

RACES & CULTURES

ROLE-PLAYING GAMING

IN

J.R.R.

TOLKIEN'S

MIDDLE-EARTH

AND

BEYOND...



ADAPTED

FOR USE WITH

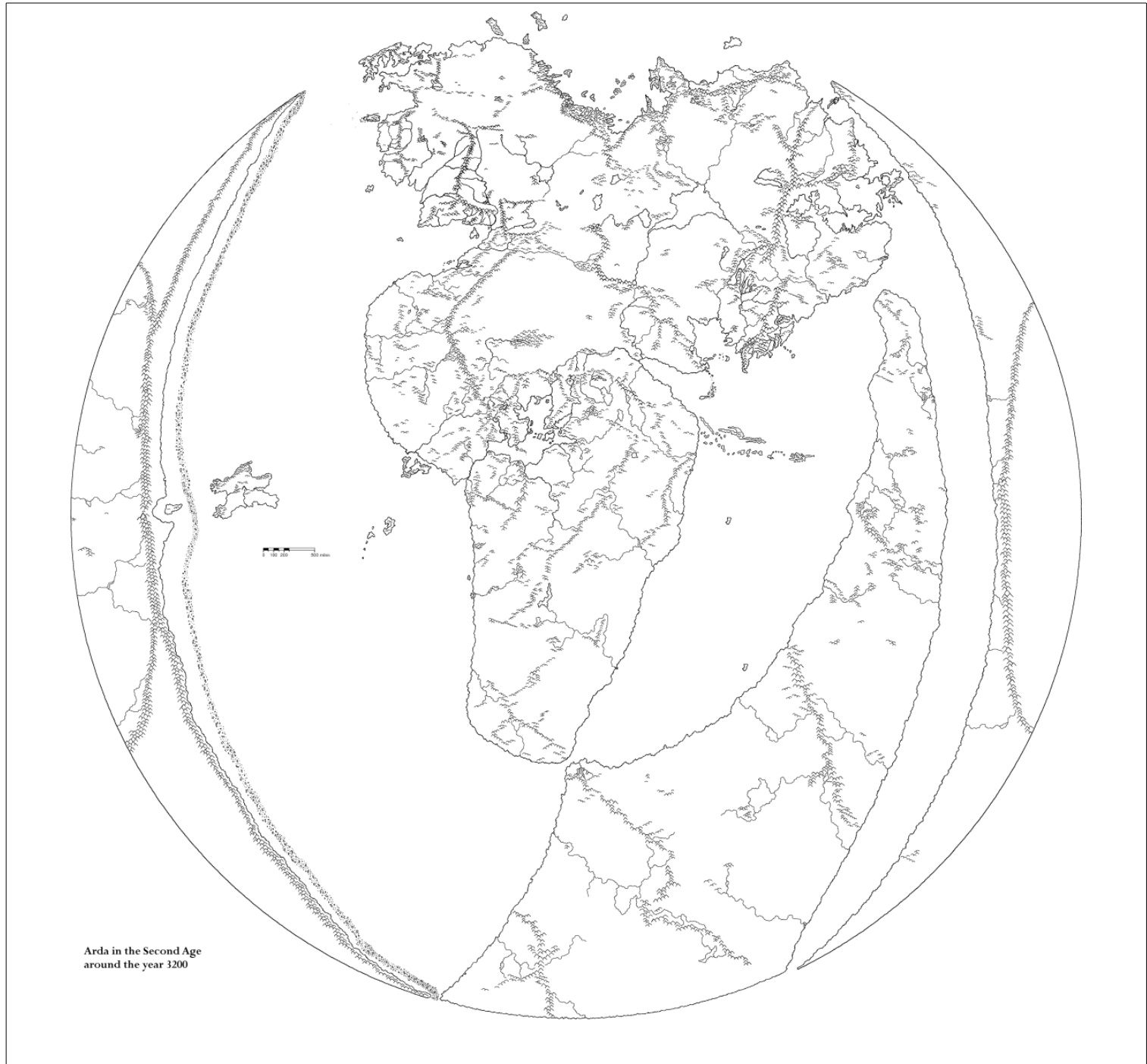
DUNGEONS & DRAGONS 3.5

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Arda in the Second Age
around the year 3200

EA D20 3.5 RACES & CULTURES BOOK

Vince, Frank, and many others!

Revision: 2012-08-19.17:11:02 by Hawke

This product is developed to be compliant with the **OpenD20 3.5** rules.

Development and contributions by Hawke, Morgil, merp@merp.com mailing list, www.merp.com website, Yahoo Fan Modules list & site, eagroup.merp.com website and forums, and countless others.

System and history reference information from many sources by J.R.R. Tolkien's works, Iron Crown Enterprises MERP publications, Other Hands Magazine, Other Minds Magazine.

You will need to have either the OpenD20 rules, or the D&D 3.5 Players Handbook to make full use of this tome.

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1 - Overview

This book provides general cultural information, and gaming-specific details for creating and playing a d20 based character to role play in J.R.R. Tolkien's Middle-earth, Arda and the greater Eä universe as a whole.

This version of the book covers rules for the 3.x version of d20 & Dungeons & Dragons. There are also versions of this book for AD&D 1st Edition, & 2nd Edition, and work underway for 4th and 5th editions as well as Pathfinder versions. The 3.x version is the most active community with the most updates.

This book is NOT the Eä Role-Playing Game System (Eä RPGS) itself, rather just an adaptation. The Eä RPGS is a system created from the ground up for role-playing in J.R.R. Tolkien's Middle-earth and beyond, while Eä d20 is just an adaptation of the generic role-playing system used for many settings, but modified in this case to try a closer fit to a Tolkien setting without completely overhauling the system core itself. This book focuses just on the races and cultures of Middle-earth, and the separate rulebook "Eä d20 Magic in Middle-earth".

If you are interested in using a system created from scratch specifically for use in a Tolkien setting, then please do check the three versions of the Eä RPGS: Eä Role-playing Game System Basic Rules (Eä RPGS BR), Eä Role-playing Game System Standard Rules (Eä RPGS SR), and/or Eä Role-playing Game System Advanced Rules (Eä RPGS AR) at the Eä RPG website, <http://www.earpg.com>.

This information is intended to serve as a guideline and it is not "written in stone", unless the GM decides it is so. This manual, and it's related documents are updated online at <http://www.earpg.com>.

The information listed for each race corresponds to the generalities described or extrapolated from The Silmarillion, Unfinished Tales, Book of Lost Tales I, Book of Lost Tales II, The Lays of Beleriand, The Lost Road, The Treason of Isengard, the entire History of Middle-earth series, The Letters of J.R.R. Tolkien, The Shaping of Middle-earth, The Hobbit, The Fellowship of the Ring, The Two Towers, The Return of the King (and Appendices), Other Hands Magazine, Michael Martinez Essays, The Tolkien Reader, Iron Crown Enterprises MERP (Middle-earth Role Playing), Decipher's Lord of the Rings, & Wizards of the Coast Dungeons and Dragons.

A lot of this tome was originally based on work by others to convert ICE MERP to d20. Over time the effort is being made to remove the MERP-isms and get closer to Tolkien "canon" as much as possible (difficult

and debated though that may be), but without being overly scholarly or strict about what is included. If there is zero content in Tolkien's books for specified race/culture, then it will over time be cleaned up and removed from this tome, however if there is even a modicum of something usable, then it will likely remain, though probably listed as "optional".

A DM may decide to allow a character to stray from the norms listed here. A DM may decide to allow a character to possess a weapon typically not favored by his or her race, or to learn a language usually of little interest to that race. How much deviation from the norms allowed is up to the DM, who needs to include plausible reasons for the differences in the character's personal history and background that is fitting for a campaign based in Middle-earth and beyond.

Players developing their characters should follow the normal procedure for outfitting and developing feats and skills.

Remember that adventuring characters will come into contact with people and cultures unknown to them in their formative years. A Drúedain (Drùgh) warrior might speak only Púkael well and only a few words of Westron (Common) upon leaving his native lands and carry only his hunting spear. Six months later (possibly having reached second or third level or more), he may have picked up a bit more Westron and a smattering of Sindarin (tongue of the Grey Elves) and if he traveled East even be wielding a long *kynac*!

You will see that the races and cultures generally follow most of the D&D 3.5 core rules guidelines but without matching any of the D&D races themselves, and emphasis on cultural differences will be shown through adjustments to abilities, skills, feats, level adjustments, special abilities, etc.

Elves in Middle-earth are TALL and slender, whereas the typical D&D elf is SHORT and slender. Also note that the D&D Gnome race (among others) does NOT exist in Tolkien's world. In his early works he referred to Gnomes and Elves interchangeably, but they are nothing like D&D gnomes. There are definitely none of the newer races either such as Tieflings and the like.

1.1 - CLASSES

Each DM will have to decide which classes are allowed, disallowed, or needing to be modified to best fit Middle-earth. There is an effort to detail the recommended options for Classes in Middle-earth, as a separate book called "Ea d20 Classes". This details the changes one might wish to make to the D&D core rules to better fit the "feel" of a Middle-earth campaign. They are totally optional suggestions. Most campaigns should be able to use any of the classes in the D&D 3.5 Core Rules (players Handbook) "as is" with the exception of spellcasters. For spell casters, please consider implementing the "Ea d20 Magic in Middle-earth" rulebook.

1.2 - MAGIC IN MIDDLE-EARTH

"Magic" in Middle-earth is a hotly contested subject. This tome does not address the many intricacies of adjusting d20 game systems to better fit the style of "magic" in Tolkien's world. For that an entire separate book is required and it is called "Eä d20 Magic in Middle-earth". It takes into account the many complexities and subtleties related to the "arcane" and "divine" "magics" of Tolkien's universe. For any character intending to be spellcaster, use of that book is highly recommended. The rules on Magic in Middle-earth using d20 are found in the separate rulebook "Eä d20 Magic in Middle-earth" at the <http://www.earpq.com> website

[Artwork here related to Magic in Middle-earth, maybe the cover art to the Magic in Middle-earth book]

1.3 - ABILITY SCORES

Ability scores are rolled as normal for whichever method your DM prefers (roll 4d6 6 times, disregard lowest die, point assignment option, etc.).

1.3.1 - OPTIONAL ABILITY - COMELINESS

An optional attribute can be added called Comeliness (COM) or Appearance (APP). The Eä d20 Character Sheets (available on the Eä RPG website) have space for this extra attribute listed as Comeliness, in addition to other minor modifications included on that character sheet.

This attribute is determined by whatever die rolling methodology your DM prefers, for only this one stat and separate from the rest of the other stat rolls. One method is to use a separate 4d6 roll (remove lowest die), then using any modifier bonus from CHA or racial CHA/Race modifiers, to give a total COM bonus. COM *cannot* be increased after first level except by magical means. Some might remember COM from the AD&D (1st Edition) Unearthed Arcana days, this is based very much on that attribute.

[Artwork showing one person very "comely" and the other quite haggish. Maybe a mirror?]

1.4 - LANGUAGES

All player characters start with at least two languages. Usually at least one of their "native" languages and "Westron" (the common tongue), though some might have very little to no knowledge of Westron initially. Many races will include a number of languages beyond just these two as per the specific racial description. Abilities in languages are ranked on a scale of 0-10. 0 means no ability in the language, 1 means very basic, such as "where is the bathroom", and 10 means absolute fluency, etc. These can be increased as skill ranks by players wishing to improve beyond the base level for their race/culture with an optional rule.

Optional Rule – Language Skill Development: Actual language skill development is an optional rule that a DM may decide to implement. Each "rank" put into a particular language would equal another level of proficiency. For example, 2 ranks in Morbeth (Dark Speech), on a scale of 0-10, the character is at a 2. The GM may decide that instead of having to use the regular skill points assigned by D&D 3.5, to give different races a number of skill points per level just for language development, or the DM may only allow regular skill rank points to be allocated for PC's wishing to improve certain language skills. Each racial description will list as an optional rule, the recommended skill points to allocate for language, per level for that race.

1.5 - RACE/CULTURE Initial LANGUAGES & RANKS (OPTION)

[Artwork here of either a pair of individuals attempting to speak to each other such as trying to haggle at a merchants booth with a very "foreign" person, or a group, etc.]

The following is a quick reference chart of what languages various races speak, and in parentheses their initial rank:

Adûnaic – Black Númenóreans (10), Corsairs (10), Dúnedain (8), Noldor Elves (6), Númenóreans (10).
Apysaic – Northern Haradrim (8), Southern Haradrim (10).
Atliduk – Beornings (10).
Bethteur (Silvan tongue) – Noldor Elves (?), Silvan Elves (10), Sindar Elves (8).
Dunael – Drúedain/Drúgh/Wose (4), Dunlendings (10), Rohirrim (2), .
Haradaic – Black Númenóreans (8), Corsairs (8), Northern Haradrim (10), Southern Haradrim (6), Variags (6).
Khuzdûl (Dwarvish tongue) – Dwarves (10).
Kuduk (Hobbits' subtle variant of Westron) – Hobbits (10).
Labba – Lossoth (10).
Logathig – Dorwinrim (10), Easterlings (10)
Morbeth (Black Speech) – Half-orcs (4), Half-trolls (10), Uruk-hai (10), Olog-hai (10).
Nahaiduk – Beornings (10), Woodmen (10).
Orkish – Half-orcs (6), Orcs (10), Uruk-hai (8).
Pukael – Drúgh/Drúedain/Woses (10).
Quenya – Dúnedain (2), Half-elves (6), Noldor Elves (10), Silvan Elves (4), Sindar Elves (6).
Rohirric – Rohirrim (10).
Sindarin – Dúnedain (8), Dwarves (6), Half-elves (10), Lossoth (4), Woodmen (4), Noldor Elves (10), Silvan Elves (10), Sindar Elves (10).
Varadja – Variags (10).
Wailydyth (Nature calls/signals) – Beornings (10).
Westron (Common Speech, Common Tongue) – Beornings (10), Black Númenóreans (10), Corsairs (10), Dorwinrim (10), Dúnedain (10), Dunlendings (8), Dwarves (10), Easterlings (4), Half-elves (10), Half-orcs (10), Half-trolls (6), Hobbits (10), Lossoth (4), Noldor Elves (10), Northern Haradrim (10), Olog-hai (6), Orcs (6), Rohirrim (10), Rural-men (10), Silvan Elves (8), Sindar Elves (10), Southern Haradrim (6), Wild Trolls (8), Urban-men (10), Uruk-hai (8), Variags (2), Woodmen (4), Wose/Drúgh/Drúedain (2).

1.6 - THE TALE OF YEARS (MIDDLE-EARTH HISTORY)

Tolkien has various significant periods of time divided by "Ages". Not all races are available in all ages, and a number of them (especially Dúnedain and Black Númenóreans) undergo significant changes over time. Many homelands did not physically exist at certain times, either not yet created, or swallowed by the seas in later years. The Rohirrim came from Northmen stock but were not a distinct ethnic group until the mid Third Age. Hobbits were not well known until well into the Third Age.

Each culture will have a listing as to when they are estimated to have formed and/or dissolved as a distinct ethnic group to help guide the DM.

Below is a brief summary of the key Ages of Middle-earth, followed by sections providing more detail on each Age (initially based on the Timeline of Arda on Wikipedia, but modified by the community as needed).

"The First Age ended with The Great Battle, in which the Host of Valinor broke Thangorodrim and overthrew Morgoth. Then most of the Noldor returned into the Far West and dwelt in Eressëa within sight of Valinor; and many of the Sindar (Gray Elves) went over.

The Second Age ended with the first time that Sauron was overthrown, and the taking of the One Ring. Sauron was a servant of Morgoth.

The Third Age came to its end in the War of the Ring (as was detailed in The Lord of the Rings); but the Fourth Age was not held to have begun until Master Elrond departed, and the time was come for the domination of Men and the decline of all other 'speaking-peoples' in Middle-earth.

In the Fourth Age the earlier ages were often called the Elder Days; but that name was properly given only to the days before the casting out of Morgoth. The histories of that time are not recorded here."

-Excerpt quoted from Appendix B The Tale of Years (Chronology of the Westlands) The Lord of the Rings, "Return of the King", by J.R.R. Tolkien.

1.6.1 - BEFORE THE COUNT OF TIME

- Eru Ilúvatar makes the Timeless Halls and the race of the Ainur.
- The Ainur make the Ainulindalë, the Music of the Ainur which leads to the vision of Arda. This is also known as the Song of Arda. Melkor's attempts to disrupt the Music with ideas of his own devising only serve to cause variations in Eru's themes.
- Eru makes Eä with the Secret Fire at its center.
- Many Ainur enter Eä.
- Those Ainur who descended into Eä are known as the Valar.

Before the making of the Sun, dates are given in Valian Years (V.R.) and not all events can be precisely dated. In such cases events are given in chronological order between known dates. For consistency, all dates prior to the first sunrise have been given in Valian years. These can be converted to Years of the Lamps by subtracting 1900, or Years of the Trees by subtracting 3500.

All entries are derived from The Annals of Aman (see references) unless otherwise noted.

1.7 - VALIAN YEARS (V.Y.)

* 1 - After many ages completing labours in the halls of Eä, including Varda's crafting of the stars, the Valar descended into Arda at the time of its origin.

* First War: Melkor assaults his brethren and disrupts the ordered symmetry they seek to build within Arda.

* 1500 - Tulkas arrives, the last of the Valar to descend into Arda: Melkor runs from him and hides in the halls of Eä.

* The Valar began their labours anew and ordered the lands and seas to their liking.

1.8 - YEARS OF THE LAMPS

IMAGE OF THE LAMPS

- * 1900 - The Two Lamps, Illuin and Ormal, are set upon pillars to provide light for Arda.
- * Ordering of Arda by the Valar. They form the isle of Almaren to dwell upon.
- * Spring of Arda: first forests grow, and non-humanoid animals are awakened.
- * Melkor's spies and secret friends, chief among them a great craftsman of the folk of Aulë, later named Sauron, inform him that the Valar are weary from their labours.
- * 3400 - Wedding of Tulkas and Nessa. Melkor returns in secret with followers from Eä and begins building Utumno.
- * Melkor begins to corrupt the lands and living things of Arda, turning them into sickly or monstrous shapes.
- * The Valar become aware of Melkor's return and begin seeking his stronghold.
- * 3450 - Destruction of the Two Lamps and the isle of Almaren by Melkor and his followers; Spring of Arda ends.
- * Melkor retreats to Utumno while the Valar save what they can from the cataclysm.
- * The Valar establish a new home in Aman and raise the Pelóri to defend it.
 - 3500 - Yavanna makes the Trees of the Valar.

1.9 - YEARS OF THE TREES

IMAGE OF THE TREES

In some cases, after V.Y. 4580, exact chronological order cannot be determined and the placement of undated entries is estimated.

- * 3501 - A new tally of years is begun with Year of the Trees 1.
- * Aulë the Smith makes the Dwarves but is not allowed to awaken them; Yavanna thinks of the Ents in response.
- * 4500 - The Valar hold council to discuss the

concerns of Oromë and Yavanna regarding Middle-earth and the impending arrival of the Eruhíni, or Children of Ilúvatar.

- * Varda begins gathering light from the Trees of the Valar for the Great Stars.
- * Varda sets the Menelmacar and other constellations in the sky.
- * 4550 - Varda finishes her work on the Great Stars, setting the Sickle of the Valar in the north as a challenge to Melkor.

1.10 - FIRST AGE

IMAGE OF THE ELVES AWAKENING

During the Years of the Trees the First Age of the Children of Ilúvatar begins, at the Awakening of the Elves.

- * 4550 - Eru Ilúvatar awakens the Elves.
- * Melian the Maia departs for Middle-earth.
- * 4580 - Melkor discovers and begins capturing Elves in secret.
 - * Melkor begins breeding the Orcs from captured Elves, and the Trolls
 - * 4585 - Oromë first learns of the Elves
 - * 4586 - Oromë returns to Valinor, informs the other Valar of the dangers faced by the Elves, and then returns immediately to Cuiviénen.
 - * 4590 - The Valar march to war against Melkor on behalf of the Elves.
 - * 4592 - The Valar lay siege to Utumno.
 - * Melian begins dwelling in Nan Elmoth and caring for the living things that have been awakened in Beleriand.
 - * 4599 - Melkor is captured and Utumno destroyed. Sauron escapes capture and remains in Angband, breeding Orcs and Trolls for Melkor.
 - * 4600 - Melkor is taken to Valinor in chains and sentenced to serve a term in the Halls of Mandos for three Ages.
 - * 4601 - The Valar decide to summon the Elves to dwell with them in Aman.
 - * 4602 - Oromë brings three ambassadors of the Elves to Aman: Ingwë of the Vanyar, Finwë of the Noldor, and Elwë of the Teleri

* 4604 - The three ambassadors return and work to convince the Elves to accept the summons of the Valar. They accumulate many followers.

* 4605 - Great Journey of the Elves: The Elves depart for Aman (not all answer the summon—see Sundering of the Elves)

* 4615 - The Elves reach the great river which would later be called Anduin.

* A group of Teleri under Lenwë (or Dan) abandon the March at Anduin and become the Nandor

* Fathers of the Dwarves and first Ents awakened by Eru Ilúvatar; Elves discover the Ents and begin teaching them language.

* 4625 - The Vanyar and Noldor arrive in Beleriand.

* 4628 - The Teleri arrive in Beleriand after tarrying in the great forests of Eriador.

* 4630 - Elwë meets Melian and is entranced.

* 4632 - Ulmo is unwilling to wait until Elwë is found, and the Vanyar and Noldor are ferried across on the island of Tol Eressëa, while the Teleri stay behind, looking for their lord.

* 4633 - The Vanyar and Noldor settle in Eldamar and begin building Tirion

* 4640 - Tirion is finished, Mindon Eldaliéva is built.

* Ingwë and many of the Vanyar leave Tirion to dwell with Manwë in Valinor.

* 4642 - Yavanna gives the White Tree, Galathilion, to the Noldor.

* 4649 - Ulmo finally returns for the Teleri, but many stay behind because Elwë is not yet found, and become the Sindar. Another group remains behind at the request of Ossë, and together with those who came too late they become the Elves of the Falas under Círdan.

* 4651 - The majority of the Teleri are ferried across on Tol Eressëa, which is anchored in the Bay of Eldamar. They take Elwë's brother, Olwë, as lord.

* 4652 - Elwë awakes from slumber and reunites with the Sindar. He becomes known as Thingol, settling in Doriath.

* 4661 - The Teleri of Tol Eressëa learn the art of shipbuilding, and ferry across the bay of Eldamar to Aman, where they found the city of Alqualondë.

* 4665 - The last Vanyar abandon Tirion and settle in Valinor proper. The Noldor remain in Tirion under their lord, Finwë.

* 4669 - Birth of Fëanor. Rúmil invents writing.

* Death of Miriel.

* Nogrod and Belegost founded by Dwarves; Khazad-dûm founded by Durin the Deathless.

* 4690 - Fingolfin born

* c.4700 - Lúthien born

* 4730 - Finarfin born

* 4750 - Dwarves of Nogrod and Belegost are met by the Sindar, establishing trade. Fëanor develops the Tengwar.

* Daeron devises the Cirth.

* c.4780 - Orcs begin to appear in Beleriand.

* 4850 - The Nandor, under Denethor, arrive in Beleriand, becoming known as the Green Elves of Ossiriand. The Halls of Menegroth finished.

* 4863 - Galadriel born.

* 4900 - Melkor, freed from his sentence, begins corrupting some of the Noldor.

* 4950 - Fëanor completes the forging of the Silmarils.

* 4990 - Fëanor, deceived by Melkor, draws arms against his brother and is banished from Tirion: his father, Finwë, and many of the Noldor follow him in exile to Formenos.

* 4992 - Fëanor argues with Melkor at Formenos. Melkor hides from capture by the Valar and joins forces with Ungoliant.

* 4995 - The Darkening of Valinor. Manwë tries to heal the feud of the Noldor, and summons Fëanor to a festival in Valimar. Melkor and Ungoliant destroy the Two Trees, kill Finwë and steal the Silmarils. Fëanor and his sons swear an oath to regain the Silmarils and the majority of the Noldor depart from Valinor; Noldor kill many Teleri and seize their ships in the First Kinslaying.

* 4996 - Prophecy of Mandos: the Noldor are banished from Valinor and face great doom.

* 4997 - Melkor returns to Angband, and tries to take Beleriand: First Battle of Beleriand is fought; Denethor of the Green-elves slain and the Havens of the Falas are besieged. The Noldor arrive at Helcaraxë; Fëanor and his host betray the sons of Indis and sail across, then burn the ships. Return of the Noldor to Middle-earth. Morgoth's army attacks Fëanor. Dagor-nuin-Giliath ("the Battle under Stars") is fought. Fëanor is slain by Balrogs in sight of Angband. Maedhros taken captive.

* The Valar hide Valinor behind the Enchanted Isles and raise the Pelóri mountains to greater heights; they begin devising the Moon and Sun.

* 5000 - The remainder of the Noldor arrives in Middle-earth; the Moon arises.

1.10.1 - YEARS OF THE SUN IN THE FIRST AGE

IMAGE OF THE SUN SETTING SAIL

From this time on years are of normal length. Events from Valinor during the Years of the Sun cannot be accurately dated. All entries are derived from The Grey Annals (see references) unless otherwise noted. The dating begins anew at 1, although these years are still held to be part of the First Age.

* 1 - The Sun first sets sail, start of reckoning by 'Years of the Sun', Awakening of Men in Hildórien.

* 5 - Fingon rescues Maedhros. The feud between the Noldor is healed.

* 7 - Sons of Fëanor depart to Eastern Beleriand.

* 20 - The Mereth Aderthad (Feast of Reuniting) is held at Eithel Ivrin.

* 50 - Turgon and Finrod are told by Ulmo to establish a refuge.

* 52 - Finrod begins building Nargothrond.

* 60 - Dagor Aglareb: the Noldor defeat Morgoth's forces and start the Siege of Angband

* 60–c. 200 - Melkor is absent from Angband, after discovering Men. Persuaded by Melkor, Men stop worshipping Eru Ilúvatar and turn to evil, but some revolt: the Atanatári. These travel to the West in search for the Valar, aided by Avari Elves and Dwarves. According to legend, Men now lose the gift to die at will as the result of divine punishment, and are doomed to lead short life-spans at the end of which death takes them by force.(1)

* 64 - Turgon begins building Gondolin.

* 65 - The havens of Brithombar and Eglarest are fortified; the Tower of Barad Nimras is built.

* 67 - Quenya is prohibited by Thingol.

* 102 - Completion of Nargothrond: Finrod's folk depart from Hithlum.

* 116 - Completion of Gondolin. Turgon's people begin the migration from Nevrast in secret.

* 150 - The Dwarves renew their trade in Beleriand.

* 155 - An assault upon Hithlum from the Firth of Drengist is defeated by Fingolfin's forces.

* 260 - Glaurung ravages Ard-galen, but is driven back to Angband. The Long Peace begins.

* 310 - Bëor leads The First House of the Edain into Beleriand: they are discovered by Finrod. They move to

Estolad, and after a few years the Second House enters Thargelion and the Third settles in Estolad.(2)(3)

* 316 - Aredhel departs from Gondolin and comes to Eöl.

* 320 - The Edain begin migrating from Estolad to Dorthonion, Hithlum and Talath Dirnen.(2)

* 369 - Many of the Edain, led by Bereg, leave to Eriador.(2)

* 375 - An attack of orcs on Thargelion; many of the Second House of the Edain perish, but next year Haleth leads the remnants to Estolad.(2)

* 390 - Haleth lead her people from Eriador and in 391 they come to the lands south of Taeglin. The majority later enter the forest of Brethil.(2)(4)

* 400 - Return of Aredhel and Maeglin to Gondolin; later, Eöl and Aredhel die.

* 410 - The province of Ladros is officially granted to Boromir of the House of Bëor.(2)

* 416 - Dor-lómin is granted to the House of Marach.(2)

* 432 - Birth of Beren Erchamion.(5)

* 455 - Morgoth breaks the Siege of Angband in Dagor Bragollach ("Battle of Sudden Flame"); Dorthonion is laid waste, people of Barahir become outlaws. Capture of Finrod's fortress of Minas Tirith by the forces of Sauron; Tol Sirion is renamed Tol-in-Gaurhoth, "Isle of Werewolves".(6)

* 456 - Fingolfin challenges Morgoth to single combat and is slain.

* 458 - Húrin and Huor are separated from the Folk of Brethil during a battle and are brought to Gondolin by Thorondor.

* 459 - Húrin and Huor return out of Gondolin to Dor-lómin.

* 460 - Barahir and companions are betrayed by Gorlim and killed, but Beren survives.

* 462 - Morgoth tries to assault Hithlum but is withstood by Fingon and Cirdan.

* 463 - The first hosts of Easterlings appear in Beleriand.

* 464 - Birth of Túrin Turambar in Gwaeron (March).(7) Beren departs for Doriath and is enchanted by Lúthien.

* 465 - Beren sets on a Quest of the Silmaril, comes to Nargothrond and receives help of Finrod Felagund. They are imprisoned in Tol-in-Gaurhoth. Finrod is slain by a werewolf, but Beren is rescued by Lúthien. Celegorm and Curufin are exiled from Nargothrond and try attacking them.

* 466 - Birth of Lalaith in the beginning of spring.(7) Beren and Lúthien come to Angband and achieve the Quest of the Silmaril. They return to Doriath, but Carcharoth ravages the land. Beren dies, and Lúthien

abandons life. She pleads with Mandos and Beren and Lúthien are restored to life as mortals; they take up bodies again in Ossiriand.

- * 468 - The Union of Maedhros is begun.
- * 469 - Death of Lalaith in autumn.(7)
- * 472 - Nirnaeth Arnoediad, "The Battle of Unnumbered Tears", is fought at midsummer. Morgoth utterly defeats the Elves and Edain. Fingon and Huor are slain, but Gwindor and Húrin are captured. Easterlings invade Hithlum, in autumn Morwen sends Túrin to Doriath. Birth of Tuor, son of Huor.
- * 473 - Birth of Nienor in the beginning of year; Túrin reaches Doriath. Siege and capture of the Havens of the Falas.
- * 481 - Dor-lómin is cut off; Túrin goes to the marches of Dimbar.(8)
- * 484 - In summer he slays Saeros, flees from Doriath and joins the outlaws.
- * 485 - In spring Túrin becomes their leader, meets Beleg in summer.(7) In summer Mím leads the outlaws to Amon Rûdh.(7)
- * 486 - In the beginning of year Beleg joins Túrin; by autumn Dor-Cúarthol prospers.(7)
- * 489 - In autumn Amon Rûdh is taken; Túrin captured, but is rescued by Gwindor and Beleg, and slays the latter.
- * 490 - In the beginning of year Túrin is healed at Eithel Ivrin, comes to Nargothrond. Gurthang is reforged, Túrin becomes known as the Blacksword.
- * 494 - In autumn Morwen and Nienor flee to Doriath.
- * 495 - Fall of Nargothrond in autumn; Orodreth and Gwindor perish. In the beginning of winter Túrin passes Ivrin; Tuor comes to Gondolin.
- * 496 - Túrin rises a revolt in Dor-lómin;(9) in the beginning of spring he comes to Brethil, Morwen with Nienor journey to Nargothrond; Níniel comes to Brethil.
- * 497 - Turambar asks Níniel in marriage, but she delays.(7)
- * 498 - Turambar marries Níniel in autumn;(9) before the end of the year he returns to warfare.
- * 499 - In spring Níniel conceives; in the beginning of summer slaying of Glaurung, and deaths of Túrin Turambar and Nienor Níniel.(7)
- * 500 - Húrin released from captivity.(9)
- * 501 - Death of Morwen. The Kin-strife in Brethil is brought about by Húrin.(9)
- * 502 - Húrin brings the Nauglamir from Nargothrond to Thingol.(9)

From this point the entries are derived from The Tale of Years of the First Age (see references) unless otherwise noted.

* 502 - Reforging of the Nauglamir and quarrel of Thingol and the Dwarves. Thingol is slain.(10) Melian returns to Valinor in grief.

* 503 - Doriath is sacked by Dwarves of Nogrod. Beren and the Laiquendi destroy the Dwarves, with the help of the Ents who prevent the Dwarves' escape; Lúthien receives and wears the Silmaril, Dior travels to Doriath and tries to restore it. Birth of Eärendil and Elwing. Final deaths of Beren and Lúthien; Dior receives the Silmaril in autumn.

* 506-7 - Sons of Fëanor attack Doriath at Yule. Doriath is destroyed in the Second Kinslaying; Dior, Celegorm, Curufin, and Caranthis are all slain. Elwing escapes for the Mouths of Sirion with the Silmaril.

* 509 - Maeglin captured by Morgoth's spies.

* 510 - Gondolin is betrayed by Maeglin and sacked; Glorfindel slays a Balrog in the Echoriath, Ecthelion slays Gothmog, both of them killed as well. Death of Turgon. Tuor and Idril escape.

* 511 - Tuor and Idril bring Eärendil and refugees of Gondolin to the Mouths of Sirion which prosper as 'New Havens'.

* 525 - Eärendil marries Elwing. Tuor feels 'Unquiet of Ulmo' and sails into the West in the ship Eärrámë with Idril.

* 532 - Elrond and Elros are born to Eärendil and Elwing.(11)

* 534 - Eärendil begins his great voyages

* 538 - Third Kinslaying: while Eärendil is away the remaining Sons of Fëanor attack the people of the Mouths of Sirion trying to claim the Silmaril. Elwing casts herself with the Jewel in the sea but is brought to Eärendil by Ulmo. Of the Sons of Fëanor only Maedhros and Maglor now remain.

* 540 - Morgoth destroys the dwellings of Fëanorians upon Amon Ereb. The last inhabitants of Beleriand flee to the south or to the Isle of Balar. Morgoth's triumph is complete.

* 542 - Eärendil arrives in Valinor and delivers the errand of the Two Kindreds.

* 545 - The Host of the Valar arrives in Beleriand.

* 545-587 - The War of Wrath. Morgoth is defeated; the remaining two Silmarils are stolen by Maedhros and Maglor, but are lost in the earth and in the sea; most of Beleriand and the lands to the north are sunk.

* 590 - Morgoth is cast into the Void; the Elves are summoned to Valinor and settle in Tol Eressëa; a small part of the Noldor and Sindar remain in Lindon or depart east and establish realms.

1.11 - SECOND AGE

IMAGE

The Second Age was 3441 years long. All entries are derived from Appendix B (see references) unless otherwise noted.

* 1 - Foundation of Mithlond the Grey Havens under Círdan, and Lindon as the Noldorin Kingdom under Gil-galad

* 32 - Edain reach Númenor, Elros is crowned first King of Númenor

* c. 40 - Many Dwarves abandon the ruined cities of Belegost and Nogrod in the Ered Luin and join Durin's folk in Moria

* 61 - Birth of Vardamir Nólimon, eldest child of Elros. Subsequently three more children are born.

* 192 - Birth of Tar-Amandil

* 222 - Birth of Nolondil

* 350 - Birth of Tar-Elendil

* 361 - Birth of Eärendur

* 442 - Elros, also known as Tar-Minyatur, dies.

Vardamir Nólimon succeeds the throne but abdicates immediately. Tar-Amandil becomes third king of Númenor.

* c. 500 - Sauron arises again in Middle-earth

* 521 - Silmariën is born in Númenor,(12) line of lords of Andúnië splits off the line of Kings

* 532 - Isilmë, sister of Silmariën, born

* 543 - Meneldur, brother of Silmariën, born

* 590 - Tar-Elendil becomes fourth king of Númenor.

* 600 - First Númenórean ships sail to Middle-earth.

* 700 - Anardil born

* 740 - Tar-Meneldur becomes fifth king of Númenor.

* 750 - the Noldor found the realm of Eregion near

Moria

* 870 - Anardil weds Erendis.

* 873 - Ancalimë born

* 875 - Tar-Aldarion founds Vinyalondë on the Enedwaith coast of Middle-earth for lumbering and ship repair.

* 882 - Anardil and Erendis separate

* 883 - Tar-Aldarion becomes sixth king of Númenor.

* 985 - Death of Erendis, apparently by drowning.

* c. 1050 - Sauron begins building Barad-dûr

* 1075 - Tar-Ancalimë becomes the first Queen and

seventh ruler of Númenor.

* c. 1200 - Sauron seduces and deceives the Noldor in Eregion, but Gil-galad mistrusts him and refuses to work with him; the Númenóreans begin building permanent havens in Middle-earth at Lond Daer, Umbar, and other places

* 1280 - Tar-Anárion becomes seventh king of Númenor.

* c. 1350 - Celeborn and Galadriel together with their daughter Celebrián emigrate from Eregion to Lórien; Celebrimbór becomes lord of Eregion

* 1394 - Tar-Súrion becomes eighth king of Númenor.

* c. 1500 - the Noldor under Celebrimbór are instructed by Sauron, beginning of the forging of the Rings of Power

* 1566 - Tar-Telperiën becomes the second Queen and tenth ruler of Númenor.

* c. 1590 - The Three Rings are completed in Eregion.

* c. 1600 - Forging of the One Ring; Barad-dûr completed; Celebrimbór begins fighting Sauron

* 1693 - War of the Elves and Sauron begins, the Three Rings are hidden

* 1695 - Elrond sent to Eregion as lieutenant of Gil-galad

* 1697 - Eregion destroyed, Elrond establishes the refuge of Rivendell, Celebrimbór dies, the gates of Moria are shut.

* 1699 - Rivendell and Lindon besieged, Sauron overruns Eriador.

* 1700 - Minastir sends a great navy to Lindon; Sauron defeated; Sauron's forces retreat from Eriador and the coasts

* 1731 - Tar-Minastir becomes eleventh king of Númenor.

* c. 1800 - Númenor begins establishing permanent settlements in Middle-earth, Sauron extends his power eastwards.

* 1869 - Tar-Ciryatan becomes twelfth king of Númenor.

* 2029 - Tar-Atanamir the Great becomes thirteenth king of Númenor but is hostile to the Valar. The Elendili or "Faithful" still receive the Elves in secret.

* 2221 - Tar-Ancalimon becomes fourteenth king of Númenor.(13)

* 2251 - The Ringwraiths first appear.

* 2280 - Umbar is fortified by the Númenóreans

* 2350 - Pelargir is built by the Elendili

* 2386 - Tar-Telemmaitë becomes fifteenth king of Númenor.

* 2526 - Tar-Vanimeldë becomes third Queen and sixteenth ruler of Númenor.

1.11 - Second Age

* 2637 - Herucalmo seizes the throne and rule as Tar-Ancudal, but he is not counted in the list of kings.

* 2657 - Tar-Alcarin becomes seventeenth king of Númenor.

* 2737 - Tar-Calmacil becomes eighteenth king of Númenor.

* 2825 - Tar-Ardamin becomes nineteenth king of Númenor.

* 2899 - Ar-Adûnakhôr becomes twentieth king of Númenor and the first to take his royal name in Adûnaic, the language of Men, instead of Quenya, the high language of the Elves

* c. 2900 - Teaching of Elvish languages prohibited in Númenor.

* 2962 - Ar-Zimrathôn becomes twenty-first king of Númenor.

* 3033 - Ar-Sakalthôr becomes twenty-second king of Númenor.

* 3102 - Ar-Gimilzôr becomes twenty-third king of Númenor.

* c. 3110 - Usage of Elvish languages and visit of the Elves prohibited in Númenor.

* 3119 - Birth of Elendil

* 3177 - Tar-Palantir repents, resulting in a civil war in Númenor

* 3209 - Birth of Isildur

* 3219 - Birth of Anárion

* 3243 - Death of Gimilkhâd, at 198 years old.

* 3255 - Ar-Pharazôn the Golden weds his first cousin Míriel, the daughter of Tar-Palantir, and seizes the throne of Númenor

* 3261 - Ar-Pharazôn sails to Middle-earth landing at Umbar, and takes Sauron captive

* 3262 - Sauron is taken as prisoner to Númenor, but begins corrupting the Númenóreans

* c. 3265 - Sauron becomes Ar-Pharazôn's court advisor.

* c. 3280 - Isildur steals a fruit from Nimloth. The White Tree is felled and burnt in Sauron's Temple thereafter.

* c. 3300 - Sauron establishes himself as High Priest of Melkor, "Lord of the Dark"; Elendili are openly persecuted and sacrificed to Morgoth

* 3310 - At Sauron's instigation, Ar-Pharazôn begins building the Great Armament.

* 3318 - Birth of Meneldil, fourth child of Anárion and last man born in Númenor

* 3319 - Ar-Pharazôn sets foot on Aman; the World is Changed: Aman and Tol Eressëa are removed from Arda, Númenor is drowned, and the world is made round; Elendil and his sons arrive on the shores of Middle-earth

* 3320 - Founding of Gondor and Arnor by Elendil and his sons, Isildur and Anárion; Umbar as realm in exile founded by Black Númenóreans. Sauron returns to Mordor.

* 3429 - Sauron attacks Gondor, conquers Minas Ithil and burns the White Tree; Isildur flees to Arnor while Anárion defends Osgiliath and Minas Anor

* 3430 - The Last Alliance of Elves and Men is formed

* 3434 - The Last Alliance crosses the Misty Mountains; Sauron's forces are defeated in the Battle of Dagorlad; Siege of Barad-dûr begins

* 3440 - Anárion is slain

- 3441 - Elendil and Gil-galad face Sauron in hand to hand combat, but they themselves perish; Isildur takes the shards of his father's sword Narsil and cuts the One Ring from Sauron's finger. Sauron's physical form is destroyed. In the aftermath of the War, many Elves of Gil-galad's following depart to Valinor: end of the Noldorin realms in Middle-earth.

1.12 - Third Age

IMAGE

The Third Age was 3,021 years long. All entries are derived from Appendix B (see references) unless otherwise noted.

Note on Shire Reckoning: Year 1601 of the Third Age, in which the Shire was founded, is year 1 of the Shire Reckoning. Thus, Third Age years can be converted into their Shire equivalents by deducting 1600.

* Year 2 - Planting of the Second White Tree at Minas Tirith, Death of Isildur by Orcs in the Disaster of the Gladden Fields, losing the One Ring in the Gladden river

* 109 - Elrond weds Celebrían, daughter of Celeborn and Galadriel

* 129 - Elrohir and Elladan are born to Elrond and Celebrían

* 241 - Arwen Undómíel is born to Elrond and Celebrían

* 490 - Easterlings invade Gondor

* 541 - Easterlings invade Gondor once more, slaying King Rómendacil

* c. 550 - King Turambar of Gondor defeats the Easterlings of Rhûn; the Kingdom of Rhovanion becomes an ally of Gondor

* 861 - Following Eärendur's death, the kingdom of Arnor breaks up into Arthedain, Cardolan and Rhudaur

* 933 - Eärnil I of Gondor takes Umbar in a surprise attack

* 936 - Eärnil I lost at sea

* c. 1000 - The Wizards come to Middle-earth

* 1015 - Hyarmendacil I ascends throne of Gondor

* 1015 - Black Númenóreans of Umbar besiege their old city

* 1030 - Siege of Umbar ends, Umbar retaken by Black Númenóreans.

* 1050 - Hyarmendacil I, king of Gondor, conquers Umbar, Hobbits migrate to Eriador. The shadow of Sauron falls upon Greenwood the Great, which is renamed Mirkwood.

* 1149 - Death of Hyarmendacil I, Atanatar II takes the sceptre of Gondor

* c. 1200 - Rulers of Rhovanion assume the title "King of Rhovanion"

* 1248 - Rómendacil II of Gondor strikes decisive blow to the Easterlings; forms a strong alliance with Rhovanion, to which he cedes all the lands east of Anduin

* 1255 - Eldacar born

* c. 1259 - Castamir born(14)

* 1300 - Nazgûl reappear in Middle-earth, the kingdom of Angmar first appears at Arthedain's north-eastern border, built by the Witch-king, later revealed as Lord of the Nazgûl.

* 1344 - Death of Vidumavi

* 1356 - King Argeleb I of Arthedain is killed during an invasion by Rhudaur, now controlled by Angmar; his son, Arveleg I, ascends the throne

* 1366 - Valacar ascends the throne of Gondor

* 1409 - Cardolan is conquered by the kingdom of Angmar and Rhudaur disappears; Weathertop watchtower and fortifications are burned and destroyed

* 1432 - Eldacar succeeds his father, Valacar, as king of Gondor

* 1437 - Castamir the Usurper, Lord of Ships, usurps throne of Gondor (see Kin-strife); Osgiliath's palantír is lost in the river

* 1447 - Eldacar reclaims Gondor with a Rhovanion army and kills Castamir

* 1448 - Sons of Castamir the Usurper and most of the fleet of Gondor flee south to Umbar; become known as the Corsairs of Umbar

* 1540 - King Aldamir of Gondor is slain by Haradrim

* 1600 - Two Fallohide (see Hobbit) brothers decided

to cross the River Baranduin and settle on the other side, and are followed by large numbers of Hobbits

* 1601 - The Shire is first settled by Hobbits

* 1634 - Corsairs of Umbar attack Gondor, slaying king Minardil at Pelargir, and raiding the city

* 1636 - The Great Plague decimates Gondor and Rhovanion; Cirith Ungol is abandoned

* 1810 - King Telumehtar of Gondor destroys Umbar; renames himself Umbardacil

* 1851 - The Wainriders first attack Gondor

* 1856 - The Wainriders overrun eastern territories of Gondor; death of Narmacil II in battle.

* 1899 - Gondor attacks Wainriders from the east; the Kingdom of Rhovanion, occupied by Wainriders, rebels and is freed

* 1936 - Ondoher succeeds Calimehtar as king of Gondor

* 1944 - During an invasion by the Wainriders and the Haradrim, King Ondoher of Gondor is killed in battle with his sons; Haradrim, Wainriders and the Variags of Khand take Umbar; new Corsairs of Umbar emerge.

* 1945 - Eärnil II succeeds the crown of Gondor

* 1964 - Arvedui, son of King Araphant of Arthedain, ascends the throne

* 1974 - The kingdom of Arthedain is conquered by Angmar

* 1975 - Gondor destroys Angmar in the Battle of Fornost, death of Arvedui

* 1980 - The Moria Dwarves awaken Durin's Bane, a Balrog, which kills Durin VI, king of Khazad-dûm; the Nazgûl return to Mordor and lay siege to Minas Ithil.

* 1981 - Durin VI's son, Náin I, is also killed, and the Dwarves flee Moria; deaths of Amroth and Nimrodel

* 1999 - Erebor is founded by Thráin I, discovers Arkenstone

* 2043 - King Eärnil II of Gondor dies and his son, the Witch-king's old enemy, Eärnur inherits the throne. Upon his coronation, the Witch-king challenges him to combat, but King Eärnur refuses.

* 2050 - The Witch-king again challenges King Eärnur, this time he accepts. Eärnur rides out of Minas Tirith to meet the Witch-king in Minas Morgul. He enters the city's gates and is never seen again, thus ending the reign of the Gondorian Kings and causing the beginning of the Ruling Stewards of Gondor, until the time of King Elessar.

* 2063 - Gandalf drives Sauron from Dol Guldur. The Watchful Peace begins.

* 2210 - Thorin I, son of Thráin I, leaves Erebor with most of his people, settles in the Grey Mountains

* 2430 - Approximate birth year of Sméagol

* 2460 - Sauron returns to Middle-earth; establishes

himself in Dol Guldur in southern Mirkwood. The Watchful Peace ends.

* 2463 - Sméagol (later known as Gollum) becomes the fourth bearer of the One Ring, after killing his cousin Déagol

* 2475 - First Uruks appear out of Mordor in attacks on Gondor.

* 2501–2510 - Eorl the Young, lord of the Éothéod and first king of Rohan (2510–2545).

* 2509 - Cirion, Steward of Gondor, sends summons to the Éothéod for military aid; Celebrian is waylaid by Orcs, receives a poisoned wound, and consequentially departs Middle-earth

* 2510 - The alliance between Rohan and Gondor comes into existence. The Easterlings launch a massive invasion of Gondor. The Balchoth invade Rhovanion (which disappears as an independent realm) and Gondor, conquering much of Calenardhon, but are driven back by the people of Éothéod; Gondor gives the now-uninhabited province of Calenardhon to the people of Éothéod

* 2545 - Eorl the Young, king of Rohan, dies in the battle in the Wold against the Easterlings. Brego succeeds him as the second king of Rohan

* 2570 - Aldor, aged only 26, becomes third king of Rohan at the death of his father Brego; Dragons attack the Dwarf settlements in the Grey Mountains

* 2589 - Dáin I and his son Frór are killed by a cold-drake

* 2590 - Thrór, son of Dáin I, leaves the Grey Mountains and resettles The Lonely Mountain, his brother, Grór, settles in the Iron Hills

* 2645 - Fréa becomes fourth king of Rohan after the death of his father Aldor ('the Old')

* 2659 - Fréawine, fifth King of Rohan

* 2680 - Goldwine, sixth King of Rohan

* 2699 - Déor, seventh king of Rohan

* 2718 - Gram, eighth king of Rohan

* 2741 - Helm Hammerhand ninth king of Rohan ascends the throne as last king of the first line

* 2746 - Amrothos, fifteenth Prince of Dol Amroth, falls while defending Dor-en-Ennil against the Corsairs of Umbar

* 2747 - Bandobras "Bullroarer" Took leads a force of hobbits and defeats invading Orcs of the Misty Mountains in the Northfarthing at the Battle of Greenfields

* 2758 - Dunlendings, under Wulf, invade Rohan, supported by the Corsairs of Umbar

* Long Winter of 2758–2759 - The Dunlendings lay siege to Hornburg

* 2759 - Helm Hammerhand, king of Rohan, freezes to death outside the fortress of Helm's Deep, where he and

his loyal subjects have taken refuge from the Dunlendings. He is succeeded by his nephew Fréaláf Hildeson; Saruman settles in Isengard

* 2770 - Smaug lays waste to the town of Dale and captures Erebor with all of its treasure. The surviving dwarves there are driven into exile.

* 2790 - Thrór enters Moria and is killed by Orc chieftain Azog, starting the War of the Dwarves and Orcs

* 2798 - Fréaláf Hildeson, tenth king of Rohan, dies. He is followed by his son Brytta Léofa

* 2799 - The Battle of Azanulbizar, the culmination of the War of the Dwarves and Orcs, is fought on Moria's East Gate, in which the Dwarves defeat the Orcs of Moria, including slaying their chieftain Azog, but lack the strength to retake Moria.

* 2802 - Thráin II, son of Thrór settles in the Blue Mountains

* 2842 - Brytta Léofa, eleventh king of Rohan, dies. Succeeded by his son Walda.

* 2845 - Thráin II is captured by forces of Sauron and imprisoned in Dol Guldur after having wandered for four years trying to reclaim the lost treasure at Erebor and the last of the Dwarven Rings of Power is taken from him

* 2850 - Gandalf enters Dol Guldur and confirms that the evil thereby found is indeed Sauron returned; Thráin II, broken, raving, and dying, gives Gandalf his map and key to be passed on to his son, Thorin Oakenshield

* 2851 - Walda, twelfth king of Rohan, is killed by an orc, his son Folca succeeds him

* 2864 - Folca, thirteenth king of Rohan, is killed by the Boar of Everholt. He is succeeded by his son Folcwine

* 2879 - Birth of Gimli

* 2885 - Harondor is once again claimed by the Haradrim, supported by the Corsairs of Umbar. Fastred and Folcred, the twin sons of king Folcwine, were killed during the Battle of Crossings of Poros

* September 22, 2890 - Bilbo Baggins is born

* 2903 - Folcwine, fourteenth king of Rohan, dies and is succeeded by his youngest son Fengel

* 2907 - Birth of Gilraen (later wife of Arathorn II)

* Fell Winter of 2911–2912 - wolves invade the Shire. Tharbad is ruined in the following floods.

* 2930 - Arathorn II becomes the Chieftain of the Dúnedain

* 2931 - Birth of Aragorn, son of Arathorn II and Gilraen

* 2933 - Arathorn II is killed while hunting Orcs

* March 15, 2941 - Thorin Oakenshield meets with Gandalf the Grey at the Prancing Pony in Bree, the Quest of Erebor begins

* July, 2941 - Bilbo Baggins obtains the One Ring; the

White Council drives Sauron out of Dol Guldur

- * October, 2941 - Esgaroth is attacked by the dragon Smaug, who is consequentially killed by Bard the Bowman; Thorin Oakenshield, Fili, and Kili killed at the Battle of Five Armies along with Bolg son of Azog; Dáin II Ironfoot becomes King of The Lonely Mountain; Town of Dale reestablished by Bard

- * June 22, 2942 - Bilbo Baggins returns to Bag End
- * 2951 - Sauron reveals himself in Mordor, and starts raising Barad-dûr anew. Estel, later known as Aragorn, comes of age and is told about his heritage; the Corsairs of Umbar officially ally themselves with Mordor and destroy great monument commemorating Ar-Pharazôn's victory over Sauron

- * 2953 - Last meeting of the White Council. Fengel, fifteenth king of Rohan, dies. His son Thengel returns to Rohan to succeed him.

- * 2956 - Aragorn first meets Gandalf the Grey
- * 2957-2980 - Aragorn as Thorongil serves in the armies of King Thengel of Rohan, and Steward Ecthelion II of Gondor

- * September 22, 2968 - Frodo Baggins is born
- * 2978 - Birth of Boromir
- * 2980 - Arwen pledges her hand in marriage to Aragorn; Frodo Baggins loses both of his parents in a boating accident; Aragorn, in the service of the Steward of Gondor Ecthelion II leads a taskforce south and kills the Captain of the Haven, ruler of Umbar; Samwise Gamgee born;(15) Théoden, son of Thengel, becomes seventeenth king of Rohan after the death of his father.

- * 2982 - Birth of Meriadoc Brandybuck (Merry)
- * 2983 - Birth of Faramir
- * 2989 - Frodo Baggins comes under the guardianship of Bilbo Baggins; a company of Dwarves, led by Balin, try to recolonize Moria

- * 2990 - Birth of Peregrin Took (Pippin)
- * 2991 - Birth of Éomer
- * 2994 - Balin is killed; the dwarf-colony in Moria is destroyed

- * 2995 - Birth of Éowyn
- * 3001 - Bilbo Baggins turns 111, passes the One Ring on to Frodo Baggins, and leaves the Shire. From now on Aragorn and Gandalf intermittently hunt Gollum

- * 3002 - Lalia Clayhanger, the matriarch of the Took clan, dies, aged 119, and possibly pushed by Pearl Took; (16) Bilbo settles in Rivendell

- * 3007 - Gilraen, Aragorn II's mother passes away at the age of 100 years

- * 3014 - Saruman begins using his influence to weaken Théoden, king of Rohan

- * 3017 - Gollum is released from Mordor; Aragorn

finally tracks him down in the Dead Marshes, and brings him as a captive to King Thranduil's halls in Mirkwood

1.12.1 - "THE GREAT YEARS"

All entries are derived from Appendix B of The Lord of the Rings (see references) unless otherwise noted.

1.12.1.1 - 3018

IMAGE

- * The Ringwraiths are given the task of retrieving the One Ring;

- * April 11 - Gandalf reaches Hobbiton. He returns to the Shire, telling Frodo Baggins he must take the Ring away

- * June 20 - Sauron attacks Osgiliath.
- * July 4 - Boromir leaves Minas Tirith
- * July 10 - Saruman imprisons Gandalf in Orthanc
- * September 18 - Gandalf escapes from Orthanc
- * September 19–21 - Gandalf reaches Edoras and is given Shadowfax the horse

- * September 23 - Frodo leaves Bag End
- * September 26 - Frodo meets Tom Bombadil
- * September 30 - Aragorn meets Frodo Baggins in the Inn of the Prancing Pony in Bree.

- * October 6 - Frodo wounded at Weathertop
- * October 20 - Frodo crosses the ford of Bruinen
- * October 25 - Council of Elrond at Rivendell
- * December 25 - The Fellowship of the Ring sets out in the evening from Rivendell

1.12.1.2 - 3019

IMAGE

* January 15 - Gandalf falls in Khazad-dûm while fighting a Balrog.

* February 25 - The Fellowship pass the Argonath and camp at Parth Galen. First Battle of Fords of Isen; Théodred son of Théoden is slain.

* February 26 - The breaking of the Fellowship; Boromir is killed.

* February 29 - Merry and Pippin escape the orcs and meet Treebeard.

* March 1 - Aragorn, Legolas and Gimli meet the resurrected Gandalf the White in Fangorn Forest while looking for Merry and Pippin, and they head off for Edoras. Frodo and Sam begin travelling through the Dead Marshes.

* March 3 - Battle of the Hornburg.

* March 5 - Rohan army reaches Isengard.

* March 7 - Faramir takes Frodo and Sam to Henneth Annûn.

* March 8 - Aragorn, Legolas and Gimli enter the Paths of the Dead.

* March 9 - Gandalf and Pippin arrive in Minas Tirith.

* March 10 - Frodo and Sam see the Morgul host led by the Witch-king leave Minas Morgul. An army from Morannon takes Cair Andros and marches in Anórien.

* March 11 - First assault on Lórien by Dol Guldur.

* March 12 - Gollum leads Frodo into Shelob's lair.

* March 13 - Frodo captured by Cirith Ungol orcs. Aragorn captures the Umbar fleet at Pelargir.

* March 15 - Witch-king breaks the gate of Minas Tirith in the early hours. Denethor burns himself on a pyre. Confrontation between Gandalf and the Witch-king at the gate; Horns of the Rohirrim are heard at a cockcrow. Battle of the Pelennor Fields: Théoden King of Rohan is killed by the Witch-king; Éomer succeeds him as the eighteenth king of Rohan. Éowyn and Merry kill the Witch-king. Aragorn, Rangers, sons of Elrond and men from the southern fiefdoms of Gondor arrive in the black ships and turn the tide of battle. Sam and Frodo escape and journey along the Morgai. Battle under the trees in Mirkwood; second assault on Lórien.

* March 16 - Debate of the Captains of the West.

* March 17 - Battle of Dale. King Brand and Dáin Ironfoot fall in battle against invading Easterlings. Many Men and Dwarves take refuge in Erebor.

* March 18 - Armies leave Minas Tirith. Frodo and Sam join the orc company.

* March 25 - The Host is surrounded on the Slag-hills. Frodo and Sam reach the Sammath Naur. Gollum (Sméagol) seizes the One Ring and falls into the Cracks of Doom. Downfall of Barad-dûr and the passing of the Dark Lord Sauron.

* May - Arwen Undómiel and her father Lord Elrond of Imladris arrive in Lórien, where they are welcomed at Caras Galadhon by the Lady Galadriel and Lord Celeborn, grandparents of Lady Arwen through her mother, the Lady Celebrian.

* May - Aragorn is crowned King Elessar of the Reunited Kingdom of Arnor and Gondor. Gandalf helps Aragorn to find the sapling of the new White Tree.

* (Date unspecified) - Faramir marries Éowyn.

* Mid-year's Day (between June and July) - Aragorn marries Arwen Undómiel.

* July - King Théoden is laid to rest beside other Kings of Rohan in Edoras.

* September 21 - Hobbits arrive in Rivendell.

* September 22 - Saruman arrives in the Shire.

* November 1 - The four hobbits arrested at Frogmorton.

* November 3 - Battle of Bywater; death of Saruman and Wormtongue, final end to the War of the Ring.

1.12.1.3 - 3020-21

IMAGE

- * May 1 3020 - Samwise Gamgee marries Rosie Cotton and together they move to Bag End on Bagshot Row
- * 3021 - Éomer marries Imrahil's daughter, Lothiriel of Dol Amroth
- * September 22, 3021 - Bilbo marks his 131st birthday, surpassing the Old Took
- * September 29, 3021 - Elrond, Galadriel, Gandalf, Frodo and Bilbo depart for the Grey Havens
 - October 6 - Sam arrives back in Bag End
 -

1.13 - FOURTH AGE

IMAGE

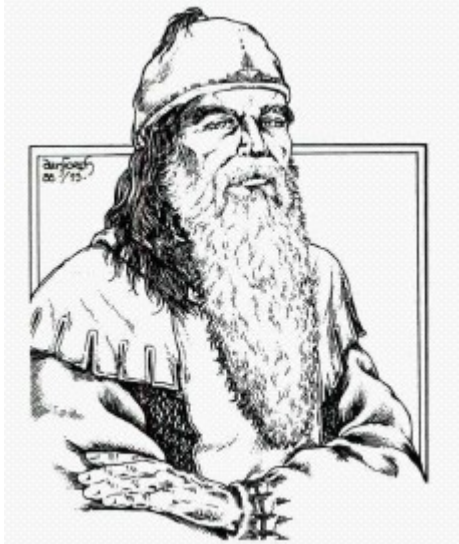
Length uncertain. All entries are derived from the Appendices to The Lord of the Rings, unless otherwise noted.

In the reckoning of Gondor, the Fourth Age began on March 25, T.A. 3021. Since most of the following events were dated according to the Shire-reckoning, their years in the Fourth Age cannot be stated with certainty. Some events may have occurred in the following year of the Fourth Age.

- * 6 - Peregrin Took marries Diamond of Long Cleeve
- * (Date Uncertain) - Birth of Elfwine, son of Éomer and Lothiriel
- * (Date Uncertain) - Birth of Elboron, son of Faramir and Éowyn
- * (Date Uncertain) - Birth of Durin VII, descendant (perhaps son) of Thorin III Stonehelm
- * 13 - Peregrin Took becomes thirty-second Thain of the Shire
- * 15 - Death of Glóin, father of Gimli.
- * 34 - Death of Prince Imrahil. Imrahil's son Elphir assumes the Principality.

- * 41 - Birth of Holfast Gardner, son and heir of Frodo Gardner
- * 61 - Samwise Gamgee leaves Middle-earth via Mithlond
- * 63 - Meriadoc Brandybuck, aged 102, and Pippin leave the Shire to live in Gondor; death of Éomer, aged 93, whose son Elfwine ascends the throne of Rohan.
- * 67 - Death of Prince Elphir son of Imrahil, twenty-third Prince of Dol Amroth. Elphir's son Alphros assumes the Principality.(17)
- * 80 - Birth of Harding of the Hill, Sam Gamgee's heir and great-grandson
- * 82 - Death of Faramir, aged 120. His son Elboron assumes the Principality.(17)
- * 91 - Death of Dwalin, brother of Balin, aged 341.
- * 95 - Death of Prince Alphros of Dol Amroth, son of Elphir.(17)
- * 120 - Death of Aragorn, King of the Reunited Kingdom of Arnor and Gondor, after 210 years of life and 122 years of reign; Aragorn's son Eldarion ascends the throne. According to legend, on the death of Aragorn, Legolas builds a ship and sails into the west to the Undying Lands, taking Gimli (now a very old Dwarf) with him
- * 121 - Death of Arwen, aged 2901
- * 172 - A copy of the Red Book of Westmarch is made(18)
- * 185 - Death of Harding of the Hill, Sam Gamgee's heir(19)

2 - DWARVES



(Need original art here to replace this)

The Dwarves are descendants of the "Seven Fathers", the original lords crafted from the earth by the Vala Aulë. He is the "Smith of the Valar", the giver of mountains and master of crafts, and the Dwarves call him Mahal (Khuzdûl for "Maker"). Aulë defied Eru (Ilúvatar - "God") in his desire to create, but a merciful Lord merely placed the seven into a deep slumber, to awake sometime after the Firstborn of Eru (his favored children, the Elves) rather than destroy them. They were created first, but Eru Ilúvatar forced his servant Aulë to delay their awakening until after the coming of Elves and Men.

NEED ARTWORK HERE OF THE ORIGINAL 7 FATHERS, AULE, AND HIS HAMMER HELD ABOVE PREPARING TO SMASH THEM, AS THEY COWERED.

2.1 - "STANDARD" DWARVES

(Plural: Khazâd, singular: Khazad)

(Need artwork here of Dwarf)

If you do not wish to use different values for the "Seven Dwarven Houses" of the different tribes and families of Dwarves, then below are the recommended modifiers for a "Standard Dwarf" in Middle-earth.

STANDARD DWARVES MODIFIERS

- +2 Strength, +4 Constitution, -4 Dexterity, -2 Charisma
- Base speed 20 feet
- Medium-size (4' to 5' tall)
- Low light vision, perfect up to 50', fairly well up to 100'.
- +4 racial bonus on Appraise and Craft checks
- Additional +2 on Craft – Smithing and Craft – stoneworking/stonemason
- Bonus feats: Endurance, Great Fortitude
- Dwarf base land speed is 20 feet. However, Dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- Weapon Familiarity: Dwarves may treat Dwarven war-axes as martial weapons, rather than exotic weapons.
- Stability: A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +4 racial bonus on attack rolls against all types of orcs.
- +4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.
- +4 on Saving Throws vs. fire/cold
- Survival (Mountains): +2
- Survival (underground): +4

- Automatic languages: Khuzdul, Westron
- Level Adjustment: +1
- Valid "Ages": All, but only after Elves and Men have been "awakened". The numbers of Dwarves declining significantly in the latter 3rd age and on into the 4th age.
- Magic in Middle-earth Optional Rules: Spell Casting DC Roll Racial Modifier: -4 penalty, except magic related to smithing and stoneworking (+4 to these types of "magic").

STANDARD DWARVES OVERVIEW

Following their birth, the Seven Kings formed tribes based on their lines and separated. Although these Seven Tribes have since spread across Middle-earth and Arda, they have remained close and have spawned a universal reputation for ruggedness, practicality, and unwavering loyalty. Most groups favor rocky highlands and deep caverns of the mountains, for the Dwarves, perhaps more than any other race, remember their origin and heritage intimately.

The craftsmanship of the Dwarves is proverbial, and many are the tales of heroism and villainy told by, and of, them. Their history is almost as long as that of the Elves, with as many tragedies as victories. But where the Elves never lost their otherworldly serenity, the Dwarves are a dour folk by nature.

In the north-west of Middle-Earth, during the Third Age, Dwarves are probably a more common sight than Elves, but this underlies the losses, both of people and of their homes, that the Elves had suffered.

Dwarves average about five feet tall, and are solidly built. Although hair and eyes vary between individuals and lineages, all Khazad wear long beards, often braided. Indeed, length of beard is a reflection of age, and seen as an indicator of wisdom and prestige. Dwarves see well in extreme darkness. In the dimmest light (candle, lantern, torch, or starlight) they can see 50' perfectly and fairly well up to 100'.

PHYSICAL CHARACTERISTICS

Build: Short, stocky, strong, with exceptionally strong limbs. Males average 150 pounds; females, 135 pounds.

Coloring: Black, red, or dark brown hair. Fair to ruddy complexion.

Endurance: Tremendous. They can carry great burdens over long distances with little rest.

Height: Males average 4'9"; females, 4'5".

Lifespan: 200-400 years.

Resistance: Resistance against flame and ice: +6 Saves versus heat and cold attacks.

Special Abilities: Dwarves see well in extreme darkness. In the dimmest light (candle/torch/lantern), they can see 20' perfectly and fairly well up to 100'. They can not see in total darkness.

CULTURE

Clothing & Decoration: Beards, sometimes braided, long hair. Heavy garb with color full hooded cloaks. Crenelated trim work is popular.

Fears & Inabilities: Open water and the Vala Ulmo (Lord of Waters). They do not normally swim (-10 to Swimming).

Lifestyle: Dwarves are superb miners and craftsmen, and unsurpassed stoneworkers. They live in tightly-knit groups and favor underground Cities which are usually cut into rugged hills or mountains.

Marriage Pattern: Monogamous. Only a third of the race is female. The line is traced through the male.

Religion: Dwarves believe that each lineage has a common spirit which permeates them all and ties them together. They revere their ancestors above all other things but Aulë their maker, and believe that in each King exists a part of his predecessors. Those of "Durin's Folk," the Dwarves of Mona and the highlands of Wilderland, believe their Kings to all be one Dwarf—Durin the Deathless.

OTHER FACTORS

Demeanor: Sober, quiet, possessive, suspicious, pugnacious, introspective, and often very greedy. Tenacious warriors, they fight without quarter and never retreat. Each Dwarf treats his kind as brothers and non-Dwarves as lesser beings who, one way or another, are a constant threat. Their blood is thick and their bonds are deep. They enter into agreements with extreme care but, once made, honor them to the letter. The old adage is true:

"no friend ever did a Dwarf a favor, no enemy a wrong, without being repaid in full."

Language: Starting Languages: Among themselves, Dwarves speak Khuzdul, a guarded tongue known by virtually no one but themselves. 'When in public or about in the wild, Dwarves speak Westron, the Common Speech, or one of the Elvish tongues: Bethteur or Sindarin. Dwarves also have the opportunity to learn: Atliduk, Dunael, Logathig, or Nahaiduk.

Prejudices: Orcs, Wargs, and Dragons are the sworn enemies of all Dwarven-kind. Above all other races, they despise these the most, although they are extremely suspicious of mages and Elves. They have suffered too much as a result of magic. No Dwarf will ever forget the sly words of Sauron, one whose conjuring enslaved many of their great lords.

Restrictions on Character Classes: No Dwarven True Sorcerer or Psionic Users, Bards are extremely rare. Taught and blessed by the Vala Smith Aulé, Dwarves practice a plain, practical Earth-magic. They know of spells and enchantments, but generally scoff at the ways of Elves or other conjurers, preferring instead to use such power in the making of permanent physical items. Traditional Sorcerer or Psionic Users and Bards are unheard-of; instead they produce alchemists and engineers.

OUTFITTING OPTIONS

Weapons: Dagger, handaxe, short sword, club, war hammer, mace, crossbow, battle-axe, spear, throwing axe, heavy crossbow, light crossbow, war mattock, poll-arm.

Armor: Any. Dwarves favor chain mail. Lamellar (treat as

Chain - 1 vs. melee, +1 vs. missile) and Dwarven scale (treat as Plate) are also Available. Dwarven Target shields (+4 vs. melee, +2 vs. missile, half normal weight) and Dwarven Wall shields (+6 vs. melee, +8 vs. missile, 2x normal weight) are popular.

Clothing Outer garb: detachable hood with flaps sewn into it, permitting the face to be covered; heavy cloak fastened with a decorated brooch; tall boots of heavy leather; these garments are bright solid colors—scarlet, forest green, indigo blue, golden yellow, royal purple. Inner garb: a leather jerkin or woolen tunic of a deep hue (maroon, pine green, navy blue, brownish black); a wool or linen shirt (usually a deep hue, sometimes white); close fitting trousers of deep-hued leather or wool; shoes or inner-boots of soft leather.

Money: 2 gold pieces or a gem (aquamarine, topaz, garnet, peridot, spine of comparable value.

Background Options (optional rule): 4

Special Abilities: Replace the range 56-60 with: ability to sense the presence mechanical traps 50% of the time (GM should have the player roll dice without telling the reason whenever he or she knows the character is proximate to a trap). Replace the range 71-75 with: superior orienting abilities underground; character always knows the direction of true north and the approximate elevation of his or her location.

Special Items: Any weapons will be of Masterwork workmanship and forged of steel.

Extra Money: 1-200 gold pieces or a gem (emerald, amethyst, ruby, sapphire, diamond) of comparable value.

Stat Increases: Only Constitution and Strength may be increased by 2. All other stats may be increased by 1 at most.

Extra Languages: In addition to the tongues listed above, a Dwarf might in unusual circumstances learn: Adunaic, Apysaic, or Labba.

2.1.1 - THE SEVEN DWARVEN HOUSES

Though for the most part, "Standard" Dwarves are much the same across the tribes, there are some variations in their specialized interests based on which of the "Seven Tribes" they were raised as part of their culture and upbringing. Below is a listing of each of the tribes, and the slight variations applicable to their subgroup.

These are optional, the DM may opt to only use the "Standard Dwarves", use of the Seven Tribes must be approved by the DM.

Dwarven Tribes Table

<i>Westron Name</i>	<i>Khuzdul Name</i>	<i>House Founder (Tolkien / ICE / Decipher)</i>	<i>Homeland</i>	<i>Location</i>	<i>Alt Location</i>
Blacklocks		? / Drúin / Var	East of East	Nargubraz (<i>Decipher LotR</i>)	
Broadbeams		? / Thrár / Linnar	Mount Dolmed	Tumunzahar	Nogrod
Firebeards		? / Dwalin / Úri	Ered Luin	Nogrod, Gabilgathol	Belegost
Ironfists		? / Thelór / Sindri	Far North(west)	Gamil-nála	
Longbeards	Sigin-tarág	Durin	Misty Mountains, Grey Mountains	Khazad-dûm (Moria)	
Stiffbeards		? / Bávör / Thulin	East / Far North	Kibil-tarag	
Stonefoots					
Petty Dwarves	Noegyth Nibin	Mim			

2.2 - BLACKLOCKS

(Need original artwork here for the Blacklocks.)

Dwarf-holds: Awoken in the Red Mountains, in the far East of Middle-Earth Nargubraz (lost home) in the Far East Naragul (fastness of the travelling warriors of Var's folk in the Far South) City of Tumanahal in Akhuzdah The Khalarazûm, overground religious centre

Blacklocks (*Kh. Bundin-Narâg*)

Var's Folk or Druin's folk (the Proud) or Khom's Folk (the Proud)

The last two tribes settled in easternmost Endor. There, after being apart for over 7 centuries, they came together once again and laid claim to the guarded, seaward land they named Ruuriik. The Dwarves of Druin's tribe founded the Kingdom of Ruuriik in SA 700. Led by Balli the Rash, the Naugrim established their capital in the caverns of Akhuzdah (Ahulë) in the rim of the mountains on the SW side of the Great Vale. It was called Tumanahal after Mahal (Aulë). Only 7 years after the founding of Tumanahal, a second Dwarven tribe came to Ruuriik. They arrived in hope of settling in the northern part of the Walled Land, with their lord, the aged Barin, Northern King. Barin's folk received all the lands north of the Faliодукûm. The two tribes had little trouble in prospering, despite the occasional forays from the Fale tribes and the servants of the Kank of Ruartar. 453 after the founding of Ruuriik, Muar – former warlord in Uab and Uax appeared in Ralian, and conquered Ruuriik in SA 1157. The tragic tale of Ruuriik ended centuries later, in SA 2742 (Fulla VII crowned as King of Ruuriik, heir of Druin's line). The city Khazad-madûr is theirs. They speak Khuzdul, and when they write use Certhar, adapted to their language (Certhar Ered, Mountain Runes).

Notes: The extremely loyal Blacklocks or Jewel-Dwarfs are one of the two tribes of Eastern Middle-Earth. Awoken in the Red Mountains along with their fellow Tribe, the Stonefoots, the Blacklocks are the Clan of Khom the Proud.

The Blacklocks are especially known as great artists, skilled in the work with Marble, but they also are busy Merchants. After a Golden Fire Dragon drove the dwarfs away from their awakening Place, the great North-Hall near the Urulis Pass, the Blacklocks went Southwards and founded the Great City of Tumanahal in Akhuzdah, later they built the Overground religious centre, the Khalarazûm.

The Blacklocks, as their name implies are in general black haired and darker than other Dwarf-Kindreds. They are known to reach an Age of beyond 150 years.

2.2.1.1 - BROADBEAMS

(Need original art of the Broadbeams dwarves here)

Broadbeams (*Kh. Findu-Nahāb*)

Overview

The Broadbeams were one of the seven houses of the Dwarves. They lived in the city of Belegost in the Ered Luin during the First Age and later the southern Ered Luin.

The Broadbeams were paired with the Firebeards, when they were awakened by Eru Ilúvatar under Mount Dolmed before the First Age. They became prosperous in their great city of Belegost, trading with the Firebeards in the South, and also with the Sindar and Noldor of Beleriand, as well as the newly-appeared race of Men.

The Broadbeams were some of the greatest smiths and craftsmans in Middle Earth second only to the Dwarves of Nogrod. They invented ringed mail, and also helped build the cities of Nargothrond and Menegroth for the Elves.

In the Battle of Unnumbered Tears, the heavily-armoured Broadbeams, with their fearsome iron masks (which was a customary thing to wear in battle for their House), held off the Dragon Glaurung, as the sons of Fëanor retreated south to Ossiriand. During the battle, their Lord, King Azaghâl was killed by Glaurung. But not before wounding the dragon with a dagger in the stomach. Glaurung screamed in pain and fled, with many of the forces of Morgoth following him. Forgetting the battle, the Broadbeams then picked up their fallen ruler and taking slow steps marched home singing in a low dirge with no enemy daring to come near.

The old kingdom of the Broadbeams came to a close in the War of Wrath with the breaking of the Ered Luin and the destruction of Beleriand, which sank beneath the waves. Belegost was ruined and the city of the Firebeards, Nogrod, was totally destroyed, sinking into the sea with much of the Ered Luin. Some of the Dwarves stayed to build or rebuild new halls and mines, but most left for Khazad-dum, home of the Longbeards swelling its numbers and bringing much craft and lore.

In the Third Age it seems that the Broadbeams parted

ways with Durin's folk with the Firebeards, after the awakening of the Durin's Bane, and headed back to the Ered Luin. Where some remnants of there people were still living working the mines, and where it was a safe and peaceful. During this age also the Broadbeams more than likely answered the call of Durin's folk in there great mustering for the eventual War of the Dwarves and Orcs.

Telphor's Folk

The Proud and Warlike Broadbeams or Anvil-Dwarves are the Clan of Telphor the Cold. Telphor awoke along with his friend Bighâl at Mallost, in the northern Ered Luin. Later his Clan founded the great cities of Nogrod and Gabilgathol (Mighty Fortress). The Broadbeams were great Artisans and even greater smiths than their Brothers from Belegost. Two of the Greatest Dwarf Smiths of all times, Telchar and Gamil Zîrak (Kh.: "Silver the Old") were Broadbeams. However the Broadbeams for all times are branded for their cruel and coward murder of Thingol and their ravenging of the Elven City of Menegroth. After the Drowning of Beleriand the Broadbeams expanded into Northern Eriador and Forodwaith on the search for Riches and founded the City of Baraz-Dûm later called Carn-Dûm.

The Broadbeams, as their name implies in general are especially heavy and stout. They are known to achieve a common Age of beyond 170 years.
Dwarf-holds: Nogrod / Tumunzahar (Kh. "Deep-Fortress") – Now destroyed Nogland (from the LotR MMO)

Mannerisms

Realms and Knowledge

Outer Tongue

- Valid "Ages": All, but only after Elves and Men have been "born". Declining significantly in the latter 3rd age and on into the 4th age.
- Spell Casting DC Roll Racial Modifier (optional): -4, except magic related to smithing and stoneworking (+1 to those types of "magic").
- Additional +2 on Armory (armor smithing)
- Knowledge: Lore: Ered Luin (Blue Mountains) +4
- Knowledge: Lore: Durin's Folk +2
- Knowledge: Lore: Broadbeams History +4
- -2 to Dodge & Acrobatic actions (unless character is unusual for clan and not indulging in obesity).

Honored Fathers

Broadbeams Modifiers Summary

(These modifiers are INSTEAD of the "generic Dwarves" modifiers, NOT in addition.)

- +2 Strength, +4 Constitution, -4 Dexterity, -2 Charisma, -2 Wisdom
- Base speed 20 feet
- Medium-size (4' to 5' tall)
- Nightvision (see well by starlight or dim light, blind in total darkness)
- +4 racial bonus on Appraise and Craft checks
- +2 on Craft – Smithing and Craft – stoneworking/mason
- Bonus feats: Endurance, Great Fortitude
- Dwarf base land speed is 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- Weapon Familiarity: Dwarves may treat Dwarven war-axes as martial weapons, rather than exotic weapons.
- Stability: A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +4 racial bonus on attack rolls against all types of orcs.
- +4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.
- +4 on Saving Throws vs. fire/cold
- Survival (Mountains): +2
- Automatic languages: Khuzdul, Westron
- Level Adjustment: +1

2.2.1.2 - FIREBEARDS

(Need original art of the Firebeards here)

Firebeards (*Kh. Sigin-Baruzim*)

Overview

Firebeards – Khuzdul: Dwalin / Úri

Region: Northwest

Awakening Place: (#2, See OM4 Dwaven Mansions).

(Decipher): The kindred of Úri are instantly recognizable by the fiery hue of their beards. Úri's folk take great pride in their beards, weighting them with silver ornaments that clink and chime as they walk, making themselves all the more conspicuous. The weighting of beards is a mark of status among this tribe, and strict rules of precedence and honour are observed in the matter of their comportment. Beardweights denote age, lineage, and deeds of renown, and they can only be bestowed by the king of the eldest living male of the household. Dwarves of Úri's folk whose beards are so weighted suffer a -2 to Stealth actions.

Mannerisms

Úri's people have a temper to match their appearance: quick, haughty.....

The Firebeards were one of the seven houses of the Dwarves who lived in Nogrod in the Ered Luin during the First Age. The Firebeards were most renowned for having the greatest crafters and smiths, even by Dwarf standards in Middle-earth. Of the two Dwarf houses of Beleriand, the Firebeards were the least friendly. They fought the Elves over the treasure of Nargothrond, and they also sacked the city of Menegroth which in the end the Dwarves that took part were all killed in the Battle of Sarn Athrad. They did however, help the Elves and Men in the Wars of Beleriand. In the War of Wrath their great city of Nogrod, was destroyed and sunk into the sea along with much of

the Ered Luin. Some Firebeards stayed in the Ered Luin to help rebuild what they could with the remaining Broadbeams, from the also destroyed city of Belegost, while most went to the halls of Khazad-dum in the Misty Mountains, swelling its numbers and bringing much craft and lore with them.

After thousands of years it seems the Firebeards may have parted ways with Durin's folk after the awakening of Durin's Bane, and returned to the Ered Luin, where things were likely much better than after the sinking of Beleriand. Also during the Third Age it is likely that they answered the request for aid from Durin's folk in the eventual War of the Dwarves and Orcs.

Bighâl's Folk

(In the game Dwalin is a Longbeard. I would play that Dwalin is the Longbeard King of Thorins gate, while Asaghâl (VI?) is King of Belegost.)

They awoke together with their Kinsmen the Broadbeams at Mallost in the Northern Blue Mountains and soon after founded the large City of Tumunzahar (*Kh.* "Deep-Fortress"). They were famous Dragon-Warriors and fine Smiths. Most prominent among the Firebeards was King Azaghâl who wounded Glaurung the Dragon.

After the Drowning of Beleriand and the destruction of Belegost they spread into southern Eriador and made successful trading connections with their Kinsmen of Moria and the Men of Ered Luin.

The Firebeards are known for their often fire-red Hair and their Horrible Mask-shaped Helmets. Unusual for Dwarfs they sometimes fight with short Stabbing-Swords.

Firebeards are known to live beyond 150 years.

Sometimes called "The Ore Dwarves."

Dwarf-holds: Belegost / Gabilgathol (Mighty Fortress) - Now destroyed Gondamon (From the LotR MMO)

Realms and Knowledge

Outer Tongue

Honored Fathers

Firebeards Modifiers Summary:

These modifiers are INSTEAD of the "generic Dwarves" modifiers, NOT in addition.

- Additional +2 on Craft – Smithing and Craft – stoneworking/mason
- Bonus feats: Endurance, Great Fortitude
- Dwarf base land speed is 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- Weapon Familiarity: Dwarves may treat Dwarven war-axes as martial weapons, rather than exotic weapons.
- Stability: A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +4 racial bonus on attack rolls against all types of orcs.
- +4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.
- +4 on Saving Throws vs. fire/cold
- Survival (Mountains): +2
- Automatic languages: Khuzdul, Westron
- Level Adjustment: +1
- Valid "Ages": All, but only after Elves and Men have been "born". Declining significantly in the latter 3rd age and on into the 4th age.
- Spell Casting DC Roll Racial Modifier (optional): -4, except magic related to smithing and stone-working (+1 to those types of "magic").
- Knowledge: Lore: Ered Luin (Blue Mountains) +4
- Knowledge: Lore: Firebeards History +4
- -2 to Stealth actions (unless beard weighting alleviated)

- +2 Strength, +4 Constitution, -4 Dexterity, -2 Charisma, -2 Wisdom
- Base speed 20 feet
- Medium-size (4' to 5' tall)
- Nightvision (see well by starlight or dim light, blind in total darkness)
- +4 racial bonus on Appraise and Craft checks

2.2.1.3 - IRONFISTS

(Need original artwork here for the Ironfists.)

Ironfists (*Kh. Abad-Mazûr*)

Sindri's Folk or Thelor's folk or Mabûn's Folk

(If you play one of these, maybe a reformed one would be best rather than an agent of Sauron)

They awoke in central Middle-earth, where they have contact with Easterlings. So injured had Sindri's folk grown to acting purely of self-interest, and sustained by no other principle than martial prowess, that they felt no shame in accepting gold from Mordor in payment for arming his minions to make war against the Westlands. When Sauron and Durin's heir summoned them for the battle of Dagorlard, few were willing to take the field against Durin's heir. Fewer still could conceive of alliance against Sauron as a matter of common honour to the Khazâd, so most of them remained aloof from the war. But their king and many warriors fight for Sauron.

In the aftermath of the Last Alliance, the Dwarves of the Westlands universally branded them as renegades and turncoats. The cataclysm of Númenor Downfall had ruined their chief city, and the exile of their king (which founded Nurunkhizdîn, near the Inland Sea of Rhûn) had left them leaderless

Actually, they live scattered in the East as shamans and fortune-tellers among the superstitious Easterlings. The Ironfists or Earth-Dwarves are an extremely war-like and xenophobic Tribe of Dwarfs from central Middle-Earth. They are the Tribe of Mabûn the Rich and are even by dwarfen standarts extremely greedy and mistrustful. The Ironfist Tribe always suffered from terrible inner Strifes and enimities among the different Ironfist Lords. After the Dwarfes forsake the Mirror-Halls of the Barl Synchron Mountains, the Place of Mabûn's awakening, they moved southwards and founded the Large City of Namagalûz. The Ironfists are very broad and strong in built and by dwarfen standarts quite tall. They are known to reach an average Age of 150 years.

One of the most tragic tales. For a time they lived in Mount Gundabad (northern Misty Mountains) but a conflict with Durin's folk and repeated attacks by the Orcs of the North drove them eastward. They settled in the Mountains of Rhûn, where they prospered for almost 7

centuries. However, once again, intra-Dwarven strife ended their peace. An argument between King Thelor XIV and his brother Thulin resulted in a brief, bloody civil war. Thulin slew his overly-proud (even by Dwarven standards) lord and laid claim to the throne. He was, in turn, murdered by Thelor's daughter Thris, whose son Threlin became King. Threlin moved the remnants of Thelor's folk further south in early TA. He established a domain centered at the delving called Namagaluz. Located in the Ered Harmal, the gate to this rich hold opened eastward, above the waters of Heb Aaraan and not far from the Chey lands. It was the greatest Dwarf city in central Endor.

The bloody strife could happen because of the alliance with Sauron. Thulin could be the King who favoured the alliance with Sauron, and Thelor's last supporters would have to flee the followers of Thulin, more numerous. Dwarf-holds: Awoken in the Mirror-Halls of the Barl Synchron Mountains, in central Middle-earth Large City of Namagalûz (south of central Middle-earth) Gamil-nâla under Mt. Bundushar, in central Middle-earth (collapsed home at the Downfall of Númenor, S.A. 3319) Nurunkhizdîn (near the Inland Sea of Rhûn, funded after the Last Alliance. An unknown evil fall upon them in T.A. 58)

2.2.1.4 - LONGBEARDS

(Need original artwork here for the Longbeards.)

Overview

Longbeards = Khuzdul: Sigin-Tarâg

Dúrin's Folk

The Longbeards, or Mountain-Dwarfs are Dúrin the Deathless' Folk. Their Ancestral Place of Awakening is the City of Gundabad , which long ago was sacked by the Orcs. After the Fall of Gundabad, the City of Khazad-dûm became their Chief Settlement, where they discovered the magical Ore Mithril. The Longbeards were great Merchants and Craftsmen and, which is seldom among Dwarfs, were relatively friendly with Elves, especially the Noldor of Eregion. After the Balrog Dúrin's Bane, appeared in Khazad-Dûm, or Moria, the Longbeards established several smaller Cities and Colonies, chief amongst was Erebor the Lonely Mountain.

The Longbeards are typical Dwarves, Strong and Stout and are especially known for their extremely long, often Forked Beards and their extraordinary (even for Dwarves) long lives. Several Longbeards lived beyond 220 years.

Dwarf-holds: Thorin's Gate in the Blue Mountains (From the LotR MMO) Erebor, the Lonely Mountain Barukkhizdîn in the Iron Hills The Mines of the Grey Mountains: Mahalkukhizdîn, Thakalgund, Zeleg-ubraz, and Danuk-khizdîn

2.2.1.5 - STIFFBEARDS

(Need original artwork here for the Stiffbeards.)

Stiffbeards (Kh. Sigin-Mablād)

Thúlin's Folk or Bavor's Folk (the swift) or Khadīn the Swift

They first established in Kibil-tarag, in the far north and they remained there until the invasion of Dragons, when they had to flee and their king was killed. The survivors went this way and that, seeking more modest hearths hidden as best as they can from Dragons. They live an stoic existence of hunting and weapon-crafting until the longing for dragonslaying overtook them. They keep some forgotten lore of their own race about carvings runes which they use against dragons.

The Stiffbeards are one of the two Dwarf-Tribes that awoke in Central Middle-Earth. The Unsteady Tribe is the people of Khadīn the Swift, who along with his friend Mabūn of the Ironfists awoke at the Mirror Halls (Kh.: "Kheledkhizdin") in the Barl Synchron Mountains. The Stiffbeards or Cave-Dwarves are relatively peaceful and clever Merchants. After the Dwarves had to leave the Mirror-Halls because of the Invasions of Evil Humans into the surrounding Lands many Stiffbeards, after a great Wandering, founded the Cities of Mablād-Dūm and Barazimabūl in the South. The Stiffbeards are known for their strange way of wearing their Beards as long and pointed thorn-like knots. The Stiffbeards are a long-lived Dwarf-kindred, Stiffbeards are known to commonly reach the 200th year of Life.

Bavor's folk were the first to leave the homelands. They went into the south and built their homes in the Yellow Mountains. Quickly sundering after the murder of Bavor, they split into three factions. The largest group constructed the vast delving at Baruzimabūl, the great hold that the Men of the South call Blackflame. In the far South, Dwarves have dwelt in the Mabūl Mountains since the early Third Age.

Nar's Folk – originally part of Bavor's people. Nar was the second son of Bavor, and left with a few followers and

friends after the murder of his father. The first hold, Mablād-dūm, was occupied by Bavor's people in the Second Age. Early in Third Age, strife & contention caused a rift among the Mablād. One faction moved to the SW portion of the Yellow Mountains, and another founded Narad-dūm in the eastern peaks, the Tūr Betark. The 'official' dwarvish name for the tribe living in the Ered Laranor is Stiffbeards, although today it is rarely used. Most people know them as Bavors Folk. Their tale is a sad one. First they arrived in the South around the middle of the First Age. Here they carved out the city of Mablād-dūm in the central Yellow Mountains. In S.A. 1092 however, strife arose and the king was killed in the fray. After this, the main host of the Mablād wandered south to settle in the city of Blackflame (Kh. Baruzimabūl), a mining colony founded three centuries earlier. Later, part of the remaining Dwarves of Mablād-dūm left the city for the east, and they founded holds at Bar Falin and Nárād-dūm. The former was later taken by the forces of Darkness, and so three principal Dwarven holds in the Ered Laranor remain by the middle of the Third Age. Most Dwarves however live in the city of Blackflame and it is here that the High King of Bavor's Folk resides. Mablād-dūm is second in prestige and Nár's Folk in Nárād-dūm south of the Sára Bask in the eastern part of the Yellow Mountains comes third.

Drūhar's Folk are a branch of Bavor's Folk, that before the First Age separated from their people travelling in the East, and settled in the Ered Engrin. They were eventually joined by a small group of Drūin's Folk, coming from Ruurik: they founded Kheledh-dūm, and in a few generation were absorbed by the locals.

Dwarf-holds: Kibil-tarag (ancient home). It is in the island in the Sea of Utum, in the north. Awoken at the Mirror Halls (Kh.: "Kheledkhizdin") in the Barl Synchron Mountains (central ME) Cities of Mablād-Dūm and Barazimabūl in the South.

2.2.1.6 - ΣΤΟΝΕΦΟΟΤΣ

(Need original artwork here for the Stonefoots.)

Stonefoots (*Kh. Azali-Dûraz*)

Vigdi's Folk Barin's folk (the scarred) or Rúras' Folk (the scarred)

The Stonefoots, or Stone-Dwarfs, are the People of Rúras the Scarred and awoke along with the Blacklocks in the North-Hall, in the Red Mountains in the far East of Middle-Earth. After a long exile from their ancestral Home they founded the great City and kingdom of Radimbragaz, and later in the late second Age the even larger City of Khazad-Madûr (Kh.: "Dwarf-Womb").

The Stonefoots are very proud and Warlike, but circumspecting and not easily angered.

They managed to make incredible defences against the Dragons with the help of Saruman. The worms never could take their main Dwarf hold. The wizard also helped them to stop the feud between them and the Blacklocks. They developed together with the Istari some weapons he latter used when he turned to evil at what was called 'the fire of Orthanc'.

They are very heavy and strong and after many years of wandering have become quite reclusive and silent.

They are known to reach an Average Age of 180 years.

Dwarf-holds: Baraz-lagil (home of Vigdis's folk, the Stonefoots), in the Far East. North-Hall, in the Red Mountains in the far East of Middle-Earth City and kingdom of Radimbragaz City of Khazad-Madûr (Kh.: "Dwarf-Womb").

2.3 - DWARVES - PETTY (OPTIONAL)



(Need original artwork here for the petty dwarves.)

Petty Dwarves (*Kh. Noegyth Nibin*)

- Never of good alignment
- +1 Strength, +2 Constitution, -2 Dexterity, -2 Charisma -2 Wisdom
- Base speed 20 feet
- Medium-size (4' to 5' tall)
- Petty-dwarves base land speed is 20 feet. However, petty-dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- Weapon Familiarity: Petty-dwarves may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.
- Stability: A Petty-dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.
- Darkvision ???
- Stone cunning (as described in Core Rulebook 1)
- +4 racial bonus on Appraise and Craft checks
- +2 on bluffing and sense motive skills
- Bonus feats: Endurance, Great Fortitude
- +2 on Saving Throws vs. fire/Cold

- Automatic languages: Khuzdul, Westron
- Valid "Ages": All, but mostly 1st and 2nd, all but extinct in 3rd onward.
- Level adjustment: +1
- Spell Casting DC Roll Racial Modifier (optional): -3

OVERVIEW

Also known by other names, the Petty-dwarves remain a scattered tribe, apart from the original Seven Tribes. The most famous of the Petty-dwarves mentioned in the history of Middle-earth is Mîm, from the story of Turin Turambar in the *Silmarillion* and other references.

The Petty-dwarves, or (Sindarin) Noegyth Nibin or Nibin-Noeg, were a diminutive race of Dwarves.

The Petty-dwarves were Dwarves of several houses, which had been exiled for various reasons, such as small stature, bodily deformity or slothful disposition. They were the first to cross the Ered Luin in the First Age, and established strongholds in Beleriand before the Elves arrived, at Nargothrond and Amon Rûdh.

The Sindar, not acquainted with Dwarves yet, saw the Petty-dwarves as little more than bothersome animals, and hunted them. Not until the Dwarves of Belegost and Nogrod established contact with the Sindar did they realize what the Petty-dwarves were. Afterwards they were mostly left alone, but not before the Petty-dwarves came to hate all Elves with a passion.

Petty-dwarves were differed from normal Dwarves in various ways: they were smaller, far more unsociable, and they freely gave away their names: other Dwarves kept their Khuzdul names and language a secret. This may have been one of the reasons they were exiled.

By the time of the War of the Jewels, after the return of the Ñoldor, the Petty-dwarves had nearly died out. The last remnant of their people were Mîm and his two sons, who lived at Amon Rûdh.

PHYSICAL CHARACTERISTICS

Build: Short and stocky, with bowed shoulders. Males average 120 pounds; females, 90 pounds.

Coloring: Dark brown to gray. Ruddy complexion.

2.3 - DWARVES - PETTY (OPTIONAL)

Endurance: Exceptional. They carry medium burdens over long distances with little rest.

Height: 3 to 4 feet tall.

Lifespan: 250-400 years

Resistance: Resistance against flame and ice (+2 bonus versus heat and cold attacks)

Special Abilities: Petty-dwarves see well in the dark. In dim light they can see 50' perfectly and fairly well to 100'.

CULTURE

Clothing and Decoration: Beards, hardly ever braided. Unkempt long hair. Medium garb, usually of gray hue, with hooded cloaks.

Fears & Inabilities: Poor swimmers (-2 to Swimming).

Lifestyle: Petty-dwarves are secretive; even more so than regular Dwarves. Individual families, and sometimes-whole communities, make homes, which are cut, into hills. Since they are food-gathers, such homes always near a forest, where they can gather plants, roots, herbs, etc.

Marriage Pattern: Monogamous and for life. In Dwarvish life only one third of the race is female, whereas in Petty-Dwarvish life, the number of females roughly equals the males. The line is traced through the male.

Religion: They revere Aulë, the maker of all Dwarves and since nature plays a large role in the lives, they honor the spouse of Aulë, Yavanna.

OTHER FACTORS

Demeanor: Quiet, possessive, greedy, suspicious, and often treacherous. In some respects they are weaker than Dwarves, but they make up for this in slyness and cunning. They do not always honor agreements, which they often try to make when their lives are threatened.

Language: Starting Languages: When in public or about in the wild, Petty-dwarves speak Westron, or some Sindarin. Among themselves, they speak Khuzdul, the secret tongue of all Dwarves. Adûnaic and Black Speech.

Prejudices: They hate Orcs and Elves, especially the

Noldor, who stole their old lands.

Restrictions on Character Classes: No Petty-dwarves can become Bards. Unlike other Dwarves, the Petty-dwarves do produce Mages on rare occasions. Petty-dwarves can cast powerful curse spells (+10 DC to all curse spells).

Money: 2 gold pieces or a gem of comparable value.

OUTFITTING OPTIONS

Weapons: Battle-axes, knives, crossbows, and short bows.

Armor: Any. Half-elves are comfortable in plate, scale, and lamellar armor.

Attire: _____

Males: _____

Females: _____

Money: 20 silver pieces or Amorian or Gondorian mint.

BACKGROUND OPTIONS

Background options (optional rule): 3 Because of their strong cultural and racial ties, only get three.

Special Abilities: _____

Special Items: _____

Extra Money: _____

Hobbies: _____

Stat Increases: Any stat may be increased.

Bonus Languages: _____

3 - ELVES OVERVIEW

(Need original artwork for the elves here, preferably a collage of at least the three major Elvish races – Noldor, Sindar, Silvan.)

Elves were the first to awaken and venture into Middle-earth. They are a graceful and noble race of immortal beings who resemble Men, but shine with an inner glow which betrays the spirit of unique thoughts and gifts. No race has been blessed more, or cursed so much, by the hand of Fate.

Though basically similar to mortal men, Elves have several important, if subtle differences. As a race they are taller than humans, but they are uniformly slender and have less body. Elven men have no beards. Fine features and fair, unmarred skin combine with sparkling eyes to give the Elf an enchanted aura. A strange deftness and ease of movement give them a graceful quality, and it is not surprising that they are very agile and so light afoot; they leave few traces of their passing and walk on the surface of freshly fallen snow. Their gentle physical appearance belies great strength, however, for they are highly resistant to the crippling effects of extreme temperatures, and are immune to disease and illness.

They are also immortal, and age in a graceful, nearly imperceptible manner. Elves commonly die from only two causes: through violence or as a result of a weariness of the world. In the latter case an Elf is simply overcome with grief over the course of time, thereby losing the will to live. All the Elves who pass away are gathered in the Halls of Mandos, the Place of Awaiting, in the far west of Aman (Valinor). There they await the End of the World, or are released back into the world to replace another of their line who has perished. In a sense, Elves are often reborn as descendants of themselves.

The Elves revere the Valar (Q. "Powers") and many know their nature well. Still, they have no formal religion; instead they show their respect through poetry and song and gather to celebrate life and the gifts from on high. This respect for the way of things is largely tied to their acceptance of their close ties to the Fate set

down in the Song of Creation, although much of it also stems from an understanding and joy regarding the creations of nature which have been handed down and overseen by the Valar. Above all but Eru they worship Varda, Queen of the Valar and fairest of all in creation. She is the bringer of light, and they call her "lady of the Stars" (Elentári or Elbereth).

Elves do not need sleep. Instead they receive rest through "meditation" involving memories, past events they recall with remarkable vividness. Normally they go into this trance-like state for approximately two hours each although, although they can function for many days with little or no relief. While in their meditative state, Elves are extremely difficult to awaken; they rise at a point previously decided. This manner of rest is in keeping with the Elven fondness for the night. Men have often referred to them as people of the stars with good reason, for Elves see as well on a star-lit evening as a man would at the height of day. Elven sight is ideal for the partial darkness of the shadowy forest or cloudy sky, and allows them a mobility unlike that of any other race. In absolute darkness, however, they suffer as others do; they can not see at all.

Their sense of hearing is also superb, and no doubt accounts for the Elven skills with music. Their reverence for song is unparalleled and has affected their language and way of keeping precious records. The Elves were first to use spoken words and have taught the other races of the gift of speech; thus their own name for their kind: "Quendi" - the "Speakers". All of their speech has a musical quality when spoken properly, lending itself well to verse. Elven Bards, then, have had little trouble in maintaining the histories and epics of their race as a collection of wondrous songs and spoken poetry.

There are two major groupings of Elves in Middle-earth. Their split in the early First Age formed the basis for the development of two separate Elven cultures. The most exalted group is the Eldar, the three kindreds (Noldor, Vanyar, and Teleri) which made the Great Journey across Middle-earth during the First Age. Most settled for a time in Aman (the Undying Lands), or along the shores of now-sunken Beleriand. Only the Noldor (High-elves) and Sindar (Grey-elves who are a group of Teleri) remained in Middle-earth following the War of Wrath that ended the First Age. All other Elven kindreds are counted as Avari or Silvan Elves. They are commonly called Wood-elves.

From these cultures came the three main groups, which a few other branches, which form the Elven races of Middle-earth:

1. Noldor

2. Sindar
3. Silvan

3.1 - AVARI (DARK ELVES) (OPTIONAL)



(Need to replace this with original artwork)

- +2 Dexterity, +2 Intelligence, +2 Charisma, (+2 *Comeliness (optional)*)
- Medium-size (6'2" tall)
- Base speed 30 feet
- Low-light vision
- Immunity to sleep / Charm spells and non-magical diseases. Avari, as all Elves, are immune to aging. They do not sleep, meditating instead for about 4 hours every day. They receive an automatic +4 bonus to detect secret doors within 5 feet, and a +8 bonus when actively searching for secret doors. They can not become sick and do not scar.
- Proficient with longsword or shortsword, and proficient with Elven longbow.
- +1 bonus feat at 1st level
- +2 racial bonus on Saving Throws vs. fire and cold effects, and Enchantments
- +2 racial bonus on Listen, Search, and Spot checks.
- +2 racial bonus on Appraise, Craft, and Sense Motive
- Magical skills are considered cross-class skills for Avari Elves.
- Favorite Class: Any
- Level Adjustment: +3
- Valid "Ages": All, but most prevalent during the

latter 1st and early 2nd ages, more in latter 2nd age and all of the 3rd age, and almost non-existent in 4th age onwards.

- Spell Casting DC Roll Racial Modifier: +2

OVERVIEW

The Avari, the Refusers, those who would not take up the century's long migration to Valinor. When the Vala Oromë came into the ancient Elven homeland of Cuiveinen, not all of the Quendi (Q. "the people"; lit. "Those who speak") were joyous. Nor did they like the idea of trekking across the continent to the sea, and thence to Valinor. So it was that when Ingwë, Finwë and Elwë led the three great Kindred's east, not all of the Elves were amongst them. So came the first great split amongst Elves - between the Eldar (Q. "people of the stars") and the Avari (Q. "refusers").

The Avari, of course, did not refer to themselves as such. They continued to use the archaic Elven Kwende (Arch E. lit. "speakers, those who speak", but used to mean Elves) to speak of themselves. They passed into the mists of history as far as the Eldar were concerned. It is known that the early Edain had some contact with Avarin Elves, as when they came into Beleriand, Finrod Felagund had little trouble deciphering their tongue, and so affected by it was by Elven languages. It is also probable that certain groups of Avari had some contact with the Nandor, and with the Dwarves (the Dwarven word for Orc, Rukhs, pl. Rakhas, may have been borrowed from the Avari). However, between the departure of the Eldar and the awakening of Men, the Avarin tribes prospered and spread far and wide. In the Second and Third Ages, the Avari remained a largely unknown factor in the west, though it is possible that the hatred of Elves evident in Easterlings and Southrons was not solely the work of Sauron. Like all elves, the Avari possess excellent eyesight, and can see as well under starlight as a human in daylight, and by the sun may see much better than humans; however, complete darkness robs them of sight just as easily. They also share the near immunity to all forms of disease common to the Firstborn, and resist diseases When the Eldar departed from the original Elven homeland during the Eldar days, a number of their brethren remained behind. They decided not to seek the light of the Aman and were labeled as the Avari (Q. "Unwilling, Refusers, Dark Elves"). These

kindred's were left to fend for themselves during the days when Morgoth's Shadow swept over the East. During these dark times, they were forced into the secluded safety of the forests of eastern Middle-earth, where they wandered and hid from the wild Men who dominated most of the lands.

PHYSICAL CHARACTERISTICS

Build: Most are slight of build, and all are thin by mannish standards. Males average 170 lbs; females, 135 lbs.

Coloring: Ruddy of complexion, with sandy hair and blue or green eyes. Other variations are not unheard of.

Endurance: Cannot carry great burdens, but can travel 16-20 hours/day. They do not sleep, but rest in a trance 4 hours a day (which restores Spell Points).

Height: Males average 6'2"; females, 6'0".

Lifespan: Immortal; die only from violence or weariness of life.

Resistance: Cannot become sick or scarred and are virtually immune to disease.

Special Abilities: Their vision under moonlight or starlight is as good as a Man's during the height of day. In other situations when there is any light source, Avari Elves can see at least 50' perfectly and fairly well up to 100'. In absolute darkness, however, they are no better than Men (i.e., they can't see at all).

CULTURE

Clothing and Decoration: Their preferred clothes are usually dark colors and range from functional designs to fanciful expressions of individual creativity. Their garments lack the formality and pomp typical of Noldo garb.

Fears & Inabilities: none

Lifestyle: The culture of the Avari Elves is relatively advanced when compared to the ways of Men. They have always been independent, but as of late many have settled in kingdoms ruled by the Noldor or Sindar. Still, all the Avari folk enjoy a good journey or adventure and most look at life much as a game to be played. Magic and trickery are their favorite pastimes.

Marriage Pattern: Monogamous and for life. They

3.1 - AVARI (DARK ELVES) (OPTIONAL)

sometimes marry Humans. Such unions produce Half-Elves.

Religion: Informal and centered around communal celebration and personal meditation. They have a strong attachment to the Vala Oromë, the "Huntsman and Tamer of Beasts".

Other Factors

Demeanor: They are a fun-loving but guarded folk. Their outward mirth often hides their grim intentions.

Starting Language: Avari, Silvan, Sindarin, and Westron.

Bonus Language: Any

Prejudices: They hate Orcs, and are suspicious of all other races including other Elves. However, they do get along well with Dwarves.

Restrictions on Character Classes: None

Money: 50-100

OUTFITTING OPTIONS

Weapons: Dagger, handaxe, broadsword, short sword, whip, bola, long bow, short bow, quarterstaff, two-handed sword, javelin, spear, main gauche, shang, rapier, kynac, boomer dag, net, boar spear, throwing stars.

Armor: Any. Avari Elves are a varied group. Some prefer enchanted leather armor, while others favor no protective garb, and guard themselves instead with Shield spells.

Attire:

Weapon-users: Silk or cotton blouse (white, beige, pale green, or pale grey); trim-fitting tunic (length varies from mid- calf to mid-thigh) of heavy silk/cotton or leather worked so finely as to drape like fabric (bark brown, leaf green, storm grey); bandoliers crossing the chest, belt around the waist, straps around the limbs to accommodate weapon sheaths; leggings of sturdy canvas or supple leather; sandals or soft boots.

Non-weapon-users: flowing gauze blouse or smock (white, beige, pale green, or pale grey fabric with embroidery from a similar color spectrum), sometimes restrained by a gauze or silk sash, otherwise hanging free; silk leggings, flowing gauze pants similar to a divided

skirt, or a many-gored gauze skirt (matching the blouse/smock or bark brown, leaf green, storm grey); heavy silk or gauze mantle fashioned like a cloak with sleeves or elongated (shoulder to waist) arm openings, usually falling to the ankles, often embroidered all over to create a leaf texture; sandals ornamented with gems or carved wood.

Money: Possessions to be bartered or sold: Elven rope (100' worth 20 sp; holds up 500 lbs., weighs only 3 lbs.), Elven silk (length of 3 yards worth 2 gp's), or an assortment of precious stones (lapis lazuli, malachite, agate, turquoise, onyx, amber) worth 2 gp's.

BACKGROUND OPTIONS

Background Options (*optional*): 4

Special Abilities: All available. Replace range 61-65 with: special affinity with trees and woodland foliage; all physical activities performed by the character are at a + 3 bonus when in forested terrain.

Special Items: All available. Due to the Avari fondness for woodland, many items should be fashioned from fine or enchanted wood, even weaponry typically metal in other cultures. Steel, silver, white gold, tasarang, and bronze are also possible materials,

Extra Money. Gems (aquamarine, black opal, bloodstone, came han, garnet, fire opal, blue topaz, jade, star sapphire) worth a total of 1-200 gp's.

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, an Avari Elf might in unusual circumstances learn: Apysaic, Black Speech, Varadja, or Waildyth.

3.2 - NOLDOR (HIGH ELVES)



[Need original artwork here instead]

- +1 Constitution, +3 Dexterity, +2 Intelligence, +2 Wisdom, +3 Charisma, (+4 *Comeliness* – optional)
- Medium-size (6' to 7' tall)
- Base speed 30 feet
- Low-light vision
- Immunity to sleep / Charm spells and non-magical diseases.
- Noldor, as all elves, are immune to aging.
- They do not sleep, meditating instead for 2 hours every day.
- They receive a +4 bonus to automatically detect secret doors within 5 feet, and +8 when actively searching
- Proficient with longsword or Shortsword. Proficient with Elven longbow.
- +1 bonus feat at 1st level
- +2 racial bonus on Saving Throws vs. fire and cold effects.
- +2 racial bonus on Saving Throws vs. Enchantments
- +2 racial bonus on Listen, Search, and Spot checks.
- +4 racial bonus on Appraise and Craft checks.
- Magical skills are considered class skills for Noldor elves.
- Noldor elves of 10th level (any class) or higher develop the ability to telepathically communicate with sentient creatures within line of sight range, as a free Feat.
- Because of their dual nature as both physical and spiritual beings, they can see and interact with ethereal (not Ethereal plane, but instead creatures

such as ghosts, wraiths, etc.) creatures and objects.

- Automatic languages: Quenya, Sindarin, Westron
- Favorite Class: Any
- Level Adjustment: +5
- Valid "Ages": 1st & 2nd Ages very common. Dwindling in 3rd Age, and extremely rare 4th Age onward.
- Spell Casting DC Roll Racial Modifier: +3 Arcane & Divine, except +1 nature-based magic

OVERVIEW

The Noldor (sing. Noldo), the 'Wise' or 'Deep' Elves. The Noldor were the second Kindred of the Eldar, following their Vanyar cousins over the sea to Valinor. There, they learned much from the Valar and the Maiar, particularly from Aulë, the Smith of the Valar. It was Fëanor, the most gifted of the Elven-smiths, the creator of the Silmarils and many other wonders, who led the Noldor back into Middle-Earth, seeking vengeance upon Morgoth. The tale of Fëanor's ill-fated pursuit, and of the exile of the Noldor is a tale to long for this space, but many deeds, great and base, were performed by those of this Kindred ere the First Age closed.

In the Second Age, the Noldor who remained played a pivotal part in the events of the day. Gil-Galad was the High King of Lindon, who refused the early advances of Sauron in his guise as Annatar. The Noldor city of Ost-in-Edhil in Eregion was the home of the Elven-smiths who, with Annatar's assistance, created the Rings of Power. It was the revealed Sauron who destroyed their home when they refused to bow to him. In the Third Age the Noldor are a rarer sight, most having died in battle or having taken passage to Valinor. Still, they number amongst them figures such as Galadriel and Glorfindel, and the sons of Elrond.

Noldor are taller than their Sindar and Sylvan cousins, darker of hair, but fairer of skin. However, the descendants of Finarfin and Fingolfin, sons of the Noldor High-King Finwë by his second wife, Indis of the Vanyar, are golden haired.

Like all elves, the Noldor possess excellent eyesight, and can see as well under starlight as a human in daylight, and by the sun may see much better than humans; however, complete darkness robs them of sight just as easily. They also share the trait common to the Firstborn of immunity to all natural disease.

The Noldor are often called "High Elves" or "Deep Elves", ostensibly because they are considered to be the most noble of the Quendi in Middle-earth. In reality, they are so named because they are the only

Elves living in Endor who have ever resided in the Blessed Realm of Aman across the sea. This exalted status is accentuated by their close ties to the Valar, a relationship which accounts for their unique cultural and linguistic roots. Other names for the Noldor include Deep-elves, Golodhrim or Gelydh (Sindarin labels), and Nómin (Edain label). Finwë was the first King of the Noldor, which is counted among the Eldar as the Second Kindred. Finwë's sons - Fëanor, Fingolfin, and Finarfin - produced the three traditional lines, which compose the whole of the Noldor.

PHYSICAL CHARACTERISTICS

Build: Of all the Elves, the Noldor are the strongest and sturdiest of build, although they are still slimmer than Men. Males average 215 lbs; females, 175 lbs.

Coloring: Most are dark haired and have grayish eyes which betray a proud demeanor. Descendants of the Fingolfin and Finarfin are often fair haired and blue eyed, for their blood contains Vanyar influences.

Endurance: They do not carry great burdens, but they are capable of traveling 16 – 20 hours a day. The Noldor do not sleep; instead they rest in a trance for 3 hours a day (this restores any Spell Points used Casting spells.)

Height: Males average 6'7"; females 6'3"

Lifespan: They are immortal and will only die due to violence or if they weary of life and lose the will to live.

Resistance: They can not become sick or scared and are virtually immune to disease.

Special Abilities: No race sees better outside during the darkness of night than the Elves. Noldo vision under moonlight or starlight is as good as a Man's during the height of day. In other situations when there is any light source, Noldor can see at least 50' perfectly and fairly well up to 100'. In absolute darkness, however, they are no better than Men (i.e., they can't see at all). Their hearing range is three times the norm. Noldor are unparalleled at understanding and working with crafts.

CULTURE

Clothing and Decoration: They favor rich clothing and fine craftsmanship, and often have the appearance of great wealth.

Fears & Inabilities: None.

Lifestyle: Of all the Elves of Middle-earth they are the most ordered. While their brethren are content to wander or mark time in quiet diffusion, the Noldor seek to build communities and states in beautiful, guarded places.

Marriage Pattern: Monogamous and for life. They sometimes marry Men. Such unions produce Half-Elves.

Religion: Informal and centered around communal celebration and personal meditation. Like the Dwarves, the Noldor are fiery craftsmen who are fast friends of Aulë. The Smith imbued them with a heightened respect for physical objects. It is not surprising then, to find that the Noldor revere Aulë more than any other Vala, save Varda herself. Like all Elves, they worship Varda as giver of Light and maker of the stars.

OTHER FACTORS

Demeanor: Regardless of the line, all Noldor are noble of bearing and carry them-selves with assurance. They are haughty and often appear arrogant. Of all the Elves, they are the most inquisitive and passionate, being full of a desire for experience and expertise in the arts and the ways of the world. Because of this thirst for knowledge, the Noldor have often fallen prey to lust, corruption, and strife.

Starting Language: Quenya, Silvan, Sindarin, Westron and Adunaic.

Bonus Language: Atliduk, Logathig, Nahaiduk, Black Speech, Apysaic, Haradaic, Orkish or Rohirric.

Prejudices: The Noldor hate Orcs, Trolls, and Dragons above all creatures. Due to their pride they tend to look down upon non-Dúnedain Men.

Restrictions on Character Classes: None.

Money: 1 – 200 gp's.

OUTFITTING OPTIONS

Weapons: Dagger, broadsword, mace, composite bow, long bow, flail, two-handed sword, quarterstaff, javelin, lance, falchion, foil, main gauche, rapier, bastard sword, irgaak, kynac, and long kynac.

Armor: Any. Noldor prefer to derive the protection given by armor from magical items (rings, bracelets, tiaras) where such are available rather than from encumbering leather or metal.

Attire:

Males: fine linen, cotton, or silk shirt or blouse often pure white in color; jewel-hued velvet or silk tunic (sapphire, emerald, ruby, amethyst, topaz), sometimes with slashed sleeves revealing the shirt beneath, sometimes sleeveless, usually embroidered or appliquéd with geometric or weapon-inspired motifs; velvet or brocade mantle with wide sleeves, cape-like body, and varying in length from the hip to the ankles; close-fitting hose; soft boots rising only to the ankles or as high as the knee.

Females: fine linen, cotton, or silk shift often pure white in color; jewel-hued silk or velvet gown, sometimes with slashed sleeves to reveal the sleeves of the shift underneath, sometimes sleeveless, often embroidered or appliquéd at the neck, hem, sleeves; belt of silk, velvet, or decorative cord that encircles the waist and the hips to be knotted or otherwise secured in front; soft slippers or ankle boots; velvet or brocade mantle with wide sleeves, cape-like body, and hanging to the ankles. Females who leave the Elven havens to go adventuring often don garb similar to that worn by males.

Money: Gems (peridot, aquamarine, beryl, citrine, tourmaline) worth a total of 2 gold pieces.

BACKGROUND OPTIONS

Background Options (optional): 2 Since the Noldor are Elves and tied by their immortality to the Song of Creation, they are strongly bound to Fate

Special Abilities: All available. Replace range 61-65 with: sensitive to the Magic, the way it pools and flows; this sensitivity causes the character to be immediately aware of the presence of any enchantments or spells (cast by Arcane only, not Divine) within 50 feet.

Special Items: All available. Most should be constructed from fine or rare materials: ardarcer, arborang (high steel), arheled (high glass), borang (low steel), silver, galvorn, gold, mithril, gems.

Extra Money: Gems (amethyst, diamond, emerald, opal, sapphire) worth a total of 1-200 gold pieces.

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Noldo might in unusual circumstances learn: Black Speech, Logathig, or Rohirric.

3.3 - SILVAN (WOOD ELVES)



[Need original artwork here instead]

- +2 Dexterity, +1 Wisdom, +1 Charisma, (+2 *Comeliness* – optional)
- Medium-size (6' tall)
- Base speed 30 feet
- Low-light vision
- Immunity to sleep / Charm spells and non-magical diseases. Silvan, as all Elves, are immune to aging. They do not sleep, meditating instead for about 4 hours every day. Can detect Secret doors within 5 feet.
- Proficient with longsword or Shortsword proficient with Elven longbow.
- +1 bonus feat at 1st level
- +2 racial bonus on Saving Throws vs. fire and cold effects & Enchantments
- +2 racial bonus on Listen, Search, and Spot checks.
- +2 for Sleight and Move Silently & Hide Skills.
- + 2 to DC for Bardic spells.
- +4 racial bonus on Wilderness Lore, Knowledge (Nature), and Perform (Sing) checks.
- Magical skills are considered cross-class skills for Silvan Elves.
- Favorite Class: Any
- Level Adjustment: +2
- Valid "Ages": 1st & 2nd Ages very common. Dwindling in 3rd Age, and extremely rare 4th Age onward.
- Spell Casting DC Roll Racial Modifier (optional): +1 arcane & divine except +3 nature based magic

OVERVIEW

The Silvan Elves are the 'common' citizens of

the Elven communities of north-west Middle-Earth. They are descended from the Sindar and the Nandor, and though less of the Light of Valinor flows through this people, still they are of the Eldar (Q. "people of the stars").

Sylvan Elves inherit the Nandorin love of forests and all green growing things. Unlike the Sindar, they do not feel the call of the sea, and fewer of these folk have passed into the Undying Lands. Most elves encountered in the Second and Third Ages will be Sylvan Elves, as they are the majority in Lórien, Mirkwood, Hollin, Imladris, and Lindon. Only in Ost-in-Edhil (until its destruction) and the Havens do the Sindar or Noldor outnumber their Sylvan cousins. Sylvan Elves are much like the Sindar in appearance, sandy haired and clear eyed, but typically shorter than the Grey Elves. Like all Elves, their features are often considered fey by men unfamiliar with them. Like all elves, the Sylvan Elves possess excellent eyesight, and can see as well under starlight as a human in daylight, and by the sun may see much better than humans; however, complete darkness robs them of sight just as easily. They also share the near immunity to all forms of disease common to the Firstborn, and resist diseases

PHYSICAL CHARACTERISTICS

Build: Most are slight of build, and all are thin by mannish standards. Males average 150 lbs; females, 125 lbs.

Coloring: Ruddy of complexion, with sandy hair and blue or green eyes. Other variations are not unheard of.

Endurance: Cannot carry great burdens, but can travel 16-20 hours/day. They do not sleep, but rest in a trance 3 hours a day (which restores Spell Points).

Height: Males average 6'0"; females, 5'9".

Lifespan: Immortal; die only from violence or weariness of life.

Resistance: Cannot become sick or scarred and are virtually immune to disease.

Special Abilities: Their vision under moonlight or starlight is as good as a Man's during the height of day. In other situations when there is any light source, Silvan Elves can see at least 50' perfectly and fairly well up to 100'. In absolute darkness, however, they are no better than Men (i.e., they can't see at all). The Silvan folk are superb musicians and have tremendous hearing, even for Elves. + 2 to DC for Bardic spells. They are also elusive: +2 for Sleight and Move Silently & Hide Skills.

CULTURE

Clothing and Decoration: Their preferred clothes are

usually forest green, grey, or brown. And range from functional designs to fanciful expressions of individual creativity. Their garments lack the formality and pomp typical of Noldo garb.

Fears & Inabilities: none

Lifestyle: The culture of the Silvan Elves is best characterized as unstructured and rustic by Elven standards, but rich and relatively advanced when compared to the ways of Men. They have always been independent, but as of late many have settled in kingdoms ruled by the Noldor or Sindar. Still, all the Silvan folk enjoy a good journey or adventure and most look at life much as a game to be played. Music and trickery are their favorite pastimes. The Silvan Elves are also masters of the wood and know much of wood-craft and wood-lore.

Marriage Pattern: Monogamous and for life. They sometimes marry Men. Such unions produce Half-Elves

Religion: Informal and centered around communal celebration and personal meditation. Like all Elves, they worship Varda as giver of Light and maker of the stars. The principal difference is their strong attachment to the Vala Oromë, the "Huntsman and Tamer of Beasts".

OTHER FACTORS

Demeanor: They are a fun-loving but guarded folk.

Starting Language: Silvan, Sindarin, and Westron.

Bonus Language: Adunaic, Atliduk, Logathig, Nahaiduk, Apysaic, Black Speech, Varadja, or Waildyth.

Prejudices: The Silvan Elves seclude themselves more readily than the Eldar, for they have a less friendly history of relations with Men. They despise Orcs, dislike Dwarves, and are suspicious of Men.

Restrictions on Character Classes: None

Money: 1-200 gp's.

OUTFITTING OPTIONS

Weapons: Dagger, handaxe, broadsword, short sword, whip, bola, long bow, short bow, quarterstaff, two-handed sword, javelin, spear, main gauche, shang, rapier, kynac, boomer dag, net, boar spear, throwing stars.

Armor: Any. Silvan Elves are a varied group. Some prefer enchanted leather armor, while others favor no protective garb, and guard themselves instead with Shield spells.

Attire:

Weapon-users: Silk or cotton blouse (white, beige, pale green, or pale grey); trim-fitting tunic (length varies from mid- calf to mid-thigh) of heavy silk/cotton or leather worked so finely as to drape like fabric (bark brown, leaf green, storm grey); bandoliers crossing the chest, belt around the waist, straps around the limbs to

accommodate weapon sheaths; leggings of sturdy canvas or supple leather; sandals or soft boots.

Non-weapon-users: flowing gauze blouse or smock (white, beige, pale green, or pale grey fabric with embroidery from a similar color spectrum), sometimes restrained by a gauze or silk sash, otherwise hanging free; silk leggings, flowing gauze pants similar to a divided skirt, or a many-gored gauze skirt (matching the blouse/smock or bark brown, leaf green, storm grey); heavy silk or gauze mantle fashioned like a cloak with sleeves or elongated (shoulder to waist) arm openings, usually falling to the ankles, often embroidered all over to create a leaf texture; sandals ornamented with gems or carved wood.

Money: Possessions to be bartered or sold: Elven rope (100' worth 20 sp; holds up 500 lbs., weighs only 3 lbs.), Elven silk (length of 3 yards worth 2 gp's), or an assortment of precious stones (lapis lazuli, malachite, agate, turquoise, onyx, amber) worth 2 gp's.

BACKGROUND OPTIONS

Background Options (optional): 4

Special Abilities: All available. Replace range 6 1-65 with: special affinity with trees and woodland foliage; all physical activities performed by the character are at a + 3 bonus when in forested terrain.

Special Items: All available. Due to the Silvan fondness for woodland, many items should be fashioned from fine or enchanted wood, even weaponry typically metal in other cultures. Steel, silver, white gold, tasarang, and bronze are also possible materials.

Extra Money: Gems (aquamarine, black opal, bloodstone, came han, garnet, fire opal, blue topaz, jade, star sapphire) worth a total of 1-200 gp.

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Silvan Elf might in unusual circumstances learn: Apysaic, Black Speech, Varadja, or Waildyth.

3.4 - SINDAR (GREY ELVES)



[Need original artwork here instead]

- +2 Dexterity, +2 Constitution, +1 Wisdom, +2 Charisma, (+3 *Comeliness* – optional)
- Medium-size (6' to 6'6" tall)
- Base speed 30 feet
- Low-light vision
- Immunity to sleep / Charm spells and non-magical diseases. Sindar, as all Elves, are immune to aging. They do not sleep, meditating instead for about 3 hours every day. Can detect Secret doors within 5 feet.
- Proficient with longsword or Shortsword proficient with Elven longbow.
- +1 bonus feat at 1st level
- +2 racial bonus on Saving Throws vs. fire and cold effects and Enchantments.
- +2 racial bonus on Listen, Search, Spot, and Swim checks. +4 racial bonus on Profession (Sailor) and Craft (Shipwright) checks.
- Magical skills are considered class skills for Sindar Elves.
- Favorite Class: Any
- Level Adjustment: +3
- Valid "Ages": 1st & 2nd Ages very common. Dwindling in 3rd Age, and extremely rare 4th Age onward.

- Spell Casting DC Roll Racial Modifier (option): +2 for all types of magic (Arcane, divine, nature)

OVERVIEW

The Sindar (sing. Sinda), or 'Grey Elves', are Eldar (Q. "people of the stars"). As part of the Teleri, the Third Kindred of the Eldar, they began the journey to Valinor, but they fell by the way for various reasons. The elves who would become the Sindar settled in the wide lands west of the Ered Luin ("Blue Mountains"), where Elwë, high king of the Teleri, established the kingdom of Beleriand with his queen, the Maia Melian. Although the Sindar did not dwell under the light of Valinor, still they lived under the rule of two from whose eyes that light shone forth, and long did they benefit from the benevolence of Ulmo, Vala of the Seas.

Many Teleri, lead by Olwe, moved to the mouths of river Sirion, where they were instructed by Osse and Uinen. During this time the Teleri developed their love of the sea. When Ulmo took them to Aman, some of the Teleri, at the request of Osse, remained in the Falas; together with the Teleri who still wandered inland in search of Elwë, these became the Sindar. The majority of the Teleri, though, went west on the second voyage of Tol Eressea, but at the request of Osse, Ulmo anchored the island in the bay of Eldamar. There, surrounded by the beloved sea, but within sight of Aman and the light of the Two Trees, the Teleri lived for a long time. Finally their desire for the light of Aman grew so great that Osse taught the Teleri the art of shipbuilding. Their wide ships drawn by swans carried them to the coast of Eldamar where they built the beautiful city of Alqualonde. In Alqualonde the Teleri lived somewhat apart from the Valar and the rest of the Eldar, since their hearts still turned towards the sea. Yet during the revolt of the Noldor they were forced to heed the affairs of Valinor, for Feanor demanded their swan ships to sail to Middle Earth. When Olwe refused, Feanor took the ships by force in the kinslaying at Alqualonde; many of the likely armed Teleri were slain. At the end of the first age the Teleri befriend Elwing when she and Earendil came to Aman, and for her sake and that of the Sindar they sailed the host of Valinor to the Great Battle, although their hate of the Noldor prevented them from actually fighting. In later ages the Teleri lived in Alqualonde. The Teleri were the fairest singers of the Eldar, Ulmo, who was the dearest of the Valar to them, instructed them in music. They called themselves Lindar (the Singers). Also called the Falmari, the Foam riders, and the Sea Elves.

In the Second Age, with the fall of Beleriand into the sea, the surviving Sindar settled in Lindon (the only small sliver of Beleriand to survive the War of Wrath)

and Mithlond (the "Grey Havens"), where they built their magnificent ships; at Edhellond ("Elf Haven") and Dol Amroth on the Bay of Belfalas; and amongst the Nandor and Sylvan Elves of Greenwood the Great and Lórien. Although they had never been to the Undying Lands, the Sindar still felt the pull of that place in their hearts, and when they tired of the world, many took the fine white ships out of Mithlond on that final voyage. So it is that the numbers of the Sindar in Middle-Earth eventually dwindled.

The hair of the Sindar is typically sandy, their eyes green, blue or grey. They are ruddy of complexion, and like all Elves, possessed of a beauty that is sometimes frightening to Men. Like all elves, the Sindar possess excellent eyesight, and can see as well under starlight as a human in daylight, and by the sun may see much better than humans; however, complete darkness robs them of sight just as easily. They also share the near immunity to all forms of disease common to the Firstborn, and resist diseases

PHYSICAL CHARACTERISTICS

Build: Thin when compared to Men, the Sindar are nearly as tall as the Noldor but are generally slighter of build. They are more muscular than the Silvan folk. Males average 190 lbs; females, 155 lbs.

Coloring: Most have fair hair and pale blue or grey eyes. Like the Noldor, they have light skin

Endurance: They do not carry great burdens, but they are capable of traveling 16 – 20 hours a day. The Sindar do not sleep; instead they rest in a trance for 3 hours a day (this restores any Spell Points used Casting spells.)

Height: Males average 6'5"; females, 6'1".

Lifespan: They are immortal and will only die due to violence or if they weary of life and lose the will to live.

Resistance: They can not become sick or scared and are virtually immune to disease.

Special Abilities: Sinda vision under moonlight or starlight is as good as a Man's during the height of day. In other situations when there is any light source, Sindar can see at least 50' perfectly and fairly well up to 100'. In absolute darkness, however, they are no better than Men (i.e., they can't see at all). The Sindar are less musical than the Vanyar or Silvan Elves, and are less skilled in forging or crafts than the Noldor. Nonetheless, they are adept at all the arts and excel in their special provinces. No race builds better boats or ships.

CULTURE

Clothing and Decoration: Sindar clothing is exceedingly well made, yet subtle and utilitarian. They do not favor the rich grab of their Noldor cousins. Grey and

silvers are their chosen colors.

Fears & Inabilities: None.

Lifestyle: The Sindar are the most open and cooperative of Middle-earth's Elves. They are great teachers and barrowers and have an interest in the works of all races. This is in contrast to the more inquisitive Noldor, who are quick to scoff at things which are subtle or modest in appearance or utility. Grey-Elves are a settled people and enjoy the company of others. Unlike the Silvan Elves, they build towns and havens and gather in close-knit communities. Many of the Sindar feel a kinship to the sea. They build superb ships and are renowned sailors.

Marriage Pattern: Monogamous and for life. They sometimes marry Men. Such unions produce Half-Elves.

Religion: Informal and centered around communal celebration and personal meditation. Like all Elves, they worship Varda as giver of Light and maker of the stars. Given their love for sailing and the sea, they also have a special respect for Ulmo, the "Lord of Waters".

OTHER FACTORS

Demeanor: Of all of the Elves, the Sindar are the quietest and calmest, and appear to be the most content. They are less frivolous and playful than the Silvan Elves and are less fiery and passionate than the Noldor. Sindar feelings are deep and not easily aroused, but when they are they cannot be stayed. This is the root of their Sea-Longing.

Starting Language: Quenya, Silvan, Sindarin, Westron

Bonus Language: Adunaic, Atliduk, Logathig, Nahaiduk, Black Speech, Apysaic, Haradaic, Orkish or Rohirric.

Prejudices: The Sindar are great friends of most races and have remained particularly close to Dwarves. Their chief enemies are Orcs, Wargs, and Dragons.

Restrictions on Character Classes: None.

Money: 1 – 100 gp's.

OUTFITTING OPTIONS

Weapons: Dagger, broadsword, composite bow, long bow, flail, quarterstaff, two-handed sword, javelin, spear, kynac, falchion, foil, dag, main gauche, rapier, bastard sword, gé, yarkbalka.

Armor: Any. Sindar prefer to derive the protection given by armor from magical clothing (robes, capes, gauntlets, belts, veils) where such is available rather than from encumbering leather or metal suits.

Attire: Smock of gauze or light silk; close-fitting vest or tunic of fine linen, cotton, or heavy silk—tunics vary in length from short garments barely extending below the waist to long ones slit up the sides for freedom of movement; leather or metal belt or a sash of linen or silk; close-fitting hose or a sarong skirt of lucent organdy or heavy silk reaching from mid-calf to the ankles; boots or

3.4 - SINDAR (GREY ELVES)

decorative open sandals; hip-length cape. The colors of the garments are all variations on white and grey: cream, eggshell, ivory, pearl, lemon, charcoal, taupe, blue-grey, rose-grey, green-grey, smoke, silver, beige, etc.

Embroidery and appliqué are used sparingly, usually to create texture or pattern (as with white on white or cream on lemon) rather than for contrast (white on charcoal or blue-grey on ivory).

Money: Gems (clear quartz, blond chalcedony, zircon, mother-of-pearl, white spinel) worth a total of 2 gold pieces.

BACKGROUND OPTIONS

Background Options (optional): 3 (Since the Sindar are Elves in general are tied by their immortality to the Song of Creation, Sindar are more strongly bound to Fate and get only three

Special Abilities: All available. Replace range 61-65 with: proficient at learning languages; character receives an additional 3 languages of his or her choice (subject to GM approval).

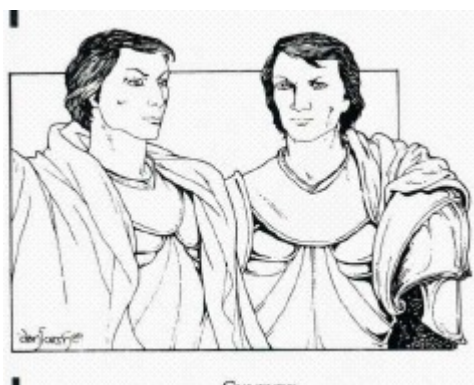
Special Items: All available. Most should be beautifully crafted, bearing floral or leaf motifs, and constructed from fine or relatively rare materials: steel, silver, mithril, crystal, close grained wood, marble, agate, amber.

Extra Money: Gems (fire opal, diamond, pearl, moonstone) worth a total of 1-200 gold pieces.

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Sinda might in unusual circumstances learn: Apysaic, Black Speech, Haradaic, or Orkish.

3.5 - PEREDHIL (HALF-ELVES) (OPTIONAL)



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"In those days of our tale, there were still some people who had both Elves and heroes of the North for ancestors..." (Hobbit, p.85).

Half-Elves, or Peredhil, are the result of the union between an Elf and a human. Although there have been quite a few of them, they are still quite rare. The most famous Half-Elves are Dior Eluchil, the son of Beren and Lúthien, and the brothers Elrond and Elros, sons of Eärendil and Elwing (and grandsons of Dior on their mother's side). Elros became the first king of Númenor, and reigned for 500 years as Tar-Minyatur (Q. "First Master"), while Elrond remained in Middle-Earth, and is famous enough that his story need not be told here. Like all elves, Half-Elves possess excellent eyesight, and can see as well under starlight as a human in daylight, and by the sun may see much better than humans; however, complete darkness robs them of sight just as easily. They also share the near immunity to all forms of disease common to the Firstborn, and resist diseases at double their normal Con. Half-Elves do not have to share in the Gift of Men (i.e. dying of old age), but they do sometimes succumb. Even so, their lifespan will be prodigious.

- Valid "Ages": 1st Age onward, but only after men and elves meet as allies. Always rare, almost non-existent after the 4th age.
- Spell Casting DC Racial Modifier: +1 all types of magic (arcane, divine, nature)

Half-elves are a rare breed, the offspring of Men and Elves. While the Dúnedain, Corsairs, and Black Númenoreans have Elvish (and even Maia) blood, their connection to Elves lies in the remote past and they are not called Half-elves, True Half-elves have one Elven parent and one Mannish parent. Upon reaching

adulthood, a Half-elf must decide whether to live as a mortal Man or an immortal Elf. Elrond of Rivendell chose the latter course, while his brother Elros - the first King of Númenor - opted for mortality. Those who become Men receive the Gift of Death and are not bound to Fate like their Elven kin. The basic Half-Elf, produced by the union between Elf and High Mannish Stock

For those Half-Elves that choose immortality, only 4 hours of meditation is needed to be fully rested. For those that choose mortality, only 5 hours of sleep is needed.

PHYSICAL CHARACTERISTICS

Build: Strong and slender, thinner than Men but stouter than Elves. They have thin, angular features. Males average 190 pounds, females 135 pounds.

Coloring: Fair, generally with brown or black hair and grey eyes.

Endurance: Considerable. Half-elves need but 4 hours rest a day: Sleep for mortals or meditation for the immortals.

Height: Males average 6'3", females 5'11".

Lifespan: Mortal Half-elves live 250-500 years.

Resistance: Half-elves are virtually immune to disease and natural illness; they have a +1 bonus against cold

Special Abilities: Half-elves can see extremely well in the dark. Under moonlight or starlight they can see perfectly for 500'. In other darkness situations they see as Elves do (50' to 100' if a light source is available).

CULTURE

Clothing & Decoration: Varies, although it is generally well-made and beautifully and subtly adorned. Favored colors are deep blues and greens, grey and grey-greens, silver, and white.

Fears & Inabilities: None.

Lifestyle: Varies, although they generally live in secluded retreats or havens, or among Elvenkind. Their culture is much like that of the Sindar, although they are constantly concerned with the ways of Men.

Marriage Pattern: Monogamous. The line is traced through the male or female.

Religion: Quiet, personal, and involving meditation. They respect Eru and the Valar and revere Varda and Orome above all others. Those who live by the sea hold Ulmo dear.

OTHER FACTORS

Demeanor: Patient, reserved, considerate, balanced, mellow, and thoughtful.

Language: Starting Languages: Most speak Sindarin) as

their first tongue. They all know Westron and some Quenya. Skill Development: Half-elves also have the opportunity to learn: Adunaic and Silvan Elvish, Bethteur.

Prejudices: Orcs are their sworn enemies,

Restrictions on Character Classes: None.

OUTFITTING OPTIONS

Weapons: Dagger, broadsword, long sword, war hammer, mace, morning star, composite bow, crossbow, battle-axe, flail, quarterstaff, two-handed sword, lance, spear, Falchions, main gauche, rapier, dag, armored fist, heavy crossbow, war mattock, bastard sword, boar spear.

Armor: Any. Half-elves are comfortable in plate, scale, and lamellar armor.

Attire:

Males: silk blouse or tunic, often with full, gathered sleeves (grey, silver, or white); brocade, damask, velvet, or heavy silk tabard (deep azure or verdigris or a subtle pattern combining these hues) varying in length from the hip to the knees; elegant belt of silver, white gold, bronze, or polished steel; silk trousers with a tapered leg or close-fitting hose (grey, silver, blue, or green); soft leather slippers or ankle boots worn inside sturdier leather boots rising to the knee or to mid-thigh (various hues of grey, blue, or green); long, full cloak of deepest blue, dark green, or charcoal grey silk lined with another lighter shade (sky blue, sea green, pearl grey, white).

Females: light silk shift (grey, white, or silver) worn under a form fitting gown of velvet, damask, brocade, or heavy silk (deep azure or verdigris or a subtle pattern combining these tints) with a generous, flaring skirt; belt of silver, white gold, bronze, or polished steel; slippers or ankle boots of soft or studded leather; mantle of velvet, heavy silk, or brocade (deep sapphire or indigo, emerald, jade, or moss green) with elaborate sleeves fancifully tailored, gathered, slashed, or falling open to drape around the arm while framing it; long, full cloak of dark blue, pine green, or smoke grey silk lined with another lighter shade (pastel blue or green, dove grey, white).

Money: 20 silver pieces or Arnorian or Gondorian mint.

BACKGROUND OPTIONS

Background Options (optional): 3 if choose "immortality" or 4 if choose "mortality".

Special Abilities (Background Options modifier - optional): All available. Replace range 61-65 with: sympathy for the Free Peoples of Middle-earth; character senses when their enemies (minions of Sauron, either knowingly or unknowingly) are near (within 500 feet).

Special Items: All available. Finely wrought metals are a

3.5 - PEREDHIL (HALF-ELVES) (OPTIONAL)

popular material for such.

Extra Money 1-200 gold pieces or Amorian or Gondorian mint

Stat Increases: Any stat may be increased.

Bonus Languages: In addition to the tongues listed above, a Half elf might in unusual circumstances learn: Labba, Logathig, Nahaiduk, or Rohirric.

- Proficient with longsword or Shortsword, and proficient with Elven longbow.
- +1 bonus feat at 1st level
- +2 racial bonus on Saving Throws vs. fire and cold effects.
- +2 racial bonus on Saving Throws vs. Enchantments
- +2 racial bonus on Listen, Search, and Spot checks.
- +2 racial bonus on Appraise, Craft, and Sense Motive
- Magical skills are considered cross-class skills for Avari Elves.
- Favorite Class: Any
- Level Adjustment: +2
- Valid "Ages": 1st Age onward, but only after men and elves meet as allies. Always rare, almost non-existent after the 4th age.
- *Spell Casting DC Roll Racial Modifier (optional): +1*

3.5.1 - HALF-ELVES AVARI (DARK) (OPTIONAL)

[Need original artwork here]

- +1 Dexterity, +1 Intelligence, +1 Charisma, (+1 Comeliness – optional)
- Base speed 30 feet
- Low-light vision
- Immunity to sleep / Charm spells and non-magical diseases. Avari, as all Elves, are immune to aging. They do not sleep, meditating instead for about 4 hours every day. They receive an automatic +4 bonus to detect secret doors within 5 feet, and a +8 bonus when actively searching for secret doors. They can not become sick and do not scar.

See Half-Elves overview and the Avari Elves descriptions for the rest of the details on this race.

3.5.2 - HALF-ELVES TOLDOR (HIGH) (OPTIONAL)

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- +1 Dexterity, +1 Constitution, +2 Charisma, (+2 Comeliness – optional)
- Base speed 30 feet
- Low-light vision
- For those Half-Elves that choose immortality, only 4 hours of meditation is needed to be fully rested. For those that choose mortality, only 5 hours of sleep is needed.
- Proficient with longsword and Shortsword. Proficient with Elven longbow or Great composite longbow.
- +1 bonus feat at 1st level

- +1 racial bonus on Listen, Search, and Spot checks.
- +1 bonus against cold
- Magical skills are considered cross-class skills for Half-Elves.
- Automatic languages: Sindarin, Westron, and Adúnaic
- Favorite Class: Any
- Level Adjustment: +2
- Valid "Ages": 1st Age onward, but only after men and elves meet as allies. Always rare, almost non-existent after the 4th age.
- *Spell Casting DC Roll Racial Modifier: +2 arcane and divine, +1 nature*

about 4 hours every day. They receive an automatic +4 bonus to detect secret doors within 5 feet, and a +8 bonus when actively searching for secret doors.

- Proficient with longsword or Shortsword. Proficient with Elven longbow.
- +1 bonus feat at 1st level
- +1 racial bonus on Saving Throws vs. fire and cold effects.
- +1 racial bonus on Saving Throws vs. Enchantments
- +2 racial bonus on Listen, Search, and Spot checks.
- +2 for Sleight and Move Silently & Hide Skills.
- + 2 to DC for Bardic spells.
- +4 racial bonus on Wilderness Lore, Knowledge (Nature), and Perform (Sing) checks.
- Magical skills are considered cross-class skills for Silvan Elves.
- Favorite Class: Any
- Level Adjustment: +1
- Valid "Ages": 1st Age onward, but only after men and elves meet as allies. Always rare, almost non-existent after the 4th age.
- *Spell Casting DC Roll Racial Modifier (optional): +2 nature, +1 others (arcane and divine)*

3.5.3 - HALF-ELVES SILVAN (WOOD)

[Need original artwork here instead]

- +1 Dexterity, +1 Charisma, (+1 Comeliness – optional)
- Base speed 30 feet
- Low-light vision
- Immunity to sleep / Charm spells and non-magical diseases. Silvan, as all Elves, are immune to aging. They do not sleep, meditating instead for

3.5.4 - HALF-ELVES SINDAR (GREY)

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- +1 Dexterity, +2 Constitution, +1 Charisma,

3.5 - Peredhil (HALF-ELVES) (OPTIONAL)

(+1 Comeliness – optional)

- Base speed 30 feet
 - Low-light vision
 - Immunity to sleep / Charm spells and non-magical diseases. Sindar, as all Elves, are immune to aging. They do not sleep, meditating instead for about 3 hours every day. They receive an automatic +4 bonus to detect secret doors within 5 feet, and a +8 bonus when actively searching for secret doors.
 - Proficient with longsword or Shortsword proficient with Elven longbow.
 - +1 bonus feat at 1st level
 - +2 racial bonus on Saving Throws vs. fire and cold effects.
 - +2 racial bonus on Saving Throws vs. Enchantments
 - +2 racial bonus on Listen, Search, Spot, and Swim checks. +4 racial bonus on Profession (Sailor) and Craft (Shipwright) checks.
 - Magical skills are considered class skills for Sindar Elves.
 - Favorite Class: Any
 - Level Adjustment: +2
 - Valid "Ages": 1st Age onward, but only after men and elves meet as allies. Always rare, almost non-existent after the 4th age.
 - *Spell Casting DC Roll Racial Modifier (optional): +1*
-



4 - HOBBITS/HALFLINGS (KUDUK)

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- -4 Strength, +1 Constitution, +4 Dexterity, -2 Wisdom
- Base speed 20 feet
- Small-size (3' to 4' tall)
- +4 racial bonus on Hide and Move Silently checks
- +1 racial bonus on all Saving Throws
- +4 racial bonus on Will Saving Throws, in addition to the bonus listed above.
- +5 Additional bonus on saves versus poison
- +2 additional bonus on saves versus disease
- +4 additional bonus against “corruption” and “sanity” loss
- +1 bonus feat at 1st level
- +4 bonus Skill Points at 1st level and +1 bonus Skill Point per level thereafter
- feet and hands are almost immune to heat and cold
- May choose one cross skill and make it a Class skill
- Automatic languages: Westron
- Valid “Ages”: Early to mid 3rd Age onward
- Level Adjustment: 0
- *Spell Casting DC Roll Racial Modifier (optional): -2 to arcane and divine, +1 to nature-based*

OVERVIEW

Hobbits are a diminutive folk, standing a little less than four feet on average. Hobbit men tend towards a robust build; Hobbit women are more often than not curvaceous. Their complexions are similar to those of the Eriadoran Men who live outside the Shire, with tanned faces and hair ranging from dark blonde to black. Hobbits are generally cheerful; though often wary of 'big folk' they aren't familiar with. On the whole, Hobbits are perhaps the most peacefully ignorant People within the bounds of Middle-Earth, easy to cheer and with little understanding of the dangerous world outside the borders of the Shire.

Hobbits have an unclear origin, although it appears they arose in the East in the First Age, at about the same time as Men. Indeed they are daid to be related to Men. Their habits however, are unique: they burrow and dig and reside in “holes”: thys their name Kuduk, which means “hole-dweller” (from the ancient Rhovanion Hobbitish kûd-dûkan).

The Hobbits migrated out of Rhovanion over the Misty Mountains into Eriador sometime early in the Third Age. They came into the Kingdom of Arthedain, one of the Arnorian successor states, and gave their allegiance to the King in exchange for autonomy within their home, which in time they came to call the Shire. When Arthedain fell, the Hobbits were left to their own devises, but as one of the few civilized places in Eriador, the Shire and the surrounding farming lands were never really alone.

In the late Third Age, the Hobbits are only known in the Shire and some other parts of Eriador, though legends of them remain amongst the Riders of Rohan. However, it is possible that a small population of Stoors remain by the banks of the Anduin, hiding still in their holes.

PHYSICAL CHARACTERISTICS

Build: Smallest of the speaking people, Hobbits average between 2 and 4 feet in height, and tend to be fat or pudgy. They have large and hairy feet—to the point of being furry.

There are three principal varieties, or tribes, of Hobbits: the Harfoots, Stoors, and Fallohides.

4.1.1 - HOBBIT ANCESTORS

The early predecessors to what are now well known as “Hobbits” might be referred to as “Protohobbits”. Gollum may have been of this race, before they migrated far to West, and settled in what would later be known as The Shire.

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They have a different set of skills, abilities, and interests from “more civilized” Hobbits folk...

Anyone wishing to play a Hobbit prior to the settling of The Shire (Third Age 1601) should use this variant unless the DM rules that it is okay to choose from one of the other Hobbit branches. They can still choose to be one of the three types of hobbits, but the skill sets will be the same for all “proto-Hobbits”, and not as differentiated as they became after by the time of the creation of the Shire.



4.1.2 - FALLOHIDES

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The Fallohides are the tallest (average: males, 3'9", 65 pounds; females, 3'7", 62 pounds). They have fair skin and, of all the groups, resemble Men the most. Their numbers are small, however, and some observers have confused them with nearby mannish groups.

4.1.3 - HARFOOTS

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The most common Hobbits are Harfoots. They are the smallest in size (average: males, 3'5", 54 pounds; females 3'3", 51 pounds) and the darkest in color, having brown skin and hair. Neat and uniformly beardless, they are in many ways the picture of the average Hobbit.

4.1.4 - STOORS

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The Stoors are the stockiest Hobbit folk and often appear shorter than some of the Harfoots because of their wide profile. Generally, however, they are taller than Harfoots and shorter than Fallohides (average: males, 3'7", 66 pounds; females 3'5", 62 pounds). Their coloration is also somewhat of a compromise, although they have curly brown hair which resembles that of their shorter cousins. Nonetheless, the most distinguishing features of Stoors are their huge hands and feet (large even by Hobbit standards) and frequent beard growth.

Endurance: Hobbits have a subtle ruggedness which is akin to that of Dwarves and Orcs. When pushed, they can travel long distances over tough terrain, despite the fact that their normal routine requires frequent meals and relaxation.

Lifespan: 90-120 years. They become adults at 30.

Resistance: Their feet and hands are almost immune to heat and cold. Accordingly, they are almost always barefoot. Their innate simplicity and innocence gives them heightened resistance to magical attacks.

Special Abilities: Dexterous, they move nimbly and quietly. Their long, strangely slender fingers allow them to craft fine handiwork and help explain their fine reputation as thieves.

CULTURE

Clothing & Decoration: They wear linen or wool garb—shirts, pants which fall to the upper ankle, and brightly colored vests. They occasionally don hats, but rarely wear shoes or gloves.

Fears & Inabilities: Hobbits shy away from the bizarre or unusual, but otherwise have normal dispositions.

Lifestyle: They are capable craftsmen, but are not friends of complex machines or magic. Their vices are few: six hefty meals a day, pipe-weed smoking, and bright apparel. Still, regardless of this dull and insular lifestyle, the Hobbits' steady approach to life has proved successful; in the face of wars, plagues, and famines, they have survived relatively undisturbed.

Some Hobbits are curious enough to travel or adventure a bit, and the Fallohides have produced a considerable number of rather bold individuals. Each Hobbit tribe has its own favorite locale: Fallohides enjoy the woodlands found in cool northern climes; Harfoots favor hillsides and highlands; and Stoors prefer riversides and flatlands. Accordingly, their preferences have had an effect on their living patterns. The conservative Harfoots, for instance, have always had sites for their traditional smials or Hobbit-

hole houses, while the Stoors and Fallohides have begun relying on surface dwellings of wood, brick, or stone.

All the Hobbits enjoy the simple life of farmers, millers, and craftsmen. Workshops and sheds dot their territories, uniformly low structures, for the Halflings hate towers and rarely build above the first story.

In the Shire (K. "SCiza") the traditional office of the ruling Thain is hereditary.

Marriage Pattern: Monogamous. Harfoots and Fallohides trace their lines through either the male or female. Stoors trace theirs through the female.

Religion: Hobbit religion is without exception low-key and in for mal. It is actually a series of joyful celebrations centering on the gifts of Nature. Mid-years (midsummer's) is the time for the summer festival, while the two Yule days at the beginning and end of the year mark the beginning of the return of the Sun and the march toward Spring. Harvest times, of course, are always of special note.

OTHER FACTORS

Demeanor: Hobbits are basically cheery, conservative, unassuming, and peaceful folk. Ambition is not part of their makeup. Most are conformists who avoid the unknown and shun adventure, preferring instead to stay within the comforts of neat, humble villages.

Language: Starting Languages: Hobbits speak their own subtle variant of Westron which is modern Hobbitish. This adoption of the Common Speech is indicative of their subtle adapt ability, for the whole of the tribes abandoned the original Kuduk tongue when they migrated out of Rhovanion in the 13th and 14th centuries of the Third Age. The traditional Westron name for Hobbits is Banakil (W. "Halfling"). Hobbits also have the opportunity to learn: Adunaic, Kuduk.

Prejudices: Fallohides are the most prone to mingle with Big People. Stoors rarely deal with other races, and the Harfoots, for the most part, prefer to interact with the grim Dwarves. All Hobbits share in hating Wargs and Orcs.

Restrictions on Character Classes: Hobbits produce no Spell Caster or Psionic Users, other than Druids.

OUTFITTING OPTIONS

Weapons: dagger, handaxe, short sword, club, short bow, sling, blackjack, jo, pilum, throwing stars.

Armor: None or soft or rigid leather. Only in rare circumstances will a Hobbit acquire something like Bilbo's shirt of Elven chain mail.

Attire:

Males: white or cream linen shirt; colorful (royal blue, scarlet, grass green) waistcoat or vest, often embellished with embroidery or made from an ornate brocade; leather belt with a pewter, gold, or brass buckle; loose woolen trousers with legs that reach anywhere from just below the knee to just above the ankle, often stripped (bright yellow, green, blue, orange), always vibrantly dyed.

Females: white or cream linen blouse and petticoat; dirndl- styled woolen jumper in a bright hue (lemon yellow, fuchsia pink, sky blue, apple green, turkey red), reaching to mid-calf; bodice (in a contrasting color) that laces up the front; lace or crocheted shawl knotted around the top of the shoulders; white or cream linen apron.

Money: 20 silver pieces of Arnorian mint.

BACKGROUND OPTIONS

Background Options (optional): 5 Those Hobbits who dare venture away from home are assumed to be extraordinary.

Special Abilities: Range 71-75 not available (re-roll).

Special Items: Spell adders and items that cast spells not available. Only items that perform a natural task in a superior way (weapon, saddle, rope, lockpick, etc.) would be present in Hobbitish society.

Extra Money 1-200 gold pieces of Arnorian mint.

Stat Increases: Strength and Charisma may be increased by 1 at most. All other stats available for normal background option increase.

Extra Languages: In addition to the tongues listed above, a Hobbit might in unusual circumstances learn: Atliduk, Dunael, Nahaiduk, Orkish, Rohirric, Silvan Elvish, or Bethteur.



5 - MEN – (HILDOR OR ATANI)

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Men were the Secondborn, and first arose in Utter East during the First Age. There, in a land called Hildórien, they awoke to find a wild continent, and it was some time before they first encountered the Firstborn (the Elves). The Eldar (Elves) gave men the name of Hildor (E. "Followers"), although they are now more commonly called Atani (Quenya) or Edain (Sindarin) which both mean "Second People".

Men differ from the Elves in many ways, the least subtle of which is their "Gift of Death". Men are mortal and live their brief lives with a fire and passion unlike any other race. They are also more varied in nature and often flawed and vulnerable. Unlike the Firstborn, they are quite susceptible to disease and temperature extremes. In the First, Second, and Third Ages, however, they rarely weary of life.

There are two greater groupings of Men: the High Men, who are commonly called Edain; and the Common Men, those who did not ally themselves with the Elves in the wars against Morgoth. Some speak of the Northmen as a third group, Middle Men, who are racially close to the Edain, but did not benefit from any contact or alliance with the Elves.

Blessed by their faith in Eru and his Vala servants, the Adan line is special. High Men are exceptionally large, averaging 6'3" to 6'7" and

weighing 200-275 pounds. Their great bones and musculature gives them a grand appearance; only the Noldo Elves rival their strength. They are not as nimble or resilient as the Elves however. The hair of High Men is dark-brown or coal-black – their eyes blue, grey, or black – and they tend toward fair skin. Those of pure blood live as long as 250-300 years.

Common Men are more numerous and less blessed. Stocky and relatively short (5' to 6'4"), they have produced a wide variety of types. Their hair and skin colors vary from the deepest brown and blacks to the lightest shades of blond and cream. Unlike the High Men, many wear beards and mustaches. From their ranks come the vast majority of Middle-earth's mannish lines.



5.1 - MEN - BEORNING8

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- +2 Strength, +2 Constitution, -2 Charisma, -1 Dexterity
- Medium-size (6' to 6' 6" tall)
- Base speed 30 feet
- +4 racial bonus on Knowledge (Nature), Animal Empathy, and Wilderness Lore checks.
- +1 bonus feat at 1st level
- Proficient with longsword or Great Axe.
- +4 bonus Skill Points at 1st level and +1 bonus Skill

Point per level thereafter.

- Automatic languages:
 - Favorite Class(es): Ranger or Barbarian
 - Level Adjustment: 0
 - Valid "Ages":
-
- *Spell Casting DC Roll Racial Modifier (optional): -1 arcane and divine, +1 nature*

OVERVIEW

Also called Beijabar or Bajaegahar, this dispersed group of large men has a confused origin. They are a Northmen branch related to the Woodmen, Lakemen, and Dale-men of Rhovanion, although they apparently become distinct in eldar times, probably before the Northman migrations out of Eriador. Their numbers are few, and some have distinguished them as a clan rather than a separate people. Culturally, and to some degree physically, however, they are unique. Wild animals will not attack a Beorning unless actively provoked.

PHYSICAL CHARACTERISTICS

Build: Physically, the Beornings are the largest of the Northmen, and all are strong of build and bone structure. Men are exceedingly hairy; they average 215 pounds. Women average 145 pounds.

Coloring: Their complexions are fair, but unlike most Northmen (who usually are blond), the majority have reddish hair.

Endurance: Beornings need sleep only twice every three days.

Height: Men average 6'4"; women, 5'7".

Lifespan: 80-100 years.

Resistance: Average.

Special Abilities: Wild animals will not attack a Beorning unless actively provoked.

CULTURE

Clothing & Decoration: They are extremely hairy, and their tendency to wear furs gives them an "animal-like" appearance.

Favoring rugged tunics, capes, and woolen pants with leggings, they rarely wear any traditional armor.

Fears & Inabilities: They shy away from civilized areas.

Lifestyle: Beornings have traditionally lived in small groups or single families on well-tended “manors.” Some, like Beorn’s line, have favored relative lowlands, while the majority resides in the passes and foothills of the Misty Mountains or Grey Mountains, in each case, their presence is extremely subtle. Beorning families tend both themselves and their surrounding manors with the aid of a wide variety of friendly animals, members of the household which appear tame to the outsider. Males leave their manors for extended periods in order to conduct military, religious, or social affairs.

Marriage Pattern: Monogamous. The line is traced through the male.

Religion: Centers on the ancient Cult of the Bear (Rh. “Bairakyn”). The head of the Cult, or Waildanbair (Rh. “Ruling Bear”), is also the hereditary lord of the whole Beorning clan and is the foremost of the famous Shape-changers. During their secluded ceremonies, these Men take the form of bears and recreate their ancient legends and epics using complex dance rituals. These gatherings occur at specific holy places which have some connection to their patron Vala Oromë (whom they call Araw).

Demeanor: Beornings are loners by nature, but enjoy their rare moments with others. Generous and normally quiet and intro spective, they can become jovial and explosive when in social situations. Their deep, thundering laughter is legend. As warriors, Beornings are fierce and often uncontrollable. This is particularly true of the rare Shape-changers, for they have a tendency to transform into Bears when outraged or overly stimulated. Once Bears, they can attack with tremendous force, but they have little more than single-minded instinct to work upon.

Language: Starting Languages: Beornings generally use two forms of communication: their standard language Atliduk and the system of Nature-signals called Waildyth. The latter can be used to speak over long distances without betraying one’s presence, since the sounds are merely variations on the noises of the wild—beasts, the wind, and the like. Most Beornings also know Westron and the Woodman tongue Nahaiduk.

Prejudices: Beornings hate Orcs, Wargs, Trolls, Giants, and Dragons.

Restrictions on Character Classes: Beornings produce no Spell Caster or Psionic Users other than Ranger, Druids, however, a few are Shape-changers who can change from Man to Bear- form, but have limited control over this process.

OUTFITTING OPTIONS

Weapons: dagger, handaxe, broadsword, club, mace, whip, bola, short bow, sling, quarterstaff, woodsman’s axe, cud gel, jo, cabis.

Armor: None or soft or rigid leather.

Attire: Males: soft or suede leather tunic (with sleeves reaching from mid-forearm to the wrist) trimmed with fur (rabbit, beaver, mink, marten, sable) at the neck, waist, and hem; leggings of soft or suede leather; stout leather boots; cloak made from a deer, bear, or cougar pelt.

Females: the same garments described above with the addition of a full suede skirt (falling to mid-calf or the ankles) trimmed with firs at its hem; or a caftan-styled gown of soft leather with its pleats hanging from a yoke and possessing long wide sleeves. Varying shades of tan, brown, and red are the favored colors for Beorning garments. Small spots of yellow, white, or sky blue occasionally are used ornamentally in a yoke at neck or waist. Women who go adventuring often wear leggings without a skirt if they must be prepared for combat.

Money: Goods to be bartered or exchanged for coinage: 10 deerskins, finely worked, worth 2sp each; 5 otter pelts worth 4 sp each; 4 beaver pelts worth 5 sp each.

BACKGROUND OPTIONS

Background Options (optional): 5 Those Beornings who leave their tight society are assumed to be special.

Special Abilities (B.O. - optional): All available. Modification to range 71-75: the spellcasting learned must be within one of the Divine spell casting classes not Arcane.

Special Items: No items casting Arcane spells or Arcane enhancing Essence-using abilities are available. Divine spells, although rare, may be present, as may the enhancement of Divine spellcasting abilities. Beorning craftsmanship is excellent, although their work is rustic and lacks the refinement typical of Elvish crafts.

Extra Money: A selection of pelts worth 1-200 gp’s (black fox, 5 gp’s; marten, 8 gp’s; black sable, 10 gp’s; ermine, 13 gp’s; golden sable, 15 gp’s; mink, 11 gp’s; red sable, 12 gp’s; white fox, 7 gp’s).

Hobbies: Primary Skills: _____

Secondary Skills: _____

Artistic Skills: _____

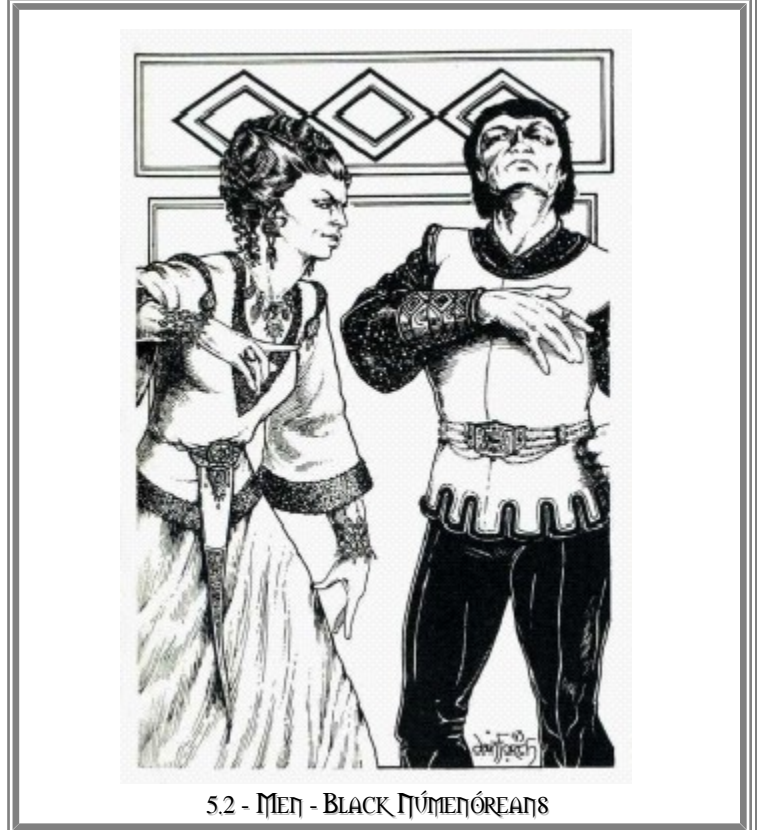
Craft Skills: _____

Influence Skills: _____

. Lore Skills: _____

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Beorning might in unusual circumstances learn: Labba, & Orkish.



5.2 - MEN - BLACK NÚMENÓREANS

(“The King’s Men” or “The Unfaithful”)

[Need original artwork here instead]

- +1 Strength, +2 Constitution, +1 Charisma, (+1 Comeliness – optional), -2 Wisdom
- Only of Evil or Neutral alignment
- Medium-size (6’ to 6’ 6” tall)
- Base speed 30 feet
- Proficient with longsword & Shortsword; proficient with Great composite longbow.
- +4 racial bonus on Profession (Sailor), Craft (Shipwright) checks and Swim skill
- +1 bonus feat at 1st level
- Automatic languages: Adûnaic, Westron
- Level Adjustment: +1
- Valid “Ages”: Latter 2nd age near the last centuries before Númenor's fall, after Númenor's fall, and the 3rd Age onward.
- -2 penalty for saving throws against “corruption” resistance, and “sanity” loss checks
- *Spell Casting DC Roll Racial Modifier (optional): +1 arcane, 0 divine, -1 nature, +2 evil/necromantic*

Original Artwork, “Sauron Defies The Valar” by Maria



Lombide Ezpeleta ©2006

OVERVIEW

The term "Black Númenórean" (S. "Mornúmenedain") is used to describe Men of Dúnedain stock who are descended from the "Unfaithful" Númenórean colonists and conquerors who came to Middle-earth during the middle and late Second Age. These Unfaithful had broken with the Valar and Elves who had bequeathed them the island kingdom of Númenor at the beginning of the Second Age, and many worshiped their own idols or paid homage to the Dark Lord Sauron. Gradually, the Unfaithful came to control Númenor and her colonies, the greatest of which was centered on the Havens of Umbar. When Númenor was destroyed by Eru in S.A. 3319 many of the Unfaithful survived in their refuges in Middle-earth. Black Númenóreans, therefore, are actually very similar in physical and cultural character to the Dúnedain. Certain changes have occurred after their centuries of separate development, but both groups have actively sought to remain relatively pure and true to their origins.

PHYSICAL CHARACTERISTICS

Build: Strong and imposing with angular features. Men average 225 pounds; women, 150 pounds

Coloring: After the long years in the hot south, the Black Númenóreans have tanned, grey-brown skin, and black hair. Their piercing eyes are various shades of grey.

Endurance: Considerable.

Height: Men average 6'4"; women, 5'10"

Lifespan: 175-250+ years in second age before fall of Numenor. 90-175 years in third age onward.

Resistance: Average

Special Abilities: +5 to boat-handling related skills and Dcs (sailing, boating, etc.) +2 to their attack bonus, - 2 to their armor class because of their arrogance and straight forward attack approach. + 2 to attack bonus and AC of any ship commanded and crewed by Black Númenóreans.

CULTURE

Clothing and Decoration: Black and gold are their favored colors. They wear rich clothing made of dyed silk and cotton. Gems and feathers add elaboration. The 'karma' – Númenor's famous overlapping scale helm surmounted by a colored leather fish crest – is still in use.

Fears & Inabilities: They fear death but not in battle. Confidence and passion lead them to believe they can overcome any known physical enemy.

Lifestyle: Black Númenórean culture reflects a rigid slant. Their societies are well ordered and ruled by force of personality, backed by harsh law. Dictators and Oligarchs hold sway over the people, most of whom are subject races who serve and pay tribute to the Black Númenórean upper class. Warriors are considered the elite and most Men serve in the Navy at one time in their lives. This has enabled them to almost always be at war. Superb craftsmen and fighters, the Black Númenóreans are experts at shipbuilding and naval warfare.

Marriage Pattern: Monogamous. The line is traced through the male

Religion: Organized religion is the norm among Black Númenóreans. The most important cults are those pertaining to death and the afterlife, for these old Númenóreans concerns have been perpetuated and modified. Mummification is the norm. Most revere their own local heroes or gods associated with war, power, terror and the unknown. They see the untamed Darkness as the only frontier they cannot master; therefore they worship it. Those few that still worship the Valar favor Tulkas the Strong, the greatest warrior of strength and deeds. It is the always-laughing Tulkas who best embodies

the spirit of raw strength, for he is quick to make war, weak of counsel, forthright and sworn of passion and honor.

OTHER FACTORS

Demeanor: Black Númenóreans are generally haughty and self-centered — rash, confident and full of pride. They believe in their own superiority and support the view that it is the destiny of their race to rule Middle-Earth. Their views have made them quick to strike a blow; warlike and single-minded, they enjoy a fight.

Language: Adunaic, Haradaic, Westron.

Prejudices: Black Númenóreans are biased against nearly every other people, but their prejudices against the Elves and the Dúnedain are particularly vehement.

Restrictions on Character Classes: None

Money: 2 – 200 gp's's

OUTFITTING OPTIONS

Weapons: Battle-axe, broadsword, composite long bow, dagger, flail, lance, spear, mace, morning star, quarterstaff, short sword, two-handed sword, armored fist, bastard sword, cat of nine tails, falchion, long sword, pole arm, harpoon, shang.

Armor: Any. Prefer scale mail armor.

Attire: Males: silk or cotton gown of rich hue (wine, purple, cobalt, absinthe) with beadwork ornamenting the neck (seed pearls; beads of jade, carnelian, malachite, agate, or lapis lazuli; gemstone spangles of diamond, ruby, emerald, topaz, etc.); tabard or over-tunic of silk, black or gold preferred, ornamented with embroidery in metallic thread (gold, electrum, bronze) wrist bracers of gold or bronze with geometric engraving; belt of metal or leather with extensive metallic ornamentation; silken hose; leather slippers with metallic embroidery or soft leather boots; cloak of spangled gauze or of features

females: silk or cotton gown of rich hue (burgundy, violet, indigo, cerulean) with beadwork ornamenting the sleeves, neck, and hemline (seed pearls; beads of jade, carnelian, malachite, agate, or lapis lazuli; gemstone spangles of diamond, ruby, emerald, topaz, etc.); tabard or over-tunic of silk, black or gold preferred, ornamented with embroidery in metallic thread (gold, electrum, bronze) and gold, onyx, or black opal beadwork; belt of metal or leather slippers with beadwork or embroidery over their entire surfaces; cloak of spangled gauze or of features

Money: 2 gold pieces.

BACKGROUND OPTIONS

Background Options (optional): 3, Due to their stratified society and rigid upbringing.

Special Abilities: All available. Modification to range 56-60; the animal with whom the character feels an empathetic bond should be a predator or an animal of war; i.e., war Dog, War Horse or hawk, ferret or Shark.

Special Items: All available Númenórean workmanship is superb and favors geometric motifs as well as strong contrast such as that shown by the juxtaposition of onyx and gold.

Extra Money: 1-200 gold pieces.

Stat Increases: Any stat except Wisdom may be increased.

Extra Languages: In addition to the tongues listed above, a Black Númenórean might in unusual circumstances learn: Black Speech Avari Elvish or Silvan Elvish



5.3 - MEN - CORSAIRS (THE REBELS)

[Need original artwork here instead]

- Ability modifiers: +1 Strength, +1 Constitution
- Medium-size (6' to 6' 6" tall)
- Base speed 30 feet
- +1 bonus feat at 1st level
- Proficient with rapier & scimitar; proficient with Composite shortbow.
- +4 racial bonus on Profession (Sailor), Craft (Shipwright) checks and Swim skill.
- +5 bonus for sky-watching/weather related prediction DCs/skills
- +4 to gather Information
- Automatic languages: Westron, _____
- Level Adjustment: 0
- Valid "Ages": Only after T.A. 1447
- *Spell Casting DC Roll Racial Modifier (optional): 0, +1 sea-related magic*

OVERVIEW

The Corsairs are descendants of the Dúnedain rebels who fled from Gondor in the wake of the Kin-strife of

T.A. 1432-47. Most settled in Umbar in T.A. 1447 and began a long struggle for control with the stronger Haradan and Black Númenorean elements. Since that time modest inbreeding with the locals has created a somewhat distinct group, although their Dúnedain roots remain strong. They long to reclaim Gondor as their own.

PHYSICAL CHARACTERISTICS

BUILD: Strong of build; males' average 215 pounds, women 145 pounds.

COLORING: Corsairs are generally fair skinned and have grey or bluish eyes and dark brown hair.

Endurance: Considerable. They do not get seasick.

Height: Men average 6'3", Women 5'9"

Lifespan: 95-190

Resistance:

Special Abilities: All available

CULTURE

Clothing and Decoration: Corsairs favor purple, red, and gold clothing made from silk or fine cotton. They wear tunics and only rarely don leggings. Men wear gold collars, while women are well adorned with jewelry.

Fears and Inabilities: Disease and Illness, and their own natural mortality.

Lifestyle: Corsair culture reflects the conservative elements found among Gondor's aristocracy; only it is carried to an extreme. The warm coastal influence of Umbar has added some additional influences, mostly Black Númenorean, and the result is a throwback to the ancient marine culture of Númenor.

Marriage Pattern: Monogamous. The line is traced through the male

Religion: Corsair religion is preoccupied with Death and Darkness, and largely revolves around ancestor and hero worship. Great Númenorean Kings are revered as godlike. Ceremonies dwell on the perpetuation of the life of the individual and, more importantly, the lineage. The dead are buried with elaborate fanfare and are laid to rest in a preserved state, one of pronounced splendor. Some revere Námo, the Keeper of the Dead, or Varda.

Prejudices: The Corsairs are a minority group and are locked in a constant struggle with their allies the Black Númenoreans, the Dúnedain "The Rebels" and Haradrim. They are jealous of the Black Númenoreans & Dúnedain "The Rebels" and they

view the Haradrim as an inferior race, one that must be tolerated.

OTHER FACTORS

Demeanor: Aggressive, haughty, determined, embittered — the Corsairs have the attitude of royalty in unjust exile.

Language: Adunaic, Haradaic, Westron.

Restrictions on Character Classes:None.

Money: 2 – 200 gps.

OTHER FACTORS

Weapons: Dagger, scimitar, broadsword, short sword, mace, morning star, whip, bola, composite bow, long bow, short bow, flail, quarterstaff, two-handed sword, lance, spear, armored fist, bastard sword, boar spear, cat of nine tails, cutlass, falchion, harpoon, main gauche, net, pole arm, saber.

Armor: Any. Corsairs who are wealthy adorn their armor with gold chasing or engraving. Some favor wearing a modified version of the old karma helm.

Attire: Males: silk or cotton blouse in the rich colors favored by the Corsairs (scarlet, purple, gold), usually with embroidered borders at the wrists and neck; silk or Cotton tunic (also in a rich hue), often worn without a shirt, reaching to anywhere between the ankles and just above the knee, possessing an elaborate hem (fringed, crenellated, scalloped); belt of heavy gold plates engraved with sea motifs; collar of engraved gold plates; sandals or leather boots.

Females: silk or cotton blouse with revealing neckline often worn off the shoulder, usually in the rich colors favored by the Corsairs (crimson, violet, gold); ankle-length silk or cotton underskirt, often pleated or gathered into a yoke at the hip, again in rich hues; short over-skirt of silk or damask, falling to mid- thigh or to the knee, with an elaborate hemline (crenellated, fringed, scalloped); bodice with showy laces; ornamental gold belt; sandals or silk slippers.

Money: 2 gold pieces.

BACKGROUND OPTIONS

Background Options (optional): 4

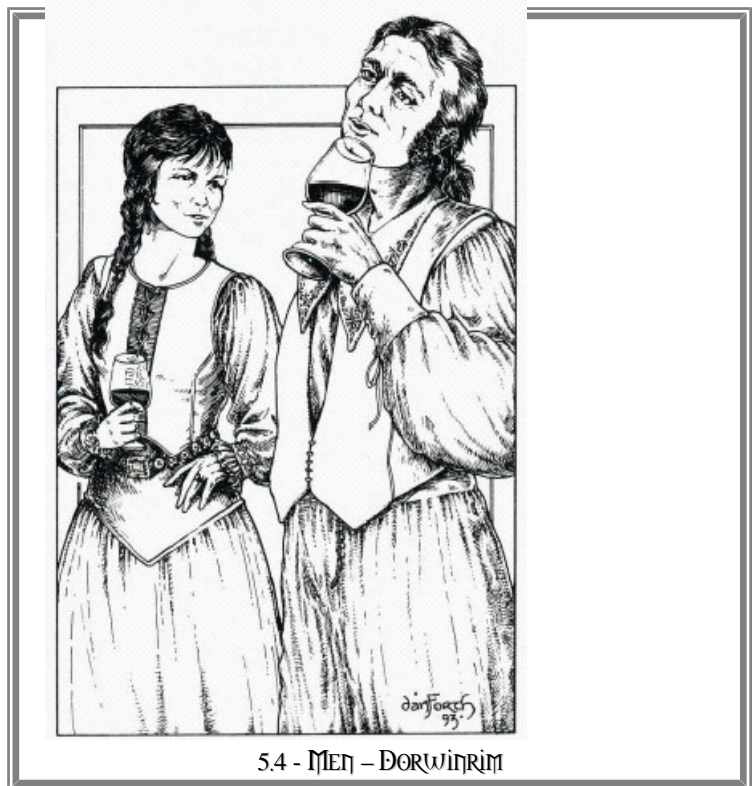
Special Abilities: All available.

Special Items: All available. Corsairs favor weapons and tools ornamented with gold.

Extra Money: 1-200 gold pieces of Umbarean mint.

Stat Increases: Any stat except Intuition may be increased.

Extra Languages: In addition to the tongues listed above, a Corsair might in unusual circumstances learn: Black Speech, Orkish, Sindarin, or Silvan Elvish.



5.4 - MEN - DORWINRIM

[Need original artwork here instead]

- 0 Ability Modifiers
- Medium-size (5' 6" to 6' tall)
- Base Speed 30 feet
- +1 bonus feat at 1st level
- +6 saves versus poisons
- +3 racial bonus on Acting, Diplomacy, Profession (Vintner) and one other profession skill checks
- +2 for boat handling, +4 bonus Skill Points at 1st level and +1 bonus Skill Point per level thereafter.
- May choose one cross skill and make it a Class skill.
- Automatic languages: Westron,
- _____
- Level Adjustment: 0
- Valid "Ages": _____
- Spell Casting DC Roll Racial Modifier (optional): -2

OVERVIEW

The Dorwinrim occupy the lower Carnen valley and the region running south from the river to the northwest shore of the sea of Rhun - the land called Dorwinion. They are a mixture of Northman and Easterling stock.

PHYSICAL CHARACTERISTICS

Build: Dorwinrim are slightly larger than most groups labeled as "Common Men." Males average 155 pounds; females, 110 pounds. Overall, they are somewhat stocky and have wide features; narrow noses and eye slits are the only exception.

Coloring: Their fair, slightly yellowish complexion is unique. They have subdued eyes which are usually brown (like their straight hair), although some are blue or green.

Endurance: Average.

Height: Men average 5'9"; women, 5'2'.

Lifespan: 60-80 years.

Resistance: Normal.

Special Abilities: +6 bonus to save versus poisons. +3 for situations involving acting or public speaking.

CULTURE

Clothing & Decoration: A wide variety of wools and linens. They wear shirts and pants and adorn themselves modestly.

Fears & Inabilities: None.

Lifestyle: They are traders and river-men who abandoned their nomadic past in favor of an urban, albeit rustic life. Dorwinion is known for its fine wines and strong oils. Hardy vines cover the land and provide the principal sources of income: grapes and wine. Trees produce olives and olive oil. Additional revenue comes from the Sea of Rhûn: shellfish products, food, and dyes bring good money to the Dorwinrim.

Marriage Pattern: Monogamous. The line is traced through the male or female.

Religion: Dorwinadan religion is a prominent and stable element. It is a unifying force among a people who have no formal law and equate authority with power, Donu, a local manifestation of Yavanna, is the Queen of their pantheon. She is their one "Mother Goddess."

Worship centers on tribal and clannish totems (L. "Izana"), holy symbols which represent deified heroes blessed by Donu. The heroes are believed to have power over the places they influenced during life and hold sway over their descendants. Therefore, a family or clan guards its territory religiously. The

totems are also crucial, since they are believed to have real power and are the sole means of communication with the hero they represent.

Demeanor: The Dorwinrim are known for their hardy, hospitable character. Most favor strong drink and story-telling and never shy away from a celebration, their distinct rolling laughter and physical closeness (e.g., hugging) adds to their reputation of friendliness, although it is somewhat deceiving; a Dorwinadan may appear closer than he really is. The Dorwinrim are amazingly loyal to friends, and distinctly short or cruel with enemies,

Language: Starting Languages: The Dorwinrim are well-versed in the commercial tongues of northwest and north-central Middle-earth, They speak fluent Westron and Logathig, the latter their own home tongue. Since they frequently deal with the Silvan Elves, many have acquainted themselves with Silvan speech or Sindarin. Atliduk, Haradaic, Labba, Nahaiduk, Varadja

Prejudices: Renowned as explorers, traders, and travelers, they have learned much of the spirit of others and enjoy dealing with a wide variety of Elves and Men alike.

Restrictions on Character Classes: None.

OUTFITTING OPTIONS

Weapons: Battle-axe, broadsword, club, dagger, halberd, javelin, long bow, quarterstaff, scimitar, short bow, sling, two-handed sword, irgaak, jo, katana, long sword, no-dachi, throwing stars,

Armor: Any. Dorwinrim prefer the lighter types of armor, although a warrior garbed in a frill suit of chain or plate mail is not unknown.

Clothing

Males: linen shirt or blouse, usually cream or white; short woolen vest, sometimes with decorative points at the hem, sometimes cut straight, usually with panels of fabric in contrasting earthy hues (rust and black, soft brown and dull yellow, brick and dark brown, etc.); loose woolen trousers in subdued colors (black, dark grey, tan, sienna, bone, taupe, umber, etc.); linen sash or leather belt; wooden clogs or sturdy leather boots; long, full coat, often with quilting and trap unto to provide protection in the severe weather that visits the area in winter.

Females: linen shirt or blouse, usually cream or white; woolen vest, usually more form-fitting on women of marriageable age, looser on children and matrons, with panels of fabric in contrasting earthy shades (orange and charcoal, black and bone, taupe and dark brown, etc.); ft woolen skirt in subdued colors (rust, dark grey, tan, sienna, brick, dull yellow,

umber, etc.); linen sash or leather belt; wooden clogs or sturdy leather boots; long, full coat, with elaborate quilting and trap unto.

Money: 20 silver pieces or 10 kys the unique ivory coinage of the Dorwinrim.

BACKGROUND OPTIONS

Background Options (optional): 5

Special Abilities: All available.

Special Items: All available. The Dorwinadan aesthetic sense prefers exquisite simplicity over elaborate ornamentation. Their weapons and tools are beautifully made and possess graceful lines, but little carving or engraving. They do employ gems for insets, however.

Extra Money: 10-2,000 silver pieces or 5-1,000 kyriiri.

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Dorwinadan might in unusual circumstances learn: Apyasaic, Black Speech, Orkish, or Rohirric.

- Low-light vision
- Proficient with blowgun and shortbow.
- Primitive: The Drúedain are a simple people. A character of this race may not start play with any of the following feats: Martial Weapon Proficiency, Medium Armor Proficiency, and Heavy Armor Proficiency. (If one of the character's classes provides any of these feats, he or she does not receive them.) If a Drúedain character wishes to learn how to use a martial weapon, he or she must buy the Exotic Weapon proficiency in that weapon. Likewise, Drúedain are never comfortable in medium or heavy armor and always suffer the Armor Check penalty even if they do possess the appropriate feat. (The penalties are doubled if they don't possess the feat.)
- +5 bonus to tracking as automatic free Feat at 1st level.
- +3 bonus for survival.
- +2 racial bonus on Craft (Stone carving), Hide, and Move Silently checks. +4 racial bonus on Knowledge (Nature) and Wilderness Lore checks.
- Stone and Plant Magic are considered class skills for Drúedain.
- +4 bonus Skill Points at 1st level and +1 bonus Skill Point per level thereafter.
- Bonus Feat: Scent (as described in Core Rulebook 2), and Track
- Language: Pûkael (native), Westron or Dunael (very poorly and heavily accented) .
- Level adjustment: 0
- Valid "Ages": All Ages from when Men "Awoke"
- +4 additional saving throw against giving into "Corruption" and "Sanity" loss
- *Spell Casting DC Roll Racial Modifier (optional): -3 arcane, 0 divine, +3 nature*

5.5 - MEN - DRÚEDAÍN

[This artwork is original, by Jeff Worley]

(Singular: Drugh, aka Woses,
Wild Men of the Woods)

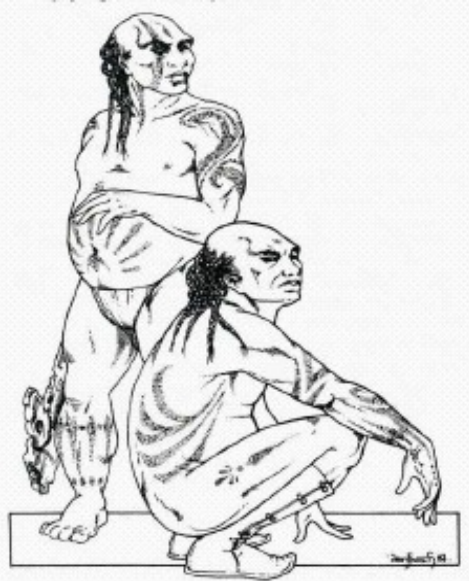
- +1 Strength, +1 Dexterity, +2 Constitution, -4 Charisma, (-6 Comeliness to other races, 0 to other Druedain)
- Medium-size (4' to 5' tall)
- Base speed 45 feet

OVERVIEW

Of all Men, none surpass the Woses in the arts of wood-lore and wood-craft. This very ancient and diminutive race has long been tied to the forests and has remained the greatest lot of woodland warriors ever produced by the Secondborn. Their skills have in fact guarded their narrow survival, for they are considered ugly by Men and Elves alike and have been hunted and persecuted since the days of the First Age. The Woses have many names. They call themselves Drughu. Drúedain (sing. Drúedain) is the label given them by the Elves, while Men use various terms: Pukel-men, Wild

Men, Drugs, or Woses, the latter a Westron construction. Orcs fear the Woses and have named them Oghor-hai.

PHYSICAL CHARACTERISTICS



[Need original artwork here instead]

Build: Woses generally have a broad, stumpy profile marked by wide faces, flat features, and deep-set eyes. Short, thick legs, heavy lower bodies, and pronounced brows help give them an eerie character—unlike any other Men. This uniqueness is accentuated by their peculiar hair growth, for few of the Wose Men have any hair below their eye level. Those that do are revered, although even they have no more than a slender patch of black chin hair which lies well below their wide mouths. Nearly all Wose Men are bald from the forehead to the back center of their squat skulls, but take pride in the hair they have along the flanks of the head. Men average 145 pounds; women, 135 pounds.

Coloring: Ruddy skin, black hair, and black eyes. Because the Woses have guarded eyes which are dark and set with black pupils, they appear to gaze from shadowy pools which might be mistaken at a distance for a pair of cavities. One must get quite close to a Wose to notice any eye movement at all, much less any of the subtle distinctions in the eyes themselves. This haunting feature is made even more unsettling when a Wose is angry; then the pupils glow with a fiery red hue.

Endurance: Average.

Height: Men average 4'9"; women, 4'4".

Lifespan: 30-50 years.

Resistance: Average.

Special Abilities: The wide noses of the Woses are the most sensitive found in Man. Even in an open field, they can smell an Orc before another Man can see him. Together with their strong eyesight, they can track better than almost any hunting hound. Only running water will stay their pursuit. This is even true at night, since Woses are blessed with superb night-vision. Even in the dark forest of the night they can see 1000 feet as if it were daylight. +5 bonus to tracking, +3 bonus for survival.

They have the ability to sit for days on end without movement. With legs crossed, hands on their laps or knees, and eyes closed or facing ground ward, they can remain silent as a statue. This affords them peace and allows for recall or meditation. Unfortunately, it apparently does nothing to lengthen their years, for the Woses generally die at a young age.

CULTURE

Clothing & Decoration: They often braid their hair, pulling it back to join behind in multiple tails. Woses wear little or no clothing or adornments; instead, they prefer to go about relying on their rugged bodies, using pigments to create imagery. Those that are most acquainted with other Men occasionally don hide leggings and a breechcloth, and in rugged terrain they employ a distinct high, thick-soled laced shoe. Beyond these trappings, they have little use for the costumes of other Men.

Fears & Inabilities: Woses do not like towns and cities.

Lifestyle: Wose culture revolves around the forests and plants they hold so dear. They are frugal and eat little, even in the best of times, and they partake of no drink but water. Being exclusively vegetarian, they live on the gifts of the woodlands and are quick to acquire an understanding of the nature and location of nearly every plant in an area—regardless of its size. Only the Elves and Ents exceed their skills in carving and plant-lore.

It is for their stone sculpture that the Woses are best known. They carve a variety of motifs and beasts, and employ a particular form in the making of life-like “watch-stones” (Pukel-men) are guardian statues which they place to protect paths, entries, crossroads, and the like. Legends surround the watch stones, most of which are true. It is clear that they are enchanted. Orcs fear them most of all, and with good cause, since the Woses can communicate with watch-stones of their making and can derive knowledge from the carvings’

“experiences.” Some very powerful watch-stones actually come to life in order to guard their posts—acting instead of their creators—although in such a case, the Wose sculptor will feel all the pain of his creation. They place these watch-stones and hideous statues around the borders of their lands and at various sensitive sites. Some are used to do no more than dishearten their foes.

Marriage Pattern: Monogamous, producing few young. The line is traced through the female.

Religion: Many of the watch-stones stand over the Wose holy sites. Unlike many of the other Men, particularly the Dunlendings with whom the Woses are often associated, the Woses have a strong tradition of organized worship. This is a pronounced animism which revolves around a reverence for Nature. They hold Eru and the Valar in proper awe, although they have their own view of the nature of the masters of the world. Of all the Valar, they worship none more than Yavanna, the Giver of Fruits and Queen of the Earth, whom they call “Mam-ugu-Mam.” It is she who presides over the Kelvar (plants), and it is the plants which breathe life into the world of the Woses.

OTHER FACTORS

Demeanor: Woses generally seclude themselves from other folk and do not take on friends easily, but when they do, they are unwaveringly loyal. Those that do get to know them will be impressed by their frequent bouts of laughter, since the Woses will laugh when others sing. Their rich and unrestrained joviality forms quite a contrast to their usual demeanor; normally they appear unemotional and slow to speak.

Language: Starting Languages: When they do talk, the Woses use the guttural Pûkael tongue which is ideally suited to their deep voices and is alien to that of other Men. Some also speak a little Westron or Dunael. Having no use for traditional runes or script, the Woses have developed their own system of pictographic signs—most quite simple—which they utilize for the most practical purposes, notably to mark paths or signal their brethren while out in the wood. Woses also have the opportunity to learn more of the Westron and Dunael tongues.

Prejudices: Woses hate Orcs, Wargs, and Rohîrrim. The latter group has occasionally made sport of hunting the Wild Men.

Restrictions on Character Classes: There are no Wose Socrers, Psionic Users or Bards.

OUTFITTING OPTIONS

Weapons: club, dagger, handaxe, mace, quarterstaff, spear, war mattock, blowgun, jo, throwing darts, pipebow (a 3' long blowgun; treat as a light crossbow delivering a dart coated with Pûra, 2nd lvl conversion poison). Most weapons possess stone blades or tips or attack surfaces and wooden hafts.

Armor: None or soft or rigid leather. Woses rarely wear armor, but tortoise shell, eel hide, and bark strips are the favored types when it is required.

Attire: Hide leggings; suede breechcloth; suede collar covering the shoulders and falling to the lower ribs; swirling designs in body paint on the face, arms, thighs, and stomach; knee-high shoe with thong fasteners along the outer side of the leg.

Money: Herbs worth 20 sp (Rewk, 9 sp; Thurl, 1 sp).

BACKGROUND OPTIONS

Background Options (optional): 5

Special Abilities: All available. The spell list learned in range 71- 75 must be a cleric, Ranger, or Druid list. Replace range 61-65 with: character gifted at birth with an enchanted Tattoo of Wildness that camouflages his or her skin (+10 to stalk/hide) in a forest environment; the tattoo covers the whole body, but is Invisible until its power is desired.

Special Items: All available, but spell adders and daily spell items. Stone, wood, bark, and bright pigments are the materials used by Wose craftsmen.

Extra Money: Herbs worth 1-200 gp's (Terbas, 2 gp's; Berterin, 19 gp's; Pcirra, 28 gp's).

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Wose might in unusual circumstances learn: Rohirric.



5.6 - DÚNĒDAIN (THE FAITHFUL)

[Need original artwork here instead]

- +1 Strength, +1 Constitution, +1 Dexterity, +1 Intelligence, +1 Charisma (+1 *Comeliness* - optional)
 - Medium-size (6' to 6' 6" tall)
 - Base speed 30 feet
 - Proficient with longsword, Shortsword; proficient with Great composite longbow.
 - +4 to one knowledge skill and Diplomacy
 - +1 bonus feat at 1st level
 - +1 vs Poison Saves
 - +1 vs non-magical Disease saving throws.
 - Languages: Adûnaic, Westron, Sindarin, Quenya,
-
- Level Adjustment: +2
 - Valid "Ages": Third Age 0 and onward, though continually dwindling in numbers. For Second Age, see Men – Numenorean section.
 - +1 saving throw bonus against succumbing to "corruption" and "sanity" loss
 - *Spell Casting DC Roll Racial Modifier (optional): +1*

PHYSICAL CHARACTERISTICS

Build: Tall and strong. Men average 225 pounds; women, 150 pounds.

Coloring: Fair skin and black or dark brown hair. They have gray, hazel, blue, or green eyes.

Height: Men average 6' 5"; women, 5' 10".

Endurance: Considerable.

Lifespan: 100-300 years.

Resistance: Normal.

Special Abilities: Diplomacy is a class skill

CULTURE

Clothing & Decoration: Traditionally simple and elegant among the Arthedain, while the Dúnedain of Gondor favor more elaborate dress, especially large embroidered collars. Cardolani and Rhudaorian Dúnedain favor more functional clothing. Leggings and tunics are the norm.

Fears & Inabilities: The Dúnedain do not so much fear death as dread the ending of their works upon Arda, but their obsession with burial rites is seen by most other peoples as a fear of death.

Lifestyle: To some degree militaristic in all cases, though the Gondorians are more prone to this than the others. The Arthedain are fairly contemplative, and value intellectual work highly, while their brethren in Cardolan and Rhudaur live lives of intrigue, warfare, and subsistence.

Marriage Pattern: Invariably monogamous; unions with other mannish races are common, Patrilineal.

Religion: Dúnedain know the true nature of the world, and do not worship the Valar (though they do revere them). Some hold a special reverence for Uinen, servant of Ulmo, which is a remnant of their days in Númenor. The Kings, who function as intermediaries to Eru and the Valar, perform religious functions.

OTHER FACTORS

Demeanor: Noble, confident, and proud. Many Dúnedain see themselves as teachers and guides to the "lesser" men of Middle-earth.

Prejudices: All Dúnedain hate the Kings Men (Black Númenoreans) who betrayed their trust resulting in the Downfall of Númenor. Orcs and Trolls also engender hatred in the Dúnedain.

Restrictions on Character Classes: None

OUTFITTING OPTIONS

Weapons: Battle-axe, broadsword, composite bow, dagger, flail, halbard, lance, long bow, mace, morning star, quarterstaff, short sword, spear, two-handed sword, war hammer, armored fist, bastard sword, boar spear, dag, falchion, foil, kynac, long kynac, main gauche, rapier, war mattock.

Armor: Any. Dúnedain warriors have access to some of the best armor made, as well as the powerful physique necessary to feel comfortable in the heavier types.

Attire: *Arnorian males:* linen, silk, or woolen undershirt, in a rich color (maroon, Celestial blue, purple, navy blue), with close fitting sleeves; woolen under-hose; silk or woolen outer hose; flowing silk or woolen tunic (rich hues) with wide, flowing sleeves ornamented with fine embroidery and appliqué; decorative leather belt often set with precious stones; silk or woolen collar covering the shoulders and often the neck, decorative bands of embroidery at the top and bottom edges; soft slippers; stout outer boots; quilted cape with generous hood and wide sleeves; fur over-cloak.

Arnorian females: linen, silk, or woolen undershirt, in a rich color (royal blue, deep red, sky blue, violet, midnight blue), with close fitting sleeves; woolen hose; flowing silk or woolen gown (rich hues) with wide, flowing sleeves ornamented with fine embroidery and appliqué; decorative leather belt or girdle often set with precious stones; silk or woolen collar covering the shoulders and often the neck, decorative bands of embroidery at the top and bottom edges; headpiece of lace or embroidered fabric, crescent-shaped, with one point hanging onto the forehead; soft slippers; leather ankle boots; quilted cape with generous hood and wide sleeves; fur over-cloak.

Gondorian males: silk or cotton undershirt, usually white or a pastel; rich-hued silk or cotton waistcoat with elaborate sleeves (gathered, slashed, multiple puffs), close-fitting bodice, and wide skirt pieces; belt of finely dyed leather and gold or silver links; decorative collar, elaborately embroidered, covering the shoulders but revealing the neck; sandals or soft shoes; quilted cape with generous hood and wide sleeves.

Gondorian females: silk or cotton undershirt, usually white or a pastel, often sleeveless; rich-hued silk or cotton gown with elaborate sleeves (gathered, slashed, multiple puffs) and close fitting bodice; silk sash or girdle; decorative collar, elaborately embroidered, covering the shoulders but often revealing the neck and chest; ornamental headpiece; sandals or soft shoes; quilted cape with generous hood and wide sleeves.

Money: 20 silver pieces.

BACKGROUND OPTIONS

Background Options (optional): 3, The Dúnedain are traditional and well-educated. They have a well organized society. This, combined with the fact that their early days are so filled with learning

Special Abilities: All available.

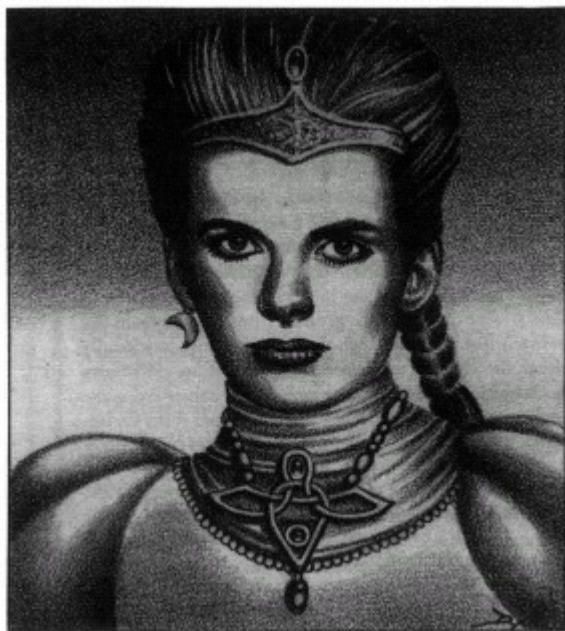
Special Items: All available to Arnorian Dúnedain Gondorian Dúnedain should not have spell adders or daily spell items (range 61-89).

Extra Money: 1-200 gold pieces. Lower sums (1-10 gp's) are more likely to be in the form of silver pieces (10-100 sp).

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Dúnadan might in unusual circumstances learn: Atliduk, Labba, Logathig, or Nahaiduk.

5.7 - DÚNEDAIN (THE REBELS OF UMBAR)



[Need original artwork here instead]

- +1 Strength, +2 Constitution, +1 Dexterity, +1 Charisma, +1 Intelligence (+1 *Comeliness* - optional)
- Medium-size (6' to 6' 6" tall)
- Base speed 30 feet
- Proficient with longsword and the scimitar or the rapier; proficient with Great composite longbow or composite shortbow.
- +4 to gather Information and Bluff
- +4 racial bonus on Profession (Sailor) and Craft (Shipwright) checks.
- Automatic languages: Adûnaic, Sindarin, Quenya, Westron, _____
- Level Adjustment: +1
- Valid "Ages": Third Age after 1432.
- *Spell Casting DC Roll Racial Modifier (optional): +1*

OVERVIEW

The Rebels are the elite descendants of the Dúnedain rebels who fled from Gondor in the wake of the Kin-strife of T.A. 1432-47. Most settled in Umbar in T.A. 1447 and began a long struggle for control with the stronger Haradan and Black Númenoreans elements. They long to reclaim Gondor as their own.

PHYSICAL CHARACTERISTICS

BUILD: Strong of build; males' average 220 pounds, women 145 pounds.

COLORING: Rebels are generally fair skinned and have grey or bluish eyes and dark brown hair.

Endurance: Considerable. They do not get seasick.

Height: Men average 6'3", Women 5'9"

Lifespan: 110-225

Special Abilities:

CULTURE

Clothing and Decoration: Rebels favor purple, red, and gold clothing made from silk or fine cotton. They wear tunics and only rarely don leggings. Men wear gold collars, while women are well adorned with jewelry.

Fears and Inabilities: Disease and Illness, and their own natural mortality.

Lifestyle: Rebels culture reflects the conservative elements found among Gondor's aristocracy; only it is carried to an extreme. The warm coastal influence of Umbar has added some additional influences, mostly Black Númenorean, and the result is a throwback to the ancient marine culture of Númenor.

Marriage Pattern: Monogamous. The line is traced through the male

Religion: Rebels religion is preoccupied with

Death and Darkness, and largely revolves around ancestor and hero worship. Great Númenorean Kings are revered as godlike. Ceremonies dwell on the perpetuation of the life of the individual and, more importantly, the lineage. The dead are buried with elaborate fanfare and are laid to rest in a preserved state, one of pronounced splendor.

Prejudices: The Rebels are a minority group and are locked in a constant struggle with their allies the Black Númenoreans and Haradrim. They look upon both groups with suspicion and some disdain. The Rebels, view marriage with subject peoples as a sign of weakness. They view the Haradrim as yet another inferior race, one which must be tolerated. Their greatest enemy is the Northmen (Rohirrim, Woodmen, Beornings, etc.), because they are held to blame for the Kin-strife.

OTHER FACTORS

Demeanor: Aggressive, haughty, determined, embittered — the Rebels have the attitude of royalty in unjust exile.

Language: Adunaic, Haradaic, Westron. Bonus picks; Apysaic, Atliduk, Rohirric, Nahaiduk.

Restrictions on Character Classes: None.

Money: 2 – 200 gps.

OUTFITTING OPTIONS

Weapons: Dagger, scimitar, broadsword, short sword, mace, morn ing star, whip, bola, composite bow, long bow, short bow, flail, quarterstaff, two-handed sword, lance, spear, armored fist, bastard sword, boar spear, cat of nine tails, cutlass, falchion, harpoon, main gauche, net, pole arm, saber.

Armor: Any. Corsairs who are wealthy adorn their armor with gold chasing or engraving. Some favor wearing a modified version of the old karma helm.

Attire: Males: silk or cotton blouse in the rich colors favored by the Corsairs (scarlet, purple, gold), usually with embroidered borders at the wrists and neck; silk or Cotton tunic (also in a rich hue), often worn without a shirt, reaching to

anywhere between the ankles and just above the knee, possessing an elaborate hem (fringed, crenellated, scalloped); belt of heavy gold plates engraved with sea motifs; collar of engraved gold plates; sandals or leather boots.

Females: silk or cotton blouse with revealing neckline often worn off the shoulder, usually in the rich colors favored by the Corsairs (crimson, violet, gold); ankle-length silk or cotton underskirt, often pleated or gathered into a yoke at the hip, again in rich hues; short over-skirt of silk or damask, falling to mid- thigh or to the knee, with an elaborate hemline (crenellated, fringed, scalloped); bodice with showy laces; ornamental gold belt; sandals or silk slippers.

Money: 2 gold pieces.

BACKGROUND OPTIONS

Background Options (optional): 3

Special Abilities: All available.

Special Items: All available. Corsairs favor weapons and tools ornamented with gold.

Extra Money: 1-200 gold pieces of Umbarean mint.

Stat Increases: Any stat except Intuition may be increased.

Extra Languages: In addition to the tongues listed above, a Corsair might in unusual circumstances learn: Black Speech, Orkish, Sindarin, or Silvan Elvish.

5.7 - DUNEDAIN (THE REBELS OF UMBAR)

- +4 bonus Skill Points at 1st level and +1 bonus Skill Point per level thereafter.
- Automatic Languages: Westron,

- Level Adjustment: 0
- Valid "Ages": _____
- -1 penalty for saving throws to resist "corruption" or "sanity" loss
- *Spell Casting DC Roll Racial Modifier (optional): -2*

5.8 - ΜΕΝ - DUNLENDINGS (HILLMEN)



[Need original artwork here instead]

- +1 Constitution, +1 Strength, -1 Wisdom, -1 Intelligence
- Medium-size (5' 6" to 6' tall)
- Base Speed 30 feet
- +1 bonus feat at 1st level
- +4 racial bonus on Climb, Balance, Climb and Wilderness Lore checks
- Proficient with shortbow
- May choose one cross skill and make it a Class skill.

OVERVIEW

The Daen Coentis, or Dunlendings as they are called by their neighbors, are the descendants of the Daen Coentis, the people that once inhabited the lands now known as Gondor and Rohan. Now they survive in Dunland, in Enedwaith, at the southern end of the Misty Mountains. Considered backward barbarians by their neighbors (especially the Rohirrim), the Dunlendings have a rich, traditional culture that they fear, perhaps rightly, is under threat. They hate the Rohirrim and their Gondorian allies, and fear Elves and their fey magic. The Dunlendings are distant cousins of the Hill Men of the northern Misty Mountains, who conquered Rhudaur for the Witch King of Angmar, but whose kingdom fell before Glorfindel's avenging army in 1974 TA.

Dunlendings are typically shorter than their Northmen neighbors, with a darker, almost swarthy complexion. Hair colors range from blonde to black, though darker colors are more common; red hair is considered particularly favorable. Some Gondorim, such as the swarthy shepherds of hilly Lamedon, retain more than a hint of Dunish blood, but are culturally men of Gondor.

Also called "Hillmen", this group of Common Men traditionally lives in the hills and highlands west of the Anduin valley. Most have become settled farmers and herders and make up majority populations in Eriador. Others remain pure and live in the foothills and mountain vales.

PHYSICAL CHARACTERISTICS

Build: They are of medium to stocky build and rugged, with little body hair, Men average 175 pounds; women, 135 pounds.

Coloring: They have a tanned or ruddy complexion and

brown hair.

Endurance: They are superb mountaineers and handle tough terrain with little additional effort.

Height: Men average 5'10"; women, 5'6".

Lifespan: Short; about 50-80 years.

Resistance: Normal.

Special Abilities: +4 for tumbling, +4 for public speaking and acting activity.

CULTURE

Clothing & Decoration: Crude wool and hide tunics with leggings. They also wear rough over-coats, short cloaks, and fur hats. The woolens are woven in bright plaids, the colors indicating the wearer's family lines and clan. Ritual tattooing is widespread.

Fears & Inabilities: Numerous superstitions, notably a fear of Darkness centering on the spirits in the earth and plants (which come forth at night).

Lifestyle: Dunlendings are herders, hunters, and gatherers who live in extended families and reside in villages and fortified clan-holds. They use chariots. Extremely theatrical, they are gifted poets, musicians, singers, and storytellers. Pugnacious, they often settle disputes by raiding, fighting, or even warring on one another (and of course others).

Marriage Pattern: Monogamous, but one must marry outside the family. Political marriages are very common. Line traced through the female.

Religion: Superstitious rituals devoted to a complex grouping of vengeful petty deities. Many are vaguely based on the Dunlendings' peculiar interpretations of the Valar. Oral traditions are crucial to the keeping of histories and law, Sacrifices are widespread and the clergy are both revered and feared.

OTHER FACTORS

Demeanor: Suspicious and self-centered, yet vocal and animated. They love to talk, laugh, sing, and scream.

Language: Starting Languages: They speak their native tongue Dunael and Westron. Written Dunael is rare, for a premium is placed on oration and the performing arts. Dunlendings also have the opportunity to learn: Rohirric.

Prejudices: Dunlendings generally hate the Rohirrim and Woses above all, although many also despise the Dunadain, Dwarves, and Orcs.

Restrictions on Character Classes:None

BACKGROUND OPTIONS

Background Options (optional): 4

Special Abilities: All available.

Special Items: All available. Dunnish workmanship is rather crude, although it has aesthetic appeal to those with rustic tastes; it is usually of materials that do not long endure (bronze, copper, tin, leather, yarn, wood).

Extra Money: A selection of pelts (black fox, 5 gp's; marten, 8 gp's; black sable, 10 gp's; ermine, 13 gp's; golden sable, 15 gp's; mink, 11 gp's; red sable, 12 gp's; white fox, 7 gp's) or a selection of herbs worth 1-200 gp's (arkasu, bursthelas, aloe, kelventari, rewk, thurl, attanar, arnuminas, arpsusar terbas, berterin, yaran, suranie). Hobbies: Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed s above, a Dunlending might in unusual circumstances learn: Pükael.

Weapons: Broadsword, club, dagger, handaxe, javelin, short bow, spear, cudgel, baw, cabis.

Armor: None or soft leather. Some elite warriors fight naked.

Attire:

Males: woolen (vibrant plaid in a variety of colors: forest green, scarlet, royal blue, white, yellow, dark blue, orange, etc.) or hide tunic; breeches or a short skirt of wool or hide; short woolen jacket or cape worn over one shoulder; stout leather belt; decorative torque around the neck; hide leggings; soft leather footgear permitting superb maneuvering in rough terrain; fur over-coat and hat; hair worn in a braid or many small braids or bleached with a lime-wash causing it to clump in spikes standing away from the scalp like a fistful of daggers.

Females: linen or wool shirt (usually white or cream); full woolen skirt (vibrant stripes or plaid); woolen I I 65 bodice (sometimes a solid color); woolen jacket or cape worn over one shoulder; soft leather footgear or stout boots; fur over-coat and hat; hair worn long, usually in multiple braids which are then woven together to form Part VII elaborate buns or twists. Appendices Money: Goods to be bartered or exchanged for coin- , age: 10 deerskins, finely worked, worth 2 sp each; 5 skunk pelts worth 4 sp each; 4 red fox pelts worth 5 sp each; a bale of carded wool worth 20 sp.

- Level Adjustment: 0
- Valid "Ages": _____
- -2 penalty to saving throws to resist "corruption" and "sanity" loss
- *Spell Casting DC Roll Racial Modifier (optional): -1*

OVERVIEW

This term refers to a collection of peoples who live in north central Middle-earth, the area east of the western shore of the Sea of Rhun. These nomadic confederations are ever in search of territory and wealth and periodically invade the lands of their neighbors. The Balchoth and Wainriders are two such peoples. Each group has its own subculture and language, although most are related. The following is a general view; where specifics are mentioned, the discussion centers on the westernmost Easterling people - the Sagath.

PHYSICAL CHARACTERISTICS

Build: Compact and agile. Men average 135 pounds; women, 95 pounds.

Coloring: Swarthy, with a tan or yellowish/tan quality.

Endurance: Normal, although they can ride horses, wagons, or chariots for long periods without exhaustion.

Height: Short to medium. Men average 5'6"; women, 5' 1".

Lifespan: Short, about 40-65 years.

Resistance: Normal.

Special Abilities: They are superb with riding animals and produce fabulous horsemen. + 2 bonus to Offensive Bonuses when fighting from a horse or chariot. +4 to animal handling with regard to horses.

CULTURE

Clothing & Decoration: Colorful linen cloaks, woolen tunics, leather pants, and lower leg protectors. They also wear fur hats with ear flaps, or fur-covered pot helmets. Some groups paint their upper bodies and faces.

Fears & Inabilities: Darkness and thunderstorms.

Lifestyle: They are nomads who live in mobile camps and move their camps using great wagons (wains). 'Warriors all, they also herd horses and cattle. The leaders travel in, and fight from, rugged war chariots.

Marriage Pattern: Men may take more than one wife, but this is rare and costly since they must pay a bride-price. The line is traced through the male.

Religion: Superstitious rituals concerning nature spirits and heroic ancestral deities. Many worship Darkness and Morgoth.



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- +1 Dexterity
- Medium-size (5' to 5' 6" tall)
- Base Speed 30 feet
- +1 bonus feat at 1st level
- +4 racial bonuses on Handle Animal and Ride checks.
- + 2 bonus to Attack Bonuses when fighting from a horse or chariot
- Proficient with Bola, scimitar and lance
- Ride becomes a class skill.
- +4 bonus Skill Points at 1st level and +1 bonus Skill Point per level thereafter.
- Bonus feats: Mounted combat
- Automatic Languages: _____

OTHER FACTORS

Demeanor: Cold, determined, brave to the point of foolhardiness. They relish, or are at the least unconcerned with, death in battle.

Language: Most speak a Logathig dialect, as well as a smattering of Westron. Easterlings also have the opportunity to learn: Apysaic, Black Speech, Haradaic, Varadja.

Prejudices: Easterlings have little regard for anyone except their own people. They hate the Dúnedain.

Restrictions on Character Classes: None.

OUTFITTING OPTIONS

Weapons: bola, dagger, javelin, scimitar, short bow, short sword, sling, longsword, usriev (8-foot long cross between a lance and a long, thin two-handed sword—razor-sharp 4-foot blade—use two-handed sword table, uses slashing and bludgeon).

Armor: None but shield and helm.

Attire:

Males: woolen or linen tunic (white, cream, lemon, or buff with bright crewelwork on the collar and along the front opening) with long, close-fitting sleeves, stand-up collar, a back vent for ease on horseback, opening in front from neck to hem with buttons or individual ties at intervals to secure it closed; leather weapons belt; leather pants; soft, unfitted, knee-high leather boots with lacing on the outside calf to snug them to the leg; colorful linen cloak pieced together from scraps dyed a variety of colors (red, blue, green, yellow); fur hat with ear flaps.

Females: woolen or linen ankle-length smock (white, cream, lemon, or buff with bright crewelwork on the collar and along the front opening) with long, close-fitting sleeves, stand-up collar, opening in a front placket extending from neck to the lower ribs with buttons or individual ties at intervals to secure it closed; soft, unobstructed, knee-high leather boots with lacing on the out side calf to snug them to the leg; colorful linen cloak pieced together from scraps dyed a variety of colors (red, blue, green, yellow); fur hat with ear flaps.

Money: Draft-kine worth 20 sp.

BACKGROUND OPTIONS

Background Options (optional): 4

Special Abilities: All available except range 51-55. Expand range 56-60 (empathy with an animal) to become 51-60.

Special Items: All available. Easterling crafts involve shapely creations from bone, leather, iron and bronze,

Extra Money: Livestock and possibly a wain (wagon) or a war chariot, the total worth 1-200 gp's (draft-kine, 20 sp each; light horse, 45 sp each; wain, 6 gp's; war chariot, 25 gp's).

Stat Increases: Any stat except Intuition may be increased.

Extra Languages: In addition to the tongues listed above, Easterling might in unusual circumstances learn: Labba, Orkish, Rohirric, Silvan Elvish, or Avari Elvish.



5.10 - MEN - ERIADORIANS

[Need original artwork here instead]

- 0 ability modifiers
- Medium-size (5' 6" to 6' tall)
- Base Speed 30 feet
- Proficient with shortbow
- + 4 ranks to any one Profession
- May choose one cross skill and make it a Class skill.
- +8 bonus Skill Points at 1st level and +2 bonus Skill Point per level thereafter.
- Automatic Languages: Westron, _____
- Level Adjustment: 0
- Valid "Ages": _____
- Spell Casting DC Roll Racial Modifier (optional): -1

OVERVIEW

Eriadorans are the common rural folk of Eriador, the region between the Ered Luin (S. "Blue Mountains") in the west, the Misty Mountains in the east, and the Greyflood River in the south. Included in this area is the lost kingdom of Arnor, as well as more prosperous places, such as the Shire and Bree. The folk are mostly honest farmers, with a strong town-centered culture much affected by contact with the Hobbits (witness the popularity of pipe weed throughout the region). Although there are plenty of dark places within Eriador's natural boundaries, Rivendell is also lies within this land, and Lindon and the Grey Havens are just over it's western border. The Men of Eriador are a mixed lot, descended from Edain, Dunlendings, Hillmen, and Northmen. Hair and eye colors vary wildly, but whatever their natural complexion, faces tend to be tanned from a life in the sun.

PHYSICAL CHARACTERISTICS

Build: All types, but normally medium. Men average 160 pounds; women, 125 pounds.

Coloring: Variations of fair to tan or olive skin. All colors of hair and eyes.

Endurance: Average.

Height: Males average 5'10", women 5'4".

Lifespan: Moderate, averaging 60-80 years.

Resistance: Normal.

Special Abilities: None.

CULTURE

Clothing & Decoration: Practical wool and linen garb, including cloaks, boots, etc. Tunics are worn in warmer areas; shirts belted over pants or skirts and leggings predominate in cooler locales.

Fears & Inabilities: None, aside from local superstitions.

Lifestyle: These rural folk are mostly farmers and herders with little contact areas outside their village or region.

Marriage Pattern: Monogamous. The line is traced through either the male or female.

Religion: Variations of subdued rituals. Most have reverence for local spirits, although the principal worship focuses on Eru and the Valar. Araw (the Vala Oromë) is the patron spirit of Common Men. As farmers, they often pray to Yavanna, the Queen of the Earth. They call her "Dalam" or "Ardalam."

OTHER FACTORS

Demeanor: Practical, hard-working, quiet, loyal, and often shy.

Language: Starting Languages: The Common Speech, Westron, is their chief tongue, although local dialects abound. Eriadorans also have the opportunity to learn: Kuduk.

Prejudices: Eriadorans are suspicious of most outsiders and might be in awe of some, they hate no race, aside from the Orcs and Wargs.

Restrictions on Character Classes: Eriadorans produce no true Spell Caster or Psionic Users. Bards, Druids, and Rangers are exceedingly rare.

OUTFITTING OPTIONS

Weapons: Dagger, handaxe, club, throwing dagger, sling, quarterstaff, fishing spear (treat as -1 javelin).

Armor: Soft leather or no armor.

Attire: Warm locale: knee-length linen tunic and wide leather belt or short tunic belted over a full, linen skirt; boots; short wool cape. Cool locale: linen shirt under a woolen tunic; wide leather belt; Woolen breeches or full woolen skirt over wool leggings; boots; long, hooded, wool cloak. Linens are undyed, unbleached soft white, Woolens are subdued green, grey, or brown.

Money: Livestock which may be sold for coinage: a milk cow (20 sp), a pair of sheep (10 sp each), four goats (5 sp each), or ten geese (2 sp each).

BACKGROUND OPTIONS

Background Options (optional): 5

Special Abilities: All available except range 71-75 (re-roll).

Special Items: Spell adders and daily spell items not available. Weapons and tools made by these rural folk are usually crude, but serviceable. Wood, bronze, iron, leather, wool, and linen are the most abundant materials.

Extra Money: 2-200 bronze pieces roll 1d100

Stat Increases: Any stat except Charisma eligible for increase.

Extra Languages: In addition to the tongues listed above, a rural Eriadoran might in unusual circumstances learn: Adunaic and Dunael, more commonly encountered in southeastern Eriador.



[Need original artwork here instead]

- +1 Strength, +1 Constitution
- Medium-size (5' to 6" tall)
- Base Speed 30 feet
- +1 bonus feat at 1st level
- +4 racial bonus to Diplomacy, + 6 to any one Profession Skill.
- May choose one cross skill and make it a Class skill.
- +4 bonus Skill Points at 1st level and +1 bonus Skill Point per level thereafter.
- Automatic languages: _____
- Level Adjustment: 0
- Valid "Ages": _____
- -1 to saving throws against resisting "corruption" and "sanity" loss
- *Spell Casting DC Roll Racial Modifier (optional): 0*

OVERVIEW

The common folk of the broad provinces of Gondor bear varying degrees of Eriadoran, Dunael, Northmen, and Edain blood; a number may even have Elven ancestors. They are a civilized people living in the towns and cities of Gondor's provinces. In brighter times, the people of the cities

of Arnor may also have been described in such ways.

The features of the Gondorim vary widely, from the fair skinned folk of Pelargir and Lebennin, to the swarthy farmers of Lamedon and the foothills of the Ered Nimrais (Sind. "White Mountains"). Shorter than the Edain lords of Minas Tirith, Dol Amroth, and Pelargir, they still have a noble bearing that some see as arrogance.

PHYSICAL CHARACTERISTICS

Build: All types, but normally medium. Males average 155 pounds; women, 125 pounds.

Coloring: Variations of fair to tan or olive skin. All colors of hair and eyes.

Endurance: Average.

Height: Males average 5'10"; women, 5'4".

Lifespan: Moderate, averaging 65-85 years.

Resistance: Normal.

Special Abilities: None.

CULTURE

Clothing & Decoration: Various types of elaborate or practical wool and linen garb, including cloaks, boots, etc. Tunics are worn in warmer areas; shirts and pants or leggings are worn in cooler locales. Some imported silks and fine cottons are in evidence.

Fears & Inabilities: None, aside from local superstitions.

Lifestyle: Urban folk are a varied, rather cosmopolitan lot. Many are from mercantile or guild backgrounds and some have dealt with enchantments.

Marriage Pattern: Monogamous. The line is traced through either the male or female.

Religion: Variations of subdued rituals with some organized cults and shrines. Most have reverence for local or community spirits, although the principal worship focuses on Eru and the Valar. Araw (Oromë) is the patron spirit of Common Men. Many of the elite revere Varda. People from ports honor both Varda and Manwë.

OTHER FACTORS

Demeanor: Practical, aggressive, hard-working, and inquisitive.

Language: Starting Languages: The Common Speech Westron is their chief tongue, although local dialects abound.

Prejudices: Urban folk are worldly enough to deal with most outsiders. They hate no race, aside from the Orcs and Wargs.

Restrictions on Character Classes: None, although Spell Caster or Psionic Users, Bards, Druids, and Rangers are rather rare—particularly outside of the largest cities.

OUTFITTING OPTIONS

Weapons: Battle-axe, broadsword, composite bow, dagger, halberd, javelin, long bow, mace, morning star, quarterstaff, short sword, spear, two-handed sword, bastard sword, foil, main gauche, rapier.

Armor: Any. Inhabitants of the larger cities (Minas Tirith, Tharbad, and Fornost) have more reliable access to to chain and plate mail than do those in towns or small cities.

Attire:

Warm locale: knee-length tunic (linen, fine cotton, or silk, often finely embroidered) and wide leather belt or short tunic belted over a silk skirt (linen, fine cotton, or silk); boots; short wool cape.

Cool locale: shirt (linen or silk) under a tunic (wool or silk); leather belt; woolen breeches or silk skirt (wool or silk over a wool petticoat) over wool or silk leggings; boots; long, hooded, wool cloak.

Colors depend on the wealth of the wearer. Poorer folk wear linens an un-dyed, unbleached soft white and woolens a subdued green, grey, or brown. Wealthier individuals display snow-white linens and woolens and silks tinted with expensive dyes—maroon, purple, forest green, deep brown, indigo.

Money: 20 silver pieces of Gondorian or Arnorian mint,

BACKGROUND OPTIONS

Background Options (optional): 4

Special Abilities: All available except range 71-75 (re-roll).

Special Items: All available. Items made by urban Mixed Men and urban Eriadorans display high quality craftsmanship and include durable materials often unavailable in more rural societies (steel being a prime example). Enchanted metals (mithril, eog, etc.) are not available, however.

Extra Money: 1-200 silver pieces.

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a

Mixed Men might in unusual circumstances learn: Dunael, Kuduk, Logathig, Quenya, Adûnaic, Haradaic, or Sindarin.



5.12 - MEN - HARADRIM (NORTHERN)

[Need original artwork here instead]

- +2 Constitution
- Medium-size (5' 6" to 6' tall)
- Base Speed 30 feet
- +1 bonus feat at 1st level
- +4 racial bonus on Appraise, Bluff, Sense Motive and Ride checks
- +4 bonus Skill Points at 1st level and +1 bonus Skill Point per level thereafter.
- May choose one cross skill and make it a Class skill.
- Proficient with scimitar and Spears
- Automatic languages: Haradaic,

- +2 to save against Heat and Fire; -2 against cold and ice
- Level Adjustment: 0
- Valid "Ages": _____
- -2 penalty to saving throws to resist "corruption" and "sanity" loss
- *Spell Casting DC Roll Racial Modifier (optional): -1 to "Good" Divine & Arcane, 0 to "Evil" Divine & Arcane, 0 to nature (+1 to "desert survival" related magic)*

OVERVIEW

The Northern Haradrim

The Haradrim are the peoples of the broad lands of Harad. The Northern Haradrim are the true Haradrim, the people who call themselves Haradrim; from the point of view of Gondor, everyone to the south are Haradrim.

The Haradrim are a hardy folk. Their ancestors rode through the deserts, living in a place many sane observers would call dead. Many still pursue the semi-nomadic lifestyle, but the power of Harad lies now in the cities. And it is within the great cities, such as Umbar, that the ancient struggle between the Haradrim and their oldest foe, the people of Númenor, continues on a daily basis. While the Black Númenóreans and Ciryedain dream of lost glories, the Haradaic princes dream of a future, and a native empire.

The typical Haradrim is dusky, with dark eyes and hair, and an aquiline nose. The Haradrim of the desert are horsemen, and often bow-legged.

PHYSICAL CHARACTERISTICS

Build: North and central desert: most groups are small and wiry, particularly those of the open country; males average 130 pounds; women, 95 pounds.

Coloring: Northern groups have light/medium grey or brown skin; straight black hair; and dark brown eyes.

Endurance: Haradrim can travel great distances in hot climates and need little water. They are slowed only slightly by sand. They operate poorly in the cold.

Height: Northern groups: males average 5'8"; women, 5'10"

Lifespan: Northern groups: average, about 80-100 years.

Resistance: +2 save versus heat/fire attacks; -2 save versus cold/ice attacks.

Special Abilities: Their eyes are attuned to extremely bright light, and they are unaffected by brilliant displays which might blind others.

CULTURE

Clothing & Decoration: Red, purple, and gold are favored colors, although white and black are used in practical cases. Both men and women wear their wealth, mostly in the form of gold.

Fears & Inabilities: None.

Lifestyle: Laughter, partying, and violent games are common.

Although some groups are nomads, most are used to urban life. Generally well traveled, they are used to interaction with foreign Men. Many are or were involved with the caravan trade, and most ride well: horses and camels in northern Harad. There is a distinct separation between males and females and very strong bonds between members of families and clans.

Marriage Pattern: Men may take more than one wife, but this is expensive since it involves a bride-price. The line is traced through the male.

Religion: Elaborate rituals in service to idols which represent various "high gods." Altars for household gods are carried everywhere.

OTHER FACTORS

Demeanor: Passionate, fiery, and instilled with a fierce but peculiar honor. Some consider them cruel and vengeful, particularly since life is not particularly valued.

Language: Starting Languages: Haradaic their home tongue, as well as Westron and Apysaic. Haradrim also have the opportunity to learn: Logathig and Varadja.

Prejudices: Most hate the Dúnedain, Elves, Dwarves, and anyone who looks particularly different—although they are suspicious of most peoples.

Restrictions on Character Classes: None.

OUTFITTING OPTIONS

Weapons: Dagger, scimitar, short bow, short sword, spear, blow gun, boomerang, darts (throwing).

Armor: None.

Attire: Long-sleeved cotton, silk, or gauze blouse (white or cream) with embroidered (red, purple, gold) neck yoke and wrist cuffs; cotton pants with leather panels on the inner leg for riding protection; stout leather boots; loose cotton tunic (white or black) falling to the knees or ankles ornamented with tassels and embroidery at the neck opening, across the shoulders, at the wrists of the wide sleeves; leather weapons belt; cotton head wrap with trailing portions that protect the neck from the sun; gold bracelets and torques.

Money: Gold bracelets worth 2 gp's (unset with any gemstones).

BACKGROUND OPTIONS

Background Options (optional): 5

Special Abilities: All available.

Special Items: All available. Haradrim favor gold ornamented with elaborate engraving but bare of gems.

Extra Money: Gold bracelets and/or gold torque worth 1-200 gp's.

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Haradan might in unusual circumstances learn: Black Speech or Silvan Elvish

5.13 - MEN - HARADIM (SOUTHRONS)



[Need original artwork here instead]

- +2 Constitution
 - Medium-size (5' 6" to 6' tall)
 - Base Speed 30 feet
 - +1 bonus feat at 1st level
 - +4 racial bonus on Appraise, Bluff, Sense Motive and Ride checks
 - May choose one cross skill and make it a Class skill.
 - Proficient with scimitar and Spears
 - +4 bonus Skill Points at 1st level and +1 bonus Skill Point per level thereafter.
 - Automatic Languages: Haradaic,
-
- Level adjustment: 0
 - Valid "Ages": _____
 - -2 penalty to saving throws to resist "corruption" and "sanity" loss
 - *Spell Casting DC Roll Racial Modifier (optional): -1 to "Good" Divine & Arcane, 0 to "Evil" Divine & Arcane, 0 to nature (+1 to "desert survival" related magic)*

OVERVIEW

The Southern Haradrim

The Apysani, Kirani, Tuktani, and Mûmakani

These are the people referred to in Gondor as the Southern Haradrim; only the Mûmakani distinguish themselves in Gondorian eyes, being known for the Mûmakil, the Oliphants. Despite their variety, these peoples have a common origin and share similar cultures. Physically, they are distinct from the Northern Haradrim, being taller and darker.

Apysani and their cousins are a tall people, taller even than the Edain; perhaps the result of some past contact with a lost Avarin tribe? Their skin is dark, but their eyes are often blue or green.

This is a collective name for the peoples who occupy the great arid and semi-arid lands south of Harondor and Mordor, the great land called Harad. Since this is a rough and unblessed territory, their greatest populations lie on the seacoast, rivers and bays; however, Harad contains little true desert and sparse groups settle or roam the whole region. Haradrim (S. "Southmen") are also called "Southrons" or "Haradwaith" (a term referring to the land).

PHYSICAL CHARACTERISTICS

Build: Tall and wiry; males average 190 pounds; women, 150 pounds.

Coloring: Southern groups have dark grey, brown, or black skin; straight or curly black hair; and dark brown or black eyes.

Endurance: Haradrim can travel great distances in hot climes and need little water. They are slowed only slightly by sand. They operate poorly in the cold.

Height: Southern groups: males average 6'5"; women 6'1"

Lifespan: Short, about 40-60 years.

Resistance: +2 save versus heat/fire attacks; -2 save versus cold/ice attacks.

Special Abilities: Their eyes are attuned to extremely bright light, and they are unaffected by brilliant displays which might blind others.

CULTURE

Clothing & Decoration: Red, purple, and gold are favored colors, although white and black are used in practical cases. Both men and women wear their wealth, mostly in the form of gold.

Fears & Inabilities: None.

Lifestyle: Laughter, partying, and violent games are common. Although some groups are nomads, most are used to urban life. Generally well traveled, they are used to interaction with foreign Men. Many are or were involved with the caravan trade, and most ride well: horses and elephants in southern Harad. There is a distinct separation between males and females and very strong bonds between members of families and clans.

Marriage Pattern: Men may take more than one wife, but this is expensive since it involves a bride-price. The line is traced through the male.

Religion: Elaborate rituals in service to idols which represent various "high gods." Altars for household gods are carried everywhere.

OTHER FACTORS

Demeanor: Passionate, fiery, and instilled with a fierce but peculiar honor. Some consider them cruel and vengeful, particularly since life is not particularly valued.

Language: Starting Languages: Southern groups normally use Apysaic, Westron, and Haradaic. Haradrim also have the opportunity to learn: Logathig and Varadja.

Prejudices: Most hate the Dûnedain, Elves, Dwarves, and anyone who looks particularly different—although they are suspicious of most peoples.

Restrictions on Character Classes: None.

OUTFITTING OPTIONS

Weapons: Dagger, scimitar, short bow, short sword, spear, blow gun, boomerang, darts (throwing).

Armor: None.

Attire: Long-sleeved cotton, silk, or gauze blouse (white or cream) with embroidered (red, purple, gold) neck yoke and wrist cuffs; cotton pants with leather panels on the inner leg for riding protection; stout leather boots; loose cotton tunic (white or black) falling to the knees or ankles ornamented with tassels and embroidery at the neck opening, across the shoulders, at the wrists of the wide sleeves; leather weapons belt; cotton head wrap with trailing portions that protect the neck from the sun; gold bracelets and torques.

Money: Gold bracelets worth 2 gp's (unset with any gemstones).

BACKGROUND OPTIONS

Background Options (optional): 5

Special Abilities: All available.

Special Items: All available. Haradrim favor gold ornamented with elaborate engraving but bare of gems.

Extra Money: Gold bracelets and/or gold torque worth 1-200 gp's.

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Haradan might in unusual circumstances learn: Black Speech or Silvan Elvish.



5.14 - MEN - LOSSOTH (OPTIONAL RACE)

[Need original artwork here instead]

- +2 Constitution
 - Medium-size (5' 6" to 6' tall)
 - Base Speed 30 feet
 - + 4 to Spot, Listen, and Wilderness lore
 - Proficient with Composite Long and Short bows
 - +1 bonus feat at 1st level
 - May choose one cross skill and make it a Class skill.
 - +4 bonus Skill Points at 1st level and +1 bonus Skill Point per level thereafter.
 - +4 bonus versus cold/ice attacks. -4 bonus versus heat/fire attacks.
 - Bonus Feats: Scent, and Track
 - Automatic Languages:
-
- Valid Ages:
-

- *Spell Casting DC Roll Racial Modifier (optional): -1 arcane, 0 divine, +1 nature (+2 for “cold survival” related nature magic)*

OVERVIEW

The Lossoth

The hardy Ice Men of Forochel bay, known in Ardor & Eriador as the Forodwaith. They live in the frozen north, a land that has many threats, not the least being the hideous Snow Trolls. These folk come into the annals of history rarely. The last time they came to note was when they gave shelter to Arvedui, the last king of Arthedain, as he fled from the fall of his kingdom.

Physical Character

Build: Stocky and hard, with pronounced muscles. They have wide features and large, pudgy hands and feet. Men average 175 pounds; women, 135 pounds.

Coloring: Fair, with reddish highlights. They have pale blue eyes and fair hair.

Endurance: They are extremely rugged and can travel great distances with little or no rest.

Height: Short; men average 5’5”; women, 5’3”.

Lifespan: Men about 50-60 years; women about 75-90 years.

Resistance: +4 bonus versus cold/ice attacks. -4 bonus versus heat/fire attacks.

Special Abilities: They have an acute sense of smell and perception. They can pick up a Man’s scent a mile downwind and 100 feet upwind (1000 feet otherwise). +2 bonus to Spot & Listen.

CULTURE

Clothing & Decoration: Fur, leather, and sea-mammal hides. Some possess one colorful, patterned coat made of spun fabric and lined with fur. All wear colorful, lined, conical hoods.

Fears & Inabilities: Many fear Darkness.

Lifestyle: The Lossoth are poor, nomadic hunters and

gatherers. They use stonework, bone, and limited amounts of wood and metal (mostly copper). Most are primarily fisher folk, employing light (but steady), and ocean-ready boats called “meriki.” Some herd reindeer and all make use of hunting dogs. Furry horses or reindeer draw their sleighs, although the dogsled is used in areas of extreme cold. Extended families and bands are normally the largest groups.

Marriage Pattern: Monogamous. The line is traced through the female.

Religion: They worship Nature-spirits who they believe to be akin to enchanted or godlike beasts. Dance and story-telling rituals make up the bulk of ceremonial life.

OTHER FACTORS

Demeanor: Generous, quiet, slow-paced, reserved, and shy—but fearless and persevering.

Language: Starting Languages: The Lossoth speak Labba and do not write. Some speak a little Westron or Sindarin. Lossoth also have the opportunity to learn: Atliduk or Logathig .

Prejudices: They hate Wargs, Dragons, Giants, and Trolls above all things. Those that know of Orcs also hate them.

Restrictions on Character Classes: None.

OUTFITTING OPTIONS

Weapons: Dagger, javelin, net, short bow, spear, harpoon, ice knife (treat like +1 dagger), fishing net, ice axe (treat as a baw), trident.

Armor: Their normal clothing acts as soft leather armor. Other wise, none.

Attire: Soft, suede tunic decorated with beadwork; soft, suede pants also boasting beadwork; females wear a beaded suede skirt over plainer pants; soft, leather moccasins; heavy, fur-lined leather or wool coat trimmed with designs embroidered using animal hair, fringed leather, and beadwork; heavy, fur-lined leather outer pants; animal (snow hare, snow fox, rodent) pelt pouch (sometimes skinned so that the beast’s mouth serves as the opening) on a leather thong or strap worn over the shoulder; thick, fir-lined outer boots; heavy fur-lined mittens attached at the wrist to a cord which passes through the sleeves and body of the coat, preventing the loss of a mitten; conical, fir-lined hood with elaborately beaded, fringed, and embroidered exterior surface.

Money: Goods which may be bartered or sold for coinage: a skin of spermaceti (important ingredient in ointments and candles) worth 20 silver pieces; 7 leaves of Darsurion (a leaf heals 1d6 Hit Points).worth 3 sp each; moose or elk pelt worth

20 sp; or a whole dried fish worth 20 sp in markets of lower latitude.

BACKGROUND OPTIONS

Background Options (optional): 4.

Special Abilities: All available.

Special Items: All available. Lossoth favor items of copper or leather ornamented with fur, fringe, and beads.

Extra Money: A selection of herbs (Arfandas, Edram, Jojojopo, Darsurion, Gefnul, Mireнна, Winclamit, Arlan, Delrean, Melandar, Olvar, Aldaka, Febfendu, Atigax, Kathkusa, and/or Zur) or a quantity of sturgeon roe worth 1-200 gold pieces.

Stat Increases: Any stat may be increased.

Extra Languages: None

5.15 - MEN - MIXED MEN (GONDORIAN & OTHERS)

[Need original artwork here instead]

- 0 Ability Modifiers
 - Medium-size (5' to 6" tall)
 - Base Speed 30 feet
 - +1 bonus feat at 1st level
 - +4 racial bonus to Diplomacy, + 6 to any Profession Skill.
 - May choose one cross skill and make it a Class skill.
 - +4 bonus Skill Points at 1st level and +1 bonus Skill Point per level thereafter.
 - Automatic Languages:
-
- Valid Ages:
-
- *Spell Casting DC Roll Racial Modifier (optional): -1*

OVERVIEW

The common folk of the broad provinces of Gondor bear varying degrees of Eriadoran, Dunael, Northmen, and Edain blood; a number may even have Elven ancestors. They are a civilized people living in the towns and cities of Gondor's provinces. In brighter times, the people of the cities of Arnor may also have been described in such ways.

The features of the Gondorim vary widely, from the fair skinned folk of Pelargir and Lebennin, to the swarthy farmers of Lamedon and the foothills of the Ered Nimrais (Sind. "White Mountains"). Shorter than the Edain lords of Minas Tirith, Dol Amroth, and Pelargir, they still have a noble bearing that some see as arrogance.

PHYSICAL CHARACTERISTICS

Build: All types, but normally medium. Males average 155 pounds; women, 125 pounds.

Coloring: Variations of fair to tan or olive skin. All colors of hair and eyes.

Endurance: Average.

Height: Males average 5'10"; women, 5'4".

Lifespan: Moderate, averaging 65-85 years.

Resistance: Normal.

Special Abilities: None.

CULTURE

Clothing & Decoration: Various types of elaborate or practical wool and linen garb, including cloaks, boots, etc. Tunics are worn in warmer areas; shirts and pants or leggings are worn in cooler locales. Some imported silks and fine cottons are in evidence.

Fears & Inabilities: None, aside from local superstitions.

Lifestyle: Urban folk are a varied, rather cosmopolitan lot. Many are from mercantile or guild backgrounds and some have dealt with enchantments.

Marriage Pattern: Monogamous. The line is traced through either the male or female.

Religion: Variations of subdued rituals with some organized cults and shrines. Most have reverence for local or community spirits, although the principal worship focuses on Eru and the Valar. Araw (Oromë) is the patron spirit of Common Men. Many of the elite revere Varda. People from ports honor both Varda and Manwë.

OTHER FACTORS

Demeanor: Practical, aggressive, hard-working, and inquisitive.

Language: Starting Languages: The Common Speech Westron is their chief tongue, although local dialects abound.

Prejudices: Urban folk are worldly enough to deal with most outsiders. They hate no race, aside from the Orcs and Wargs.

Restrictions on Character Classes: None, although Spell Caster or Psionic Users, Bards, Druids, and Rangers are rather rare—particularly outside of the largest cities.

OUTFITTING OPTIONS

Weapons: Battle-axe, broadsword, composite bow, dagger,

halberd, javelin, long bow, mace, morning star, quarterstaff, short sword, spear, two-handed sword, bastard sword, foil, main gauche, rapier.

Armor: Any. Inhabitants of the larger cities (Minas Tirith, Tharbad, and Fornost) have more reliable access to chain and plate mail than do those in towns or small cities.

Attire: Warm locale: knee-length tunic (linen, fine cotton, or silk, often finely embroidered) and wide leather belt or short tunic belted over a silk skirt (linen, fine cotton, or silk); boots; short wool cape. Cool locale: shirt (linen or silk) under a tunic (wool or silk); leather belt; woolen breeches or silk skirt (wool or silk over a wool petticoat) over wool or silk leggings; boots; long, hooded, wool cloak. Colors depend on the wealth of the wearer. Poorer folk wear linens an un-dyed, unbleached soft white and woolens a subdued green, grey, or brown. Wealthier individuals display snow-white linens and woolens and silks tinted with expensive dyes—maroon, purple, forest green, deep brown, indigo.

Money: 20 silver pieces of Gondorian or Arnorian mint,

BACKGROUND OPTIONS

Background Options (optional): 4

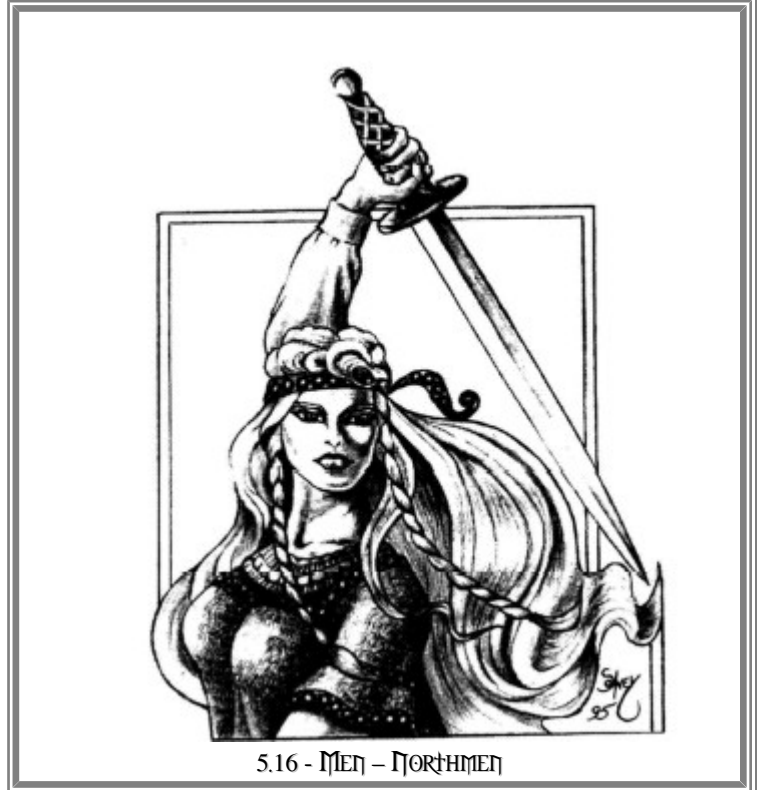
Special Abilities: All available except range 71-75 (re-roll).

Special Items: All available. Items made by urban Mixed Men and urban Eriadorans display high quality craftsmanship and include durable materials often unavailable in more rural societies (steel being a prime example). Enchanted metals (mithril, eog, etc.) are not available, however.

Extra Money: 1-200 silver pieces.

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Mixed Men might in unusual circumstances learn: Dunael, Kuduk, Logathig, Quenya, Adunaic, Haradaic, or Sindarin.



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- +1 Strength +1 Constitution
- Medium-size (5' 6" to 6' tall)
- Base Speed 30 feet
- +1 bonus feat at 1st level
- +2 bonus to Attack Bonus when fighting from horseback.
- + 4 to Sense Motive
- May choose one cross skill and make it a Class skill.
- +4 bonus Skill Points at 1st level and +1 bonus Skill Point per level thereafter.
- Bonus Feats: Endurance
- Automatic Languages:
- Valid Ages:
- Level Adjustment: 0
- Spell Casting DC Roll Racial Modifier (optional): -1

OVERVIEW

Northmen (The Men of Dale and Laketown in Rhovanion)

Dale is an ancient city-kingdom of the Northmen, lying in the shadow of Erebor, the Lonely Mountain. Its origins stretch back beyond memory, its prosperity ensured by commerce with the Dwarves of Erebor at the Elves of Thranduil's realm. However, Dale was destroyed and its surviving people driven into exile when Smaug the Golden sacked Erebor in 2770 TA, taking the Dwarf halls as his abode. Smaug was slain by Bard, heir to the kings of Dale, while the dragon attacks Lake Town in 2941. After the Battle of Five Armies, Bard began rebuilding Dale, which once more prospered. Lake Town, or Esgaroth, was built on the waters of the Long Lake, just east of Mirkwood. Lake Town grew very wealthy on trade from Thranduil's kingdom and from Erebor. Even while Smaug was in the Lonely Mountain, the Lakemen managed to prosper. With Erebor restored, their riches were ensured.

While related to the Rohirrim through ancient ancestors, they are darker of hair and eye. Like all Northmen, they tend towards certain tallness.

PHYSICAL CHARACTERISTICS

Build: Average to stocky and strong. Men average 190 pounds; women, 130 pounds. The men have considerable facial hair.

Coloring: Blond, with fair skin and blue eyes.

Endurance: Average, although they can ride as long as their mounts can endure, and as long as they can stay awake.

Height: Men average 6'1"; women: 5'5".

Lifespan: 60-85 years.

Resistance: Average.

Special Abilities: +1 bonus to Attack Bonus when fighting from horseback.

CULTURE

Clothing & Decoration: Linen and/or woolen shirts, medium length pants, and leggings. Warriors commonly wear chain mail and carry shields bearing the symbol of their folk, a white horse on a green field.

Fears & Inabilities: None.

Lifestyle: Herders and horse-masters, they spend much of their year living in various semi-permanent camps set out on a circuit of pastures. They return to their permanent homes for the winter. Some garden or farm. Most Northmen are also accomplished hunters and fishermen.

Marriage Pattern: Monogamous. Line is traced through the

male.

Religion: Somewhat formal. Rituals celebrate life, fertility, and the cycles of the seasons. Most are held atop hills in mountain vales or at the base of the peaks. They revere Eru and the Valar and, in particular, Araw (Oromé). The ancient Cult of the Stag and Cult of the Earth are maintained.

OTHER FACTORS

Demeanor: Practical, rugged, straightforward, and somewhat loud. They enjoy song, celebration, physical games, and battle.

Language: Starting Languages: They speak Eothri, the descendant of the older Eothrik tongue of Rhovanion. Most also speak Westron and a little Dunael. Northmen have a chance to learn: Adunaic, Rohirrim, Atliduk, Logathig, or Nahaiduk.

Prejudices: The Northmen hate the Dunlendings and consider the Woses to be lesser beings. They also have an age-old hatred of Orcs, Wargs, Easterlings, and Dragons.

Restrictions on Character Classes: None, although the Northmen rarely produce Spell Caster or Psionic Users.

OUTFITTING OPTIONS

Weapons: Broadsword, dagger, lance, composite bow, long knife, light lance, heavy lance, long sword.

Armor: Chain mail with helmet and shield.

Attire: Males: long-sleeved cotton shirt (dark grey or blue); wool jerkin (maroon, brown, grey, blue) falling to mid-thigh, embroidered bands at its hem and neck; wool trousers wrapped with linen strips around the calves to keep the fabric snug; high boots or shoes; woolen cloak or surcoat (charcoal grey, dark blue, forest green, black).

Females: wear the shirt, jerkin, trousers, and boots typical of male garb when they ride, preferring lighter hues (pale grey, sky blue, sea-green) and more ornate embroidery; at home they don low shoes and cotton or woolen gowns (white or pale grey favored) with simple, form-fitting lines and extensive embroidery on the sleeves, shoulders, skirt hem, bodice, and about the neck; their outer capes are also richly embroidered and usually bright blue or light green.

Other Gear: Since most Northmen may spend the summer away from their homes, traveling with their horses and herds, every adult has at least one small tent, a bedroll, and mess kit.

Money: 20 silver pieces of Gondorian mint or the rarer celebratory Rohirric pen ing (equivalent in value to Gondor's silver piece).

BACKGROUND OPTIONS

Background Options (optional): 5

Special Abilities: All available except range 7 1-75 (re-roll).

Special Items: Spell adders and daily spell items not available. Weapons and tools are usually ornamented elaborately—gold and silver engraving and settings of ruby or amber are popular.

Extra Money: 1-200 gold pieces of Gondorian mint or a number of riding horses worth an equivalent amount (light horse, 45 sp; medium horse, 60 sp; heavy horse, 80 sp; lesser warhorse, 20 gp's; greater warhorse, 75 gp's).

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Rohir might in time learn: Sindarin

5.17 - Mēn - Nūmenórean

[Original Artwork by.....]

(2nd Age only or High Dunedain of the Early 3rd Age)

- +1 Strength, +1 Constitution, +2 Intelligence, +2 Wisdom, +2 Charisma, (+2 *Comeliness* - optional)
 - Medium-size (6' 6" to 7' 0" tall)
 - Base speed 30 feet
 - Númenóreans only need Six hours of rest a day.
 - Proficient with Bastardsword and Shortsword. Proficient with (Númenórean Steel Composite Longbow) Great composite.
 - +1 bonus feat at 1st level
 - Magical skills are considered cross-class skills for Númenóreans.
 - Automatic languages: Adunaic, Sindarin, Westron
 - Favorite Class: Any
 - Level Adjustment: +2
 - Automatic Languages:
-
- Valid Ages: 2nd Age only or High Dunedain of the Early 3rd (before T.A. 1,000)
 - *Spell Casting DC Roll Racial Modifier (optional):* +2

OVERVIEW

For almost two thousand years the Númenórean culture blossomed and flourished in unparalleled beauty and unbroken peace and harmony. Fishermen tended their nets and shepherds their flock while at the behest of the royal family, educated nobles wrote informative natural histories and geographies as well as numerous scholarly treatises on the arts and sciences. Astronomers plotted and studied the movement of the stars, both for the sheer pleasure of learning and to aid

in navigation. Like the Elves, the Númenórean cherished sarlight and sea-travel. At night, under fragrant flowering trees and surrounded by sculpted herb and flower gardens bursting with bloom, poets accompanied by court musicians read their verses to the King and the gathered nobility. Strife, jealousy, fear — all seemed to vanish like illists but ii off in the sparkling clear air of Númenórean. Never before were Men so blessed with a kind and invigorating climate and a land where sea breezes never ceased, and rainfall was appreciable but moderate.

Although Adûnaic was their birth-tongue, Númenóreans spoke Sindarin in deference to the Grey-elves who instructed and inspired them; the official names of high places and important people — like the capital city and the King — were given in Quenya, High-elven. From the Elves, Númenor kings and healers learned the use of the magical healing herb Athelas, and the love of all things beautiful. Scarlet Kirinki-birds sang their ethereal songs day and night, setting to music all that went on at court.

Yet the Númenóreans people were not simply lovers of elegance and knowledge and the serene good life; on the Menekarma (Q. “Pillar of Heaven”), the Hallowed Mountain in the center of the island, they regularly gathered to worship as one. After climbing a long and winding spiral road to the peak of the Meneltarma, the Númenórean observed a silent litany. Until the coming of Sauron and his ascension to power around S.A. 3300, no temples stood to block one’s view of the stars and the sky, no altars were built, no stones were piled into cairns. Three times a year the King of Númenor joined his people — all of them wearing flowing white robes and garlanded with flowers — to make a pilgrimage up the Meneltarma to offer prayers. At the Erukyerrië, on the first day of Spring, the King offered a prayer of hope for the coming year. In mid-Summer, at the Erulaizalë, and later, near the end of Autumn at the Eruhanialë, the King offered praise and thanks to Eru, the One, on behalf of his people, who stood silently surrounding him. At all other times the Hallowed Mountain was the site of unbroken silence; at the peak, the Witnesses of Manwë, two watchful Eagles whose Eyrie rested nearby, stood as ever-vigilant guardians of Númenor — until the Downfall. From the zenith of the Meneltarma, a farsighted Man could gaze west and on a clear night see the glowing light from the Isle of Eressëa, home of the High-elves and the only earthly state rivaling the beauty of Númenor itself.

Further east on the grasslands stood Armenelos, the elegant City of the Kings, in Númenor’s most populous area. Its tall towers, wide avenues, and concentric white walls foreshadowed the smaller plan of Annúminas, the Arthadan capital later built by the faithful Elendil in the rocky highlands of Arnor. Above the splendor of the royal grounds of Armenelos, at the summit of the King’s Tower, the pair of Great Eagles built their Eyrie. There the Eagles stood as living

symbols of the Valar's blessing upon the Isle, and their presence bespoke of the power of the Dúnadan Kings. There also rested the seven Seeing-stones, created long ago by Fëanor, the unexcelled Elven master-craftsman.

NUMENOREAN CULTURE

Enthusiastic and skilled gardeners, Nûmenóreans lovingly tended the trees, herbs, flowers, and vineyards native to the island and the special fragrant gifts of greenery given them by the Elves of Eressea, including the mighty golden-blossomed Mallorn (Q. "Malinornë") trees, later transplanted to Middle-earth and sacred to Lothlórien.

The Nûmenóreans were also an athletic, hearty people and especially enjoyed traveling the island's unpaved lesser roads on horseback, pausing to dive from the rocks into the sea and race out and back to shore. Superb bowmen, they loved to hunt and fish with hollow steel composite bows, relying on the retrieval skills of their fine War-dogs. Archery competitions, like rowing and sailing meets, drew large and enthusiastic crowds; physical fitness was much admired and encouraged by the Nûmenóreans culture as was mental acuity and a sense of mystical awareness.

As gifted mentally as they were physically active, Nûmenóreans commonly summoned their horses and dogs without calling aloud to them, a skill that would later prove useful on the battlefields of Middle-earth. Many practiced this telepathy openly when they traveled, lending credence to the sagas among lesser men touting the enchanted Dúnedain race. Along the same line, the Palantir, while not often understood by later folk, proved potent tools in the hands of Nûmenor's skilled Mentalists and Seers. They were frequently used to communicate, manage royal affairs, or to plan for the future. Their ties to the Master-stone in the Tower of Avallone on the nearby Elven isle of Eressea bound the Nûmenóreans to their Firstborn brethren.

THE RISE OF Nûmenórean MIGHT

The sea and the forests around the Nûmenóreans were also very important to them. Heavy cargoes of goods were shipped by sea; Nûmenor harbored three great ports, including Romenna, from whence the island's adventurous seamen set forth to sail the sometimes tempestuous sea to the shores of Middle-earth. Nûmenóreans treasured things built or carved of wood—especially their mighty and majestic sailing ships. By mid-Second Age, around 1600, they had devastated the island's forests, turning to Middle-earth as a source of timber, and the gold, silver, gems and mithril not found on Elenna. At first, Nûmenóreans seafarers treated the lesser Men of Middle-earth kindly, if paternally, and instructed them in farming and other enterprises. But by S.A. 1600, greed—once as foreign to the Dúnadan character as envy or sloth—had

overwhelmed the well-established Nûmenóreans appreciation of beautiful things. The sailors of Nûmenor armed themselves and went forth brandishing the trappings of war. 'Where they once sent envoys to teach or colonists to build, they sent armies bearing bow and arrow, axe and spear, or sword and spell.

Over a long period of time—just as minute amounts of poison work to weaken a victim—Nûmenor changed into a hungry empire. Nûmenóreans Kings, consumed by great pride, heeded the advice of vainglorious counselors and began to shun the Elves of Eressëa. Royal marriages were arranged solely to consolidate power. From about S.A. 2000 on, the Kings of Nûmenor refused to take Elven names or to surrender the Royal Scepter while still clear-headed and vigorous, as was the custom and instead held on to their power until death took them. The royal line of Elros Half-elven, long a source of Nûmenórean strength, weakened dramatically; the Kings' lifespan, once five times that of other Men, now declined by half. Priceless heirlooms like the Elven-made Ring of Barahir and the seven Palantir, thought to belong to all Nûmenóreans were locked away and jealously guarded by the later Kings. The people became divided, and most abandoned the Sindarin tongue in favor of the harsher Adunaic. After a time, those retaining a love and respect for the Elves and things Elvish shrouded their fondness for fear of reprisal. These dwindling few, called the Faithful by the Eldar, were the forefathers of the Dúnedain of Arnor.

THE DOWNFALL

Nûmenor's armies proved unstoppable when facing the cruder Men of Middle-earth, and for a time, even the hordes of the evil Lord of the Rings were swept aside. The Dark Lord surrendered in 3261 of the Second Age, speaking abased words of repentance. It was then that the conquering King Ar-Pharazôn ("The Golden") made the fatal mistake of bringing Sauron in chains to his court at Armenelos. Soon the Evil One took on a fashionable and pleasant form and amused the King with his magic tricks and arcane knowledge. Within a few decades of his capture and over the heated protests of the Faithful, Sauron became the King's chief counselor. Altars were built upon the summit of the Menekarma, and worse, those opposed to the King and the honey-tongued beguiler were sacrificed to false and evil gods. The Nûmenóreans' faith grew as tainted and artificial as the manners of the Royal Court. Near the end of the Second Age, Nûmenórean ruling class openly discussed breaking the Ban of the Valar and sailing west to the Undying Lands to seize by force the immortality they desired. So perverted was their thinking that they believed life ever-lasting could be wrested from the Elves and Valar, as though it were a jewel to be stolen and hidden away.

PHYSICAL CHARACTERISTICS

Build: Tall and strong. Men average 225 pounds; women, 150 pounds.

Coloring: Fair skin and black or dark brown hair. They have gray, hazel, blue, or green eyes.

Height: Men average 6' 5"; women, 5' 10".

Endurance: Considerable.

Lifespan: 300-500 years.

Resistance: Normal.

Special Abilities: Can speak mentally to Family, friends, and pets within a mile

CULTURE

Attire: Varies, although it is generally well-made and beautifully and subtly adorned. Favored colors are deep blues and greens, grey and grey-greens, silver, and white.

Fears & Inabilities: None.

Lifestyle: Varies, although they generally live in secluded retreats or havens, or among Elvenkind. Their culture is much like that of the Sindar, although they are constantly concerned with the ways of Men.

Marriage Pattern: Monogamous. The line is traced through the male or female.

Religion: Quiet, personal, and involving meditation. They respect Eru and the Valar and revere Ulmo, Varda and Orome above all others.

OTHER FACTORS

Demeanor: Patient, reserved, considerate, balanced, mellow, and thoughtful.

Language: Starting Languages: Adunaic as their first tongue. They all know Westron, Sindarin and some Quenya. Skill Development: Númenórean also have the opportunity to learn: Adunaic and Silvan Elvish, Bethteur.

Prejudices: Orcs are their sworn enemies,

Restrictions on Character Classes: None.

OUTFITTING OPTIONS

Weapons: Dagger, broadsword, long sword, war hammer, mace, morning star, composite bow, crossbow, battle-axe,

flail, quarterstaff, two-handed sword, lance, spear, Falchions, main gauche, rapier, dag, armored fist, heavy crossbow, war mattock, bastard sword, boar spear.

Armor: Any Númenórean are comfortable in plate, scale, and lamellar armor.

Attire:

Males: silk blouse or tunic, often with full, gathered sleeves (grey, silver, or white); brocade, damask, velvet, or heavy silk tabard (deep azure or verdigris or a subtle pattern combining these hues) varying in length from the hip to the knees; elegant belt of silver, white gold, bronze, or polished steel; silk trousers with a tapered leg or close-fitting hose (grey, silver, blue, or green); soft leather slippers or ankle boots worn inside sturdier leather boots rising to the knee or to mid-thigh (various hues of grey, blue, or green); long, full cloak of deepest blue, dark green, or charcoal grey silk lined with another lighter shade (sky blue, sea green, pearl grey, white).

Females: light silk shift (grey, white, or silver) worn under a form fitting gown of velvet, damask, brocade, or heavy silk (deep azure or verdigris or a subtle pattern combining these tints) with a generous, flaring skirt; belt of silver, white gold, bronze, or polished steel; slippers or ankle boots of soft or studded leather; mantle of velvet, heavy silk, or brocade (deep sapphire or indigo, emerald, jade, or moss green) with elaborate sleeves fancifully tailored, gathered, slashed, or falling open to drape around the arm while framing it; long, full cloak of dark blue, pine green, or smoke grey silk lined with another lighter shade (pastel blue or green, dove grey, white).

Money: 20 silver pieces or Númenórean mint.

BACKGROUND OPTIONS

Background Options (optional): 3 Because of their strong cultural and racial ties.

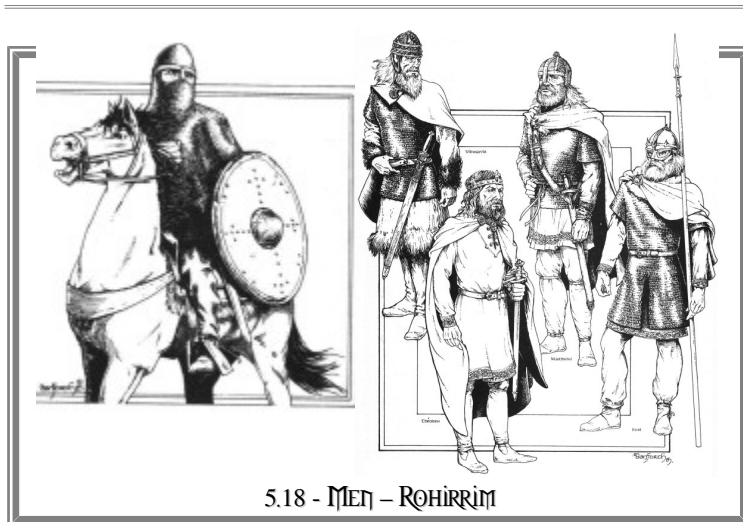
Special Abilities: All available. Replace range 61-65 with: sympathy for the Free Peoples of Middle-earth; character senses when their enemies (minions of Sauron, either knowingly or unknowingly) are near (within 500 feet).

Special Items: All available. Finely wrought metals are a popular material for such.

Extra Money 1-200 gold pieces or Númenórean mint

Stat Increases: Any stat may be increased.

Bonus Languages: In addition to the tongues listed above, a Númenórean might in unusual circumstances learn: Labba, Logathig, or Nahaiduk



5.18 - MĒŦ - ROHIRRĪM

[Need original artwork here instead]

- +1 Constitution, +1 Dexterity
- Medium-size (5' 6" to 6' 2" tall)
- Base speed 30 feet
- +1 bonus feat at 1st level
- +4 racial bonus on Handle Animal and Ride checks.
- +4 bonus Skill Points at 1st level and +1 bonus Skill Points per level thereafter.
- May choose one cross skill and make it a Class skill

- Proficient with Lance/Spear and Short bows
 - Bonus Feats: Mounted combat
 - Automatic languages: Rohirric, Westron
-
- +4 to attack bonus when fighting from horseback
 - Level adjustment: +1
 - Valid Ages: T.A. 2510 - 4th Age onward. Before this time they are Eriadorian Northmen only.
 - +2 bonus on saving throws to resist “corruption” and “sanity” loss
 - *Spell Casting DC Roll Racial Modifier (optional): -1*

OVERVIEW

The Rohirrim, the Riders of Rohan, are a golden-haired people, one of the peoples of Rhovanion, where they migrated from in 2510 TA. Eorl the Young was King of the Éothraim, the Horse Masters of Rhovanion. He claimed descent from the Kings of Rhovanion of old, and therefore a distant link to the Kings of Gondor. They lived on the plains near the source of the River Anduin, until they came to the aid of Gondor during the invasion of 2510. That war had left the province of Calenardhon empty of Gondor's people, and Cirion, steward of Gondor, granted that land to Eorl. So it became Rohan, the land of horses, and Eorl became first king of the Rohirrim.

The Rohirrim are accounted the best riders and most knowledgeable breeders of horses in north-west Middle-Earth. As the most potent cavalry in the western world, they have been loyal and potent allies of Gondor since the time of Eorl and Cirion.

The Rohirrim are uniformly fair of complexion, pale haired (red at the darkest), and pale eyed. Like all Northmen, the Rohirrim are a tall people. Many walk with a bow-legged gait, from a life in the saddle.

PHYSICAL CHARACTERISTICS

Build: Average to stocky and strong. Men average 190 pounds; women, 130 pounds. The men have considerable facial hair.

Coloring: Blond, with fair skin and blue eyes.

Endurance: Average, although they can ride as long as their mounts can endure, and as long as they can stay awake.

Height: Men average 6'1"; women, 5'5".

Lifespan: 60-85 years.

Resistance: Average.

Special Abilities: +4 bonus to Attack Bonus when fighting from horseback.

CULTURE

Clothing & Decoration: Linen and/or woolen shirts, medium length pants, and leggings. Warriors commonly wear chain mail and carry shields bearing the symbol of their folk, a white horse on a green field.

Fears & Inabilities: None.

Lifestyle: Herders and horse-masters, they spend much of their year living in various semi-permanent camps set out on a circuit of pastures. They return to their permanent homes for the winter. Some garden or farm, Most Rohirrim are also accomplished hunters and fishermen.

Marriage Pattern: Monogamous. Line is traced through the male.

Religion: Somewhat formal. Rituals celebrate life, fertility, and the cycles of the seasons. Most are held atop hills in mountain vales or at the base of the peaks. They revere Eru and the Valar and, in particular, Araw (Oromé). The ancient Cult of the Stag and Cult of the Earth are maintained.

OTHER FACTORS

Demeanor: Practical, rugged, straightforward, and somewhat loud, they enjoy song, celebration, physical games, and battle.

Language: Starting Languages: They speak Rohirric, the descendant of the older Eothrik tongue of Rhovanion. Most also speak Westron and a little Dunael. Rohirrim have a chance to learn: Adunaic, Atliduk, Logathig, or Nahaiduk.

Prejudices: The Rohirrim hate the Dunlendings and consider the Woses to be lesser beings. They also have an age-old hatred of Orcs, Wargs, Easterlings, and Dragons.

Restrictions on Character Classes: None, although the Rohirrim rarely produce Spell Caster or Psionic Users.

OUTFITTING OPTIONS

Weapons: Broadsword, dagger, lance, composite bow, long knife, light lance, heavy lance, long sword.

Armor: Chain mail with helmet and shield.

Attire: Males: long-sleeved cotton shirt (dark grey or blue); wool jerkin (maroon, brown, grey, blue) falling to mid-thigh,

embroidered bands at its hem and neck; wool trousers wrapped with linen strips around the calves to keep the fabric snug; high boots or shoes; woolen cloak or surcoat (charcoal grey, dark blue, forest green, black).

Females: wear the shirt, jerkin, trousers, and boots typical of male garb when they ride, preferring lighter hues (pale grey, sky blue, sea-green) and more ornate embroidery; at home they don low shoes and cotton or woolen gowns (white or pale grey favored) with simple, form-fitting lines and extensive embroidery on the sleeves, shoulders, skirt hem, bodice, and about the neck; their outer capes are also richly embroidered and usually bright blue or light green.

Other Gear: Since most Rohirrim spend the summer away from their homes, traveling with their horses and herds, every adult has at least one small tent, a bedroll, and mess kit.

Money: 20 silver pieces of Gondorian mint or the rarer celebratory Rohirric penning (equivalent in value to Gondor's silver piece).

BACKGROUND OPTIONS

Background Options (optional): 4

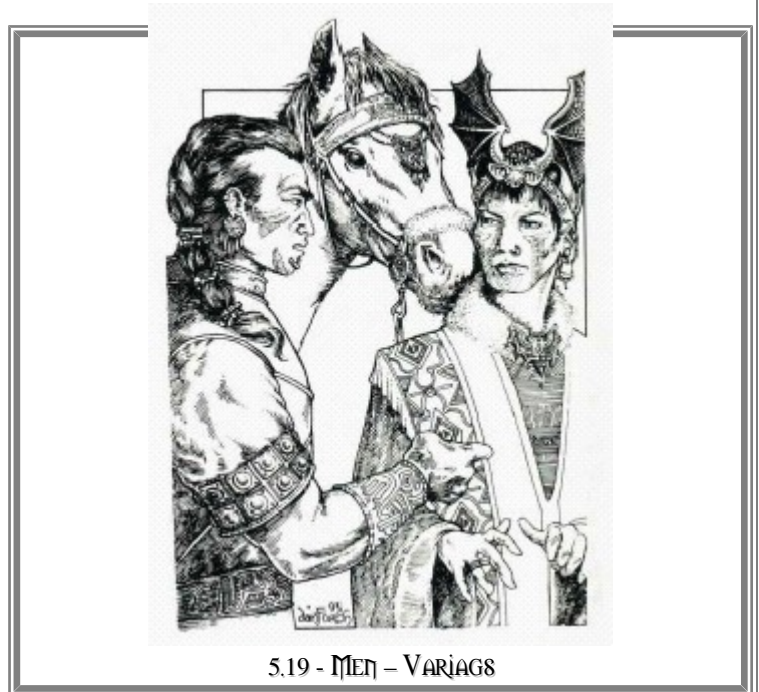
Special Abilities: All available except range 7 1-75 (re-roll).

Special Items: Spell adders and daily spell items not available. Weapons and tools are usually ornamented elaborately—gold and silver engraving and settings of ruby or amber are popular.

Extra Money: 1-200 gold pieces of Gondorian mint or a number of riding horses worth an equivalent amount (light horse, 45 sp; medium horse, 60 sp; heavy horse, 80 sp; lesser warhorse, 20 gp's; greater warhorse, 75 gp's).

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Rohir might in learn: Pükael or Sindarin.



5.19 - MEN - VARIAGS

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- +1 Dexterity, +2 Constitution
- Medium-size (5' 6" to 6' tall)
- Base Speed 30 feet
- +1 bonus feat at 1st level
- +4 racial bonus on Handle Animal and Ride checks.
- +4 bonus Skill Points at 1st level and +1 bonus Skill Point per level thereafter.
- May choose one cross skill and make it a Class skill
- +2 to attack bonus when fighting from horseback
- Proficient with Lance/Spear and Bola

- Bonus Feats: Mounted combat
- Automatic Languages:

- Valid Ages:

- *Spell Casting DC Roll Racial Modifier: -1, except 0 to "evil" magic*

OVERVIEW

The Variags live in the region of Khand, a semi-arid plateau that lies southeast of Mordor. They are a distinct race, but are occasionally confused with the Haradrim of Far Harad. In reality, they have as many ties to the Easterlings. Brutal and semi-nomadic, they have long been influenced by Mordor and the constant wars with their neighbors.

PHYSICAL CHARACTERISTICS

Build: Medium; men average 155 pounds, women 125 pounds

Coloring: Extremely dark grey or black skin. Eyes red or reddish brown eyes

Hair straight black hair

Endurance: Variags can travel for extreme periods on horseback with little or no rest

Height: Medium; men average 5'9"; women 5'3"

Lifespan: Short, about 50-70 years

Resistance: Average

Special Abilities: +2 to attack bonus when fighting from horseback

CULTURE

Clothing and Decoration: Variags favor black and red clothing and wear richly adorned garb. Their armor is designed around hideous, frightening beast designs. They carry gold or gilded weapons. Many wear gold trinkets in their ears, noses, cheeks, or lips.

Fears & Inabilities: Fear Darkness (but not night) and illness or infirmity – anything that might infringe upon their physical prowess.

Lifestyle: Always at war, Variags live a brutal and exciting life. Most are herders and raid the stocks of their enemies. Elite warriors and the female priesthood control life.

Marriage Pattern: Polygamy line traced thru the female and there is no marriage. A woman's brother helps raise the children.

Religion: Variags worship a pantheon of cruel gods and have elaborate nighttime ceremonies; sacrifices abound. The Lord of Darkness is the strongest deity, and is actually a modified incarnation of Morgoth or Sauron. Female priests interpret laws.

Prejudices: The Variags despise all Men except those who have recently defeated them in battle. They have grudging respect for the races of Mordor, but generally hate all non-mannish folk.

OTHER FACTORS

Demeanor: Confidant, fearless, jealous, abrupt, impulsive, and cold hearted

Language: Starting languages: Variags speak Varadja, Haradaic, and Westron. Variags also have the opportunity to learn: Logathig.

Restrictions on Character Classes: None.

OUTFITTING OPTIONS

Weapons: bola, dagger, javelin, scimitar, short bow, sling, knife, horse bow, usriev (8-foot long weapon with a 4-foot haft, like a lance, securing a long, thin, razor-sharp, 4-foot blade; use two-handed sword table, uses both slashing and piercing).

Armor: Soft or rigid leather and a small, reinforced, oval shield and a layered leather helm.

Attire:

Males: short or long-sleeved tunic (red or black) spun from camel hair; leather tunic, its front and back surfaces entirely covered with the stylized image of a beast's snarling face; leather belt; breeches (red or black) spun from camel hair; leather riding greaves covering the inner surfaces of the thigh and calf; sandals; helmet of layered leather with brightly hued tassels and plumes; black camel-hair cloak, its surface entirely encrusted with gold embroidery and metallic red and purple appliqué.

Females: short or long-sleeved tunic (red or black) spun from camel hair; camel hair over-tunic, loose flowing sleeves, hem at the ankles; black or red tabard, its surface entirely encrusted with gold embroidery and metallic red/black and purple appliqué; camel hair breeches (red or black); leather riding greaves covering the inner surfaces of the thigh and calf; sandals; head dress, taking the stylized form

of a bat, serpent, lizard, hawk, wild cat, or horse.

Money: Camel worth 20 sp.

BACKGROUND OPTIONS

Background Options (optional): 4

Special Abilities: All available.

Special Items: All available. Variag craftsmen favor brightly colored implements of bone, leather, iron, gold, and bronze adorned with beast motifs.

Extra Money: Livestock (camel, 20 sp each; light horse, 45 each) or gold jewelry (earrings, nose rings, cheek rings, finger rings, wrist bracers) worth a total of 1-200 gp's.

Stat Increases: Any stat except Intuition may be increased.

Extra Languages: In addition to the tongues listed above, a Variag might in unusual circumstances learn: Apyaic, Black Speech, or Orkish.

- Medium-size (5' 6" to 6' tall)
- Base Speed 30 feet
- +4 racial bonus on Knowledge (Nature) and Wilderness Lore checks.
- +4 to Climb and Jump
- +1 bonus feat at 1st level
- +4 bonus Skill Points at 1st level and +1 bonus Skill Point per level thereafter.
- Proficient with Dwarven War axe
- May choose one cross skill and make it a Class skill
- Automatic Languages: Westron (4), Rhovanion (Nahaiduk) (10), Sindarin (2)
- Valid Ages:

- *Spell Casting DC Roll Racial Modifier (optional): -1 arcane, 0 divine, +1 nature*

OVERVIEW

The Woodmen have long dwelt in Mirkwood, the great forest in Rhovanion. They are a loose tribe of hunter/gatherers who live in or below the trees as extended families, bands, or clans. They are Northmen and thus related to the Beornings in the nearby Anduin Vales and the foothills of the Grey Mountains. The Rohirrim are their distant kin.

PHYSICAL CHARACTERISTICS

Build: Average to stocky, with strong but angular features. The men possess large amounts of facial hair. Men average 195 pounds; women, 135 pounds.

Coloring: Fair skin with reddish highlights. They have blond hair and blue or green eyes.

Endurance: Average.

Height: Men average 6'1"; women, 5',5"

Lifespan: 65-85 years.

Resistance: Average.

Special Abilities: They can climb and move along tree limbs exceedingly well: +4 to climbing and tumbling. +2 to Survival.

CULTURE

Clothing & Decoration: They wear crude woolen tunics and



5.20 - MEN - WOODMEN

[Need original artwork here instead]

- +1 Constitution, +1 Dexterity, +1 Wisdom

short pants with leggings. Most favor coats, cloaks, and fur hats.

Fears & Inabilities: None.

Lifestyle: They are an independent lot who have no formal political structure. Living off the gifts of the forest, they reside in small, close groups secluded from other races. They interact with few other than the Beornings and Silvan Elves. Utterly at home in the woodlands, their tracking, climbing, hiding, hunting, and foraging techniques are superb.

Marriage Pattern: Monogamous. The line is traced through the male.

Religion: Mostly personal and within the family or band. Female Wuitan (“Knowing Ones”) serve as shamans—Druids who act as seers, healers, and spiritual leaders. They manage the ancient Cult of Growing which meets for rare tribal ceremonies. The Vala Araw (Oromé) is revered above all others.

OTHER FACTORS

Demeanor: Quiet, independent, reclusive.

Language: They speak the Rhovanion tongue called Nahaiduk, a little Westron, and a little Sindarin. Woodmen also have the opportunity to learn: Atliduk, Logathig.

Prejudices: Woodmen hate Orcs, Wargs, Trolls, and Giant Spiders.

Restrictions on Character Classes: No restrictions.

OUTFITTING OPTIONS

Weapons: Club, dagger, handaxe, long bow, quarterstaff, short sword, sling, woodman’s axe, throwing darts, knife.

Armor: None or soft leather.

Attire: Smock of beige or soft white wool; short tunic of buff, moss green, or grey wool, ornamented with contrasting crewel work across the shoulders, chest, and at the lower hem; woolen leggings and full trousers ending at the knee, gather into a cuff or flill trousers gathered at the knee into a narrow sheath extending to the ankle; short woolen coat in subdued colors; long woolen cloak with hood; fur hat; fur boots, soft and unobstructed for excellent traction on tree limbs.

Money: Herbs worth 20 sp (Rewk, 9 sp; Thurl, 1 sp).

BACKGROUND OPTIONS

Background Options (optional): 5

Special Abilities: *Replace range 71-75 with: character may merge his or her body into the bole of any tree with a trunk at least 1 foot in diameter for up to 1 hour; his or her presence*

cannot be detected while merged; after 1 hour, the character is automatically expelled from the tree.

Special Items: All available. Woodmen create items of wood, bark, fur, leather, and feathers.

Extra Money: Herbs worth 1-200 gp’s (Terbas, 2 gp’s; Berterin, 19 gp’s; Slota, 36 gp’s).

Stat Increases: Any stat except Presence may be increased.

Extra Languages: In addition to the tongues listed above, a Woodman might in unusual circumstances learn: Orkish (4), Silvan Elvish (6), or Waildyth (6).



6 - ORCS

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Where the orcs originally came from is a debated topic by scholars. Some point to passages that indicate they may have been Elves captured by Morgoth and his minions and twisted into orcs. Others say they were made in mockery of Elves. Still others insist they come from _____. Only Morgoth and Eru Illuvatar really know.

What is known is their proliferation throughout Middle-earth and the East. Anywhere that has felt the cruelty of Morgoth or his minions, orcs are sure to be found.

6.1 - ORCS - YRCH (GOBLINS, LESSER ORCS)

[Need original artwork here instead]

- -2 Dexterity, +3 Constitution, -2 Intelligence, -4 Wisdom, -2 Charisma, (-4 Comeliness – optional)
 - Base Speed 30 feet
 - Medium-size (4' to 5' tall)
 - Darkvision
 - Light Sensitivity
 - +4 vs heat and cold
 - Proficient with Scimitar and shortbow
 - May choose one cross skill and make it a Class skill
 - Feat availability: Orcs can purchase the Scent feat normally
 - Automatic Languages: Orcish, Morbeth,
-
- Valid Ages: All
 - *Spell Casting DC Roll Racial Modifier (optional): -5 arcane, -5 divine (good), -5 nature, -2 divine (evil)*

OVERVIEW

Orcs, Yrch, Goblins. The despised servants of the Darkness are ever a threat to the free peoples of Middle-Earth. Men, Dwarves and Hobbits may hate and fear them, but for true disgust and violent hatred, one has to go a long way to beat an Elf faced with Orcs.

Male Orcs are, by definition, warriors. Orkish society is violent, and only the tough and capable survive. They do not die of old age, and are mostly immune to diseases, but living a

long time takes a special Orc.

Female Orcs are never seen, except when an Orc-hole is being cleared out. The females are kept segregated, kept safe to breed more litters of Orcs.

Orcs despise the light of the Sun, and prefer to sleep during the hours of daylight. However, they can still see well enough to engage in combat if the need is there. Under starlight they can see as well as a man during the day. In near darkness they can still see well out to 50'; in total darkness, they can still see out to 10'.

PHYSICAL CHARACTERISTICS

Build: Heavy, with thick hides, short legs, and long, thin arms. They have grotesque, fanged faces and random hair growth. Males and females average 65 pounds.

Coloring Black or grey hair, black or reddish-brown eyes, and deep grey or black hides.

Endurance: Need only rest once every three days

Height: Males and females average 4'.

Lifespan: Indefinite; certainly hundreds of years, but the nature of their warlike life permits few to live past the age of 50,

Resistance: +4 vs. heat and cold

Special Abilities: Orcs sleep during daylight hours, although they need rest only once every 3 days. Orcish vision in most darkness is as good as a Man's during the height of day. When there is barely any light (cloudy, moonless nights; upper caverns, dungeons), Orcs can see at least 50' perfectly and fairly well up to 100'. In absolute darkness (deep caverns), they can see 10'.

CULTURE

Clothing & Decoration: Skins, leathers, and metal armor—crude, but well made and effective.

Lifestyle: Bred as laborers and warriors, Orcs respect power and terror above all things. They join and cooperate in substantial groups only when led by a “focused will,” some overwhelmingly strong individual. To them, politics equates with force, and separate Orc tribes often war. Inter-tribal cannibalism is the norm.

They are, however, quite skilled. Their smiths rival those of the Dwarves and Elves and, although the items they produce lack beauty in form, they are exceptionally effective. Orcs are also fine healers, despite their lack of concern for scarring. Utility is their principal goal.

Marriage Pattern: Orcs do not marry; they breed. The females live together in secluded areas which are normally accessible only to the strongest males. In addition, the females

are receptive only to the fiercest and most attractive males. This results in the strongest offspring. The many young are kept together and raised jointly by all the female Orcs.

Religion: All worship Darkness and power. Most revere Sauron as a god, respecting his ability to induce utter terror.

Demeanor: Orcs are cruel, jealous, petty, ambitious, selfish, and suspicious. They are almost always uncomfortable and, aside from mealtime or battle, are never happy or at peace.

Language: Starting Languages: Orcs speak various Orkish dialects which are generally related to Westron and are somewhat understandable to one knowing Westron or another such Orkish dialect. Orcs also have the chance to learn: Westron and Black Speech.

Prejudices: Orcs hate all races, including Orcs of other tribes. They particularly despise Elves, who they believe to be a spiteful, wicked, and wayward race.

Restrictions on Character Classes: Orcs produce no Sorcerer or Psionic Users, Druids, or Bards.

OUTFITTING OPTIONS

Weapons: Club, dagger, handaxe, scimitar, short bow, spear, whip, harpoon, barbed arrows.

Armor: None, soft or rigid leather, Leather helmet. Shields are rare. Clothing Males: short hide kilt; leather wrist guards; leather boots.

The leather and hides are un-dyed.

Females: hide tunic, falling to mid-thigh; no foot gear; leather thong worn as a headband to restrain the hair.

Money: 20 sp of varying mints, obtained as plunder in battle or stolen from the tribe's hoard.

BACKGROUND OPTIONS

Background Options (optional): 2

Special Abilities: All except ranges 56-60, 71-75, and 91-95. Extend range 96-00 to become range 91-00; re-roll other results.

Special Items: Daily spell items and spell adders not available. Weapons and tools made by Orcs are ungainly to look upon, but serviceable. Iron, steel, hide, and sinew are typical materials.

Extra Money: 1-200 gp's of varying mints, obtained as plunder in battle or stolen from the tribe's hoard.

Stat Increases: Intelligence, Wisdom, and Charisma may not be increased.

Extra Languages: In addition to the tongues listed above, a Common Orc might in unusual circumstances learn: Atliduk or more of Black Speech or the Westron tongue.

6.2 - MORGOTHIAN ORCS

6.3 - SAURONIAN ORCS (MORDOR)

- +2 Constitution, -2 Wisdom, -2 Intelligence, -2 Charisma, (-2 *Comeliness* – optional)
 - Base Speed 30 feet
 - Medium-size (5' to 6' tall)
 - Darkvision
 - +1 bonus feat at 1st level
 - +4 bonus Skill Points at 1st level and +1 bonus Skill Point per level thereafter.
 - May choose one cross skill and make it a Class skill
 - Automatic Languages: Orcish, Morbeth,
-
- Valid Ages:
-
- *Spell Casting DC Roll Racial Modifier (optional): -2 arcane, -3 divine (good), -2 nature, 0 divine (evil)*

OVERVIEW

The vile results of an experiment of Saruman the Wizard, the Half-Orcs are crossbreeds, the result of a union between Orcs and Dunish women. They are sometimes mistaken for Uruks-hai, but are distinct from them. Like the Uruk-hai, however, they are smarter and better disciplined than their common kin.

6.4 - ORCS - HALF-YRCH

(Variation change on Half-orc)
[Need original artwork here instead]

PHYSICAL CHARACTERISTICS

Build: Half-orcs are akin to Uruk-hai, but look more like dark Men, Males average 150 pounds; females, 135 pounds.

Height: Males average 5'8"; females, 5'5",

Language: Starting Languages: They know Westron quite well, and most know both Orkish and a little Black

Speech. Half-orcs also have the opportunity to learn: Dunael or more Black Speech or more Orkish dialects.

Restrictions on Character Classes: Half-orcs have none.

OUTFITTING OPTIONS

Weapons: Broadsword, club, dagger, handaxe, long bow, mace, morning star, scimitar, short bow, short sword, spear, war hammer, whip, clawed club or clawed mace (use morning star table), long sword, harpoon, barbed arrows.

Armor: Any. Chain and plate armor are made of utilitarian steel. Attire: Males.' Hide tunic; breeches or a short skirt of hide; stout leather belt; short woolen (dull plaid: moss green, dull yellow, beige, grey blue, charcoal) jacket or cape worn over one shoulder; steel torque about the neck; soft leather footgear; fur over-coat and hat; hair worn in many small braids.

Females: those who escape the breeding pits dress to pass as young males; those who remain in captivity wear a hide tunic, falling to mid-thigh, and thong sandals.

Money: 2 gp's

BACKGROUND OPTIONS

Background Options (optional): 4

Special Abilities: All available.

Special Items: All available. Most Half-orcs are equipped from the armories of Saruman and thus have some of the finest gear.

Extra Money: Coinage, gems, and weapons worth 1-200 gp's.

Stat Increases: Any stat may be increased.

Extra Languages: in addition to the tongues listed above, a Half-Orc might in unusual circumstances learn: Atliduk, Rohirric, or Nahaiduk.

- +1 Strength, +4 Constitution, -2 Wisdom, -2 Charisma, (-4 *Comeliness*)
 - Base Speed 30 feet
 - Medium-size (5' to 6' tall)
 - Darkvision
 - Bonus feat: Endurance
 - Level Adjustment: +1
 - Automatic Languages: Orcish, Morbeth,
-
- Valid Ages: None before T.A. 1000, T.A. 1000 to 1500 extremely rare, 1500-2500 uncommon, 2500+ common
 - *Spell Casting DC Roll Racial Modifier (optional):* -3 arcane, -5 divine (good), -5 nature, -2 divine (evil)

6.5 - ORCS - URUK-HAI

(Greater Orcs)

[Need original artwork here instead]

OVERVIEW

Standing over the common Orcs are the Uruk-Hai (sing. Uruk; Mor. "Orc Race"). They are the result of breeding programs instituted by the Dark Lord after his return c.1000 TA. After a millennium and a half of breeding for strength, intelligence and ruthlessness, the better Orc was finally born. Uruks hold their lesser brethren in contempt, seeing the ill-disciplined rabble as good for nothing but cannon fodder and, occasionally, rations. They do not fear the sun, they do not blanch at the name of Elbereth, and they are possessed of an iron discipline that makes a phalanx of Uruks worth many times their number in Orc rabble. The Fighting Uruk-Hai are extremely proud of their race.

The females of the species are far less submissive than their lesser sisters, demanding proofs and setting tests so that only the strongest males gain the privilege of breeding with them. They take great pleasure in decorating themselves with jewelry, tattoos, and piercing. The eyesight of Uruks is as good as a man's under sun or stars. With little light, they can still see well out to 50'; in complete darkness, they can still see out to 10'.

PHYSICAL CHARACTERISTICS

Build: Uruk-hai have a more "human" appearance, despite cat-like eyes, fang-teeth, and black/grey hides; they have longer, stronger, and straighter legs.

Height: Uruk-hai average 5'6" and 145 pounds.

Special Abilities: Despite their preference for darkness, Uruk-hai operate freely in daylight.

Demeanor: Uruk-hai are possess more intelligence and cunning than Common Orcs.

Language: Starting Languages: Black Speech, Orkish, and good Westron. Uruk-hai also have the opportunity to learn: Atliduk, Dunael or Nahaiduk.

OUTFITTING OPTIONS

Weapons: Broadsword, club, dagger, handaxe, long bow, mace, scimitar, short bow, short sword, spear, whip, clawed club or clawed mace (use morning star table), long sword, harpoon, barbed arrows.

Armor: Any, excepting plate armor. Steel helmets and round or target shields common.

Attire:

Males: sleeveless hide tunic, cropped at the waist, or falling to mid-thigh; hide pants with wide leather belt and often a thigh strap and sheath for a dagger or knife; leather or steel wrist guards; sturdy hide boots.

Females: hide tunic, falling to mid-thigh; belt of leather ornamented with steel plates, grommets, and spikes; hide Vest ornamented to match the belt; thong sandals; circlet of steel plates worn as a headband to restrain the hair.

Money: 20 sp of varying mints, obtained as plunder in battle or allotted from the tribe's hoard for service to the tribe's chief.

BACKGROUND OPTIONS

Background Options: 3

Special Abilities: All available except ranges 56-60, 71-75, and 91-95. For a result in range 56-60, re-roll. Treat ranges 71-75 and 91-95 as the result for 96-00: resistant to pain.

Special Items: Spell adders not available.

Weapons and tools made by Uruk-hai are usually ungainly to look upon, but perform admirably. Iron, steel, hide, and sinew are typical materials.

Money: 1-200 gp's of varying mints, obtained as plunder in battle or allotted from the tribe's hoard for service to the tribe's chief.

Stat Increases: Wisdom and Charisma may not be increased.

Extra Languages: In addition to the tongues listed above, an Uruk might in unusual circumstances learn: Logathig.

-
- Level Adjustment: +1
- *Spell Casting DC Roll Racial Modifier (optional): -1 arcane, -2 divine (good), -1 nature, 0 divine (evil)*

6.6 - ORCS - HALF-URUK-HAI

[Need original artwork here instead]

- +2 Strength, +2 Constitution, -2 Charisma, (-2 *Comeliness – optional*)
- Base Speed 30 feet
- Medium-size (5' to 6' tall)
- Darkvision
- +1 bonus feat at 1st level
- +4 bonus Skill Points at 1st level and +1 bonus Skill Point per level thereafter.
- May choose one cross skill and make it a Class skill
- Automatic Languages: Orcish, Morbeth,
- _____
- Valid Ages:
- _____

OVERVIEW

The vile results of an experiment of Saruman the Wizard, the Half-Orcs are crossbreeds, the result of a union between Orcs and Dunish women. They are sometimes mistaken for Uruks-hai, but are distinct from them. Like the Uruk-hai, however, they are smarter and better disciplined than their common kin.

PHYSICAL CHARACTERISTICS

Build: Half-orcs are akin to Uruk-hai, but look more like dark Men, Males average 150 pounds; females, 135 pounds.

Height: Males average 5'8"; females, 5'5",

Language: Starting Languages: They know Westron quite well, and most know both Orkish and a little Black

Speech. Half-orcs also have the opportunity to learn: Dunael or more Black Speech or more Orkish dialects.

Restrictions on Character Classes: Half-orcs have none.

OUTFITTING OPTIONS

Weapons: Broadsword, club, dagger, handaxe, long bow, mace, morning star, scimitar, short bow, short sword, spear, war hammer, whip, clawed club or clawed mace (use morning star table), long sword, harpoon, barbed arrows.

Armor: Any. Chain and plate armor are made of utilitarian steel. Attire: Males.' Hide tunic; breeches or a short skirt of hide; stout leather belt; short woolen (dull plaid: moss green, dull yellow, beige, grey blue, charcoal) jacket or cape worn over one shoulder; steel torque about the neck; soft leather footgear; fur over-coat and hat; hair worn in many small braids.

Females: those who escape the breeding pits dress to pass as young males; those who remain in captivity wear a hide tunic, falling to mid-thigh, and thong sandals.

Money: 2 gp's

BACKGROUND OPTIONS

Background Options (optional): 4

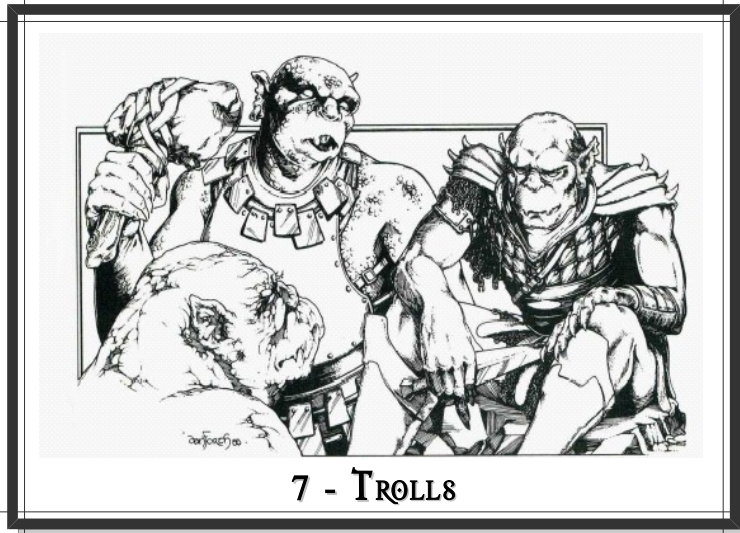
Special Abilities: All available.

Special Items: All available. Most Half-orcs are equipped from the armories of Saruman and thus have some of the finest gear.

Extra Money: Coinage, gems, and weapons worth 1-200 gp's.

Stat Increases: Any stat may be increased.

Extra Languages: in addition to the tongues listed above, a Half-Orc might in unusual circumstances learn: Atliduk, Rohirric, or Nahaiduk.



7 - TROLLS

(Middle-earth Trolls are very different from D&D trolls)
[Need original artwork here instead]

Wild Troll
Olog
Half-Troll
(left to right)

7.1 - TROLLS - OLOG

("Wild" Troll - Cave troll, Hill Troll, etc.)
[Need original artwork here instead]

7.3 - TROLLS - OLOG-HAI (HIGH TROLL, WAR TROLL)

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7.2 - TROLLS - HALF OLOG (HALF TROLL)

[Need original artwork here instead]

- +4 Strength, +3 Constitution, -2 Dexterity, -4 Intelligence, -2 Wisdom, -4 Charisma, (-6 Comeliness - optional)

- Base Speed 30 feet
- Medium-size (7' to 8' tall)
- Darkvision
- +6 natural armor
- Automatic languages:
- Level Adjustment: +2
- Automatic Languages:

- Valid Ages: None before T.A. 1000. Rare T.A. 1000 – 2,500. More Common T.A. 2500 onwards, though dwindling after F.A.
- *Spell Casting DC Roll Racial Modifier (optional): -5 arcane, -5 divine (good), -5 nature, -2 divine (evil)*

OVERVIEW

The Olog-hai have been bred by Sauron from lesser Troll stock and have until late been a rare breed. Cunning and organized—yet as big and strong as their lesser brethren—the Olog-hai are superb warriors. They know no fear and thirst for blood and victory.

Olog-hai are also called Black Trolls, for they have black scaly hides and black blood. Most carry blank shields and war hammers, although they are adept at using almost any weapon. They differ from older Troll varieties in other ways as well.

Resistance: Black Trolls ignore bleeding or stun results when given a critical strike from a normal weapon, since they are more resistant to un-enchanted weapons.

Special Abilities: They can operate freely in daylight.

Demeanor: They are relatively quick.

Language: Starting Languages: They are capable of using normal language properly, and speak Black Speech and Westron. Black Trolls also have the opportunity to learn: Orkish and more Westron.

OUTFITTING OPTIONS

Weapons: Battle-axe, club, flail, mace, morning star, two-handed sword, war hammer, bastard sword, fist, spiked club, war mattock, thrown rock.

Armor: Chain with plate inserts. Pot helmet and shield.

Clothing Rough, sleeveless coat of hide; hide wrist guards; hide or chain leg guards; leather belt or strap from which to

hang a weapon.

Money: 2 gp's.

BACKGROUND OPTIONS

Background Options: 1

Special Abilities: Ranges 5 6-60 and 71-75 not available (re-roll). **Special Items:** Special equipment is usually issued to a Black Troll by the orders of his commander. Sometimes items are acquired as booty on the field of battle. Enchanted weapons are the most common special items possessed by a Black Troll,

Extra Money: Coinage, gems, or weapons worth 1-200 gp's.

Stat Increases: STR, CON, and INT may be increased.

Extra Languages: In addition to the tongues listed above, an Olog might in unusual circumstances learn: Atliduk, Haradaic, or Nahaiduk.

7.4 - TROLLS - HALF-OLOG-HAI

[Need original artwork here instead]

8 - BACKGROUND OPTIONS

8.1 - BACKGROUND OPTION TYPE

01-15	Ability score modifiers
16-30	Special abilities
31-50	Secondary Skills
51-80	Status / Wealth
81-00	Special Items

8.1 - BACKGROUND OPTION TYPE

99		
00		

8.2 - SECONDARY SKILLS

“Secondary Skills” are also known as “Professions”, Craft Skills, Hobbies, etc. Roll on the chart below to determine what the character receives.

After determining the type and bonus level, select or roll to determine the exact profession, craft, hobby, on the corresponding chart.

Roll	Result	Notes
01-05	Profession	
06-10	Profession	
11-15		
16-20		
21-25		
26-30		
31-35		
36-40		
41-45		
46-50		
51-55		
56-60		
61-65		
66-70		
71-75		
76-80		
81-85		
86-90		
91-92		
93-94		
95-96		
97-98		

8.2.1 - PROFESSIONS

8.2.2 - CRAFT SKILLS

8 - BACKGROUND OPTIONS

8.3 - ABILITY SCORE MODIFIERS

Roll	Result	Notes
01-05		
06-10		
11-15		
16-20		
21-25		
26-30		
31-35		
36-40		
41-45		
46-50		
51-55		
56-60		
61-65		
66-70		
71-75		
76-80		
81-85		
86-90		
91-92		
93-94		
95-96		
97-98		
99		
00		

Roll	Result	Notes
01-05		
06-10		
11-15		
16-20		
21-25		
26-30		
31-35		
36-40		
41-45		
46-50		
51-55		
56-60		
61-65		
66-70		
71-75		
76-80		
81-85		
86-90		
91-92		
93-94		
95-96		
97-98		
99		
00		

8.4 - LANGUAGES

8.4 - LANGUAGES

8.6 - JEWELRY TYPE

01-25	Ring
25-45	Necklace
46-60	Bracelet/anklet
61-70	Scarabs, brooches, pins
71-85	Amulet/periapt
86-00	Headband/Circlet

8.5 - SPECIAL ITEMS & TREASURE CATEGORIES

This table is for generating higher level characters and providing typically 1 magic item per every 1-3 levels or so. You use the BO type table for first level generation of items (family heirlooms, etc.). Then for every 1-3 levels thereafter (depends on GM's discretion how many per level).

01-10	Money
11-20	Gems
21-30	Jewelry (rings, amulets, etc)
31-40	Clothing
41-45	Potions
46-50	Scrolls/books/tomes
51-55	Rods/staves/wands
56-65	Herbs
65-70	Armor
71-75	Shields
76-80	Melee Weapons
81-85	Missile Weapons
86-00	Miscellaneous

8.7 - MUSICAL INSTRUMENTS

8.9 - Ability Score Modifier

11-15		
16-20		
21-25		
26-30		
31-35		
36-40		
41-45		
46-50		
51-55		
56-60		
61-65		
66-70		
71-75		
76-80		
81-85		
86-90		
91-92		
93-94		
95-96		
97-98		
99		
00		

01-05		
06-10		
11-15		
16-20		
21-25		
26-30		
31-35		
36-40		
41-45		
46-50		
51-55		
56-60		
61-65		
66-70		
71-75		
76-80		
81-85		
86-90		
91-92		
93-94		
95-96		
97-98		
99		
00		

8.10 - Clothing

Roll	Result	Notes
------	--------	-------

8.11 - JEWELRY

Roll	Result	Notes
01-05		
06-10		
11-15		
16-20		
21-25		

8 - BACKGROUND OPTIONS

26-30		
31-35		
36-40		
41-45		
46-50		
51-55		
56-60		
61-65		
66-70		
71-75		
76-80		
81-85		
86-90		
91-92		
93-94		
95-96		
97-98		
99		
00		

11-15		
16-20		
21-25		
26-30		
31-35		
36-40		
41-45		
46-50		
51-55		
56-60		
61-65		
66-70		
71-75		
76-80		
81-85		
86-90		
91-92		
93-94		
95-96		
97-98		
99		
00		

8.12 - RODS/STAVES/WANDS

01-33	Rods
34-66	Staves
67-00	Wands

8.13 - HERBS

8.14 - ARMOR & SHIELDS

Roll	Result	Notes
01-05		
06-10		

Minor	Medium	Major	Result	Notes
01-60	01-05		+1 shield	(1)
61-80	06-10		+1 armor	(2)
81-85	11-20		+2 shield	(1)

8.14 - ARMOR & SHIELDS

86-87	21-30		+2 armor	(2)
-	31-40	01-08	+3 shield	(1)
-	41-50	09-16	+3 armor	(2)
-	51-55	17-27	+4 shield	(1)
-	56-57	28-38	+4 armor	(2)
-		39-49	+5 shield	(1)
-		50-57	+5 armor	(2)
88-89	58-60	58-60	Sp. shield	(3)
90-91	61-63	61-63	Sp. armor	(4)
92-100	64-100	64-100	Special Ability	(5)

76-80		
81-85		
86-90		
91-92		
93-94		
95-96		
97-98		
99		
00		

- (1) Roll on Shield Type Table
- (2) Roll Armor components and type table

8.15.1 - MISSILE WEAPONS

Sling (stone/bullet)

Sling

8.15 - MELEE WEAPONS

Roll	Result	Notes
01-05		
06-10		
11-15		
16-20		
21-25		
26-30		
31-35		
36-40		
41-45		
46-50		
51-55		
56-60		
61-65		
66-70		
71-75		

Roll	Result	Notes
01-05		
06-10		
11-15		
16-20		
21-25		
26-30		
31-35		
36-40		
41-45		
46-50		
51-55		
56-60		
61-65		
66-70		
71-75		
76-80		
81-85		

8 - BACKGROUND OPTIONS

86-90		
91-92		
93-94		
95-96		
97-98		
99		
00		

99		
00		

8.16 - OTHER

8.17 - MAGIC TYPE

Roll	Result	Notes
01-05		
06-10		
11-15		
16-20		
21-25		
26-30		
31-35		
36-40		
41-45		
46-50		
51-55		
56-60		
61-65		
66-70		
71-75		
76-80		
81-85		
86-90		
91-92		
93-94		
95-96		
97-98		

Roll	Result	Notes
01-05		
06-10		
11-15		
16-20		
21-25		
26-30		
31-35		
36-40		
41-45		
46-50		
51-55		
56-60		
61-65		
66-70		
71-75		
76-80		
81-85		
86-90		
91-92		
93-94		
95-96		
97-98		
99		
00		

8.18 - WEALTH

Roll	Result	Notes
01-05		
06-10		
11-15		
16-20		
21-25		
26-30		
31-35		
36-40		
41-45		
46-50		
51-55		
56-60		
61-65		
66-70		
71-75		
76-80		
81-85		
86-90		
91-92		
93-94		
95-96		
97-98		
99		
00		

9 - OPTIONAL CORE MODIFICATIONS

The following optional recommendations are purely optional. Many DM's have happily run Middle-earth based campaigns using only the Ea d20 RPG Races & Cultures listings for races and cultures, and not used any of the other optional rules. However, if you want to incrementally improve the "Tolkienesque" feel to your d20 campaign, these optional rules will help add to it.

9.1 - MAGIC IN MIDDLE-EARTH

This is one of the most hotly debated topics in Tolkien-based RPGs. And since it is not a simple topic, an entire separate book has been dedicated to modifying d20 magic rules. This tome is called the "Ea d20 RPG - Magic in Middle-earth" available on the Ea website <http://www.earpg.com>

The Ea d20 RPG Magic in Middle-earth book also makes recommendations to changes and exclusions of spell casting classes, especially healer types, strongly influenced by the old ICE "Hands of the Healer" supplement for healing classes.

9.2 - CLASS RESTRICTIONS & MODIFICATIONS

Some classes work well within a Middle-earth

campaign, while others are extremely difficult to fit in with the setting. This section lists each of the core classes (later we made include additional suggestions for Prestige classes, and other classes from the Players Handbook II, Unearthed Arcana, Complete Warrior/Divine/Arcane, etc.

Remember, these are all just suggested recommendations, they are not ironclad. The DM should decide what best fits his/her own interpretation of Tolkien's world.

Here is a chart that briefly summarizes the core classes and their relative fit to a Middle-earth campaign.

Class	Allow	Modified	Notes
Barbarian	Y	?	
Bard	Y*	?	
Cleric	Y*	Y	(1)
Druid	Y*	?	
Fighter	Y	?	
Monk	N	-	(2)
Ranger	Y*	?	
Rogue	Y	?	
Sorcerer	N*	-	(3)
Wizard	Y*	Y	(4)

* Recommend using d20 Magic in Middle-earth Book

9.2.1 - BARBARIAN

9.2.2 - BARD

9.2.3 - CLERIC

9.2.4 - DRUID

9.2.5 - FIGHTER

9.2.6 - MONK

9.2.7 - PALADIN

9.2.8 - RANGER

9.2.9 - ROGUE

9.2.10 - SORCERER

9.2.11 - WIZARD

9.3 - PLAYERS HANDBOOK II

Many of the additional classes in the Players Handbook II are really not a good fit for most Middle-earth campaigns. This section only lists the classes not in the core Players Handbook, that are in the PH II which seem a fair fit for a Tolkien campaign.

Here is a chart that briefly summarizes the extended classes from the Players Handbook II and their relative fit to a Middle-earth campaign.

Class	Allow	Modified	Notes
Barbarian	Y	?	
Bard	Y*	?	
Cleric	Y*	Y	(1)
Druid	Y*	?	
Favored Soul			
Fighter	Y	?	

Hexblade			
Monk	N	-	(2)
Paladin			
Ranger	Y*	?	
Rogue	Y	?	
Scout			
Sorcerer	N*	-	(3)
Swashbuckle r			
Warlock			
Warmage			
Wizard	Y*	Y	(4)

* Recommend using d20 Magic in Middle-earth Book

9.3.4 - SWASHBUCKLER

9.3.5 - WIZARD????

9.3.1 - FIGHTER

9.3.2 - MARSHAL???

9.4 - WEAPON RESTRICTIONS (OPTIONAL)

9.3.3 - SCOUT

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