

A MAGIC SYSTEM FOR ADVENTURES IN MIDDLE-EARTH

This document details how to incorporate a magic system for characters to use in the Adventures in Middle-Earth setting for Dungeons & Dragons 5e. The basic idea is to use the Ars Magica 5th Edition Hermetic magic system, along with house rules for using this system in D&D 5e to construct a magic system for Middle-Earth. Under this system, a “wizard” is simply a character that has learned the magical Arts and can cast spells. A character of any class, any culture, and any background can either start play as a wizard or become a wizard after play begins at any character level.

QUALIFYING TO BE A WIZARD

STARTING PLAY AS A WIZARD

The Loremaster can allow a character to start play as a wizard, if they can meet the requirements. There are four possible ways for a character to begin the game as a wizard.

FOR ANY CULTURE, ANY CLASS, ANY BACKGROUND

You can forego the Ability Score Increase for your culture to take Opening the Arts (a new Open Virtue detailed below) at 1st level. This represents your time spent learning magic instead of engaging in the typical activities of your culture during youth.

FOR ANY CULTURE, ANY CLASS, ANY BACKGROUND

If the Loremaster decides that a character can start with the Opening the Arts virtue without having to sacrifice anything during character generation, then that character must forego their Character Improvement at 4th level.

FOR MANNISH CULTURES, ANY CLASS, ANY BACKGROUND

You can choose the Open Virtue: Opening the Arts instead of your Cultural Virtue at 1st Level. The Player’s Guide, page 100 says that members of the Mannish cultures can take an Open Virtue in lieu of a Cultural Virtue.

FOR ANY CLASS, ANY CULTURE, MAGICIAN BACKGROUND

If you take The Magician Background at 1st level, you can choose the Wizard option. You are a true wizard rather than a performer and prestidigitator. Refer to pages 135 and 136 in the Player’s Guide and add the following background option for The Magician:

OPTIONAL MAGICIAN: WIZARD

You have studied the magic of the ancient world prior to beginning your adventures. You gain the Opening the Arts virtue. You may pick two skills other than Performer and Sleight of Hand if you desire (for your background skill proficiencies).

BECOMING A WIZARD AFTER PLAY BEGINS

First, a character of any culture, class, or background can become a wizard. All that is required is to take the Opening the Arts virtue. Opening the Arts can be taken during a Fellowship phase when you are eligible to take an Open Virtue. The Loremaster's Guide, page 153 says that characters can gain an Open Virtue every other Fellowship phase at a Sanctuary. A character can also take Opening the Arts as their Character Improvement at 4th, 8th, 12th, 16th or 19th level if the story allows that the character may have had some training by a master previously (or at 10th level for Treasure Hunters or at 6th or 14th level for Warriors). It will be assumed they’ve been working on things for quite some time behind the scenes and are now finally wizards. A character of any class (Scholar, Slayer, Treasure Hunter, Wanderer, Warden, and Warrior) can become a wizard.

NEW OPEN VIRTUES

OPENING THE ARTS

Prerequisite: None

You have had the magical Arts of the ancient world opened to you. You gain proficiency in the Lore skill if you do not have it already. You also learn Quenya if you do not already know it.

You have basic knowledge of all five magical Techniques and all ten magical Forms. You gain an Art score of 0 in each of these fifteen Arts. You have the ability to learn and cast spells. You may learn and cast spells up to a magnitude equal to two plus the sum of the Art scores of the Technique and Form of the spell (also, of a level equal to ten plus the sum of the Art scores of the Technique and Form of the spell, multiplied by five). This means that upon Opening the Arts, you may learn and cast spells of up to 10th level in all Technique and Form combinations (because all of your Art scores are 0 and $10 + 5 \times (0 + 0) = 10$).

You have learned a number of spells equal to the sum of your proficiency bonus, your Intelligence modifier, and your Wisdom modifier. You may learn any spell that your Art scores allow for (i.e., $10 + 5 \times [\text{Technique Score} + \text{Form Score}]$).

You are now more closely tied to the spiritual aspects of Creation and less tied to the physical world of Arda. All of your current hit dice are replaced with d6 hit dice. Your hit point maximum becomes $2 + \text{your character level} \times \text{your Constitution modifier} + 4$. For example, a 5th level character with a Constitution of 16 (+3) would have a hit point maximum of $2 \text{ hit points} + 5 \text{ levels} \times (3 + 4) \text{ hit points per level} = 37 \text{ hit points}$. All hit dice you gain from advancing in character level become d6 hit dice (regardless of class) and you may add a number of hit points equal to the roll of 1d6 + your Constitution modifier or 4 + your Constitution modifier when you gain a level.

Your ways are somewhat suspect among normal folk. If you make the introduction during an Audience, the default attitude is Askance (unless it is already Mistrustful). The result of a failed Intelligence (Traditions) check (DC 15) will worsen this attitude to Mistrustful. Another character in your party may make the introduction at the normal default attitude but one step worse (as you are still a member of the group presenting themselves). These attitudes can change with time and become irrelevant if your party has the advantage of the Open Sanctuary undertaking at the location.

During Fellowship phases, you may be able to take advantage of additional undertakings available to wizards. The Loremaster may require that you spend the Fellowship phase in a Sanctuary that could be reasonably expected to have the proper libraries, workshops, teachers, or other facilities that would allow for magical undertakings. Rivendell is an excellent example of such a Sanctuary.

NEW FELLOWSHIP PHASE UNDERTAKINGS FOR WIZARDS

ADVANCE ARTS

Prerequisite: Opening the Arts Virtue

Choose one Art of magic. You apply one point to advance the chosen Art score.

To increase your Art score by one, it takes one point times the next Art score. This means it takes one point to raise an Art from zero to one, two points to raise an Art from one to two, three points to raise an Art from two to three, etc. The table below summarizes.

ART SCORE COSTS

| Art Score | Cost to Raise by One | Overall Cost |
|-----------|----------------------|--------------------------------|
| 0 | 1 | <i>Opening the Arts Virtue</i> |
| 1 | 2 | 1 |
| 2 | 3 | 3 |
| 3 | 4 | 6 |
| 4 | 5 | 10 |
| 5 | 6 | 15 |
| 6 | 7 | 21 |
| 7 | 8 | 28 |
| 8 | 9 | 36 |

The table above shows how many points it takes to raise an Art score to the next level and the cumulative cost to gain the indicated Art score. For example, to increase an Art score from 4 to 5 costs five points. The overall cost (considering starting with an Art score of zero) to raise an Art to five is 15 points. An Art score of 8 is the practical maximum (but the progression continues). It would take a character 540 undertakings to raise all 15 Arts to an Art score of 8.

You must have access to a library with magical knowledge, a magical laboratory, or some other place appropriate to your research. Most likely, this will be a Sanctuary that could be reasonably expected to contain magical knowledge, such as Rivendell or Isengard. The Loremaster will determine how high you can raise your Art scores in the various Arts at these locations.

If you have access to specific books that were created using the Write Books undertaking (or equivalent), you may advance your Art by two, rather than one, point during this undertaking. Once you have advanced your Arts to the Art scores of the books you have access to, you may no longer use those books to raise your Arts higher (but you could find new, better books).

COPY BOOKS

Prerequisite: Opening the Arts Virtue

You may copy books about the magical Arts. Books copied in this manner may be used by other wizards to raise their Art scores (see Advance Arts above). Any books not completely copied during one undertaking can be finished in future Copy Books undertakings. Books are rated by their Art scores. You may copy one book or a number of books that have a total Art score of four during one Fellowship phase. If you have proficiency with calligrapher's supplies, you may add your proficiency bonus to the maximum total Art scores that you can copy in one Fellowship phase. For example, a 9th level character with calligrapher's supplies proficiency would be able to copy books having a total Art score of 8. This could be two Art 4 books, four Art 2 books, an Art 5 and an Art 3 book, etc.

Libraries of books can be accumulated to make a Sanctuary into a place suitable for the Advance Arts and Invent Spells undertakings.

INVENT SPELLS

Prerequisite: Opening the Arts Virtue

You invent a number of spells with total spell levels equal to 2.5 times the sum of your highest Technique Art score + highest Form Art score + 2. You may not learn a spell that is of a higher magnitude than one you can cast (i.e., the sum of your Technique Art score + your Form Art score for the Technique and Form of that spell plus two). If you cannot finish inventing a spell in one Fellowship phase you may continue inventing it by taking another Invent Spells undertaking and applying more spell magnitudes towards it in the future.

You must have access to a library with magical knowledge, a magical laboratory, or some other place appropriate to your research. Most likely, this will be a Sanctuary that could be reasonably expected to contain magical knowledge, such as Rivendell or Isengard. The Loremaster will determine what spells you might be able to invent at these locations.

LEARN SPELLS

Prerequisite: Opening the Arts Virtue

You learn a number of spells with total spell levels equal to five times the sum of your highest Technique Art score + highest Form Art score + 2. You may not learn a spell that is of a higher magnitude than one you can cast (i.e., the sum of your Technique Art score + your Form Art score for the Technique and Form of that spell plus two). You must have access to the spells you are learning for the entire undertaking. If you cannot finish learning a spell in one Fellowship phase you may resume learning it by taking another Learn Spells undertaking and applying more spell magnitudes towards it in the future. You must have access to a library with books containing the spells you wish to learn (see Scribe Spells below). Most likely, this will be a Sanctuary that could be reasonably expected to contain the spells you are learning, such as Rivendell or Isengard.

SCRIBE SPELLS

Prerequisite: Opening the Arts Virtue

You can scribe a number of spells you know having 60 total spell levels in one Fellowship phase. Spells scribed in this manner are available to be learned by other wizards (see Learn Spells above). Any spells not fully scribed in one undertaking can be finished in future Scribe Spells undertakings. If you have proficiency with calligrapher's supplies, you may multiply the number of total spell levels you can scribe by your proficiency bonus. For example, a 9th level character with calligrapher's supplies proficiency could scribe 240 levels of spells in one Fellowship phase.

Libraries of scribed spells can be accumulated to make a Sanctuary into a place suitable for the Invent Spells and Learn Spells undertakings.

WRITE BOOKS

Prerequisite: Opening the Arts Virtue

Choose one Art. You spend the undertaking writing about your knowledge of the chosen Art. Any book you write about an Art will have its own Art score. The maximum Art score of your book is equal to your Art score multiplied by your proficiency bonus divided by six (round down). In one undertaking, you can raise the Art score of your book by one (i.e., it would take three undertakings to write a book with an Art score of three and it would take five undertakings to write a book with an Art score of five). You can work on a book in successive Fellowship phases.

Libraries of books can be accumulated to make a Sanctuary into a place suitable for the Advance Arts and Invent Spells undertakings.

SPELLCASTING IN MIDDLE-EARTH

CASTING SPELLS

In game terms, casting a spontaneous or formulaic spell takes one action. Casting a ritual spell takes fifteen minutes per magnitude. The character must speak firmly and gesture boldly for the spell to be cast. No roll is required, like in Ars Magica, as their fatigue-based spellcasting system is not used. There is a cost to casting each spell though. The player decides which of the costs to pay upon casting a formulaic, spontaneous, or ritual spell:

1. Use your Inspiration.
2. Spend one hit die.
3. Gain one level of exhaustion.
4. Accept one Shadow point (unless you have already succumbed to the Shadow).

Loremasters can devise other costs, but they should be commensurate with what is on this list. The best option is to use your Inspiration to cast the spell. Clever players can alternate good roleplaying with proper spellcasting and have very effective wizards. Further entries on this table are designed to make spellcasting quite costly. A character can spend a hit die or gain a level of exhaustion. The player would probably prefer to spend a hit die, if the character has any left. After these are gone, the price is a level of exhaustion, which is a very steep price, so magic would only be used in dire situations. Finally, the temptation always exists to just accept a Shadow point while retaining hit dice and avoiding exhaustion. The Shadow is always there, lurking, waiting to further ensnare another victim.

The price of hit dice means that wizards can use a lot of magic while at their Sanctuaries. They can use all of their hit dice each day and regain them each night after a long rest. This is in keeping with the idea that a wizard can be productive and powerful in their sanctum. When on Journeys and during Adventures, when long rests are hard to come by, they must be very careful to save their magic and only use it when absolutely necessary.

Characters can cast spells while wearing armor or bearing a shield only if they are proficient in the armor and shield. They otherwise cannot cast spells while wearing armor or employing shields. There is, however, an additional cost when casting spells while wearing armor and bearing a shield. This cost is measured in “pips” (i.e., fractions of a hit die). It costs one pip to cast a spell while wearing light armor, two pips while wearing medium armor, and three pips while wearing heavy armor. Using a shield adds another pip to the spellcasting cost. A character spends one full hit die due to spellcasting when four pips are accumulated. Thus, a warrior-wizard wearing full mail and using a shield would have to pay an additional hit die each time they cast a spell. Having one to three pips when rolling a hit die to regain hit points results in a penalty to the roll equal to the number of pips (i.e., -1, -2, or -3). The pip total is then reset to zero.

SPONTANEOUS AND RITUAL MAGIC

Wizards may cast spontaneous spells. The spell level for any spontaneous spell may not exceed half of the maximum formulaic spell the character could learn and cast (given each Technique and Form combination). Ritual spells take the normal amount of time and the character must spend one hit die for every five levels of the spell (in addition to the basic cost of casting the ritual spell) and suffers one level of Exhaustion.

THE NAMES OF THE ARTS

In Middle-Earth, Latin is not used for this magical system. Quenya is the language used, therefore all names of the Arts are in this language.

| Ars Magica Art | Middle Earth Art | Meaning |
|----------------|------------------|--------------------------------|
| Animal | Kelvári | “Animals” |
| Aquam | Nendari | “Waters” |
| Auram | Vistari | “Airs” |
| Corpus | Hroari | “Bodies” as opposed to souls |
| Herbam | Olvari | “Plants” |
| Ignem | Nari | “Fires” |
| Imaginem | Olori | “Dreams” or “Visions” |
| Mentem | Feari | “Souls” as opposed to bodies |
| Terram | Cementari | “Earths” |
| Vim | Fairi | “Spirits” as opposed to matter |
| Creo | A Onta | “Create!” |
| Intellego | A Ista | “Know!” |
| Muto | A Ahya | “Change!” |
| Perdo | A Hate | “Break Asunder!” |
| Rego | A Ture | “Control!” |

MAGIC, MISDEEDS, AND SHADOW

Many traditional roleplaying uses of magic, like killing from a distance, controlling someone's mind, and magical thievery are considered Misdeeds in this setting. Loremasters should warn players if a use of magic would have their characters gain Shadow points. When magic is used against creatures aligned to the Shadow, Loremasters may go a little easier on these restrictions. If the player uses magic to accomplish a Misdeed, they will most definitely gain Shadow points. Wizards have to be very careful.

SUCCUMBING TO THE SHADOW

You might note that if a wizard character, for some reason, didn't care about gaining Shadow they could become prolific spellcasters. This is intentional. This is another lure of falling all the way into Shadow - you can cast as many spells as you want, for a time. The problem with this is that as soon as the character actually succumbs to the Shadow, they can't cast a spell by gaining a Shadow point and may only cast spells by expending their Inspiration, one hit die, or accepting one level of exhaustion. Ritual spells still have an additional cost that must be paid with hit dice and a level of Exhaustion.

EQUIVALENT ART SCORES, CASTING SCORES, AND LAB TOTALS

If you ever want to draw from Ars Magica for other reasons, you'll need to know a character's Casting Score and Lab Total for each Technique and Form combination. This will simply be equal to the highest level spell that character can learn and cast in each of the combinations. This means that characters will have equivalent scores and totals of 10 for all combinations after taking the Opening the Arts Virtue with an increase of five each time they take an Advance Arts undertaking. The maximum Lab Total is 90, assuming a Technique Art score of 8 and a Form Art score of 8. If a Magic Theory score is needed, use the character's Intelligence (Lore) bonus.

USING HERMETIC SPELLS WITH ADVENTURES IN MIDDLE-EARTH

Conversion notes are below.

| Ars Magica Description | Ars Magica Ease Factor | Adventures in Middle-Earth Difficulty Class | Adventures in Middle-Earth Description |
|------------------------|------------------------|---|--|
| Trivial | 0 | 0 | -- |
| Simple | 3 | 5 | Very easy |
| Easy | 6 | 10 | Easy |
| Average | 9 | 15 | Average |
| Hard | 12 | 20 | Hard |
| Very Hard | 15 | 25 | Very hard |
| Impressive | 18 | 30 | Nearly impossible |
| Remarkable | 21 | 35 | -- |
| Almost Impossible | 24 | 40 | -- |

The formula is $(ArM \text{ Ease Factor} \div 3) \times 5 = \text{Adventures in Middle-Earth DC}$

| Ars Magica Characteristic | Adventures in Middle-Earth Ability |
|---------------------------|------------------------------------|
| Intelligence | Intelligence |
| Perception | Wisdom |
| Strength | Strength |
| Stamina | Constitution |
| Presence | Charisma |
| Communication | Charisma |
| Dexterity | Dexterity |
| Quickness | Dexterity |

| Ars Magica Trait | Adventures in Middle-Earth Trait |
|--|---|
| + X Recovery Bonus | Gain X hit points each night of rest (need not be a long rest) |
| ± X Characteristic | ± 2X to Ability Score (the bonus changes by ± X) |
| Increase a Characteristic to no higher than X | Increase Ability Score to no higher than 10 + 2X |
| A roll of X+ | An attack roll, saving throw, or ability check with DC = $(X \div 3) \times 5$ |
| ± X Attack | ± X to Attack Roll |
| ± X Defense | ± X to Armor Class |
| ± X Soak | ± X Soak |
| ± X to rolls | ± X to attack roll, saving throw, or ability check as appropriate |
| Soak vs. Spell Damage | Stress Die + (Armor AC – 10) + Constitution Modifier |
| Light Wound | Exhaustion Level 1 (Base: PeCo 5) |
| Medium Wound | Exhaustion Level 2 (Base: PeCo 10) |
| Heavy Wound | Exhaustion Level 3 (Base: PeCo 15) |
| Incapacitating Wound | Exhaustion Level 4 (Base: PeCo 20) |
| Near Fatal Wound | Exhaustion Level 5 (Base: PeCo 25) |
| Fatal Wound / “Kill” | Exhaustion Level 6 (Base: PeCo 30) |
| + X Damage for Spell | Stress Die + X hit points of damage – Soak vs. Spell Damage |
| + X Damage added to a weapon | + X damage of the appropriate type |
| Arcane Connection | Use Ars Magica rules as guidelines. |
| + X Size | +2X to Strength Ability Score (+ X to modifier) +5X to Hit Points -X to Armor Class |
| - X Size | -2X to Strength Ability Score (- X to modifier) -5X to Hit Points +X to Armor Class |
| Might 1 to 10 | Challenge 0 to 4 |
| Might 11 to 20 | Challenge 5 to 8 |
| Might 21 to 30 | Challenge 9 to 12 |
| Might 31 to 40 | Challenge 13 to 16 |
| Might 41 to 50 | Challenge 17 to 20 |
| Ward Spell | Hedges out appropriate creatures having a Challenge of up to twice the magnitude of the ward. |
| Spell produces effect “against which armor is no defense” or similar (such as <i>Parching Wind</i> PeAq 20). | Soak doesn’t apply. Normally, hit point damage from spells is reduced by the Soak vs. Spell Damage total. A suit of armor’s total AC minus ten is used in the Soak calculation. |
| Concentration | Use the Concentration Table (ArM, 82) and convert the Ease Factor to DC. |
| “Heals as a (Type) Wound” like <i>Incantation of the Milky Eyes</i> PeCo 30. | Consider the condition to be a wound that does not cause Exhaustion but takes the same amount of time to heal (see Wounds below). |
| Reduce Might (<i>Lay to Rest the Haunting Spirit</i>) | Damage is equal to Spell Level. |
| “Penetrating Magic Resistance” | See “Penetration and Magic Resistance” below. |
| Gain X Warping Points | Take 5X force damage. |
| Parma Magica | See “Penetration and Magic Resistance” below. |
| Magic Resistance | See “Penetration and Magic Resistance” below. |
| Penetration Ability | Proficient in the Penetration skill (if used). |
| Finesse Ability | Proficient in the Finesse skill (if used). |
| Fatigue Damage | Treat as Exhaustion but the recovery time is like Ars Magica. There is no Death only Unconscious. |

WOUNDS

Wounds are handled in this system by using Exhaustion. A character can receive more than one type of wound but this will not cause an increase of the Exhaustion Level. For example, if a spell causes a Light Wound, the character will move to Exhaustion Level 1 (assuming they had no Exhaustion Levels). This Light Wound is recorded as one Light Wound. If the character were to be affected by the spell a second time, the Exhaustion Level remains at one and a second Light Wound is recorded.

The long recovery times of *Ars Magica* will not be used for this system. However, it takes one long rest to remove one level of exhaustion, whether a convention level or a level that comes from a wound. The effect of multiple wounds is to increase the required recovery time. Using the example above, it would take two long rests to remove the two Light Wounds from the character. One Light Wound would be removed after the first long rest, the second after the second. Wounds reduce in severity as they are healing. One Medium Wound would become a Light Wound after one long rest and be removed after the second. Heavy Wounds count as three levels. Incapacitating Wounds count as four, and if any Fatal Wounds are inflicted, they count as five levels. Wounds heal in “series” one at a time, unlike in *Ars Magica*. More severe wounds are healed first. The worst wound shows what Exhaustion Level the character is at (for wounds).

Exhaustion Levels that come from conventional exhaustion are added onto the exhaustion caused by wounds. For example, if a character were at Exhaustion Level 2 and then a spell causes a Light Wound, the Exhaustion Level from the wound is Exhaustion Level 1 and then the two other levels are added in for Exhaustion Level 3.

PENETRATION AND MAGIC RESISTANCE (OPTIONAL)

When you need to know the Penetration of a spell, consider it to be the difference between the maximum spell level you can cast (of a particular Technique and Form combination) minus the actual spell level of the spell cast (of that combination). For example, if you can cast *Creo Ignem* spells of up to 25th level and you cast *Pilum of Fire* (CrIg 20) then your Penetration with that spell is 5.

A creature that would have Might in *Ars Magica* has a magic resistance (based on presumed Might) equal to Challenge X 2.5 (round down). Thus, a creature of Challenge 8 would have a Might (and magic resistance) of 20. The spellcaster’s Penetration when casting a spell needs to exceed the target’s magic resistance by at least one or the spell has no effect.

Wizards can gain proficiency in the skill Penetration. If proficient in this skill, they add their proficiency bonus times five to the Penetration of their spells (over and above the Penetration as calculated above). So, if the wizard above is 5th level, then the Penetration for *Pilum of Fire* would be 20 instead of 5.

If desired, wizards can have a magic resistance equal to their proficiency bonus times five.

Or you can simply say that magic resistance does not exist and then there is no need to calculate and apply Penetration to spells (this is the default).

SAVING THROWS FOR SPELLS (OPTIONAL)

There are no saving throws, as such, in the Hermetic magic system but there are instances in spell descriptions where targets can make rolls to avoid effects.

The Ars Magica system assumes that most targets will have some sort of magic resistance, whether it's the Parma Magica or Might-based magic resistance. In D&D, resistance to magic is represented by saving throws. It would probably be a good idea to devise a method to introduce saving throws, since this would be in keeping with conventions established by D&D.

When would a saving throw apply? A target should get a saving throw whenever a spell would need to penetrate magic resistance in the normal Ars Magica game. By contrast, an aimed spell would require an attack roll.

What saving throw would be used? In the DMG, on page 238, we see when different saving throws apply.

| Ability | Used For... | Example Spells |
|--------------|---|--|
| Strength | Opposing a force that would physically move or bind you | <i>Mighty Torrent of Water</i> (CrAq 20) <i>Hands of the Grasping Earth</i> (ReTe 15) |
| Dexterity | Dodging out of harm's way | <i>The Incantation of Lightning</i> (CrAu 35) <i>Pilum of Fire</i> (CrIg 20) |
| Constitution | Enduring a disease, poison, or other hazard that saps vitality | <i>Curse of the Leprous Flesh</i> (PeCo 25) <i>Parching Wind</i> (PeAq 20) |
| Intelligence | Disbelieving certain illusions and resisting mental assaults that can be refuted with logic, sharp memory, or both | <i>Tip of the Tongue</i> (PeMe 5) <i>Trust of Childlike Faith</i> (PeMe 10) |
| Wisdom | Resisting effects that charm, frighten, or otherwise assault your willpower | <i>Passion's Lost Feeling</i> (PeMe 25) <i>Pain of Perpetual Worry</i> (CrMe 20) |
| Charisma | Withstanding effects, such as possession, that would subsume your personality or hurl you to another plane of existence | <i>Exchange of the Two Minds</i> (ReMe 55) <i>Mind of the Beast</i> (MuMe 30) |

Some of the spells above already have a "saving throw" baked into the spell description (look for the term "stress roll"). If there is no Characteristic already given for a particular spell, use the guidelines above to determine the appropriate saving throw (just use your best judgment, many of the mental saves could apply to a particular spell). You can use a similar D&D spell if you have trouble determining the save (like using D&D's *polymorph* for *Curse of Circe*). If the spell description does not offer an Ease Factor that you can use to convert to a DC, then use an Ease Factor of 9 (which is DC 15). Add a saving throw only if the spell description doesn't have one already. Any spells that do damage will still do half damage on a failed save.

However, saving throws do not need to be added to the spellcasting system. Misuse of magic will result in gaining Shadow points, spellcasting causes the Hunt score to increase, and the narrative, social ramifications of being a spellcaster will put nice checks on casting overall. It's better to let damaging spells be unerring, spells that turn people into something unnatural work as intended, and only retain the spell described "saving throws" listed in the Ars Magica rulebooks.

THE EYE OF MORDOR

There is no Warping, no Twilight, no Parma Magica, no attack rolls, no saving throws (for the most part), and no Order of Hermes to put a check on spellcasting. But there is The Hunt...

The Eye of Mordor rules in the Rivendell Region Guide must be used if this magic system is employed in your campaign (even if you just use it for this spellcasting). Use those rules and add one additional bullet point under “Using Magic”:

- For those whose vision of Middle-earth includes the Ars Magica spellcasting system, when a spell is cast the Hunt is raised by a number of points equal to the spell level divided by twenty (drop the fraction). If the character spent Inspiration to cast the spell, reduce the number of points by one (with a minimum of zero). And remember, if a spell is cast outside of combat by accepting a Shadow point, the Hunt is increased by one point (as per the rule under “Shadow Gain” in The Eye of Mordor section of the Rivendell Region Guide, page 111).

| Level of Spell | Increase in Hunt Score (Cast by Inspiration) | Increase in Hunt Score (Cast by Hit Dice/Exhaustion) | Increase in Hunt Score (Cast by Shadow Point) |
|----------------|---|---|--|
| 1 to 15 | +0 | +0 | +1 |
| 20 to 35 | +0 | +1 | +2 |
| 40 to 55 | +1 | +2 | +3 |
| 60 to 75 | +2 | +3 | +4 |
| 80 to 90 | +3 | +4 | +5 |

REVELATION EPISODES FOR SPELLCASTING

The Loremaster may want a few additional examples of revelation episodes specific to spellcasting. These can be used when the Hunt score increases due to spellcasting and the Eye Awareness check is failed. The Loremaster may choose from the following list below or may roll 1d6 to determine which episode affects the spellcaster. The player can negate the penalty that would be gained from the first five episodes by accepting one Shadow point.

- (1) **Wearied by Magic.** Casting the spell takes a physical toll on the character. The spellcaster immediately increases their Exhaustion level by 1.
- (2) **Ill-Fated.** Casting the spell imposes a spiritual penalty on the character. The player of the spellcaster has disadvantage on a future d20 roll. The Loremaster determines when the disadvantage to the roll will be applied. The player can negate this disadvantage by accepting a point of Shadow, either immediately (when the disadvantage is gained) or before the d20 roll is made.
- (3) **Of Two Worlds.** The spellcaster slips further away from the world of Arda. The character loses one available hit die. If the character has no hit dice available to lose, the character loses 1d6 hit points.
- (4) **Clouded Memory.** The spellcaster loses memory of the spell that brought on the revelation episode and cannot cast the spell any longer. The memory of and ability to cast the spell return after a long rest.
- (5) **Diminished Power.** The spellcaster loses the ability to cast the highest level spell(s) they know. They regain the ability to cast these spells after a short rest.
- (6) **Tempted by Shadow.** If the player chooses to accept one point of Shadow, all exhaustion levels gained from spellcasting and all hit dice spent to cast spells are restored. If the player does not accept the Shadow point, the character gains Inspiration stemming from the increased confidence engendered by successfully resisting the Shadow.

VARIANT RULES FOR MAGIC AND SPELLCASTING

MORE SPELLCASTING (OPTIONAL)

If the campaign requires the characters to be able to cast even more spells than Inspiration, hit dice, and Exhaustion levels allow, the Loremaster can rule that a Scholar's Healing Dice can also be used to cast spells at the same rate as hit dice (one die for a spontaneous or formulaic spell, one die for a ritual spell plus one additional die per magnitude of the ritual spell). This would make it all but certain that players would use the Scholar class for their wizards, adhering to normal fantasy tropes.

Alternatively, to keep all character classes on equal footing, characters could be given a set number of "free" casts based on their overall character level. This extra pool of points could be equal to the proficiency bonus (2 to 6), half of the character's level rounded up (1 to 10), the straight character level (1 to 20) or any other imaginable progression that works for a particular campaign. This pool of points would otherwise act as hit dice (but for spellcasting only).

EXTRA SPELLCASTING – POINTS PER LONG REST

| Level | Low | Medium | High | Epic | Level | Low | Medium | High | Epic |
|-------|-----|--------|------|------|-------|-----|--------|------|------|
| 1 | 2 | 1 | 1 | 2 | 11 | 4 | 6 | 11 | 16 |
| 2 | 2 | 1 | 2 | 3 | 12 | 4 | 6 | 12 | 16 |
| 3 | 2 | 2 | 3 | 6 | 13 | 5 | 7 | 13 | 17 |
| 4 | 2 | 2 | 4 | 7 | 14 | 5 | 7 | 14 | 17 |
| 5 | 3 | 3 | 5 | 9 | 15 | 5 | 8 | 15 | 18 |
| 6 | 3 | 3 | 6 | 10 | 16 | 5 | 8 | 16 | 18 |
| 7 | 3 | 4 | 7 | 11 | 17 | 6 | 9 | 17 | 19 |
| 8 | 3 | 4 | 8 | 12 | 18 | 6 | 9 | 18 | 20 |
| 9 | 4 | 5 | 9 | 14 | 19 | 6 | 10 | 19 | 21 |
| 10 | 4 | 5 | 10 | 15 | 20 | 6 | 10 | 20 | 22 |

The Low progression follows the proficiency bonus. The Medium progression is half the character's level while the High progression gives "spell points" equal to the character level. Finally, the Epic progression provides a number of spontaneous and formulaic spells equal to the number of spells a D&D spellcaster gets per long rest. Remember that ritual spells require an additional amount of points equal to the magnitude of the ritual spell (plus the initial spell point of being able to cast the ritual spell) as well as one level of Exhaustion.

If these extra spell points are granted, then they could also be used to get Magical Results when using Artefacts (Loremasters Guide, page 128). Even non-spellcasters could then benefit from these extra spell points (even if they cannot cast spells). In this way, all characters would be able to take advantage of this additional game resource.

MORE SPELLS (OPTIONAL)

If the Loremaster does not want characters spending precious Fellowship phases inventing or learning spells, then spells may be automatically gained with character level increases. Any sort of progression can be used, such as one or perhaps two spells every character level. The spells can be any that the character would be able to learn or invent (based on Art scores). These spells are gained automatically upon reaching the next character level and represent research during non-adventuring time, sudden insights, blessings, etc. As with learning and inventing spells, the Loremaster can rule out any choices that seem incongruent with the setting.

Characters can still learn or invent spells during Fellowship phases. If this option is used, characters should get their complement of additional spells at 1st level if they begin the game with their Arts opened (in addition to the spells gained from the Opening the Arts virtue). Characters gaining the Opening the Arts virtue at a higher level only gain spells from that point on.

TOTAL GAINED SPELLS BY CHARACTER LEVEL

| Level | Low | Medium | High | Epic | Level | Low | Medium | High | Epic |
|-------|-----|--------|------|------|-------|-----|--------|------|------|
| 1 | 1 | 2 | 3 | 4 | 11 | 11 | 22 | 33 | 44 |
| 2 | 2 | 4 | 6 | 8 | 12 | 12 | 24 | 36 | 48 |
| 3 | 3 | 6 | 9 | 12 | 13 | 13 | 26 | 39 | 52 |
| 4 | 4 | 8 | 12 | 16 | 14 | 14 | 28 | 42 | 56 |
| 5 | 5 | 10 | 15 | 20 | 15 | 15 | 30 | 45 | 60 |
| 6 | 6 | 12 | 18 | 24 | 16 | 16 | 32 | 48 | 64 |
| 7 | 7 | 14 | 21 | 28 | 17 | 17 | 34 | 51 | 68 |
| 8 | 8 | 16 | 24 | 32 | 18 | 18 | 36 | 54 | 72 |
| 9 | 9 | 18 | 27 | 36 | 19 | 19 | 38 | 57 | 76 |
| 10 | 10 | 20 | 30 | 40 | 20 | 20 | 40 | 60 | 80 |

MORE MAGICAL KNOWLEDGE (OPTIONAL)

Typically, the only way for a character to advance their Art scores is to spend a whole Fellowship phase gaining one or two points to apply towards increasing their knowledge of an Art. If the Loremaster desires, wizards can automatically gain an increased understanding of the Arts as they advance in character level. It is recommended that the point costs be retained and a number of points be given per level. This could be as low as one point per level or perhaps as high as one point times the new proficiency bonus as character levels are gained. Wizards should apply these points to their Art scores as they are received, recording any partial advancement.

TOTAL ART POINTS BY CHARACTER LEVEL

| Level | Low | Medium | High | Epic | Level | Low | Medium | High | Epic |
|-------|-----|--------|------|------|-------|-----|--------|------|------|
| 1 | 1 | 2 | 3 | 4 | 11 | 11 | 22 | 33 | 44 |
| 2 | 2 | 4 | 6 | 8 | 12 | 12 | 24 | 36 | 48 |
| 3 | 3 | 6 | 9 | 12 | 13 | 13 | 26 | 39 | 52 |
| 4 | 4 | 8 | 12 | 16 | 14 | 14 | 28 | 42 | 56 |
| 5 | 5 | 10 | 15 | 20 | 15 | 15 | 30 | 45 | 60 |
| 6 | 6 | 12 | 18 | 24 | 16 | 16 | 32 | 48 | 64 |
| 7 | 7 | 14 | 21 | 28 | 17 | 17 | 34 | 51 | 68 |
| 8 | 8 | 16 | 24 | 32 | 18 | 18 | 36 | 54 | 72 |
| 9 | 9 | 18 | 27 | 36 | 19 | 19 | 38 | 57 | 76 |
| 10 | 10 | 20 | 30 | 40 | 20 | 20 | 40 | 60 | 80 |

Given that the above numbers represent *points* (see the Advance Arts undertaking above), the total of all Art scores that a character can have at a certain character level is variable. The following ranges are produced:

LOW – One point per level gives an Art score total of 9 to 17 at 20th character level.

MEDIUM – Two points per level gives an Art score total of 11 to 27 at 20th character level.

HIGH – Three points per level gives an Art score total of 14 to 35 at 20th character level.

EPIC – Four points per level gives an Art score total of 14 to 41 at 20th character level.

These points are used just as the points granted by the Advance Arts undertaking are used: to buy up your Art scores. Characters can still advance their Arts during Fellowship phases. If this option is used, characters should get their complement of points at 1st level if they begin the game with their Arts opened to raise the initial Art scores (this may affect spell selection as well, since they'll be able to choose higher level spells). Characters gaining the Opening the Arts virtue at a higher level only begin to gain points to advance their Art scores at that level and on.

USING THE PREVIOUS THREE VARIANTS

Between these three variants coupled with five variations of each variant (Don't Use, Low, Medium, High, and Epic), there are 125 different possibilities for a campaign. If none of these variants are used (but the normal system detailed in this document is used), then this would be a Minimal Magic campaign. Characters are only able to raise their Art scores and gain spells during the Fellowship phase. They have their set number of hit dice to use for spellcasting.

If a Low Magic campaign is used, wizards will gain one spell per level, they will gain one point per level with which to raise their Art scores, and they will gain their proficiency bonus as extra hit dice but only for the purpose of spellcasting and artefact activation.

If a Moderate Magic campaign is used, all settings will be at Medium. Wizards will gain two spells per level (like D&D wizards), they will gain two points per level with which to raise their Art scores, and they get half their character level (rounded up) as extra hit dice for the purpose of spellcasting and artefact activation.

A High Magic campaign would have wizards gaining three spells of any level that they can cast per character level, three points to be used to raise Art scores, and their level as a pool of extra hit dice for the purpose of casting spells and activating artefacts.

Finally, an Epic Magic campaign would see wizards gaining four spells per level, four points per character level to use in raising Art scores, and a number of extra hit dice for spellcasting and artefact activation equal to the number of overall spells a full D&D spellcaster can cast per day.

The Eye of Mordor rules act as a check on excessive spellcasting, so even with a large pool of "hit dice" to cast spells, the characters would still need to be careful. They could easily raise The Hunt score multiple times in an encounter if they resort to spell use and invoke various revelation episodes, all of which are designed to hamper a spellcaster and/or inhibit further spellcasting.

Of course, you don't have to set all of these "dials" at the same level. One Loremaster may be okay with a large spell selection but want to keep power limited. They may go with an Epic level of More Spells but not use the other two variants. Other Loremasters may not want characters to waste Fellowship phases becoming better wizards and may use the Low levels for More Spells and More Magical Knowledge. With 125 different combinations (more if you use your own progressions), magic can be tailored for a specific kind of Middle-Earth campaign (cf., MERP and Rolemaster)

FULL ART AND SPELL COSTS (OPTIONAL)

The rules in this supplement use a simplified progression for Art and spell costs. If the Loremaster wishes to use the rules found in *Ars Magica*, they may do so, but the Opening the Arts virtue as well as the undertakings for wizards must be changed to reflect the *Ars Magica* experience point system. The various *Ars Magica* formulae require Abilities which are not present in D&D 5e. For these, a "Wizard Bonus" will be generated to act as a generic Ability for such formulae. In addition, the Opening the Arts virtue and all wizard undertakings are rewritten below for convenience.

WIZARD BONUS

To simulate the proper range for various *Ars Magica* Abilities such as Magic Theory, Artes Liberales, Finesse, etc. it is necessary for each character to have a Wizard Bonus. This bonus acts as a stand-in for any *Ars Magica* Ability that is used in a formula required for magic. The Wizard Bonus is generated by adding together the character's Intelligence modifier and their proficiency bonus.

This Wizard Bonus is used whenever an Ability is called for in *Ars Magica*. Thus, the highest level spell a character can learn is equal to Technique + Form + Intelligence modifier + Wizard Bonus + 3.

The table below shows the Wizard Bonus based on Intelligence and character level. The minimum is +0.

WIZARD BONUS BY CHARACTER LEVEL AND INTELLIGENCE

| Level | 4 – 5 | 6 – 7 | 8 – 9 | 10 – 11 | 12 – 13 | 14 – 15 | 16 – 17 | 18 – 19 | 20 – 21 |
|---------|-------|-------|-------|---------|---------|---------|---------|---------|---------|
| 1 – 4 | +0 | +0 | +1 | +2 | +3 | +4 | +5 | +6 | +7 |
| 5 – 8 | +0 | +1 | +2 | +3 | +4 | +5 | +6 | +7 | +8 |
| 9 – 12 | +1 | +2 | +3 | +4 | +5 | +6 | +7 | +8 | +9 |
| 13 – 16 | +2 | +3 | +4 | +5 | +6 | +7 | +8 | +9 | +10 |
| 17 – 20 | +3 | +4 | +5 | +6 | +7 | +8 | +9 | +10 | +11 |

OPENING THE ARTS (OPEN VIRTUE)

Prerequisite: None

You have had the magical Arts of the ancient world opened to you. You gain proficiency in the Lore skill if you do not have it already. You also learn Quenya if you do not already know it.

You have basic knowledge of all five magical Techniques and all ten magical Forms. You start with an Art score of 0 in each of these fifteen Arts. You have the ability to learn and cast spells. The highest level spell you can learn is equal to Technique + Form + Intelligence modifier + Wizard Bonus + 3. If the spell has prerequisites, they apply to this total as well.

You have learned a number of spells equal to the sum of your proficiency bonus, your Intelligence modifier, and your Wisdom modifier. You may learn any spell that your Art scores allow for (i.e., Technique + Form + Intelligence modifier + Wizard Bonus + 3).

You are now more closely tied to the spiritual aspects of Creation and less tied to the physical world of Arda. All of your current hit dice are replaced with d6 hit dice. Your hit point maximum becomes 2 + your character level times your Constitution modifier plus four. For example, a 5th level character with a Constitution of 16 (+3) would have a hit point maximum of 2 hit points + 5 levels × (3 + 4) hit points per level = 37 hit points. All hit dice you gain from advancing in character level become d6 hit dice (regardless of class) and you may add a number of hit points equal to the roll of 1d6 + your Constitution modifier or 4 + your Constitution modifier when you gain a level.

Your ways are somewhat suspect among normal folk. If you make the introduction during an Audience, the default attitude is Askance (unless it is already Mistrustful). The result of a failed Intelligence (Traditions) check (DC 15) will worsen this attitude to Mistrustful. Another character in your party may make the introduction at the normal default attitude but one step worse (as you are still a member of the group presenting themselves). These attitudes can change with time and become irrelevant if your party has the advantage of the Open Sanctuary undertaking at the location.

During Fellowship phases, you may be able to take advantage of additional undertakings available to wizards. The Loremaster may require that you spend the Fellowship phase in a Sanctuary that could be reasonably expected to have the proper libraries, workshops, teachers, or other facilities that would allow for magical undertakings. Rivendell is an excellent example of such a Sanctuary.

ADVANCE ARTS (UNDERTAKING)

Prerequisite: Opening the Arts Virtue

You advance your Arts through experimentation, study, or formal instruction. You apply eight points to your Arts.

To increase your Art score by one, it takes one point times the next Art score. This means it takes one point to raise an Art from zero to one, two points to raise an Art from one to two, three points to raise an Art from two to three, etc. The table below summarizes. The maximum Art score is 40.

ART SCORE COSTS

| Art Score | Cost to Raise by One | Overall Cost |
|-----------|----------------------|--------------------------------|
| 0 | 1 | <i>Opening the Arts Virtue</i> |
| 1 | 2 | 1 |
| 2 | 3 | 3 |
| 3 | 4 | 6 |
| 4 | 5 | 10 |
| 5 | 6 | 15 |
| 6 | 7 | 21 |
| 7 | 8 | 28 |
| 8 | 9 | 36 |
| 9 | 10 | 45 |
| 10 | 11 | 55 |
| 11 | 12 | 66 |
| 12 | 13 | 78 |
| 13 | 14 | 91 |
| 14 | 15 | 105 |
| 15 | 16 | 120 |
| 16 | 17 | 136 |
| 17 | 18 | 153 |
| 18 | 19 | 171 |
| 19 | 20 | 190 |
| 20 | 21 | 210 |
| 21 | 22 | 231 |
| 22 | 23 | 253 |
| 23 | 24 | 276 |
| 24 | 25 | 300 |
| 25 | 26 | 325 |
| 26 | 27 | 351 |
| 27 | 28 | 378 |
| 28 | 29 | 406 |
| 29 | 30 | 435 |
| 30 | 31 | 465 |
| 31 | 32 | 496 |
| 32 | 33 | 528 |
| 33 | 34 | 561 |
| 34 | 35 | 595 |
| 35 | 36 | 630 |
| 36 | 37 | 666 |
| 37 | 38 | 703 |
| 38 | 39 | 741 |
| 39 | 40 | 780 |
| 40 | -- | 820 |

The table above shows how many points it takes to raise an Art score to the next level and the cumulative cost to gain the indicated Art score. For example, to increase an Art score from 4 to 5 costs five points. The overall cost (considering starting with an Art score of zero) to raise an Art to five is 15 points. An Art score of 40 is the maximum. It would take a character 1,538 undertakings to raise all 15 Arts from zero to an Art score of 40.

You must have access to a library with magical knowledge, a magical laboratory, or some other place appropriate to your research. Most likely, this will be a Sanctuary that could be reasonably expected to contain magical knowledge, such as Rivendell or Isengard. The Loremaster will determine how high you can raise your Art scores in the various Arts at these locations.

If you have access to specific books that were created using the Write Books undertaking (or equivalent) or if a master teaches you, you may advance your Arts by 16, rather than eight, points during this undertaking. Once you have advanced your Arts to the Art scores of the books you have access to, you may no longer use those books to raise your Arts higher (but you could find new, better books).

COPY BOOKS (UNDERTAKING)

Prerequisite: Opening the Arts Virtue

You may copy books about the magical Arts. Books copied in this manner may be used by other wizards to raise their Art scores (see Advance Arts above). Any books not completely copied during one undertaking can be finished in future Copy Books undertakings. Books are rated by their Art scores. You may copy one book or a number of books that have a total Art score of 6 + your Dexterity modifier + your proficiency bonus in calligrapher's supplies during one Fellowship phase. When you have accumulated the Art score of the book, you have finished copying the book. Libraries of books can be accumulated to make a Sanctuary into a place suitable for the Advance Arts and Invent Spells undertakings.

INVENT SPELLS (UNDERTAKING)

Prerequisite: Opening the Arts Virtue

You invent a number of spells with total spell levels equal to one-half the sum of your highest Technique Art score + highest Form Art score + Intelligence modifier + Wizard Bonus + 3. You may not invent a spell that is of a higher level than one you can cast (i.e., Technique + Form + Intelligence modifier + Wizard Bonus + 3). If you cannot finish inventing a spell in one Fellowship phase you may continue inventing it by taking another Invent Spells undertaking and applying more spell levels towards it in the future. You must have access to a library with magical knowledge, a magical laboratory, or some other place appropriate to your research. Most likely, this will be a Sanctuary that could be reasonably expected to contain magical knowledge, such as Rivendell or Isengard. The Loremaster will determine what spells you might be able to invent at these locations.

LEARN SPELLS (UNDERTAKING)

Prerequisite: Opening the Arts Virtue

You learn a number of spells with total spell levels equal to the sum of your highest Technique Art score + highest Form Art score + Intelligence modifier + Wizard Bonus + 3. You may not learn a spell that is of a higher level than one you can cast (i.e., Technique + Form + Intelligence modifier + Wizard Bonus + 3). If you cannot finish learning a spell in one Fellowship phase you may continue learning it by taking another Learn Spells undertaking and applying more spell levels towards it in the future. You must have access to a library with books containing the spells you wish to learn (see Scribe Spells below). Most likely, this will be a Sanctuary that could be reasonably expected to contain the spells you are learning, such as Rivendell or Isengard.

SCRIBE SPELLS (UNDERTAKING)

Prerequisite: Opening the Arts Virtue

You can scribe a number of spells you know having total spell levels equal to your Dexterity modifier plus your proficiency bonus in calligrapher's supplies, this sum multiplied by 60 in one Fellowship phase with a minimum of 60 spell levels. Spells scribed in this manner are available to be learned by other wizards (see Learn Spells above). Any spells not fully scribed in one undertaking can be finished in future Scribe Spells undertakings. Libraries of scribed spells can be accumulated to make a Sanctuary into a place suitable for the Invent Spells and Learn Spells undertakings.

WRITE BOOKS (UNDERTAKING)

Prerequisite: Opening the Arts Virtue

Choose one Art. You spend the undertaking writing about your knowledge of the chosen Art. Any book you write about an Art will have its own Art score. The maximum Art score of your book is equal to your Art score multiplied by your proficiency bonus divided by six (round down). In one undertaking, you can raise the Art score of your book by five (i.e., it would take three undertakings to write a book with an Art score of 15 and it would take five undertakings to write a book with an Art score of 25). You can work on a book in successive Fellowship phases. Libraries of books can be accumulated to make a Sanctuary into a place suitable for the Advance Arts and Invent Spells undertakings.

EQUIVALENT ART SCORES, CASTING SCORES, AND LAB TOTALS

Under this system, use the Technique and Form scores along with the Wizard Bonus to figure out any totals you may need when drawing inspiration from Ars Magica rules. For example, if you wish to include *certamen* in your vision of Middle-Earth, then you'd have the following totals:

CERTAMEN TOTALS

| | |
|---------------------------|---|
| Initiative Total = | Stress Die + Dexterity modifier + Wizard Bonus |
| Attack Total = | Stress Die + Charisma modifier + Technique or Form |
| Defense Total = | Stress Die + Wisdom modifier + Form or Technique |
| Attack Advantage = | Attack Total – Defense Total |
| Weakening Total = | Attack Advantage + Intelligence modifier + Wizard Bonus |
| Resistance Total = | Constitution modifier + Wizard Bonus |

You could then use the normal Ars Magica table for Fatigue Levels, along with the Ars Magica times for recovery.

You could implement any number of systems from Ars Magica at this point. You could use the casting system for formulaic, spontaneous, and ritual spells, you could conduct laboratory work following the Ars Magica rules, implement Wizard's Twilight, etc.

MORE SPELLCASTING

If you want to forego the spellcasting system detailed in this document and use the Ars Magica spellcasting system, then these rules are for you. A character's Casting Score for each Technique and Form combination is:

$$\text{CASTING SCORE} = \text{Technique} + \text{Form} + \text{Constitution modifier} + \text{Aura Modifier} - \text{Encumbrance}$$

In accordance with Ars Magica, the spellcasting formulae are:

$$\text{FORMULAIC CASTING TOTAL} = \text{Casting Score} + \text{Die Roll}$$

$$\text{RITUAL CASTING TOTAL} = \text{Casting Score} + 2 \times \text{Wizard Bonus} + \text{Die Roll}$$

$$\text{FATIGUING SPONTANEOUS MAGIC CASTING TOTAL} = (\text{Casting Score} + \text{Stress Die}) \div 2$$

$$\text{NON-FATIGUING SPONTANEOUS MAGIC CASTING TOTAL} = \text{Casting Score} \div 5$$

Use the normal Ars Magica rules for casting, keeping in mind that Fatigue is different from Exhaustion. Fatigue follows the D&D 5e Exhaustion chart, except the Death result is Unconscious instead. Fatigue recovery times are detailed in Ars Magica.

The Encumbrance modifier is equal to the number of times the weight of the character's armor, shield, weapons, and gear exceeds the character's Strength score in pounds. For example, if the character is carrying over five times his Strength score in pounds of equipment (but less than six times), the Encumbrance modifier is 5. This number is subtracted from the Casting Score as shown in the formula above.

MORE MAGICAL KNOWLEDGE AND MORE SPELLS

If you want Art scores and spell gain tied to character level, grant a number of Ars Magica experience points per level. These points can be used to increase the Arts or buy spells at a rate of one point per spell level. The table below summarizes.

TOTAL ARS MAGICA EXPERIENCE POINTS BY CHARACTER LEVEL

| Level | Low | Medium | High | Epic | Level | Low | Medium | High | Epic |
|-------|-----|--------|------|------|-------|-----|--------|------|------|
| 1 | 12 | 16 | 24 | 48 | 11 | 132 | 176 | 264 | 528 |
| 2 | 24 | 32 | 48 | 96 | 12 | 144 | 192 | 288 | 576 |
| 3 | 36 | 48 | 72 | 144 | 13 | 156 | 208 | 312 | 624 |
| 4 | 48 | 64 | 96 | 192 | 14 | 168 | 224 | 336 | 672 |
| 5 | 60 | 80 | 120 | 240 | 15 | 180 | 240 | 360 | 720 |
| 6 | 72 | 96 | 144 | 288 | 16 | 192 | 256 | 384 | 768 |
| 7 | 84 | 112 | 168 | 336 | 17 | 204 | 272 | 408 | 816 |
| 8 | 96 | 128 | 192 | 384 | 18 | 216 | 288 | 432 | 864 |
| 9 | 108 | 144 | 216 | 432 | 19 | 228 | 304 | 456 | 912 |
| 10 | 120 | 160 | 240 | 480 | 20 | 240 | 320 | 480 | 960 |

The Low, Medium, High, and Epic settings above grant the equivalent of one-and-a-half, two, three, or six Fellowship phases worth of Ars Magica style experience points to spend on Arts (and spell levels, if desired), respectively. Beginning magi in Ars Magica have 120 experience points to spend on Arts and 120 spell levels. This is the equivalent of a 20th level character at the Low setting, a 15th level character if the Medium setting is employed, a 10th level character at the High setting, and a 5th level character under the Epic setting.

If this option is used, characters gain a score of zero in every Art when they take Opening the Arts and they get the number of spells listed for that Open Virtue. The character will also get a number of points based on the setting (Low, Medium, High, or Epic) equal to that at 1st level (regardless of the actual character level Opening the Arts is taken). From there, the character progresses. For example, if a character took Opening the Arts as their 4th level Character Improvement and the campaign setting is High, that character would get 24 points. Each level thereafter, they would continue to get 24 points. These points would be used to advance Arts and to purchase spells. If a character starts the game with the Opening the Arts virtue, that character should begin with 12, 16, 24, or 48 points.

THE EYE OF MORDOR

The Eye of Mordor rules in the Rivendell Region Guide must be used if this magic system is employed in your campaign (even if you just use it for this spellcasting). Hunt score increases are shown below.

| Level of Hermetic Spell | Increase in Hunt Score (Ars Magica Spellcasting) |
|----------------------------|---|
| 1 to 15 | +0 |
| 20 to 35 | +1 |
| 40 to 55 | +2 |
| 60 to 75 | +3 |
| 80 to 95 | +4 |
| 100+ | +5 |

This system replaces Wizard's Twilight and Warping from the Ars Magica game. If you want to keep penalties specific to each spellcaster, every wizard can have their own Hunt score. Calculate an individual Hunt score as follows:

HUNT SCORE = Character's Proficiency Bonus + Culture Hunt Modifier + Legendary Weapon or Armour Modifier

Treat each character's Hunt score as distinct from all others, increase it as needed, and use the episodes found in this guide.

PARMA MAGICA AND MAGIC RESISTANCE

Wizards have a Parma Magica score equal to their character level divided by two (round up). Use this as the Parma Magica Ability for Ars Magica rules. The Parma Magica also grants the following traits when interacting with the D&D 5e system:

- You have advantage on saving throws against spells and other magical effects and spell attacks have disadvantage against you (cf., Spellguard Shield, DMG, page 201).
- You have proficiency in saving throws against spells and other magical effects and you add your proficiency bonus to your AC when you are the target of a magical attack.
- You are protected against the effects of The Gift in others (if these rules are in use).
- If you are the target of a spell that causes half damage on a successful save, you suffer no damage if you are successful on the save.
- You may extend this protection to a number of other beings equal to your proficiency bonus minus two. If you extend your Parma Magica, you and other protected beings do not gain the benefit of proficiency in saving throws against spells or the AC bonus against magical attacks granted by this ritual.

Some creatures in Middle-Earth would have a Might score. Creatures that are resistant to magic would have a Might score equal to half of their Challenge (rounded up) and multiplied by five. It is up to the Loremaster to determine if any given creature would have Might. As reference points, The Lord of the Nazgûl would have a Might of 35 and an Ancient Dragon would have a Might of 55. Might for fractional Challenge creatures are shown in the table below.

MIGHT FOR D&D CREATURES

| Challenge | Might | Challenge | Might |
|-----------|-------|-----------|-------|
| 0 | 1 | 11 | 30 |
| 1/8 | 2 | 12 | 30 |
| 1/4 | 3 | 13 | 35 |
| 1/2 | 4 | 14 | 35 |
| 1 | 5 | 15 | 40 |
| 2 | 5 | 16 | 40 |
| 3 | 10 | 17 | 45 |
| 4 | 10 | 18 | 45 |
| 5 | 15 | 19 | 50 |
| 6 | 15 | 20 | 50 |
| 7 | 20 | 21 | 55 |
| 8 | 20 | 22 | 55 |
| 9 | 25 | 23 | 60 |
| 10 | 25 | 24 | 60 |

Evil men, orcs, trolls, wolves, and similar types of adversaries should not have Might scores (unless they have become highly magical in some way). Undead, dragons, werewolves, vampires, and other highly magical creatures should all have Might scores and magic resistance. Of course, you could give every creature a Might score just to represent resistance to magic (non-wizard characters too).

APPRENTICESHIP

An apprentice in this system is a character that has the Opening the Arts virtue but has less than fifteen Fellowship phases of instruction from a master (i.e., Advance Arts undertakings where 16 points per phase are gained). If the master spends one season during each of the fifteen years of apprenticeship, the character will have gained 240 points to apply towards Arts and spells. The Art score costs are listed above. Spells cost one point per spell level. Assume the appropriate Wizard Bonus is available at the beginning of the apprenticeship.

ADVENTURES IN MIDDLE-EARTH CAMPAIGN RULES

HOLDINGS

Make the Holding Upkeep check at the beginning of the year to determine what will transpire during the following year. The Holding Upkeep check is:

$$\text{HOLDING UPKEEP CHECK} = d20 + \text{Hero's Proficiency Bonus} + \text{Holding's Rating}$$

The hero has Advantage on the check if they spend Inspiration or possess a relevant Trait. The hero has Disadvantage on the check if they have not visited the Holding for more than a year. Instead of determining what Standard of Living you wish to enjoy, just use the result of this check and consult the table below.

Annual Income Generated from Holding

| Holding | Rating | Up to 9 | 10 - 11 | 12 - 13 | 14 - 17 | 18 - 19 | 20+ |
|-------------|--------|---------|---------|---------|---------|---------|-----|
| Poor | +0 | 0g | 1g | 3g | 6g | 12g | 24g |
| Modest | +1 | 1g | 2g | 4g | 7g | 13g | 25g |
| Adequate | +2 | 1d2g | 3g | 5g | 8g | 14g | 26g |
| Respectable | +3 | 1d3g | 4g | 6g | 9g | 15g | 27g |
| Superior | +4 | 1d4g | 5g | 7g | 10g | 16g | 28g |
| Thriving | +5 | 1d5g | 6g | 8g | 11g | 17g | 29g |
| Opulent | +6 | 1d6g | 7g | 9g | 12g | 18g | 30g |

A natural '1' or a natural '20' on the check still has the same meaning. Failure with a natural '1' indicates that the hero must pay a number of gold pieces equal to twice the Rating some time during the following year and no income is generated. If the character is unable to pay, the Rating decreases by one (minimum of +0). Success with a natural '20' produces the result shown in the table above for '20+' and also generates additional income equal to the Rating in gold pieces. However, if the income is reduced by a number of gold pieces equal to double the Rating, the Rating of the holding increases by one (maximum of +6) during the year. For normal failures and successes, simply use the table above.

Holdings that are Hermetic sancta or laboratories (or equivalent) add the Holding Rating to any Ars Magica formula calling for an Aura Modifier (such as for Lab Totals). Holdings that are used for crafting and smithing add the Holding Rating to d20 checks to produce Craftsmanship points.

Analysis of these modified rules for Holdings show the following average incomes (when considering rolls without Advantage or Disadvantage and not taking into account natural '1' nor natural '20' results).

Mean Holding Income by Character Level and Holding Rating

| Holding | Rating | 1 – 4 | 5 – 8 | 9 – 12 | 13 – 16 | 17 – 20 |
|-------------|--------|--------|--------|--------|---------|---------|
| Poor | +0 | 6-7g | 7-8g | 8-9g | 10g | 11-12g |
| Modest | +1 | 8-9g | 9-10g | 10-11g | 12-13g | 13-14g |
| Adequate | +2 | 10-11g | 11-12g | 12-13g | 14-15g | 15-16g |
| Respectable | +3 | 12-13g | 13-14g | 15-16g | 16-18g | 17-18g |
| Superior | +4 | 15-16g | 16-17g | 17-18g | 18-19g | 20-21g |
| Thriving | +5 | 17-18g | 18-19g | 19-20g | 21-22g | 22-23g |
| Opulent | +6 | 20-21g | 21-22g | 22-23g | 23-24g | 25-26g |

Thus, any Holding at any character level can furnish a Martial Standard of Living (6g per annum) on average. Prosperous characters need a Respectable Holding or better. Rich characters likely have multiple Holdings having surplus income equal to 24g or greater.

AURAS FOR HERMETIC MAGIC

If you want to implement Auras into the campaign, use the following rules. The classification of each region as Free, Border, Wild, Shadow, or Dark Land in conjunction with the terrain difficulties of Easy, Moderate, Hard, Severe, and Daunting all have an effect on the area's basic, background Aura. Both civilized and Shadowed lands make spellcasting and laboratory activities more difficult. Lands that are Wild (being neither civilized nor Shadowed) are more conducive to magical activity, the more difficult the terrain the better. The less "touched" an area is by civilization or Shadow, the more primal and magical the area is. The following table shows Aura Modifiers that reflect these concepts.

Background Aura Modifiers for Regions by Classification and Terrain Difficulty

| Classification | Easy | Moderate | Hard | Severe | Daunting |
|----------------|------|----------|------|--------|----------|
| Free Land | -5 | -4 | -3 | -2 | -1 |
| Border Land | -2 | -1 | +0 | +1 | +2 |
| Wild Land | +1 | +2 | +3 | +4 | +5 |
| Shadow Land | +2 | +1 | +0 | -1 | -2 |
| Dark Land | -1 | -2 | -3 | -4 | -5 |

More difficult terrain in Free and Border Lands are better for magic (the civilizing influence is diminished as the terrain becomes more difficult). The more difficult terrain in Shadow and Dark Lands are worse for magic (the Shadow's influence on the area is more inimical and malign). Wild Lands are the best for magic, the wilder the better, since the area is probably more pristine and untouched by any influence.

Note that these Auras represent the background modifiers. Every region will have smaller areas that differ from the background. For example, Imladris is located in a region that is designated as a Free Land of Moderate difficulty, which would indicate an Aura Modifier of -4. This is not in keeping with Rivendell's likely Aura, so a wise Loremaster would probably assign an Aura Modifier of +5 to Rivendell. Likewise, Blighted Places, even within Wild Lands, should have negative Aura Modifiers.

Shadowed characters, either evil NPCs or previous PCs that have succumbed to the Shadow, enjoy a +2 Aura Modifier in all Shadow Lands (regardless of terrain difficulty) and a +5 Aura Modifier in all Dark Lands (once again, regardless of terrain difficulty) but all positive background Aura Modifiers in Border and Wild Lands become +0.

These rules attempt to reinforce the idea that wizards tend to live in isolated, out-of-the-way locations and that places well away from mundane or Shadowed influences are better for the practice of magic.

These Aura Modifiers would be used whenever an Ars Magica formula calls for one. The Aura Modifier in conjunction with an appropriate Holding Rating can be used to model complexes and locations that are magically powerful. Thus, a spellcaster residing in an Opulent wizard's tower located in Northern or Western Mirkwood would experience a +10 Aura Modifier overall for magical activity within a sanctum. Conversely, heroic wizards would suffer a -5 Aura Modifier for general spellcasting and +0 for laboratory activity while at Dol Guldur while a Shadowed wizard would have a +10 Aura Modifier to laboratory magical activity (assuming the sancta at Dol Guldur have Holding Ratings of +5) and a +5 to general spellcasting in the region.

CREATING LEGENDARY ARMS AND WONDROUS ITEMS

The Dwarven Smithing rules found in the Lonely Mountain Region Guide can be used to model a brighter version of Middle-Earth where dwarves, elves, and Dúnedain can discover how to forge the Legendary Armour and Weapons of old and members of all cultures can craft Wondrous Items. Drawing on these rules, implement the following changes.

EXPANDED SMITHING: CREATING LEGENDARY ARMOUR AND WEAPONS

The “Dwarven Smithing” undertaking represents a character learning how to make an item that incorporates one Enchanted Quality available to their culture. Upon successful completion of the learning process, the character creates a “masterpiece” item with the one Enchanted Quality chosen. Once this Enchanted Quality is learned, the character can spend a Fellowship phase to automatically create an item with that one Enchanted Quality (i.e., Craftsmanship points need not be earned, etc.). Dwarves of all cultures, Elves of all cultures, and Dúnedain can take this sort of smithing undertaking to create Legendary Armour and Weapons incorporating Dwarven, Elven, and Númenórean Craftsmanship, respectively. A broad interpretation of the “Any” category of Craftsmanship in the Loremaster’s Guide allows for characters from other cultures to make Legendary Armour and Weapons. These Enchanted Qualities are: Close-fitting, Cunning Make, Cleaving, Crushing, Fell, Grievous, Keen, Reinforced, Superior Reinforced, and Sure Shot.

Learning one Enchanted Quality allows you to make an item that incorporates only that one Enchanted Quality. Making items incorporating two or three Enchanted Qualities requires that the character learn each Enchanted Quality by itself first. After this, the character goes through the learning process (acquiring Craftsmanship points, etc.) to craft an item that incorporates two of the Enchanted Qualities that he has learned. At this point, items having those two particular Enchanted Qualities can be made. Additional pairs of Enchanted Qualities must be learned to make different sorts of items. To make an item that has three Enchanted Qualities, each Quality must be learned individually. Then each pair must be learned (there are three pairs). After this, the smith must learn how to make an item incorporating all three Enchanted Qualities. Thus, it takes three learning periods to learn how to make one particular type of item with two Enchanted Qualities and seven learning periods to learn how to make one particular type of item with three Enchanted Qualities. Needless to say, characters can make more than one item in their lifetime.

If characters wish to combine their talents, they may do so by using the same process outlined above. Having learned individual Enchanted Qualities, the characters learn how to make one item incorporating the Enchanted Qualities that each wishes to imbue into the item. Two characters may combine their talents to learn how to make an item with two Enchanted Qualities. Two or three characters may combine their talents to learn to make an item with three Enchanted Qualities. When learning the combination, each character contributes to the Craftsmanship points for that combination. Once a combination is learned by a character, that character can imbue their contributed Enchanted Quality and can work with anyone who can contribute the other Enchanted Quality or Qualities (and also learned the combination). Once a combination is learned, it only takes one Fellowship phase to make an item with that combination and success is automatic.

Keep in mind that characters must have a proficiency bonus of +4 or more to craft in this way (meaning they must be at least 9th level).

EXPANDED CRAFTING: MAKING WONDROUS ITEMS

Use the same rules to make Wondrous Items. A character from any culture can make Wondrous Items. A character must learn each ordinary Blessing individually (such as Athletics, Lore, Persuasion, etc.). Making an item with two Blessings requires the character to learn how to make an item with each Blessing individually and learn to make an item incorporating both. A character may learn how to imbue a Greater Blessing only after they have learned how to enchant an ordinary Blessing. Learning how to enchant Blessings uses the Ability of the Blessing (such as Strength for Athletics or Charisma for Deception). Artisan’s tools can be enchanted with Blessings as well and you may use Strength or Dexterity when learning how to craft tool-based Wondrous Artefacts.

HERMETIC MAGICAL ENCHANTMENTS

Since spellcasters have Art scores (or equivalent), Hermetic magical items can be created as well. Hit dice are substituted for raw vis under this system (with characters beginning the next adventuring phase with less hit dice) and can stand in for any type of raw vis. You can enchant Legendary Arms and Wondrous Items with Hermetic effects as long as you single-handedly created the Arms or Items in question. You may use a Legendary Arm or a Wondrous Item as a Talisman if you single-handedly created the Arm or Item yourself. Otherwise, follow the rules in the *Ars Magica* 5th Edition rulebook, treating seasons as Fellowship phases.

FELLOWSHIP PHASES AS SEASONS

It should be readily apparent that Adventures in Middle-Earth Fellowship phases can be treated as *Ars Magica* seasons and *vice versa*. The rules allow for back-to-back Fellowship phases which seems to indicate that most characters have two seasons genuinely free (from an *Ars Magica* point-of-view). If the Loremaster incorporates the rules for Holdings, then each character's involvement with their Holding(s) during the year should be noted. A character who does the Tend to Holding undertaking is using one of their "work seasons" not a "free season." Remember, a character need only visit a Holding within a year to avoid disadvantage on the Holding Upkeep check.

If the Loremaster goes to a season model, rather than use Fellowship phases, then the advancement rules in *Ars Magica* should be used for Hermetic advancement rather than the special Fellowship phase undertakings listed in this document. This will add more complexity to the campaign.

MULTICLASSING

The Loremaster's Guide, page 53, states that multiclassing could be an option for characters operating under the Adventures in Middle-Earth rules. However, the text fails to describe exactly what proficiencies are gained by characters who take a level in another class. The table below details this information and is based on the equivalent classes in the Player's Handbook

Multiclassing Minimum Ability Score and Proficiencies Gained

| Class | D&D Class | Ability Score Minimum | Proficiencies Gained |
|-----------------|------------------|------------------------------|---|
| Scholar | Cleric or Wizard | Intelligence 13 or Wisdom 13 | Medicine and Lore skills as well as the herbalism kit |
| Slayer | Barbarian | Strength 13 | Shields, simple weapons, martial weapons |
| Treasure Hunter | Rogue | Dexterity 13 | Light armor, thieves' tools, and one skill from the class skill list |
| Wanderer | Ranger | Constitution 13 | Light armor, medium armor, shields, simple weapons, martial weapons, Survival skill |
| Warden | Bard | Charisma 13 | Light armor, Traditions skill, and any other skill |
| Warrior | Fighter | Strength 13 or Dexterity 13 | Light armor, medium armor, shields, simple weapons, martial weapons |

EXPANDED ARMOR

The table on the following page can be used in addition to or in lieu of the Armour table on page 150 of the Player's Guide. These armor types come from the *Ars Magica* supplement *Lords of Men*. Note that armor types using plate may not be appropriate for the canonical Middle-Earth setting.

EXPANDED ARMOR TABLE FOR ADVENTURES IN MIDDLE-EARTH

| Armor | Category | Cost | Base Armor Class | Strength | Stealth | Weight (lb.) | Coverage |
|--|----------|------|------------------|-------------|--------------|--------------|-----------|
| Leather Jerkin | Light | 5s | 11 | -- | -- | 10 | Quarter |
| Leather Cuirass | Light | 10s | 12 | -- | -- | 5 | Quarter |
| Studded Leather Jerkin | Light | 10s | 12 | -- | -- | 10 | Quarter |
| Rigid Scale Shirt | Light | 10s | 12 | -- | -- | 15 | Quarter |
| Full Leather | Medium | 15s | 13 | -- | -- | 20 | Full |
| Studded Leather Hauberk | Medium | 15s | 13 | -- | -- | 30 | Three-Qtr |
| Rigid Scale Corslet | Medium | 15s | 13 | -- | -- | 25 | Half |
| Metal Scale Shirt | Medium | 15s | 13 | -- | -- | 25 | Quarter |
| Mail Shirt | Medium | 15s | 13 | -- | -- | 30 | Quarter |
| Plate Cuirass [†] | Medium | 15s | 13 | -- | -- | 30 | Quarter |
| Full Studded Leather | Medium | 30s | 14 | -- | -- | 40 | Full |
| Rigid Scale Hauberk | Medium | 30s | 14 | -- | -- | 35 | Three-Qtr |
| Metal Scale Corslet | Medium | 30s | 14 | -- | -- | 35 | Half |
| Mail Corslet | Medium | 30s | 14 | -- | -- | 40 | Half |
| Plate and Mail Cuirass [†] | Medium | 30s | 14 | -- | -- | 40 | Quarter |
| Full Rigid Scale | Medium | 50s | 15 | -- | Disadvantage | 45 | Full |
| Metal Scale Hauberk | Medium | 50s | 15 | -- | Disadvantage | 45 | Three-Qtr |
| Mail Hauberk | Medium | 50s | 15 | Strength 13 | Disadvantage | 50 | Three-Qtr |
| Full Metal Scale | Heavy | 60s | 16 | Strength 13 | Disadvantage | 55 | Full |
| Plate and Mail Haubergeon [†] | Heavy | 60s | 16 | Strength 13 | Disadvantage | 55 | Half |
| Full Mail | Heavy | 75s | 17 | Strength 15 | Disadvantage | 60 | Full |
| Plate and Mail Hauberk [†] | Heavy | 100s | 18 | Strength 15 | Disadvantage | 65 | Three-Qtr |
| Full Plate and Mail [†] | Heavy | 150s | 20 | Strength 17 | Disadvantage | 70 | Full |
| Full Plate [†] | Heavy | 200s | 22 | Strength 17 | Disadvantage | 75 | Full |
| Buckler [†] | Shield | 5s | +1 | -- | -- | 3 | Quarter |
| Round Shield | Shield | 10s | +2 | -- | -- | 6 | Half |
| Heater Shield | Shield | 15s | +3 | -- | -- | 15 | Three-Qtr |
| Great Shield | Shield | 30s | +4 | Strength 13 | Disadvantage | 25 | Full |

[†] May not be appropriate for the setting.

Light Armor allows the full Dexterity modifier to Armor Class.

Medium Armor allows a maximum Dexterity modifier to Armor Class of 2.

Heavy Armor does not allow a Dexterity modifier to Armor Class.

GENERATING ABILITY SCORES

Ability scores are generated by rolling $2d4 + 1d6 + 4$ giving a range of 7 to 18 with 12.5 as the mean. The advantage of this method is that it avoids extremely low scores while keeping the mean reasonable. The percent breakdown for each possible D&D 5e band is shown below.

| Shifted Bell Curve Ability Score Generation | | |
|---|---------------|----------------|
| Ability Scores | Base Modifier | Percent Chance |
| 7 | -2 | 1.04 % |
| 8 – 9 | -1 | 9.38 % |
| 10 – 11 | +0 | 23.96 % |
| 12 – 13 | +1 | 31.26 % |
| 14 – 15 | +2 | 23.96 % |
| 16 – 17 | +3 | 9.38 % |
| 18 | +4 | 1.04 % |

This method can be used “in order” (as abilities appear on the character sheet) or “place as desired” (generate six scores, put them where you want).

GENERIC MANNISH CULTURES

You may wish to have a method to come up with “generic” Mannish characters. Looking over the Adventures in Middle-Earth Player’s Guide, the rules below would probably suffice.

MANNISH TRAITS

Use the following traits if you are of Edain ancestry.

Ability Score Increase – You may increase three ability scores by 1.

Adventuring Age – 16-30.

Size – Your size is Medium.

Speed – Your base walking speed is 30 feet.

Proficiency – You may choose one skill proficiency.

Starting Virtue – You gain one Cultural Virtue of your choice from the lists available to Mannish Cultures.

Languages – You can speak, read, and write Westron (the Common Speech) and one additional language of your choice.