

ROGUES OF THE BORDERLANDS (MIDDLE EARTH ROLE PLAYING/MERP NO. 8014) pdf

1: Middle-Earth Role Playing | Awards | LibraryThing

Start by marking "Rogues Of The Borderlands (Middle Earth Role Playing/Merp No.)" as Want to Read.

You find everything for a start, but much more is possible with the companions. Arms Law version Remains basically unchanged to New in April as This is a compendium of information and statistics for creatures and encounters. Of Channeling Contains one third of the material from Spell Law. Of Essence Contains one third of the material from Spell Law. Of Mentalism Contains one third of the material from Spell Law. Character Law Character Law doubles the number of professions and triples the races and cultures that are available to Rolemaster players. It also provides more than twenty new training packages, along with new skills and skill categories. You can customize your characters using a comprehensive selection of background options: Gamemaster Law Remains basically unchanged to A few of the mechanics setion have been revised and a major section on creating custom races has been added. School of Hard Knocks: Channeling Companion Within this book you will find new professions, variant rules, new options, spells and professions: Guidelines on divine status showing how much favor a character has with his deity. New critical tables for holy weapons! Arms Law version Update to Arms Law includes 29 individual weapon attack tables, 14 special attack tables, and dozens of critical strikes, and fumbles. Treasure Companion Treasure Companion is designed to allow gamemasters to quickly generate normal and magical treasures to be discovered and won by the characters in their games. Inside this book are full discussions on the nature of wealth and magic in a FRPG, as well as complete item descriptions for over a hundred unique magic items, as well as tables for generating all types of treasure including a detailed system for creating gemstones and jewelry. Three new Alchemist professions and 22 Alchemist spell lists bring these creators of magic items to life. The Elemental Companion New spells, new professions, new training packages! A detailed set of rules covering Elemental Item creation. New version of the classic Elemental Companion The Armory The ICE armsmasters have selected over 50 new weapon attack tables for your combat enjoyment. Choose your weapons and slay your opponents with flair. Dozens of new spell lists, new training packages, and rules for handling mental combat. The companion is the complete guide to creating artificial entities of all kinds. Included are all the core races as well as many humanoid including centaurs , and fey races like the Dwelf and Pech. Rolemaster Gamemaster Screen

2: Any MERP gamer out there? - The Flame of Udun Collector's Forum

*Rogues of the Borderlands (Middle Earth Game Supplements, Stock No.) [Not Available] on www.enganchecubano.com *FREE* shipping on qualifying offers. ROGUES of the Borderlands contains: * A TWO-PAGE FULL-COLOR MAP: depicting the region of Numeriador * THREE EXCITING ADVENTURES: seek legendary gold and the mystery behind a cabin haunt in The Legend of the Ice Caves ; capture the pranksters whose jokes.*

3: www.enganchecubano.com - ICE modules for Rolemaster and Middle-earth

Rogues of the Borderlands is a supplement (in the Adventure Module-series) for Middle-earth Role Playing, 1st Edition.. Cover art: Angus McBride [] Cover/Jacket Text.

4: Middle-earth Role Playing - Tolkien Gateway

User summary: Rogues: of the Borderlands is a MERP (Middle Earth Role-Playing) Adventure Module published by Iron Crown Enterprises. The module covers an area west of the Shire and east of the Blue Mountains and contains an inside cover color map, various maps, area adventure scenarios and ideas, and a list of non-player characters.

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5: MERP First Edition Â« ICEWEBRING

Rogues of the Borderlands (Middle Earth Role Playing/MERP No.) (Middle Earth Role Playing/MERP No.) (Middle Earth Role Playing/MERP) Angus McBride.

6: Rogues Of The Borderlands by Peter C. Fenlon Jr.

Rogues of the Borderlands (Middle Earth Role Playing/MERP No.) Peter C. Fenlon Jr. from: \$ Character Law and Campaign Law. by Peter C. Fenlon Jr.

7: ||| MERP - DODATKI I.C.E. |||

Peter C. Fenlon Jr. is the author of Character Law and Campaign Law (avg rating, 33 ratings, 2 reviews, published), Middle Earth Role Playing .

8: Document sans-titre

Middle-earth Role Playing (MERP) was a subset of the Rolemaster role-playing game rules set in J.R.R. Tolkien's Middle-earth and published by Iron Crown Enterprises. Contents 1 Description.

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