

DUNGEON CRAWLING IN MIDDLE EARTH



A D&D CAMPAIGN BY MIKE DAVISON

MIDDLE EARTH D&D

CREATING CHARACTERS

There are six basic abilities for each character: strength, intelligence, wisdom, constitution, dexterity and charisma. Each player starts a character by rolling three 6-sided dice for each characteristic. 18 is as high as one can get with three dice, so a character with a strength of 18 would be super-powerful, one with a strength of 3 (lowest possible dice roll) would barely be able to lift his sword off the ground.

After all six abilities have been rolled and recorded on a separate piece of paper or other permanent record for the character, the player decides what class the character will be. This decision is based on the character's strongest abilities and the player's preferences.

Strength is obviously important for fighters and is considered the prime requisite for that class. A score of 9-12 is average. There are advantages to fighting men with scores of 13 and higher when it comes to accumulating experience, as explained later, so any character with a strength of 13 to 18 should be considered for the fighting class.

Intelligence is the prime requisite for magic-users. Since there are advantages to the magic-user if his intelligence is 13 or higher, any character with such a score should be considered for this class. High intelligence also allows any character to learn additional languages.

Wisdom is the prime requisite for rangers. Rangers can perform miraculous spells even though they do not have special intelligence, and second level (experienced) rangers can heal wounds. If a character has a high wisdom score (13 and over) he would do well as a ranger.

Constitution is a combination of health and endurance. It will influence how a character can withstand being paralyzed or killed and raised from the dead, etc. In addition, dwarves and hobbits have strong constitutions and a character should have a constitution greater than 9 to be a dwarf or a hobbit.

Dexterity applies to speed and accuracy. Characters with high dexterity can get off the first arrow, throw the first spell or draw a weapon and strike the first blow. Dexterity is the prime requisite for thieves, and scores of 13 and over in this ability make the character a good candidate for the thief class. Hobbits are also noted for their dexterity with weapons and a character should have a dexterity greater than 9 to be a hobbit.

Charisma is a combination of appearance, personality, sex appeal and so forth. Its most important aspect is leadership. A character of charisma below 13 cannot hire more than 5 followers, and their loyalty will be luke-warm at best — that is, if the fighting gets hot there is a good probability they will run away. On the other hand, someone with a charisma of 18 can win over a large number of followers (men or monsters) who will probably stand by him to the death. Also a female with high charisma will not be eaten by a dragon but kept captive. A charismatic male defeated by a witch will not be turned into a frog but kept enchanted as her lover, and so forth.

ABILITY TABLE

Prime requisite	Bonus / Penalty
15+	+10% earned experience bonus
13-14	+5% earned experience bonus
9-12	No Bonus
7-8	-5% earned experience penalty
6 or less	-10% earned experience penalty
Constitution	Bonus / Penalty
18	add 3 hit points to each Hit Die
17	add 2 hit points to each Hit Die
15-16	add 1 hit point to each Hit Die
7-14	No Bonus
6 or less	subtract 1 from each Hit Die*
Dexterity	Bonus / Penalty
13+	fire any missile at +1
9-12	No Bonus
8 or less	fire any missile at -1
Intelligence	Bonus / Penalty
15+	3 additional languages
13-14	2 additional languages
9-12	1 additional lanuages
7 or less	No Bonus

ADJUSTING ABILITY SCORES

It is possible to raise a character's scores in a prime requisite by lowering the scores of some of the other abilities. This recognizes that one can practice and learn feats of fighting, intelligence, etc., but must take a penalty in another area by so doing.

Magic-users and rangers can reduce their strength scores by 3 points and add 1 to their prime requisite for every 3.

Fighting men, rangers, hobbits and dwarves can reduce their Intelligence score by 2 points and add 1 to their prime requisite for every 2.

Fighting men, hobbits and dwarves can reduce their wisdom by 3 points, and magic-users can reduce it by 2 to gain 1 point for their prime requisites.

Thieves can raise their dexterity score by lowering intelligence 2 points and wisdom 1 point for each additional point of dexterity.

Constitution and charisma cannot be altered, and dexterity cannot be reduced.

In no case can any ability be lowered below 9.

Fighting Men

Any human character can be a fighting man and all hobbits and dwarves are members of the fighter class, unless they opt to be thieves. Elves are a combination of fighting man and magic-user, as described later. Fighting men can use any weapon and wear any kind of armor including magic weapons and magic armor. They cannot do other kinds of magic, however. As they advance in experience they increase their "hit dice" and are harder to kill. After they reach the fourth level of experience they also increase their ability to get hits on an opponent.

Dwarves

Dwarves are about four feet tall, stocky of build and weigh 150 pounds, shoulders very broad, their skin a ruddy tan, brown or grey. They wear long beards. They are sturdy fighters and are especially resistant to magic as shown by their better saving throws against magical attack. They have infravision and can see 60 feet in the dark. Underground, they can detect slanting passages, traps, shifting walls and new construction about one-third of the time. They are the only ones who can wield the +3 Magic War Hammer (described later). Dwarves speak Khuzdul (the dwarvish language) as well as the Common tongue (Westron).

Hobbits

Hobbits are short, 3 feet high, little folk with several special abilities. Out-of-doors they are difficult to see, having the ability to vanish into woods or undergrowth. They are like dwarves in their resistance to magic. Hobbits are extremely accurate with missiles and fire any missile at +1. They can use all the weapons and armor of a fighting man as long as it is "cut down" to their size.

Fighter Advancement

Experience Points	Level	Hit Dice
0	1	1d8
2,001	2	+1d8
4,001	3	+1d8
8,001	4	+1d8
16,001	5	+1d8

Magic-users

Humans who elect to become magic-users cannot wear armor and may carry only a dagger or a staff for protection. They can, however, use all magical items, but not magical weapons (other than swords or daggers). They have the advantage (shared with Rangers and some elves) of being able to work magical spells. At the start, however, they can cast only one spell and must advance a level in experience before they can learn another. Thus the magic-user starts out as an extremely weak character, but if he survives and rises in experience, he becomes increasingly powerful. The types of spells and the way they are used are discussed in a later section. Magic-users, of course, may be good or evil, lawful or chaotic, and most of their spells remain the same.

Magic-User Advancement

Experience Points	Level	Hit Dice	Magic-User Spells		
			1	2	3
0	1	1d6	1	-	-
2,501	2	+1d4	2	-	-
5,001	3	+1d4	2	1	-
10,001	4	+1d4	3	2	1
20,001	5	+1d4	4	3	2

Rangers

These are the last remnants of the Dunedain civilization. They are expert trackers and hunters and roam the wild lands protecting civilization from the horrors of the Dark Lord. They have ability to cast spells starting at 2nd level, and can track with ease. They can also "turn away" the undead servants of the Dark Lord. Rangers may only wear leather armor, but they may use any magic item (including scrolls) as they are well versed in the lore of Middle Earth. Rangers are never allowed to hire henchmen, though at 5th level they will gain a small cadre of loyal followers, Rangers must be Lawful.

Ranger Advancement

Experience Points	Level	Hit Dice	Cleric Spells		Tracking Ability
			1	2	
0	1	2d8	-	-	4 in d6
2,301	2	+1d8	1	-	4 in d6
4,601	3	+1d8	2	-	5 in d6
9,201	4	+1d8	2	1	5 in d6
20,001	5	+1d8	3	2	6 in d6

Thieves

Thieves are humans with special abilities to strike a deadly blow from behind, climb sheer surfaces, hide in shadows, filch items and pick pockets, move with stealth, listen for noises behind closed doors, pick locks and remove small traps such as poisoned needles. Every thief has these abilities, but as they progress in experience they become better and better at it. A table for determining whether a thief has accomplished one of these feats is given later. Thieves are not truly good and are usually referred to as neutral or evil, so that other members of an expedition should never completely trust them and they are quite as likely to steal from their own party as from the Dungeon Master's monsters. Thieves can wear nothing stronger than leather armor and cannot carry shields. They can use all the weapons of a fighting man including magic swords and magic daggers. Thieves above the third level of experience can read magic scrolls and books and 80% of languages so that treasure maps, etc. are easy for them.

Thief Advancement

Experience Points	Level	Hit Dice
0	1	1d6
1,201	2	+1d6
2,401	3	+1d6
4,801	4	+1d6
9,601	5	+1d6

Grey Elves

Grey Elves (or Sindar) are tall, slim of build, and have fair to tan skin. They can use all the weapons and armor of the fighting man, including all magical weapons, and can also cast spells like a magic-user. Elves progress in level as both fighting men and magic-users, but since each game nets them experience in both categories equally, they progress more slowly than other characters. They can detect secret hidden doors about one-third of the time. They have infravision; like dwarves, they can see 60 feet in the dark. They are not paralyzed by the touch of ghouls. Elves can know the Black Speech of Mordor, as well as Elvish and the Common tongue of Westron.

Grey Elf Advancement

Experience Points	Level	Hit Dice	Magic-User Spells		
			1	2	3
0	1	1d6	1	-	-
4,501	2	+1d6	2	-	-
9,001	3	+1d6	2	1	-
18,001	4	+1d6	3	2	1
36,001	5	+1d6	4	3	2

High Elves

High Elves (or Noldor) are the oldest and fairest of all Middle Earth. The Noldor are tall and lithe, with fair skin and silver, golden, or platinum hair. They can wear any armor, and use any weapon, they also can cast spells as either a magic-user or a ranger. They are the masters of all classes, though it takes them longer to rise in level (but being immortal, what is the rush?). They have infravision; like dwarves, they can see 60 feet in the dark. They are not paralyzed by the touch of ghouls. Elves can know the Black Speech of Mordor, as well as Elvish and the Common tongue of Westron.

High Elf Advancement

Experience Points	Level	Hit Dice	Cleric Spells		Magic-User Spells		
			1	2	1	2	3
0	1	1d6	-	-	1	-	-
5,501	2	+1d6	1	-	2	-	-
11,001	3	+1d8	2	-	2	1	-
22,001	4	+1d6	2	1	3	2	1
44,001	5	+1d8	3	2	4	3	2

Players decide what class they want their character to be and make any adjustments in prime requisite desired. Characters can be either male or female. The character's name, class, ability scores and other information is recorded by the player on a separate sheet of paper or other record. The player is responsible for keeping a record of the character's bonuses and penalties, any damage he takes, how much gold he owns, what weapons and other items he carries, etc.

There are two more important die roles to be made for each character.

First generate a random number for "hit points." To generate the numbers roll the special dice in this game 8-sided, 6-sided, or 4-sided. This represents the amount of damage the character can take. For the number of "hit points" roll the proper sided die mentioned below. The die pertaining to players' character type is rolled once per level of experience. (See the section EXPERIENCE POINTS AND EXPERIENCE LEVELS.) Fighters, including dwarves, generate random numbers from 1 to 8, rangers from 2 to 16, and magic-users, thieves, hobbits and elves use 1 to 6. Note that constitution can add or subtract hit points, but no character can have less than 1 point per level regardless of subtractions. In combat, if a character receives a blow, a dice roll will be made to determine the number of damage points inflicted. These are subtracted from the character's "hit points." If his hit score falls to zero he is dead. Hit points can be restored, if the character is alive, by a ranger or high elf healing spell, a healing potion or some other magical item. Otherwise he must continue on in his wounded state until the game is over and he returns to the surface. Each day of rest and recuperation back "home" will regenerate 1 to 3 of his hit points for the next adventure.

Gold owned by the character initially is determined by rolling three 6-sided dice and multiplying the result by 10. The result is the number of gold pieces owned. From this amount the character must outfit himself.

COST OF EQUIPMENT & WEAPONS

Selection of items is strictly up to the players, and gold pieces are taken away accordingly (players may sell to one another, of course, and then gold pieces would be transferred).

Equipment List

Item	Cost	Item	Cost
20 Arrows / 30 Quarrels	5	Backpack	5
Battle Axe	7	Barding	150
Case /30 Quarrels	10	Cart	100
Chain Mail Armor	30	Draft Horse	30
Composite Bow	50	Flask of Oil	2
Dagger	3	Garlic, bud	5
Flail	8	Iron Spikes (10)	1
Halberd	7	Lantern	10
Hand Axe	3	Mirror, Small Silver	15
Heavy Crossbow	25	Mirror, Steel	5
Helmet	10	Mule	20
Lance	4	Pole (10')	1
Leather Armor	15	Raft	40
Light Crossbow	15	Rations, Iron (1 week)	15
Light Horse	40	Rations, Standard (1 week)	5
Long Bow	40	Rope (50')	1
Mace	5	Sack, Large	2
Morning Star	6	Sack, Small	1
Pike	5	Saddle	25
Plate Armor	50	Saddle Bags	10
Pole Arm	7	Small Boat	100
Quiver /20 Arrows	10	Stakes & Mallet	3
Shield	10	Tinder Box	3
Short Bow	25	Torches (6)	1
Silver Tipped Arrow	5	Wagon	200
Spear	2	Warhorse, Heavy	200
Sword	10	Warhorse, Medium	100
Two Hand Sword	15	Waterskin	1
		Wine, Quart	1
		Wolvesbane, bunch	10