

To reflect this suspicion of all things magical, all Hobbits get a +2 racial bonus to Wisdom tests to resist any magic.

Dwarven cultures are suspicious of any magic that does not use Runes and actually label all such magic as 'elf-magic' (and not in a nice way!)

Elven characters can learn any type of magic they wish, since for them it is not perceived as magic but simply a different way of doing something, although elves prefer to use Songs of Power.

Orc magicians are very rare, when found they are usually in positions of power or close to power.

A Dwimercrafter (or magician, conjuror, wizard etc.) is one who has decided to leave behind former cultural ties and actually practise magic as a profession, usually because they became a follower of one of the Istari, and this would usually only occur because they had a latent innate ability to perform magic at a young age (see below). The Middle-earth grimoire (see below) is actually the writings of those that followed in the Istari's footsteps in Middle-earth.

A true dwimercrafter is also a loremaster, as distinct from tricksters, con-men

etc (who are unfortunately more common).

What types of magic are there?

Apart from the methods of magic already mentioned, dwimercrafters have categorised magic into different groupings or Specialties, the term used for a grouping of similar type magical effects.

The known ones are (there maybe more, with the relevant Pillar of Magic in brackets):

Sorcery (none) - the 'dark arts', magic that tends towards domination, destruction and control, just as Morgoth tried to do with Middle-earth, e.g. *Command*, *Evoke Fear*, *Ruin*. This type of magic is also different to the others in that (usually) the caster taps the *mordo* to achieve the desired affect - the *mordo* is the 'corrupted Middle-earth', found throughout Arda as part of Morgoth's attempts to dominate and control Arda, although it is more prevalent in certain areas (Mordor, the Far North) and in certain substances (gold but not silver, for example).

Note that possession of such magic in itself does not grant any Shadow points - what matters is how such magic is used, so to that affect here is

a revised Misdeeds Table which includes the use of Sorcery:

Table 1 – revised Misdeeds tableⁱⁱ

ACTION	SHADOW GAIN
Accidental misdeed	
Violent threats	1
Lying purposefully, subtly manipulate others wills, use of subtle sorcery such as <i>Forgetfulness, Holding Spell, Ruin</i> etc	1
Cowardice, Theft and plunder, more overt sorcery	2

Air & Weather (Air) - magic related to weather, storms, clouds, wind etc., such as *Fog-raising, Lightning* etc.

Beasts & birds (Water) - magic pertaining to beasts, birds and plants, such as *Animal Messenger, Beast Speech* and *Beast Summoning* - this area of magic is recognised as Radagast's specialty.

Communication & Disguise (Air) - magic pertaining to communication such as *Farseeing & Farspeaking*, and magic pertaining to hiding/disguise such as *Veil & Wizard's Guise* - this area of magic is recognised as Saruman's specialty.

Craft & materials (Water) - magic pertaining to craft and crafted objects or Body-related skills, such as *Blade Preservation, Shatter, Steady Hand* etc.

such as *Evoke Fear, Enslave Beast*

Unprovoked Aggression, abusing authority to influence or dominate, use of blatant sorcery such as *Blast of Sorcery, Morgul Wound* 3

Breaking an oath, treachery, use of the *Command* sorcery spell 4

Torment and torture, murder or Sorcery that causes these 5

Fire & Light (Fire) - all magic related to fire and light types, such as *Blinding Flash, Create Light, Kindle Fire* etc. -this area of magic is recognised as Gandalf's specialty.

Protection and Manipulation (Air) - magic related to protection such as *Guarding Spell, Disarm* and magic that uses air to manipulate matter, such as *Opening Spell, Wizard's Hand* etc.

Secret Fire (Fire) - this is anti-evil Magic and only granted to those who directly oppose the Shadow (i.e. upholds the Balance of Things and the Valar and actively opposes the Shadow and all the Shadow's servants). In game terms this means that a character that is Miserable or has a permanent Shadow point

cannot learn this sort of magic, spells such as *Evoke Awe & Flame of Anor*.

Spirit Enhancement & Enchantments (Fire) - magic pertaining to spiritual enhancement/wellbeing such as *Healing Spell, Mind Shield*, or enchantments such as *Slumber, Misdirection* etc. These magics are often learned by elves (as Songs of Power).

Water (Water) - all magic related to rivers, seas and water in general, such as *Watershaping, Rain-ward* etc.

A dwimmercrafter will tend to have concentrated most of the magic he/she has learnt in one or two specialties only.

What restrictions or limitations are there on magic?

A. The Unati & the Axani

The elves call 'Unati' those things that are considered impossible to do in Middle-earth and 'Axani' what things are considered to be 'unlawful' or 'immoral' (but possible). Other cultures may have different 'Axani' - it is up to player characters to either know these or find them out! For loremasters it is strongly suggested that the existing cultures copy the

Elves of Mirkwood and have the same Axani.

What is impossible in Middle-earth (all these can be bypassed by Eru and only Eru, if Eru wills it):

1. Nothing can be truly created or destroyed, only transformed, reshaped etc - energy has to come from somewhere and go somewhere!

2. Nothing can pass the Walls of the World - otherwise Morgoth would be able to come back! (this does not stop him trying, of course). This also means that apart from Manwë no-one can converse with Eru.

3. Time travel is impossible. Also, no power can relocate (teleport) to another point in space without passing normally through the intervening space. Flight is impossible without the normal means (such as wings) to do so - shapeshifting to a bird is possible but dangerous.

4. 'Unnatural Healing' is impossible - severed body parts cannot be restored etc - healing magic relies on the body's natural powers to be able to restore itself with assistance.

5. Knowledge must come from some source - a mind cannot know something unless it has been exposed to such knowledge. Finally, mind control, mind reading etc. is impossible unless the mind is willing

(of course this can be done by deception, torture etc.).

In regards to the laws and customs or 'Axani' of the Elves, all Dwimmercrafters learn the following as part of their training:

1. Worship of any being but Eru is forbidden. Such worship is regarded as ignorant and could easily lead to other crimes. Compelling worship from all free peoples was and is one of the main motives of the Shadow.
2. To seek dominion over others is a crime (another main motive of The Shadow)
3. Taking from another what is theirs by right is a crime (i.e. thou shalt not steal, etc.)
4. All use of force only when necessary and restrained - unrestrained use of power is a crime
5. Do not use the name of Eru in vain - underlines the consequences of oaths in Middle-earth!
6. No-one can enter the Blessed Realm unless invited first - this was the law that Ar-Pharazon broke at the end of the Second Age. Both Frodo and Bilbo 'got permission' to enter because of their deeds.
7. The souls (spirits) of the dead should pass into the West - staying in Middle-earth is unnatural, a perversion of the natural order.

8. The Gift of Death to Men will not be denied (Beren was an exception granted by Eru) - a human Dwimmercrafter will live much longer than normal humans, but will still have to die eventually, once their labours are considered finished.

9. Those that are living should not speak with those that are dead - this is an injunction against necromancy etc. This particular law/custom is not held by many human cultures such as Easterlings etc., where ancestor worship is considered important.

B. The Subtle Magic of Middle-earth - the Music of the Ainur & how magicians are viewed

As mentioned earlier, magic is all-pervasive in Middle-earth, being the result of the Music of the Ainur in the beginning (the Song of Creation). How does this limit the practice of magic? This subtle magic will tend to reward and assist 'right' or heroic acts - Bard being assisted in slaying the dragon Smaug, the Anduin river protects Boromir's body etc, and will tend to hinder any 'wrong' or malicious acts, especially the abuse of magical power. This is something that all dwimmercrafters are taught during their training, other characters who utilise magic must find this out by bitter experience!

There are no actual game 'rules' for this aspect of Middle-earth as such, as it is deemed better for the Loremaster to judge each individual case on its merits as to whether a dice roll penalty or gain of Shadow is necessary. Furthermore, from a Standing point of view most people and cultures in Middle-earth will regard practitioners of magic as 'wandering conjurors' of zero Standing until proven otherwise! See also the consequences of failure below for some more ideas.

C. Learning Magic requires both Time and a Teacher

Apart from elves, acquiring a new spell or magical ability usually requires a lot of arduous study and practice, not to mention the availability of a willing teacher and/or books and scrolls etc., and also requires that the character is at a sanctuary or other such place where he/she can learn the new magic in peace. Furthermore, specific types of magic and/or spells might only be learned at specific places and/or from specific people - for example, the more complex and advanced Beasts & Birds magic would only be known by Radagast himself.

For a Dwimmercrafter PC, he/she must choose a Fellowship Phase Undertaking called '*Take Counsel*' (see Part 3 below), which is basically where a character spends his/her fellowship phase with a Master of Magic and the Master is both willing

and able to spend enough time with the character to learn new magic. In order to do this, a Dwimmercrafter PC must first roll their Lore vs. a TN listed on Table below to see if a Master is present to Take Counsel with, failure means that the character must choose another undertaking for this Fellowship Phase (either because the Master is not present or too busy etc), OR discuss with the Loremaster if the new magic can be learned without a Master - this may require a specific Undertaking to journey to a specific site such as Minas Tirith etc.

Table 2 Availability of Masters Table

MASTER	SANCTUARY & TN DIFFICULTY
Radagast - TN for Beasts & Birds magic reduced by 2	Rhosgobel (TN 12), Woodmen Town (TN 14), Woodland Hall & Mountain Hall (TN 16), Beorn's House (TN 18), Elven King's Halls (TN 20), anywhere else requires an Epic roll!
Gandalf - TN for Fire, Smoke & Light magic reduced by 2	Rivendell (TN 16), Grey Havens (TN 18), Minas Tirith (TN 20), anywhere else requires an Epic roll
Saruman - the TN for all rolls varies depending on type of magic PC wishes to learn, as Saruman has by this time (2946 TA) become more secretive in regards to his knowledge and learning (Loremaster should role-play this!)	Isengard (TN 12), Minas Tirith (TN 18), Dol Amroth (TN 20), anywhere else requires an Epic roll
Elrond - TN for Healing and/or Air & Storm reduced by 2, all other magic increased by 2	Rivendell (TN 12), anywhere else requires an Epic roll
Galadriel - TN for Water and/or any Protective-type magic reduced by 2, all other magic increased by 2	Caras Galadhon (TN 12), anywhere else requires an Epic roll
Elven-king of Mirkwood - TN for elven-type magic (enchantment) reduced by 2, all other magic increased by 2	Elven King's Halls (TN 12), Esgaroth/Dale (TN 16), Erebor/Beorn's House (TN 18), anywhere else requires an Epic roll
Other master not specified - TN for specialty (if any) will be reduced by 2, other magic should be harder to get a teacher for	Home Sanctuary will be TN 12 if there most of the time or TN 16 if only there some of the time

After spending the necessary time, the character must make a skill roll against the Difficulty TN indicated by the spell, the skill to use depends on

both the spell and the method being learned - thus a Song of Power requires a Song roll, runes requires a Craft roll etc (for standard method

unless indicated in a specific spell's description this is a Lore roll). Failure means that the character has not learned the new spell or magical ability in this Fellowship Phase.

D. Using Magic is dangerous as is both tiring and can be detected

Using a spell or magic ability in Middle-earth does not require a skill roll as such - once a character has learned said ability, he/she can use it provided the requirements for the specific spell or ability are met. However, unless the ability learned is a Virtue (which requires Hope), then the caster loses points of Endurance as per specific spell description, always at least 1 point of Endurance, AND must then make a Fatigue TN (as per normal Fatigue tests) or increase Fatigue score accordingly. So practitioners learn to use magic sparingly to avoid being Weary too often.

Secondly, using magic that is not a Virtue means that the caster is (unless specific in spell description) also utilising the subtle magic from the environment around the caster, which can lead to the caster's use of magic being detected by anyone else nearby who has similar power. Thus, nearby characters who have the Dwimmer-crafter (or similar) Cultural Virtue or other magical power can make an Awareness roll modified by the Pillar Rating of the

magic being used, if close enough even the use of a Cultural Virtue can be detected! Legend has it that the Necromancer could detect any magic that was used in Mirkwood as far north as the Mountains of Mirkwood.ⁱⁱⁱ This means that practitioners are taught the importance of discretion early in their training, because you never know who might be listening nearby.....

What is Dwimmer-craft, and who are Dwimmer-crafters?^{iv}

All races and cultures in Middle-earth have some magical lore and traditions, even if (as with Hobbits) they are only nursery rhymes for children. But some have expanded on these traditions to the point of actually practising magic as a profession or craft - the term for this (amongst the learned) is Dwimmer-craft or Dweomer-craft, and one who is so learned is called a Dwimmer-crafter.

Amongst the common folk and most cultures these terms are not used - instead such individuals are called magicians, conjurors, sorcerers etc. In TOR, a Dwimmer-crafter is one who has learned or is learning the mysteries & magic of Middle-earth,

also referred to as 'The Dwimmer Road' in the profession.

In TOR, to become a Dwimmer-crafter a character must meet four requisites:

1) The character must have some accumulated Wisdom and life experience, in game terms this means a Wisdom score of 3 or more, and at least one rank in the following skills: Awareness or Explore, Travel & Lore. This means that no starting player characters can be Dwimmer-crafters – this is because to be a Dwimmer-crafter requires that a character has 'gone out' of his own culture and experienced other cultures and places besides his own.

2) There must be an event in the character's background to indicate that the character has an innate ability or aptitude for magic, and this is best done by the player in discussion with the Loremaster when designing the character initially. In game terms if we look at the starting cultures provided in the rulebook the following backgrounds could be chosen, with one recommended -

Barding: Wordweaver, Gifted Senses, Healing Hands, Dragon-eyed (recommended)

Beorning: Child of Two Folks, Keeper of Tales (recommended), Voice from the Past

Dwarves of Lonely Mountain: Far Trader (recommended), Eloquent Orator, A Penetrating Gaze

Elves of Mirkwood: any since as previously mentioned all elves can use magic as Songs of Power, but Envoy of the King is recommended

Hobbits of the Shire: none – has to be something extraordinary to convince the Loremaster, as Hobbits are notoriously non-magical

Woodmen of Wilderland: The Hound, Wizard's Pupil (recommended), Fairy Heritage

The actual event can be something as simple as getting an Extraordinary Success on an Awareness roll to sense some sort of magical power, or as significant as meeting one of the Istari (Radagast etc.) in person when young and spending some time with them.

3) Furthermore, if we look at the starting cultures again, the following Cultural Virtues need to be chosen as a prerequisite (one only is necessary):

Barding: Birthright, Woeful Foresight

Beorning: Brothers to Bears, Night-goer, Twice-baked Honey Cakes

Dwarves of the Lonely Mountain: Broken Spells

Elves of Mirkwood: Wood-elf Magic

Woodmen of Wilderland: Herbal Remedies, Hound of Mirkwood, Staunching Song

Other cultures will have similar requisites or recommended backgrounds.

4) The character selects a new Cultural Virtue, 'Dwimmer-Crafter', indicating the character has begun serious training and study of magic, and must **either** have a willing teacher available (such as Radagast, Saruman or Gandalf) OR have access to a body of magical lore that would enable the character to learn by his/her self (such as the library at Rivendell).

The choices available to a character all have pros and cons. For example, Gandalf is a notoriously bad teacher by reputation, not because he does not have a lot of magical knowledge (he does, especially in regards to Fire & Secret Fire magics), but because it is well known that he rarely spends much time in one place, and also that he requires any would-be followers to take an Oath of Loyalty to the Elder King & the Valar. The library at Rivendell is unrivalled in regards to Healing & Enchantments, but contains little other magical lore.

These examples are given so that Loremasters can determine other potential restrictions and/or limitations for their own campaigns and explain them to any players who are considering becoming a

Dwimmer-crafter, keeping in mind the old saying that 'The Master will appear when the Student is ready'.

5) Character must successfully participate in a season long *Take Counsel* Undertaking during a Fellowship Phase (see above pp 7-8 and below in Part Three, Additional Virtues/Rewards & Fellowship Phase rules).

What does it mean to be a Dwimmer-crafter?

Characters without the Virtue: Dwimmer-Crafter can only use magic as Cultural Virtues, or as Songs of Power if an elf, or as Runes. *Dwimmer-crafter* (the Virtue), represents knowledge, training and experience in the practice and lore of magic, so those characters without this virtue can only take 'magical effects' that are inherent abilities – each spell description will list what requisites are required.

Once a character has fulfilled all the necessary requisites and gained the Virtue: *Dwimmer-Crafter*, the character gains the following benefits and limitations:

- Permanent Hope Score raised by 2, and current Hope score

- is refreshed back to full amount
- Gains the first magical path, known as 'The Path of the Conjuror', and chooses one Pillar of Magic: Water, Fire or Air, starts with a Rank of 3 in this Pillar of Magic (see below) and 3 points to spend amongst that Pillar's associated spell groups, and choose one spell group as favoured
 - Gains innate protection of 1d (if not wearing any armour), and learns Sorcery counter spells of Pillar Rating 1 or less (see below)
 - Gains admittance to the White Council IF teacher is also a Council member (this also assumes that the Council is operating at the time of campaign, which it was in 2946 TA). Standing rating with any Council member is 1, also with any Elves
 - When carrying a staff character's Parry rating is equal to skill rank with Staves Weapon skill
 - Standing amongst Men, Dwarves and Hobbits drops to zero as character is now seen as a 'wandering conjuror' of dubious repute

- Gains the Trait *Folk-lore* (if not already), enables character to do basic speech with other cultures
- Character can no longer use Treasure to raise Standing

Once a character raises his/her Wisdom score to 4 and gains Mastery (Rank 5) in the first Pillar of Magic chosen, the character must then during a season long Fellowship Phase participate successfully in a *Take Counsel* Undertaking and spend 5 Experience Points to take the second Path, the 'Path of the Magician', to gain the following:

- Choose a second Pillar of Magic, with a rank of 2 in that Pillar and 2 points to spend amongst associated spell groups
- Choose a second favoured spell group (can be either from new Pillar or old one)
- Innate protection increases to 2d (if not wearing any armour), and learns Sorcery counter spells of Pillar Rating 2 or less
- Standing with Council & Elves increases to 2

Finally, once character has Mastered this second Path of magic (Rank 5) and has a Wisdom score of 5, character can then during a season long Fellowship Phase participate

successfully in a *Take Counsel* Undertaking and spend 10 Experience Points to gain the final Path, the 'Path of the Wizard':

- Gain final Pillar of Magic and rank 1 in that Pillar, with 1 point to spend to one of associated spell groups
- Innate protection increases to 3d (if not wearing any armour), and learns Sorcery counter spells of Pillar Rating 3 or less
- Choose a third favoured spell group (can be from any pillar)
- Standing with Council and Elves increases to 3

In addition to being able to cast spells, traditionally dwimmer-crafters are associated with the following skills:

- Awe (necessary to enhance many spells)
- Craft (being able to make elixirs etc.)
- Healing
- Insight
- Inspire
- Lore, with Lore becoming a new favoured skill (if not already)
- Dwimmer-crafters are expected to be familiar with

other languages as part of their wanderings.

What are the Pillars of Magic and Pillar Ratings?

The Wise of Middle-earth (of various races and cultures) have over many millennia tried to standardise the practice of magic, and to this end have determined that non-sorcery magic (Wizardry) in Middle-earth can be divided into three main areas: Water, Fire & Air which are called the 'Pillars of Magic'. Note, however, that this is an arbitrary definition for classifying, learning and training purposes – a specific spell can belong to more than one of these areas, all three or not seem to belong to any particular Pillar!

Water is seen as being governed by the Body Attribute, Fire by Heart and Air by Wits. This means that when spending Hope to gain an Attribute Bonus for magic in the Water Pillar, a character will use their Body number to add to the dice roll. Where there is more than one governing attribute for a spell a character can use either. A character can use a favoured attribute score if the spell used belongs to a favoured spell group.

The recognised Masters of each Pillar of Magic: Radagast for Water, Gandalf for Fire & Saruman for Air, see also Table 2 Availability of Masters above.

A Dwimmer-crafter's **Pillar Rating** is equal to the sum of points spent on a Pillar's Associated Spell Groups. A Dwimmer-crafter begins with a rank of 3 in one Pillar of Magic, this is his/her initial Pillar Rating. This means that he/she could spend all 3 points in just one spell group, or put 2 in one & 1 in another, or put 1 in three different groups.

In order to increase Pillar Ratings, a character needs to spend Experience Points (see New Fellowship Phases in Part 3 below). The cost to raise the Pillar Rating of a Spell Group is the same as for increasing Wisdom or Valour:

Table 3. Experience Point Costs

VALOUR AND WISDOM RANK, SPELL GROUP PILLAR RATING	WEAPON SKILL LEVEL	EXPERIENCE POINT COST TO ATTAIN NEW RANK OR LEVEL
1	1	2
2	2	4
3	3	6
4	4	10

5	5	16
6	6	25

These points are cumulative – thus the experience point cost to obtain a Pillar Rating of 3 in a spell group that is zero is twelve experience points. EXCEPTION: The Sorcery spell group cost is halved, thus would only cost six experience points to gain a Pillar Rating of 3 in Sorcery. This is because Sorcery spells are much easier to learn (another reason for their seductiveness).

Once a Dwimmer-crafter's Pillar Rating = 5, he/she gains the following benefits:

- 1/ Considered a Master of this Pillar of magic, no longer requires a teacher or other form of instruction to advance in this Pillar, character should mark the Mastery box in the appropriate Pillar on character sheet
- 2/ All spells cast using that Pillar's associated spell groups require 1 less Endurance to cast, although must still cost at least 1 Endurance (unless a Sorcery spell)
- 3/ Gain 1 rank in Standing with the White Council (if appropriate, or similar body)
- 4/ Gain Title of Path Mastered (i.e. Conjuror, Magician or Wizard)

How are Spells learned, and what are the Associated Spell Groups?

A spell group's Pillar Rating has no effect on game play, other than all spells within this particular group a character has learned up to this rating. Each spell also has a Pillar Rating – this represents how difficult a particular spell is to master – once a character's Pillar Rating equals or exceeds a particular spell's Pillar Rating, that character is considered to have learned how to use this particular spell or other method of magic.

Rigunth the Woodman has decided to take the Dwimmer Road to master the magics that he has seen Radagast perform over the wood and its creatures. If he desires to use Beast Speech or Beast Summoning he only needs a Pillar Rating of 1 in the Beasts & Birds spell group (of the Water Pillar of Magic) as these spells have a Pillar Rating of 1, but if he wants to learn the Mastery of Shapes spell he needs a Pillar Rating of 3 in Beasts & Birds, as this spell has a Pillar Rating of 3.

The most complicated and powerful spells are those with a Pillar Rating of 6 – thus *Power of the Land* is such a spell – only a true master of magic such as the Istari or one of the

Elven Lords can consider to even attempt such a spell (without aid, at least).

These spells also tend to be difficult to classify because they require a lot of energy, skill and knowledge of all three pillars of magic to cast. At the other extreme, a few spells have a Pillar Rating of 0 - these spells are considered so easy to learn that such spells are often learned as children before being actually trained.

As mentioned earlier, an 'Associated Spell Group' or **Specialty** is a grouping of similar type spells because they deal with roughly similar types of magic.

So for Water they are *Beasts and Birds, Crafting and Materials, Water*; for Heart they are *Fire & Light, Secret Fire, Spirit Enhancement & Enchantments*; and for Air they are *Air & Weather, Communication & Disguise, Protection & Manipulation*.

Sorcery is considered a specialty on its own, and there are also certain spells that are considered generic and can be learned within any of the specialties indicated above (see the Grimoire in Part 2 below).

A character can attempt to 'learn' a new spell that has not been written down previously (or has been forgotten, a more likely scenario in late Third Age Middle-earth). To do so, the player indicates to the Loremaster the desired magical

effect, the Loremaster then decides to which Spell Group (if any) the new spell belongs to, a Pillar Rating for the spell and a Fatigue/Skill TN.

However, even if the player's character already knows the relevant Spell Group and has the required Pillar Rating rank, the character does not automatically 'know' this spell because he/she is bringing in a new spell or formula, so to represent this in the game the character must first choose the Take Counsel Undertaking in a Fellowship Phase and spend the entire Winter season learning and practicing, then at the end of this Undertaking the character must make a skill roll for the new spell based on the new spell's Fatigue/Skill TN, and must get a Great or Extraordinary Success to be considered to have mastered the new spell sufficiently to be able to cast normally. An ordinary success indicates that the character will need to do more study, practice etc. in a further Fellowship Phase (or an Extraordinary Success if just practicing during a short period of rest will also indicate success). A failure indicates that the character must start again from the beginning in the following Fellowship Phase, an Eye result means that the proposed magical effect will not work for this character.

*How are spells
etc. cast?*

Step 1: Choose a Method: as mentioned earlier under the different methods, a character first decides what method to use, Standard, Virtue, Song of Power or Runes to achieve a desired magical effect.

All methods except using Virtues cost Endurance to cast as indicated in the spell's description, and a subsequent Fatigue test based on the spell's Fatigue TN. This is to reflect the fact that most of the power required for the magic comes from the caster directly. Fatigue tests are handled as per the rules in the Loremaster's book, p.29 (i.e. Travel is used).

Step 2: Check Requisites; the character needs to check that all requisites for the spell/magical effect (as indicated in the description) are met.

Step 3: Invoke Automatic success or make a skill roll or spend Hope: the character then uses the magical method chosen, possibly making a skill roll as required, and can spend Hope to add an attribute bonus to the roll if desired.

Step 4: Resolve caster consequences: Finally the character must resolve any consequences of the magic to the character, such as Endurance cost, Fatigue tests etc.

Step 5: Loremaster resolves other consequences: such as magic failure, damage to targets etc.

Step 1 – Choosing A Method

A. Virtues: If utilising a cultural virtue then the ability is usually always there, to trigger it a character spends a Hope point as per other Cultural Virtues, although some virtues require special circumstances (see below in descriptions).

Sometimes a character will want to make a skill roll for the said ability to obtain a Great or an Extraordinary success, in this case the character will use the stated Fatigue/Skill TN as listed for the spell, and can spend a point of Hope (in addition to the Hope spent to trigger the Virtue) to add the relevant Attribute score as a bonus to the roll.

Which spells can be taken as Virtues and for which Cultures are indicated in the individual descriptions in the Grimoire in Part Two.

Example: Agilfrid the Beorning already has the Cultural Virtue Brothers to Bears, and he decides he wants to take Animal Messenger as a Virtue, which he can as Brothers to Bears is listed as a possible requisite, so when he has the requisite Experience Points (4 as Animal Messenger is Pillar Rating 2, see

Table 3 above) he selects Animal Messenger as a new Virtue.

B. Songs of Power: If using a Song of Power then the caster needs to make a Song roll based on the Fatigue & Skill TN difficulty as indicated in the Spell's description, if Song is a favoured skill character can spend a point of Hope to add favoured Body score to the roll, otherwise just the basic Body score to the roll.

All elves can use this ability, if an elven character's Song rank = Pillar Rating of spell, and any Endurance cost is reduced by 1 and any subsequent Fatigue tests are at +2 bonus (this is to reflect the greater inherent power and control that elves have over magic).

It is up to the Loremaster's discretion as to what Songs of Power a non-elven minstrel (with no innate magical ability) might be able to learn, but any such Songs of Power should be of low Pillar Ratings and need to be considered as part of character's background. It is also strongly recommended that the Endurance cost and Fatigue tests still apply!

C. Runes If using Runes then the maker needs to make a Craft roll (at Fatigue & Skill TN for spell) if scribing runes onto an object for the

first time, and can spend a point of Hope to add Body Attribute bonus to the roll, favoured if Craft is a favoured skill. The character must have a Craft skill rank = Pillar Rating of spell to be able to do this, and also assumes that the rune caster must have some materials available to scribe the required runes.

However, if utilising an item that already has runes of power on it (such as most weapons), no roll is usually necessary, only a knowledge of the language the runes are in so that the user can read and voice them, e.g. The One Ring itself! This does vary depending on the item and what spell(s) have been inscribed (see Part 4 below for more on Magic Items).

D. Standard (Spells) 'Standard method' is to use a spell or other routine form of incantation, words & gestures etc. to achieve the desired effect.

The caster can cast any spells that belong to the associated Pillar of Magic (s) that he/she knows and are of equal or lesser Pillar Rating to his own, provided he/she also knows the requisite spells listed, some of which may be in a different Pillar of Magic to the caster.

The caster then spends the necessary casting time as indicated in spell's description to cast the spell - as with

Virtues above, no roll is necessary to obtain success (as per the rules for Traits), however, the caster may want to achieve a Great or Extraordinary Success, so in these cases the caster makes a skill roll based on the Fatigue/Skill TN listed for the spell. What skill the caster uses depends on the specific spell, if none is indicated then the caster uses Lore skill. If the spell belongs to a favoured spell group, caster can add the relevant favoured Attribute score to the roll if spending Hope, otherwise adds basic Attribute bonus.

The caster must whilst casting the spell be able to speak the necessary words & incantations, and make the required physical gestures. A spell caster who is bound & gagged cannot usually cast any spells, or only some of them. For example, to cast *Kindle Fire* requires that caster picks up and holds the object to be set aflame.

To end a spell or magical effect prior to the end of its duration time, the character merely wills it to end.

Can spells be combined or countered, or have more than one in use?

A caster can combine more than one spell into a single casting. To do this, select the spell with the highest Pillar Rating & add +2, if this new Pillar Rating is equal to or below the Pillar Rating of the caster (and he knows the other spells as well) then all spells are cast at the same time, taking effect in a sequence chosen by the character. However, the subsequent Endurance cost is increased by 2 and the Fatigue test (use the highest) also by +2. The Loremaster must always approve any proposed spell combinations first, they should be both logically appropriate and dramatically appropriate.

A dwimmercrafter as part of his training automatically knows a counter spell for any of the spells he knows. Counter spells are usually just spoken and gestures made in reverse, however, they cannot reverse or repair any permanent effects caused by a spell, such as wounds inflicted or physical destruction. Casting a counter spell requires the same casting time, Pillar Rating & Fatigue/Skill TN as the spell being countered.

A dwimmercrafter can declare that he is 'preparing any counter spell' at the start of a combat round, but this means that he cannot take other actions and he must be in Rearward stance to do this. If the other caster is present, both casters now make simultaneous Awe tests, if the caster

who cast the original spell wins then spell functions as normal, if opposing caster wins then the counter spell takes effect.

Many sorcery spells are taught to Dwimmercrafters during their training solely as counter spells. This does, however, make dwimmercrafters particularly vulnerable to The Shadow, as from an early stage in their training dwimmercrafters are familiar with how easier and less demanding sorcery is - the temptation is always there.

A dwimmercrafter can have more than one spell in operation at any one time, however, the Fatigue TN for subsequent spells becomes progressively greater, depending on the time elapsed between each spell. For each spell cast within one minute of casting a previous spell, the Fatigue TN increases by 2 each time. Furthermore, if a dwimmercrafter has one spell in operation or 'active' and casts another spell, there is a subsequent increase to the subsequent Fatigue TN of 3 for each active spell. These effects are cumulative!

For example: Belengol is a dwimmercrafter travelling in Mirkwood with his fellowship- because it is very dark he casts Create Light (Fatigue TN 10) and loses 1 Endurance. But the light attracts spiders, which attack the party within one minute of his casting! He casts Lightning at one of

the spiders and loses 3 Endurance, and then has to make the subsequent Fatigue Test at TN 21! (normally 16, but +2 for casting a previous spell within one minute, and +3 for having another spell active). He fails so his Fatigue score increases by 1, and because he has already lost 4 Endurance his Endurance score now equals his Fatigue, so he is now Weary for the remainder of the combat. He hopes that the warriors will be able to protect him...

Can spells be improved? And what happens with failure?

A. IMPROVING SPELLS

Spells are like traits and unranked, so normally they cannot be improved, only the Pillar Rating of the whole Spell Group can be increased with Experience Points.

However:

1) Increasing with dice rolls: If a caster chooses to make a skill roll for the spell rather than an automatic action, and scores a Great or Extraordinary Success for the spell, the caster can increase one of the parameters of the spell. For

example, *Create Light* normally creates a light that illuminates a 20ft radius, but with a Great Success this radius is doubled to 40ft, for an Extraordinary Success radius is tripled to 60ft. Or instead he/she could choose to increase the duration of the spell, or decrease the Fatigue TN (by 2 for a Great Success, by 4 or more for an Extraordinary Success).

Whenever a caster scores a Great or Extraordinary Success with a particular spell, he/she is considered to be **Practiced**, and for subsequent castings he/she can choose to receive a bonus of +1 to the Fatigue TN, or choose to enhance one of the parameters of the spell (Duration, area of effect etc.). If the caster obtains 2 consecutive Great or Extraordinary successes for the same spell he/she is considered to be an **Expert** and can now cast this spell with no Endurance cost, and gains +2 to Fatigue TN or can enhance two parameters of the spell. If the caster obtains 3 or more consecutive Great or Extraordinary successes for the same spell, he/she has now **Mastered** this spell to the point that the spell has now become a magical Ability (now works just like a Virtue but no Hope expenditure required) and can now use this subsequently with no words/gestures, Endurance cost & Fatigue TN necessary. Character should mark his character sheet of these accordingly.

2) Increasing by increasing character's own Pillar Rating (this option is only available to Dwimmercrafters): When a Dwimmercrafter's Pillar Rating is 2 or more levels higher than spell's Pillar Rating, he/she is Practiced (as above).

When a Dwimmercrafter's Pillar Rating is 3 or more levels higher than spell's Pillar Rating, he/she is now an Expert (as above). And when a Dwimmercrafter's Pillar Rating is 4 or more levels higher than a spell's Pillar Rating, he/she has Mastered this spell and can use them as magical Abilities.

B. RULES OF MAGIC FAILURE - WARNING, THIS SECTION IS UNPLEASANT READING FOR PLAYER CHARACTERS, REQUIRED READING FOR LOREMASTERS ONLY!

But what happens when things don't go so well? Although spells are formulas that have been developed, tried and tested over a lot of time, sometimes things can and do go wrong. When this happens the Loremaster needs to consider what consequences (if any) occur. The Loremaster needs to consider the following questions when determining the consequences of magic failure:

What method was being used?

Was this the first time character tried to use this ability?

Is this just an ordinary failure or was an Eye result rolled on the Feat die?

What was the character trying to achieve, and was he/she only being affected or were there others involved?

And finally but most important of all, Was the character's use of this magic an 'appropriate use of magic' as Gandalf & others would consider it? (i.e. was the character being 'good' or were they actually breaking some Middle-earth laws??)

Generally, the consequences of failure for a character are more severe if: Standard method was being used rather than another; an Eye result was rolled; this was the first attempt by character to use this ability; character was trying to affect some other target than just self, and especially if character was (in the loremaster's view) abusing his/her powers in some way.

However, the loremaster should warn the character in advance of the consequences of any serious failure if the loremaster feels this is 'abuse of power', and should check with the other players as well!

The only other rule of thumb for failure of magic is this: a normal failure usually means that the desired effect does not happen, but character still loses Endurance and must still roll for Fatigue (since they still used some of their inner energy).


Also, be creative! Whatever makes a good story should be considered!

Looking at some suggested examples:

Example 1: Agilfrid the Beorning has just learned a new ability, Beast Speech, so decides to try it out on the first animal he meets - a buck (a male deer)! As he is anxious to make a good impression, he decides to try his luck and roll, but unfortunately he does not succeed, and worse he rolls an Eye result! The buck decides that Agilfrid is only trying to lure him closer to capture and eat him, so runs away as fast as possible, spreading the word that a dangerous hunter is nearby - Agilfrid will have no luck with hunting for awhile...

Example 2: Later that same day with the Fellowship now hungry, Belengol the Dwimmer-crafter decides to try his spell Beast Speech on another deer to lure it close enough to be killed. The loremaster warns the player of Belengol that this use of Beast Speech is not really appropriate, and there could be serious consequences if there is a failure, he also rules that Belengol must roll in this case as an automatic success is not assured. Belengol's player does roll, and gets an Eye result! Suddenly Belengol can no longer speak human, only deer noises, the fellowship are going to have to get help for Belengol somehow...

Example 3: Rigunth the Woodman and the Fellowship have just arrived at the outskirts of a town, tired and desiring rest, but are obstructed by an over-officious guard from entering. Rigunth unfortunately has the Wrathful trait, so player decides that Rigunth loses his temper and decides to cast Lightning on the unfortunate guard. The loremaster points out the consequences of this action: it is a clear sky, there are many witnesses nearby, this is a spell that Rigunth has only just learned etc. to give the player time to reconsider - the other characters try to dissuade Rigunth from this course of action, but the player decides to 'role-play it out'. Rigunth does roll (not automatic due to what Loremaster has said), scores an Eye result! Lightning comes down from a clear sky and blasts Rigunth, not the guard: Rigunth does enter the town, but not as he envisaged it...



Secondly, for each Pillar of Magic two skills are marked with a diamond - these are the recommended ones to be chosen as favoured, as either many spells within the pillar are governed by these skills, or they fit with the type of study & learning required.

part two: the middle- earth GRIMOIRE

A. The Dwimmer- crafter Character Sheet

Below is a copy of a Dwimmer-crafter character sheet. The changes are: extra circles for the Pillar Ratings for Water, Fire & Air, with a smaller circle for Mastery of these, and underneath are three circles each for the Skill Groups. As with the use of the normal skills, a Dwimmercrafter can be awarded an Advancement Point when he uses magic based on one of these skill groups and succeeds (or fails) in a distinctive or memorable way, as per the rules for awarding Advancement Points on p.30 of the LRB.

THE ONE RING

Name _____ Player _____

Culture _____ Standard of Living _____

Cultural Blessing _____

Calling _____ Shadow weakness _____

Specialties _____

Distinctive features _____

- TRAITS -

- ATTRIBUTES, SPELL GROUPS & COMMON SKILLS -

Body  Favoured Mastery WACER Movement Survival ◇◇◇◇	Heart  Favoured Mastery FTRE Personality Vocation ◇◇◇◇	Wits  Favoured Mastery ATR Custom Perception ◇◇◇◇			
Acne	XXXXXXXX	Inspire†	XXXXXXXX	Persuade	XXXXXXXX
Achilles†	XXXXXXXX	Travel	XXXXXXXX	Search	XXXXXXXX
Awareness	XXXXXXXX	Insight	XXXXXXXX	Search†	XXXXXXXX
Explore†	XXXXXXXX	Healing	XXXXXXXX	Hunting	XXXXXXXX
Song	XXXXXXXX	Courtesy	XXXXXXXX	Riddle†	XXXXXXXX
Craft	XXXXXXXX	Battle†	XXXXXXXX	Love	XXXXXXXX

- WEAPON SKILLS -

_____	XXXXXXXX	_____	XXXXXXXX	_____	XXXXXXXX
_____	XXXXXXXX	_____	XXXXXXXX	_____	XXXXXXXX

- REWARDS -

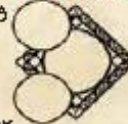
- VIRTUES -

- GEAR -

weapon	damage	edge	injury	encumbrance
weapon	damage	edge	injury	encumbrance
weapon	damage	edge	injury	encumbrance

armour	enc	Rating
headgear	enc	
shields	enc	

Endurance



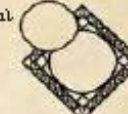
Fatigue

Hope




Shadow

Experience

Total 

Valour



Wisdom



- SKILL GROUPS -


personality	☆☆☆☆
movement	☆☆☆☆
perception	☆☆☆☆
survival	☆☆☆☆
custom	☆☆☆☆
vocation	☆☆☆☆

Damage



Ranged

Parry



Shields

Armour



Head gear

Weary	○
Miserable	○
Wounded	○

B. THE MIDDLE-
EARTH GRIMOIRE -
GENERAL TERMS

The spells listed below are grouped into each Pillar of Magic as follows: Water, Fire & Air, then general spells, then Sorcery. Each spell is listed according to the following template:

Name

The spell or Virtue's most commonly known name

Effect

How does the spell work - both generally (as a guide) and in game terms.

PR (Pillar Rating)

A value between 0-6, indicating how difficult spell is to master and learn. To use a Song of Power the caster's Song rank must be equal to or greater than the spell's Pillar Rating. To use Runes the caster's Craft rank must be equal to or greater than the spell's Pillar Rating. For Spell method the Dwimercrafter's Pillar Rating must be equal to or greater than the spell's Pillar Rating.

Requisite

Any requisites required to cast this spell, these maybe other spells (in *italics*), or could be Cultural Virtues

such as Broken Spells etc. *Dwimercrafter* means that the Cultural Virtue *Dwimercrafter* needs to be taken to be able to cast such a spell. 'Virtue' means a relevant Cultural Virtue, such as Brothers to Bears for Beast & Bird spells etc.

Skill or Skill Group

This is the governing skill or skill group for the spell when Standard method used, and is used if character decides to make a skill roll for the spell, or is required to by the Loremaster. If none is listed, defaults to Lore.

Fatigue/Skill TN

This is both the target difficulty for the subsequent Fatigue test when using Spell, Song or Rune methods, and also the TN difficulty for the skill roll (Craft if Runes, Song if Song of Power, otherwise Skill above) if a skill roll is required or desired by player.

Attribute

The governing attribute for the spell, used to determine what Attribute bonus is added if a point of Hope is spent. Note that although a spell might be classified as belonging to one Pillar of Magic, its governing attribute may well belong to a different Pillar of Magic.

Cast

The time required to cast spell or activate the Virtue (if not always on). A '1' or '2' indicates number of combat rounds required. If cast via Runes or Songs of Power, the casting time is equal to one minute or double the listed time, whichever is longer.

End

The cost in Endurance to cast if using Spell, Song or Rune method, and will always be at least 1 Endurance. Endurance costs can be lowered or raised in certain circumstances, for example it is much easier to cast a Fire spell if close to an already large fire etc. These are up to the Loremaster to decide (thus for example, the spell that Gandalf uses in *The Fellowship of the Ring* to drive away the wargs was easier because the tree was already aflame).

Range

The effective range of the spell, usually in yards, beyond this the spell won't function. 'Self' means spell only works on caster. 'Touch' means the caster must touch the target or recipient of the spell, which may require a successful Unarmed attack (using Dagger skill) as part of the casting, the attack is considered part of the action of casting the spell.

Duration

How long the spell's effects last. If Instant, such as with dangerous spells like *Lightning*, the spell takes effect at once, though other effects of

the spell such as damage etc. may linger for much longer. Many are 'x minutes/Awe rank' - this means that the spell lasts for a certain number of minutes for each rank in Awe the caster has.

Method

How characters can cast the spell. As mentioned in Part One, 'Spell' indicates the spell is cast using a 'spell' with words, gestures etc. 'Runes' means it can be cast using runes. 'Song' means spell can be cast as a Song of Power. 'Virtue' means the spell can be chosen as a Cultural Virtue, and can also be developed into an Ability by a Dwimmer-crafter given enough study and experience.

Race/Cultures

Which races and cultures in Middle-earth would be familiar with this spell/magical effect. 'Any' means can be learned by any race/culture, whereas 'None' means the knowledge is lost and/or only known to a few powerful individuals. For sorcery spells 'none' means only The Enemy has this knowledge.

C. SPELLS OF THE WATER PILLAR OF MAGIC

1. Beasts & Birds

These spells deal with the natural world and especially the kelvar (Q. 'animals') and olvar (Q. 'plants'). As a result, many of them are known as Cultural Virtues by many cultures in Middle-earth, especially those such as the Beornings and the Elves & Woodmen of Mirkwood who have close dealings with the natural world. The recognised master for these spells is Radagast, and the governing Vala is Yavanna Kementari.

Animal Messenger

Effect: With this spell the caster can use a beast or bird as a messenger, imparting to it words/and or information & sending the animal to deliver this to someone else - the creature must be present to be touched by the caster (either as a pet, companion or has been summoned previously). The recipient of the message will be able

to understand even if normally not able to understand the animal.

Pillar Rating: 2

Requisite: *Beast Speech* or *Beast Summoning*.

Skill Group: Custom

Fatigue/Skill TN: 10

Attribute: Wits

Cast: 2

End: 1

Range: Touch

Duration: Awe rank x 2 hrs.

Method: Spell, Virtue

Races/Cultures: Beornings, Dunedain (Rangers of the North only), Elves, Woodmen of Wilderland.

Beast Speech

Effect: The caster gains the power to speak with birds & animals, if any are close enough to hear then such creatures will automatically understand the caster and respond as if intelligent, whereas any other beings listening only hear normal animal sounds. If this is used as a standard spell the caster can grant this to another character by touch (if other character willing).

PR: 0

Requisite: Dwimmer-crafter, or as a virtue a relevant Cultural Virtue such as *Brothers to Bears*

Skill Group: Custom

Fatigue/Skill TN: 8

Attribute: Wits

Cast: 1

End: 1

Range: Self or Touch

Duration: 2 minutes/Awe rank.

Method: Spells, Virtue

Races/Cultures: Beornings, Elves of Mirkwood (Nandor), Woodmen of Wilderland.

Beast Summoning

Effect: This spell allows the caster to call to him beasts & birds, the type the caster wishes to summon (either specific or a broad range) must be nominated prior to casting (as this will modify the Fatigue TN). Once creatures arrive they will wait near him as long as the spell continues, and will not attack or harm the caster unless they are threatened or hurt, but this spell does not confer the ability to command any beast - instead, the caster must make a Persuade TN 10 test to get a creature to perform any task.

PR: 1

Requisite: Dwimmer-crafter or Virtue **Skill Group:** Personality

Fatigue/Skill TN: base of 12, but varies depending on what is being summoned and where the caster is (e.g. TN 10 to summon Eagles in mountains, etc.)

Attribute: Any

Cast: 2

End: 2

Range: 400 yards x Awe rank

Duration: (Awe rank x 2)minutes.

Method: Spell, Song

Races/Cultures: Beornings, Elves, Woodmen of Wilderland.

Change Hue

Effect: A caster can alter the colour of his skin, hair, eyes & clothes so as to blend in with his surroundings, giving a bonus of +3 to Stealth tests.

PR: 1

Requisite: Dwimmer-crafter or Virtue

Skill: Stealth

Fatigue/Skill TN: 12

Attribute: Wits

Cast: 2

End: 1

Range: Self

Duration: 20 mins/Awe rank

Method: Spell, Virtue

Races/Cultures: Beornings, Elves, Woodmen of Wilderland, Dunedain (Rangers of the North or Rangers of Ithilien).

Hide's Virtue

Effect: Caster is able to grant the protection of natural armour (hide) upon a single target, granting that target an extra 1d Protection for Protection tests.

PR: 2

Requisite: At least one other Beast spell or Beast-related virtue

Skill Group: Survival

Fatigue/Skill TN: 10

Attribute: Body

Cast: 1

End: 2

Range: Touch

Duration: 2mins/Awe rank OR ends if target takes a wound (successful piercing blow)

Method: Spell, Virtue, Song

Race/Culture: Beornings, Elves of Mirkwood, Woodmen.

Horse Bond

Effect: Caster is able to link his/her senses with a target horse, giving caster a bonus of +3 to Athletics whilst on horseback, and can make Awareness tests using the horse's senses instead of caster's own.

PR: 1

Requisite: As a virtue, a relevant Virtue/Trait such as Horseman

Skill Group: Personality

Fatigue/Skill TN: 12

Attribute: Heart or Body

Cast: 1

End: 1

Range: Touch

Duration: 2 mins/Awe

Method: Spell, Song, Virtue

Race/Culture: Any Horse cultures

Keen Senses

Effect: This spell sharpens the five senses of the target, giving the target a temporary bonus of +2 to Awareness, Search, Hunt & Explore skills. This spell can only be cast on beings, not beasts.

PR: 1

Requisite: Dwimmer-crafter or Virtue

Skill Group: Perception

Fatigue/Skill TN: 10

Attribute: Body or Wits

Cast: 1

End: 1

Range: Touch

Duration: 20mins/Awe rank

Method: Spell, Virtue

Races/Cultures: Any

Mastery of Shapes

Effect: The caster can change shape into any normal bird or beast (not any fell beast or sentient being, nor any unique or specific creature). The caster retains his/her Wits & Heart attributes, but Body now as per creature, & caster retains knowledge of all skills. He/she can return to normal form at any time but cannot move from one shape to another, must always first return to normal form. When in changed form most items & clothes carried disappear but return when back in normal form (exceptions would be powerful or significant items such as Rings of Power etc.). If taken as a cultural virtue this gives the power to change into one animal form only (e.g. bears for Beornings).

Dwimmer-crafters only: If caster is of a Pillar Rating 2 or higher the caster can change the shape of another willing target by touching them. If caster is of a Pillar Rating 1 higher the caster can assume the form of a

sentient being - Orc, Free Peoples etc., and if so what he wears remains on his new form, however, the spell does not allow caster to imitate/mimic behaviour etc - this spell is a visual illusion only.

PR: 4

Requisite: *Change Hue*

Skill: Lore (relevant creature)

Fatigue/Skill TN: 14

Attribute: Wits

Cast: 1 minute

End: 2

Range: Self or Touch

Duration: 2hrs/Awe rank

Method: Spell, Virtue

Races/Cultures: Beornings, Elves of Mirkwood, Woodmen.

Naming

Effect: A caster can give a name to any domesticated beast (horses, dogs etc.), and for the rest of its life the animal will answer to that name, and also becomes more amenable to obeying commands, provided it is treated kindly. The animal is devoted to the caster, so any Persuade tests are at +4. *Note: this attempts to duplicate the bond between Sam & Bill the Pony, hence is available as a Virtue to Hobbits*

PR: 1

Requisite: *Beast Speech* or relevant Virtue

Skill Group: Personality

Fatigue/Skill TN: 10

Attribute: Heart

Cast: 1 minute

End: 1

Range: Touch

Duration: Permanent

Method: Spell, Virtue.

Races/Cultures: Elves of Mirkwood, Woodmen, Hobbits of the Shire and other cultures that uses domesticated animals a lot, such as the Rohirrim

Power of the Land

Effect: This powerful spell allows the caster to call upon the land itself to rise up against his enemies, and applies to any area the caster is currently in (i.e. the plants, animals, terrain and weather all act to hinder caster's foes, such as Elrond's use of the Bruinen river against the Ringwraiths etc.).

PR:5

Requisite: Master Dwimmer-crafter and at least 6 other spells from the Air, Water or Beast & Bird specialties

Skill Group: Personality

Fatigue/Skill TN: Base difficulty is 16, the Fatigue test must be rolled each minute spell lasts, variable difficulty depending on how similar the environment the caster is in compared to home environment

Attribute: Any

Cast: 4

End: 5

Range: 1 mile radius

Duration: Concentration, up to a maximum of 2 minutes/Awe rank.

Method: Spell, Song

Races/Cultures: None, this is a spell known only to a few masters.

Shell's Virtue

Effect: Similar to *Hide's Virtue* (but better), this spell draws upon the caster's knowledge of beasts that have shells etc. to grant protection to a single target of 1d+2 protection for protection tests.

PR: 3

Requisite: Any two other Beasts spells, or two related virtues

Skill Group: Survival

Fatigue/Skill TN: 10

Attribute: Body

Cast: 1

End: 4

Range: Touch

Duration: 2rds/Awe rank

Method: Spell, Virtue, Song

Races/Cultures: Beornings, Elves of Mirkwood, and Woodmen, possibly others.

2. Crafting, Materials & Body

These spells/magical effects focus on being able to physically enhance or change either material objects in some way, or the physical body (not the spirit or mind), and include many rune magics because they involve putting magical power into objects and/or utilising some form of Craft, thus this spell group is the one most commonly known by dwarves. No

recognised master for these spells, governing Valar are Aulë (craft) and Tulkas (Athletics).

Bane-Spell

Effect: The caster lays upon a weapon the power to cause special harm to a particular type of creature or being, the caster must specify the type of creature affected, examples would be 'orcs', 'spiders', 'wolves' etc. By increasing the Fatigue/Skill TN & Endurance cost by 2, the caster can expand the target group to cover more than one type of being, for example 'Orcs & Trolls', 'beasts', 'servants of Sauron', 'the Free Peoples', etc.

A weapon with this spell causes an automatic Piercing Blow against the target type of creature (in addition to any other effects). Additionally (if the Loremaster agrees), such a weapon cancels or diminishes any protective magic laid on the target, such as *Bladeshattering* or *Guarding-spell*.

PR: 4

Requisite: Dwimmer-crafter for Spell, or Cultural Virtue such as Broken Spells etc. for Runes

Skill: Lore (of target race)

Fatigue/Skill TN: 14

Attribute: Wits or Body

Cast: 1 minute

End: 3

Range: Touch

Duration: 2 minutes/Awe rank

Method: Spell, Runes

Race/Culture: Any, although particularly known amongst Dwarves & Noldor elves

Blade Preservation

Effect: This spell preserves swords, daggers and other bladed weapons, keeping them from becoming dull, rusted, pitted etc. by the passage of time and weather. A weapon protected by this spell can still be harmed or damaged directly. This spell affects one blade per casting – the caster can cast this on more than one blade at once by increasing Endurance cost by 1/blade, and at +2 for each blade to the Fatigue TN. It is rumoured that the Dwarves in ancient days perfected a more general version of this spell that could be used on all weapons, but this secret has been lost.

PR: 0

Requisite: Dwimmer-crafter for spell only (none required for other methods)

Skill: Craft

Fatigue/Skill TN: 8

Attribute: Body or Wits

Cast: 5 minutes

End: 1

Duration: 100yrs/Awe rank

Range: Touch

Method: Spell, Rune, Song

Race/Culture: Any that use bladed weapons

Crafting-Spell

Effect: This spell, often used by Dwarves, enhances the caster's skill when crafting an object. It gives a +6 bonus to the use of the Craft skill for the forging or creation of one item, object or artwork, and all items created successfully with the use of this spell are considered masterworks, but enchantments can still not be added to them without Loremaster's permission (see Magic Items in Part 4 for more).

PR: 1

Requisite: Craft or Song skill rank 3+

Skill: Craft

Fatigue/Skill TN: 16

Attribute: Body or Wits

Cast: 5 minutes

End: 1

Range: Touch

Duration: lasts until item completed

Method: Spell, Rune, Song

Race/Culture: Any, especially Dwarves & Noldor elves.

Exclusion

Effect: This spell, a favourite of the dwarves (who used it to protect their halls and treasures) prohibits and excludes any that the caster does not wish to enter an area or go through a door, or open a lock, by the caster placing the spell upon the area, door or other object that caster wishes to protect and defines also who can enter or open the door/lock. Examples might include: 'nobody',

'any who have my permission', 'any Elf' etc., but the definition must be clear so that it can easily be determined who can enter and who is excluded. This spell cannot be used to try to detect things that cannot be detected normally – for example, 'Anyone who does not serve the Shadow can enter' is not permissible as too vague a definition.

The effects of the spell are as follows: any tests required to enter or open the area are at -6. Secondly, anyone who knowingly violates the exclusion comes under a curse, defined by the caster when this spell is first cast, but Loremaster must approve the curse. Because the curse only takes effect on intentional violators, casters usually leave a message proclaiming what will happen to those who break the exclusion, such as 'Any who enter here shall suffer the curse of the dead for disturbing their rest'.

PR: 2

Requisite: Dwimmer-crafter or relevant Virtue such as Broken Spells

Skill: Lore

Fatigue/Skill TN: 16

Attribute: Wits

Cast: 10 minutes

End: 2

Range: Touch

Duration: 2 years/Awe rank

Method: Spell, Rune

Races/Cultures: Only Dwarves & Noldor elves known to use this.

Fortify Works

Effect: This spell protects large objects such as towers, walls and bridges against damage, such that any mundane physical attacks against a protected structure are at -3, whilst magical attacks or attacks with better-quality equipment are at -2. Against spells such as *Sundering* or *Shatter* the caster of these suffers a penalty on all necessary tests equal to the Awe skill rank of the caster of this spell, and this spell can also be cast as a Counterspell against these types of spells.

PR: 4

Requisite: *Blade Preservation & Shatter*

Skill: Craft

Fatigue/Skill TN: 16

Attribute: Wits

Cast: 2

End: 3

Range: Touch

Duration: 2 hrs/Awe

Method: Spell, Rune, Song

Race/Culture: Only those considered to have reached a higher stage of civilisation, such as Noldor Elves, Dwarves & Dunedain.

Ithildin-Fire

Effect: This spell activates *ithildin*, a magical, metallic substance that the Elves made out of *mithril*, which mirrors only starlight

and moonlight and sleeps until touched by one who knows the spell. Until activated *ithildin* remains invisible, if activated in sunlight only appears to be faint lines of tracery (this is how the outlines of the West-door to Moria was made). The secret of this spell has been lost to the dwarves by the time of late Third Age, but there are still a few who know it (such as Gandalf & Elrond).

PR: 3

Requisite: *Create Light* or a Virtue that creates Light

Skill: Lore

Fatigue/Skill TN: 8

Attribute: Wits

Cast: 1 minute

End: 1

Range: Touch

Duration: Concentration, or 20 minutes/Awe

Method: Spell, Virtue

Race/Culture: Noldor elves or Elves of Rivendell only

Obscure

Effect: This spell conceals any object the caster wishes to remain secret and safe by inscribing a rune on the object, so for the duration of the spell the object is hidden from all except the caster himself and one other character who the caster must name when casting this spell. All other characters receive a -5 penalty to any Search or Awareness tests and must roll an

Extraordinary success to possibly succeed in locating the object. The rune disappears when the spell expires or after an authorised character finds the object. It is possible to obscure an item that contains other items, such as an envelope or box, so as to hide the items within the container. This spell is an advance on the Cultural Virtue *Spells of Secrecy*

PR: 2

Requisite: *Spells of Secrecy* or another Rune spell

Skill: Craft

Fatigue/Skill TN: 10

Attribute: Wits or Body

Cast: 2

End: 2

Range: Touch

Duration: 2 years/Awe

Method: Runes

Races/Cultures: Any that use runes

Scribe Moon Letters

Effect: A caster can scribe moon-letters with this spell, a magical way of writing that was invented by the Dwarves long ago. Some moon letters can only be read when the paper they are written on is held up to the moon so the moonlight shines through it, more difficult versions can only be seen when the moon is the same as the one when written. A character who knows this spell can detect with a TN 14 Awareness test if a piece of paper

has any moon letters written on it, but will not be able to actually read them until the conditions are right.

PR: 1

Requisite: Lore 3+ or relevant Virtue

Skill: Lore

Fatigue/Skill TN:10

Attribute: Body or Wits

Cast: 1 minute/10 letters

End: 1

Range: Self

Duration: Permanent

Method: Spell, Rune, Virtue

Race/Cultures: Noldor elves, as the knowledge has been lost to dwarves by late Third Age

Shatter

Effect: This spell shatters small objects made of wood, glass, horn, stone or similar substances, but not metal – any object targeted cannot be so large or heavy that a strong man could not lift the object with one hand, and if another is holding the target object then caster and holder must make an opposed Awe test, although caster gets +2 bonus, and if caster wins, object shatters, otherwise object remains whole.

PR: 1

Requisite: Dwimmer-crafter

Skill Group: Vocation

Fatigue/Skill TN:10

Attribute: Heart or Wits

Cast: 1

End: 3

Range: 10ft/Awe rank

Duration: Instant

Method: Spell

Race/Culture: Only races/cultures who deal regularly with such objects, such as Dwarves & Noldor elves.

Steady Hand

Effect: This spell allows the caster to enhance either himself or someone else physically in any situations where manual dexterity will be helpful, as it confers a temporary bonus of +2 to Craft, Ranged Combat attacks or other applicable tests. This spell cannot be cast on beasts or monsters. Song of Power cannot be used on self, only on others. Rune has to be in the form of a tattoo on the skin of intended target.

PR: 1

Requisite: Dwimmer-crafter or Virtue such as Deadly Archery

Skill: Athletics

Fatigue/Skill TN: 8

Attribute: Body

Cast: 1

End: 1

Range: Touch

Duration: 2 rds/Awe

Method: Spell, Rune, Song

Race/Culture: Any, especially elves (Songs) and mannish cultures such as Woses that use runic tattoos on the skin, especially as a ritual prior to battle.

Strength of Limb

Effect: This spell allows the caster to enhance either himself or someone else in terms of strength, and confers a temporary bonus of +2 to the target's Body score, this spell can be cast on beasts and monsters as well as beings. Song of Power cannot be used on self. Rune refers to tattoos engraved on the skin of target.

PR: 1

Requisite: Dwimmer-crafter or Virtue/Trait such as Great Strength

Skill: Athletics

Fatigue/Skill TN: 8

Attribute: Body

Cast: 1

End: 1

Range: Touch

Duration: 2 rds/Awe

Method: Spell, Rune, Song

Race/Culture: Any, especially elves with Song, or mannish cultures that use runic tattoos on skin.

Sundering

Effect: This powerful spell allows a caster to shatter and destroy large objects: towers, walls, bridges etc. It is up to the Loremaster how effective this spell is, depending upon how close the caster is to the structure (as it is more effective if the caster is touching the object, +2 bonus to Fatigue/Skill roll & costs 2 less Endurance), and on the type of object that is being targeted – for example, for an ordinary wooden

gate in a wooden stockade the caster should not suffer any negative modifications to Endurance & Fatigue/Skill TN, whereas there certainly should be for the Outer Wall of Minas Tirith! Smart casters of this spell target smaller (more achievable) objects – doors, spans, one section of a wall etc., as it is very fatiguing. Runes refer to relevant objects such as battering rams etc. This is also a more effective spell if cast as a ritual (see Part 4 below)

PR: 5

Requisite: *Shatter*

Skill Group: Personality

Fatigue/Skill TN: 20

Attribute: Heart or Wits

Cast: 2

End: Base of 5, higher or lower depending on structure

Range: 2ft/Awe

Duration: Instant, although may take a few rounds for damage to become clear to observers

Method: Spell, Rune, Song

Race/Culture: None in late Third Age Middle-earth, although there are rumours of this secret being buried in secret tomes

Swift of Foot

Effect: The spell allows the caster to enhance either himself or someone else in terms of speed, temporarily giving the target the Distinctive Feature – Swift for the duration of the spell, and can be cast

on beasts and monsters as well as beings. Song of Power cannot be used on self. Rune refers to tattoos engraved on the skin of the target.

PR: 1

Requisite: Dwimmer-crafter or relevant Virtue or Distinctive Feature

Skill: Athletics

Fatigue/Skill TN: 8

Attribute: Body

Cast: 1

End: 1

Range: Touch

Duration: 2 rds/Awe

Method: Spell, Rune, Song

Race/Culture: Any, especially elves with Song, or mannish cultures that use runic tattoos on skin.

the caster from all effects of cold and falling snow. The spell does not prevent the weather but instead forms a protective barrier against the elements around the caster.

PR: 1

Requisite: *Rain-ward* or Virtue

Skill: Explore

Fatigue/Skill TN: 8

Attribute: Any

Cast: 1

End: 1

Range: Self

Duration: Concentration

Method: Spell, Song, Virtue

Race/Culture: All Far North cultures, Nth Dunedain

3. Water spells

These spells relate to rivers, seas and to water in general. Governing Vala is Ulmo.

Cold-ward

Effect: This spell, a modification of *Rain-ward*, first appeared in the Far North of Middle-earth in the days when the Kingdom of Arnor (& later Arthedain) traded and exchanged knowledge with the Lossoth of the Forochel. The spell combines the magical skill of the Dunedain with the survival knowledge of the Lossoth to protect

Fog-Raising

Effect: Creates a thick bank of fog, but natural conditions must be fair for fog – i.e. source of water nearby, right temperature, still wind etc. – no spell caster, no matter how powerful, can create a fog from nothing on a warm, sunny day. The cloud of fog created can have a radius up to 60ft x caster's Awe rank. Once created the fog lasts until either caster stops concentrating or fog disperses naturally, whichever occurs first. This spell will modify any tests inside it by ± 3 (usually negative, depends on the test

attempted). Caster has no control over the fog once created.

PR: 1

Requisite: Dwimmer-crafter or relevant Virtue such as Wood-elf Magic

Skill: Explore

Fatigue/Skill TN: Base of 10, modified by how optimum are the conditions **Attribute:** Any

Cast: 1 minute

End: Base 2, increases if conditions not optimum

Range: 100ft/Awe

Duration: special see text above

Method: Spell, Song

Race/Culture: Elves or cultures familiar with fog conditions

Fog-Weaving

Effect: This spell is an enhancement of *Fog-Raising*, where the caster can shape fogs and mists into phantom shapes of men, dragons etc., and can also control the direction of the fog created.

PR: 2

Requisite: *Fog-raising*

Skill: Explore

Fatigue/Skill TN: Base 12, depends on direction of wind compared to desired direction

Attribute: Body or Wits

Cast: 2

End: Base 1, increases if wind is in wrong direction

Range: 40ft/Awe

Duration: 2 min/Awe

Method: Spell, Song

Race/Culture: Elves, fog-familiar cultures

Move As Through Water

Effect: This spell makes a character, beast or monster of the caster's choice sluggish and slow to act (by making target believe they are surrounded by water). The target must make a successful TN 14 Athletics test at the start of each round OR TN to attack is increased by 2 and TN to be hit is decreased by 2 for that combat round.

PR: 3

Requisite: Any 2 other water spells

Skill Group: Personality

Fatigue/Skill TN: 16

Attribute: Heart or Wits

Cast: 1

End: 1

Range: Touch

Duration: 2rds/Awe

Method: Spell, Song

Race/Culture: Water-based cultures such as Elves of Lindon etc.

Power of the Land

Effect: This powerful spell allows the caster to call upon the land itself to rise up against his enemies, and applies to any area the caster is currently in (i.e. the plants, animals, terrain and weather all act to hinder caster's foes, such as Elrond's use of

the Bruinen river against the Ringwraiths etc.).

PR:5

Requisite: Master Dwimmer-crafter and at least 6 other spells from the Air, Water or Beast & Bird specialties

Skill Group: Personality

Fatigue/Skill TN: Base difficulty is 16, the Fatigue test must be rolled each minute spell lasts, variable difficulty depending on how similar the environment the caster is in compared to home environment

Attribute: Any

Cast: 4

End: 5

Range: 1 mile radius

Duration: Concentration, up to a maximum of 2 minutes/Awe rank.

Method: Spell, Song

Races/Cultures: None, this is a spell known only to a few masters.

Purity of Water

Effect: This spell allows the caster to check if a source of water is safe to drink – if the water turns green the water is fresh and pure, if blue then it is sea water. The less pure the water, the darker the colour – fatal water will appear black.

PR: 1

Requisite: As a virtue, relevant Virtue/Trait such as Wood-elf Magic

Skill: Explore

Fatigue/Skill TN: 10

Attribute: Any

Cast: 1

End: 1

Range: Touch

Duration: 2 minutes/Awe rank

Method: Spell, Song

Race/Culture: Any

Rain-ward

Effect: This is a simple spell but gives great comfort when travelling, as it prevents the caster from getting wet in any rain. The spell does not alter the actual weather conditions in anyway, but somehow no raindrops hit the caster no matter how strong a storm. The spell does not protect the caster from water on the ground (puddles etc.). On a Great success with the skill roll (or Practiced) caster can extend protection to one other target, on an Extraordinary success (or Expert) to two targets, or if caster has a Pillar Rating in Water of 3 or more (as per rules above for increasing a spell's effect).

PR: 0

Requisite: Dwimmer-crafter (spell), or relevant Virtue or Background

Skill: Explore

Fatigue/Skill TN: 8

Attribute: Body

Cast: 1

End: 1

Range: Self

Duration: Concentration

Method: Spell, Virtue

Race/Culture: Any except desert cultures (those not familiar with rain)

Steady Craft

Effect: This spell duplicates the Boating Trait from p.96 of AB: "You know how to handle a boat in the running waters of a river, or in the tricky currents of a lake" - and also gives a +3 bonus to any Athletics or Craft tests to calm a vessel, even in a storm at sea. This spell has to be cast on the actual vessel being used - it has no effect if cast on the person piloting the vessel.

PR: 1

Requisite: Athletics or Craft 3+ or a culture that uses watercraft

Skill: Athletics

Fatigue/Skill TN: 10

Attribute: Body

Cast: 2

End: 1

Range: Touch

Duration: 2 hours/Awe

Method: Spell, Song, Virtue

Race/Culture: River or sea cultures

Water Fear

Effect: This is an enchantment, believed to have first been woven at Rivendell to protect the river borders of Rivendell from the outside world, although forgotten is whether Master Elrond or another cast this spell. The caster can target one character or creature per Awe rank. All targets of the spell must make a Fear (Wisdom) test at TN 14 + Caster's Awe rank, those targets who fail suffer a -5 penalty to all subsequent dice rolls as long as they remain within 10

yards of any substantial body of water (river, stream, lake or sea) for the duration of the spell. Affected targets cannot cross the water except by flying or crossing at a bridge. If a target suffers a Gandalf result on the dice roll (if an adversary) that target is affected for double the normal duration of the spell.

PR: 4

Requisite: *Watershaping*

Skill Group: Personality

Fatigue/Skill TN: 14

Attribute: Any

Cast: 1

End: 3

Range: 40yds/Awe

Duration: 20mins/Awe

Method: Spell, Song

Race/Culture: Elves of Rivendell/Lorien

Watershaping

Effect: Caster gains the power to control nearby waters, shaping waves as desired into warriors, dragons, horses etc, although cannot use this spell to smash boats or physically drown foes, it can be used to make Swim tests harder (+2 to Athletics TN), and can be used to speed up or slow down vessels. This spell in certain circumstances gives +2 to Inspire or Awe tests.

PR: 2

Requisite: *Steady Craft*
Skill: Explore
Fatigue/Skill TN: 14
Attribute: Body or Wits
Cast: 1
End: Base of 2 (increase depending on desired effects)
Range: 100ft/Awe
Duration: Concentration
Method: Spell, Song
Race/Culture: Water-based cultures.

idea of 'fire' as being at the heart of things (the Flame Imperishable), although 'Secret Fire' spells are a special category (see below). Gandalf is recognised as a Master of these spells, governing Vala is Varda (Elbereth).

Blinding Flash

Effect: Creates a bright flash of light that the caster can use to temporarily blind foes – a target is blinded for 1d6 combat rounds, but can make an Athletics TN 16 test to reduce the duration of the blindness by half, rounded up (if successful this means the target blinked or turned head in time to avoid full effects. A blinded target suffers a -2 penalty to attacks and all actions that require sight. Increased effects for this spell (as per rules above): with a Great Success or Practiced, the caster can cause the flash to effect an area within a five foot diameter, with all targets in that area effected. With an Extraordinary Success or Expert, the caster can create an area of 10ft in diameter OR double the duration of blindness to 2d6 rds.

PR: 2

Requisite: *Create Light*

Skill Group: Survival

Fatigue/Skill TN: 14

Attribute: Heart

Cast: 1

End: 2

Range: 10 yards/Awe

D. SPELLS OF THE FIRE PILLAR OF MAGIC

1. Fire, Smoke & Light spells

These spells deal with the element of fire, smoke & also light, being all related. They are considered governed mainly by Heart due to the

Duration: Instant

Method: Spell, Song

Race/Culture: Only those with a long magic tradition such as Elves, Dunedain.

Burning Sparks

Effect: Caster can cause an existing fire to flare suddenly and emit deadly, burning sparks at those near the fire – anyone within 10ft of the fire may suffer injury, but the caster can 'target' which to hurt and which to spare. What damage is caused depends on the size of the original fire, see table below. Damage can be reduced to half for any targets affected with a successful Athletics TN 14 test. This spell does not extinguish the fire (except for a burning candle). If the initial Protection Test is failed the target has caught on fire and must make a Protection Test each round (at -2 penalty) to avoid further Endurance Loss each round, a success indicates the fire has gone out.

Candle	1	N/A
Torch	3	10
Campfire	5	12
Small Bonfire/Charcoal Brazier	8	14
Large Bonfire/Funeral Pyre	12	16
Bushfire/Dragon Fire	16	18

PR: 2

Requisite: *Kindle Fire* or similar Virtue/Trait

Skill Group: Survival

Fatigue/Skill TN: 10

Attribute: Any

Cast: 1

End: 2

Range: 10ft

Duration: Instant

Method: Spell, Virtue

Race/Culture: Only those with advanced fire technology, such as Dwarves & Dunedain of Gondor.

Damage Table (This is a modification of the normal Fire Damage Table on p.51 LRB):

FIRE SOURCE	END LOSS	PROTECTION TEST TN
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Create Light

Effect: Caster creates light, usually on his hand or at the end of his staff. Caster can vary intensity and colour of the light as he/she wishes, though

only as powerful as the light from a lantern at most (lights a 20ft radius, or slightly larger at night or underground). Increased effect: With a Great Success or Practiced caster can increase light's intensity so it lights double the normal area, with an Extraordinary Success or Expert this area is tripled.

PR: 1

Requisite: Dwimmer-crafter or relevant Virtue/Trait (e.g. Broken Spells)

Skill Group: Survival

Fatigue/Skill TN: 8

Attribute: Heart

Cast: 1

End: 2

Range: Touch

Duration: 40 minutes/Awe

Method: Spell, Song, Rune

Race/Culture: All, especially Elves & Dwarves (as lightstones)

Fiery Missile

Effect: The caster causes small flammable objects such as pinecones or small branches to burst into flame, so they can be thrown as burning missiles, he/she can create two missiles per Awe rank, and with any colour flame desired. The missiles continue to burn for up to 2 minutes/Awe rank, and shed light as per a burning candle. If allowed to continue to burn the missiles just burn down to cinders. The missiles have a range of: Short Range = 2 + Body (in yards); Medium Range = 5 +

Body; Long Range = 10 + Body. A hit on a target causes 3 Endurance Damage and target must also make a Protection Test TN 12 or catch fire (and thus must make a Protection Test TN 14 every round or take Endurance damage each round).

PR: 2

Requisite: *Kindle Fire, Flame Arrow*

Skill: Lore or Craft (depends on missile)

Fatigue/Skill TN: 10

Attribute: Any

Cast: 1

End: 3

Range: see above

Duration: see above

Method: Spell

Race/Culture: Only those with advanced fire technology such as Dwarves

Fireshaping

Effect: Allows a caster to shape an existing fire with pleasing flame images. The Fatigue/Skill TN assumes the flame is small, burning torch size. This TN increases by 1 incrementally for a campfire or bonfire and by 2 for a funeral pyre or large bonfire. These images can be used to possibly give a +2 bonus to Awe or Inspire tests.

PR: 1

Requisite: *Kindle Fire*

Skill: Inspire

Fatigue/Skill TN: Base of 8

Attribute: Heart

Cast: 1

End: 1

Range: 2ft/Awe

Duration: Concentration

Method: Spell

Race/Culture: Only those with strong magic tradition such as Elves

Flame Arrow

Effect: Causes any one projectile such as an arrow, rock or a boulder to be set aflame. It can be cast on a projectile before it is launched and no damage results until projectile is shot or thrown, or after one minute has passed. It can also be cast on a projectile in flight if within range. A projectile with this effect on it will cause an automatic Piercing Blow if the attack is a success. It will also set alight any wooden object or structure it strikes (such as a shield), but has no effect on non-flammable substances such as stone, metal etc. Note: this spell is different from *Fiery Missile* in that it only sets on fire a projectile, and will only burn with a natural flame.

PR: 1

Requisite: *Kindle Fire*

Skill Group: Survival

Fatigue/Skill TN: 10

Attribute: Any

Cast: 1

End: Base 2, increases for distance

Range: 3 yards

Duration: 1 minute

Method: Spell, Song, Rune

Race/Culture: Any

Kindle Fire

Effect: Caster causes any readily flammable object such as kindling or a piece of wood to burst into flame by touch, even if wet – note that objects such as living flesh are not 'readily flammable', although at Loremaster's discretion hair, fur or clothing might be. Once kindled the fire burns normally and can be put out normally.

Increased effect: With a Great Success or Practiced a caster can affect such an object at a range of up to six feet per Awe rank, but must first make a successful Ranged Combat attack test if using as an attack. With an Extraordinary Success or Expert, a caster can affect more than one object – up to two objects/Awe rank. Maximum range is equal to four times caster's Awe rank in feet. Fatigue & Endurance costs assume standard weather conditions – in freezing snow or with sodden kindling these costs will increase.

PR: 0

Requisite: Dwimmer-crafter or relevant Virtue/Trait such as Fire-making

Skill Group: Survival

Fatigue/Skill TN: base 8

Attribute: Any

Cast: 1

End: 1 base

Range: Touch

Duration: Until flames put out or burn out naturally

Method: Spell, Song, Rune

Race/Culture: Only those with fire technology (dwarves)

Preserve Fire

Effect: Allows the caster to preserve any fire from going out and from attempts to put it out, whether normal or magical. Caster cannot preserve only part of a fire such as one burning log. Non-magical attempts to put the fire out (water, blanket etc.) will not succeed as long as caster keeps concentrating. Magical attempts to extinguish the fire such as magically-manipulated water or air require an opposed Awe test, with the victor determining the fire's fate, and use of Song of Power method gives +2 bonus. This spell can also be used as a counterspell against *Quench Fire*. The Fatigue/Skill TN & Endurance cost depends on the size of the fire the caster wants to preserve, see table below:

Preserve Fire Table:

Fire Size	Endurance Cost	Fatigue/Skill TN
Candle	0	6
Torch	1	10

Campfire	2	12
Small Bonfire/Charcoal Brazier	3	14
Large Bonfire/Funeral Pyre	4	16
Bushfire	5+	18+

PR: 2

Requisite: *Quench Fire*

Skill Group: Survival

Fatigue/Skill TN: see table

Attribute: Any

Cast: 1

End: see table

Range: 4 yards/Awe

Duration: Concentration

Method: Spell, Song, Rune

Race/Culture: those with fire technology (dwarves etc.)

Quench Fire

Effect: Caster can put out fires of any size, the Fatigue/Skill TN & Endurance cost depends on the size of the fire the caster is trying to quench, see table below. If the caster desires, he can cause a larger fire to emit large amounts of smoke, filling an area of two cubic yards per Awe rank and modifying any tests by -2.

Quench Fire Table:

Fire Size	Endurance Cost	Fatigue/Skill TN
Candle	1	8
Torch	2	10
Campfire	3	12
Small Bonfire/Charcoal Brazier	4	16
Large Bonfire/Funeral Pyre	5	18
Bushfire	6+	20+

fire, and also a further test of TN 14 (+ opposed caster's Awe rank) to only suffer half the damage from a magical fire, but must make this test again to avoid being set alight (if target fails they can still roll a Protection Test).

PR: 4
Requisite: At least 2 other *Fire* spells or relevant Virtues/Traits
Skill Group: Survival
Fatigue/Skill TN: 16
Attribute: Body
Cast: 1
End: 3
Range: Touch
Duration: 2 mins/Awe
Method: Spell, Virtue
Race/Culture: Woodland or Fire technology cultures

PR: 1
Requisite: *Kindle Fire*
Skill Group: Survival
Fatigue/Skill TN: see table
Attribute: Any
Cast: 1
End: see table
Range: 10 yards/Awe
Duration: Instant
Method: Spell, Song
Race/Culture: Woodland cultures (Elves of Mirkwood, Woses, Woodmen etc.) that have to deal with bushfires.

Resist Fire

Effect: This spell harnesses the knowledge of fire to resist its power, and allows the target of this spell a Fatigue TN 14 test to negate any damage suffered from a non-magical

Smoke-weaving

Effect: This allows a caster to control colour, shape and movement of smoke – can be used to make coloured smoke rings, or images such as ships and dragons of smoke. Caster cannot create smoke from nothing, increase the amount of smoke already present or make the smoke thicker. Caster can use this spell to gather smoke around a target's head, requiring the target to make an Athletics test TN 14 or be at a penalty of -2 for the duration of the spell due to being choked and blinded by the smoke. Caster can

also use this spell to send smoke signals via a pre-arranged pattern.

PR: 1

Requisite: Dwimmer-craft. or relevant Virtue/Trait such as Smoking

Skill Group: Personality

Fatigue/Skill TN: 8

Attribute: Body or Wits

Cast: 1

End: 1

Range: 2ft/Awe

Duration: Concentration

Method: Spell, Virtue

Race/Culture: Those that are familiar with smoking (hobbits, dwarves etc.)

Vulnerability to Fire

Effect: Calls upon the element of fire to daunt anyone who tries to resist, and affects a single target, who must make a Fear Test at TN 14 + Caster's Awe rank, or suffer a -2 penalty to all tests related to resisting any fire-based attacks directed against him for the duration of the spell. Also, fire-based attacks against the target such as a Combat attack with a flaming torch receive a +2 bonus.

PR: 3

Requisite: Two other *Fire* spells

Skill Group: Personality

Fatigue/Skill TN: 14

Attribute: Any

Cast: 1

End: 2

Range: 6 yards/Awe

Duration: 2 mins/Awe

Method: Spell, Song

Race/Culture: None, only rare individuals like Gandalf

2. Secret Fire Spells

These spells manifest the powers of goodness and freedom, the powers that the Wise serve, and the Flame Imperishable (the secret fire at the heart of the world and in all living things), and focus on rallying the forces of good and harming Shadow-forces. These spells cannot be used (in any method) if the user is either Miserable or has a permanent Shadow point. Governing Vala depends on each spell, mainly Elbereth (Varda).

Blessing of Aulë

Effect: This spell grants a temporary +1 bonus to Craft tests by chanting a blessing to Aulë the Smith, the Vala who created the dwarves and is the patron of Crafting & Forging. If either the target or the caster (or both) are dwarves the target receives an additional +2 bonus to Craft. This spell cannot be cast on the Shadow's servants.

PR: 1

Requisite: As a virtue, a relevant Virtue/Trait such as Broken Spells

Skill: Craft
Fatigue/Skill TN: 10
Attribute: Body
Cast: 2
End: 1
Range: Touch
Duration: 2 hours/Awe
Method: Spell,Song,Virtue
Race/Culture: Dwarves, Noldor

Blessing of Elbereth

Effect: Grants a temporary bonus of +1 to Wisdom/Fear tests to resist Sorcery spells and their effects by the caster chanting a blessing to Elbereth. If either the target or caster (or both) are Elves, all attacks made against the target suffer a -2 penalty. This spell cannot be cast on the Shadow's servants.

PR: 1
Requisite: As a virtue, a Virtue/Trait such as Wood-elf Magic
Skill Group: Personality
Fatigue/Skill TN: 10
Attribute: Heart
Cast: 2
End: 1
Range: Touch
Duration: 20 minutes/Awe
Method: Spell,Song,Virtue
Race/Culture: Elves or other cultures that worship a manifestation of Varda such as many Haradrim.

Blessing of Oromë

Effect: Grants a temporary bonus of +1 to all the target's Survival skills, Athletics & Weapon Skills. If either the target or caster is Rohirric (or both, or similar culture) the target's bonus is +2. This spell cannot be cast on the Shadow's servants.

PR: 1
Requisite: As a virtue, a Virtue/Trait such as Horseman
Skill Group: Survival
Fatigue/Skill TN: 10
Attribute: Any
Cast: 2
End: 1
Range: Touch
Duration: 2 hours/Awe rank
Method: Spell,Song,Virtue
Race/Culture: horse cultures such as Rohirrim & those that worship Oromë (Araw).

Breath of Life

Effect: This spell reduces the recovery time for healing from being Wounded, and also gives a +1/level of success to Fatigue tests or any tests to avoid gaining shadow points from Anguish, for the duration of the spell.

PR: 1
Requisite: *Healing-spell* or *Reading the Heart* and Healing 3+
Skill: Healing
Fatigue/Skill TN: 16
Attribute: Heart
Cast: 1 minute
End: 1
Range: Touch

Duration: Instant

Method: Spell, Song, Virtue

Race/Culture: Any (especially those with Healing lore)

Create Light

Effect: Caster creates light, usually on his hand or at the end of his staff. Caster can vary intensity and colour of the light as he/she wishes, though only as powerful as the light from a lantern at most (lights a 20ft radius, or slightly larger at night or underground). Increased effect: With a Great Success or Practiced caster can increase light's intensity so it lights double the normal area, with an Extraordinary Success or Expert this area is tripled.

PR: 0

Requisite: Dwimmer-crafter or relevant Virtue/Trait (e.g. Broken Spells)

Skill Group: Survival

Fatigue/Skill TN: 8

Attribute: Heart

Cast: 1

End: 1

Range: Touch

Duration: 40 minutes/Awe

Method: Spell, Song, Rune

Race/Culture: All, especially Elves & Dwarves (as lightstones)

Detect Foe

Effect: Caster is able to detect the presence of the Shadow's servants, this was first developed by Elves to alert them to the presence of orcs and other foul creatures in their woods, and it is also popular with the Rangers of the North. When this is cast, the caster names any one type of enemy: orcs, wargs, trolls etc., and for the spell's duration caster gains a +5 bonus to all Awareness & Search tests related to finding the chosen foe, & +2 to Hunting to track the chosen foe.

PR: 2

Requisite: As a virtue, a Virtue/Trait such as Enemy-lore

Skill Group: Perception

Fatigue/Skill TN: 10

Attribute: Any

Cast: 1

End: 1

Range: Self

Duration: 2 hours/Awe rank

Method: Spell, Song, Virtue

Race/Culture: Elves or other cultures that fight the Shadow such as Woodmen of Wilderland.

Evoke Awe

Effect: This spell grants the caster a bonus to Awe of +5, and what it does is create awe and fear in any servants of the Shadow that the caster confronts. At the loremaster's discretion it might also be usable against those a hero wishes to awe into assisting him/her (for example,

the way Gandalf revealed himself to Theoden). If this spell is used appropriately the loremaster might also note how the subtle magic of Middle-earth itself will reflect this spell, such as a shaft of light breaking through the clouds, etc.

PR: 1

Requisite: Awe 4+

Skill: Awe

Fatigue/Skill TN: 14

Attribute: Body

Cast: 1

End: 2

Range: see text

Duration: 2 rds/Awe

Method: Spell, Song, Virtue

Race/Culture: Those that are fighting the Shadow, such as Elves of Mirkwood etc.

Flame of Anor

Effect: This is a powerful spell and one of the most powerful weapons the Wise have against the Shadow, in the form of a bolt of intense white light (bright enough to pierce any gloom) that harms a servant of the Shadow or any evil creatures. The caster must make a Ranged Combat attack to hit a target, base TN 12 + target's Parry rating, modified by Range. A successful attack roll means the target takes 18 Endurance damage and must also make a Protection Test TN 25 to avoid being Wounded. A disastrous failure with the attack roll may (depending on the

use) hit an unintended target such as a friend.

PR: 6

Requisite: 3 other Secret Fire spells & no sorcery spells

Skill: Inspire

Fatigue/Skill TN: 14

Attribute: Heart

Cast: 2

End: 7

Range: Short – 10ft/Awe rank;
Medium – 25ft/Awe rank; Long – 40ft/Awe rank

Method: Spell

Race/Culture: None

Healing Spell

Effect: Caster gains a bonus to Healing skill of +5 for long enough to treat one subject for a major wound, illness or disease.

PR: 1

Requisite: Dwimmer-crafter or Virtue/Trait such as Leechcraft

Skill: Healing

Fatigue/Skill TN: 14

Attribute: Heart

Cast: 1 minute

End: 1

Range: Touch

Duration: see text

Method: Spell, Song, Virtue

Race/Culture: Any

Invigorating Power

Effect: After casting this spell caster then makes an Inspire Test TN 18 and if successful all non-corrupt characters within the spell's range (except caster) temporarily ignore any Weary, Miserable or Wounded effects for the duration of the spell.

PR: 3

Requisite: *Resist Fear* or similar Virtue/Trait

Skill: Inspire

Fatigue/Skill TN: 16

Attribute: Heart

Cast: 2

End: 3

Range: 20ft/Awe rank

Duration: Awe rank in minutes

Method: Spell, Song, Virtue

Race/Culture: 'Good' cultures

Invocation of Elbereth

Effect: This spell grants an extra Hope point to be used as the target wishes, although target must use this Hope point within the spell's duration, otherwise point is lost. This spell cannot be cast on the Shadow's servants.

PR: 2

Requisite: As Virtue, a Virtue/Trait such as Wood-elf Magic

Skill: Inspire

Fatigue/Skill TN: 10

Attribute: Heart

Cast: 2

End: 1

Range: Touch

Duration: 2 hours/Awe rank

Method: Spell, Song, Virtue

Race/Culture: Elves & other cultures that worship Elbereth/Varda (such as Near Haradrim).

Light of the Valar

Effect: This spell can have 3 effects (caster chooses which to use when casting): firstly, it gives +2 to any Protection tests for spell's duration; secondly, it allows the caster to automatically parry/block any ranged attacks by caster wielding a staff or similar weapon (this effect costs +3 to the Fatigue/Skill TN roll); thirdly, a globe of brilliant white light surrounds the caster, that illuminates an area with a radius equal to caster's Awe rank in yards and imposes a penalty to all attack rolls against the caster equal to caster's Awe rank.

PR: 3

Requisite: *Blinding Flash* and *Flame of Anor*

Skill Group: Personality

Fatigue/Skill TN: 14 (+3 for second effect)

Attribute: Any

Cast: 2

End: 2

Range: Self

Duration: Awe rank in rounds

Method: Spell, Song

Race/Culture: None

Resist Fear

Effect: This spell counters the fear and dread caused by the servants of Shadow, by either giving a bonus of +5 to caster's Inspire test to help others, or by providing all friends/allies of the caster within 4ft/Awe rank a bonus of +2 to Fear tests, including caster.

PR: 1

Requisite: Dwimercrafter or Virtue/Trait such as Wood-elf Magic

Skill: Inspire

Fatigue/Skill TN: 10

Attribute: Heart

Cast: 1

End: 1

Range: Self

Duration: 2rds/Awe rank

Method: Spell, Song, Virtue

Race/Culture: Any

Sorcery Ward

Effect: A powerful good spell that shields the target from baleful effects of sorcery, it grants the target a bonus equal to target's Wisdom rating + the caster's Awe rank to any tests required (such as Fear tests) due to sorcery spells. If the sorcery spell normally does not allow any rolls to reduce or negate its effects, the target can make an opposed Awe test against the caster of the sorcery spell – if target wins they suffer no effects from the sorcery spell. If the target is

attacked by a sorcerous weapon or other item he can also make an opposed Awe test to ignore effects of any sorcerous enchantments (but not mundane effects such as normal damage).

PR: 4

Requisite: 2 other Secret Fire spells

Skill: Inspire

Fatigue/Skill TN: 16

Attribute: Heart

Cast: 2

End: 3

Range: Touch

Duration: 2 mins/Awe

Method: Spell, Song

Race/Culture: Only those cultures with sorcery lore (Noldor etc.)

Springtime

Effect: This spell shatters the bonds of extreme weather conditions, bringing a brief touch of a fine spring day's weather to an area of 100ft radius/caster's Awe rank. Within this area frozen waters instantly melt, the sun shines brightly, temperature warms up to that of spring and flowers bloom, whilst in hot/desert areas water, plants and animals become available and the temperature becomes cool. All characters within the area affected regain lost Endurance at twice normal rate, recover at least one Hope point (perhaps more at Loremaster's discretion) and any Weary or Miserable characters lose

their condition whilst remaining in the area of effect. The area affected does not move with the caster, who can leave the area without dispelling the magic so long as he maintains concentration. *Legends suggest that one of the prime powers of the Three Elven Rings was to confer this spell on the wielder (see Part Four)*.

PR: 5

Requisite: *Power of the Land* or *Sanctum Power* (a new Cultural Virtue, see Part 3)

Skill Group: Survival

Fatigue/Skill TN: Base 16, varies by ± 2 depending on real conditions

Attribute: Any

Cast: 1 min

End: Base 4, increases for harsher conditions and/or blighted places

Range: see text

Duration: Concentration

Method: Spell, Song, Virtue

Race/Culture: None

3. Spells of Spiritual Enhancement & Enchantment

These spells deal directly with the spirit, either by enhancing the spirit's powers, or changing them in some way. Governing Valar depends on the spell (e.g. Tulkas for *Might of Tulkas*)

Dull Senses

Effect: Caster can hamper one target's ability to sense what is going on around. The target can oppose by making a successful Wisdom (TN 14 + Caster's Awe rank). If the target fails, they are at -2 to all Perception skills for the duration of the spell. This spell can be cast on any living creature, including beasts & fell beasts.

PR: 2

Skill Group: Personality

Fatigue/Skill TN: 10

Attribute: Wits or Body

Cast: 1

End: 3

Range: 6yds/Awe

Duration: 20 minutes/Awe rank

Method: Spell, Song

Race/Culture: Those that have good beast lore such as Beornings, Elves etc.

Enhance Food

Effect: This either improves the taste & quality of food, or can do the reverse and sour food. When souring food the spell's effects occur instantly and are permanent. When improving food, the spell's effects last as long as the food would normally last, e.g. if cast on a meal the spell would last for a day or two at most, if on beer could last for up to a year if beer kept stored in a keg.

PR:0

Requisite: As a Virtue, a Virtue/Trait such as Wood-elf magic

Skill: Travel

Fatigue/Skill TN: 8

Attribute: Heart

Cast: 1 minute

End: 1

Range: Touch

Duration: see text

Method: Spell, Song, Virtue

Race/Culture: Any

Finding and Returning

Effect: Target of this spell gains the ability to always be able to tell north, south etc., and will never get lost if travelling to or through a place previously visited.

PR: 1

Requisite: As a Virtue, a Virtue/Trait such as Broken Spells

Skill: Travel

Fatigue/Skill TN: 14

Attribute: Heart

Cast: 1 minute

End: 1

Range: Touch

Duration: 2 months/Awe rank

Method: Any

Race/Culture: Those that travel a lot, such as dwarves

Healing Spell

Effect: Caster gains a bonus to Healing skill of +5 for long enough to

treat one subject for a major wound, illness or disease.

PR: 1

Requisite: Dwimmer-crafter or Virtue/Trait such as Leechcraft

Skill: Healing

Fatigue/Skill TN: 14

Attribute: Heart

Cast: 1 minute

End: 1

Range: Touch

Duration: see text

Method: Spell, Song, Virtue

Race/Culture: Any

Might of Tulkas

Effect: Caster can choose 2 from these possible effects: target increases Endurance by 1 & +1/level of success; target's Body increases by 1 & +1/level of success; target gains bonus to Unarmed Combat (Dagger) of 1 & +1/level of success. Also, any damage taken by target during spell's duration is negated when spell ends.

PR: 3

Requisite: As a Virtue, a Virtue/Trait such as Great Strength

Skill: Inspire

Fatigue/Skill TN: 16

Attribute: Heart

Cast: 2

End: 2

Range: Touch

Duration: see text

Method: Spell, Song, Virtue

Race/Culture: Those that value

Unarmed Combat (Beornings) or worship a manifestation of Tulkas

Mind Barrier

Effect: Caster is warded against any serious intrusions into his mind, such as the spells *Command* and *Voice of Command* and also the spells warded against by *Mind Shield* (see below). If the intrusive spell allows a target to resist, this spell grants a +2 bonus to such tests. If the intrusive spell does not normally allow a resist test roll, this spell allows caster to make an opposed Wisdom test vs. the caster of the intrusive spell, although caster of intrusive spell gets a +2 bonus. This spell can also be cast as a counterspell against any of the spells it wards.

PR: 4

Requisite: *Mind Shield*

Skill: Insight

Fatigue/Skill TN: 18

Attribute: Heart

Cast: 1

End: 3

Range: Self

Duration: 20 minutes/Awe

Method: Spell, Song, Virtue

Race/Culture: Only Advanced Lore cultures (Noldor, Dunedain).

Mind Shield

Effect: Caster is warded against minor intrusions into his mind, such

as the spells *Divine Truth*, *Reading the Heart & Voice of Suasion*. This spell gives a +2 bonus to resistance tests (if intrusive spell allows resistance). If intrusive spell normally forbids any resistance, this spell allows caster an opposed Wisdom test against the caster of the intrusive spell to resist, although the caster of the intrusive spell gets a +2 bonus. This spell can also be used as a counterspell against the spells it wards.

PR: 1

Requisite: As Virtue, a Virtue/Trait such as Secretive

Skill: Insight

Fatigue/Skill TN: 10

Attribute: Heart

Cast: 1

End: 1

Range: Self

Duration: 20 minutes/Awe

Method: Spell, Song, Virtue

Race/Culture: Only advanced lore cultures (Noldor, Dunedain).

Misdirection

Effect: Sets a web of enchantment about an area, causing any who enter it to become confused and lost, or even to get closer to the caster, regardless of their wishes. It affects an area around the caster with a maximum radius of one mile per Awe rank, and whilst in effect the caster automatically becomes aware of every Man, Dwarf, etc. (all intelligent beings), and he/she can

choose whether or not to affect them with the spell's magic. Those affected lose all sense of direction, and any skills, traits & virtues such as Travel etc. are of no use, even if the target thinks they are travelling in the right direction.

Once per hour, victims can attempt an opposed Wisdom test against the caster. If the caster wins, he/she can direct the victim in a desired direction. If the victim wins, for that hour they shake free of the spell and can determine directions normally.

PR: 3

Requisite: *Finding & Returning*

Skill Group: Personality

Fatigue/Skill TN: 16

Attribute: Wits or Heart

Cast: 1 minute

End: 4

Range: see text

Duration: 2 hours/Awe rank

Method: Spell, Song

Race/Culture: Elves

Reading the Heart

Effect: Allows caster to gaze into the eyes of another and read what lies within their heart: hopes, dreams, fears, etc. The Wise use this power to find ills that lie within a person's soul, so that they can be minimised or cured, but it is rumoured that the Shadow knows this spell, too, and uses it to better torment their victims later.

PR: 2

Requisite: Wisdom 4+ & Insight 4+

Skill: Insight

Fatigue/Skill TN: 12

Attribute: Heart

Cast: 1 minute

End: 2

Range: 10ft

Duration: Instant

Method: Spell, Virtue

Race/Culture: Any

Renew

Effect: This renews the vigour of a character or beast by giving the target the caster's internal energy, as a result it does tax the caster severely. The target regains Endurance to the point that they are no longer Weary (or regains 1d6 Endurance if not Weary), and also reduces Fatigue score by 1, but the caster loses the same amount. **Increased effect:** With a Great success or Practiced, target regains full Endurance and Fatigue score reduced by 2, and caster suffers only half the effects. With an Extraordinary success or Expert, target regains full Endurance, Fatigue score reduced by 3 and caster suffers no loss of Endurance.

PR: 2

Requisite: *Revive*

Skill: Healing

Fatigue/Skill TN: 10

Attribute: Heart

Cast: 1

End: see text

Range: Touch
Duration: Instant
Method: Spell, Song, Virtue
Race/Culture: Those with healing lore

Revive

Effect: This spell puts strength back into the tired limbs of a single character or beast by putting caster's strength into target, thus it saps caster equally. The target regains Endurance to the point they are no longer Weary, caster loses the same amount of Endurance. **Increased effect:** With a Great success or Practiced, target regains an additional 1d6 Endurance and caster loses only half normal loss, even if not Weary. With an Extraordinary Success or Expert, target is restored to full Endurance and caster suffers no loss of Endurance.

PR: 1
Requisite: As a Virtue, Virtue/Trait such as Leechcraft
Skill: Healing
Fatigue/Skill TN: 8
Attribute: Heart
Cast: 1
End: see text
Range: Touch
Duration: Instant
Method: Spell, Song, Virtue
Race/Culture: Those with Healing lore

Slumber

Effect: A caster places one person into a deep sleep, from which they cannot awake on their own for the spell's duration, although the target can still be woken up by others by shouting, jostling etc. Caster & target make an opposed Wisdom test with caster getting a +2 bonus, if caster wins target falls asleep, otherwise no affect. **Increased effect:** With a Great Success or Practiced, caster gets a +4 bonus to the opposed Wisdom test and can target two individuals. With an Extraordinary success or Expert, caster gets +6 to the opposed Wisdom tests and can target up to 1d6 individuals.

PR: 1
Skill Group: Personality
Fatigue/Skill TN: 14
Attribute: Heart or Wits
Cast: 2
End: 2
Range: 10ft/Awe rank
Duration: 2 hrs/Awe rank
Method: Spell, Song
Race/Culture: Elves

Stout Body

Effect: Caster can fortify himself or one of his comrades where Endurance is going to be important – grants a +2 to all Fatigue tests (except those from spellcasting) to the target for spell's duration.

PR: 1

Requisite: As Virtue, a Virtue/Trait such as Hardy

Skill: Travel

Fatigue/Skill TN: 10

Attribute: Heart

Cast: 1

End: 1

Range: Touch

Duration: 2 min/Awe

Method: Spell, Virtue

Race/Culture: Any

Transformation

Effect: This powerful spell allows caster to transform self or another living creature (usually a person) into another type of creature or an object, although caster cannot alter the creature's sentience (i.e. a deer turned into a man retains the mind of a deer, a hobbit turned into a frog remains as smart, but no longer able to speak intelligibly. Nor can this spell be used to kill a target by transforming it into a block of wood, for example (such a target remains a living being, just unable to move).

The target retains Endurance, Wits & Heart scores, but may become more vulnerable to attack. A target transformed into a block of wood may be harder to hurt, possibly gaining an extra die of protection, but one transformed into parchment could be easily hurt by fire etc. The Loremaster must evaluate any use of this spell to make sure that characters do not abuse it.

This spell is (according to rumour) a favourite of sorcerers who use it to torment helpless victims, although it is not a sorcery spell. The Wise and their allies only use this spell rarely, if at all.

The better known version of this spell only affects the self, and in this form can also be learned as a Virtue.

PR: 6 (5 for Self only)

Requisite: At least 10 other spells if Spell or Song, if Virtue, a Virtue/Trait such as Night-goer

Skill: Lore (of both initial and desired shapes)

Fatigue/Skill TN: Base 18 (increases for difference between old form and new form)

Attribute: Wits

Cast: 2

End: Base 4 (increases for difference b/w old & new form)

Range: 2ft/Awe rank

Duration: 2 hours/Awe rank

Method: Spell, Song, Virtue (self only)

Race/Culture: The self version is known by some cultures, such as Beornings

Victory Spell

Effect: Grants caster or a target +2 to all Weapon skills and on Valour (Fear) tests. Also, if the target spends a Hope point to enhance his attacks, uses favoured Body score.

PR: 1

Requisite: As Virtue, a Virtue/Trait such as Shadow Bane
Skill: Battle or Lore
Fatigue/Skill TN: 16
Attribute: Heart or Wits
Cast: 1 minute
End: 2
Range: Touch
Duration: 2 minutes/Awe
Method: Any
Race/Culture: Any, most commonly as runes on weapons etc.

E. SPELLS OF THE AIR PILLAR OF MAGIC

1. AIR & STORM SPELLS

These spells deal with manipulating the element of air and weather conditions. The governing Vala is Manwë (also Morgoth for cold)

Blast of Cold

Effect: This spell summons the primeval cold airs from the North to harry one's foes, it was originally created by the Lossoth of the Forochel, but the Dunedain of the North learned it (and also the Shadow). The caster conjures a blast of freezing air that affects an area 6 yards in radius, centred on a point caster chooses. All living things within this area of effect must make a TN 14(+ Caster's Awe rank) Fatigue test, or suffer a -2 penalty to all physical tests for the spell's duration. Any targets that roll an Eye (or Gandalf if adversaries) are affected for double duration (they copped the worst of it)

PR: 2

Requisite: *Wind-mastery*

Skill Group: Survival

Fatigue/Skill TN: Base 16, increases or decreases depending on initial weather conditions

Attribute: Body or Wits

Cast: 2

End: Base 2, increases with hotter conditions

Range: 40 yds/Awe rank

Duration: 2 rds/Awe rank

Method: Spell, Song

Race/Culture: Far North cultures (Lossoth, Dunedain of Nth)

Cold-ward

Effect: This spell, a modification of *Rain-ward*, first appeared in the Far North of Middle-earth in the days when the Kingdom of Arnor (& later Arthedain) traded and exchanged knowledge with the Lossoth of the Forochel. The spell combines the magical skill of the Dunedain with the survival knowledge of the Lossoth to protect the caster from all effects of cold and falling snow. The spell does not prevent the weather but instead forms a protective barrier against the elements around the caster.

PR: 1

Requisite: *Rain-ward* or similar Virtue

Skill: Explore

Fatigue/Skill TN: 8

Attribute: Any

Cast: 1

End: 1

Range: Self

Duration: Concentration

Method: Spell, Song, Virtue

Race/Culture: All Far North cultures, Nth Dunedain

Fog-Raising

Effect: Creates a thick bank of fog, but natural conditions must be fair for fog – i.e. source of water nearby, right temperature, still wind etc. – no spell caster, no matter how powerful, can create a fog from nothing on a warm, sunny day. The cloud of fog created can have a radius up to 60ft x caster's Awe rank. Once created the fog lasts until either caster stops concentrating or fog disperses naturally, whichever occurs first. This spell will modify any tests inside it by ± 3 (usually negative, depends on the test attempted). Caster has no control over the fog once created.

PR: 1

Requisite: Dwimmer-crafter or relevant Virtue such as Wood-elf Magic

Skill: Explore or Search

Fatigue/Skill TN: Base of 10, modified by how optimum are the conditions **Attribute:** Any

Cast: 1 minute

End: Base 2, increases if conditions not optimum

Range: 100ft/Awe

Duration: special see text above

Method: Spell, Song
Race/Culture: Elves or cultures familiar with fog conditions

Fog-Weaving

Effect: This spell is an enhancement of *Fog-Raising*, where the caster can shape fogs and mists into phantom shapes of men, dragons etc., and can also control the direction of the fog created.

PR: 2

Requisite: *Fog-raising*

Skill: Explore or Search

Fatigue/Skill TN: Base 12, depends on direction of wind compared to desired direction

Attribute: Body or Wits

Cast: 2

End: Base 2, increases if wind is in wrong direction

Range: 40ft/Awe

Duration: 2 min/Awe

Method: Spell, Song

Race/Culture: Elves, fog-familiar cultures

Lightning

Effect: Caster looses a bolt of lightning from his hand or staff, powerful enough to slay most targets. No Ranged Test is required, the bolt hits automatically and does 15 Endurance damage, target also must make a Protection Test TN 20. Target can reduce the damage by

half & lower Protection Test TN by 4 if they succeed with a TN 20 Athletics test (means they were able to avoid the full force of the bolt).

PR: 4

Requisite: *Create Light* and one Air spell

Skill Group: Personality

Fatigue/Skill TN: Base 16, increases or decreases depending on weather conditions

Attribute: Heart or Wits

Cast: 2

End: Base 5, increases or decreases depending on weather conditions

Range: 10ft/Awe

Duration: Instant

Method: Spell

Race/Culture: None

Power of the Land

Effect: This powerful spell allows the caster to call upon the land itself to rise up against his enemies, and applies to any area the caster is currently in (i.e. the plants, animals, terrain and weather all act to hinder caster's foes, such as Elrond's use of the Bruinen river against the Ringwraiths etc.).

PR: 5

Requisite: Master Dwimmer-crafter and at least 6 other spells from the Air, Water or Beast & Bird specialties

Skill Group: Personality

Fatigue/Skill TN: Base difficulty is 16, the Fatigue test must be rolled each minute spell lasts, variable

difficulty depending on how similar the environment the caster is in compared to home environment

Attribute: Any

Cast: 4

End: 5

Range: 1 mile radius

Duration: Concentration, up to a maximum of 2 minutes/Awe rank.

Method: Spell, Song

Races/Cultures: None, this is a spell known only to a few masters.

Rain-ward

Effect: This is a simple spell but gives great comfort when travelling, as it prevents the caster from getting wet in any rain. The spell does not alter the actual weather conditions in anyway, but somehow no raindrops hit the caster no matter how strong a storm. The spell does not protect the caster from water on the ground (puddles etc.). On a great success with the skill roll caster can extend protection to one other target, on an extraordinary success to two targets, or if caster has a Pillar Rating in Air of 3 or more (as per rules above for increasing a spell).

PR: 0

Requisite: Dwimmercrafter (spell), or relevant Virtue/Trait or Background

Skill: Explore or Travel

Fatigue/Skill TN: 8

Attribute: Any

Cast: 1

End: 1

Range: Self

Duration: Concentration

Method: Spell, Virtue

Race/Culture: Any except desert cultures

Wind-Mastery

Effect: This spell allows the caster to control the winds, altering speed & direction, or rising in calm air and stilling also. The caster can only cause destruction if dealing with already strong winds or if achieving an Increased Effect (Great/Practiced etc.) If used to propel a sailing ship, ship is considered to be sailing with a strong wind for travel purposes.

PR: 1

Skill: Lore or Travel

Fatigue/Skill TN: Base of 14, increases with difference b/w initial & desired winds

Attribute: Heart or Wits

Cast: 2

End: Base 2, increases with difference b/w initial & desired winds

Duration: Concentration, but must make an additional Fatigue test each hour – failure means spell ends

Method: Spell, Song

Race/Culture: Sailing cultures (such as Elves of Lindon)

2. SPELLS OF COMMUNICATION & DISGUISE

These spells deal with communicating & locating people & things, and the converse of disguising and masking people & objects. Saruman is recognised as a Master of these spells. Governing Vala depends on spell.

Calling

Effect: This spell grants the target the ability to call upon the caster for aid, even over long distances. Caster casts this by explaining to the target how to call upon him, usually this takes at least a minute, and requires speech or some sort of sounds, often is a simple rhyme or song that includes the caster's name. When calling this is assumed to take at least 2 rds, possibly longer. Once taught, the target remembers the call forever unless stronger magic takes away the memory of it. When target uses the call, the caster hears it and knows who is calling him, also that the target is in danger and roughly what sort of danger, regardless of how far away, although distance may obviously affect the caster's ability to respond to the call, as this spell does not grant any ability to travel quickly.

PR: 1

Requisite: As Virtue, a Virtue/Trait such as Wood-elf Magic

Skill Group: Personality

Fatigue/Skill TN: 14

Attribute: Wits

Cast: see text

End: 1

Range: see text

Duration: see text

Method: Spell, Song, Virtue

Race/Culture: Any

Farseeing

Effect: This spell allows the caster to see places far away, but in order to do so caster needs a reflective surface of some kind, such as a pool of calm water or a mirror. The caster can see any location within 100 miles that can be specified by name or a reasonable description. He cannot focus his farsight on a specific person or object (but see below Increased effect), only on a place, nor can he attempt to scry 'the area where so-and-so is right now', and the spell only grants sight of the designated area. The spell does not grant the caster the ability to hear anything, and cannot penetrate darkness.

Increased effect: With a Great success or Practiced, the caster can double the focus on a specific person or object. With an Extraordinary success or Expert, the caster can

quadruple the distance to 400 miles (or further), can focus on a specific person or object, and can specify an area by naming a desired person/object.

PR: 3

Requisite: Search 4+

Skill: Search

Fatigue/Skill TN: 18

Attribute: Wits

Cast: 5 minutes

End: 2

Range: see text

Duration: 2 minutes/Awe rank

Method: Spell, Song

Race/Culture: Noldor elves or other cultures that have a tradition of scrying

Farspeaking

Effect: A caster can use this spell to have his voice issue from an object, such as a mirror or stone, so long as this object is within two miles per Awe rank, and the caster must have seen this object before, either with his own eyes or with *Farseeing*. The object repeats his speech as he speaks it, it does not speak on its own and cannot be 'programmed' to talk under certain conditions (but see below). The caster can cast spells such as *Voice of Suasion* or *Voice of Command* through this spell if desired, although being unable to see and hear the people to whom he's speaking may hinder him in this regard. Increased effect: With a Great success/Practiced, caster can

listen to what is said in response and respond accordingly. With an Extraordinary Success/Expert, caster can 'program' an object by speaking into it various commands etc, or responses to certain conditions. In stories, this spell is often confused with the use of spirits that inhabit stones etc., which is more favoured by the Shadow.

PR: 2

Requisite: As Virtue, a relevant Virtue/Trait such as Broken Spells

Skill: Search

Fatigue/Skill TN: 12

Attribute: Wits

Cast: 2

End: 2

Range: 2 miles/Awe rank

Duration: Concentration

Method: Spell, Runes, Virtue

Race/Culture: None, although legends indicate that dwarves & pukel-men used to have this knowledge

Imitation Spell

Effect: Caster's ability to imitate others' voices is enhanced by this spell, granting a +6 bonus to any tests involving this. Also, this spell allows the caster to imitate two voices at once, so that some listeners hear one voice whilst others hear a different voice.

PR: 1

Requisite: As Virtue, a Virtue/Trait such as Wood-elf Magic

Skill: Persuade
Fatigue/Skill TN: 10
Attribute: Wits
Cast: 2
End: 2
Range: 6ft/Awe rank
Duration: Concentration
Method: Spell, Song, Virtue
Race/Culture: Elves & other cultures that value speech

Mask Power

Effect: This spell makes it harder for others to determine how powerful the caster is, with the Fatigue/Skill TN for this spell = the difference between the Insight TN to detect caster's true identity (usually TN 14) and what the caster would like the Insight TN to be +5, e.g. if Insight TN is 10 but caster wishes this to be increased to TN 20, then the Fatigue/Skill TN = 20-10+5 = TN 15. If successful, for the spell's duration others perceive the caster as the power level intended. As a rune this spell can be painted/engraved on a small charm worn by the caster, or tattooed on caster's body.

PR: 2
Requisite: As Virtue, a Virtue/Trait such as Secretive
Skill: Persuade
Fatigue/Skill TN: see text
Attribute: Wits
Cast: 2
End: 1
Range: Self
Duration: 2 hrs/Awe
Method: Any

Race/Culture: Any, particularly those that use tattoos

Mind Speech

Effect: Caster has the power to talk to another by communicating directly, mind to mind, although this spell only works with other persons who also know this spell or have it as a Virtue. Communication takes place at normal rate, and all persons involved in the conversation must maintain line of sight.

Increased Effect: With a Great success or Practiced, range can be extended to 2 yards/Awe rank. With an Extraordinary Success or Expert, range can be extended as far as either party can see, or instead can be used without having clear line of sight. Legend has it that the Palantir were permanently enchanted with a powerful version of this spell.

PR: 2
Requisite: *Spoken Thoughts*
Skill Group: Custom
Fatigue/Skill TN: 14
Attribute: Wits
Cast: 1 minute
End: 1/minute
Range: 2ft/Awe rank
Duration: Concentration
Method: Spell, Virtue
Race/Culture: Elves – it is not known that any mannish cultures knew of this ability

Spoken Thoughts

Effect: A caster with this spell can overcome his ignorance of another's language, because it reveals to him the thoughts in the mind of another as expressed in their speech. For the duration of the spell, it is as if the caster is a native in any language spoken to him. This spell does not grant the caster the ability to read writing he has not learned normally, nor speak an unfamiliar language.

Increased Effect: With a Great success/Practiced, caster can (by touch) cast this spell on another person, allowing a two-way conversation. With an Extraordinary success/Expert, caster can cast this spell on a small group.

PR: 1

Requisite: As Virtue, a Virtue/Trait such as Wood-elf Magic

Skill: Insight

Fatigue/Skill TN: 10

Attribute: Heart or Wits

Cast: 2

End: 1

Range: Self

Duration: 2 hrs/Awe

Method: Spell, Song, Virtue

Race/Culture: Elves

Veil

Effect: Caster is shielded from the effects of *Farseeing* or Awareness rolls (-6 penalty) to detect power. Any who try to observe caster with *Farseeing* cannot see him or any

traces of caster, may only be able to see major effects of caster's travel such as smoke & ashes from fires etc.

PR: 3

Requisite: As Virtue, a Virtue/Trait such as Secretive

Skill: Stealth

Fatigue/Skill TN: 14

Attribute: Wits

Cast: 1 minute

End: 1

Range: Self

Duration: 2 hrs/Awe

Method: Spell, Song, Virtue

Race/Culture: Rangers of the North (Dunedain) & other cultures that try to hide their location

Virtue of Finding

Effect: Caster can pinpoint the location of any object that belongs to him, as long as it is within range at the time of casting. The caster must name a specific object as he casts this spell, such as 'the front door key to Bag End'. If the item has been enchanted with a spell such as *Obscure*, the caster must make a successful opposed Awe test vs. the caster of the *Obscure*. This spell can only be used to locate objects, not beings etc.

PR: 0

Requisite: As Virtue, a Virtue/Trait such as Keen-eyed

Skill: Search

Fatigue/Skill TN: 10

Attribute: Wits

Cast: 2
End: 2
Range: 20 miles/Awe
Duration: Instant
Method: Spell, Song, Virtue
Race/Culture: Any

Voice of Suasion

Effect: Increases caster's skill with Persuade, as his every word sounds sweet, reasonable etc., gains a +6 bonus to Persuade, although the victim can make an opposed Wisdom test to 'see through' the deception .

PR: 2
Requisite: As Virtue, a Virtue/Trait such as Fair-Spoken
Skill: Persuade
Fatigue/Skill TN: 14 base, may be more/less depending on whom caster is trying to persuade
Attribute: Wits

Cast: 1
End: Base 2, more/less depending on target of Persuade test
Range: Within the sound of caster's normal speaking voice
Duration: 2 minutes/Awe
Method: Spell, Song, Virtue
Race/Culture: Dorwinrim or other cultures noted for their skill with words

Wizard's Guise

Effect: Allows caster to alter his/her appearance slightly, enhancing a disguise so as to avoid being noticed,

giving a +6 bonus to any applicable tests. Other persons who have some reason to be suspicious of the caster can make a Wisdom or Insight test (default is TN14 + Caster's Awe rank) to see through the disguise.

PR: 1
Requisite: As Virtue, a Virtue/Trait such as Art of Disappearing
Skill: Persuade
Fatigue/Skill TN: 10
Cast: 1 minute
End: 1
Range: Self
Duration: 2 hours/Awe rank
Method: Spell, Virtue
Race/Culture: Any

3. Spells of protection and manipulation

These spells alter physical reality slightly by altering the air around the target of spells, whether target is caster, another person or an object, this is where they differ from Heart-based spells that affect the Spirit directly.

Break Binding

Effect: This spell dispels the effects of *Holding-spell* or *Spellbinding* , freeing those trapped by the magic. If the caster of these spells is present and wishes to stop these spells being

dispelled, the two spellcasters must engage in an opposed Awe test to see which prevails.

PR: 4

Requisite: *Spellbinding*

Skill: Lore

Fatigue/Skill TN: 10

Attribute: Wits

Cast: 2

End: 4

Range: 10 feet

Duration: Instant

Method: Spell, Song

Race/Culture: Any with a magical tradition

Cloak of Shadow

Effect: This spell is not a sorcery spell despite name (so named due to the elven cloaks that often have this spell enchanted into them), it instead dims the form of the target, creating a hazy halo surrounding the target's body, making target harder to see and thus harder to successfully strike in combat. All Awareness, Insight and Weapon skill tests against the target suffer a -2 penalty. This spell does not affect magical attacks against the target, although it will affect physical attacks by enchanted or quality weapons.

PR: 1

Skill Group: Perception

Fatigue/Skill TN: 10

Attribute: Any

Cast: 1

End: 1

Range: Touch

Duration: 2 rounds/Awe rank

Method: Spell, Song, Rune

Race/Culture: Any, especially elves

Disarm

Effect: This spell causes a single target to lose their grip on one weapon or shield (caster's choice) that they are currently wielding, with the item leaping from wielder's hand to the ground, with target unable to pick up the item until the next round. If the item is either enchanted or of quality make, the wielder is entitled to a Wisdom test (TN 14 + Caster's Awe rank) to successfully hold onto the item. Size of targeted item has no bearing on this spell. Increased effect: With a Great success/Practiced, caster can either double the range or duration of this spell, or increase Wisdom test by +2. With an Extraordinary Success/Expert, caster can either: affect more than one item at once; triple range or duration; increase Wisdom test by +4. Note: This spell can also be used on any items, not just weapons.

PR: 0

Requisite: Craft, Lore or Battle 3+

Skill Group: Vocation

Fatigue/Skill TN: 7

Attribute: Any

Cast: 1

End: 1

Range: 4 yards/Awe

Duration: Instant (1 round)

Method: Spell, Song
Race/Culture: Any with a magical tradition

Guarding Spell

Effect: This spell manipulates the air around caster or target so that target of this spell is much harder to hit in combat, all such tests are at -2. Also, any Hope the target uses during combat to avoid being hit in any way (protection tests, Battle tests etc.) uses favoured Attribute for the test.

PR: 1

Requisite: As Virtue, a Virtue/Trait such as Elusive

Skill: Battle or Lore

Fatigue/Skill TN: 16

Attribute: Wits or Heart

Cast: 1 minute

End: 1

Range: Touch

Duration: 2 minutes/Awe rank

Method: Any

Race/Culture: Any

Intercept Missile

Effect: Caster affects the air around any single fired missile to destroy it, whether an arrow, javelin, boulder etc. The caster must be able to see the source of the missile (e.g. sling, catapult, bow etc.). If the missile is either enchanted or of quality-make (Cultural Reward) the caster must

make an opposed Awe test vs. the firer of the missile in order for this spell to destroy the missile, with the attacker receiving a -1 penalty if the missile is from a siege engine (or similar device). Note that an arrow fired from an enchanted or quality bow is not itself enchanted or quality for the purposes of this spell.

This spell can be treated as a counter-spell to the act of firing or throwing a missile, and to spells that fire/throw missiles as well. As a rune, this spell can also be cast on a shield or suit of armour, causing any ranged attacks against the wearer to suffer a -1 penalty. The rune method lasts for 20 minutes/Awe rank, and then the runes will disappear (as usual). This spell cannot be cast more than once as a rune on the same item.

PR: 1

Skill Group: Vocation

Fatigue/Skill TN: Base 10 (arrow), increases for heavier missiles

Attribute: Any

Cast: 1

End: variable, depending on weight of missile (1 = arrow, 3 = large boulder) **Range:** 6 yards/Awe rank (measured from caster to source of missile) **Duration:** Instant

Method: Spell, Rune

Race/Culture: Most (those with siege craft knowledge)

Move As Through Water

Effect: This spell makes a character, beast or monster of the caster's choice sluggish and slow to act (by making target believe they are surrounded by water). The target must make a successful TN 14 Athletics test at the start of each round OR TN to attack is increased by 2 and TN to be hit is decreased by 2 for that combat round.

PR: 3

Requisite: Any 2 other water spells

Skill Group: Personality

Fatigue/Skill TN: 16

Attribute: Heart or Wits

Cast: 1

End: 2

Range: Touch

Duration: 2rds/Awe

Method: Spell, Song

Race/Culture: Water-based cultures such as Elves of Lindon etc.

Opening-spell

Effect: Caster is able to open locked doors, whether locked by magic or normal means, and will open any normal lock automatically, even if caster does not possess the right key. For magically sealed locks, the caster of this spell must first make an Awe test at a difficulty based on the Awe rank of whomever magically sealed the door. Some doors (especially dwarven), have even more powerful enchantments placed on these, the Loremaster would need to rule on this, but the suggested Awe test

should be at least TN 20 for such doors.

PR: 2

Requisite: *Shutting-spell* or *Spells of Opening & Shutting*

Skill: Lore

Fatigue/Skill TN: 10

Attribute: Wits

Cast: 2

End: Base of 1 (standard door), increases for heavier doors (the gates of Minas Tirith would cost 4, for example)

Range: Touch

Duration: Instant

Method: Spell, Song, Rune (e.g. lockpicks)

Race/Culture: Civilised cultures (that are familiar with locks)

Shutting-spell

Effect: Caster can magically lock doors etc., preventing anyone from opening them. The door, chest etc. remains shut for the spell's duration, not even the correct key will open the door. However, the caster when casting this spell can specify a command word that will open the door when this word is spoken by anyone, and of course the door can still be broken through by strength or with weapons. When casting this spell, a caster must first make a TN 14 Wisdom test, this test result becomes the TN for Wisdom tests made by opposing spellcasters using *Opening Spell* to counter a magically-locked door. If the

Wisdom test is failed then so does the spell. Many Shutting-spells actually last much longer than the normal duration, this is because the caster has decided to do this; - for a -1 penalty to the Wisdom test, the caster can change the spell's duration from the listed hours to years; for a -2 penalty to the Wisdom test increase spell's duration from hours to decades; for a -4 penalty to Wisdom test increase duration from hours to centuries. Some more powerful Shutting-spells also make the actual door stronger, becoming more difficult to break down. To open a magically sealed door that has a codeword, the character attempting to open the door must either know the codeword and speak it aloud, or make a Lore test to try to determine it, with the TN for the Lore test being usually 20 or more, such a test would take at least one hour.

PR: 1

Requisite: Rune only: *Spells of Opening & Shutting* or similar

Virtue Skill: Lore

Fatigue/Skill TN: 8

Attribute: Wits

Cast: 1 minute

End: Base 1 (standard door, 3 for Minas Tirith doors or similar)

Range: Touch

Duration: 2 hours/Awe rank (but see above)

Method: Spell, Song, Rune

Race/Culture: Civilised cultures that are familiar with locks

Smite

Effect: Strengthens the sword arm of a combatant engaged in battle, enabling him to make a mighty blow - the target of this spell gains a +2 on his next Weapon or other Attack test and a damage bonus of Favoured Body + Caster's Awe rank in Endurance inflicted if successful.

PR: 1

Requisite: *Disarm*

Skill: Battle or Lore

Fatigue/Skill TN: 16

Attribute: Wits or Heart

Cast: 1

End: 2

Range: Line of Sight (caster needs to be able to see intended target)

Duration: see text

Method: Spell, Song, Rune

Race/Culture: Any

Spellbinding

Effect: Caster temporarily binds another person's limbs with this spell, preventing target from moving or attacking but not from talking. The caster must first engage in an opposed Awe test with the target - if the caster wins, the target becomes paralysed and drops any objects carried in hands. Otherwise, the spell has no effect. This spell lasts for as long as the caster concentrates, up to a maximum of 2 rounds/Awe rank of caster, or if caster or another attacks or physically threatens the target - if this occurs target is freed.

Increased Effect: For a Great Success/Practiced, caster can affect more than one target, no. of targets = Awe Rank/2, but all these targets must be within caster's Awe Rank in feet from each other. With an Extraordinary Success/Expert, caster can double either the range, maximum duration or no. of targets of this spell.

PR: 4

Requisite: *Disarm*

Skill: Lore

Fatigue/Skill TN: 14

Attribute: Wits

Cast: 1

End: 4

Range: 10 feet/Awe rank

Duration: Concentration (up to max-see text)

Method: Spell, Song

Race/Culture: Those with a magical tradition

Wizard's Hand

Effect: This spell allows a caster to 'grab' an object at a distance and either move or throw this object. The object must normally be one that the caster would be able to lift ordinarily, such as a pitcher of ale, a weapon etc. The effect of this spell is instantaneous, either allowing caster to fling object away or drawing object to his hand - caster cannot move object back and forth or around about a room. For this spell caster is assumed to have a Body of 6 or his own (whichever is greater)

when determining range to throw an object. The caster can use a Ranged Weapon skill to aim the object, although such a test is not necessary to draw an object to him. This spell cannot normally be used for fine manipulation. If another person is holding the object, that person may make an opposed Athletics test to counter the spell's effects and retain the object, although caster is considered to have an effective skill of 6 in Athletics for this contest.

Increased Effect: With a Great Success/Practiced, caster can double the range of this spell or move the object in a desired direction. With an Extraordinary Success/Expert, caster can: lift an object he would not normally be able to do; fine manipulation of an object (such as a lock); target more than one object (maximum = Awe ranks).

PR: 3

Requisite: At least 2 other Protection/Manipulation spells

Skill: Lore

Fatigue/Skill TN: Base 14 for an object such as an arrow, increases/decreases depending on weight of object

Attribute: Wits

Cast: 1


End: Base 2 (arrow, increases for heavier objects)

Range: 10 feet /Awe rank

Duration: Instant

Method: Spell

Race/Culture: None



F. general spells

These spells cannot be readily classified into a particular pillar of magic, as they combine many aspects of magic. A Dwimmer-crafter can learn any of these spells equal to or below his own Pillar Rating. As can be seen below, most of these spells require Mastery of one Pillar.

Display of Power

Effect: The caster brings forth his internal power, displaying it in ways that all observers can see and cannot be mistaken for something else - what effects depend on situation and mood; e.g. thunder and lightning flashing from caster's staff or hands, or surrounded by fire or a great light, etc. As a result of this spell, caster gets a +5 to any Awe, Inspire &

related tests made that round, +2 for the following 1d6+1 rounds, although bonus only works when working with or against those who witnessed the Display.

PR: 4

Requisite: Any five other spells

Skill Group: Personality

Fatigue/Skill TN: 14

Attribute: Heart

Cast: 1

End: 3

Range: Self(see text)

Duration: 1 round

Method: Spell, Song, Virtue

Race/Culture: None

Mist of Speed

Effect: This powerful spell creates a cloud of thick, white mist, covering an area with a radius of 200ft x the caster's Awe rank, centred upon a person, object or a point of the caster's choice. While within the cloud, riders, horses or other movement can move nonstop at full speed, without becoming any more tired than if they had travelled at normal speed over the same time period. Also, their passage makes no noise, and any outside the cloud cannot see those within, not even with *Farseeing* or other magical scrying. If the centre point of the cloud moves, the cloud moves with it.

PR: 6

Requisite: Mastery of one pillar and two spells from two other pillars, and *Fograising* or *Fogweaving*

Skill Group: Personality

Fatigue/Skill TN: 16

Attribute: Any

Cast: 1 hour

End: 6

Range: 20 miles/Awe rank

Duration: 2 hours/Awe rank

Method: Spell, Song

Race/Culture: None

Voice of Command

Effect: Caster gains a brief, limited ability to force others to comply with his will. It is very limited as it only uses the caster's internal energy & surroundings, not the *mordo*, so it is not a sorcery spell like *Command*, but it is still considered a forbidden spell by the Wise, who use this spell as little as possible. It allows the caster to issue a single instruction, order or command – it must be simple, easily expressed and understood, such as “Come back here”, “Leave this place” or “Drop your weapon”, and it must be a single order. Caster cannot compound two or more orders, such as “Drop your weapons and surrender”. The command only affects one person/being, who must be able to hear it. The command's

effects last until fulfilled or until two hours/caster's Awe rank passes, whichever comes first. If desired, the caster may follow the spell with an Awe test to convince the target of the value of continued obedience. Under no circumstances can this spell be used to order someone to knowingly cause themselves direct harm. Increased effect: With a Great success/Practiced, caster can combine two simple commands. With an Extraordinary Success/Expert, caster can either issue up to three commands or affect up to three targets with this spell.

PR: 4

Requisite: Awe 4+, Wisdom 3+, *Voice of Suasion* or *Persuade* 4+

Skill Group: Personality

Fatigue/Skill TN: Base 14, may increase/decrease depending on intended target (e.g. using this on a king would probably be TN 20 or more, whereas on a peasant perhaps TN 12)

Attribute: Wits or Body

Cast: 1

End: Base 3, increase/decrease depending on target and desired command

Range: Within hearing of caster's normal speaking voice

Duration: see text

Method: Spell

Race/Culture: Those with a magical tradition

Word of Command

Effect: This spell is among the most powerful in Middle-earth, but quite different to both *Command* and *Voice of Command*, because it affects other spells. By invoking this spell a caster can enhance the power of any other spell (Loremaster must approve). But this spell uses a lot of caster's internal energy – caster automatically is considered to have failed the Fatigue test, and his/her Fatigue score increases by double the usual amount, any fatigue gained from the subsequent Fatigue test is in addition to this. When a character utters a *Word of Command* in conjunction with another spell, caster can choose to do the following to the other spell: Double the spell's range; Double the spell's duration; cause the spell to do maximum damage; provide a +4 bonus for any test needed to cast or use the other spell, except the Fatigue/Skill test. The duration and range of a *Word of Command* is the same as the spell it affects, and *Word of Command* finishes when the other spell ends. A *Word of Command* can have unintended side effects, such as the shattering of the door when Gandalf tried to use one with a *Shutting-spell* on the door in the Chamber of Mazarbul. Such side effects are up to the Loremaster and are more likely to occur if the character fails the Fatigue/Skill test or fails an associated test.

PR: 5

Requisite: Mastery of one pillar and at least ten other spells

Skill: Lore

Fatigue/Skill TN: 16

Attribute: Wits

Cast: 1

End: 5

Range: see text

Duration: see text

Method: Spell

Race/Culture: Those with a magical tradition

G. SORCERY SPELLS

As discussed in Part One, the Wise divide magic into two main types that are termed **wizardry** and **sorcery**. Sorcery is perceived (wrongly) by most as 'dark magic', a tool of the Shadow. The correct definition of sorcery is any magic that uses the *mordo*, being the dissipated essence of Morgoth (the evil Valar) that exists throughout Middle-earth, rather (or in addition to) the caster's own internal energy. It is because sorcery uses an 'evil' source that it is often seen as evil and corrupt magic, but like a gun, sorcery is a tool, so the main consideration for Loremasters should be this :

Always keep in mind that it is how sorcery is used that is a more

important consideration, particularly when assigning Shadow Points.

Dwimmer-crafters as part of their training are taught the more simple Sorcery spells (PR 2 & below) in order to be able to counter them, but the more powerful sorcery spells are nearly always discovered and learnt alone. As can be seen in the descriptions below, there are two new statistics introduced:

Hate and Shadow. Hate means the number of Hate points an adversary requires to spend to use as a Special Ability, termed **Ability** in the descriptions.

Shadow is the number of Shadow points a character would usually get for casting such a spell (keeping in mind the main rule above). If these characteristics are not mentioned, spell does not require them.

Bladeshattering

Effect: Caster causes one blade, whether axe, dagger or sword to shatter and melt into smoke, although no harm is caused to the wielder of the blade.

Hate: 1

PR: 1

Skill Group: Vocation

Fatigue/Skill TN: 10

Attribute: Heart

Cast: 1

End: 1

Range: 10 yards

Duration: Instant

Method: Any

Race/Culture: Any

Blast of Sorcery

Effect: Caster fires a blast of sorcerous power at a foe to hurt or slay him, by making either a skill test with the spell (can learn as per other skills, see Part 3) or an Athletics test, with a TN to hit the foe = 10 + Target's Parry rating. Shields provide no defence for the target, although more sturdy structures (walls, rocks etc.) may provide the target a cover bonus. If the blast hits the target, target takes 20 Endurance damage and must make a Protection Test TN 22. Normal rules for extra successes apply.

Shadow: 3

PR: 5

Requisite: At least 5 other sorcery spells

Skill Group: Personality

Fatigue/Skill TN: 14

Attribute: Heart

Cast: 2

End: 3

Range: 20 yards/Awe rank

Duration: Instant

Method: Spell, Song

Race/Culture: None

Burden of Evil

Effect: This spell creates an aura of oppression around the caster, affecting all within range. After casting this spell caster then makes an Awe test at TN 14 against all non-corrupted characters within range – all within the range have their Fatigue score increased by one/level of success by the caster.

Hate: 1

Shadow: 1

PR: 2

Skill: Awe

Fatigue/Skill TN: 14

Attribute: Heart

Cast: 2

End: 2

Range: 20ft/Awe rank

Duration: Awe rank in minutes

Method: Ability, Spell, Song

Race/Culture: 'evil' only (orcs etc.)

Call Fell Beasts

Effect: This spell compels all fell beasts within 400 yards x Caster's Awe rank, to travel immediately as fast as possible to the caster, where they must then remain for a number of minutes equal to double caster's Awe rank. This spell confers no ability to speak or control the beast(s) summoned. The caster may be able to make a subsequent Awe test to get the beasts to obey him/her. This spell can be very dangerous to casters without great power and the means to defend themselves, as the creatures summoned can easily turn

on the caster. The Wise report that the Enemy would often use some sort of bribe to get the fell beasts' cooperation.

Hate: 2

Shadow: 1

PR: 3

Requisite: *Beast Summoning* or related Ability

Skill Group: Personality

Fatigue/Skill TN: 14

Attribute: Any

Cast: 2

End: 1

Range: see text

Duration: see text

Method: Spell, Song

Race/Culture: Only those familiar with fell beasts

Command

Effect: This spell is considered the most evil of all sorcery spells, as it allows the caster to overwhelm the will of another, dominating target's mind and forcing target to do the caster's bidding. The effect may seem gentle, such as gentle words of kindly advice, but ultimately use of this spell is considered a tool of the Shadow. Caster engages target in an opposed Wisdom test, but caster gains a +4 bonus to the roll. If caster wins, then target must do as the caster says for the spell's duration, even if carrying out such orders could cause the target harm. If target

wins then target has shaken off the spell.

Hate: 3

Shadow: 4

PR: 5

Requisite: Wisdom 5+, *Voice of Command*

Skill Group: Personality

Fatigue/Skill TN: 18

Attribute: Any

Cast: 2

End: 3

Range: 10 yards

Duration: 2 hrs/Awe

Method: Spell, Song, Ability

Race/Culture: None (that will admit to such knowledge!)

Corrupt Surface

Effect: This spell wears away at any single, discrete solid surface, whether wood, stone or even flesh. Targets would include a door, structure or a creature. If a creature, target must make a TN 14 + Caster's Awe rank Fatigue test every round, failure means target suffers 1d6 Endurance damage and is Wounded (armour gives no protection). Immersing target in water (or dousing target with sufficient water) ends the spell and prevents further damage.

PR: 1

Skill: Lore

Fatigue/Skill TN: 14

Attribute: Wits

Cast: 1

End: 1

Range: 3 yards

Duration: 2 rds/Awe

Method: Spell, Song, Rune

Race/Culture: Any familiar with structures (such as dwarves)

Corrupting Affliction

Effect: This very evil spell can only be used whilst torturing a victim, as a result of this spell a victim gains Shadow Points = levels of success with this spell (default of 1 for automatic success). Failure with this spell results in victim being wounded. According to some legends the Enemy used this spell to create the orcs and other evil races.

Hate: 3

Shadow: 3

PR: 5

Requisite: Loremaster characters only (i.e. corrupted)

Skill: Lore (of the victim's race)

Fatigue/Skill TN: 14

Attribute: Wits

Cast: 1 minute

End: 2

Range: Touch

Duration: Indefinite (but Loremaster may require additional rolls to keep spell going)

Method: Any

Race/Culture: None – only the Dark Lords and those close to them know this spell

Dark Stench

Effect: Caster sends forth a cloud of stench that sickens all within the cloud except for caster, and affects every living being within the area of effect (whether friend or foe). All such beings must make a TN 14 + Caster's Awe rank Wisdom test to resist the stench. Those who fail this test suffer a -2 penalty to all subsequent dice rolls for the spell's duration, those who roll an Eye of Sauron (or Gandalf if adversary) are affected for double the spell's duration.

Hate: 1

PR: 1

Skill Group: Perception

Fatigue/Skill TN: 12

Attribute: Any

Cast: 1

End: 1

Range: 10 yard radius

Duration: 2rds/Awe rank

Method: Spell, Song, Ability

Race/Culture: Any

Dumbness

Effect: Caster strikes a victim dumb with this spell, victim cannot speak for two minutes per Awe rank caster possesses, although victim may be able to communicate in other ways, gestures or writing. If the victim succeeds with a TN 18 Wisdom test the spell has no effect.

Hate: 1

Shadow: 1

PR: 1

Skill Group: Personality

Fatigue/Skill TN: 10

Attribute: Any

Cast: 1

End: 1

Range: 20 feet/Awe rank

Duration: 2 minutes/Awe rank

Method: Any

Race/Culture: Any

Enslave Beast

Effect: Caster enslaves a single Large animal (e.g. Mumak, bear or horse), 1d6+1 medium sized animals (e.g. wolves, dogs), or up to 50 small sized animals (bats, birds etc.). The animal(s) can understand caster's commands and must follow them regardless of any danger to themselves.

Hate: 2

Shadow: 2

PR: 2

Skill: Lore (of target creatures)

Fatigue/Skill TN: 12

Attribute: Wits

Cast: 2

End: 1

Range: 10 feet/Awe rank

Duration: 2 days/Awe rank

Method: Any

Race/Culture: Any

Evoke Fear

Effect: This spell inspires fear & terror within the hearts of any the

caster confronts, granting the caster a +3 bonus to Awe tests to intimidate and cow those the caster wishes to be intimidated.

Hate: 1

Shadow: 2

PR: 1

Skill Group: Personality

Fatigue/Skill TN: 12

Attribute: Any

Cast: 1

End: 1

Range: see text

Duration: 2 rds/Awe rank

Method: Spell, Ability

Race/Culture: Any

Fair-seeming

Effect: One of the common ways the Enemy uses to get the Free Peoples to do their will is by trickery – this spell does not alter the actual physical appearance of the caster, instead it subtly twists the minds of those who confront the caster, making them more likely to view caster favourably or to give caster benefit of any doubt –caster gets a temporary bonus of +2 to all custom skills, and a +1 Tolerance rating. This spell cannot be used by Adversaries who have 5 Hate or more.

Hate: 1

PR: 1

Skill: Awareness or Stealth

Fatigue/Skill TN: 8

Attribute: Body or Wits

Cast: 2

End: 1

Range: Self

Duration: 10 minutes/point of Wits or Body

Method: Spell, Ability

Race/Culture: Only evil cultures/races

Fatigue

Effect: This spell makes a victim feel tired, victim must make an immediate Fatigue test (TN 14 + Caster's Awe rank) to resist this spell. If victim succeeds, spell has no effect. If victim fails, target is automatically Weary, and also gains Fatigue: 1 for failure, 2 if test result more than 5 below, 3 if victim rolls an Eye (or Gandalf if adversary). Victim must recover from Weary normally (i.e. rest).

Hate: 2

Shadow: 1

PR: 1

Skill: Travel

Fatigue/Skill TN: 12

Attribute: Heart

Cast: 1

End: 2

Range: 6 yards/Awe rank

Duration: Instant

Method: Spell, Rune

Race/Culture: Any

Fire of Udun

Effect: This spell calls upon the Dark Fire of the primeval underworld of Udûn (Morgoth's original abode) to consume in flame all within its path, whether friend or foe, by producing a cone of fire that emanates from the caster, extending 6 yards/Awe rank – the cone is half as wide as it is long. All creatures within this cone take 2d6 Endurance damage and must roll a Protection Test as per Fire Damage table on p.51 of Loremaster's Book, treat fire as a Funeral Pyre. The caster must make a Weapon Skill test using Dagger (or actual spell) at TN 14 - if caster rolls an Eye (or Gandalf if Adversary) caster also suffers damage.

Hate: 4

Shadow: 2

PR: 3

Requisite: *Kindle Fire* and at least two other Sorcery spells

Skill Group: Personality

Fatigue/Skill TN: 14

Attribute: Heart

Cast: 2

End: 3

Range: 6 yards/Awe rank

Duration: Instant

Method: Spell, Ability, Song

Race/Culture: Only evil cultures/races

Forgetfulness

Effect: This spell allows a caster to cloud a person's memories with darkness, preventing the victim from recalling who they are, where they

live etc. The caster must first engage the target in an opposed Wisdom test, caster gets a +3 bonus. If caster wins, spell takes effect. With a Great Success/Practiced, target cannot even speak or walk for 1d6 days and suffers a -1 penalty to all Perception tests. With an Extraordinary Success/Expert, target cannot speak or walk for 2d6 days and suffers a -2 penalty to all Perception tests.

Hate: 2

Shadow: 2

PR: 2

Requisite: *Spoken Thoughts*

Skill Group: Personality

Fatigue/Skill TN: 14

Attribute: Any

Cast: 2

End: 2

Range: 10 feet/Awe rank

Duration: 2 weeks/Awe rank

Method: Spell, Song, Ability

Race/Culture: Only evil cultures/races

Hex-spell

Effect: This spell inflicts ill-luck on its target, so that whenever the target next tries to use Hope or Hate to gain an Attribute bonus, the bonus gained is one less than normal. This spell has no effect on other uses of Hate or Hope. In addition to reduced Hope/Hate, the target is more likely to fall victim to cruel fate whilst this spell is in effect, at the Loremaster's discretion, e.g. target must make tests to avoid tripping, stumbling etc,

as anything that can go wrong will. Increased effect: With a Great success/Practiced, a caster can choose to inflict a minor curse on a target. With an Extraordinary Success/Expert, caster can either make a minor curse permanent, or inflict a medium-type curse on a target. Only really powerful sorcerers can cast major curses with this spell.

Hate: 1 for the basic spell, 2 for Increased effect

Shadow: 1 or 2 (increased effect)

PR: 3

Requisite: For Ability, a relevant Special ability, or *Sap Strength*

Skill: Insight

Fatigue/Skill TN: 14

Attribute: Heart

Cast: 2

End: 1

Range: Touch

Duration: 2 minutes/Awe rank

Method: Any

Race/Culture: Any, this spell is particularly practised by shamans (i.e. Easterlings, Haradrim etc.)

Holding-spell

Effect: Caster can paralyse another person by using great fear & terror to freeze target in place, incapable of moving or fleeing. Caster must engage target in an opposed Wisdom test (caster gets +3 bonus), if caster wins victim is paralyzed for spell's duration, unable to defend or to run

away. Otherwise, spell has no effect. Increased effect: Great success/Practiced – caster can affect multiple targets, up to Awe rank/2, with all targets being within a range of each other – triple caster's Awe rank in feet. Extraordinary Success/Expert – caster can affect multiple targets up to Awe rank, with all targets being within a range of each other = double caster's Awe rank in yards

Hate: 2

Shadow: 2

PR: 2

Requisites: *Evoke Fear, Spellbinding* (or similar special abilities)

Skill: Awe

Fatigue/Skill TN: 14

Attribute: Body

Cast: 2

End: 2

Range: 20ft/Awe rank

Duration: 2 rounds/Awe rank

Method: Spell, Song, Ability

Race/Culture: only evil cultures

Lame

Effect: caster chooses a target, who must make a successful Wisdom TN 14 (+ Caster's Awe rank) or will be stricken in one of the following ways chosen by the caster: loses full use of one arm (-2 to all Athletics & Body tests that use arms); loses full use of one leg (same as for arm and also all movement halved); blinded in one

eye (-2 to all Ranged Weapon skills & Perception skills).

Shadow: 1

PR: 1

Requisite: *Sap Strength*

Skill: Insight

Fatigue/Skill TN: 12

Attribute: Heart

Cast: 1

End: 2

Range: 4 yards/Awe rank

Duration: 20 minutes/Awe rank

Method: Spell, Song

Race/Culture: Any

Morgul Wound

Effect: This evil spell makes a wound caused by a weapon upon which this spell is cast worse and corrupts the surrounding flesh, targets one weapon each time it is cast. Once cast, the next time target weapon inflicts any Endurance damage, causes an additional 1d6+ Caster's Awe rank points of damage to the victim, victim must also make a Protection Test TN 20 or suffer -2 penalty to all subsequent test results for Caster's Awe rank x 2 minutes. This spell cannot be cast on any elvish or 'good' weapons.

Shadow: 3

PR: 4

Requisite: *Blade Preservation, Corrupt Surface*

Skill: Craft

Fatigue/Skill TN: 8

Attribute: Body

Cast: 1

End: 2

Range: 3 yards

Duration: Instant

Method: Spell, Runes

Race/Culture: None –only the Enemy has this knowledge

Ruin

Effect: This spell enhances the destructive effects of siege engines etc. A siege engine with this spell on it does extra damage (+1 d6 in combat and increases the Protection Test by 2), a normal weapon enhanced with this spell does +1 damage and +1 to the Edge rating. This spell can only be cast once upon a particular weapon at any given time.

Shadow: 1

PR: 1

Skill: Craft

Fatigue/Skill TN: 14

Attribute: Body

Cast: 2

End: 1

Range: Touch

Duration: 2 rounds/ Awe rank

Method: Spell, Runes

Race/Culture: Any

Sap Strength

Effect: This spell affects a single target, making them less fit for tasks that require Body. The target must make a Wisdom (TN14 + Caster's

Awe rank), or else suffers a -2 penalty to Body and a -1 penalty to all Weapon skills, and must make a Fatigue test (also TN14 + Caster's Awe rank) to avoid Fatigue increasing. This spell can be cast upon the same target multiple times to increase effect, although can never reduce target's Body below 0. This spell can also be cast on beasts and fell beasts.

Hate: 1

PR: 0

Skill: Travel

Fatigue/Skill TN: 5

Attribute: Heart

Cast: 1

End: 1

Range: 4 yards/Awe rank

Duration: 2 rounds/Awe rank

Method: Spell, Song, Ability

Race/Culture: Any

Sheath of Ice

Effect: This unusual spell imitates the ability of the helegrogs (ice demons) that troubled the far north in times past, not often seen by the late Third Age (although known by Angmar). This spell encases a single target in a solid block of ice, the target must make a TN 14 + Caster's Awe rank Athletics test to avoid this occurring. Target is then unable to move, use weapons etc. or even speak to be heard outside the ice block (which means cannot cast most spells also),

but can make a TN 18 + Caster's Awe rank Athletics test to try to get free. Target is otherwise unharmed. This spell lasts either for spell's duration, or until a hot flame is applied to the ice for at least one round.

Hate: 2

PR: 1

Requisite: *Blast of Cold* or *Watershaping*, or an ice/cold related ability

Skill: Explore

Fatigue/Skill TN: Base 14 (less if surrounding air cold, more if surrounding air hot)

Attribute: Body

Cast: 1

End: Base 2, less if colder, more if warmer

Range: 3 yards

Duration: 2 minutes/Awe rank

Method: Spell, Song, Ability

Race/Culture: Lossoth, Ice orcs etc.

Shadow of Fear

Effect: This spell enhances the caster's ability to use fear & terror to affect others. It has two possible effects. Firstly, caster can now cast *Evoke Fear* on targets normally out of range or too protected to be affected by that spell, as range is now extended to 200ft/Awe rank, and caster can inflict fear upon targets regardless of whether caster is aware of them or not. This spell has a duration = *Evoke Fear* duration upon which it is used, when that spell ends

so does this one. Secondly, instead of enhancing range of *Evoke Fear*, this spell instead enhances duration if caster touches the intended target. This version lasts as if the caster was present for 2 weeks per Awe rank caster has, and within this duration the target cannot use any time-related bonuses to Wisdom to shake off the spell.

Hate: 1

Shadow: 2

PR: 3

Requisite: Awe 5+, *Evoke Fear* or related ability

Skill Group: Personality

Fatigue/Skill TN: 14

Attribute: Any

Cast: 2

End: 1

Range: see text

Duration: see text

Method: Spell, Ability

Race/Culture: None, only The Enemy

Shadows and Phantoms

Effect: This spell allows caster to weave illusions to fool and tempt his enemies. This spell is most often used to create illusionary disguises for the caster's servants, the spell works just like *Wizard's Guise*, but it can also affect other persons besides the caster if caster touches the intended targets. Once cast, the person covered by the illusion can go wherever they want without dispelling the illusion. Others who have reason to suspect that the

person is not who they appear to be can make an Insight test (TN 14 + Caster's Awe rank, or use skill roll caster used as TN) to see through the disguise.

This spell can also be used to aid the caster when using Stealth to hide, by weaving an illusion around himself he gets a +3 bonus to Stealth tests, but must remain still. Caster can also create a completely illusionary person or creature (often duplicates of themselves) to trick unwanted observers. These phantoms can speak and make any sounds the caster would normally make himself. Anyone observing such a phantom can make a Wisdom test to realize the deception, (at TN 14 + caster's Awe rank or caster's casting skill roll). Such phantoms need to remain within 200 ft/Awe rank of the caster or will vanish. Caster can also change the appearance of the surrounding environment with this spell (just like mirages in a desert) – a healthy forest can appear dead and decayed, or the image of an oasis in a desert, etc. This effect works over an area of 2000 ft/Awe rank, with line of sight being the range. Observers can make TN 16 Wisdom tests to see through the illusion, or anyone who enters the affected area will discover the illusion. The Loremaster can allow other uses for this spell (if fits the story). But phantoms should be obvious when touched, nor can they cause damage etc.

Hate: 1
PR: 1
Requisite: *Wizard's Guise* or related ability, Virtue or Trait
Skill: Stealth
Fatigue/Skill TN: 12
Attribute: Wits
Cast: 1 minute
End: 1
Range: see text
Duration: 2 hours/Awe rank
Method: Spell, Song, Ability
Race/Culture: Any with a magical/illusion tradition

Spawn Were

Effect: Werewolves are Wargs that are inhabited by fell spirits that can change shape to seem either wolves or as men (according to desire). Caster summons a dreadful spirit with this spell to inhabit a warg, transforming it into a werewolf. The caster must be within 3 yards of the target warg in order to be successful, and must also make a successful TN 14 Awe test. If the caster rolls a Gandalf rune on either casting the spell or the Awe test, both spirit and warg refuse to undergo the transformation and the caster must make a TN 18 Wisdom test; if he fails this, he suffers 1d6 pts of damage (from the departing spirit) and is immediately attacked by the warg. **Increased Effect:** With a Great Success/Practiced, caster can summon a more powerful fell spirit to create a Werewolf Chief or Hound

of Sauron. With an Extraordinary Success/Expert, caster can summon a more powerful spirit to create a Vampire (assumes a willing or coerced living human victim)

Shadow: 3
PR: 4
Skill: Lore (specifically Demon & Beast Lore)
Fatigue/Skill TN: 14
Attribute: Wits
Cast: 2
End: 2
Range: 3 yards
Duration: Instant
Method: Spell, Song
Race/Culture: None (Enemy only)

Spawn Undead

Effect: This dreadful spell enables a caster to bind a fell spirit to a corpse, transforming this corpse into an Undead, usually a wight (although other types of undead also possible). This spell can only be used on the corpses of Men, orcs, dwarves & hobbits, turning the corpse into an Undead creature. If the caster suffers a Gandalf rune on his skill roll (if rolling) he is attacked by the spirit instead.

Shadow: 3
PR: 5
Requisite: *Spawn Were*
Skill: Lore (Undead)
Fatigue/Skill TN: 16
Attribute: Wits
Cast: 2

End: 2
Range: 3 yards
Duration: Instant
Method: Spell, Song
Race/Culture: None (enemy only)

Twisting Shadow

Effect: This is the most evil of all sorcery spells! It requires the caster and target to make an opposed Wisdom test (caster gets +3 bonus). With a normal success target gains 1 Shadow point. With a Great success, one special ability of caster's choosing is given to the target, an extraordinary success caster can grant two special abilities. These special abilities cannot have an Experience, Hate or Advancement Point cost greater than the caster's base Wisdom, rounded down. This process takes one day/spell or ability bestowed, and because the process is mentally and physically tiring, the caster must make a Fatigue TN 10 each day or stop the casting. If 2 consecutive Fatigue tests are failed, the spell is broken and must be begun from the beginning, but the Fatigue TN is now increased by 2. It is said that this spell, once a target's will had been broken, was used by Morgoth & others to enslave creatures to do their will.

Shadow: 4
PR: 6
Skill: Lore (relevant target & abilities intended)
Fatigue/Skill TN: 14

Attribute: Wits
Cast: see text
End: 1/day
Range: Touch
Duration: Indefinite (see text)
Method: Spell, Song, Rune
Race/Culture: None (Enemy only)

Veiling Shadow

Effect: Caster creates a cloud of darkness, which covers an area with a radius of 20ft per Awe rank of caster. The caster can increase this radius by increasing the TN of the subsequent Fatigue test by 1 for every 10ft increase. The shadow is considered 'darkness' for the purposes of determining modifiers, although not 'complete darkness' or 'unlight' (what Shelob could do).

Hate: 2
PR: 2
Requisite: ability to see in darkness or related ability
Skill: Explore

Fatigue/Skill TN: Base 14, less if already night-time, more if during daylight, up to TN 20 for noon

Attribute: Body
Cast: 1 minute
End: Base 2, 1 if night-time, 3 if during day, 4 at noon
Range: 200ft/Awe rank
Duration: 2 hours/Awe rank
Method: Spell, Song, Ability
Race/Culture: Any that have night vision or similar abilities, and feel comfortable in the dark

Vulnerability to Sorcery

Effect: This spell daunts any that try to resist the Shadow by making them more susceptible to Sorcery. This spell affects a single target, who must make a Wisdom TN14 + casters' Awe rank to ignore this spell. If target fails, target suffers a -2 penalty to all subsequent tests to resist further sorcery spells or uses of sorcery for the duration of the spell, and all weapon tests against target that use sorcery-enchanted weapons get a +2 bonus.

Shadow: 2

PR: 1

Skill: Lore (of target's race)

Fatigue/Skill TN: 12

Attribute: Wits

Cast: 1

End: 1

Range: 6 yards/Awe rank

Duration: 2 minutes/Awe rank

Method: Spell

Race/Culture: evil cultures only

Waste

Effect: This spell makes the target feel very tired, worse than the *Fatigue* spell. The target of the spell must make a Fatigue test (TN 16 + Caster's Awe rank) to resist. If target fails target is Weary and gains Fatigue: 2 if a failure, 4 if failed by 5 or more, 6 if rolled an Eye (or Gandalf if adversary).

Hate: 3

Shadow: 2

PR: 3

Requisite: *Fatigue*

Skill: Travel

Fatigue/Skill TN: 14

Attribute: Heart

Cast: 1

End: 3

Range: 6 yards/Awe rank

Duration: Instant

Method: Spell, Rune

Race/Culture: Only evil cultures

Words of Poison

Effect: Caster puts enchantment on his voice to overcome another's will, a successful casting reduces the victim's attributes & other stats by 1/level of success, and the victim is unable to resist any subsequent Persuade tests by the caster, victim will ignore all attempts of logic and debate by others to sway their view. The spell lasts for as long as the caster successfully makes a Fatigue test, up to a maximum no. of weeks = $Wits \div 2$.

Hate: 1

Shadow: 2

PR: 4

Requisite: *Evoke Fear*, *Voice of Suasion*

Skill Group: Custom

Fatigue/Skill TN: 14

Attribute: Any

Cast: 1 minute

End: 2

Range: 5ft

Duration: See text

Method: Spell, Song, Ability

Race/Culture: Any

ⁱ *The One Ring: Adventures over the Edge of the Wild*, hereafter referred to as TOR.

ⁱⁱⁱⁱ This is a revision of the Table on p.58 of LRB)

ⁱⁱⁱ Not true, but most PC's will have heard of this legend!

^{iv} Much of the material in this section is owed to Robert Cooper's *The Dwimmer Road: Magic Rules for The One Ring Roleplaying Game*, which unfortunately he did not complete – see the Thread “My Homebrew Magic System” on the One Ring forum for more.

^v Grimoire to fit on the character sheet is still to be completed at this stage.