

# AN INTRODUCTION TO THE *TOLKIEN QUEST*<sup>TM</sup> GAME SYSTEM

Based on the works of the greatest fantasy writer of all time, *Tolkien Quest* gamebooks invite the reader into the world of brave and cruel Men, Hobbits and Elves, Orcs and Trolls, and Wizards both good and evil. The continent of Middle-earth, rich in adventure and conflict, provides the perfect background for solo adventures. Welcome to the fantasy and thrill of J.R.R. Tolkien's Middle-earth!

## THE MAPBOARD

The mapboard provided with this book gives an overview of part of the area in which your adventures will take place. This map shows what **you** know about the area, but it does not tell you everything that may happen.

Each space on the mapboard is labeled with a number and a letter (i.e., 1A, 1B, ... , 2B, 2C, ... , etc.). Each of these labels refers to a section of the text, with the same number and letter, near the beginning of the book. This "*Location Text*" tells you what you find **and** directs you to further "*Encounter Text*" that provides choices and more detailed information to guide you in your adventures.

Keep track of your location on the mapboard during play. This is done by remembering the label of your location, by using any small playing piece (i.e., a coin) to mark your location, or by tracing your path with a crayon or greasepencil.



## THE GAMEBOOK

The gamebook describes hazards, situations, and locations that may be encountered during your adventures. As you read the text sections, choices will be given as to what actions to take. The text section you read will depend on the space you move into on the mapboard, the directions in the text, and whether the actions you attempt succeed or fail.

As mentioned earlier, *Location Text* sections are in the beginning of the gamebook and match the spaces on the mapboard. These sections are labeled with a number followed by a letter. *Encounter Text* sections are toward the back of the gamebook and are listed by three-digit numbers only (e.g., "365"). Read the *Location Text* as you move into the matching space on the mapboard, and read the *Encounter Text* only when told to do so by the text.

Often Encounter Text will direct your "movement" in areas that are not represented on your mapboard. In these cases, it can be very useful for you to keep track of what you encounter and where you go (i.e., you should record and map your path of travel).

### PICKING A NUMBER

Many times during your adventures in this book you will need to *pick a number* (between 2 and 12). There are several ways to do this:

- 1) Turn to the Random Number Table on the inside front cover of this book, use a pencil (or pen or similar object), close your eyes, and touch the Random Number Table with the pencil. The number touched is the *number* which you have *picked*. If your pencil falls on a line, just repeat the process.
- 2) Flip to a random page in the book and look at the small boxed number in the inside, bottom corner of the page. This number is the *number* which you have *picked*.
- 3) If you have two six-sided dice, roll them. The result is the *number* which you have *picked*. (You can also roll *one six-sided die* twice and add the results.)

Often you will be instructed to *pick a number and add a "bonus"*. When this happens, treat results of more than 12 as "12" and treat results of less than 2 as "2".

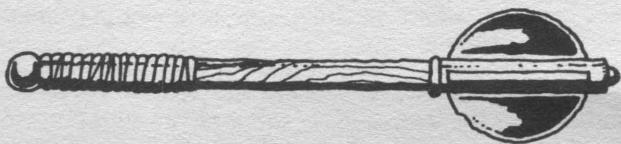
## CHOOSING A SYSTEM

Before starting to play, decide whether you want to use the Basic *Tolkien Quest* System or the Advanced *Tolkien Quest* System, both included in this book. If you have never read one of these gamebooks and have never played role playing games, we suggest that you use the Basic System and the pre-created character provided. After you have mastered that, use the Advanced System and create your own character.

## CHOOSING A CHARACTER

There are three ways to choose a character:

- 1) You can use the completely created character provided at the beginning of the book.
- 2) You can create your own character using the simple Tolkien Quest character development system included in this book.
- 3) You can create your own character using *MERP*, the *Middle-earth Role Playing System* (an ICE production not included in this gamebook). When using *MERP*, ignore the Action Tables and Combat Tables provided at the end of this gamebook. Instead, use the guidelines and tables provided in *MERP* to resolve "actions" and "combat" (see Optional Rules).



## STARTING TO PLAY

After choosing a character to play and a system to use, start your adventures by reading the Prologue found after the rules section. From this point on read sections as indicated by the text. When told to *move on*, read text sections corresponding to spaces on the mapboard.

# THE BASIC SYSTEM

## MOVING ON

When the text tells you to *move on*, you may choose to move into any one of the spaces on the mapboard adjacent to the space you are in. Then read the matching Location Text. This text can of course lead to more detailed adventures by directing you to a section of Encounter Text. When the text tells you to *move on in a random direction*, proceed as if the text just says *move on*.

When moving into a space where you have already been, ignore any text references to conditions which no longer exist. For example, if you defeat a Troll in a space, leave the space and later return, you do not have to fight the same Troll again.

## TIME

When using the Basic System, **do not keep track of time**. When the text indicates a choice of encounters based upon time, read the text associated with the earliest time.

## DAMAGE AND HEALING

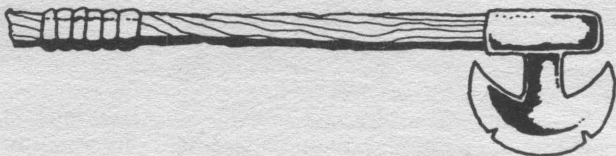
As you adventure, you will take damage from fights, traps, falls, etc. You must keep track of this damage in terms of a total amount of *damage taken* (record the total in the *damage taken* space on your Character Record). Only your *damage taken* total changes during play; your *Endurance* does not change.

If your *damage taken* exceeds your *Endurance* (see your Character Record), you are unconscious. If this occurred during a fight, you are defeated and must proceed as the text indicates. Otherwise, you are dead; your adventure is over and you may begin again from the start. If the text indicates that you "wake up", change your *damage taken* so that it equals your *Endurance*.

Each time you read a section of text that you have not read before and that does not require you to *pick a number*, or fight, or *take an action*, you may "rest", automatically reducing your *damage taken* by one.

## FIGHTING

Fighting consists of a series of "rounds". During each "round", you attack your opponent or you attempt to flee **and** your opponent attacks you. Missile attacks and your Missile OB are **not** used in the Basic System.



If you choose to fight an opponent **or** the text indicates that you must fight, the combat is resolved in the following fashion:

- 1) You attack (see below) your opponent and then he attacks you. If you are surprised, reverse the order of the attacks for the rest of the combat.
- 2) Repeat step 1, a round of the fight, until one of the following conditions occur:
  - a) One of you is **killed** (a "K" result on the Combat Table).
  - b) One of you has more *damage taken* than *Endurance*. That combatant is **unconscious** and is defeated. (This can also occur due to a "U" result on the Combat Table.)
  - c) You successfully **run away**. At the beginning of any round of combat, you may elect not to attack for that round. After your opponent makes his attack for that round, you may attempt to **run away** (use the Action Table):
    - If you are successful, the fight ends and you follow the text instructions **or move on in a random direction**.
    - If you are unsuccessful, you are still engaged and must begin another round of the fight. (However, you may attempt to run away again).

After a fight, the text will indicate what you are to do.

### **Process for Resolving An "Attack":**

- 1) Subtract the defender's Defensive Bonus (DB) from the attacker's Melee Offensive Bonus (OB) **and pick a number.**
- 2) Using the Combat Table on the last page of this book, cross-index the number picked (in the vertical row on the left side of the table) and the difference between the OB and the DB (in the horizontal column at the top of the table).
- 3) The result is the amount of damage that the defender takes that round (increase his *damage taken* by that amount). The special results "U" and "K" end the combat immediately with the defender being knocked out (U, Unconscious) or more rarely, killed (K).

### **Fighting More than One Opponent**

If the text indicates that you must fight more than one opponent in a given situation, "fight" the first one. If you defeat the first one, then fight the next one. Continue this process until you have defeated all of the opponents **or** you are defeated **or** you have successfully run away.

## **EQUIPMENT**

Whenever you acquire money and equipment, record them on your Character Record in the spaces provided. Silver pieces are "money" and may be used during your adventures to pay for food, lodging, transport, bribes, etc. Certain equipment may affect your abilities. If you wish, refer to the Advanced System for the effects of armor and weapons.

## **TAKING AN ACTION**

When the text directs you to *take an action*, refer to the Action Table on the next to the last page in the book. Choose one of the actions listed and follow the directions given. Sometimes these directions will require you to use the "bonuses" listed on your Character Record.

# CREATING YOUR *TOLKIEN QUEST* CHARACTER

If you do not want to create your own character, use the pre-created character found near the front of this book. If you decide to create your own character, you must follow the directions given in this section. Keep track of your character on the Character Record found near the front of this book. It is advisable to enter information in pencil so that it can be erased and updated. If necessary, you may copy or photocopy this Character Record for your own use.

As you go through this character creation process, refer to the pre-created character in the front of the book as an example.

## STATS

Your character starts with certain mental and physical attributes called “stats” (short for statistics): Strength (St), Agility (Ag), and Intelligence (In). Before beginning this adventure, determine the values of these stats. *Pick a number* three times and assign one to each of the three stats (the choice is yours). Then record them in the *Stat Value* column on your Character Record.

### Stat Bonuses

Each stat (St, Ag, In) may give a “bonus” when performing certain activities; keep in mind that these “bonuses” can be negative (or zero) as well as positive.

Each stat of **2–4** gives a bonus of **-1**

Each stat of **5–8** gives a bonus of **0**

Each stat of **9–10** gives a bonus of **+1**

Each stat of **11–12** gives a bonus of **+2**

Record these bonuses in the *Stat Bonus* column next to the *Stat Values* on your Character Record.

## ENDURANCE

Your Strength stat determines the *Endurance* of your character. During combat you will take damage due to shock, pain, bleeding, etc. If this damage exceeds your *Endurance*, you will fall unconscious (pass out). Your

*Endurance* is equal to *twice your Strength stat plus 20*; record this on your Character Record.

## SKILLS

The following 8 “skills” affect your chances of accomplishing certain actions during your adventures.

- 1) *Melee OB Skill*: This skill reflects your ability to attack in melee (hand-to-hand) combat. OB stands for “Offensive Bonus”.
- 2) *Missile OB Skill*: This skill reflects your ability to attack using a missile such as a thrown spear or a bow. OB stands for “Offensive Bonus”. (This skill is not used with the Basic System.)
- 3) *General Skill*: Use this skill when directed to perform general activities by the text, including: Climb, Track, Hunt, Ride, and Swim actions.
- 4) *Trickery Skill*: Use this skill when trying to move without being seen or heard (i.e., sneaking), trying to steal or take something held or protected by an opponent, picking a lock, escaping from bonds, and many other similar activities.
- 5) *Perception Skill*: This skill reflects how much information you gather through observation and exploration. It also reflects your ability to talk and negotiate with beings you meet during your adventures.
- 6) *Magical Skill*: This skill reflects your affinity with magic and spells. Use this skill when you try to cast a spell and when indicated by the text.
- 7) *Running Skill*: This skill reflects your chances of running away from danger.
- 8) *DB Skill*: This skill reflects your ability to avoid attacks. DB stands for Defensive Bonus.

### Skill Bonuses

For each of these skills, you will have a *Skill Bonus*. Use your Skill Bonuses when you attempt certain actions; keep in mind that these “bonuses” can be negative as well as positive.

When you start your character, you have a total of six “+1 bonuses” to assign to your skills; the choice is yours

(see below). These bonuses may **not** be assigned to your "DB" skill or your "Running" skill.

You may assign more than one "+1 bonuses" to any given skill, but no more than three to any one skill. Thus, two "+1 bonuses" assigned to a skill will be a "+2 bonus", and three "+1 bonuses" will be a "+3 bonus". These bonuses should be recorded in the appropriate spaces in the *Skill Bonus* column on your Character Record.

If you do not assign any "+1 bonuses" to a skill, record a "-2 bonus" in the appropriate space. The "DB" and "Running" skills do **not** receive this "-2 bonus"; instead they are "0".

### **Applying Stat Bonuses to Skills**

In the *Skill* section on your Character Record you will find a *Stat Bonus* column. Each space has a stat abbreviation next to it; in each space record the stat bonus corresponding to the abbreviation. (Refer to the pre-created character if you need help in following these instructions.)

### **TOTAL BONUSES**

At this point, you should have a bonus recorded in each *Stat Bonus* space and each *Skill Bonus* space. Keep in mind that these "bonuses" can be negative as well as positive. For each skill, add the two bonuses and record the total in the appropriate *TOTAL BONUS* space.

When the text instructs you to "add your bonus", it refers to these *Total Bonuses*.

During play you may acquire equipment or abilities that may affect your bonuses. Use the *Equipment Bonuses* and *Special & Temporary Bonuses* spaces to record these bonuses. Of course, some of the *Total Bonuses* will have to be recalculated when this occurs.

### **SPELLS**

You may decide to use the Optional Spell Rules. If so, for every "+1 bonus" that you do not assign to a skill, you may "learn" two spells that you may cast during play (see Optional Rules).

## THE ADVANCED SYSTEM

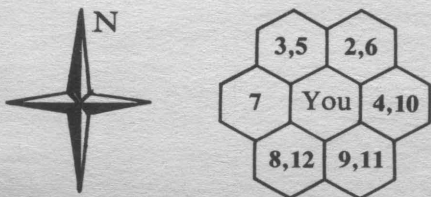
The Advanced System is similar to the Basic System in many respects but allows for more variety and action options. **If you are going to use the Basic System do not read any further.**

### MOVING ON

When the text tells you to *move on*, follow the same process described in the Basic System: choose any one of the spaces on the mapboard adjacent to the space you are in and read the Location Text section corresponding to that space.

#### Moving On in a Random Direction

If the text tells you to *move on in a random direction*, you must *move on* to a randomly selected adjacent space. Outdoors, this space is selected by *picking a number* which corresponds to a specific space as indicated in the diagram below. If you cannot move in a direction due to an obstacle (river, edge of map, etc.), pick another number. (You start in the center space of the diagram below.)



### TIME

Keeping track of time adds a great deal of flavor and excitement to the use of this gamebook, but it does require that you keep a running total of the amount of time that passes. If you desire an easier adventure, just use the gamebook as directed and ignore the text passages and rules referring to time (see the Basic System).

Passage of time will be abbreviated at the beginning of each text section as: *Time: #*, where # is the number of minutes. As you read each text section, add this amount to your time total.

Double these time figures when you *move on in a random direction*.



## NIGHTTIME

This gamebook assumes that the adventures take place during the daytime and that you rest at night. Nighttime starts when your time total reaches 13+ hours (780+ minutes) **and** you read a section of text that does not require you to *pick a number*, fight, or *take an action*.

At this point, you must rest: mark down that 1 day has passed and restart your time total to 0. You must also "eat a meal" (mark one meal used on your character record). If you do not have a meal, you may not heal any damage that night **and** you must increase your *damage taken* by 5. After all this is done, just proceed normally.

## DAMAGE AND HEALING

Keep track of *damage taken* as indicated in the Basic System. If your *damage taken* exceeds your *Endurance* (see your Character Record), you are unconscious. If this occurs during a fight, you are **defeated** and must proceed as the text indicates. Otherwise, you remain unconscious until you heal enough so that your *damage taken* drops below your *Endurance*. If the text indicates that you wake up after a fight, reduce your *damage taken* to equal your *Endurance*.

Do not use the Basic System rule for healing. Each time you read a section of text that does not require you to *pick a number*, fight, or *take an action*, you may reduce your *damage taken* by 3 for each hour you spend "resting". At night, if you rest and eat a meal, you may reduce your *damage taken* by 15.

## EQUIPMENT

You may only **wear**: 1 suit of armor, 1 dagger (on belt), 1 cloak, 1 backpack, and 1 belt and pouch.

In addition, you may **carry** a number of pieces of equipment equal to your *Strength* stat; this total may include a maximum of 3 weapons. If you lose your backpack, this number is reduced by half (round up), and you lose any excess equipment along with the backpack.

Certain special items indicated by the text may be obtained that do not follow these restrictions.

Armor has the following effects on your skill bonuses:

**Plate Armor:** +3 to DB; -3 to Trickery, Running, and Magical bonuses

**Chain Armor:** +2 to DB; -2 to Trickery, Running, and Magical bonuses

**Leather Armor:** +1 to DB; -1 to Trickery and Running bonuses

**Shield:** +1 to DB; -1 to Magical bonus

If you damage an opponent, your weapon can provide additional damage. (This additional damage applies to each attack only when a damage result of 1 or more is obtained.) **For example:** *Using the Combat Table, you inflict "8" damage on your opponent. If you are using a sword (+1 to damage), your opponent actually takes 9 damage points ("8" + 1). If you are using a Battle-axe (+2 to damage), he would take 10 damage points ("8" + 2).*

Sword .....	+1	
Mace .....	+2	(only if opponent is wearing
Spear .....	+0	chain or plate armor)
Dagger .....	-1	
Warhammer .....	+2	(but -1 to OB)
Battle-axe .....	+2	
Quarterstaff .....	+1	
Two-Handed Sword ..	+3	(but -1 to OB)
Bare-Handed .....	-3	(and -2 to OB)

The following weapons may be used once in a given combat as a missile attack (OB modifications are given in parentheses): battle-axe(-4), warhammer(-2), dagger(-1)

spear(-1), sword(-3), mace(-3). In such a case, the weapon may not be used in melee and may only be recovered if you defeat your opponent.

A bow may only be used in missile combat (see step 1 under **Fighting**), never in melee combat.

A shield may **not** be used with the following weapons: bow, battle-axe, quarterstaff, or two-handed sword.

## TAKING AN ACTION

When the text directs you to *take an action*, refer to the Action Table on the next to the last page in the book. Choose one of the actions listed and follow the directions given.

## FIGHTING

Fighting consists of a series of “rounds”. During each “round”, you attack your opponent or you attempt to flee **and** your opponent attacks you.

If you choose to fight an opponent **or** the text indicates that you “must fight”, the combat is resolved in the following fashion:

- 1) If you are surprised, proceed directly to step 3; otherwise, you **may** make a missile attack if able (see the attack resolution explanation). If your opponent is not surprised (i.e., he is aware of you), he will then make a missile attack against you if able (the text will specify if your opponent can make missile attacks).
- 2) No one is surprised for the remainder of the combat. Your opponent will attempt to force melee (hand-to-hand combat). You may attempt a **Run Past** action (see the Action Table). If successful, proceed to step 1; otherwise, proceed to step 3. *This completes one round of the fight.*
- 3) You are engaged in melee. You make a melee attack against your opponent, and he makes a melee attack against you. If you are surprised, reverse the order of the attacks for the rest of the combat. *This completes one round of the fight.*
- 4) Repeat rounds of the fight until one of the following conditions occur:
  - a) One of you is **killed** (a “K” result on the Combat Table).

- b) One of you has more *Damage Taken* than *Endurance*. That combatant is **unconscious** and is defeated. (This can also occur due to a "U" result on the Combat Table.)
- c) You successfully **run away**. At the beginning of any round of combat, you may elect not to attack for that round. After your opponent makes his attack for that round, you may attempt to **Run Past** (use the Action Table):
- If you are successful, the fight ends (follow text instructions or *move on in a random direction*.)
  - If you are unsuccessful, you are still engaged and must begin another round of the fight at step 3. (However, you may attempt to run away again).

**Resolve individual attacks as indicated in the Basic System.** Using the Combat Table on the last page of this book, cross-index the difference in OB and DB with a *number picked*. Be sure to add your character's Missile OB for missile attacks and Melee OB for melee attacks.

## OPTIONAL RULES

These rules are included to allow the development of more complete Middle-earth characters and to add certain elements of fantastic realism to your adventures.

### ADDITIONAL TERRAIN AND MOVEMENT RULES Roads, Paths, and Trails

Using roads (also applies to paths and trails) can affect the passage of time. If the text or the mapboard indicates that there is a road between the space you are in and an adjacent space, you may choose one of the following options:

- 1) Use the road to *move on* to that space; in which case, use the time given in parentheses (e.g., for *Time: 20(5)* use 5 minutes).
- 2) *Move on* to that space but not use the road, in which case use the normal time passage.

This choice can be important because often your adventures will vary depending upon whether or not you are traveling on the road.

### **Travel on Horseback**

If you have a horse and want to *move on*, *pick a number* and add your *General Bonus*. If the result is more than 6, reduce the "time used" (*Time: #*) for the next space by half (round up). Otherwise, use normal time passage. If the space moved into is indoors, woods, or river, normal time passage is always used.

### **Hunting & Foraging**

If you are outdoors in a space containing woods or rough terrain, you may attempt to get a meal by hunting & foraging. *Pick a number* and add your *general bonus*. If the result is more than 7, you obtain one meal. In any case, you use 40 minutes of time.

### **MOVING AT NIGHT**

If you wish to continue to move and adventure at night, you will have the following disadvantages:

- 1) The amount of time required for any outdoor activity is tripled (except for text passages involving fighting).
- 2) Treat all outdoor *move on* instructions as *move on in a random direction*.
- 3) All of your bonuses are temporarily halved (round down).
- 4) Instead of healing *damage taken*, you take 1 point of damage for each hour of activity.

Until you "rest" (as described in the normal night rules), disadvantages #3 and #4 above will continue to apply. When you rest after having activity during the "night", your "time total" for the "next day" is restarted at: your old time total - 900 (treat negative results as 0).

### **UNMODIFIED PICKED NUMBERS**

In many situations, you are instructed to: *Pick a number and add your xxxx bonus*. If you have a very large bonus, this can often result in automatic success in certain activities. To avoid this, use the following rule: whenever you *pick a number* and it is a "2", do not add any bonuses. That is, 2's are never modified and always give a 2 result.

## EXPERIENCE POINTS

After certain text passages, you will see *Exp Pt: #*. This is the number of "Experience Points" you receive. Keep a running total of points in the space provided on your Character Record. You may only receive experience points for a given text passage once.

These points have no affect on the abilities of your character until you have successfully completed this adventure and wish to start another *Tolkien Quest* gamebook with the same character.

If you are using a *Tolkien Quest* system character, for every 150 experience points received you may assign an additional +1 bonus to any of the allowed skills (the limit of +3 for a skill bonus doesn't apply, see "Creating Your Own Character") or you may choose two more spells that you may cast or you may *pick a number* and increase your endurance by that amount.

If you are using *MERP*, 150 experience points is equivalent to 5000 *MERP* experience points.

## RACE

You may choose one of the Middle-earth races for your character with the following results:

**Man:** Increase your *General* bonus by 1.

**Elf:** When underground, decrease your *Perception* by 1 and your *Magical* bonus by 1. When outdoors, increase your *Perception* by 1 and your *Magical* bonus by 1. Ignore disadvantages #1, #2, and #3 under the "Moving at Night" rules.

**Dwarf:** When underground, increase your *Perception* bonus by 1 and your *General* bonus by 1. Decrease your *Running* bonus by 1. Ignore disadvantage #1 and #3 under the "Moving at Night" rules. Dwarves may not "learn" spells #7, #11, and #15.

**Hobbit:** Increase your *Trickery* bonus by 2. Decrease your *Melee OB* by 2. Ignore disadvantage #1 and #3 under the "Moving at Night" rules. Hobbits may not "learn" spells #3, #5, #7, #11, and #15.

## CASTING SPELLS

For every "+1 bonus" that you do **not** assign to a skill during the character creation process, you may "learn" two of the spells described below. Once a spell is "learned", your character "knows" it and is able to cast it within the restrictions given.

If you want to cast a spell, *pick a number* and add your *Magical* bonus. If the result is more than 6, the spell has been successfully cast. (Refer to the spell description for the effects.) Otherwise, the spell does not have an effect. You must "know" a spell in order to cast it.

Each time you successfully cast a spell, your *damage taken* is increased by the number given in parentheses in the spell description. This reflects the strain of casting spells.

If involved in a fight, you may only attempt one spell each time a missile would normally be fired; spells are useless in melee.

Unless stated otherwise, the effects of a spell last for one action, one activity, or one fight.

### Spell Descriptions

- 1) **Item Analysis** (3): When indicated by the text, you may cast this spell and "analyze" an item (follow the directions given in the text).
- 2) **Balance** (2): Increases your *General* bonus by +2 for one activity to be attempted at the current text location.
- 3) **Calm** (5): May only be cast against one animal or normal being at a time (Man, Elf, Dwarf, Hobbit, Orc, Troll, etc.). *Pick a number* and add your *Magical* bonus. If the result is more than 7, the foe is "calmed" and will not attack unless you attack him or attempt to steal from him. Otherwise, the encounter proceeds normally.
- 4) **Camouflage** (3): For the purposes of **one** action, this spell increases your *Trickery* bonus by +2.
- 5) **Charm Animal** (6): You may cast this spell against any hostile normal "animal" (bear, wolf, snake, etc.). The animal will follow you (record its OB, DB, and Endur-

ance) and will fight any foe you desire it to. After it has fought once (one "fight") for you, the animal will leave. You may only have one animal "charmed" at a time.

- 6) **Clairvoyance** (5): When given a **choice** of two or more text sections to read, you may read two of them and then proceed to whichever one you want.
- 7) **Fire Bolt** (6): This spell may be used during combat when you would normally make a missile attack. *Pick a number* twice and add the two results plus double your *Magical* bonus; this result is the amount of damage taken by your opponent.
- 8) **Healing** (0): Reduces the amount of time required to heal 3 points of damage from 60 minutes to 20 minutes. Using this spell and then resting for a "night" heals all damage.
- 9) **Luck** (5): When you cast this spell just after you have *picked a number*, you may ignore the number picked and *pick a number* again.
- 10) **Protection from Magic** (4): When the text indicates that an opponent is casting a spell, you may cast this spell. The number picked to resolve the spell will be decreased by your *Magical* bonus.
- 11) **Shield** (4): If cast at the beginning of a fight, this spell will increase your *DB* by +2. It may not be used if a normal shield is being used.
- 12) **Speed** (3): This spell may be cast whenever you attempt to **Run Away** or **Run Past**. Your *Running* bonus is increased by +2 for such attempts.
- 13) **Strength** (6): When cast at the beginning of a fight, this spell doubles the damage you give with melee attacks for the remainder of the fight.
- 14) **Sustain Self** (2): When cast, this spell has the same effect as eating a meal.
- 15) **Telekinesis** (5): You may cast this spell when faced with an opponent who is unaware of you. Make a **Steal & Take** action (see Action Table), adding your *Magical* bonus rather than your *Trickery* bonus. If you are unsuccessful (a result of 8 or less), your opponent is aware of you and you must *take an action*.

## AN OPTIONAL COMBAT FORMULA

For people who prefer formulas to tables, the following formula approximates the Combat Table results. Using the formula results in slightly more damage than using the Table.

- If the *number picked* is "2", automatic no damage.
- If the *number picked* is "12", automatic "U" plus normal *damage taken*.

*Damage taken* by defender =

**Number picked** - 4 + attacker's OB - defender's DB

- If *damage taken* is 9 or more = "U"
- If *damage taken* is 11 or more = "K"

## USING MERP WITH THIS GAMEBOOK

*Middle-earth Role Playing* is ICE's fantasy role playing (FRP) system for J.R.R. Tolkien's world of Middle-earth. We do not have room in this gamebook to describe its contents. Instead we will give guidelines in this section on how to use this gamebook with a *MERP* character.

Since *MERP* is a completely general FRP system, be very flexible when using it with this gamebook. Just use the mechanisms provided by *MERP* and your own common sense, and most situations will be easily resolved. Below we provide guidelines for situations which will arise most often in these gamebooks.

### Fighting

When the text indicates that you must fight, just use the normal *MERP* combat system, your character's *MERP* combat stats, and your opponent's *MERP* combat stats (as given in the *MERP Stats Table* found in the rear of this book).

Like normal *Tolkien Quest* fights, fights resolved using *MERP* normally end in one of 3 ways: you are defeated, your opponent is defeated, or you successfully run away.

Either you or your opponent is "defeated" when you are rendered unconscious, killed, or incapacitated.

You may *run away* by making a *MERP* "medium"

moving maneuver (add your appropriate Moving Maneuver Bonus) resulting in "100" or more. These results are cumulative from round to round; thus you might be able to run away over the course of several rounds. For example, a result of "60" on the first round and a "50" on the second round would mean that you successfully "run away" at the end of the second round).

### Taking Damage

Often the text will instruct you to *increase your damage taken* by a certain amount. Here are some suggestions for translating that damage into *MERP* damage (*Pick a Number* will be referred to as "2-12"):

<b>Tolkien Quest Damage Taken</b>	<b>MERP Damage</b>
A fixed number	The same number of <i>MERP</i> concussion hits
(2-12) once	A <i>MERP</i> "A" Critical Strike + 1-10 hits
(2-12) twice	A <i>MERP</i> "C" Critical Strike + 1-10 hits
(2-12) 3 times	A <i>MERP</i> "E" Critical Strike + 1-10 hits

The type of "Critical Strike" can be determined by the situation (e.g., for a fall, use "impact" criticals, for fire use "heat" criticals, etc.). When in doubt, use "unbalancing" criticals.

### Magic Items

An item with a +1 bonus in *Tolkien Quest* should have a +5 bonus in *MERP* and vice versa.

### Resistance Rolls

The *Tolkien Quest* system uses the *Magical* bonus to resolve situations that would require "Resistance Rolls" (RR's) in *MERP*. When you encounter these situations, follow the *MERP* RR procedure, using the bonus appropriate for the situation (e.g., use the Poison RR bonus versus poisons). When in doubt (with regards to spells) assume that they are Essence spells.

If the RR involves an opponent or a trap, use the levels given in the *MERP* Stats Table as the attack level for the RR. Otherwise, use an attack level of 3.

If you fail an RR, follow the instructions indicated by the lowest of the ranges given. If you successfully resist, follow the instructions indicated by the highest of the ranges given.

If three ranges are given and you resist, use the highest range. If three ranges are given and you fail an initial RR, make a second RR. If you fail the second, use the lowest range. If you resist on the second RR, use the middle range.

### Using Bonuses

During play you are often instructed to “*pick a number and add your xxxx bonus*”, where *xxxx* is Running, General, Trickery, Perception, or Magical. Then you are given two or more possible places to “*turn to*” based upon the result.

When using *MERP*, use these corresponding *MERP* “Skill Bonuses” instead of the bonus indicated:

#### Tolkien

#### Quest *MERP* Skill Bonus

#### Bonus

Running	Moving Maneuver based upon armor worn
General	Climb, Ride, Swim, or Track
Trickery	Ambush, Stalk/Hide, Pick Lock, or Disarm Trap
Perception	Perception, Leadership & Influence
Magical	Read Runes, Use Item, or Make a Resistance Roll

The circumstances of the text passage usually make the specific *MERP* bonus obvious (e.g., if the passage says you are attempting to “swim”, you use the *MERP* Swim Skill Bonus). If it is not obvious, use the one that seems most appropriate.

When you use a *MERP* Skill Bonus, divide by 10 (round down). For example, a *MERP* Swim Skill Bonus of 36 used in this gamebook would be a +3 *General* bonus (in appropriate situations).