

# MERP UK's UNTOLD TALES OF TOLKIEN

## Player support document and game manual

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## 1 INTRODUCTION

This document is designed to provide players with all information about the game and also to point you in the right direction of creating a Middle Earth compliant character. Middle Earth is very different to forgotten realms and no other Middle Earth server uses the setup we have here. This gameworld was built with the idea of characters echoing Middle Earth as much as possible, so we ask that attention be paid to the instructions provided further on in this manual.

We insist that you read this manual carefully and, if possible, print it, so you always have a copy to hand if you need it to look anything up. Our game is quite heavily customised, so all of this is for your benefit.

## 2 MAGIC SYSTEM

In order to achieve a low magic world without removing magic itself, we have produced ways to make it more discreet and powered down so it is not the be all and end all of this game in question.

In order to prevent 'spamming' of the more powerful spells and to encourage more intelligent and varied casting, the following spells use a timelock after they are casted. This timelock will last for 20 seconds. After this time, you may cast the spell once more. The spells affected by this are:

- Acid Fog
- Ball Lightning
- Blade Barrier
- Bombardment
- All Bigbys spells
- Call Lightning
- Cloud Kill
- Cone of Cold
- Creeping Doom
- Delayed Blast Fireball
- Destruction
- Dirge
- Drown
- Earthquake
- Entangle
- Finger of Death

- Fireball
- Firebrand
- Firestorm
- Flame Lash
- Flamestrike
- Flesh to Stone
- Grease
- Greater Sanctuary<sup>1</sup>
- Hammer of the Gods
- Harm
- Horrid Wilting
- Ice Storm
- Issacs Greater Missile Storm
- Issacs Lesser Missile Storm
- Implosion
- Incendiary Cloud
- Inferno
- Mind Fog
- Mestills Acid Breath
- Meteor Swarm
- Phantasmal Killer
- Scintillating Sphere
- Slay Living
- Spike Growth
- Stonehold
- Storm of Vengeance
- Sunbeam
- Sunburst
- Undeath to Death
- Vinemine
- Wail of the Banshee
- Wall of Fire
- Web
- Weird

The Bigbys range of spells and true seeing have had their durations halved.

Timestop has been disabled due to its single player/single party favourability and the lack of adequate fixes for the spell.

The Harm spell has no timelock, but instead has been powered down to do 50% damage to the target based on its health. So a target with 300 HP would go to 150, then 75. The spell rounds up when dealing with odd numbers of hitpoints. E.G. 11 hitpoints would become 6.

All dispells have been worked on and the barriers for their min/max DCs have been increased for characters and NPCs of vastly experienced status. The DCs on any form of dispelling scroll are based on its innate level. This means

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<sup>1</sup>Greater Sanctuary has a longer timelock of 240 seconds.

that those who follow the magical arts fully are unmatched by 'pretending' rogues.

The DC of your dispell spell will also reflect how many effects/protections you remove from your target. The type of dispell also reflects this. A lesser dispell will remove hardly anything, and probably the least effective spells. A Mordenkaniens Disjunction will remove the powerful effects first and if your DC is particularly high, it could potentially strip them of everything.

In some instances, NPCs will be able to bypass the casting timelock and repeat cast spells. This can particularly be the case with our more powerful NPCs.

The Gate spell has been revised. Casting Gate will now summon a devil, an evil creature we have used to replace the Forgotten Realms Balor. The devil will function as a henchman until it is either killed or unsummoned. In order to deter good characters from summoning evil creatures, the caster of the Gate spell will receive 5 evil points, all his party members 1 evil point.

## 2.1 Resurrection and Raise Dead

There is a chance of failure when using these spells, either by casting or using scrolls. Failure is increased if you are still in combat.

For Resurrection:

1. 1d20 is rolled for this test.
2. The DC to successfully cast the spell is 10.
3. The DC is 15 if you are in combat when you cast the spell.
4. On a roll of 1, the attempt is considered a critical failure, and the caster dies.
5. For every 4 cleric levels the caster has, they gain a +1 bonus to the roll.
6. Focuses in Necromancy give further bonuses to clerics: +1 for a normal Spell Focus, +2 for a Greater spell Focus, +3 for Epic Focus. These bonuses do not stack.
7. If the DC is beaten, the target will be resurrected to full health.

For Raise Dead:

1. 1d20 is rolled for this test.
2. The DC to successfully cast the spell is 5.
3. The DC is 15 if you are in combat when you cast the spell.
4. Upon a roll of 1, the attempt is a critical failure, and the caster is reduced to 1d10 hit points.
5. The bonuses for clerics from Resurrection also apply to Raise Dead.
6. If the DC is beaten, the target will be resurrected with 1 hit point.

## 3 Death and Dying

Our death and dying systems have been specially designed to be friendly to the newer and inexperienced players by providing scaled penalties and a chance to be saved before the character dies.

### 3.1 New Respawn System

1. Instead of a set respawn penalty for all, the penalty for respawning now scales up, depending upon the total level of your character.
2. We have created level groups, by sorting the 40 character levels into 4 groups. Each group has its own set gold and XP penalties.
3. The groups and their penalties are:

**Level 1–5:** You will lose 50xp per level and 10% of your gold.

**Level 6–10:** You will lose 100xp per level and 25% of your gold.

**Level 11-15:** You will lose 150xp per level and 40% of your gold.

**Level 16+:** You will lose 200xp per level and 50% of your gold.

Finally, an example: Character X is level 13 and has 10,000 gp. The player decides to respawn, so character X loses  $13 \times 150\text{xp} = 1950\text{xp}$  and 4,000 gp.

4. Characters can not lose a level through XP losses.

It is hoped that this is a good step in making the module more new player friendly, and will keep the interest of inexperienced players.

### 3.2 New Dying System

1. This system will be remembered by some of our players. Upon reaching 0 hitpoints, your character will start bleeding. He/she will lose 1hp per round (that's every 6 seconds).
2. If your character falls to  $-10$  hitpoints, he/she will die and the pop up menu will appear, where you can choose to respawn, or, if it's possible, be raised by a member of the party in the area who is still alive.
3. When a character is dying, they can be healed through the casting of appropriate spells, and the use of healer's kits. If the dying character is healed for 1 hit point or more, they will get up and rejoin the party, able to interact again.
4. Characters who are healed following bleeding will have a curse effect upon them for a short period of time to reflect their weakened state and the fact that they were so close to death. The effect will not be permanent, it will go by itself.

## 4 MERP UK ITEM GUIDELINES

Middle Earth was a low magic world, so this reflects on our item range. It is simple and easy to manage so that the ability of characters does not get too out of hand that they cannot be challenged. The list below details properties that we do not use or allow here on items. Should you discover an item with such properties (usually from default NWN scripts we haven't been able to stop) you MUST report it immediately or proceed to a trash container and dispose

of it. If a DM finds you with such an item and you have not reported it, you could be in a spot of trouble.

THESE APPLY TO ITEMS ONLY:

- No resistances are allowed
- No damage immunities are allowed
- No type immunities allowed other than fear
- Damage Bonuses may not exceed 2d6 and should generally reflect the items size. E.G: Large weapons have bigger bonuses.
- Enhancement bonuses and attack bonuses may not exceed +4
- Onhit death property is not permitted
- Maximum regeneration per item is 4
- Maximum item level is 21.
- Maximum AC bonus is +7. Shields Max at +5.
- Maximum Ability Bonus is +8
- Mage Robe maximum AC is +4

## 5 CURRENT CLASS/FEAT/RACE RESTRICTIONS

The following classes/prestige classes have been changed or disabled because they are not at all compliant with Middle Earth and their removal has little impact on the game:

- Triple classing is disabled. Only 2 classes can be selected.
- Red Dragon Disciple Disabled
- Palemaster Disabled
- Shadow Dancer Disabled
- Sorcerer Disabled
- Wizard has been renamed to Sorcerer and retains all the Wizard class structure. (There were 5 Wizards in Middle Earth and all of them are NPCs)
- Fighters may not multiclass with Sorcerer and vice versa
- Barbarians may not multiclass with Sorcerer and vice versa
- Monks may only be Monk class.

The following feats have been either disabled or changed:

- Devastating Critical Disabled
- Hide In Plain Sight Available to any character who meets its requirements

The following restrictions on races are in place:

- Half-Orcs must be Evil
- Elves must be Good/Neutral
- Gnomes count as Halflings/Hobbits
- Half Elves are forbidden

## 6 Miscellaneous custom game features

**RESTING** requires you to eat and set camp before doing so. Food can be bought from some merchants, particularly taverns, or gathered by hunting an animal. Food is easy to gather, but should you ever run out in a dangerous place, fellow party members should be able to provide you with some. Create a campfire with your box of Kindling and setup your tent kit. Cook your food on the campfire and then eat it. Once you have eaten, you can rest. Make sure you are close to the camp when you do this you can't rest if you stray too far.

**GRAPPLES** allow a character to ascend and descend elevations where there may be no path up them. Good skill is required to use the grapple. Dexterity checks are made, so it helps to have an above average dexterous character. To climb, walk right up to an elevation and face it. Use the grapple; your character will now make a test to climb. If successful, he/she will jump to the top of the elevation. If you fail, there is a chance your character may fall and suffer a random amount of damage, but provided you were healthy when you made the attempt, the fall should not kill you. To descend an elevation, walk right to the edge facing towards the lower ground and use the grapple. Your character will now descend the elevation back to the level below.

**MUSICAL INSTRUMENTS** can be found in arts and crafts stores. They are quite expensive for the inexperienced character, but this is due to the fact they have properties on them which make the price go up. To play a musical instrument, just use its special power option and some type of musical note or succession of notes will be played. There is a wide range of instruments and sounds, suitable for all alignments.

**ROLEPLAY TOKENS** are sometimes awarded by DMs to those they witness roleplaying well and contributing well to the game. They are small tokens, which when used give you a small xp bonus. Once used, the token is flagged as used and will be of no more use to you. Its best to dispose of used tokens in trash containers.

**TRASH CONTAINERS** can be found in most shops or in area which often have characters using them. They are also at the games start/welcome area. Click on the trash container and drag unwanted items to its inventory and then close. Your items will be transferred to the container and destroyed.

**BOOKS** are littered all over Middle Earth! Although the content of some may not fit with the timeline we are in, they serve more as a way of helping players learn more about the world around them. Basically it enriches the players knowledge, which is a good thing.

## 7 MIDDLE EARTH COMPLIANT CHARACTER GUIDE

This section must be read and followed regarding your character. It contains basic guidelines on ensuring that your character is Middle Earth compliant. This is all in place to ensure that the environment we provide is more intune with Middle Earth. Obviously, it can never be 100%, but we will do our best to be as close as we can. We should also point out that if this guide has not been followed, it will be very easy for our staff to tell, as this guide is only suggesting basic things that this community expects.

### 7.1 Humans

Humans offer the most choice in Untold Tales. They can be good or evil and choose any base class they wish, so we will not list a classes guideline list for this race.

#### 7.1.1 Human Subraces

- Dunedain — Good
- Man of ... (Bree, Tharbad, Dale, Minas Tirith, Rohan/Rohirrim, etc) — Good
- Dunlending — Evil
- Black Numenorean — Evil

#### 7.1.2 Appearance of Human characters

For good characters; natural hair and skin colours. Humans can come in all shapes and sizes, so fat or thin is fine. For Evil characters; Dark, natural coloured hair, darker, natural coloured skin. Any size.

#### 7.1.3 Roleplaying Human characters

Due to the vast possibilities human characters can be, it is best to learn about your characters race/subrace and roleplay it accordingly.

### 7.2 Elves

The Elves are a popular choice of race in any Tolkien setting. They are good spirited characters and therefore are only Good or Neutral in Untold Tales. They were fooled by the enemy once and appeared Evil, but now they know of him, they will never align with him.

#### 7.2.1 Subraces

The following are subraces for the Elves:

- Noldor
- Sindar

- Silvan

If you want an Elf character from a rarer sub-race, choose:

- Laiquendi

### 7.2.2 Creating a Noldor Character

Of all the elves inhabiting Middle Earth at this time the Noldor are the only Eldar that is people of the stars. The Eldar were the elves who travelled to Aman when summoned by Orome in the First Age. However after the theft of the Silmarils the Noldor returned to Middle Earth to recover them. Nine tenths of the Noldor returned to Middle Earth and in their pride they partook in the Kinslaying killing the Teleri elves who refused them to give them ships with which to return to Middle Earth. By the Third Age few Noldor remain in Middle Earth. The majority of those who do abide in Rivendell/Imladris although Galadriel lives in Lothlorien, so there may be a few Noldor in Lothlorien with her.

### 7.2.3 Recommended Character Classes for Noldor

- Bard
- Fighter
- Sorcerer
- Cleric
- Paladin (This doesnt mean other classes are not allowed but these are most fitting. However, Elves may not choose the Barbarian class)

### 7.2.4 Roleplay tips for Noldor

The Noldor were great craftsmen and learners, they hungered knowledge. Therefore skills such as craft and lore would be very appropriate secondary skills. Especially as they learnt from Aule himself. The Noldor were haughty and proud, like all the Eldar many of them believed themselves better than the other elven races.

A Noldor is likely to be cold towards other races particularly Dwarves and Humans. After the treachery of Nirnaeth Arnoediad the races of men and elves were estranged apart from the Edain (in game terms this would be the rangers/dunedain and the people of Dol Amroth). Other Elven races would be a bit of a mixed reaction, the Noldor know they are better than them, but have more time for them than other mortal races. Hobbits are different, everyone has time for them, mainly because they have lived in seclusion and never really been involved in the events of the world.

Noldor will absolutely hate orcs, in orcs they see their own downfall. They know full well that orcs came from Melkor leading elves away and corrupting them and breeding the orcs from them. There would be no mercy between Noldor and orc. Other allies to the Dark Lord would be treated much the same,

but not with quite the same hatred. However the Dark Lord is pretty much the sworn enemy of the Noldor so there would be no mercy between them and his minions in combat.

### 7.2.5 Creating a Sindar Character

Sindar are part of the Avani that is those elves who didn't travel to Aman when first summoned. The majority of Sindar would also be classed as Moriquendi. That is those who've never seen the light of the Two Trees. The exception to this is Elwe, however he is a single elf. The Sindar are one of the more numerous elven sub-races in Middle Earth at the time of our setting. Legolas and his father are both Sindar, as are many of the elves of their realm. Sindar were originally Teleri but never finished the journey to Aman. In the second age many Sindar travelled across the sea and this steady migration continued in the third age. The majority of Sindar at our time live in The Woodland Realm (of Thranduil) or Lindon (The Grey Havens/Mithlond all part of the same area).

### 7.2.6 Recommended Character Classes for Sindar

- Bard
- Ranger
- Druid
- Fighter
- Cleric (This doesn't mean other classes are not allowed but these are most fitting. However, Elves may not choose the Barbarian class)

### 7.2.7 Roleplay tips for Sindar:

The Sindar split into two groups the shipwrights of Cirdan and the Elves of Mirkwood. The first again would be better craftsmen than many, the second would be more likely to have good tracking (spot/search) and hunting (listening) skills. Also the latter would be good at spotting traps they have to deal with the spiders of Mirkwood.

Their relations to others can again be split into two groups. Those of Cirdan don't really mix with non-elven races so would be wary but not cold towards them. The elves of Mirkwood are a little trickier. They have very good relations with the humans of Esgaroth and Dale, however would share a distrust of Dwarves, despite fighting alongside them at the battle of five armies and maintaining cordial relations with Dain's folk. They would have a healthy respect of hobbits because of their encounters with Bilbo in the Hobbit.

Again like most elves the Sindar will hate orcs, as with the Noldor they understand where orcs come from. Those of Thranduil's court will have a special hatred of them because of their proximity to Dol Guldur. The human allies of Sauron didn't encounter the Elves of Mirkwood till later in the war so at this time they would not know too much about them. However other than the people of Esgaroth/Dale they would be suspicious of humans.

### 7.2.8 Creating a Silvan Character

Those of the tribes of elves who were not of the Eldar, though were more numerous. Despite being less noble and wise in spirit and body than the Eldar they were still good. They dwelt in forests and mountains and in the setting of our server would mainly be found in Lothlorien and The Woodland Realm of Mirkwood. Yet some wandered in the wilderness of Eastern Middle Earth.

### 7.2.9 Recommended Character Classes for Silvan

- Ranger
- Bard
- Druid
- Fighter
- Cleric (This doesn't mean other classes are not allowed but these are most fitting. However, Elves may not choose the Barbarian class)

### 7.2.10 Roleplay tips for Silvan:

The Silvan elves are the most common elves in Middle Earth and probably the best travelled. Known also as Wood Elves they would be much more at home and comfortable in forests and woods than the cities of men. They are likely to have high Search, Spot and Listen skills, and although not as knowledgeable as some of the other elven kindred Lore would still be a good skill choice as well.

The Silvan elves of Loth Lorien, mainly kept themselves apart from other races as can be seen by the tales told of the Golden Wood. However they had a good relationship with the Dunedain of the North, and there had been some interbreeding/marriages with the Dunedain of Dol Amroth so again there would be good relationships there. As with most elves they have a healthy distrust of Dwarves especially as they dwelt in the shadow of Moria. Again they would have a fairly open view of hobbits as they have kept out of the troubles of world. For Silvan elves of other realms they would follow either these guidelines or those for the predominant race at their realm.

Regarding orcs and other creatures of the enemy all elves hated them, at various times in their past they lost kin to the work of the enemy so would treat all such creatures with the utmost caution if not open violence.

### 7.2.11 Creating a Laiquendi Character

The remnant of the Nandor who remained in Ossiriand, lordless and hidden through most of the first age. They were excellent woodsmen and enjoyed the protection of Ulmo. They wore green especially in Spring and Summer and loved singing, their favoured weapon was the bow.

### 7.2.12 Recommended Character Classes for Laiquendi

- Bard
- Ranger (This doesn't mean other classes are not allowed but these are most fitting. However, Elves may not choose the Barbarian class)

### 7.2.13 Roleplay tips for Laiquendi

The Laiquendi remained hidden for the most part and didn't involve themselves in the affairs of others. However any who travelled the world would see elves as better than others but not with the pride of the Noldor. Recommended skills would include hide and move silently.

They would be wary of other races particularly the dwarves, as they did fight against dwarves in the first age. Being loners more than other elves they would treat all strangers with caution until they had proved their trustworthiness.

### 7.2.14 Appearance of Elves

**Noldor** Other than those of the house of Finarfin Noldor elves were dark haired and fair skinned, those of Finarfin are described as golden-haired.

**Sindar** Fair skinned with lighter coloured hair, those of the woodland realm would have worn greens, others would have more variation in their clothing.

**Silvan** Again fair skinned and predominantly with lighter hair, clothing likely to be based on the realm they come from and their class.

**Laiquendi** Fair haired and fair skinned, they wore predominantly greens as they lived and hid in the forests of Middle Earth. Their voices were the fairest of all the elves remaining in middle earth.

### 7.2.15 A note on other classes

Although all classes apart from Barbarian are allowed for elves the ones above are those that best fit the sub-races, here's some notes on the other classes though.

- Monk this class could be roleplayable as an elf particularly one of the Noldor who is trying to make up for their part in the Kinslaying. However if you wish to play an Elven monk you will need to know their story and their reason for such a path.
- Rogue would be possible, but the most elf-like of rogue abilities are better represented by the Ranger class.

## 7.3 Dwarves

### 7.3.1 The Personality of Dwarves

When choosing the alignment of your Dwarf character bear the following information in mind. Like any sentient race the Dwarves of Middle Earth are all individuals but, Dwarves being Dwarves, they all share certain commonalities. Prof. Tolkien states:

They are a tough, thrawn (which can mean both misshapen or sullen either works for Dwarves) race for the most part, secretive, laborious, retentive of the memory of injuries (and of benefits), lovers of stone, of gems, of things that take shape under the hands of the craftsmen rather than things that live by their own life. But they are not evil by nature, and few ever served the Enemy of free will, whatever the tales of Men may have alleged. For Men of old lusted after their wealth and the work of their hands, and there has been enmity between the races.

Dwarves are loyal to each other and to their friends, fiercely so. Wrong one of Durins Folk and suffer the wrath of his entire clan. They work hard to excel at whatever they do, be it smithing steel, sculpting stone, quaffing ale or slaying Orcs. If Dwarves have a major character flaw it is that they covet things of value rather too highly and in the past this has lead them into terrible and needless conflicts with other races, couple that with a stubborn-ness born of stone and well you see the problem.

Axes and hammers are the favored weapons of the Dwarves. Some have been known to wield swords in battle (Thorin Oakenshield for one), but they are the exception rather than the norm.

As stated few Dwarves ever served the Enemy of free-will, so when choosing an alignment we encourage you to avoid an EVIL one. If you want your character to be unscrupulous and greedy, bear in mind that it is more a trait of the chaotic than the downright evil. In fact most Dwarves would be honorable and therefore LAWFUL (reflecting the disciplined mind of a culture dedicated to craft) or NEUTRAL, but CHAOTIC is permissible. On the whole your average Dwarf would be NEUTRAL GOOD.

### 7.3.2 Classes for Dwarves

Dwarves have a heroic culture, like the Celts and the Vikings of our own world, they value prowess in battle and in crafting things of practical use and aesthetic wonder above all things. For almost any Dwarf character an allocation of at least some Crafting and Lore skill ranks is highly recommended. Middle Earth Dwarves are more physical than meta-physical and shun magic on the whole. All classes are available to Dwarven characters in MERP but we recommend the following:

- **Fighter** — Dwarves are tough. The Vala Aulë made them that way; they were to awaken in the days of the power of Melkor and would prove lethal adversaries against his monstrous creations in the wars of the Elder Days. A

line of Dwarves in the forefront of battle and you have what we lovingly call the Wall of Steel. Most Dwarven adventurers should belong to this class.

- Barbarian — This class suits many Dwarven traits down to the ground: Ferocity in battle, gruff demeanor and indomitable toughness, but be careful how you play this. Middle Earth dwarves were, on the whole, not stereotypical Barbarians of the Conan sort.
- Paladin — Servants of Aulë, the Paladin is another good one for the more noble minded among Dwarven warriors. By and large Dwarves practice little in the way of magic however.
- Cleric — The Priests of Aulë, this should be as magical as a Dwarf is willing to get in Middle Earth, as most would prefer a stand up fight than a light-show.

The following are all permitted in game but we feel they are unsuitable with Tolkiens Dwarves:

- Sorcerer — Middle Earth Dwarves are not fond of magic and almost never study the Arcane Arts. They prefer the feel of good steel to that of silken robes and tend to distrust Mages. Wed discourage this choice as Middle Earth is meant to be a low magic world.
- Bard — While Dwarves have a love for songs and music and have a talent for it in their own way, they are not overly good at it (at least to more refined ears). Their low CHA does not set them in good stead for this class in any case. Bare in mind the magical nature of the Bard class has a more Elven aspect than any other and Elven Bards are ideal in a Tolkien setting, while Dwarven ones are not. But if you want to make a Dwarf Bard you may do so.
- Rogue — It is perfectly possible to make a decent Dwarf rogue, but because of the setting we would discourage it and heres why. Remember in the Hobbit? Thorin couldnt find a burglar until Gandalf introduced him to Mr. Bilbo Baggins. We feel that this may indicate that Dwarves were not fond or adept at stealth as it is rather at odds with the Dwarven up-front approach to life. Hopefully, in typical Tolkien style, a Dwarf party looking for a rogue would befriend a likely Hobbit.
- Monk — The non-materialistic, minimalist lives that monks lead would not appeal to Dwarves; its just not very Dwarven. Although the punching things aspect might appeal, the sitting on your arse meditating when you could be doing something constructive would irritate most Dwarves.
- Ranger — Very few Dwarves have a love of the woods and wilds outside their own halls of stone and if its cute and furry it might as well go into the stewpot.

### 7.3.3 The Seven Dwarven Clans

The foremost of the Dwarf clans of Middle Earth is undoubtedly the Longbeards. Descended from the oldest and most illustrious of the Seven Fathers of the Dwarves, Durin the Deathless, the Longbeards are commonly called Durins

Folk. Of all the Dwarves of northwest Middle Earth in the Third Age, the Longbeard Clan was by far the most numerous and the most open-hearted with regard to Elves and Men. Most of the Longbeards dwell in Erebor or the Iron Hills. The Erebor Dwarves traded much and held the Lakemen of Esgaroth and the Men of Dale in firm friendship. The true home of the Dwarves of Durin's line is Khazad-dûm, known in the Elven tongue as Moria.

Two others Dwarf sires were laid to rest near Mount Dolmed in the Ered Luin or Blue Mountains, and they founded the lines of the Broadbeams and the Firebeards who later lived in Nogrod and Belegost. There are remnants of those clans left still in isolated Dwarf-holds in those mountains, but their great cities are no more.

The other four Fathers of Dwarves were laid to rest in the far east of Middle Earth, two of them at the northern end of the Orocarni, and the other two near the southern end of the range. These founded the lines of the Ironfists and Stiffbeards, and Blacklocks and Stonefoots. No Dwarves of these lines appear in any of Tolkien's tales and as far as is known no contact exists between them and their western cousins.

#### 7.3.4 Relations with Other Races

**FELLOW DWARVES** To a Dwarf, another Dwarf, even if he is a complete stranger, is a brother to the bone. A Dwarf will never fail to acknowledge another Dwarf unless they have a good reason not to, neither will he stand by while another is threatened or abused by a member of any other race. A Dwarf that betrays his brother is not a Dwarf and will suffer the enmity of the clans.

**MEN** Dwarves respect honour and skill. Some folk have it some don't. The Dwarves of Erebor are allies of the Men of Laketown and Dale because they have fought alongside them and trade their goods with them. The Dunedain have an innate longevity, nobility and pride that the Dwarves share and respect. Other lesser men from more distant parts will have to work at earning the friendship of Dwarves. The Dwarves know all too well the treachery of Men and that many flocked to the banner of the Enemy in days long past as well as in recent times. A Dwarf regards the bulk of humanity with suspicion until faith is proven.

**THE NOLDOR** In ages past the Dwarves have had mixed relations with the haughty Noldor. They shared their smithing secrets with them and in return the Elves showed the Dwarves how to make their craft more beautiful. Before that time the Elves created things of fragile beauty but little durability and the Dwarves made works of great strength though not pleasing to the eye. There is a strange blend of mistrust, jealousy, respect and memory of ancient grievance between both races. In times past they have fought each other, and yet at others the Noldor owed the Dwarves much and the Dwarves have long racial memories:

**Last** of all the eastern force to stand firm were the Dwarves of Belegost, and thus they won renown. For the Naugrim withstood fire more hardily than either Elves or Men, and it was their custom moreover to wear great masks in battle hideous to look upon; and those stood them in good stead against the dragons. And but for them Glaurung and his brood would have withered all that was left of the Noldor. From *The Silmarillion* by J. R. R. Tolkien *Of the Fifth Battle: Nirnaeth Arnoediad*

Dwarves know the Noldor consider themselves superior to all other races and this arrogance rankles greatly. Few Noldor remain in Middle Earth so encounters are rare. In the opinion of the Dwarves the fewer of the stuck up, pointy-eared buggers there are, and the soonest they sod off back into the West the better.

**THE SINDAR** The Sindar elves are on better terms with the Dwarves than other Elven kindreds. The proximity of Thranduils Woodland Realm to Erebor and the Sindars trade with Esgaroth are largely responsible for this. Nevertheless, Dwarves and Elves do not make alliances easily; distrust is mutual between these races and deep seated. Relations are cordial and respectful but coolly distrustful.

**HOBBITS** Dwarves consider Hobbits amusing, whimsical and childlike creatures. Having said that, they have heard good report of the cunning and bravery of Mr. Baggins in that Dragon business at Erebor a few years ago and hold the Shire-folk in good regard. They agree wholeheartedly with the Hobbit stance on good food and drink and appreciate the way they set a table and what excellent hosts they can be. Their tendency to prattle on endlessly about trivial matters can be a tad trying, but you cant have everything.

**ORCS** Orcs, Goblins, Trolls, Uruk-hai, Olog-hai, call them what you will, the Dwarves have a very simple relationship with them. If they are soldiers of the Enemy, Dwarves will hate them, the more that they can get under the axe the better.

**RAVENS** The ravens of Ravenhill, that lived near Erebor, were friendly with the Dwarves, and some could even speak the Common Tongue.

#### **7.4 Hobbits (Halflings and Gnomes)**

Hobbits tend to be a very popular choice of race for a Tolkien world. In game terms any halflings or gnomes are classed as hobbits. They can be of any alignment and of most character classes although some are more appropriate than others. Some are intelligent thinkers and scholars, other are brave and daring, some are easily fooled, others have a genuinely nasty streak although most tend to give off an aura of innocence.

#### **7.4.1 Subraces**

- Fallohides
- Harfoots
- Stoors

#### **7.4.2 Creating a Fallohide character**

The least numerous of the three strands of hobbits the Fallohides originated from the upper Anduin, East of the Mist Mountains. They have an adventurous spirit and because of this were frequently found as leaders of tribes of other kinds of hobbits. Marcho and Blanco, the founders of the Shire, were Fallohides, as were the Tooks, Brandybucks and Bulgers. Frodo Baggins himself has some Fallohide blood in him.

The Fallohides were taller and slimmer than other hobbits and had fairer skin and hair. They liked trees and forests and had more skills in the arts than in handicrafts. They were friendlier with Elves than most other hobbits.

#### **7.4.3 Recommended Character Classes for Fallohides**

- Rogue
- Ranger
- Fighter
- Bard (skilled in the arts)

#### **7.4.4 Roleplay tips for Fallohides**

Perform skills and leadership based skills such as bluff, persuade etc would fit well for a Fallohide hobbit. Crafting skills would not fit so well. With other hobbits they would naturally take the lead, and would be more adventurous than others. They would be friendly towards most other races (not orcs/goblins) particularly elves.

#### **7.4.5 Creating a Harfoot Character**

The most common of the three branches of hobbits, the Harfoots were the first to travel west and settle there. The Harfoots are the most typical hobbits. They were browner than the Stoors and Fallohides, and also smaller and shorter. They liked highlands and hillsides best and kept the habit of dwelling underground longer than other strains of hobbit. The Harfoots were friendlier with Dwarves than other hobbits.

#### **7.4.6 Recommended Character Classes for Harfoots**

- Rogue
- Fighter
- Ranger

#### **7.4.7 Roleplay tips for Harfoots**

Less likely to have leadership skills, but still, as with most hobbits, quite at home in woodland and nature areas. So skills along the lines of Spot, Search, Listen, Hide and move quietly would all fit. Less likely to take the lead, but happy to follow. Would be less comfortable in the company of Elves and Men, whilst quite happy alongside Dwarves.

#### **7.4.8 Creating a Stoor Character**

Stoors were the last of the hobbits to emigrate to the Shire, and up to this time had lived in the Gladden Fields and Dunland. The Stoors settled mostly in Eastfarthing and Southfarthing. At the time of the War of the Ring, Stoors were common in the Marish and Buckland. Stoors were broader and heavier than other hobbits (so a gnome phenotype would work well) and were the only hobbits to grow beards. Some Stoors even wore boots in muddy weather. The Stoors were friendlier with men than other strains, and they preferred flat lands and riversides. Stoors were almost the only hobbits to know anything of boating, swimming and fishing.

#### **7.4.9 Recommended Character Classes for Stoors**

- Rogue
- Fighter
- Ranger

Having said this, their good relations with men means they are more likely to have access to other classes than the other strains of hobbit.

#### **7.4.10 Roleplay tips for Stoors**

More likely to have crafting skills than other hobbits due to their mixing with men and their use of boats and the like. Will be at home with men, but less so with elves and dwarves. Most hobbits of Bree would likely be of Stoor stock.

#### **7.4.11 General Roleplay tips for Hobbits**

Most hobbits are very anti-adventure and prefer to stay safely at home, ignoring the world outside of the Shire. This means that any hobbit adventuring should have a good reason to do so. It's worth thinking about this reason when you create your character and use it to give them their personality and quirks. Think about age as well a hobbit comes of age at 33, and is very unlikely to be abroad in the world before this age. Although not usually adventurous types hobbits will be fiercely loyal to their friends and do what they can for them.

## 7.5 Orcs

The horrible spawn of evil, Orcs (also known as goblins) infest many dangerous and desolate regions of Middle-earth. Among other places, they live in Minas Morgul, Moria, Dol Guldur, caves and caverns in the Misty Mountains, and their strongholds at Gundabad and Mount Gram. Despite suffering a terrible defeat at the Battle of the Five Armies (TA 2941), Orcs remain a danger throughout Middle-earth, and serve Sauron either directly or by their evil actions.

Short (typically only about four to five feet tall), squat, bow-legged, and with blackish, leathery skin, yellowish eyes, and fangs, Orcs look as horrible as they act. Tough and strong, they make fierce, dangerous warriors despite their size, and revel in bloodshed, violence, destruction, and pillaging. Fortunately for the Free Peoples, their low-intelligence, quarrelsome and selfish natures diminish their effectiveness as an army; since they are often as likely to fight among themselves (over food, insults, or other causes) as they are to do what they're told. They also suffer from a dislike of sunlight, which pains their eyes and weakens them; they do not go outside during the day if they can help it. But they can see quite well in the dark.

### 7.5.1 Alignment

Our understanding of Orcs from the above explanation and from the books means that they would always be EVIL characters and most certainly CHAOTIC due to their constant in-fighting. Therefore, Orcs MUST BE EVIL characters with either a NEUTRAL or CHAOTIC alignment.

### 7.5.2 Class Choices

The following are recommended:

- Fighter — A fine choice for Orcs, as the vast majority are a (somewhat) trained army. BARBARIAN Often the best choice, with many of the feats and abilities of this class representing the Orc well.
- Olog Hai — Both recommended Orc classes lead to this prestige class which is EXCLUSIVE to Orcs.

The following are not recommended, but permitted:

- Ranger — Could be permissible if the Orc knows his lands well or defends an area regularly. Particularly woodland. DRUID Although Orcs using magic and nature to their advantage is very slim if not impossible, this class can be taken for those insisting on a shaman type character.
- Blackguard — More appropriate for evil elite forces, but acceptable for Orcs since it embodies evil.

The following are not welcome and could be met with intervention. Please do not choose them!

- Sorcerer — Orcs have no grasp of Magic, and the intelligence required for this class is beyond that of an Orc.
- Monk — Much like Dwarves, Orcs would find the monastic life of the Monk of praying and weaponless combat dull. Orcs would despise this way of life.
- Cleric — Once again, magic is not something known to Orcs.
- Rogue — Rogues are skilled and intelligent, something Orcs seriously lack!
- Weapon Master — This class requires a certain level of Intelligence. Orcs would not have this level of intelligence.

### 7.5.3 Relations with other races

Very poor, even amongst other Orcs. If Orcs are not fighting another race, they are probably fighting one another, usually for leadership, territory, possessions or petty arguments. Orcs are hostile towards all other races, either engaging them openly or avoiding them. They are rarely seen in the west of Middle Earth as they are outnumbered in this area and would be hunted down if spotted. Orcs can be quite disorderly amongst themselves, but Sauron's more elite troops, the Black Numenoreans can soon quell any disorder in the ranks.

### 7.5.4 Appearance of Orcs

Dark green to black skin. Bald or with a small amount of black hair. Ragged armour with exposed arms and lower legs and a dark, dull/dirty colour. This would be a permanent armour which is never taken off. (Set improved armours to the appearance) Orcs would not have access to smarter clothes nor the desire to wear them, so don't create disguises. Good aligned characters can spot an Orc a mile off.

### 7.5.5 Basic guidelines on creating an Orc character

- Strength — take as much as you like!
- Dexterity — A small amount is fine, though bear in mind Orcs are not Dextrous characters.
- Constitution — Though some feel Orcs can take plenty of damage, this isn't necessarily the case. It's more to do with the Orcs size! An average score is about right.
- Intelligence — This should not exceed 9. Many Orcs can speak, but in a crude form. Intelligent Orcs will not be looked upon well.
- Wisdom — You're entitled to avoid this, unless you have insisted on making a shaman and chosen druid.
- Charisma — Orcs are very ugly, with few skills, but if your Orc is one who strives to lead and boss the other Orcs, a reasonable charisma can work to assert your authority in certain situations. DMs can sometimes use charisma as an indicator of leadership capability.

### 7.5.6 Basic Guidelines on Roleplaying an Orc character

- Dumb down your speech, making it cruder with a lack of manners. Reflect the Orcs tendency to argue and its selfishness.
- Do not make friends with Good aligned characters they are your sworn enemy!
- Do not draw undue attention to your presence in neutral areas.
- Show a joy for battle and fighting
- Consider showing instability Orcs often fight oneanother over all manner of things.
- Do not wear disguises you stink and your incapable of impersonating anyone!
- Remember to look scruffy, not neatly polished!

## 8 THE MERP UK PRC HAK

The following details the MERP UK PRC hak pack, which you must download to play on the server. It contains Middle Earth themed prestige classes and feats which we have created. Future versions will include new prestige classes and will be added to this section.

### 8.1 Feats List

**Arbiter** Gives +3 to Persuade and Intimidate.

**Berserk** +6 Strength, +5 Damage, confused state for a very short timespan.

**Blank Mind** +2 to Saving throw vs. Fear spells and effects.

**Enforcer** Target makes a reflex save or is paralysed until the effect wears off.

**Force of Will** +2 to all Will Saves.

**Hatred/Greater Hatred** Gives melee weapon equipped 1d6/1d8 divine damage vs good for short duration.

**Hurl Rocks** Ability to Hurl rocks three times a day.

**Loyalty Unto Death** Immunity to Fear.

**Olog Breeding** Applies one of six random skins to the character.

**Peacekeeper** Gives +6 to Persuade and Intimidate (Overwrites Arbiter)

**Pursuit** 10% Speed Increase.

**Warcry** Causes fear in all surrounding hostiles unless a will save is successful.

## 8.2 Custom Classes

### 8.2.1 BLACK NUMENOREAN

#### Requirements

- 8 Discipline
- Great Fortitude Feat
- Any Melee Weapon Focus Feat
- Human Race Only
- Any Evil Alignment
- Base Attack Bonus 7

#### Feats:

- Level 1 Dirty Fighting, Snake Blood.
- Level 3 Hatred.
- Level 4 Use Poison.
- Level 6 Loyalty Unto Death.
- Level 9 Darkness, Contagion.
- Level 10 Greater Hatred.

### 8.2.2 Hobbit Shirriff

#### Requirements:

- Halfling or Gnome Races only.
- Alertness Feat.
- Persuade 8, Intimidate 8.
- Any Lawful Alignment.

#### Feats:

- Level 1 Arbiter.
- Level 3 Force of Will.
- Level 6 Enforcer.
- Level 8 Pursuit.
- Level 10 Peacekeeper.

### 8.2.3 Olog Hai

#### Requirements:

- 8 Intimidate
- Toughness Feat.
- Half-Orc Race Only.
- Any Evil.
- Base Attack Bonus 8.
- Maximum Intelligence 9. Minimum Strength 18.

#### Feats:

Level 1    Blank Mind.

Level 4    Warcry.

Level 7    Berserk.

Level 10   Olog Breeding.

Level 11   Hurl Rocks.

### 8.2.4 Other Changes

- Champion of Torm renamed Champion of Manwë
- Arcane Archer, Red Dragon Disciple, Palemaster and Shifter removed.
- Metamagic Feats disabled.
- Devastating Critical disabled.
- Sorceror removed, Wizard renamed Sorceror. (But on creation, please choose Wizard, it will rename your class on login)

## 9 General playing etiquette expected

- Please put away your weapons and shields when in Neutral areas. Good characters should also do this in good faction areas. Quarter staffs and bows are an exception to this.
- Don't leave items on the floor, put them in a trash container.
- If in travelling areas, do not ignore other characters. At least greet them.

## 10 COMMUNITY RULES

### 10.1 Introduction to new and present players...

This module is a serious Middle Earth roleplaying module, arguably the best one you will come across for roleplay quality in a Middle Earth environment. Because we wish to maintain a high standard of roleplay in the game for the

benefit of our player audience, we run comparatively strict rules compared to other communities. Our main values are a willingness to be in character at all times, honesty and maturity. We are not interested in rows of servers with 50 players on each, MERP UK is all about quality and providing a specialist range to a specialised audience. So if all you are into is getting leveled as fast as possible or owning all the best items before everyone else or fighting all the time go somewhere else and check the action category servers please, you will probably enjoy them more.

## 10.2 The Server

- Thou shalt not attempt to hack or attack the blessed server in any way. Action could be taken by Wireplay against your ISP.
- Thou shalt not modify thy characters stats or abilities. If thou does, thou shalt be banned.
- Thou shalt not abuse loopholes and exploits in the game to give thyself an advantage. Thou shalt report such problems to the Valar (DMs) instead. This includes, but is not limited to; luring NPCs who spawn in groups, abusing the economy system, exploiting mistakes in conversation scripts.
- Thou shalt not advertise other servers or communities not owned by its holiness, Wireplay.
- Thou shalt not log off to prevent death. If thou'st returns then thou is a fool, for thou hitpoints will remain as thou left them!
- Thou shall not metagame! Thou shall not use player knowledge as character knowledge.
- Thou shall not drop items for your other characters to logon and pick up. Thou shall not give excessive gifts to new players. One item or 100 gold is sufficient.
- Thou shall not bypass many hostiles just to reach the boss or treasure. Stealth is permitted, but not in order to sneak past everything. Thou must consider the load on thy blessed server.
- Thou shall report bugs and problems to the Valar in thy holy forums.

## 10.3 Grief Playing

- Thou shall not repeatedly kill another character in one encounter. E.G. Kill, Raise, Kill, Raise, Kill.
- Thou shall kill other characters when thou has suitable justification. (Being opposite alignment is not an excuse, nor is ignoring or name calling. Things like attacking a faction area or settlement or committing an evil deed such as kidnap, murder are good justification)
- Thou shall not use abusive language towards players or the Valar (DMs) for whatever reason.
- Thou shall not bring thy personal grudges or dislike onto the server or make them public in any shape or form, on or off the server.

- Thou shall not pick pockets excessively. Thou may pick the same characters pockets 3 times per server reset, then find a new victim.
- Thou shall return stolen items if thou is detected and killed after stealing.

#### **10.4 Community Spirit**

- Thou shall not repeat an action/combat area during the same server session if already completed it. Give others a chance to enjoy its content even if it is empty when you revisit. Others can arrive at any time.
- Thou shall give way to parties if thou is soloing an area. Parties get priority in all cases.
- Thou shall not powergame. Thou shall not put the gaining of xp, gold and items before roleplaying. The Valar shall destroy all those who constantly powergame.
- Thou shall contribute to the community both on and off the server, either or both, in the forums or on our mIRC channel. Details are in the forum. In order to ensure a high quality community we like people to get involved in discussions, or just making friends off server.
- Thou shall not confront players about thier roleplaying when on server. Thou should contact a valar or e-mail kev\_balmer@hotmail.com
- Thou shall not attack these FACTION AREAS unless a Valar is running an event which requires you to invade: Mordor, Isengard, Harad, Dol Guldur, Minas Tirith, Rivendell, Lorien, Rohan, Erebor.
- These are SETTLEMENTS and may be attacked at will by a PARTY: Stoorish Hobbit settlement, Dunharrow, Dunland. Friendly characters may defend their settlements at will, either alone or with a party.
- Please be sensible when defending settlements if its obviously for much weaker characters to invade for quests. If the attackers are ALL effortless or with 1 or 2 'easy', try and make them flee or turn back. If they are sensible, they will get the message and go. If they continue to attack or attack you, you are entitled to defend the territory.

#### **10.5 Parties, Roleplaying and in-game communication**

- Thou shall be in character at all times when using the tell and shout channel. To not roleplay is an offense. To encourage non roleplaying is a deletable offense.
- Thou may only use OOC (Out of Character) speak if its urgent. E.G. Going away from your computer or if you have recieved specific instructions from a Valar (DM).
- Thou shall only use another characters name if thou has been previously introduced.
- Thou shall not use internet jargon or abbreviations. Thou shall type complete speech.
- Thou shall not send tells to others asking for xp, items or gold. Thou should report those who keep doing this.

- Parties should only consist of characters that are travelling together. Scattered parties should regroup or disband. (The Valar or DMs use a device which tells them the members of a characters party and their location)
- Thou is on a UK server. Thou must speak English at all times or, if you wish, Middle Earth Languages.
- Thou may only use the shout channel for the most significant of situations, such as drawing players attention to something important. Shouts must always be of a narative style. E.g "Orcs gather outside Minas Tirith".
- Thou shall not respond to shouts by shouting back. Use tells.
- Thou must use the talk channel as much as possible, especially when non party members are present. This is to allow the players of stealthy characters to roleplay their character effectively, such as spying on conversations.
- The whole party must be working on the same quest. It may not scatter to do many quests at once.
- If you are dead, you may not communicate. You may create actions.

## 10.6 Characters

- You MUST refer to our player manual to ensure you have a Middle Earth Compliant character. If you are logged in and have not checked, logout and do so now! Though we do reccommend a read of the full manual to ensure you are aware of everything.
- Eventually, your character must have at least 10 levels in each class taken. The game allows you to take 2 classes.
- This is Middle Earth, please use races/subraces that existed. For ideas and reference, please see the forum where information is provided.
- Thou may not have horns, hooves, tails or wings on thy character.
- Thou may not craft thy weapon into the 'Light Sabre' appearance.
- Thou shall not use names or surnames of characters from the books by JRR Tolkien. The Valar know of almost all names, so please do not try to avoid this rule.
- Thou shall use standard alphabet letters. Thou may use an apostrophe or a dash.
- Thou name and surname must begin with a capital letter and the rest in lower case.
- Thou name may not be full capital letters.
- Thou shall use appropriate names for the environment. If thou is unsure, thou should visit our forums to look at examples or to ask for assistance.
- Thou shall not use offensive or vulgar names. Unsuitable named characters will be deleted without warning and added to the forum log.
- Thou shall not give thy character a title of nobility without it being awarded by the Valar.

## 10.7 PVP Rules (Player vs Player combat)

- This server is not all about PVP. Whilst it is permitted, please understand that not all players wish to participate in it, so perhaps always consider an option out for them. However, if a faction area or settlement is under attack, this overrides the above.
- Neutral cities like Tharbad, Bree and Esgaroth (and later, the Shire) have a 'No PvP area' setting for a reason. This is because we like to use these areas as an easy place for characters to meet or go about their business if they are merchants or craftsmen or to use the taverns. Its best that PvP be kept away from these areas, so please do not provoke PvP in these areas.
- Thou must use thy dislike wand on all enemies before thou enters combat. The dislike wand sets characters to mutual dislike only one character needs to use it.
- Characters defending/attacking a good/evil faction area may attack hostile players on sight, AFTER using the dislike wand on them.
- If thou dies in PVP combat and respawns, thou may NOT return to the fight. You are out. Whatever differences your characters had are over. You must avoid the other character for a lengthy period of time (stay in different areas).
- If you and another character fight over a dispute and one loses the fight that is it dispute over. Move on to something else.
- In party vs party pvp, the winners are NOT obliged to raise the losers. It is their choice. If they do choose to raise, the battle is over. The losing party must leave the area immediately.
- If a victorious character raises you, you may not attack them. You must leave the area.
- Thou may pick up disarmed items. Items disarmed in battle must be returned to the owners afterwards.
- Thou may not pickpocket during battle.

## 10.8 Concerning Pick Pocketing

- If a detected attempt is made upon you, and you have proof, you can report the thief to the authority of the area. Proof can be in the form of you detecting the thief and/or witnesses to the theft. To report a theft, send a dm tell saying where and who did it and your proof. If no DM is available, send an IN CHARACTER e-mail to kev\_balmer@hotmail.com, stating where, who and the proof. In time, a warrant will be issued for the capture of the thief. If the thief is caught, they can be summoned to a trial where they are likely to compensate the victim/s.
- You cannot report thieves if they steal from you in travelling areas or evil areas. The report rules do not apply to Evil characters stealing from each other. If someone steals from you in travelling areas, tough!
- To capture a thief (till we develop our catching system), you must outnumber him/her by 3. If the thief has friends with them, they count to the thief's number. If you reach the required outnumber, the thief MUST give in and be

summoned to trial when it takes place.

- Trials and reporting take place in the area concerned. E.g theft in Tharbad = Tharbad Mayor. Bree = Watchman Harry, Rohan = King Theoden.

## 10.9 The Valar (DMs)

The Dms have rules to follow too, which can be read on the forum.

- As instructed to them, DMs will have a zero tolerance towards any act of cheating or trouble making. DMs report and document any problems, which are dealt with swiftly by the server admin.
- DMs are often hand picked from players who have been in the community for a long time and have contributed to its success. None of them are here to upset people. They have an enthusiasm for our game and use their spare time to make it more fun for all.
- DMs can get very busy, running events or holding many conversations at once. We ask that questions be asked on the forum, and casual chat saved for the IRC channel or forum. So emergency or event related issues only please.
- Please do not argue with the DMs decision ingame. If you have a genuine problem, please contact us instead of slowing things on the server down and undermining the DMs role. DMs have jobs, families and real lives too, so please be considerate when contacting them.
- DMs and other staff are not obliged to take abuse for whatever reason. If you are rude and abusive, we will not be very helpful at all. You will also be banned.
- DMs reserve the right to inspect player inventories at will using their DM client and take any action if it is necessary in the interests of the game.
- Mild offenses will result in account suspension, whereby your playing account with its characters will be removed and stored elsewhere for a time period decided by staff.
- Records of any actions taken are given in the forums in public view.
- Repeated offenses result in banning.
- Serious offenses result in instant banning without warning, this includes all forms of cheating. We don't care 'how bad it was'. Cheating is the same in all cases and results in banning here. So please don't do a Nathan and fob us off with excuses.