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## 1 Introduction

This part of the new rules set gives an overview over the organization of mages in northwestern Middle-earth. It is inspired by Dirk Brandherm's essay in OH 19 about using *Hârnmaster* magic for Middle-earth. It gives exemplary information about how man views magic and organizes its use. The first section describes the organization of the Order of the *Gwaith-i-Luthryn* (S. "Brotherhood of Magic-Users"). The second gives a few examples for other magical communities while the third part focuses on the philosophic principles of the *luthryn* (S. "magic-users") and its underlying theories. The fourth section describes the game mechanics to learn spells and casting them. Also included are rules for spell risk and corruption. The latter are for the GM only.

The information in this essay is largely a excerpt from Columbia Games' *HârnMaster Magic* supplement adapted to the Middle-earth environment and combined with *Rolemaster* (RMSS) game mechanics. Further details upon the principles of a magical brotherhood might be found in the Columbia Games publication. Special thanks go to Columbia Games for giving their permission to use and publish modified *Hârnmaster* game mechanics in this article series.

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**GM Note:** The theoretical essays about magic and the *luthryn* in this article are written from the viewpoint of a *luthron* (S. "magic-user") from the Third Age. Hence some of the info that is given is inaccurate or even wrong (see GM informations). These subjective parts are those bits of knowledge PC's are most likely to have. Correct and/or complete knowledge **might** be gained in the course of the game.

## 2 The Gwaith-i-Luthryn

### 2.1 History

#### 2.1.1 The Past

The origins of the Ancient and Esoteric Order of the *Gwaith-i-Luthryn* are lost in the prehistoric past, but it is almost certain that their understanding of the arcane arts is a legacy of the Elder Days.

The earliest available documents and traditions speak of Númenórean *luthryn* that appear in the era of colonialism and help dominate the men of Middle-earth with the help of their powers. These stories deal mostly with domination, tribute and the (more or less) ruthless exploitation of Endor and its resources. Such a legacy is a cause of shame to many present *luthryn*, but there are also reports of faithful *luthryn* who viewed their powers as an art and propagated the responsible use of it (and lived themselves according to these principles). It is the legacy of the latter that the present *Gwaith-i-Luthryn* is founded upon. From the days of the founding of the realms in Exile the records are nearly unbroken and we see the *Gwaith-i-Luthryn* as an organization that works hidden and tries to use its powers only for the benefit of the realm or the brotherhod (and the accumulation of knowledge of course).

**GM information:** ZENSIERT

#### 2.1.2 The Present (ca. T.A. 1100-2000)

Today nearly all *luthryn* practicing their craft in the area of old Arnor and Gondor are organized in the brotherhood. It must be stressed however that the organization keeps a very low profile (as it always has in the Realms in Exile). The strict rules of self-policing grant the degree of freedom the *luthryn* need to further their studies and powers. In recent times (ca. since the founding of Angmar) the brotherhood has considerably risen in the estimation of the king in Fornost, being able to uncover magical plots of Angmars sorcerer-priests and laying bare many of their foul practices (together with means to counteract them). For vital esoteric knowledge the king still relies on *herintúri* though. The *Gwaith-i-Luthryn* are present in nearly all greater settlements (or near by) so the brotherhood is quite well-informed about the current state of affairs in the land. Over the last few centuries the masters of the *Gwaith-i-Luthryn* have noticed a steady increasement of the number of renegades (see below). One theory suggests that the recent presence of evil entities in the Northwest of Middle-earth (notably the Witch-King in Angmar and the Necromancer in Dol Guldur) is responsible for this increase in power abuse. If this is true remains speculation but the two most prominent wizards in the Northwest (Curunír and Mithrandir) propagate a very cautious use of magic so it seems that there is at least a bit truth in the above mentioned hypothesis.

### 2.1.3 The Future (ca. T.A. 2000+)

With the closing of the Third Age the number *luthryn* is decreasing rapidly. The northern realm of the Dúnedain is no more and lore in Gondor is waning drastically (especially after the beginning of the reign of the Stewards). These facts coupled with the active hunt of Sauron and his minions for spell users not in their service has led to the near extinction of the *Gwaith-i-Luthryn*. If your campaign is set in this period please remember that the brotherhood and magical lore is rapidly waning. The few masters are also becoming even more cautious and suspicious. In all there are far fewer masters and spells available. Additionally, spellcasting becomes more perilous (due to the increasing activity of the Dark Lord's minions). All these factors result in a ever waning number of uncorrupted *luthryn* (e.g., not in Sauron's service - direct or indirect).

The Fourth Age might see a revival of magical lore: Tomes and books might be rediscovered from their places of rest or hiding and a new/revived brotherhood might emerge from the ashes of the corrupt late Third Age.

## 2.2 Ethics

There are benevolent and malevolent members in every convocation. They are unified only by common belief in their elemental philosophy and the practice of magic. Permanent residents of a chantry *tend* to share similar codes of behavior; like most folk, they are more comfortable with people of their own kind. The chantry is a sanctuary for *all* members of the convocation. Personal battles may never be resolved within the gates of the chantry. Any member who violates this *Oath of Peace* (whether in self-defense or not; in the former case only protective magic is allowed) is declared renegade.

There are pragmatic limits on the ways in which *luthryn* may interfere in the affairs of the outside world. It would be relatively easy for an accomplished mage to seize power in the mundane world. Fortunately the academic discipline involved in belonging to the *Gwaith-i-Luthryn* leaves little time or inclination for abuse. But if any member achieves too much prominence, or takes overt advantage of his arts, some of the brotherhood will oppose him, either because they are ethically hostile, or because they believe the *luthryn* are threatened by too much visibility. Hence, the *luthryn* are self-policing. Anyone who exploits his lore to manipulate society will inevitably be opposed.

The corrupting influence (see above) of magic was one of the main reasons for the establishment of the code of ethics. Its existence makes a ordered study of magic possible because the unhindered use (and abuse) of power would quickly attract the authorities and lead to the destruction of the *luthryn*.

**Note:** Many *luthryn* prefer to be not known as such. Hence many of them lead their lives as 'ordinary people' and many of their acquaintances do not know that they possess magical powers. The fact that there is an organization does not mean that they are propagating themselves as such. Quite the contrary is true: they try to retain a low profile and accordingly only a relatively small number of people know of them. Even fewer have ever met a *luthron* in person and recognized him as such.

### 2.2.1 Laws of the *Gwaith-i-Luthryn*

The *Gwaith-i-Luthryn* have few rules that apply to all orders, but the following are generally accepted and rigidly enforced:

#### I

*Do not make with thyne art a place for thyself above the Kvikir [ordinary folk] so as not to bring upon thy brothers the scorn of those folk.*

#### II

*Spread not thy lore, even among thy brothers, without sanction of thy peers.*

#### III

*Keep sacred and free from harm, thy house of lore.*

#### IV

*Succor not a renegade of the art, but strike him down with thy power, else summon brothers to thyne aid.*

#### V

*Make tithes to thy house [chantry] a portion of thyne arcane treasure to thy brothers' benefit.*

### 2.2.2 Renegades

Violating any of five basic rules causes a mage to be declared renegade. In addition, *any* member who (in the opinion of six or more masters) opposes the general interests of a convocation can be declared renegade. A

renegade forfeits his membership and it is the duty of all *luthryn* to oppose him. The renegade does not, of course, lose his powers, just his status.

In "opposing" a renegade, one is not expected to commit suicide. If one encounters a renegade against whom one could not hope to prevail, it is enough to quickly report the encounter to the nearest chantry or master of superior power.

A minor infringement may prompt a warning from a master, group of masters, or chantry. The following note was sent to Kadrol of Fornost in T.A. 1308 by the masters of his own chantry:

*Thy brothers have learned that thou hast taught thyne art unto a brother not of thy convocation, without consent, and without making unto thy chantry such gifts as are customary. Therefore, it is the duty of the governors of thy chantry to advise thee, that unless thou ceaseth such action, and make unto thy chantry such gifts and acts of contrition as are prescribed, that thy name be added to the roll of renegades, and be made known to luthryn in all the world.*

Kadrol was sufficiently impressed by the threat to give his chantry 1000 silver pennies and half his collection of enchanted artifacts, some 6 priceless items. He also appeared in a hair shirt on his belly before the assembled chantry council and formally begged forgiveness. Kadrol then voluntarily served in the chantry kitchen for three months. All this despite the fact that the main onus is on the student to acquire the necessary permissions.

The mage to whom Kadrol had illicitly taught an "innocent 2<sup>nd</sup> level spell" was prouder than his mentor. He was sent two similar warnings, from his own chantry masters, which he ignored, forcing both Chantries to add his name to the Roll of Renegades. The *Gwaith-i-Nimcam* (S. "Order of the White Hand") assembled a "team" of three accomplished *luthryn*. One was a powerful *turbethren luthron* who used extremely subtle divination spells to hunt him down. The second was a *mithren luthryn*, a specialist in counter-magic who prevented the renegade from using his magic effectively. The third, a *nauren luthron*, battered down the renegade's defences and destroyed him. No quarter was asked, nor offered.

**Important Note:** Regardless of whether the renegade heeds the warning and recants, or is destroyed, the *Gwaith-i-Luthryn* usually try to rectify his renegade actions. Sometimes this is an extremely complex process which might involve removing even the memory of the renegade from the minds of dozens or hundreds of Kvikir [ordinary people].

### 2.3 Organization and Ranks

While it is true that most accomplished mages are members of the *Gwaith-i-Luthryn*, it is certainly not necessary to be a member to practice magic. The following ranks denote status within the *Gwaith-i-Luthryn* and do not necessarily indicate expertise.

#### **Mavari (Apprentice)**

Any full Master (*Viran*) may adopt *Mavari* into his convocation. This involves the taking of an oath to obey the convocation's laws, enrich it in wealth and knowledge, and to conserve its secrets. The *Mavari* swears to serve and obey his master. The master agrees only to teach his apprentice as much as "he deserves to learn". This wording, individually interpreted by each master, often results in long apprenticeships.

A *Mavari* performs menial tasks, assists with research, runs errands, and so on. Most of what the apprentice learns is from watching and listening to the master or by reading the master's tomes. Many masters are niggardly with their instruction, and often deny access to their most valuable written works. If he is diligent and lucky, shows promise, and his master becomes favorably disposed towards him, the *Mavari* will learn some spells.

Some *Mavari* lose their masters or are taken into a convocation without being given a particular master, usually at a chantry. They serve any resident masters needing help, learning what they can. The agreement between master and student is an individual one.

#### **Satia-Mavari (Senior Apprentice)**

One of the few universal rules of apprenticeship is that when an apprentice reaches a certain level of competence, he must leave his master and/or chantry and go out into the world as a *Satia-Mavari*, a rank between apprentice and journeyman. It is hoped that the *Satia-Mavari* will test and refine his art. He is also expected to gather some treasures for the chantry, items of value to aid in its upkeep, or items of esoteric interest to aid its members' studies.

The custom is for the *Satia-Mavari* to submit three items, and three treatises on spells and/or magic in general, but the decision to promote or not promote a *Satia-Mavari* is made by men and, therefore, is not uniform from one master or chantry to another.

If the *Satia-Mavari* fails to return, so be it. The custom is intended to weed out the weak and incompetent. If the *Satia-Mavari* survives in the outside world for a year and a day, and fulfils his duty to enrich his chantry, he may call himself Shenava.

**Shenava (Journeyman)**

The *Gwaith-i-Luthryn* make little effort to keep their "journeymen" safe and comfortable, or even to educate them further. A *Shenava* is an independent mage. This is the highest rank attained by most *luthryn*; many do not even get this far. A *Shenava* may travel, or reside in a chantry (paying reasonable rent). He may seek advice and instruction from masters or other *Shenava*, but, in general, he develops his art through his own efforts. This is a divergent stage in the evolution of a *luthron*, designed to create variety in the higher echelons as each mage pursues his separate studies in his own way.

**Viran (Master)**

Only the most accomplished *Shenava* achieve the rank of *Viran*. The only way to become a *Viran* is by earning the respect and recognition of other *Virana*. From time to time, a *Shenava's* achievements will come to the attention of a master. If he is impressed, he will circulate a *Petition of Excellence* among his peers. This document praises the *Shenava* and suggests that he be elevated to the rank of *Viran*. If a total of six *Virana* sign the petition, the *Shenava* is summoned to a convenient chantry and presented with the document in a solemn, but simple ceremony. Copies are filed at all chantries in the region, and the new *Viran* keeps the original as proof of his status. Some masters inform a *Shenava* that he is the subject of a *Petition of Excellence*, others do not. *Shenava*, aware that a Petition is circulating, have been known to help *Virana* make up their minds by becoming demonstrative. Left to itself, a petition can circulate for years before enough masters are suitably impressed. Sometimes the *Shenava* dies while the Petition is still circulating. On the other hand, some masters will sign on the advice of a respected colleague, without ever having met the *Shenava* in question.

Masters may reside in a chantry without paying rent although most in fact donate time and/or money. They may create/train *Mavari*, may remove (within reason) artifacts and writings from the chantry for study, and are accorded great respect by those aware of their status. Most who achieve the lofty rank of *Viran* have learned how little they really know and spend their time further perfecting their art to the exclusion of all else. Mastery seems to preclude interest in mundane affairs and promotes a mystical lifestyle centered on arcane pursuits for their own sake.

**2.4 Chantries**

Each convocation has its own chantries, places of learning where members may study, learn, and practice. When *luthryn* remember (or are politely reminded) they make donations to support their chantries, but there are no regular dues. The chantry is administered by a seneschal and a serving staff. The seneschal is usually a *Shenava* of minimal accomplishments, but does not *have* to be a mage at all. The staff is generally comprised of apprentices, those who wish to be apprentices, and a few servants who lack the superstitious fear to avoid the place. Most chantries house a combination of transient and permanent residents. Chantries are generally located in places where the natural magical concentration is high to ease the research of magic. Accordingly the most important chantries are not located within the great cities (as one might expect) but often in the countryside away from the great population centers, depending on the location of places with magical significance. The chantries in the cities serve as administrative centers for the *Gwaith-i-Luthryn* as well as contact points for those wishing to interact with the brotherhood.

It is true that the growing number of renegades combined with the general decline of stability (especially in old Arnor where Angmar poses a vital threat) has led to the destruction of some chantries. What became of the artifacts and tomes stored there is anyone's guess although it is feared that they are now used for evil purposes.

**GM information:** ZENSIERT

**2.5 Joining the Gwaith-i-Luthryn**

*First shall the Mavari learn the noble art of concentration, and this shall engage him for several years. Most who try shall fail. If he succeeds, then shall he be taught to focus his very being upon the Element of his convocation, to feel, to know, to be the principle from which he will draw power...*

**Genin, On Learning the Art**

In principle everyone may become a *luthron*, not only Dúnedain. It is true however that the majority of the *Virana* and *Shenava* at least have traces of Dúnadan blood. Members of every race who identify themselves with the principles and aims of the brotherhood may join their ranks. The superstition of most men and the relative lack of a *Gwaith-i-Luthryn* infrastructure at the edge of the civilised lands leads to a Dúnadan-dominated distribution within the brotherhood.

When someone wishes to become a *luthron*, his chance of being accepted into the organization is based on family, aura, and sunsign. Someone who really wants to be a mage, but is thwarted by poor connections, low aura, or unfavorable stars, may express disappointment, but he should probably not pursue a vocation for which

he is unsuited. This would not, however, prevent an established person from dabbling in magic, provided he is willing to take the time necessary to learn Self-Discipline and Elemental Attunement.

### 2.5.1 Getting an Apprenticeship

Anyone who discovers the location of a chantry may apply to its masters for apprenticeship. Alternately, one may apply to an individual master to become his personal *Mavari*. Since membership in a convocation requires attunement to its elemental principles, no one can belong to more than one convocation. Wishing to become a *luthron* does not make it so. Four factors determine whether a character is accepted into a convocation, or by a master: Aura, Sunsign, Family Connections, and the Master's Personality.

#### **Aura**

It is difficult to succeed as a mage with low Aura (arithmetic mean of Pr-, In-, and Em-bonuses). Those with high Aura may be accepted if they show intelligence and have a favorable Sunsign. Masters are generally able to sense high Aura, but it may take time.

#### **Family Connections**

The child of a *luthron* will be given at least a probationary apprenticeship if he has a reasonable Aura. If his Sunsign is inappropriate, it may be possible to apprentice in another convocation. Few *Virana*, however, take the time to have families, or even a wife.

#### **Sunsign**

The stars always favor at least one convocation. Problems arise only when a character selects a convocation for which he is ill-starred. A high-Aura person may select his sunsign's diametric convocation, to balance his ability to learn spells in all convocations, but this choice should be made cautiously as one's career tends to start with more difficulty.

#### **Viran's Personality**

All of this means nothing if the master will not give the applicant the time of day. The attitude of the applicant will have an effect, and the situation and mood of the master listening to the application will decide matters.

## Self-Discipline

Self-Discipline is the ability to effectively focus one's being. It is not the private preserve of mages, but the *luthryn* practice a unique *style* of Self-Discipline that must be mastered before they can attune to a convocation. A character has Self-Discipline or he does not. Acquiring it is a full time task and takes several months if "taught" by someone who has already mastered the art, twice as long without.

## Elemental Attunement

Attunement is a matter of affinity for magic in general and for the convocation in particular. Once the character has mastered Self-Discipline he may begin the full-time process of attuning himself to an element. Instruction by someone already attuned to that element is essential. A character remains attuned to his convocational element until he dies, or becomes a *Grey Mage*. He may later be declared renegade and cast out of his convocation, but this does not affect his attunement.

## Skills & Spells

Only when the *Viran* is satisfied with an apprentice's command of Self-Discipline and Attunement, a process that can take four to six years, will he seriously consider teaching his charge his first few spells. The scope and proficiency of this training can vary dramatically.

## 3 Other Magical Communities

It must be remembered that all of the information provided about the *Gwaith-i-Luthryn* only applies to *luthryn* organized in this guild that is present where Númenórean culture is prevalent. Other realms in Endor harbor a great variety of other magical orders. Though these societies recognize roughly the same elemental principles as the *Gwaith-i-Luthryn* the rules of the orders vary greatly, dependent upon culture and traditions.

**GM Note:** It is up to GM to define the rules and customs of these societies. The rules of the *Gwaith-i-Luthryn* may provide hints and guidelines for uncorrupted magic-users but the specific details must be defined according to the style and need of your campaign. Especially orders dominated by sauronic teachings will have a radically different style of rules.

### 3.1 Mannish Organizations

In Far Harad for example, magic-users are called *Karaliya* and organized in the three guilds of *Kromet*, *Mudrat* and *Tama*. For further information on these organizations, see ICE's *Far Harad - The Scorched Land*.

### 3.2 The Heren Istarion (Order of Wizards)

It is known to all *luthryn* in the Northwest that the *Istari* are distinct from the *Gwaith-i-Luthryn*. They form an exclusive circle of powerful mages. It is known that there are three *Istari* roaming the lands of Arnor and Gondor and adjacent territories. Some old documents from the Second Age seem to suggest that there are at least two more members but this is very uncertain since the sources are notoriously unreliable.

In *Unfinished Tales* we read: "Heren Istarion or 'Order of Wizards' was quite distinct from the 'wizards' and 'magicians' of later legend;...". This means that the *Istari* are apart from the *Gwaith-i-Luthryn* but give advice whenever asked for it. It seems they strive to reduce the amount of magic used by counseling restraint from its use, especially when evil is involved (even if as an enemy - or especially then). In any case their motives are ambiguous and hazy and they are viewed with a bit distance by most *Virana* but also respected for their lore and integrity.

**GM information:** ZENSIERT

## 4 Philosophy of the luthryn

It must be pointed out though that the account given below is how men view magic and its ways. It is certain that the *Quendi* practice magic too. From their natural talents, almost all convocations seem to be practiced by the Firstborn (though the Pad Turbeth and Pad Cuil seem to be prevalent). We do not know however if the comments given below describe the magic of the Elves correctly. Often it is said by the Elves that what man considers "elven magic" is perfectly natural and the Elves see no "magic" in it at all. So it remains unclear how the Firstborn perceive magic. They do however call most mannish magic sorcery, a distinction almost incomprehensible for man. The *Khazâd* who have had the natural talent to practice magic seem to practice almost exclusively the Pad Tingril (or the dwarvish equivalent thereof) convocation, the magic of artifice.

**GM information:** ZENSIERT

While it is true that the earliest schools of *luthryn* ascribed to the belief that all substances were comprised of a small number of "psycho-physical" elements, most modern *luthryn* now perceive the elements *as mental templates*, as ways to grasp and manipulate Endorian "realities". This point is driven home by the existence of divergent elemental grouping systems, some of which recognize more or less than six elements, yet still seem to work.

Nevertheless, since the Second Age, the major arcane schools, including the *Gwaith-i-Luthryn*, have gradually come to adhere to the "hexagonal wheel" of six elements. To the *Gwaith-i-Luthryn*, and to those who share their world view, the key principles are *light, fire, metal, earth, water* and *aura*.

These are no more than names. A modern *luthron* would deem it simplistic to view each item in the universe simply as being composed of varying amounts of these six basic "elements". When the contemporary *luthron* says "earth" he means far more than the dirt beneath his feet. He is referring to the innumerable, natural cycles of birth, life, growth, death, and decay.

Individual mages employed these principles long before the convocations were organized, and some still continue to practice the hidden arts independently. Most *luthryn* hold that the elements and processes of the philosophy are things to be discovered, rather than invented. Only the most chauvinistic mage will promote his personal philosophy as the only valid world view, but the set of beliefs that describes this elemental approach is the most widely held by Endorian arcanists.

*Luthron* philosophy is essentially a way of perceiving Arda, the cosmic all, in terms of key *elemental* principles. The various schools of arcane lore place different stress on these elements, and exploit different principles.

Nevertheless, throughout Endor, nearly all organized mystic arts are unified, to one degree or another, by a shared belief in the elemental principles.

The elemental principle requires a trans-intellectual identity with Arda, an ineluctable *feel* for the way of things. While its beliefs involve logic and physical law, it is more a *style of enlightenment* that must be embraced by the whole being. One cannot ascribe to this philosophy simply by reading books about it and agreeing with their contents.

While all *luthryn* share beliefs and feelings about the world, it should not be forgotten that the philosophy is a pluralistic world view; each of the six elements makes unique demands upon the minds and bodies of those who would embrace them, and these disparate demands are exceedingly difficult to reconcile within the compass of a single being. For this reason it is generally necessary for practitioners to specialize.

It should be stressed that the organization of the *Gwaith-i-Luthryn* is in competition with practitioners of other esoteric arts. Especially the *herintúri* (Q. "Masters of mind powers") state that magic and its use by the *luthryn* is unnatural and should be abandoned altogether. This is believed to be nothing more than professional jealousy and normally does not obscure the relationship between both factions. It is a fact though that the royal courts in Fornost and Minas Anor (Osgiliath) seem to rely on *herintúri* when the need for esoteric support or advice is needed. The difference towards elves and their worldview has already been considered (see "History").

**GM information:** ZENSIERT

## 4.1 Convocations

The *Gwaith-i-Luthryn* is divided into six sub-orders called *convocations*. Each employs its own element/principle to achieve its unique brand of magic. It is difficult for an individual to employ more than a narrow range of compatible principles to drive his spells because attunement to one range tends to preclude others. A mage attuned to fire, for example, finds water abhorrent. The principles are "*organized*" in accordance with the Wheel of the *Gwaith-i-Luthryn* shown above, and this arrangement is the origin of the convocations. The six convocations, their symbolic hues, natural elements, and principles are:

Convocation	Hue	Element	Principles
Pad Mithurinath	Dark Grey	none/all	all
Pad Gwelu	Light Grey	Air	Light/Illusion/Etherealness
Pad Naur	Red	Fire	Heat/Energy/Dryness
Pad Tingril	White	Metal	Metallic/Mineral/Artifice
Pad Cuil	Brown	Earth	Life/Growth/Decay
Pad Nendin	Dark Blue	Water	Cold/Darkness/Moisture
Pad Turbeth	Light Blue	Spirit	Knowledge/Mind/Meaning

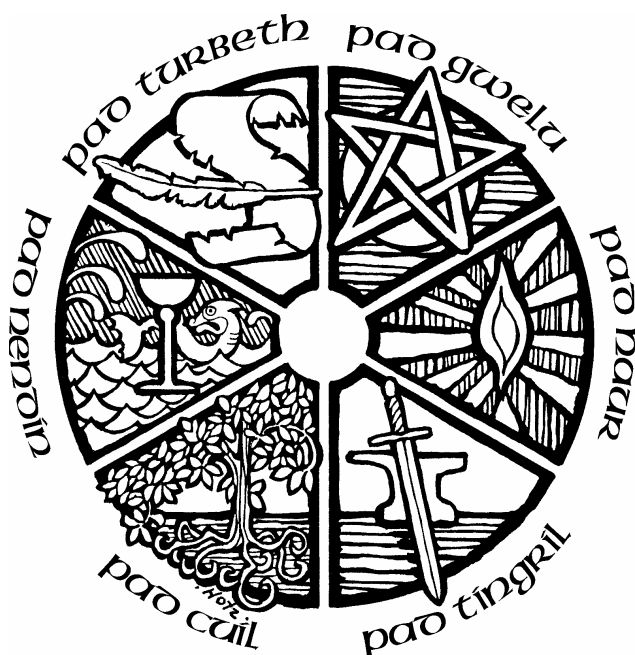
The convocation to which a *luthron* belongs is his *Primary* Convocation. Those adjacent to his primary on the Wheel are his *Secondary* Convocations. The convocation opposite the Primary is the *Diametric*, and those adjacent to the Diametric are *Tertiary*.

*Example:* The secondary convocations of a Pad Turbeth luthron are Pad Gwelu and Pad Nendin; Pad

*Naur and Pad Cuil are his Tertiaries, and Pad Tingril is his Diametric.*

The wheel of the *Gwaith-i-Luthryn* is symbolic of the relationships between convocations. The color assigned to each convocation is in harmony with its neighbors, and symbolizes the more complex ways in which the convocational magics blend with each other at their "edges". The fact that the six are joined in a ring reflects the unity of the elemental philosophy, that all things share an identity within Arda, and that the whole is greater than the sum of its parts.

A *luthron* is best able to learn spells of his own convocation, but can, with more difficulty, learn those of his secondary convocations, and with great difficulty, those of his tertiary convocation. It is virtually impossible to master spells of diametric convocations.



#### 4.1.1 Pad Mithurinath (Way of Grey Mysteries)

There are also neutral principles, the hub of the Wheel, which mages of any convocation can employ with equal ease/difficulty. Affinity with neutral principles is more difficult to achieve. There are spells which use the neutral principles, but only the most accomplished and talented *luthryn* advance to the point where they can free themselves of convocational restraints and invent "grey" magic.

#### 4.1.2 Pad Gwelu (Way of Air)

The Pad Gwelu is the magic of the air, of the insubstantial, the invisible, the ethereal and the illusory. *Gwelurin* mages are manipulators of light: reflection, refraction, and confusion, with effects faster than the eye and difficult to describe. They are masters of air and other gases, of sound (which travels on the air), and they can summon ethereals to their benefit.

Since trapping the true element within opaque containers has the wrong kind of meaning, surrogate materials are chosen for their relationship with the Pad Gwelu. Transparent or translucent materials such as gems and glass and substances able to manipulate light such as mirrors, prisms, or lenses are favored. Grey is the hue of choice, so frosted diamonds and other similar gems are desirable, preferably cut and polished to a sparkling, multi-faceted finish. The Pad Gwelu nemesis is earth, represented by the convocation of the Pad Cuil. The essence of Pad Gwelu is bright, sterile, and unliving. No organic material should be included in a *gweluren* focus.

**GM information:** ZENSIERT

#### 4.1.3 Pad Naur (Way of Fire)

The element of the Pad Naur is fire. Pad Naur *luthryn* manipulate heat, smoke, and fire to produce pyrotechnic effects. The Pad Naur is perhaps the most active, destructive and least thoughtful school of magic. The essence of Pad Naur is heat and action, an approach that abhors cool darkness or quiescence. The Pad Naur nemesis is water, the element of the diametric Pad Nendin convocation.

Because the element itself is difficult to grasp, surrogate materials are used as foci. These include censers, flint and steel, firepots and other fire-making tools. A complete Pad Naur focus should include both flammable and fireproof materials; it should be able to retain heat and must be kept dry. However, it becomes a focus only when lit and holding the true element. The Pad Naur also deals in Ethereal Fire, which significantly differs from mundane fire. Ethereal Fire does not require a mundane seed and its fuel is extra-dimensional. It tends to be more transparent and less active. In the mundane world, Ethereal Fire can affect only conscious creatures; it has no effect on inanimate objects and is therefore unaffected by armour. To a mundane creature, an Ethereal Burn is a Shock Roll.

Ethereal Fire affects Ethereal Entities/Objects exactly like mundane fire burns mundane objects. Similarly, mundane fire affects ethereal creatures as ethereal fire affects mundane creatures.

**GM information:** ZENSIERT

#### 4.1.4 Pad Tingril (Way of Metal)

The Pad Tingril sorcerer stands between fire and earth. His element is of the solid heart of the world, of steel and iron. The Pad Tingril affinity is for mineral, especially metallic minerals. The element and its manipulators are powerful and unyielding, but sometimes brittle and insensitive, brutal and shallow. Pad Tingril magic abhors the spiritual, the soul of man which is unpredictable, wild and unreliable - it prefers the sureness and solidity of cold, clean steel. Most Pad Tingrili are artificers, their magic tends to run in a slower vein than that of other convocations. Theirs' is the study, making and manipulation of tangible metals, things that do not yield easily to the spirit, even the spirit of the *luthron*.

**GM information:** ZENSIERT

#### 4.1.5 Pad Cuil (Way of Life)

The Pad Cuil is the magic of the earth, of green and growing, of pale and dying things, of the cycles of growth and decay that underlie the natural world. The base of the Pad Cuil is fertile earth, where life swarms in its endless struggle to survive and prosper.

*Cuilrin* mages employ life symbols as foci: wooden staves and wands, bags of earth, even living familiars. A *cuilren* mage has a respect for life, and a profound understanding of the great, ineffable forces of life.

**GM information:** ZENSIERT

#### 4.1.6 Pad Nendin (Way of Water)

Pad Nendin is the magic of slow, cool darkness, of water and ice, the opposite of fire and action.

Pad Nendin mages study and work their spells on water and shadow, ice and cold. They are sometimes called the wizards of gloom. *Nendinren* foci invariably incorporate water and/or ice.

As well as these mundane elements, the Pad Nendin sometimes manipulates ethereal water. This "substance" takes a variety of forms, generally similar to ordinary water, but thinner, sometimes invisible. Often it is described as an "icy pallor that robs away the breath and drowns the very spirit with its dark, clinging, gloom". It takes about twice as long to drown in ethereal water, although this may be small comfort to those who have the experience. In general, ethereal water is easier to walk/run through than mundane water (half air movement rates), and more difficult to swim in (double fatigue). The *nendinren* mages use it because it is easier to manipulate than mundane water. Ethereal water affects ethereal creatures as mundane water affects mundane creatures. It will also quench ethereal fire.

**GM information:** ZENSIERT

#### 4.1.7 Pad Turbeth (Way of the Mind)

Pad Turbeth is the magic of mind and perhaps the most esoteric of the convocations. Practitioners of this convocation deal with aura and knowledge, with principles which, they at least believe, stand above the other elements.

A *turbethren luthron* has, probably, the greatest knowledge of *intürë*, and perhaps of Arda.

**GM information:** ZENSIERT

#### 4.1.8 Common Magic

There are a number of spells which exist in every convocation but must be learned separately. These are so-called 'Common' spells which indicate their universal availability throughout the convocations.

### 4.2 Ethereal Power

The energies used to drive the spells of the *luthryn* are ethereal powers fueled by the essence of Arda itself and released by a mage, spell, or artifact from the fundament of Arda itself. The exact origins of these energies are obscure and unknown, and of only academic interest. A common theory suggests such power is drawn from the *First Age*, when the Powers shaped the land, since the principles involved are analogues of those ambiguous entities. Therefore the source of magic lies in the *Ainulindalë*, the song of creation which brought Arda into existence. This is also the reason why casting spells in the form of song is so effective. All that is really known is that mages of the *Gwaith-i-Luthryn* attune themselves to these ethereal powers mentioned above, draw them into their Auras and, with practice and discipline, can shape the energies to their will.

**GM information:** ZENSIERT

### 4.3 Side Effects

It is known to the *luthryn* that the use of their arts tends to have an unpleasant side effect. Those who practice their art most generously experience a continuous shift of their attitudes towards power and against the rules of the *Gwaith-i-Luthryn* (see below). To counter this effect all mages are entitled to practice a special meditative trance which aims to cleanse the user of the corrupting effects of magic. Despite this measure it seems that the corruption cannot be completely negated and those who practice their powers aggressively are those most likely to violate the rules of the *Gwaith-i-Luthryn* sooner or later and be declared renegade.

*Luthryn* are advised to practice this trance as often as possible lest the taint of their spirit becomes too great to control.

## 5Game Mechanics

### 5.1Introduction

The most distinguishing difference of this magic system to that of RM (or MERP) is that everyone may learn spells with nearly equal ease. There are still the old pure, hybrid and semi spell using professions but the difference is not as big as it was under the RM/MERP system. Each character may learn spells in his primary convocation regardless of profession with relative ease while other convocations are harder to learn for the old Non-Spell-Users. The main advantage of pure and hybrid professions is that the latter two learn spells of other convocations more easily (read "with less Dev.Pt. costs") and have better (read "cheaper") access to complementary skills like the various lores or researching skills. They have however the old limitations regarding physical skills due to their "scholarly" attitude (needed to be a real mage and research more and powerful spells).

This system is introduced to reflect the fact that mages in Middle-earth seem to be quite often well versed in physical skills. This new system makes it much more easily to learn pre-generated spells for a wide variety of characters but the power and type of spells is much more close to Middle-earth than the old MERP and RM spells though it is not perfect of course; nor does it claim to be the last word - it is just the author's vision of a better magic system for Middle-earth.

Additionally it is not easy to gain an apprenticeship (needed to become a mage); see also below for details upon this subject.

In general (there may be exceptions) the following Dev.Pt. costs are used (according to the RM weapon rules: each spell is a different skill but Dev.Pt. costs are given for categories):

Profession type	Convocation				
	Primary	Secondary	Tertiary	Diametrical	Neutral
Non-Spell Users	1/5	2/6	3/7	5	3/6
Semi-Spell Users	1/5	2/5	3/5	4	2/6
Hybrid Spell Users	1/4	2/4	2/6	3/9	2/5
Pure Spell Users	1/3	1/4	2/4	2/7	1/5

**Important Note:** These new rules stress the creativity and flexibility of magic. All spells have concrete descriptions of their effect but it is stressed that magic is very fleeting and not necessarily produces ever the same results. This means that spell descriptions are **not** meant to be set in stone. GM and player should always modify the results according to the present circumstances. If a result seems inappropriate in a given situation just modify its effects so to better fit the circumstances. The descriptions of many spells contain a similar statement.

The apprenticeship procedure is described above. This system does not enforce any strict rules to create mages but rather it gives guidelines which should be filled reasonably while creating a character. It may be possible that a character becomes a mage even after several adventures when he has reached the necessary prerequisites. The rules should only offer an idea what might be reasonable.

### 5.2Comprehending spells

If a character wants to learn a spell the following rules should apply.

First he must check if he is theoretically able to comprehend the given spell:

$((Pr\text{-bonus} + In\text{-bonus} + Em\text{-bonus})/3) - (\text{spell modifier} + \text{astrological modifier} + \text{convocational modifier})$ . The result of this operation must be greater than 0. If it is 0 or less the character cannot learn this particular spell. The following tables detail the various factors.

#### 5.2.1Spell modifier

spell level	modifier
1	-1
2	-3
3	-5
4	-7
5	-9
6	-11
7	-12
8	-13
9	-14
10	-15

## 5.2.2 Astrological modifier

sunsign	date	Pad Gwelu	Pad Naur	Pad Tingril	Pad Cuil	Pad Nendin	Pad Turbeth
Dilblung (Heavy-Horn)	21.03.-20.04.	-6	-2	-	+6	-	-2
Mundo (bull)	21.04.-20.05.	-4	-	+4	+4	-	-4
Edhel a Adan (Elf and Man)	21.05.-21.06.	-2	-	+6	-	-2	-6
Menedal (thousand-foot)	22.06.-22.07.	-	+4	+4	-	-4	-4
Draug (wolf)	23.07.-23.08.	-	+6	-	-4	-6	-4
Ariel (noble garlanded maiden)	24.08.-23.09.	+4	+4	-	-4	-4	-
Encheb (Middle-keeper)	24.09.-23.10.	+6	-	-4	-6	-4	-
Menelungol (sky-spider)	24.10.-22.11.	+4	-	-4	-4	-	+4
Cúadan (Bow-Man)	23.11.-21.12.	-	-4	-6	-4	-	+6
Orodrandir (mountain-wanderer)	22.12.-20.01.	-	-4	-4	-	+4	+4
Nenadan (Water-Man)	21.01.-19.02.	-4	-6	-4	-	+6	-
Aerandir (sea-wanderer)	20.02.-20.03.	-4	-4	-	+4	+4	-

**Note:** a character who is born during the first two or last two days of a sunsign may use the benefits of both sunsigns (e.g. always uses the most advantageous boni)

## 5.2.3 Convocational Modifier

convocation	modifier
primary	±0
secondary	-5
neutral	-10
tertiary	-15
diametrical	-20

## 5.3 Learning Spells

A *luthron* who has mastered self-discipline and attuned himself to a convocation, can attempt to learn any spell for which his Skill Base is greater than zero. Unless he is assisted by a Mentor, or has a spell disquisition or spell treatise (see: *Written Works*), a researcher can only learn/research spells of his own convocation. Only a spell for which a spell description exists can be researched.

If the character is able to learn the spell, the following guidelines should be used to determine success or failure.

**GM Note:** The following paragraphs contain the basic rules needed for casting spells. If a GM wishes to add more detail he may refer to the HårnMaster Magic supplement for optional rules (they must be adjusted of course to this crossover magic system). In this book are collected many optional rules.

### 5.3.1 Research Bonus (RB)

The research attempt is made (as for a Skill Roll) with a *Research Bonus (RB)*. The Skill Base for using or learning magic is the arithmetic mean of the character's Pr-, In- and Em-bonuses. RB is comprised of this Skill Base modified by the following Factors:

- [1] Researcher's Esoteric Knowledge Factor (EKF)
- [2] Environment Resources
- [3] Time Factor
- [4] Focus/Sanctum (if any)
- [5] Aural Interference Factor
- [6a] Originality Factor (if any)
- [6b] Mentor Factor (if any)
- [6c] Written Work Factor (if any)

#### [1] Esoteric Knowledge Factor (EKF)

EKF represents arcane experience, how much the researcher already knows about spellcasting. Because it is derived from the SI's and Levels of all known spells, it is a fair indication of the researcher's ability to learn/invent new spells.

A mage's EKF increases as he gains experience by learning new spells and improving the bonuses of those he already knows. A *luthron* calculates his EKF by multiplying the Skill Index (SI) for each spell he knows by its level and adding the products together. Convocation is not relevant for EKF calculation.

*Example: Chaswen the Fair, knows the following spells.*

Spell	spell level	bonus	SI	SI Product
Caress of Pelena	1	103	9	9
Zyrgin's Heat	1	70	7	7
Aidan's Hastening	2	86	8	16
Breath of Casy!	2	79	7	14
Orb of Zatará	3	81	8	24
Eyes of Niyar	3	79	7	21
Charachi's Fever	4	52	5	20
			<b>total:</b>	<b>110</b>

The researcher adds one tenth of his EKF to his RB, to a maximum value of spell SB.

*Example: Chaswen the Fair, with an EKF of 110, could add a maximum of 11 to her RB. If, however, her Skill Base for the spell to be learned were only 8, she could only add 8 to her RB.*

## [2] Environment Resources

Ideally, the student must have peace and quiet, reasonable comfort, and samples of any elemental materials used by, or on which the spell is intended to work, and any other equipment, objects, or materials used by the spell. Failure to meet appropriate requirements will cause the GM to impose learning penalties at his discretion. If all reasonable requirements are met, the research bonus is not modified. If they are not met, reduce RB 10-25.

**Size of Workplace:** The "laboratory" should be larger than the effect(s) of the spell being worked on. If the effects cannot be contained within the workplace, reduce RB by 15-30. Note that if the effects cannot be contained, neighbors may be irritated.

## [3] Time

Allocate one week of elapsed time researching for each complexity level of the object spell. Once the researcher begins study it must be his only significant activity until the attempt ends. If this is done, the Time Factor has a +0 effect on the research bonus (RB). The GM will assess RB penalties for violation. RB Penalties of 5-10 for minor interruptions (normal sleep and eating *excluded*), and 15-40 for major interruptions are appropriate. Some interruptions may be so severe (researcher falls ill, chantry catches fire, major flood or earthquake, etc.) that research must be aborted entirely, with some chance of a spell misfire.

## [4] Focus and Sanctum

If the researcher has a *focus* of the same convocation as the object spell, to which he is attuned, it may be used to increase his RB by its value. The GM may also allow other enhancements at his discretion. A *Sanctum* affects research in the same way it affects spellcasting (see the spell description for *Sanctum* in the "Common Spells" chapter).

## [5] Aural Interference

While the researcher may use a *Sanctum* and/or *Focus* to modify his Research Target Level, other kinds of enchantment, particularly those he might wish to cast to enhance his personal abilities, are likely to interfere with the aural background necessary to the process. The researcher should remove all unrelated enchantments from his environment before starting.

The presence of spells or enchanted artifacts in the workplace interferes with the learning process, even if such enchantment(s) were laid by the researcher. A spell/enchantment/artifact of the primary convocation reduces RB by 10 points per complexity level, secondary by 20 points per level and so on.

This implies that researchers cannot cast or maintain unrelated spells while conducting research. Also, if another mage were to cast *any* spell within the research area during or between research sessions, a *severe interruption* would be generated. This is an excellent way to sabotage someone's research effort.

*Example: Bordras wants to use **Perfection of Sif** (Pad Turbeth, lvl 1) to increase his Aura, reasoning that since all spell SBs are Aura-dependent the spell must temporarily increase his SB for the object spell. The GM calculates that, while his SB increases from 6 to 8, the aural interference the spell causes inflicts a 10 point RB penalty. Since the spell wears off in 9 minutes, and Bordras cannot maintain it while conducting research, he decides to forget it.*

## [6A] Originality Factor

If the researcher is consulting no Written Works and has no Mentor, he is conducting *original* research. Original research can only be conducted into spells of the researcher's *Primary* convocation. The fact that the researcher is developing the spell without any assistance gives him a certain, special affinity - increase RB by

(object spell) Skill Base.

### [6B] Mentor Factor

A mentor is a teacher/advisor who already knows the object spell (or a *very* similar one) and is willing to advise the researcher on a regular schedule. Inclusion of a Mentor in the process precludes the benefit of an Originality Factor (see 6A above).

A Mentor may "teach" any spell he knows, but if the object spell differs in convocation from that of the researcher, dispensation should be obtained from at least three masters of the spell's convocation. The "price" of such approval depends on the value and/or complexity of the spell, and usually consists of an artifact or written work with affinity for the spell's convocation. The Mentor may also want something for himself.

The mentor must be available to the student during all research sessions if the full benefit of his assistance is to be realized. Obviously researcher and mentor must share a common language in which they are both fluent.

**Effect of Mentor:** Increase the researcher's RB by twice the Mentor's SI, to a maximum of the *researcher's* SB, for the object spell.

### [6C] Written Works

A *Written Work* is a document which exists in the fantasy world, and can be obtained, owned, touched, read, etc., only by a *character* (as opposed to a player). A written work should not, therefore, be confused with a Spell Description.

A written work which describes a spell may be of use to a researcher attempting to learn that spell. If it deals with a spell which is not the object spell, the written work is useless. Research is often started simply because the researcher has obtained a written work about an "interesting" spell. Obviously, a written work is of no use unless the researcher understands the language and script it is written in. Use of written work(s) in research, precludes the addition of an Originality Factor (6a).

#### Multiple Written Works

If, by some wild chance, a researcher obtains more than one written work on the same object spell, they may (at GM discretion) be used cumulatively - provided the written works are authored by different mages. To determine the cumulative RB effect of multiple written works, add the RB value of the most valuable work and half the value of all other written works. However, the combined RB value of all Works cannot exceed 30.

#### Written Work Condition

Many found works are old and/or in poor condition, varying greatly in readability and usefulness. Some are clear and comprehensive and enhance the Research Roll, others are, in effect, booby trapped.

The condition of a Written Work is secretly determined by the GM who will reveal only obvious features to the player whose character examines it (faded, yellow or torn pages, pieces missing, bad grammar, obscure or unique script usage, etc.)

If the Written work contains intentionally misleading information, it can have a *negative* effect on spell research. Still, the player will not know the true value of a Written Work, until the research project is terminated with the Research Roll.

#### Types Of Written Work

The following descriptions include 1d100 random generation ranges (in case the GM wants to randomize a chance-found written work), a technical name for each type, and the *basic* RB modification (a die roll) each provides. The RB value of each written work is randomly (and secretly) generated by the GM who does not reveal it to the player-researcher until he has made a commitment to use the work.

**01-35 Scholium [RB+1d6]** A brief, explanatory note, a few lines, perhaps a small diagram or two, often found in the margin(s) of some larger work. A Scholium is a promptive note used by a mage to remind him of a spell's salient points. Mages sometimes write promptive scholiums on scraps of parchment and discard them later. Some scholiums are only ideas for spells that the mage intends to develop. Scholiums provide only hints. A Scholium is useless unless it deals with a *Primary* convocational spell being researched.

**36-70 Spell Tract [RB+2d6]** A short treatise, usually about a page in length, containing some details. Tracts can be quite useful to the researcher who only has to fill in the details. Often, however, the absent details are more extensive than the information actually present in the Tract. A Spell Tract is useless unless it deals with a *Primary* convocational spell that the researcher is attempting to learn.

**71-95 Spell Treatise [RB+3d6]** A medium length discourse, generally several pages. This kind of document is usually quite useful to the student and allows the student to learn a spell of his secondary convocation. A Spell Treatise is useless unless it deals with a *Primary* or *Secondary* convocational spell that the student is attempting to learn.

**96-00 Spell Disquisition [RB+4d6]**

An elaborate treatise covering all points of the spell, including its underlying metaphysical principles, philosophical foundation, and logical derivation. Such works can be extremely useful to a student able to understand them. Disquisitions contain, if anything, too much detail. The mage Genin pointed out that it was possible to write a book about any spell and some mages seem to have used Spell Disquisitions to try and prove his point. A Disquisition can hold sufficient detail for a researcher to learn whatever spell it contains, regardless of convocation.

### 5.3.2 The Research Roll

Once the *Research Bonus* is calculated, and the research requirements (such as time) have been met, the researcher makes a 1d100 Research Roll (as for a skill roll) with RB (which cannot exceed 105) or five times the researcher's SB for the Object spell, whichever is less. The research roll is the final act of each research project. The success of a research roll is interpreted as follows:

Success Level	Effect
Absolute Success	Learn spell and gain 4 skill ranks
Success	Learn spell and gain 2 skill ranks
Near Success	Roll again immediately (only once) with +20. Treat any further results below <i>Success</i> as <i>Failure</i>
Partial Success	Roll again immediately (only once) with +10. Treat any further results below <i>Success</i> as <i>Failure</i>
Failure	Attempt fails. You may try again after a number of weeks equal to spell level.
Severe Failure	Attempt fails. You may not attempt to learn this spell again for a number of months equal to spell level
Absolute Failure	Attempt Fails - Misfire. You may not attempt to learn this spell again for a number of months equal to spell level. See also paragraph below

### 5.3.3 Research Failure

A character whose research fails may try again, as often as he likes, after expending the necessary time/etc. on each attempt. However, failure may preclude a second research project using the same mentor or written work.

**Absolute Failure (AF):** If AF is the result of a research roll attempt from a mentor or written work, the student can never learn that spell from that mentor/written work, although he could subsequently learn the same, or a similar, spell with some other mentor or written work, or even invent such a spell later. AF with a written work may, at GM discretion, destroy the written work. AF also causes spell misfire.

#### Fatigue

A research attempt accumulates the same fatigue that would be accumulated by casting the object spell.

### 5.3.4 Improving Spell Mastery

Spells may be improved just like any other skill by expending the necessary DPs. Spells are developed similar to weapons, e.g. each convocation is a separate category where category and skills are developed separately (standard RMSS skill progression). Many spells contain thresholds like "with 15 ranks additional effects apply..." these statements apply solely to the ranks developed for the individual spell.

There are a number of spells where a 'M' is given in the 'lvl' column of the spell description. These are multi-level spells. This means that a distinct version exists for each complexity level (=spell level). *Luthryn* must first learn the level 1 version and subsequent levels in order. PCs can begin play knowing only first-level versions of multi-level spells. A *luthron* can "convert" one level-version to the next: He meets normal requirements for learning the *new* version, but then opens it by rolling a spell roll with the bonus of the *old* version:

Result	Effect
Absolute Success	learns new/higher version with 75% of old skill ranks
Success	learns new/higher version with 50% of old skill ranks
Near Success	roll again (only once) with +20, subsequent results of less than 111 are <i>Failure</i>
Partial success	roll again (only once) , subsequent results of less than 111 are <i>Failure</i>
Failure	Upgrade fails (keep old version)
Severe Failure	Upgrade fails (keep old version)
Absolute Failure	Upgrade fails (keep old version) plus a Spell Misfire

If the new version is learned, the old version is erased from the character sheet and no longer available.

## 5.4 Casting Spells

The forces called upon by the *luthryn* to drive their spells are infinite, but Mages must expend their own

energy (accumulate fatigue) to control them. Consequently, every spell inflicts fatigue on the caster. The greater the force being manipulated, and/or the more complex and demanding the spell, the more difficult it is to control, and the higher the fatigue accumulated. Complex/powerful spells can be extremely tiring, especially when strung together.

A *luthron* character may attempt to cast any spell he knows at any time in the course of play, provided he is in a reasonable state of consciousness. The following routine is used to cast a spell:

### [1] Declaration

The character informs the GM of his intent to cast a spell he knows, expends the necessary time to cast, and meets any other requirements.

### [2] Spell bonus

Injury and fatigue, however acquired, have an adverse effect on spellcasting. Reduce the spell bonus by the caster's current Exhaustion Point penalty. The bonus is further reduced if the GM believes that *optimal* requirements for casting have not been met. The actual bonus is not finally determined until the time has come for the spell to "fire".

### [3] Success Roll

Once the bonus is known a *skill roll* is made to determine success. The GM should secretly make the roll himself if he feels the result might be ambiguous to the caster. This is usually the case, so it is safest for the GM to make all success rolls for spells.

### [4] Fatigue Accumulation

A mage accumulates Exhaustion Points each time he attempts to cast a spell. Each spell description includes the EP cost when the spell is cast, expressed as a formula: ([fixed number]-SI) x EM where SI is the applicable Skill Index and EM is *Exhaustion Multiple*. The higher the caster's SI, the less fatigue he accumulates.

Consult the following table for details upon result determination:

Result	Effect
Absolute Success	spell succeeds and halve EP cost
Success	spell succeeds normally
Near Success	spell succeeds but costs 150% normal EP's
Partial success	spell delayed: roll again after 1d3 rounds. If it still is less than <i>Near Success</i> treat as <i>Failure</i>
Failure	spell fails to work. Roll a +100 Shock Roll (see <i>Combat Results</i> for details on Shock Rolls).
Severe Failure	spell fails to work. Roll a +80 Shock Roll (see <i>Combat Results</i> for details on Shock Rolls).
Absolute Failure	Misfire - consult the <i>Spell Misfire Table</i> . Spell fails to work. Roll a +60 Shock Roll (see <i>Combat Results</i> for details on Shock Rolls).

If AF (misfire) occurs, fatigue may increase dramatically. The GM informs the caster of his fatigue accumulation.

**Note:** A character may either use Mental Fatigue Points (MFPs, see "Psionics" article), mundane Exhaustion Points (EPs) or a mixture of both to fuel spells. When using any amount of EPs however, the corruption is raised by 50% because the caster is using a less "true" power source for his spells. The corruption rules below assume a exclusively MFP-fueled spell-casting.

**Example:** Caswalon wants to cast a spell for which his bonus is 56 and his SI is, therefore, 6. The Exhaustion cost of the spell is  $(15-SI) \times 1.5$  or  $(15-6) \times 1.5$  or  $10 \times 1.5 = 16.5$  (rounded to 17). He rolls AS thereby halving his EP "cost" to 9.

#### [5] Effects

Spell effects are read from the spell description and may vary according to the success level achieved and the circumstances of the casting.

### 5.4.1 Exhaustion Recovery

Exhaustion points (or MFPs) accumulated by spellcasting are removed in the normal way, by resting. See the "General" and "Psionic" articles for details.

### 5.4.2 Multiple Spellcasting

If more than one Spell is to occur, it may be necessary to determine which actually fires first. Ties are broken as follows

- [1] Determine the normal initiative.
- [2] If tied: caster with the higher Initiative bonus gets his spell off first.
- [3] If still tied, break tie(s) randomly.

**Note:** Various other events continue independent of anyone's participation. A temporary enchantment, for example, has a duration that continues for a number of seconds. In such cases the same system can be used to determine when the enchantment terminates

### 5.4.3 Interruption

A spell-caster is required to concentrate on spellcasting from the moment he begins casting until it fires. There are degrees of interruption; each case is evaluated at GM discretion.

An **Automatic Abort** is an interruption which must necessarily terminate the spellcasting attempt. This category would include most forms of physical abuse from having an arm severed to simply being knocked down. A success roll with a malus of at least 30 (GM discretion upon situation) is made immediately to determine if the spell misfires (immediately) - only results less than *Success* have effect.

A **Possible Abort** is an intermediate case. The GM believes that the interruption may cause spellcasting termination. A roll is made as for an Automatic Abort: An *Absolute Success* means that the caster is unaffected; with normal *Success* the spellcasting attempt continues, but the final bonus is reduced (from -5 for distractions like whispering to -30 for nearby combat noise). *Failure* aborts the spell harmlessly. *Severe Failure* causes the caster to make a risk test (50% chance to succeed) to shift the result either to *Failure* or *Absolute Failure*. The latter causes *immediate* misfire

A **Minor Interruption** is one that has little chance of terminating the casting attempt. The process continues, but the final EML is reduced (from -10 to -40 according to the level of the distraction).

#### 5.4.4 Spell use and armor

It is important to keep in mind how any garments (from clothing to heavy mail armor) may interfere with spellcasting. In general, the more dead weight you carry with you, the more difficult spellcasting becomes. The following table gives details on the modifications applied to any spell's bonuses.

weight carried (kg)	modification
0-5	+5
6-10	±0
11-15	-5
16-20	-10
21-25	-15
26-30	-20
31-35	-25
36-40	-30
41+	-35

It is unimportant if the material is organic or inorganic, only the mass is relevant. The above modifications are cumulative with any other modifications.

#### 5.4.5 Singing

Since the very essence of Arda was created by song in the *Ainulindalë* it is very advantageous to cast a spell in song form. A song eases the flow of magical energy and makes casting more easy. When choosing this option the caster must sing audibly. The better he sings, the greater the potential rewards. When choosing this option, the caster must make a *Singing* skill roll. The following spell casting is modified according to the following table.

Success Level	Result
<i>Absolute Success</i>	+20 to spell roll, 50% EP costs
<i>Success</i>	+10 to spell roll, 75% EP costs
<i>Near Success</i>	+5 to spell roll
<i>Partial Success</i>	no change
<i>Failure</i>	-5 to spell roll
<i>Severe Failure</i>	-10 to spell roll, 125% EP costs
<i>Absolute Failure</i>	-20 to spell roll, 150% EP costs

Alternatively, you may base the modifications on the skill ranks in *Singing*. When using this option the caster relies upon his skill and does not try to use his whole abilities to gain more bonuses. It is easier to use (for the player) and more safe but also less profitable for the caster. With this option he only gains modifications to the spell roll.

skill ranks	Mod.
0	-15
1-5	-10
6-15	-5
16-20	+5
21-30	+10
31+	+15

#### 5.4.6 Misfire

If any casting attempt results in AF a *misfire* occurs. Each spell tends to misfire in a unique variety of ways. Violent spells have a habit of misfiring violently, while the misfire of a passive spell may pass unnoticed. Devising misfire details is best left to the ingenuity of the GM, but the misfire table is provided as a guide.

This misfire table is not intended to limit the imagination of the GM in devising the nature of a misfire. The ability of the GM to invent "interesting" and unusual misfire effects is considered an important part of the system. Players would be unwise to expect the same spell to misfire in the same way each time. Because of the often ambiguous nature of spell misfire, the GM always makes the misfire roll secretly, informing the player(s) of the visible effects as he deems appropriate. 1d100 ranges are given in case the GM wishes to randomize:

**NOTE:** A *Critical Misfire Roll* (one divisible by five) indicates a *compound misfire* (more than one type of misfire). Roll again and apply all results.

Roll	Effect
01-30	<b>Form Failure</b> The Spell's <i>Form</i> was inadequate to hold its principle and the caster is obliged to expend additional energy to rechannel/dampen the mess. The amount of extra energy that must be expended depends on the point at

	which the Caster notices the failure: Double (01-15), Triple (16-25) or Quadruple (26-30) fatigue accumulation.
31-50	<b>Aural Shock</b> Caster suffers aural shock. Caster loses the ability to use power abilities (including spells and psionics). "Shock" lasts indefinitely. Caster rolls hourly to recover powers: if 1d100 roll plus $([Pr+In+Em-bonuses]/3)$ is 111+, power(s) are fully restored.
51-60	<b>Severe Aural Shock</b> As above, but the recovery roll is made every $(30-([Pr+In+Em-bonuses]/3))$ hours (min. of 2) instead of once an hour.
61-80	<b>Distortion</b> The spell has worked, but not as intended. Perhaps the object, location or direction of the effect(s) are altered, and/or the effect(s) may be more or less powerful than intended. Degree of distortion may be randomly determined by GM.
76-90	<b>Confusion</b> Due to a serious lapse in concentration, the caster has confused the parts of two or more spells. In its simplest form, he has cast the wrong spell, but if several spells are confused the effects can be quite interesting.
91-99	<b>Serious Misfire</b> The spell has run wild. Triple fatigue. Other effects will depend on the nature of the spell. If the Mage was, for example, attempting to cast a Fireball, it may have exploded in his hand.
00	<b>Total Release</b> The caster has released the spell's primal element into the world, but has failed to control it in any way. This result can have an extremely wide ranging effect and requires a great deal of GM discretion.

### 5.4.7 Special Modifications

When a mage of any convocation attempts to use a spell to enchant an elemental object of a different convocation his bonus is penalized:

- 10 Secondary elements
- 15 Neutral elements (GM discretion)
- 20 Tertiary elements
- 30 Diametric elements

All animals are cuilren elemental objects and a luthron is also deemed to be an elemental object of his own convocation.

#### For Pad Tingril only:

- Wholly Metallic: an artifact which is at least 90% metal
- Mostly Metallic: an artifact which is at least 51% metal
- Partly Metallic: an artifact which is at least 21% metal

### 5.5 Words of Command

*"I had to speak a word of Command."* LotR, Book II, Chapter V

A Word of Command is a specialized form of spell use. In principle every spell may be cast in the way of a Word of Command. They are a means to cast a spell very quickly and effectively (if successful). The *luthron* states his intention to use a particular spell in the form of a Word of Command and the appropriate modifications are added. It is risky and very tiring for a *luthron* to use a Word of Command. In essence such a word is nothing more than the ordinary spell with two distinct advantages:

1. It is very fast. A Word of Command is resolved as an instantaneous spell in the RM system since it is composed of one word only. Nearly all other spell parameters (see below) remain unchanged.
2. It is powerful. A Word of Command is 50% more powerful (all spell aspects) than its corresponding (normal) spell (e.g., a spell that normally gives a bonus of +20 to an action now grants +30).

There are disadvantages of course. The chief ones are:

1. It is very tiring. A Word of Command costs 10x the usual EPs/MFPs (or 60% of the caster's normal EPs/MFPs, whichever is greater).
2. Its use is dangerous. Subtract 40 from the spell's bonus when uttering a Word of Command. A potential Misfire roll is raised by 20.
3. It is easy to perceive. Treat a Word of Command as if it were 3x the level of the original spell (for purposes of spell-detection).

A spell can only be cast in the form of a Word of Command if the *luthron* has **at least** 15 ranks in the original spell. In essence such a word squeezes all the requirements into a very short form which results in high potential results but also high risks because of the magical "instability" of this very brief form.

### 5.6 Dangers

**GM information:** ZENSIERT

#### 5.6.1 Risk Factors

The danger that Sauron and his minions present to spell casters is reflected in "risk factors." Each spell has a

risk factor which reflects the potential of drawing the attention of Sauron or his servants. Each Gamemaster must decide whether or not to use risk factors in his game, but it is strongly encouraged to do so in conjunction with sorcery.

**Using Risk Factors**

Each time a character casts a spell and its emanations may draw the attention of a potential sensing individual (see detection table), the Gamemaster should make an open-ended roll and add the Risk Factor for the spell. This roll may also be modified by a factor based upon the time period.

All *luthryn* know the phenomenon that the casting of spells can be perceived over considerable distances. The respective strengths of spells have been researched quite well and are known to mages. They may be found in each spell's description (so the player knows the relative risk himself).

The actual radii of emanations are only vaguely known to *luthryn* and PCs should not know them at all (or only after a lengthy life as *luthron*).

Table of Magical Emanations			
Level of Spell	Radius of emanations	Level of caster	extra radius of emanations
1	2 miles (3 km)	1-2	10 miles (16 km)
2	10 miles (16 km)	3-5	20 miles (32 km)
3	50 miles (80 km)	6-8	40 miles (65 km)
4	100 miles (160 km)	9-10	60 miles (95 km)
5	125 miles (200 km)	11-13	80 miles (130 km)
6	150 miles (240 km)	14-16	100 miles (160 km)
7	170 miles (275 km)	17-19	120 miles (180 km)
8	180 miles (290 km)	20-25	140 miles (225 km)
9	190 miles (305 km)	26-30	160 miles (260 km)
10	200 miles (320 km)	31-35	180 miles (290 km)
		36-40	200 miles (320 km)
		41-45	230 miles (370 km)
		46-50	260 miles (420 km)
		51+	300 miles (480 km)

Add the numbers for the spell's level and caster's level to determine the **radius** of the actual emanations.

**Note:** This table tries to emulate Gandalf's words at Caradhras that "*I have written Gandalf is here in signs that all can read from Rivendell to the mouths of the Anduin*" (LotR, Book II, chapter III).

**Spell Use Risk Roll** = open-ended roll + Risk Factor + Period Modifier

The Period Modifier can be found in the table below while the Risk Factor is found at each individual spells' description.

Time Period	Mod.
Early Third Age	-15
Middle Third Age	±0
Late Third Age	+25
Fourth Age	-25

If the modified result is 100 or more, some sort of "Shadow-force" has noticed the casting of the spell. A second open-ended roll must be made on the Spell Use Risk Table (see below). Otherwise, nothing unusual happens.

The results on the following table are guidelines to help a Gamemaster determine the consequences of the spell being noticed. The GM should modify the results to reflect the specific area and circumstances.

Level of Sensing Individual					Result Of Spell Casting
10-12	13-15	16-18	19-20	21+	
01-35	01-20	01-15	01-10	01-05	Spell goes unnoticed.
36-50	21-30	16-25	11-15	06-10	Spell is sensed, but ignored. +5 on this table for next spell cast in this area.
51-60	31-40	26-35	16-20	11-15	Spell is sensed. The senser becomes wary. +10 on this table for next spell cast in this area.
61-75	41-55	36-45	21-25	16-20	Spell is sensed, but location & distance unknown. Spies sent to locate & report on movements of caster. +10 on this table for next spell cast in this area.
76-85	56-75	46-60	26-35	21-25	Spell & general direction of caster are sensed. Spies sent to find, hinder, & report on movements of caster. +15 on this table for next spell cast in this area.
86-90	76-85	61-75	36-45	26-30	Spell & general direction of caster are sensed. Minor minions sent to

					find & capture caster. +15 on this table for next spell cast in this area.
91-95	86-90	76-85	46-50	31-40	Spell, direction, & distance are sensed. Minor minions sent to capture caster. +20 on this table for next spell cast in this area.
96-99	91-95	86-90	51-65	41-55	Spell, direction, & distance are sensed. Medium level minions sent to capture or slay caster. +20 on this table for next spell cast in this area.
100	96-99	91-95	66-75	56-70	Spell & exact location of caster are sensed. Medium level minions sent to capture or slay caster. +25 on this table for next spell cast in this area.
—	100	96-99	75-85	71-80	Spell & exact location of caster are sensed. High level minions sent to capture or slay caster. +25 on this table for next spell cast in this area.
—	—	100	86-95	81-90	Spell, exact location, & power of caster are sensed. High level minions sent to capture or slay caster. +30 on this table for next spell cast in this area.
—	—	—	96-99	91-95	Spell, exact location, & power of caster are sensed. Highest ranking minions sent to slay caster. +30 on this table for next spell cast in this area.
100+	100+	100+	100	96-100	Spell, exact location, & power of caster are sensed. Leader & minions go to capture or slay caster. +35 on this table for next spell cast in this area.*
—	—	—	100+	100+	Spell, exact location, & identity of caster are sensed. Leader will stop at nothing to capture or slay caster. +40 on this table for next spell cast in this area.*

\*Particularly powerful leaders, such as Sauron or the King of Gondor, will not themselves pursue the caster.

Spell level	Caster's			Area Type	Mod.	Outlook of Sensing	
	Mod.	Level	Mod.			Individual	Mod.
1	-50	1-2	-50	dense population (cities, fortresses & vicinity)	+20	Ally	-40
2	-10	3-5	-15	average population (towns, farmlands, small keeps)	+10	Friendly	-20
3	±0	6-8	-10	low population (wilderness)	-10	Neutral	±0
4	±0	9-10	-5	high degree of magic activity	-10	Unfriendly	+10
5	+10	11-13	±0	average degree of magic activity	±0	Enemy	+20
6	+20	14-16	+5	low degree of magic activity	+10	Enemy knows caster	+30
7	+30	17-19	+15	sheltered haven (e.g. Imladris, Lórien etc.)	-30		
8	+35	20-25	+25	Shadow Lands (e.g. Southern Mirkwood)	+15		
9	+40	26-30	+30	Shadow Hold (e.g. Carn Dûm)	+30		
10	+70	31+	+50				

Apply all modifiers cumulative and add the result to the roll. Cross-index the net result with the table above to determine the type of potential reaction towards the character.

### 5.6.2Corruption

Corruption occurs **automatically** when using sorcery. Basically, a character gains at least one corruption slot for each spell cast. This value is modified by the 'Pad' of the spell: some Padi are more aggressive and/or tempting in nature and so gain more corruption than others (see table below).

basic Corruption slots per spell	
Pad	
Mithurinath	2
Gwelu	2
Naur	3
Tingril	1
Cuil	1
Nendin	2
Turbeth	1

When these corruption slots (CS) reach ten, the character receives a corruption point (CP) and the corruption slots are reduced to zero. If the character uses his sorcery in an inappropriate manner (e.g. overly aggressive, needless, for selfish motives, out of greed etc.) he may receive more corruption slots (subject to GM discretion). If he receives more than ten corruption slots at once (e.g. 15 for a brutal spell while he already had 6 corruption slots accrued) he gains two CPs and still has one corruption slot filled.

**Important note:** The GM keeps track of the number of corruption slots and CPs the characters have. Ideally they are ignorant about the mechanisms of corruption (CSs and CPs) to prevent them from tracking their values through spell use. Do **not** give this information to the players. Just tell them the change of attitude they experience in certain situations (e.g. growing indifference versus the helpless or the inclination for a more aggressive and selfish behaviour).

If a character succeeds in a roll with Em-bonus plus 50 you may tell him that he just received corruption. With an *Absolute Success* tell him/her how much CPs he received (and how much corruption slots he has "filled"). A player should state that he wants to sense his corruptive value. When passively used, the GM rolls and the bonus is only 10 instead of 50. A character may however roll Em-bonus plus 30 to assess his degree of corruption. Use the following table to interpret the results. The character knows that the result of this roll can (and will) be not accurate and is only to be understood as an estimate.

Result	Effect
Absolute Success	Estimate CP total with ±5%
Success	Estimate CP total with ±15%
Near Success	Roll again with +20. Any new result less than <i>Success</i> is a <i>Failure</i>
Partial success	Roll again. Any new result less than <i>Success</i> is a <i>Failure</i>
Failure	Fail to gain information.
Severe Failure	Underestimate CP total by 20%
Absolute Failure	Underestimate CP total by 50%

**GM Note:** A character has only one chance to assess his CP total. If he fails he'll have to wait until he gains more CPs and can try again. Let the players guess about the amount of corruption they have. It should improve their roleplaying behaviour if they are uncertain about the exact taint of their spirit.

A GM may also want to have "evil" items give Corruption Points when they are used (and perhaps corruption slots for the mere possession). The origins of any item are very important, even innocent spell adders and

multipliers if the item was made by Sauron or one of his minions, its use will affect the user negatively even if only in a minor way. In this case, each time a character uses an evil item, CSs or CP(s) are received (dependent upon the strength of the item and the circumstances of its use). Certain very powerful evil artifacts may give more than one CP.

The Gamemaster should keep track of each character's CP total as play progresses. Each character's CP total normally starts at zero, and increases through spell failure and using evil items (e.g., the One Ring corrupted its wearer very quickly). A GM may also want to assign CPs for particularly evil acts by characters. A GM may wish to allow certain rituals at certain places to "cleansing" (i.e., remove) CPs from characters (see *Cleansing* below).

In general, a character's CPs reflect his tendency towards evil. On this scale, a total of zero indicates an "innocent" and a 100 (or more) indicates a totally evil being. The effects of Corruption Points is up to the GM and the player of the corrupt character, but I suggest the following (derived from 2<sup>nd</sup> edition *MERP*):

- If the character is faced with temptation, the GM may make an open-ended roll and add the character's CP total and subtract his SD-bonus. A *Success* indicates that he must give in the temptation. An *Absolute Success* means that he gives in enthusiastically. *Failure* means he resists the temptation and *Absolute Failure* let him see "behind the scenes" of this temptation (only if there is something to be spotted of course).
- If the character is in the presence of an "evil being" who commands the character to do something, the character must make a RR modified by subtracting his CP total and adding his PR stat bonus and a value dependent upon the evil beings' level (see table below). Failure means that the character must obey the evil being's command.

Evil beings' level	bonus
1-5	100
6-10	80
11-20	60
21-30	40
31-50	20
51+	0

A RR should be made for each such command. During a given day, each RR is modified by an additional +5 for every such RR already made that day (e.g., the sixth RR against evil commands made on a given day would have a +25 RR modification). Additionally the circumstances might warrant special modifiers. It is unlikely for example that a reasonably able spellcaster will take orders from a high-level orc. The type of "evil being" should influence such a consideration.

### 5.6.3Cleansing

The skill Meditation Cleansing is used to remove part of the accrued Corruption Points (CP) from the character. The character must be in a peaceful environment (no distractions). Upon trying to remove the taint from his spirit (the CPs) the character enters a trance for at least 4 hours a day. The rest of the day the character rests and prepares himself mentally for the coming meditations. He may meditate a maximum of 8 hours per day. The time needed for an attempt is listed in the table below. Once the time is spent (tell the player only the time he needs to meditate, not the associated CP's) a roll is made and the results cross-indexed with the table below. If the character knows his CP total (through whatever means) he may state any number of CPs he wishes to remove. The "default value" to remove is half his accrued corruption (especially if he is unaware about its actual value).

The GM may assign bonuses or penalties (or allowing additional rolls or whatever the GM deems appropriate) to the skill roll according to the circumstances (e.g. meditating in a haven like Lórien or Rivendell).

Use the IMAR chart found in the "Psionic" article to determine the success or failure. The table on the following page shows the applicable modifications:

CPs to be removed	Meditation time	Maneuver Type
1-3	8 hours	Routine
4-6	10 hours	Easy
7-9	16 hours	Light
10-12	22 hours	Medium
13-15	28 hours	Hard
16-18	34 hours	Very Hard
19-21	40 hours	Extremely Hard
22-24	46 hours	Sheer Folly
25+	50+ hours	Absurd

Use the following chart to determine results of the attempt:

Result	Effect
Absolute Success	remove 150% of attempted CPs
Success	remove 100% of attempted CPs
Near Success	remove 50% of attempted CPs
Partial success	remove 20% of attempted CPs
Failure	remove no CPs
Severe Failure	gain 5 corruption slots
Absolute Failure	gain one CP

Please note that CPs may not be decreased below 25% of the level before the Cleansing attempt. After a Cleansing attempt the character may not make another attempt until he gains at least one CP. CPs may never again fall below one CP once a character has received any CPs.

**GM Note:** certain special situations and/or places might remove corruption without the conscious meditation of the caster. The GM must assess if such circumstances apply as well as their value in removing corruption.