

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

A character of any culture, class, or background can become a wizard. First, the character must be proficient in the Lore skill (or gain proficiency in the Lore skill). Secondly, the character must possess some knowledge of Quenya (see the Player’s Guide, page 31). Finally, the character must spend a Fellowship phase with a wizard that is able to take the Train Apprentice undertaking. The character must be eligible to, and actually take, the Gain an Open Virtue undertaking during the same Fellowship phase. If these requirements are met, the character takes Opening the Arts and becomes a wizard with a wizard level of one. The character can use one Character Improvement to gain proficiency in the Lore skill and learn Quenya at any level in which this class feature is gained. Character Improvement is typically gained at 4th, 8th, 12th, 16th, and 19th levels for most character classes (and also at 10th level for Treasure Hunters and at 6th and 14th level for Warriors). Alternatively, the Loremaster can allow the character to spend one undertaking learning both Lore and Quenya. After these two proficiencies are gained, the character is eligible to be an apprentice and undertake Opening the Arts with an adept wizard.

NEW OPEN VIRTUES

OPENING THE ARTS

Prerequisite: Character either has zero experience points or has received proper training during play.

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 the Apprentice degree in each of these fifteen Arts. You have the ability to gain and cast spells. The maximum spell level of each spell you may gain is equal to ten plus five times half of your wizard level plus your Technique degree bonus and your Form degree bonus. 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. The formula below shows the maximum level.

$$\text{MAXIMUM SPELL LEVEL} = 10 + 5 \times \text{HALF WIZARD LEVEL} + \text{TECHNIQUE BONUS} + \text{FORM BONUS}$$

Wizard Level	Maximum Spell Level	Highest Spell Level	Wizard Level	Maximum Spell Level	Highest Spell Level
1	10 + T + F	20	11	35 + T + F	55
2	15 + T + F	25	12	40 + T + F	60
3	15 + T + F	25	13	40 + T + F	70
4	20 + T + F	30	14	45 + T + F	75
5	20 + T + F	30	15	45 + T + F	75
6	25 + T + F	35	16	50 + T + F	80
7	25 + T + F	45	17	50 + T + F	80
8	30 + T + F	50	18	55 + T + F	85
9	30 + T + F	50	19	55 + T + F	85
10	35 + T + F	55	20	60 + T + F	90

Your wizard level is equal to your character level minus the level at which you became a wizard, plus one. The degree bonuses are +0 for Apprentice, +5 for Adept, +10 for Expert, and +15 for Master. Only one Technique degree bonus and one Form bonus is applied when calculating the maximum spell level. For spells with requisites, you must use the lowest applicable Technique degree bonus and lowest applicable Form degree bonus to determine maximum spell level.

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 the sum of 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 \times (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. 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 activities you may conduct at these locations.

NEW FELLOWSHIP PHASE UNDERTAKING FOR WIZARDS

SANCTUM ACTIVITY

Prerequisite: Opening the Arts Virtue

Choose one of the following sanctum activities. If needed, your laboratory total for each Technique and Form combination is equal to:

$$\text{LAB TOTAL} = \text{MAXIMUM SPELL LEVEL} + \text{HOLDING RATING} + \text{AURA BONUS}$$

ARCANE STUDIES

Choose one Art of magic. You gain the next higher degree in that Art. Wizards begin with the Apprentice degree in all fifteen Arts upon taking the Opening the Arts virtue. In order, the higher degrees are: Adept, Expert, and Master. To advance to the Expert degree in an Art, you must have a wizard level of seven or greater. To advance to the Master degree in an Art, you must have a wizard level of 13 or greater. Each higher degree grants a new Art degree bonus. These bonuses are: +5 for Adept, +10 for Expert, and +15 for Master. Bonuses are replaced at higher degrees (they are not cumulative).

CRAFT CRYSTALS

Choose one Art. You craft a number of crystals (*Q. marilli*) attuned to that Art equal to your degree bonus in that Art divided by five plus your proficiency bonus minus one. Crystals, of various colors, are used in lieu of pawns of vis in Middle-Earth (see also **Finding Crystals in Treasure Hoards** below).

Crystals Crafted per Fellowship Phase Undertaking

Wizard Level	Apprentice	Adept	Expert	Master
1 – 4	1	2	3	4
5 – 8	2	3	4	5
9 – 12	3	4	5	6
13 – 16	4	5	6	7
17 – 20	5	6	7	8

FIXING AN ARCANE CONNECTION

A wizard who has an active arcane connection may make it permanent by spending an undertaking and using one crystal attuned to the Art of Vim.

GAIN SPELLS

You gain a number of spells having total spell levels up to half your wizard level (rounded down) times five plus 10. Your maximum spell level in each Technique and Form combination is equal to $10 + 5 \times \text{half of your wizard level} + \text{Technique degree bonus} + \text{Form degree bonus}$. Any spells not fully completed in one Fellowship phase can be worked on in successive Fellowship phases (record how many spell levels you have applied to the spell for future reference).

MAGICAL ENCHANTMENT

You may work on a magical enchantment. Use the rules in the *Ars Magica* Fifth Edition rulebook substituting crystals for raw vis. You may work on invested items, lesser enchantments, charged items, and talisman attunement in this way.

TRAIN APPRENTICE

If you have at least the Adept degree in all fifteen Arts you may spend one undertaking to train an apprentice. The apprentice must be proficient in the Lore skill and have knowledge of Quenya. If the apprentice is able to gain an Open Virtue, the apprentice will gain the Opening the Arts virtue at the end of the undertaking along with all benefits that this virtue confers.

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 power points.
3. Gain one level of exhaustion.
4. Accept one Shadow point.
5. Expend one crystal.

Power points (known as “pips”) are gained by spending hit dice. For each hit die the player spends, the wizard gains either 1d6 or 4 pips (player choice). These power points can then be used as a pool from which to power spellcasting. Formulaic spells of Level 5 and higher cost a number of pips equal to the magnitude of the spell (i.e., the spell level divided by five). Formulaic spells of Level 1 through Level 4 cost no power points, while spontaneous spells of the same levels cost one power point. Spontaneous spells of Level 5 and higher cost two pips per magnitude and a ritual spell costs one pip per magnitude, one crystal for each magnitude of the spell attuned to the Technique and/or Form of the spell plus one level of exhaustion. A wizard can use Inspiration in lieu of power points to cast a spell of any level. Alternatively, a wizard can take on one level of exhaustion to cast a spell of any level in lieu of power points. Also, by accepting one Shadow point the wizard can cast a spell of any level without power points. Finally, one crystal can be spent to cast a spell instead of using power points as long as the crystal is attuned to either the Technique or Form of the spell cast. Rituals still require crystals and induce one level of exhaustion when spells are cast with Inspiration, exhaustion, Shadow, or a crystal.

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 in power points when casting spells while wearing armor and bearing a shield (there is no additional cost if Inspiration, Exhaustion, or Shadow is used). It costs one additional pip to cast a spell while wearing light armor, two extra pips while wearing medium armor, and three more pips while wearing heavy armor. Using a shield adds another pip to the spellcasting cost. Thus, a warrior-wizard wearing full mail and using a shield would have to pay an additional four power points each time they cast a spell. Loremasters may waive this armor penalty if desired, as it may not reflect their campaign preferences.

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 they 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, power points, or by accepting one level of exhaustion. In other words, Shadowed wizards may *not* take on a point of Shadow in lieu of power points.

EQUIVALENT ART SCORES, CASTING SCORES, AND LAB TOTALS

Under this system, use the Technique and Form scores 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 + Finesse
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 + Penetration
Resistance Total =	Constitution modifier + Parma Magica

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

USING HERMETIC SPELLS WITH ADVENTURES IN MIDDLE-EARTH

Conversion notes are below.

Ars Magica Ease Factor / Difficulty Class Equivalents

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 Ease Factor ÷ 3) × 5 = Adventures in Middle-Earth DC

Ars Magica Characteristic / Adventures in Middle-Earth Ability Score Equivalents

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

SPELL CONVERSION GUIDELINES

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 from armor 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”	Maximum Spell Level – Spell Level + Penetration > Target’s Might
Gain X Warping Points	Take 5X force damage.
Parma Magica	Half Wizard Level (rounded up)
Magic Resistance	Might
Penetration Ability	Half Wizard Level (rounded up)
Finesse Ability	Half Wizard Level (rounded up)
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 Levels. 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 conventional 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.

MIGHT

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 Wizard Level or 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. Please note that in Middle-Earth, creatures with Might do not have pawns of raw vis that can be harvested.

MIGHT FOR D&D CREATURES

Level or Challenge	Might	Level or 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).

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 spellcasting). Use those rules and add one additional bullet point under “Using Magic”:

- For those whose vision of Middle-Earth includes the Ars Magica Hermetic 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).

Level of Spell	Base Increase in Hunt Score
1 – 15	+0
20 – 35	+1
40 – 55	+2
60 – 75	+3
80 – 95	+4

When making an Eye Awareness check due to spellcasting, add the character’s Hunt Modifier to the Veil (in addition to any other Veil Modifiers). For example, if a High Elf of Rivendell casts a spell and invokes an Eye Awareness check, apply +3 to the Veil for that particular check. A Dúnadan would apply +2, a Hobbit +0, and all others +1.

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 (unless the character has already succumbed to the Shadow).

- **(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.

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:

$$\text{HOLDING UPKEEP CHECK} = \text{D20} + \text{HERO'S PROFICIENCY BONUS} + \text{HOLDING'S RATING}$$

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 Loremaster can opt for 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 Artefacts. New Virtues and Fellowship Phase undertakings are described below.

NEW VIRTUES

Three new Cultural Virtues are available to characters (Dwarven, Elven, and Númenórean Craftsmanship) and one new Open Virtue (Wondrous Craftsmanship). These Cultural Virtues allow the character to learn how to craft items with Enchanted Qualities or Blessings.

DWARVEN CRAFTSMANSHIP

Prerequisite: Character must have successfully created an item through Dwarven-smithing.

This virtue allows the character to learn Enchanted Qualities of Dwarven Craftsmanship and create items with these Qualities. The character may engage in the Learn Enchanted Quality and Craft Legendary Arm undertakings. Additionally, when the character makes normal armor and weapons, these items are Dwarf-forged. To take this virtue, the dwarf must have successfully created an item through Dwarven Smithing (Lonely Mountain Region Guide, page 33). For the purposes of those rules, a Dwarf hero that has Expertise (or equivalent) in Smith's tools is considered to have a Proficiency Bonus of +4. Alternatively, a Dwarf hero proficient in Smith's tools while also having the Smith-craft Speciality is considered to have met the Proficiency Bonus requirement.

ELVEN CRAFTSMANSHIP

Prerequisite: Artificer of Eregion virtue with Evaluate Treasure, Enhance Weapons, and Enchant Weapons. Must have also Enhanced or Enchanted a weapon through Elven-smithing.

This virtue allows the character to learn Enchanted Qualities of Elven Craftsmanship and create items with these Qualities. The character may engage in the Learn Enchanted Quality and Craft Legendary Arm undertakings. To take this virtue, the elf must have the Artificer of Eregion virtue (Rivendell Region Guide) and must have mastered all three of its secrets.

NÚMENÓREAN CRAFTSMANSHIP

Prerequisite: Any three Dúnedain cultural virtues and proficiency with Smith's tools. Must have also worked with an elf to Enhance or Enchant a weapon for their own use.

This virtue allows the character to learn Enchanted Qualities of Númenórean Craftsmanship and create items with these Qualities. The character may engage in the Learn Enchanted Quality and Craft Legendary Arm undertakings.

WONDROUS CRAFTSMANSHIP

Prerequisite: Proficiency with a set of artisan's tools, Expertise open virtue with those tools, either Lore skill proficiency or the Old Lore Speciality, and at least one magical virtue.

You have learned how to craft wondrous artefacts and can instill Blessings into items. You may engage in the Craft Wondrous Artefact undertaking during Fellowship Phases.

NEW FELLOWSHIP PHASE UNDERTAKINGS

LEARN ENCHANTED QUALITY

Prerequisite: Character must have the Dwarven, Elven, or Númenórean Craftsmanship Cultural Virtue.

Choose one Enchanted Quality available to your culture. You gain the ability to craft appropriate items that possess the Enchanted Quality. You must learn lesser versions of Enchanted Qualities before learning greater versions (such as Close-fitting before Ancient Close-fitting and Fell before Superior Fell). If you learn an Enchanted Quality with the Bane Special, choose two Banes to be associated with this Enchanted Quality for Númenórean Craftsmanship and one Bane for Elven Craftsmanship. You may learn Enchanted Qualities again for different Banes (it would take three times to learn one Enchanted Quality for all Banes available to your culture).

CRAFT LEGENDARY ARM

Prerequisite: Character must have learned the Enchanted Qualities of the item to be crafted.

Choose one Enchanted Quality you have learned if your character level is 1 to 4, up to two Enchanted Qualities if your character level is 5 to 12, or up to three Enchanted Qualities if your character level is 13 or greater. You craft a Legendary Arm (i.e., a weapon, helm, shield, or suit of armor) with the Enchanted Quality or Qualities you chose. The item must follow the rules presented under the Attribute Enchanted Qualities section of the Loremaster's Guide (page 133). The item created should be named.

The character must have a location such as a forge or smithy (i.e., a Holding) to craft the legendary arm and the proper tools. Creating an item with one Enchanted Quality requires an Adequate Holding (+2) and normal Smith's tools. To create an item with two Enchanted Qualities, a Superior Holding (+4) along with Smith's tools with an ordinary Blessing is required. Finally, to make the most powerful items, having three Enchanted Qualities, an Opulent Holding (+6) and Smith's tools with a Greater Blessing are both needed. See the Mirkwood Campaign (page 9) on the basic rules for Holdings. Further rules for Holdings are in this document.

CRAFT WONDROUS ARTEFACT

Prerequisite: Wondrous Craftsmanship Virtue.

Choose one set of artisan's tools in which you have proficiency and Expertise and choose one skill. You craft a wondrous artefact that can be made with this set of artisan's tools that incorporates an ordinary Blessing for the skill you chose. The item you craft may be any item as long as the majority of it could be crafted with the set of artisan's tools you chose. The item can be a suit of armor, a shield, a weapon, a piece of equipment, or even a set of artisan's tools. Consult the Blessings Table in the Loremaster's Guide (page 131) to see common skill and item combinations.

If the item is consumable, such as an item made with Brewer's supplies, Cook's utensils, or an Herbalism kit, you make a number of uses equal to your proficiency bonus. In this case, one "use" constitutes one ability check. A batch of consumable wondrous artefacts lasts for one Adventuring phase and then loses potency. However, a character may also craft one batch of consumable wondrous artefacts during an Adventuring phase. Non-consumable wondrous artefacts may only be crafted during a Fellowship phase.

At character levels 1 to 4, you may incorporate one Blessing into your wondrous artefact. If you are character level 5 or higher, you may incorporate two ordinary Blessings into an item you craft. If you are character level 13 or higher, you may imbue a crafted item with one Greater Blessing. You need not have proficiency in the skill that you choose for the Blessing; you are thoroughly versed in crafting wondrous artefacts for a variety of needs and uses.

HERMETIC MAGICAL ENCHANTMENTS

Since spellcasters have Art scores (or equivalent), Hermetic magical items can be created as well. The Magical Enchantment undertaking covers this. Crystals are substituted for raw vis under this system and each crystal is attuned to only one Art. You can enchant Legendary Arms and Wondrous Artefacts with Hermetic effects as long as you single-handedly created the Arms or Artefacts in question. You may use a Legendary Arm or a Wondrous Artefact as a Talisman if you single-handedly created the Arm or Artefact yourself. Otherwise, follow the rules in the Ars Magica 5th Edition rulebook, treating seasons as Fellowship phases. A wizard's lab total is equal to:

$$\text{LAB TOTAL (TeFo)} = \text{MAXIMUM SPELL LEVEL (TeFo)} + \text{HOLDING RATING} + \text{AURA BONUS}$$

Each Technique and Form combination has its own Lab Total (denoted by "TeFo" in the formula above). The Holding Rating is the rating of the wizard's Sanctum. The Aura Bonus is derived from Region Classification and Terrain Difficulty of the Sanctum location (keeping in mind that the smaller area of the Sanctum and environs may not reflect the overall Aura of the region).

MAGICAL VIRTUES

Some virtues are considered magical by the Adventures in Middle-Earth rule system. The Rivendell Region Guide states that the following virtues are magical and provoke an increase in the Hunt score when employed. Furthermore, the Mighty Spell Open Virtue is a magical virtue that any character can take.

Virtue or Feature	Origin
Beauty of the Stars	Cultural Virtue – High Elves of Rivendell
Broken Spells	Cultural Virtue – Dwarven Cultures
Compelling Words	Class Feature – Treasure Hunter – 17th Level
Healer's Staunching Song	Class Feature – Scholar – Master Healer – 3rd Level
Night-goer	Cultural Virtue – Beorning
Skill of the Eldar	Cultural Virtue – High Elves of Rivendell
Staunching Song of the Woodmen	Cultural Virtue – Woodmen of Wilderland
Wood-elf Magic	Cultural Virtue – Elves of Mirkwood and Wayward Elves
Words of Command	Class Feature – Scholar – 18th Level

NEW OPEN VIRTUE

MIGHTY SPELL

Prerequisites: Either Lore skill proficiency or Old Lore Speciality

Choose one cantrip or a spell having a spell level not greater than your character level divided by two, rounded up. You may choose any D&D cantrip (subject to Loremaster approval) or any D&D spell found on the List of Middle-earth Appropriate Spells in the Loremaster's Guide (page 145). You learn this spell and can cast it whenever you wish, subject to the following rules. Each spell costs a number of hit dice to cast equal to the spell level. Cantrips cost one-half of a hit die to cast (i.e., a 1d8 hit die becomes a 1d4, a 1d10 becomes a 1d5, and a 1d12 becomes a 1d6). You may also cast a cantrip or spell of any level using your Inspiration. If you cast a spell and cannot pay the hit dice cost or use Inspiration, you suffer a level of exhaustion. You may use a spellcasting focus to cast your spells and you may cast a spell as a ritual if the spell has the ritual tag (rituals require no hit dice expenditure). Your spellcasting ability modifier is equal to the highest of your Intelligence, Wisdom, and Charisma modifiers. Your spell save difficulty class (DC) and spell attack modifier is:

Spell save DC = 8 + your proficiency bonus + your spellcasting ability modifier

Spell attack modifier = your proficiency bonus + your spellcasting ability modifier

Characters casting a 6th, 7th, 8th, or 9th level spell also suffer one level of exhaustion in addition to the normal spellcasting cost. You can cast spells wearing armor or bearing a shield only if you are proficient in the armor and shield. You otherwise cannot cast spells while wearing armor or employing a shield.

List of Cantrips

Acid Splash	Light	Resistance
Blade Ward	Mage Hand	Sacred Flame
Chill Touch	Mending	Shillelagh
Dancing Lights	Message	Shocking Grasp
Druidcraft	Minor Illusion	Spare The Dying
Eldritch Blast	Poison Spray	Thaumaturgy
Fire Bolt	Prestidigitation	Thorn Whip
Friends	Produce Flame	True Strike
Guidance	Ray of Frost	Vicious Mockery

List of Middle-earth Appropriate Spells

Spell	Level	Spell	Level	Spell	Level
Alarm	1	Gentle Repose	2	Death Ward	4
Bane	1	Gust of Wind	2	Divination	4
Bless	1	Hold Person	2	Dominate Beast	4
Charm Person	1	Invisibility	2	Freedom of Movement	4
Command	1	Knock	2	Locate Creature	4
Comprehend Languages	1	Lesser Restoration	2	Awaken	5
Cure Wounds	1	Locate Animals or Plants	2	Commune	5
Detect Evil and Good	1	Locate Object	2	Commune with Nature	5
Disguise Self	1	Magic Weapon	2	Dispel Evil and Good	5
Divine Favour	1	Nystul's Magic Aura	2	Dominate Person	5
Entangle	1	Pass Without Trace	2	Dream	5
Expeditious Retreat	1	Prayer of Healing	2	Geas	5
Fog Cloud	1	Protection from Poison	2	Greater Restoration	5
Healing Word	1	See Invisibility	2	Hallow	5
Heroism	1	Suggestion	2	Hold Monster	5
Longstrider	1	Warding Bond	2	Legend Lore	5
Mage Armour	1	Zone of Truth	2	Mass Cure Wounds	5
Protection from Evil	1	Beacon of Hope	3	Scrying	5
Purify Food and Drink	1	Bestow Curse	3	Eyebite	6
Sanctuary	1	Call Lightning	3	Find the Path	6
Sleep	1	Clairvoyance	3	Heal	6
Speak with Animals	1	Daylight	3	Heroes' Feast	6
Aid	2	Dispel Magic	3	Mass Suggestion	6
Animal Messenger	2	Fear	3	Sunbeam	6
Arcane Lock	2	Haste	3	True Seeing	6
Augury	2	Mass Healing Word	3	Divine Word	7
Barkskin	2	Plant Growth	3	Antipathy/Sympathy	8
Blindness/Deafness	2	Remove Curse	3	Control Weather	8
Blur	2	Revivify	3	Dominate Monster	8
Calm Emotions	2	Sending	3	Earthquake	8
Continual Flame	2	Sleet Storm	3	Feeblemind	8
Darkness	2	Slow	3	Glibness	8
Darkvision	2	Speak with Plants	3	Holy Aura	8
Detect Thoughts	2	Tongues	3	Foresight	9
Enhance Ability	2	Arcane Eye	4	Mass Heal	9
Enthrall	2	Blight	4		
Find Traps	2	Confusion	4		

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. 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).

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 %

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 or Paladin	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	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 AC of 2.

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

FINDING CRYSTALS IN TREASURE HOARDS

Crystals that are attuned to one Art and act as a pawn of vis are called *marilli* in Quenya (sing. *maril*). Referring to the Magical Treasure Roll section of the Rivendell Region Guide, substitute the following table for the Main Material table found on page 96 to include them in treasure hoards. The first ten entries are identical to those on the original table. The last two result incorporate crystals attuned to the Techniques and the Forms.

1d12	Main Material
1	Pearl
2	Sapphire
3	Ruby
4	Amethyst (pink to purple)
5	Adamant (diamond)
6	White Elf-gem (see <i>Gems, Jewels and Crystals</i>)
7	Clear crystal
8	Emerald
9	Green Elf-gem (see <i>Gems, Jewels and Crystals</i>)
10	Green crystal
11	One or more crystals (<i>marilli</i>) attuned to one Technique
12	One or more crystals (<i>marilli</i>) attuned to one Form

If one or more crystals are indicated as being in the treasure hoard, continue to roll on the Form, Craftsmanship, and Value tables. The Form shows the setting for the crystals and Craftsmanship can give the Loremaster an idea of what the piece looks like. For Value, the 1d6 roll indicates the number of crystals (i.e., pawns of vis) and the value of each crystal is about 200 Middle-Earth gold pieces (not that it would ever be convertible to coin, but see the *Touch of Midas* spell). All of the crystals found in a treasure hoard are typically attuned to the same Art but the Loremaster can make exceptions. The Loremaster can choose the specific Art, perhaps inspired by the Form and Craftsmanship, or can roll on the table below to determine the specific Art the crystals are attuned to. If the Loremaster wants to determine the attunement of each crystal, roll for each one. As the table above shows, there is a 50% chance that the crystal will be attuned to a Technique and a 50% chance it will be attuned to a Form.

Attunement of Crystals Found in a Treasure Hoard

1d10	Technique	Typical Color	Form	Typical Color
1	Creo	White	Animal	Amber
2	Creo	White	Aquam	Blue
3	Intellego	Yellow	Auram	Violet
4	Intellego	Yellow	Corpus	Maroon
5	Muto	Magenta	Herbam	Green
6	Muto	Magenta	Ignem	Red
7	Perdo	Black	Imaginem	Cyan
8	Perdo	Black	Mentem	Orange
9	Rego	Purple	Terram	Brown
10	Rego	Purple	Vim	Gray

Note that the colors above deviate slightly from those found in *Ars Magica*. The Loremaster is free to use any colors.

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.

Standard of Living – Any (defaults to Martial if player doesn’t choose another).

Ability Score Increase – Increase a number of ability scores by one point based on your Standard of Living: Poor (five ability scores), Frugal (four), Martial (three), Prosperous (two), Rich (one).

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.

Bonus Equipment – A travelling cloak, travelling gear for the current season, a bedroll, a backpack, boots, plus silver pennies based on your Standard of Living with which to buy additional gear - Poor: 1d6 silver pennies, Frugal: 3d6 silver pennies, Martial: 6d6 silver pennies, Prosperous: 12d6 silver pennies, Rich: 24d6 silver pennies.

The Loremaster determines if the character must gain all further Cultural Virtues based on the first virtue chosen or if all Cultural Virtues and Cultural Heirlooms of every Mannish culture are available as the character progresses. Perhaps only those Cultural Virtues and Cultural Heirlooms found in areas where the character has taken the Open Sanctuary undertaking are available. As always, the Loremaster decides.

USING ADVENTURES IN MIDDLE-EARTH WITH OTHER SETTINGS

A Loremaster could use the Adventures in Middle-Earth game system with other fantasy campaign settings, if desired. It would probably be necessary to make things a bit more generic. A lot of the game system is based on the setting, so determining “equivalencies” would be important (e.g., what place serves as “Rivendell” in your campaign setting?).

The game system itself represents a low-magic, fairly gritty setting, that adheres to Dark Age fantasy tropes. You would need to retain many of the elements that make the game unique. The technology level is lower than that of a normal D&D fantasy setting. You must have some sort of Dark Lord in the setting and the Shadow must be present.

ADDITIONAL BACKGROUNDS

Backgrounds are the one thing that are meant to be very campaign-specific in D&D 5e. Depending on the campaign setting, the backgrounds detailed in Adventures in Middle-Earth can be used or others can be devised. When making new backgrounds, use the Adventures in Middle-Earth backgrounds for inspiration. Each background should grant two bonus skill proficiencies, one feature, one distinctive quality, one speciality, one hope, and one despair. Encourage players to craft backgrounds for their characters in keeping with the setting’s mood and themes.

GENERIC CULTURES

There are only a few non-human cultures in the setting, so these can be used as-is, as long as they are given generic names. For humans, the Loremaster may want to use the generic Mannish culture described previously instead of having almost a dozen different human cultures. The dwarves are easily stratified into social classes (Frugal, Martial, Prosperous, and Rich). Hobbits (or halfling, in most worlds) are either civilized or rustic. The distinction between high elves and wood elves is retained. For completeness, a gnome culture is detailed below.

Original Culture	Generic Culture	Race	Standard of Living	Source
Bardings	Nobleman	Human	Prosperous	PG
Beornings	Wild Folk	Human	Martial	PG
Dúnedain	Treader	Human	Martial	PG
Dunlendings	Hillfolk	Human	Frugal	Rohan
Men of Bree	Gentry	Human	Prosperous	PG
Men of Minas Tirith	Soldier	Human	Prosperous	PG
Men of the Lake	Merchant/Trader	Human	Prosperous	PG
Riders of Rohan	Horseman	Human	Martial	PG
Woodmen of the Mountain Hall	Village Folk	Human	Martial	Rhovanion
Woodmen of Wilderland	Woodfolk	Human	Frugal	PG
Dwarves of the Blue Mountains	Blue Dwarf	Dwarf	Prosperous	Bree
Dwarves of the Grey Mountains	Grey Dwarf	Dwarf	Frugal	Lonely
Dwarves of the Iron Hill	Iron Dwarf	Dwarf	Martial	PG/Lonely
Dwarves of the Lonely Mountain	Gold Dwarf	Dwarf	Rich	PG
Elves of Mirkwood	Wood Elf	Elf	Martial	PG
High Elves of Rivendell	High Elf	Elf	Prosperous	Rivendell
Wayward Elves	Wild Elf	Elf	Martial	Rhovanion
Hobbits of the Shire	Shire Hobbit	Halfling	Prosperous	PG
Wild Hobbits of the Anduin Vales	River Hobbit	Halfling	Frugal	Rhovanion

GNOMES OF THE WOODLAND REALM

Use the following traits if you are a gnome.

Standard of Living – Prosperous

Ability Score Increase – Increase your Intelligence score by 2.

Adventuring Age – 40 to 100.

Size – Your size is Small.

Speed – Your base walking speed is 25 feet.

Night Vision – Accustomed to life underground and in twilight forests, you have superior vision in dim conditions. You can see in dim light within 60 feet of you as if it were bright light, but you cannot see in the dark.

Gnomish Combat Training – You have proficiency with clubs, short bows, short swords, slings, and spears.

The Gnomish Nose – You have proficiency with the Perception skill.

Beast-Friend – Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts.

Industrious and Talented – You are proficient with one artisan’s tool of your choice: carpenter’s tools, cobbler’s tools, glassblower’s tools, jeweler’s tools, leatherworker’s tools, painter’s supplies, potter’s tools, tinker’s tools, weaver’s tools, woodcarver’s tools or one musical instrument.

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

Bonus Equipment – A fur-lined travelling cloak, travelling gear for the current season, a bedroll, a backpack or saddlebags, comfortable boots, 5d6 silver pennies, plus any two: a musical instrument, artisan’s tools of your choice, pouches with a variety of food for small animals, ink & parchments to record your observations of nature, a club, a sling, a fine hat.

HANDLING JOURNEYS ON A NEW CAMPAIGN MAP

The campaign map is an extremely important part of every Adventures in Middle-Earth campaign. The map should show all areas divided in Known Lands (cf., Wanderer class) with each land characterized by its difficulty (Easy to Daunting) and its classification (Free to Dark). Each place suitable for use as a Sanctuary should be noted. The homelands of various cultures should be identified as well. The Wilderland map in the Player's Guide has 47 Known Lands and the expansion books detail more.

For a typical D&D map, with its canon terrain types, page 176 in the Player's Guide gives good descriptions of terrain difficulty. Using Greyhawk as an example, the Glossography, page 3 gives travel rates. Using the "Afoot, unencumbered" column, we can easily figure out the terrain difficulties for the map of the Flanaess. Grasslands, roads, and tracks would be Easy; hills, forest, and desert would be Moderate; barrens and mountain trails would be Hard; dust, marsh/swamp, and jungle would be Severe. The passable parts of the Hellfurnaces, Crystalmist, and other mountain ranges would be Daunting.

The classification of Known Lands would depend on how influenced the area is by civilization, Shadow, or neither. For Greyhawk, we could use the Regional Alignments map on page 44 of the Guide. The white areas would be Free Lands or Border Lands. The gray areas could be considered Wild Lands, even if civilized. Finally, the black lands would be Shadow Lands or Dark Lands.

Each Journey is described as being Short, Medium, or Long. Since the campaign map has hexes that are ten miles across, this translates to Short Journeys being 10 to 150 miles, Medium Journeys being 151 to 400 miles, and Long Journeys being 401 or more miles. The Loremaster can, of course, continue to describe journey length in terms of hexes, even if the map resolution is different in the new campaign setting. In Greyhawk, Short Journeys would be one to five hexes, Medium Journeys six to 13 hexes, and Long Journeys would be 14 or more hexes.

MONSTERS & MIGHT

If the Monster Manual is used, then the Loremaster should determine which monsters have Might and which do not. As a rule of thumb, any creature that has Magic Resistance (such as angels, archmagi, death knights, demons, devils, dracoliches, dryads, empyreans, faerie dragons, flameskulls, golems, night hags, helmed horrors, mind flayers, mummy lords, pixies, pseudodragons, satyrs, slaadi, the tarrasque, unicorns, yuan-ti, and yugoloths) should have Might equal to half of their Challenge (rounded up) multiplied by five. Consult the **Might for D&D Creatures** table above.