

LORDS OF MIDDLE-EARTH™

VOL. III - HOBBITS, DWARVES, ENTS, ORCS & TROLLS
A FANTASY GAME CHARACTER COMPENDIUM



Characters from J.R.R. Tolkien's THE HOBBIT and THE LORD OF THE RINGS for use with MIDDLE-EARTH ROLE PLAYING™, ROLEMASTER™, and other major FRP games.

IRON
CROWN
ENTERPRISES



LORDS OF MIDDLE-EARTH™

VOLUME THREE

HOBBITS, DWARVES, ENTS, ORCS & TROLLS

CONTENTS

FOREWORD

PART ONE

1.0 INTRODUCTION	2
2.0 USING <i>LORDS OF MIDDLE-EARTH</i>	2
3.0 GUIDELINES	2
3.1 Abbreviations	3
3.2 Definitions	4
3.3 Citations	5
3.4 Converting Statistics	5
3.5 Skills in <i>LOME</i>	7

PART TWO

4.0 HOBBITS	8
4.1 An Overview of the Hobbits	8
4.2 Hobbitish Character Glossary	12
4.3 Hobbitish Short Description Glossary	23
5.0 DWARVES	36
5.1 The Tribes of the Seven Fathers	36
5.2 The Noegyth Nibin	67
5.3 The Umlí	74
6.0 ENTS	77
6.1 An Overview of the Ents	77
6.2 Entish Character Glossary	80
6.3 Entish Short Description Glossary	83
7.0 ORCS	84
7.1 An Overview of the Orcs	84
7.2 Orcish Character Glossary	91
7.3 Orcish Short Description Glossary	97
8.0 TROLLS	102
8.1 Troll Varieties	102
8.2 Troll Character Glossary	104
8.3 Troll Short Description Glossary	106

PART THREE

9.0 USING HIGH LEVEL CHARACTERS	108
9.1 Selecting High Level Characters	108
9.2 Balancing the Use of Powerful Characters	108
10.0 GENERATING HIGH LEVEL CHARACTERS	108
10.1 Generating Stats	108
10.2 Background and Personality	108
10.3 Equipment and Magic Items	108
10.4 Skill and Level Bonuses	109
11.0 MISCELLANEOUS	109
11.1 Converting <i>Fantasy Hero</i>	109
11.2 Selected Reading	110

CREDITS

Authors: R. Mark Colburn, Peter C. Fenlon, John D. Ruemmler, Terry K. Amthor, Jessica M. Ney
Series Editors: Peter C. Fenlon, Jessica M. Ney
Development: Jessica Ney
Page Design: Eileen Smith, Suzanne Young, Pete Fenlon, Jessica Ney
Charts: John Ruemmler, Kurt Fischer, Judy Madison, Terry Amthor, Jessica Ney, Eileen Smith, Pete Fenlon
Production: Kurt H. Fischer
Interior Art: Liz Danforth **Cover Art:** Angus McBride
Cover Graphics: Richard H. Britton
Layout: Judy Madison, Larry Brook, Suzanne Young, Leo LaDell, Paula Peters, Eileen Smith
Editorial Contributions: Tom Loback, Eileen Smith, Terry Amthor, Jessica Ney, Coleman Charlton, Rick Britton, John Ruemmler
Typesetting: Graphics Plus
Special Contributions: Olivia Johnston, Bruce Neidlinger, Kurt Razmussen, Bruce Hlavin, Deane Begiebing, David Johnson, Bill Downs, Larry Taylor, John Breckenridge, Rob Bell, Kevin Barrett, Becky Pope, Heidi Heffner, Marc Rainey

FOREWORD

Fantasy role playing is akin to a living novel where the players are the main characters. Under the guidance of a referee, each player guides his or her character and, in the process, helps to write a new story. Each game is a new and unique adventure.

This work is part of a series designed as a flexible tool for Gamemasters who wish to introduce major characters from *The Hobbit* or *The Lord of the Rings* into their fantasy games. ICE's *Lords of Middle-earth* is a three volume character compendium of the major characters found in the remarkable works of J.R.R. Tolkien. A game supplement, it is a statistical reference for use with most major fantasy role playing games.

This supplement is based on extensive research and attempts to meet the high standards associated with the Tolkien legacy. Rational linguistic, cultural, and geological data are employed. Interpretive material has been included with great care and fits into defined patterns and schemes. ICE does not intend it to be the sole view; instead, we hope to give the reader the thrust of the creative processes behind, and nature of, each character. This is an authorized secondary work. It is specifically based on *The Hobbit* and *The Lord of the Rings*, and it has been developed so that no conflict exists with any of the other primary publications. Of course, always remember that the ultimate sources of information are the works of Professor J.R.R. Tolkien. Posthumous publications edited by his son Christopher shed additional light on the world of Middle-earth.

Copyright © 1989 TOLKIEN ENTERPRISES, a division of ELAN MERCHANDISING, Inc., Berkeley, CA. *Lords of Middle-earth, Volume III, The Hobbit*, and *The Lord of the Rings*, and all characters and places therein, are trademark properties of TOLKIEN ENTERPRISES.

Produced and distributed by IRON CROWN ENTERPRISES, Inc., P.O. Box 1605, Charlottesville, VA 22902.

First U.S. Edition, January 1989

Stock # 8004

ISBN 1-55806-052-9

PART ONE

1.0 INTRODUCTION

How would you like to adventure with Thorin Oakenshield or challenge the battle-prowess of an Orc-lord? Could you draw blood from a Cave-troll as Frodo did in Moria or persuade Bilbo Baggins to recount stories of the Elder Days? Have you ever needed to seek help in Fangorn Forest from Treebeard the Ent? Now you can at least try.

Lords of Middle-earth permits you to meet Endor's most prominent or powerful individuals, the famous or infamous figures who affect the history of the Middle Land. You can call forth all of the major characters found in J.R.R. Tolkien's *The Hobbit* and *The Lord of the Rings*.

This is the last of three volumes in the *Lords of Middle-earth* series. Volume One covers Elves, Maiar, Valar, and the "Great Enemies," while the Volume Two tells of Men. Together, these three comprehensive works portray the great figures from each of Endor's varied races.

Volume Three describes Hobbits, the Little People ignored in the histories; Dwarves, the Children of Aulë; Ents, the Shepherds of the Trees; and Orcs and Trolls, creatures perverted by Morgoth to serve his evil ends. Each race weaves a unique pattern in the rich tapestry of Middle-earth's epics and ballads. Whether waxing or waning in power, these varied peoples have changed the very essence of the Ages by their deeds.

2.0 USING LORDS OF MIDDLE-EARTH

This volume of *Lords of Middle-earth* is divided into three parts:

- (1) **GUIDELINES** — a section devoted to abbreviations, a citation key, and notes on converting statistics and adapting this work to any major fantasy role playing game;
- (2) **RACE SECTIONS** — sections describing the general character and principal individuals of the races covered by this work; and
- (3) **HIGH LEVEL CHARACTER GENERATION** — a section providing a sampling of stats and bonuses for typical high level characters, together with guidelines for generating and handling high level characters in a fantasy role playing game.

GUIDELINES

The Guidelines provide the means to use *Lords of Middle-earth* in your fantasy role playing game. This section includes abbreviations, definitions of game terminology, and conversion notes. It enables the reader to understand the codes and citations found in later passages.

Since this work is described in terms of ICE's *Middle-earth Role Playing* and *Rolemaster* game systems, we include provisions for translating game stats and bonuses for use with other games. (After all, this work is intended as a supplement adaptable to most major role playing games.)

RACE SECTIONS

Each race section begins with a survey of the group's general history and features and an examination of the race which delineates the relationship between all the race's subgroupings (e.g., Harfoots versus Fallohidies). The Character Glossary follows, providing an alphabetical compilation of the race's major individuals.

Each figure is described in terms of his or her appearance, motivations, characteristics, and background. In addition, we provide charts containing a listing of each individual's game statistics — his or her Profession, Stats, Skills, and items — with statistics for both *Middle-earth Role Playing* and *Rolemaster* game systems.

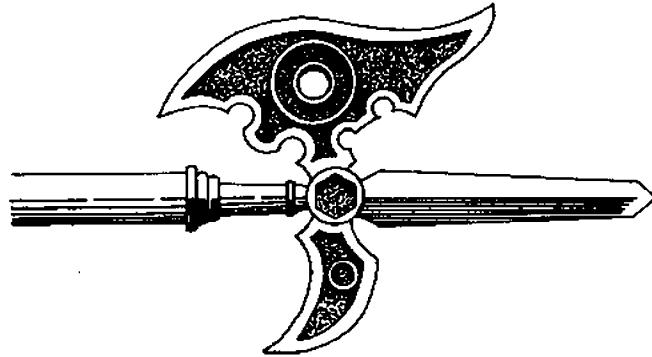
A Short Description Glossary section covering less prominent characters follows some of the Character Glossaries. While the material covering each character in this alphabetical listing is quite brief, it helps illuminate the character's status, as well as his or her relationship to more important individuals.

Few of the characters in *Lords of Middle-earth* are given the exhaustive treatment found in the character studies in ICE's Middle-earth Campaign Modules. Instead, the emphasis is on significantly pertinent information. A character's home and principal possessions, for instance, are listed but they are not described in any great detail. These works are game supplements, general aids; they are not substitutes for products that focus on particular places or individuals.

The material in *Lords of Middle-earth* is drawn from authorized sources and, wherever reasonable, these entries provide citations to pertinent sections in *The Hobbit* and *The Lord of the Rings*. Where ICE has extrapolated information, the entry cites ICE's Middle-earth role playing rules and supplements. More information about the works and the use of these citations is located in the Guidelines section described above.

HIGH LEVEL CHARACTER GENERATION

A section on generating high level (11th level or higher) characters is located at the end of each volume of *Lords of Middle-earth*. Keyed to the races covered by the given volume, this section provides a means to (1) quickly generate high level non-player characters, and (2) develop characters past 10th level. Guidelines for the use of power (e.g., spells and magic items) are also included.



3.0 GUIDELINES

Space does not permit us to spell out every thought or include statistics for every major role playing game system, so we include the following abbreviations, definitions, citation guidelines, and conversion notes.

Section 3.1 covers abbreviations. Definitions of frequently employed game terms are set out in Section 3.2, while notes on the use of source citations appear in 3.3. Section 3.4 enables readers to translate statistics into numbers usable in most other fantasy role playing games.

3.1 ABBREVIATIONS

The most commonly used abbreviations are listed here alphabetically according to sub-categories.

GAME SYSTEMS AND SUPPLEMENTS

AL/CL	Arms Law & Claw Law
Ch&CaL	Character Law & Campaign Law
FH	Fantasy Hero
LOME	Lords of Middle-earth
MERP	Middle-earth Role Playing
RM	Rolemaster

SOURCES

Hob	<i>The Hobbit</i> (Ballantine ed.)
LotR	<i>The Lord of the Rings</i> (Ballantine ed.)
LotRI	<i>The Fellowship of the Ring</i> (Ballantine ed.)
LotRH	<i>The Two Towers</i> (Ballantine ed.)
LotRHI	<i>The Return of the King</i> (Ballantine ed.)
LTales1	<i>Lost Tales, Volume I</i> (Houghton Mifflin ed.)
LTales2	<i>Lost Tales, Volume II</i> (Houghton Mifflin ed.)
Sil	<i>The Silmarillion</i> (Ballantine ed.)
UT	<i>Unfinished Tales</i> (Houghton Mifflin ed.)

AUTHORIZED PUBLISHERS

GA&U	George Allen & Unwin (a division of Unwin Hyman, Ltd., London, England)
Bal	Ballantine Books (a division of Random House, New York, NY)
HM	Houghton Mifflin Company (Boston)
UP	Unwin Paperbacks (a division of Unwin Hyman, Ltd., London, England)

CHARACTER STATS

Ag	Agility (<i>RM and MERP</i>)	Me	Memory (<i>RM</i>)
Co	Constitution (<i>RM and MERP</i>)	PR	Presence (<i>RM and MERP</i>)
Em	Empathy (<i>RM</i>)	Re	Reasoning (<i>RM</i>)
Ig	Intelligence	Sd	Self Discipline (<i>RM</i>)
It(jn)	Intuition	St	Strength (<i>RM and MERP</i>)

GAME TERMS

AT	Armor Type
bp	bronze piece(s)
cp	copper piece(s)
Crit	Critical strike
D	Die or Dice
D100	Percentile Dice Result
DB	Defensive Bonus
FRP	Fantasy Role Playing
GM	Gamemaster
gp	gold pieces(s)
ip	iron piece(s)
jp	jade piece(s)
tp	tin piece(s)

Lvl		Level (exp. or spell lvl)
MA		Martial Arts
Mod		Modifier or Modification
mp		mithril piece(s)
NPC		Non-player Character
OB		Offensive bonus
PC		Player Character
PP		Power Points
R or Rad		Radius
Rnd or Rd		Round
RR		Resistance Roll
Stat		Statistic or Characteristic

MIDDLE-EARTH TERMS

A	Adûnaic
Be	Bethrûr (Silvan Elvish)
BS	Black Speech
Cir	Cirth or Certar
D	Dûnæl (Dunlending)
Du	Daenæl (Old Dunæl)
E	Edain
El	Eldarin
Es	Easterling
1.A.	First Age
F.A.	Fourth Age
Hi	Hillman
H	Hobbitish (Westron variant)
Har	Haradrim
Hob	Hobbit
Kd	Kuduk (ancient Hobbitish)

Kh	Khuzdul (Dwarvish)
LotR	. The Lord of the Rings
Or	Orkish
Q	Quenya
R	Rohirric
Rh	Rhovanion
S	Sindarin
S.A.	Second Age
Si	Silvan Elvish
T.A.	Third Age
Teng	Tengwar
V	Variaq
W	Westron (Common Speech)
Wm	Womaw
Wo	Wose (Druidain)

KEY TO THE TABLE ENTRIES

Codes: The statistics given describe each character; a more detailed description of the more important characters can be found in the main text (see Sections 3.3, 4.3, and 5.3). Some of the codes are self-explanatory: Lvl(level), Hits, Sh(Shield), and MovM(Movement and Maneuver bonus). The more complex statistics are described below.

AT (Armor Type): The two letter code gives the creature's *MERP* armor type (No=No Armor, SL=Soft Leather, RL=Rigid Leather, Ch=Chain, Pl=Plate); the number is the equivalent *Rolemaster* armor type.

DB (Defensive Bonus): Note that defensive bonuses include stat bonuses, shield bonuses, bonuses for equipment (e.g., armor bonuses), and bonuses from continuous spells that are always applicable. A "+" after the DB indicates that other bonuses may apply in certain circumstances (e.g., usually spells such as *Deflections*, *Bladeturn*, and *Displacement*).

Sh (Shield): A "N" indicates that a shield is not normally used, while a "Y" indicates that a shield is normally used and is already included in the character's DB. Shield references also include quality bonuses in addition to the normal +25 for a shield (e.g., "Y5" means "yes, a +5 shield").

Gr (Greaves): "A" and "L" are used to indicate arm and leg greaves respectively; "N" indicates no greaves.

OB's (Offensive Bonuses): Two offensive bonuses are given for each character: the Melee OB for the character's most often used melee weapon and the Missile OB for the character's most often used missile weapon. Melee and missile offensive bonuses include the bonus for the combatant's best weapon in that category. *Weapon abbreviations* following OB's:

ba	battle axe
bs	broadsword
cp	composite bow
fa	falchion
ha	handaxe
ja	javelin
lcb	light crossbow
lk	long kynac
ml	mounted lance
qs	quarterstaff
rp	rapier
sl	sling
sb	short or horse bow
th	two hand sword
wh	war hammer
wp	whip

bo	bola
cl	club
da	dagger
hb	halbard
hcb	heavy crossbow
ky	kynac
lb	long bow
ma	mace
pa	pole arm
ro	rock (med./large crush)
sc	scimitar
sp	spear
ss	short sword
ts	throwing star
wm	war mattock

Animal and unarmed attacks are abbreviated using codes from the Animal Statistics Table in *MERP* (CST-2): the first letter gives the attack size (T=Tiny, S=Small, M=Medium, L=Large, H=Huge); the second two letters give the attack type (Ts=Trample/Stomp, Gr=Grapple, etc.).

"MAw" or "Msw" stands for Martial Arts sweeps and throws, "MAst" or "Mst" stands for Martial Arts strikes, and "MA" stands for both types of Martial Arts. The letter before the "M" in one of these types of attacks indicates the attack's "Rank" (i.e., "S"=Rank 1; "M"=Rank 2; "L"=Rank 3; "H"=Rank 4). "ik" stands for ikasha: a throwing weapon (use short sword attack table) with no penalty to 100' and short bow penalties after that.

"WE" stands for any weapon, including Martial Arts (Rank 4).

An "*" indicates that the weapon has some special effect (e.g., a damage multiplier, an additional critical, an unusual range, etc.).

3.2 DEFINITIONS

The majority of unique terms are described later in the text. Those defined below, however, are frequently used or very important terms.

Ainur: (Holy Spirits) The divine servants of Eru, born out of Eru's thought. Although they are formless spirits, they have male and female genders and are capable of assuming corporeal form. Most of the Ainur reside with Eru in the Timeless Halls outside Eä, but a few — the Valar and Maiar — reside in Eä. The Ainur are also called the Holy Ones, the Singers, or the Spirits. (See *Lords of Middle-earth, Volume 1*.)

Aman: (Blessed Realm) The continent west of Middle-earth, across the Belegaer (Great Sea). It contains Valinor (the home of most Valar and Maiar and many Elves), mainland Eldamar, and the Halls of Waiting (the place of the dead).

Arda: (The Place) The entire world created by Eru, through his servants the Valar, including Endor (Middle-earth) and Aman but not Menel (Heaven). In the First Age and most of the Second Age it is circular and flat, but in the Third Age it is remade as a sphere.

Belegaer: (Great Sea) The ocean which separates Aman (to the west) from Middle-earth (to the east). Also called the Mighty Sea or Sundering Sea.

Beleriand: (Great Country) The northwesternmost part of the continent, it is the area of Middle-earth west of the Blue Mountains. Most of this land sinks into the ocean and is destroyed in the cataclysmic battle that ends the First Age. The surviving portions of Beleriand are called Lindon. Also called the Great Land or Country of Balar.

Eä: (Existence) Eä is all that is, the whole of Eru's Creation and includes Arda and Heaven (Menel). Born out of the Great Music (Ainulindalë) that defined the divine order of existence, it remains bound by the patterns (Essence) of the Song. Outside of Eä are the Timeless Halls of Eru (The One) and the Ainur (Holy Spirits) and the Void (Nothingness).

Eldamar: (Elvenhome) The portion of the Undying Lands which includes two parts — (1) the mainland lowlands west of the mountains of western Aman (the Pelóri), and (2) the island of Tol Eressëa off Aman's east coast.

Elves: (Q. "Quendi") The immortal Children of Eru and the noblest of the Free Peoples. Also called the Firstborn, they awoke before Men or Dwarves and were the first race to speak. Elves settled in both Middle-earth and Aman.

Encircling Sea: (Ekkia) The great ocean that encircles Arda. It lies south, east, and north of Middle-earth. Also called the Outer Sea. In the First Age and late Second Age it was surrounded by the Walls of Night; but, in the late Second Age, when Arda was remade as a sphere, it circumscribed and covered most of the world.

Endor: (Middle Land; Middle-earth) The Sindarin Elvish label for the Middle Continent of Arda. Also called Ennor or Endóre.

Ered Harmal: (S. "Mountains of the Golden South") Mountain chain in south-central Endor.

Eru: ("The One" or "He that is Alone;" Q. "Ilúvatar") The creator of Eä and all things within and without.

Dwarves: (Kh. "Khazâd") Although fashioned by the Vala Aulë before the awakening of Men, this hardy but short race came into Endor after the Secondborn. Long-lived yet mortal, they remain apart from both Elves and Men.

Hildorien: (S. "Land of the Followers") Birthplace of Men in the F.A. Hildorien laid south of Cuiviénen, along the northern flanks of the Mountains of the Wind in the Farthest East of Middle-earth.

Hobbits: (Kd. "Khuduk") Also called halflings, the Hobbits are the shortest of the Free Peoples. They are a simple race of curious origin, divided into Stoor, Harfoot, and Fallohide subgroups.

Iron Mountains: ("Ered Engrin" or "Orongreni") The mountain range in the farthest north of Middle-earth. Ever since the cataclysm at the end of the First Age, its westernmost portion lies mostly beneath the sea, while the rest of the range is sundered by the great Bay of Utûm.

Maiar: (Q. sing. "Maia") The lesser Ainur who entered Eä as servants of the Valar. They are also known as the People of the Valar, the Servants of Valinor, and the Servants of the Guardians. The ignorant (notably among Men) call them "Lesser Gods." (See *Lords of Middle-earth, Volume 1*.)

Menel: (Heaven) Literally the Region of Stars, it includes all of the heavens and lies above Arda.

Mountains of the Wind: (S. "Ered Gwaen;" Q. "Orosúli") Mountain range in southeastern Middle-earth. In the early days of Arda, before the changes, these peaks comprised the middle range of the three mountain chains in the East.

Nazgûl: (Ringwraith) One of the Nine who as Mannish kings accepted and were corrupted by the Rings of Power forged by Sauron. (See *Lords of Middle-earth, Volume 1*.)

Númenor: (Westernesse) The great island continent located in the middle of the Great Sea until its destruction (Downfall) in Second Age 3319. From the early Second Age until its Downfall, Númenor was occupied by the High Men (Edain) who called themselves Númenoréans. These Men were the ancestors of the Dúnedain race. Númenor literally means West Land and was the westernmost home of mortal Men. Elves called it Andor, the "Land of Gift."

Orocarni: (Q. "Red Mountains;" S. "Ered Caran") Mountain range in northeastern Endor. The Elven birthplace of Cuiviénen was set in the foothills of these peaks. In the early days of Arda, before the changes, these peaks comprised the northern range of the three mountain chains in the East.

Sheflands: The coastal lands between the Mountains of the Wind and the Encircling Sea in southeastern Middle-earth. Includes Lochas Drus, Ka'ish, Arg-Simorig, and Ruuriik.

Undying Lands: Sometimes considered synonymous with Aman, it includes Aman and Tol Eressëa. Its inhabitants — Elves, Maiar, and Valar — are immortal; thus the origin of the label. The land itself does not necessarily confer immortality.

Valar: (Q. sing. "Vala;" S. "Belain;" S. sing. "Balan") The greater of the Ainur who entered Eä as guardians and executors of Eru's vision. Their were originally fifteen Valar; however Melkor (Morgoth) fell from grace, leaving seven male and seven female Valar. The eight called the Aratar are mightiest. Morgoth's name was never again spoken by the Exalted and he was counted as the greatest of the Great Enemies. The Valar are also known as the Mighty, the Exalted, the Great Ones, the Lords of Arda, the Guardians, the Lords of Valinor, the Lords of the West, and (by the ignorant) the Gods. (See *Lords of Middle-earth, Volume 1*.)

Valinor: (Land of the Valar) The region in eastern Aman which is the home of the Valar, most of the Maiar, and the Vanyar Elves. It lies west of Eldamar and its capital is Valimar.

Yellow Mountains: (Q. "Orolanari;" S. "Ered Laranor") Also called the Mountains of the South, these peaks extend across the southern part of Middle-earth. In the early days of Arda, before the changes, these peaks comprised the southern range of the three mountain chains in the East.

3.3 CITATIONS

Since this is a game supplement, the descriptions in the character glossaries have been confined to material pertinent to fantasy role playing. In order to provide the reader with access to more information, we provide citations to selected sections of the works; however, generally only one significant section is indicated.

All citations are italicized. Bold italic print citations denote the a reference to one of Tolkien's works or, when specified, to one or more ICE products. ICE's publications contain extrapolated material and do not contain text attributable to J.R.R. Tolkien.

EXAMPLE: *A citation states "Read *LotR* 422. See ICE's *MERP* 111." This means you can find more information in *The Lord of the Rings Part II, The Two Towers*. The material is at page 422 in the Ballantine (U.S. paperback) version. More data is in ICE's *Middle-earth Role Playing* at page 111.*



3.4 CONVERTING STATISTICS

This supplement is designed for use with most major fantasy role playing systems. Since the various FRP rules have their own particular approaches to combat, spells, and character generation and development, certain common descriptive terms have been selected. Unfortunately, statistical data such as bonuses and character "stats" differ widely between systems; after all, they are keyed to specific game mechanics. ICE has chosen to use percentile (D100) terms as a base, since conversion to D20, D18, and D10 can be achieved with relative ease. (Note Sec. 3.42 for a handy conversion chart.) Characteristics (stats) are also detailed in one particular manner; again, simplicity and consistency have been emphasized, and conversion to your game system should be relatively painless.

When using this supplement with your FRP campaign, be careful to note the character statistics before beginning play. Should any adjustments need to be made, you may wish to consider the following guidelines. The material provided is in terms of percentages and is intended to give the reader a relatively clear picture of the strengths and weaknesses of the individuals and creatures discussed. Most FRP systems will relate to the data, and conversion should be simple; remember, however, that there are dozens of role playing rules and the change-over from the statistics given here may be troublesome.

3.41 CONVERTING HITS AND BONUSES

- When converting percentile values to a 1-20 system a simple rule is: for every +5 on a D100 scale you get a +1 on a D20.
- The concussion hit numbers found in this module represent general pain and system shock. They cover bruises and small cuts rather than wounds. Critical strike damage is used to describe serious wounds and fatal blows. The hit figures shown here are less important than those used in game systems where death occurs as a result of exceeding one's available hits. Should you use a game system that employs no specific critical strike results, such as TSR Inc.'s *Dungeons and Dragons*®, simply double the number of hits your characters take or halve the hit values found in this module.

3.42 CONVERTING STATISTICS FOR ANY MAJOR FRP SYSTEM

All the statistics and numerical information used in this module are expressed on a closed or open-ended scale with a 1-100 base. They are designed for use with percentile dice (D100). Use the chart below to derive appropriate bonuses or to convert the 1-100 numbers to figures suitable for non-percentile systems.

STAT BONUSES				
1-100 Stat	D100 Bonus	D20 Bonus	3-18 Stat	2-12 Stat
102+	+35	+7	20+	17+
101	+30	+6	19	15-16
100	+25	+5	18	13-14
98-99	+20	+4	17	12
95-97	+15	+3	16	—
90-94	+10	+2	15	11
85-89	+5	+1	14	10
75-84	+5	+1	13	9
60-74	0	0	12	8
40-59	0	0	10-11	7
25-39	0	0	9	6
15-24	-5	-1	8	5
10-14	-5	-1	7	4
5-9	-10	-2	6	3
3-4	-15	-3	5	—
2	-20	-4	4	2
1	-25	-4	4	2

A NOTE ON STATS ABOVE 102

MERP and *Rolemaker* provide bonuses and PP/level's for stats up to 102. Due to the special powerful nature of the characters presented in *LOME* (e.g., Maiar, Eldar, Kings, High Men, etc.), stats are often included that exceed 102. The chart below provides the bonus and PP/level values that were used to calculate the capabilities and bonuses for the characters in *LOME*. Round down if a fraction results (e.g., for a stat of 111, the normal PP/lvl is 8.5 rounded down to 8).

Stat	Bonus	PP/level	
		Normal	Maia/Valar
100	25	3	3
101	30	3	3
102	35	4	4
103	40	4	5
104	45	5	6
105	50	5	7
106	55	6	8
107	60	6	9
108	65	7	10
109	70	7	11
110	75	8	12
110+	+5/stat pt.	+.5/stat pt.	+1/stat pt.

3.43 CONVERTING STATS

Ten stats are used to describe each character detailed in the module. Should you use a character development system with different characteristics and/or an alternative number of stats, simply follow these steps:

1) Assign the appropriate stat from your FRP system to the value given beside the analogous characteristic listed in the module. If your rules use fewer stats, you may wish to average the values for those combinations of factors which contribute to a characteristic found in your system (e.g., dexterity = an average of quickness + agility). Should your guidelines utilize more stats to describe part of a character, you may wish to use the value provided for more than one "corresponding" characteristic (e.g., you might use the value assigned to constitution for both endurance and durability). The following is a chart listing some examples of equivalent stat terms:

STRENGTH: *power, might, force, stamina, endurance, condition, physique, etc.* Note that the vast majority of systems include strength as an attribute.

AGILITY: *dexterity, deftness, manual skill, adroitness, maneuverability, stealth, dodging ability, liteness, etc.*

QUICKNESS: *dexterity, speed, reaction ability, readiness, etc.*

CONSTITUTION: *health, stamina, endurance, physical resistance, physique, damage resistance, etc.*

SELF DISCIPLINE: *will, alignment, faith, mental strength or power, concentration, self control, determination, zeal, etc.*

EMPATHY: *emotional capacity, judgement, alignment, wisdom, mana, magical prowess, bardic voice, etc.*

REASONING: *intelligence, learning ability, study ability, analysis rating, mental quickness, logic, deductive capacity, wit, judgement, I.Q., etc.*

MEMORY: *intelligence, wisdom, information capacity, mental capacity, recall, retention, recognition, etc.*

INTUITION: *wisdom, luck, talent, reactive ability (mental), guessing, ability, psychic ability, insight, clairvoyance, inspiration, perception, pre-sentiment, etc.*

PRESENCE: *appearance, level-headedness, panic resistance, morale, psychic ability, self control, vanity, perceived power, mental discipline, bardic voice, charisma, etc.*

2) Convert the statistical value of the assigned characteristics to numbers appropriate for your game. If your FRP system uses percentage values, no change should be necessary. If not, use the conversion table.

3.44 CONVERTING COMBAT ABILITIES

All combat values are based on *MERP* or *Arms Law/Claw Law*. The following guidelines will also aid conversion.

1) **Strength and Quickness bonuses** have been determined according to Table 3.42 above. Note that the stats you are using and compute these bonuses using the rules under your system;

2) **Combat adds based on level** included here are: +3/level for fighters and rogues, +2/level for thieves and warrior monks, and +1/level for bards, monks and rangers. Simply take the level of the character, note his character class (or equivalent under your system), and compute any offensive bonuses (due to level) appropriate for your game. Note that the bonuses other than those mentioned under armor type are "offensive" adds.

3) If your system is based on *Skill Levels* (or other skill increments), use the offensive bonus as given. You may have to convert the add to a non-percentile value. Alternatively, you may wish to note Section 4.37.

4) **Armor Types** given are based on the following breakdown:

Armor type Covering Description

1	<i>Skin (or light/normal clothing)</i>
2	<i>Robes</i>
3	<i>Light Hide (as part of body, not armor)</i>
4	<i>Heavy Hide (as part of body, not armor)</i>
5	<i>Leather Jerkin (pliable leather)</i>
6	<i>Leather coat</i>
7	<i>Reinforced Leather Coat</i>
8	<i>Reinforced Full-Length Leather Coat</i>
9	<i>Leather Breastplate</i>
10	<i>Leather Breastplate and Greaves</i>
11	<i>Half-Hide Plate (as part of body, not armor)</i>
12	<i>Full-Hide Plate (as part of body, not armor)</i>
13	<i>Chain Shirt</i>
14	<i>Chain Shirt and Greaves</i>
15	<i>Full Chain</i>
16	<i>Chain Hauberk</i>
17	<i>Metal Breastplate</i>
18	<i>Metal Breastplate and Greaves</i>
19	<i>Half Plate</i>
20	<i>Full Plate</i>

Simply look at the armor description and substitute the appropriate armor type/class from your FRP system;

5) **Defensive bonuses** are based on the NPC's quickness bonus as computed on Table 3.42. Where the defensive bonus is in parentheses, the value also includes the added capability of a shield (an extra 20 for non-magic normal shields, plus any value for magical enhancement). In such a case, simply note that there is or is not a shield, and if there is, what type.

3.45 CONVERTING SPELLS & SPELL LISTS

Spell references provided here are in the form of "lists," groupings of related spells. Each list has a common theme and normally will have a different but related spell at each level. For instance, knowledge of "Fire Law" to tenth level would result in the acquisition of 10 similar fire-based spells, one of each level from one to ten. Whether the spell user could effectively cast these spells would be up to the GM, the system, and the caster's level or degree of skill. FRP systems using rules which provide for the learning and development of spells through "colleges" or along specialized lines employ concepts similar to those used in this module.

Many systems, however, dictate that player characters or NPCs undertake to learn but one spell at a time, often with no requirement that its subject matter/effect relate to a particular background or pattern. Converting the NPC spell lists to individual spell counterparts will be more difficult, but can be achieved with relative ease using the following guidelines:

1) Look at the NPC's spell lists and note the various names for the groupings. Each name will indicate what type of spell specialization the NPC has followed (e.g., the "Fire Law" list indicates a preference for fire-oriented spells);

2) Note the NPC's level and determine the number of spells or spell groupings he/she would have under your game system. Also consider the level of power of accessible spells the NPC would have (e.g., a 5th level magician under your rules might have a maximum of 8 spells - two 3rd level spells, three 2nd level spells, and three 1st level spells).

3) Select spells from your system appropriate for a spell user of the NPC's level and profession, keeping in mind that the preferences indicated in the module should be followed where possible.

3.46 A NOTE ON LEVELS

When using certain "level-systems," a GM may find that the levels provided make characters too powerful for his world system. If this is the case, multiply the levels given by .75 or .6 depending upon your situation. This would reduce a 20th level character to a 15th level or 12th level character respectively. Remember to reduce appropriate bonuses accordingly.

3.47 SKILL BONUSES

General skill bonuses can be obtained by taking the level of the character and calculating the appropriate bonus under the system being used. An NPC's add, as noted above, will be based on a compilation of level, his weapon and/or other items, the relevant stats, and skill levels. The normal bonus derived from skill development has been computed as follows: (a) where the skill level is zero the bonus is -25, a reflection of basic unfamiliarity; (b) a bonus of +5 is awarded for skill level one (a +30 jump); (c) for each skill level between one and ten an additional +5 bonus is applied (e.g., skill level nineteen yields +68); (d) for skill levels eleven through twenty the additional bonus is +2 (e.g., skill level nineteen yields +68); (e) for skill twenty-one through thirty an additional bonus of +1 per level is awarded (e.g., skill level twenty-eight yields +78); and (f) a bonus of +1/2 is given for each skill level above thirtieth level.

3.5 ROLEMASTER SKILLS IN LOME III

MERP and **Rolemaster** are skill based systems. Each character and NPC is described not only by his vital statistics (such as Strength, Constitution, etc) but also by the skill bonuses which he has earned. These values usually run between 1-100 (i.e., a percentage scale) but powerful characters, or characters who have intensely developed a skill may have values over 100.

The **LOME** series uses more skills than any other part of I.C.E.'s fantasy role-play systems published to date: **MERP** and **Rolemaster**. Veteran players of I.C.E.'s FRP games no doubt noticed a few new skills in **LOME I** with which they were not familiar. What follows is a comprehensive list of all skills used in **LOME** with the relevant vital statistics which contribute bonuses to that skill, as well as a revised set of abbreviations.

If no skill bonus is given for a character, it indicates that he/she has no skill ranks for that skill. It is entirely possible, however, that the character's stat, level, and/or profession bonuses would still give that character a bonus for that skill. Certain skills are not specifically described in **MERP** or **Rolemaster** because they are seldom used in a normal campaign (e.g., administration, crafting, architecture, etc.). These skills are merely used to give an idea of character skills developed outside of an adventuring environment.

none	Melee	ST/ST/AG	hand to hand attack
none	Missile	AG/AG/ST	bows, slings, etc.
DB	Defensive Bonus	QU	DB derived from shields, magic, adrenal def., etc
Climb	Climbing	AG	Primary Skill
Swim	Swimming	AG	Primary Skill
Ride	Riding	EM/AG	Primary Skill
DTraps	Disarm Traps	IN/AG	Primary Skill
PLock	Pick Locks	IN/RE/AG	Primary Skill
S&H	Stalking&Hiding	AG/SD	Primary Skill
Perc	Perception	IN/IN/RE	Primary Skill
Rune	Read Runes	EM/IN	Primary Skill
S&W	Staves&Wands †	EM/IN	Primary Skill
Chan	Channeling	IN	Primary Skill

DSp	Directed Spells	AG	Primary Skill
Amb	Ambush	none	Primary Skill
LI	Linguistics	none	Primary Skill
AMov	Adrenal Moves	PR/SD	Primary Skill, 5 kinds
ADef	Adrenal Defense	none	Primary Skill
MAst	Martial Arts Strikes	ST/ST/AG	Primary Skill
MAsw	M.A. Sweeps&Thr.	AG/AG/ST	Primary Skill
BDev	Body Development	CO	Primary Skill
Acro	Acrobatics	AG/QU	Secondary Skill
Act	Acting	PR/EM	Secondary Skill
Admin	Administration	RE/PR	Develop as Meditation
AnimH	Animal Healing	EM/RE	Secondary Skill
AnimT	Animal Training	EM/PR	Develop as Herding
Appr	Appraisal	RE/ME	Develop as Music
Arch	Architecture	RE/EM	Develop as Mathematics
AthG	Athletic Games	ST/AG/QU	As Acro. (Fighters at 1/4)
Cave	Caving	SD/RE	Secondary Skill
Chem	Chemistry	RE/ME	Develop as Cookery
Cont	Contortions	AG/SD	Secondary Skill
Cook	Cookery	IN/RE	Secondary Skill
Craf	Crafting	AG/SD	Develop as Fletching
Dance	Dance	AG/IN	Secondary Skill
Dipl	Diplomacy	RE/EM	Develop as Falsification
Div	Diving	SD/AG	Secondary Skill
Fals	Falsification	SD/RE	Secondary Skill
FAid	First Aid	SD/EM	Secondary Skill
Flet	Fletching	AG/SD	Secondary Skill
For	Foraging	IN/ME	Secondary Skill
Fren	Frenzy	EM/SD	Secondary Skill
Gamb	Gambling	ME/PR	Secondary Skill
Herd	Herding	EM/PR	Secondary Skill
Lead	Leadership	PR/RE	As Acting (Fighters 1/3)
LWork	Leather-working	AG/RE	Secondary Skill
Math	Mathematics	RE/ME	Secondary Skill
Med	Meditation	PR/SD	Secondary Skill
Mus	Music	AG/EM	Secondary Skill
Nav	Navigation	RE/IN	Secondary Skill
PSp	Public-speaking	EM/PR	Secondary Skill
RMas	Rope Mastery	ME/AG	Secondary Skill
Row	Rowing	SD/St	Secondary Skill
Sail	Sailing	EM/IN	Secondary Skill
Sed	Seduction	EM/PR	Secondary Skill
Sig	Signaling	ME/SD	Secondary Skill
Sing	Singing	PR/IN	Secondary Skill
Ski	Skiing	AG/SD	Secondary Skill
Smith	Smithing	ST/AG	Secondary Skill
SpMas	Spell-mastery	varies	Secondary Skill
Star	Star-gazing	IN/ME	Secondary Skill
Stone	Stone-carving	SD/AG	Secondary Skill
S&T	Strategy&Tactics	IN/RE	As Frenzy (Fighters 1/3)
Subd	Subduing	AG/QU	Secondary Skill
Track	Tracking	IN/RE	Secondary Skill
Trad	Trading	RE/EM	Secondary Skill
TrapB	Trap-building	RE/EM	Secondary Skill
Trick	Trickery	PR/QU	Secondary Skill
Tumb	Tumbling	AG/SD	Secondary Skill
Wea	Weather-watching	IN/EM	Secondary Skill
Wood	Wood-carving	AG/EM	Secondary Skill

NOTE: Costs for "Primary Skills" are given in Section 3.0 of **Ch&CaL**; and costs for "Secondary Skills" are given in Section 14.14 of **Ch&CaL**.

† — Staves & Wands is the "Use Items" skill in **MERP**.

PART TWO

4.0 HOBBITS

Aka: Periannath (sing. Perian); Kuduk (H.); Kûd-dûkan (R. "Hole-dweller"); Banakil (W. "Halfling"); Holbylla (R. Hole-builder").

The fabric of the grand history of Middle-earth has been woven by the powers of the great races. The Elves stand above all in craft, word, beauty, and song. Dragons darken the skies and level the mountains with their immensity. Balrogs overwhelm by their might all but the very greatest of the immortal lords. The Istari, both good and evil, fire the imagination by their unmatched proficiency in the arcane arts and acquaintance with the hosts of heaven. Men excel in heroism, versatility, and in their humanity. The powers of Dwarves, Ents, Orcs, Trolls, and Undead are extolled in ballad and legend. But where among all these do the diminutive Hobbits stand? While the Great fill the tales of Middle-earth's struggles, Hobbits go almost entirely unnoticed. In fact, histories entirely overlook the smallish folk until the records of the Third Age! There are no great Hobbitish tales of the Eldar days. No artifacts of renown have been crafted by their clever hands. None of their lords has commanded the vast legions of Middle-earth. But, they do have their strength: a great gift, but one frequently accounted only as of little value. Were it not for the power of Hobbits, Sauron could have succeeded, and dawn would have perhaps never again broken over the world!

4.1 AN OVERVIEW OF THE HOBBITS

As has been stated, early records of the Hobbits are virtually nonexistent. Before T.A. 1050, there are no records of the Hobbits at all. The most frequent and respected theory regarding their origin is that they awoke in the East at the same time as Men. Just as the Men formed three different families, so did the Hobbits: the Harfoots, Stoors, and Fallohides. From their awakening, they apparently migrated west and south. Perhaps the greatest bulk of the Hobbitish peoples dwelt in the Vales of the Anduin during all the years before they were noticed by the historians of the Big People. However, it is probable that there are communities of Hobbits in the East and South which have not to this day been noted in any significant historical record. Wherever Hobbitish communities were founded, they remained quite contentedly overlooked in their quiet townships and shires for more than two Ages of Middle-earth.

4.11 HOBBITISH HISTORY

While the Little People sometimes were accidentally caught in the overflow of the campaigns of larger creatures, such as Men and Orcs, their lack of aggression and presumption have kept their history largely peaceful. Small skirmishes involving Hobbitish defenders are considered by them to be major campaigns, and surviving leaders are remembered as mighty heroes. Hobbits have only occasionally had significant dialogue and traffic with Men and the Dwarves, and more rarely with the Elves. In fact, that latter dialogue is so rare, that some Hobbits doubt the very existence of the Elves. But, as provincial as they are, the greatest Hobbitish interaction with the world was also the most significant work in the terrible War of the Ring, in which a few Hobbits literally succeeded in saving all their world.

The earliest record of the Hobbits mentions that in T.A. 1050 they resided with the Northmen in the Anduin Vales between the Misty Mountains and the Greenwood. Meriadoc Brandybuck

many years later discovered in the Hobbitish dialect words and names reminiscent of this period. When the Great Evil entered Greenwood, changing it into the awful Mirkwood, Hobbits migrated west over the Misty Mountains into Eriador, finding both Men and Elves in a broad and fertile land. Fallohides and Stoors entered Eriador later than Harfoots, coming in T.A. 1150 and T.A. 1300, respectively. There the Hobbitish peace-loving character again served them well, allowing the little folk to remain unembroiled in many tragic conflicts. Except for the desperate scavenging incited by the Great Plague in T.A. 1636, there were no armed conflicts in the Shire until T.A. 2747. The battle fought there in that year was remembered and celebrated grandly by the Hobbits as the Battle of Greenfields. It was in the world's perspective really only a minor Orcish raid. But it was in this conflict that Bullroarer Took distinguished himself, and the game of Golf was invented by the detachment and rolling of the hapless Orc-leader Golfimbul's head. In truth, the suffering and predations of the Long Winter of T.A. 2758 were far more serious and significant than this earlier skirmish. The Hobbits lived in a long peace, even while the greater races warred and struggled all about them. Before the War of the Ring, even Sauron was unaware that they existed! Throughout time, their characteristic lack of stature benefited Hobbits, for no one assaulted them, and their communities expanded and prospered: Hobbiton, Tuckborough, Michel Delving, Oatbarton, Frogmorton, Longbottom, Tighfield, Bree, and others.

Hobbits honor some of their number highly. Before the War of the Ring one of the most famous Hobbits of all time was Bandobras Took, the largest of all Hobbits to that date — 4'5" tall. Bandobras, better known as Bullroarer, was the hero of the Battle of Greenfield, and the slayer of Golfimbul, the enemy Orc-chieftain. Also celebrated are Marco and Blancho, the Hobbitish leaders who negotiated the acquisition of the Shire lands from the Dunedain of Arnor under King Argeleb II. This king granted to the Hobbits all the land from the Brandywine River to the Far Downs, to settle and farm indefinitely. The Hobbits were only required to acknowledge and support Arthedain's kings and decrees, and their messengers. Additionally, they maintained the Great Bridge. Marco and Blancho led the Hobbits into the Shire in the dramatic march from Bree over the Bridge of Stonebows. They are also noted as those who played the greatest roles in settling the unrest which naturally occurred during the division of the properties to different tribes. Twice later these lands were extended: once in T.A. 2340, when the Oldbucks settled Buckland; and in F.A. 32, when King Elessar (i.e. Aragorn II) added the Westmarch to the holdings of the Shire.

Hobbitish history makes note of Bucca of the Marish, the Shire's first Thain and founder of the Thain's hereditary line. Also remembered is Isengrim Took, named Isengrim II, who was the twenty-second Thain of the Shire. Grandfather to Bandobras, Isengrim was the largest Hobbit on record (until his grandson attained adulthood) and was the architect of the Great Smials (i.e., Hobbit-holes) of Michel Delving. But the most revered Hobbit before the War of the Ring was Tobold Hornblower of Longbottom. This celebrated hero was the first to cultivate the plant Galenas, later called pipeweed. Pipeweed became a mainstay of Hobbitish culture, relaxation and enjoyment, and many of the little people make their toasts in Toby's honor. Tobold forever has an unfading place in Hobbitish hearts, and they have named an extremely fine strain of pipeweed "Old Toby" in his honor.

But there were no world-famous Hobbit heroes until the Quest of Erebor and later, the awesome War of the Ring. Bilbo Baggins, one of the leading heroes of the campaign in which Smaug the dragon was slain, distinguished the Hobbits for all time. He acquitted himself with bravery, strength and finesse; Gandalf saw



in the Hobbit potential that other races could not equal. Bilbo later made additional major contributions by his numerous scholarly writings, memoirs, and poems. But his most important role in world history was the fated discovery of Sauron's One Ring in Gollum's lair. This terrible item was passed on to his heir Frodo Baggins who, along with Samwise Gamgee, saw to its destruction in the critical events of the War of the Ring. They were assisted by two other Hobbits whose names became nearly as famous as their own: Peregrin Took and Meriadoc Brandybuck. These little folk went on to achieve further startling victories and status, not to mention gratitude, among the Free Peoples.

Their feats include being knighted by Gondor, serving as the squire of King Théoden, Troll-slaying, and the finish of the Witch-king of Morgul, first of the Nazgûl. These five remarkable Hobbits — Bilbo and those of the Ring company — lifted their people from virtual obscurity to standing as the champions of the free earth. And so the Hobbits were sung of by the Big Peoples of the world, although they, in their provincialism, did not return the favor.

4.12 HOBBITISH NATURE

"They do not and did not understand or like machines more complicated than a forge-bellows, a water-mill, or a handloom, though they were skillful with tools."

— *LotR I, p. 20.*

The greatest power of the Hobbits is their changeless, childlike innocence and simplicity. While seldom noted as a world-changing power, Hobbitish innocence was in fact the power which saved the Free World. Although this character has produced among the Hobbits an insular, provincialistic, and unambitious society, Hobbitish interactions are also nearly harmless in the best sense of that word. Seldom duplicitous or mean, Hobbits usually aspire only to relax, eat, smoke pipeweed, and produce lovely,

homey little communities. Very importantly, these traits render Hobbits incredibly difficult to seduce. Being uninterested in sophisticated knowledge or power and happily ignorant of most evil or cunning, Hobbits possess the strongest naturally occurring racial resistance to all forms of magic. Likewise, they can also resist for a long period of time the massive wills of artifacts or spirits. In this way, the Hobbits Bilbo, Frodo, and Samwise were able to resist the power of Sauron's own One Ring for a far longer time than could any other beings. Thus, Frodo attempted to give the One Ring away to Gandalf, to the Lady Galadriel, and to the other lords of the Free Peoples. These lords, amazed and knowing their own weaknesses, feared to take the Ring and refused Frodo's generosity. Each suspected that he could not resist for an instant that which Frodo bore for nearly the entire journey to Orodruin.

Yet some Hobbits lose the protection granted by their simplicity. So it was that the greedy Stoor Sméagol, later known as Gollum, was almost immediately bewitched by the One Ring and served as the agent of Sauron's will again and again. Conversely, Frodo's merciful decision not to slay the pathetic Gollum worked with destiny to destroy the Ring at Mount Doom. Hobbits are discomfited by the presence or interests of a greedy or cunning character. While ignorant of a subtle person's intent or capabilities, a Hobbit often will quickly distrust or dislike such persons. Frodo, who had willingly offered the Ring to others, instinctively did not trust the weak-willed Boromir, and so prevented a greater disaster than that which befell the Company. In the end, it was Hobbitish innocence which saved Middle-earth from Sauron and his Ring, power which Sauron could not understand, properly estimate, or conquer. The Dark Lord could never consider that anyone might be interested in destroying the precious and evil One Ring rather than using it for himself. So Sauron chased the Company, but he did not guard the place of the Ring's destruction as he might have.

Only in the moment when Frodo wore the Ring at the very crack of Mount Doom did Sauron realize his error. No one but a Hobbit could bear the burden of the Ring and deliver it to the place of its unmaking. None but the Hobbits could resist its insidious eroding influence long enough to succeed in the great quest. (This subtle power Gandalf recognized long before anyone else.) The lords of the Free Peoples based their last desperate hope upon a Hobbit, and by him Middle-earth was rescued from the brink of destruction.

PHYSICAL CHARACTERISTICS

Hobbits are best known by their unique blend of physical traits. They are the smallest of the speaking peoples, averaging between two and four feet in height. For this reason, early on, they were often referred to as "Halflings" (Rh. "Banakil"). They tend to eat prodigiously, and so most range in girth from pudgy to obese. Protruding round bellies are ubiquitous among their kind. For all their stoutness, Hobbits are remarkably dextrous in body and hand. They are quick, subtle, and agile. This makes them excellent sneaks, fine archers (although their bows by necessity are quite small), and admirable craftsmen. Hobbitish hands sport surprisingly long, slender and nimble fingers, which are gifted in performing almost any non-magical or non-technical craft. Thus their homey art, decor, implements, toys, gardens, clothing, and adorments are usually of very fine quality. Their hands and feet are oversized and more hairy than the other speaking races, enough to be considered furry.

In addition to their deftness, Hobbits possess endurance and constitution rivalling the Dwarves. They are resistant to temperature extremes, especially in their hands and feet. For this reason all Hobbits (except Stoors) usually go barefoot, even in the most inclement of weather. Although most Hobbits insist on regular feeding and relaxation; if pressed, every Hobbit can endure extended travel over very rough terrain. Hobbits age more slowly than humans, attaining adulthood only in their thirties, and many live longer than a hundred years. Any Hobbit over one hundred-twenty is considered ancient and will be recorded as part of their Hobbit-region's lore.

There are three distinct races of Hobbits, varying not so much in color as in build. By far the most common, Harfoots are also the shortest Halflings. They rarely exceed three feet in height and possess uniformly curly nut-brown hair and brown skin. They grow no facial hair but, as their name indicates, have very hairy feet. Harfoots are the stereotypical Hobbits and are what most folks imagine whenever they think of the little people. They are famous for building Hobbit-holes (as dwellings) called Smials, which earned the ancient name for their race: *Kud-dúkan* (Rh. "Hole-dweller"). Harfoots were the first of the Hobbit peoples to enter Eriador.

Stoors are in general stouter and stronger than Harfoots and also a little taller. They resemble Dwarves more than do other Hobbits, even sporting the facial hair almost entirely unknown among Harfoots and Fallohidies. Some folks have postulated that the Stoors are a result of genetic mixing of Dwarves and Hobbits, but neither Dwarves nor Hobbits take these theories very seriously; nor do Hobbits especially consider this to be a polite topic at dinner. Stoors often have skin color a little lighter than the Harfoots. Surprisingly however, a Stoor will occasionally be born with exceptionally dark pigmentation, ranging closer in color to the darkest human races. Stoors are often more adventurous than Harfoots, but not nearly so much as the Fallohidies. They are considered the most Mannish of Hobbits, conversing with Men often and living in houses built above-ground, made of thatch, wood, and stone: Stoors were the last of the three Hobbit peoples to enter Eriador, arriving in T.A. 1300. Some Stoors returned to such locales as the Gladden Fields after the Witch-king's might began to be exerted in Angmar and could be found there for many years after T.A. 2500. It was from such a clan that Smeagol, known as Gollum, descended. Most of the Dunland Stoors eventually migrated to join

their kin west of the Baranduin in the region later called Buckland shortly after the founding of the Shire (T.A. 1601). These Hobbits of the Eastfarthing and Buckland everafter seemed a little foreign to the other Hobbits of the Shire.

The tallest Hobbits are Fallohidies. They tend to be the slimmest as well and, as their name indicates, the lightest in pigmentation. Although sandy-brown curly hair predominates, Fallohidies have produced a surprising number of blonds. Sometimes appearing almost like tiny Elves, Fallohidies are the most beautiful of the little people. Fallohidies are also the rarest Hobbits and are occasionally altogether overlooked or inaccurately catalogued in their locales as being a pygmy human culture. It is noteworthy that, speaking in percentages, Fallohidies have produced by far the greatest number of Hobbitish adventurers throughout history. In fact, many of the adventurers of the other clans, such as individuals from the Harfoot tribes, partake of some Fallohide ancestry. Fallohidies were the second Hobbitish people to enter Eriador, coming a full century behind the Harfoots in T.A. 1150.

CULTURE AND SOCIETY

The values at the foundation of Hobbitish culture are conservatism, cheeriness, peace and contentment. They judge everyone by his degree of conformity and satisfaction with quiet village life. Typical Hobbitish activities include eating, relaxing, smoking pipeweed, gardening, unhurried working, and large social gatherings, mostly distinguished by eating and gift-giving. Ambition, adventurous spirit, discontent, and worldliness are frowned upon. The local subsistence activities depend, of course, on the geography of the community, and preference varies by race. Harfoots cherish the hillsides, highlands, and downs. Stoors prefer riversides, valleys, and flatlands. Fallohidies delight in cool northern woodlands. Most Hobbits uniformly enjoy the simple working life of farming, milling, and crafting.

Hobbitish dwellings also vary by clan, but all are low structures. Hobbits dislike heights in general, despising towers and staircases, and rarely construct anything over one-story in height. Occasionally an entire Fallohide community will break the stereo-types, perhaps enjoying such a close relationship with a nearby Elven community that they build homes in trees, as do many Silvans. Each Hobbitish community has its own independent governmental style, such as the hereditary Thain office in the Shire. Hobbits are monogamous, and bachelorhood (like that of the Ring bearers) is rare; most marry. Hobbits typically trace family lines both paternally and maternally, although Stoors trace their lines only through the maternal side.

Hobbits prefer their lives to be happy and dull, chiefly taken up by six large meals per day, comfortable labors and crafts, various mundane enjoyments, and bright clothing: usually green and yellow. They are conformist and dislike the bizarre and unusual more than anything else — except Wargs and Orcs (which are uniformly hated by all Hobbits). They shun adventurers and do not mingle with the other races much, considering them too loud and trouble-making. Yet, Fallohidies at times enjoy the company of Big People, especially the Elves; Harfoots prefer the quiet Dwarves; and Stoors are most comfortable with Men, even those of the Dunland, from whom they have derived a strange Hobbitish/Dunnish dialect. However, almost all Hobbits have, since the 13th century of the Third Age, adopted a common Westron dialect in preference to their own abandoned tongue called Khuduk. In this significant way Hobbits have adapted to their neighbors. Hobbits occasionally like to tell stories about adventuresome characters,

especially Hobbits; yet they are tremendously reserved and suspicious when faced with such ill-fitting and individualistic characters in real life. They are so provincial that when Frodo accomplished the salvation of the free world, they were more impressed with Merry and Pippin who threw the undesirables out of the Shire after the Ring quest, and with Samwise Gamgee, who helped the local fruit trees bear rich crops.

Hobbits find excuses to hold parties often, as frequently as once a week or more. Their informal religion also engages them several times a year in festivals where they celebrate the gifts of nature, especially at the New-Year, Mid-Year's Day, Harvest, and Yule. These festivals are significant enough that the Hobbits interrupt their regular dinner parties for these more splendid feasts.

Stoors and Fallohides exhibit some personal characteristics peculiar to their clans. For example, the Stoors, living in flat river lands, learned much better than other Hobbits water skills, such as boating, fishing, and swimming. They also wear shoes or boots more frequently than the other usually barefoot Hobbits; it's necessary in the often-muddy weather of their homelands. Fallohides, meanwhile, are hunters rather than farmers and are more aggressive and possessed of leadership-character than are other Hobbits. As noted before, these traits have surfaced in some families with mixed Fallohide genealogy, most notably the Tookes, Brandybucks, and Bolgers. The Fallohides also excel in the Elvish skills, such as language and song, more than in common handicrafts, such as weaving or woodworking.

CRAFTSMANSHIP

Hobbits, especially Harfoots and Stoors, excel in the crafts common among rural peoples. Their skillful slender fingers produce high quality products in wood and leather. Their designs are pragmatic and light and benefit from centuries of undistracted experience. Harfoots frequently make archery equipment. Stoors produce remarkable fishing lines, poles and nets, lures and small, light boats. Should a rare Hobbitish craftsman apprentice in a more urban area, he can produce exceptional ivory and metal work of decorative, practical, or even military nature. Occasionally Hobbitish craftsmen are employed to do filigree and other engraving on items of great value, such as weaponry, armor, and jewelry for noble families. Such workmanship frequently commands prices up to ten times normal (although it is often not the Hobbits who primarily benefit from the increase).

NOTE: If a Hobbit ever becomes comfortable around a forge, his light, resilient, and extremely sharp daggers, missile points, short swords and chain mesh are of very high quality (+10 to +15) and are appropriately priced.

WARCRAFT

Naturally, the Hobbits' smallish frame dictates much of their approach to armed conflict, which fortunately they encounter rarely. In size, of course, Hobbits give way to all other speaking races and can challenge only the smallest Goblins or Orcs face-to-face. Since Hobbits can almost never adequately confront other peoples in melee, they have done very little in the area of shield or armor work, or with weapons that depend on mass for effectiveness. Short swords, daggers, slings and short bows are by far the most common Hobbitish implements for war. However, many rural and farming Hobbits are fond of axes in combat. The only shield or armor they use must be light or fine enough to not interfere much with Hobbit agility, which is their only advantage. Occasionally a very large and aggressive Hobbit will wield a broad sword, javelin, club or handaxe with two hands (since for him it is like any other races' two-handed weapons). Bullroarer Took, the largest of all Hobbits (that is, before Peregrine and Meriadoc drank the Ent

draughts) became famous by wielding his over-sized club two-handed and knocking the head off the Orc-chieftain Golfindul. Most frequently, when Hobbits are on the battlefield, they are organized into an archery contingent which supplements the work of other more primary battlefield units of the Free Races. In such contingents, the Hobbits can be much more than a nuisance to their enemies as the skies fill with their small but accurate deadly missiles. The only Hobbitish unit which stands with any kind of regularity is called the Hobbitry-in-Arms, the Shire militia.

It must be noted, however, that many generalizations collapse when one looks at the War of the Ring, and especially its last conflict, the Battle of Bywater. This incident featured not only the Hobbitry-in-Arms, but also the regular troops of the Thain, Paladin II. Paladin and his son Peregrin ("Pippin") were remarkably successful in a frontal conflict against the human ruffians, the Chief's men. Due to their skill, boldness, and determination, they trounced their enemy, killing seventy and losing only nineteen.

Very rarely are Hobbits mounted in battle. They use tiny ponies which they address by common first names. Hobbits show a surprising amount of grittitude and determination and will never abandon friends still in conflict on the battlefield. Their traditional caution is overcome by their belief in personal loyalty. While full of fear, a Hobbit will still brace himself and face the foe if he feels he must help a friend in need. Seldom does anyone notice a Hobbit's heroism, except the friend who might be rescued, for Hobbits do not perform heroically to be noticed.

MAGIC AND RELIGION

Hobbits are more disinclined to use magic than any other race, with the exception of Orcs. Hobbits simply are not interested in the complexity of the theory, philosophy and alchemy of magic. The most common "magic" spoken of in reference to Hobbits is their uncanny quietness and their ability to suddenly disappear when Big People come lumbering around. Likewise, their skill with a sling, short bow or thrown dagger is nearly magical.

Yet within any large community of beings, there are exceptions. And indeed, some very rare Hobbits indulge in arcane arts. Those who do lose something of their innate character, becoming extremely un-Hobbitish early in their apprenticeships. Their simplicity and innocence are hopelessly compromised as they explore knowledge of good and evil, which is part and parcel of the magical arts. They learn for the first time that their world is not as simple and friendly as they had always thought. (Hobbits who develop as spell-casters, even just semi-users, have only half their normal racial resistance bonuses versus magic). Once this tremendous barrier is crossed however, a Hobbit may be found in any field of magic, as all are equally foreign to his nature. Naturally, since Hobbit magic users are so rare, the few that do exist almost invariably catch those around them by surprise.

As might be expected, Hobbitish religion is extremely folksy and mundane. The whole of it, not unlike the Elves, is spent in an uncomplicated celebration of the wonders and gifts of nature, although Hobbits are not likely to know the names of the Valar. They simply play games, write happy poems, and dance. Many adults act like the children, and indeed all feel free to do so if the mood strikes them. But unlike Elves, Hobbits don't feel that they have celebrated till they have finally eaten so much that they can do nothing but sit and chuckle, which is in truth the favorite Hobbitish sport. In short, Hobbits' religion is like those few (among the Big People) who have never felt out of accord with Eru and the Divine Music. Unlike those constrained to better themselves because of an awareness of their sinful souls, Hobbits are born, live, and die in joyful harmony with their world, maintaining a delightfully child-like relationship with the powers.

4.2 HOBBITISH CHARACTER GLOSSARY

NOTE: Because of the prevailing tendency to remember Hobbits best by their first names, the following entries are so ordered alphabetically. Characters denoted with an * are purely ICE creations and are not noted in Professor Tolkien's works. Those with a † beside their names are illustrated in this work.

BANDOBRAS TOOK



BANDOBRAS TOOK †

Lvl: 7. Race: Fallohide. **Profession:** Fighter/Warrior. **Home:** The Shire. **Aka:** Bullroarer, Slayer of Golfinbul, Hero of Greenfields, the Golden Bear, Owner of the Green Jacket.

RM Stats: St-101; Qu-90; Em-70; In-78; Pr-91; Ag-93; Co-100; Me-55; Re-70; SD-78. **MERP Stats:** St-101; Ag-93; Co-100; Ig-70; In-78; Pr-91. **Appearance:** 90.

Skill Bonuses: Climb30, Ride50, S&H64, Perc40, Amb15, Golfs66, Cooper30, Potter30, Trapper50, Farming68, Fletching35, Lead56, Smith30, S&T35.

One name every little Hobbitling learns early is that of the great hero Bullroarer Took, the leader and victor of the epic Battle of Greenfields. The Hobbits do not care that the Big People are singularly unimpressed with the battle, which they call a skirmish. To the Hobbits, Greenfields was epic and so were Bullroarer's feats there.

Indeed, Bandobras Took was the most notable Hobbit before the War of the Ring. He was the second son of Thain Isengrim II, and noteworthy for his size, standing 4'5" tall. He was so large he was able to ride a horse. Bandobras was the largest Hobbit ever before Merry and Pippin drank the Ent-draughts (and so he remains the

third largest Hobbit of all time). He was also the first Hobbit in recorded history to lead and fight (while winning) a battle, that called the Battle of Greenfields in T.A. 2747. In that conflict, raiding Orcs led by Golfinbul of Mount Gram had invaded the Northfarthing. Bandobras beheaded Golfinbul with his club and the other Orcs, leaderless, were routed. The grateful Hobbits gave Bandobras the complimentary nick-name of "Bullroarer." Incidental to Bullroarer's victory, the Orc-leader's head rolled off his shoulders into a hole, and so inspired the game of Golf, named in the Orc-leader's memory. To this day, a golfing contest is held on that field in which Greenfield's Green Jacket is awarded to the winner.

Bandobras' descendants include the North-tooks who live in Long Cleve. These Hobbits include Mistress Diamond who became the wife of Peregrin Took, a long time admirer of the Bullroarer.

Important Dates: born T.A. 2704, Battle of Greenfields T.A. 2747, died T.A. 2806.

Bandobras' Principal Items:

Club—called by Bandobras "Driver", an oversized club, a two-handed weapon for any Hobbit with enough strength to wield it at all. It is a +20 weapon (+15 being for its 160% normal size). Engraved on the end is a large number 1.

Horn— "the Bullroarer", a very distinctive throaty bull's horn, able to be heard on a clear day for more than a mile. The horn encourages the morale of Hobbits and discourages the morale of Orc forces of less than 500 members.

Read LotRI 21, 25; LotRIII 402, 475; Hob. 17.

BILBO BAGGINS †

Lvl: 9. Race: Harfoot/Fallohide. **Profession:** Thief/Scout. **Home:** The Shire. **Aka:** (most self-given): Clue-finder, Web-cutter, Stinging Fly, The One Chosen for the Lucky Number, He Who Buries His Friends Alive and Drowns Them and Draws Them Alive Again from the Water, the One from the end of a Bag though no Bag went over him, Bear-Friend, Guest of Eagles, Ringwinner, Luckwearer, Barrel-rider, Ring-bearer, Mr Lucky Number, the Mad Baggins, the Renowned.

RM Stats: St-80; Qu-93; Em-94; In-99; Pr-90; Ag-96; Co-90; Me-95; Re-88; SD-96. **MERP Stats:** St-80; Ag-96; Co-90; Ig-95; In-99; Pr-90. **Appearance:** 63.

Skill Bonuses: Climb15, Riding30, PLocks30, S&H72, Perc62, Amb10, Cave25, Cook56, Housekeeping68, Poet68, Scholar68, Write64, Lead30, Trick40.

Bilbo, the adventuring Hobbit, was born in the Shire. He had a strong strain of Fallohide blood running in him, and developed the corresponding love for adventure, Elves, and Elvish things. The owner of Bag End, near Hobbiton, Bilbo lived a quiet life until Gandalf coerced him into serving as Thorin and Company's burglar in T.A. 2941. On this adventure, Bilbo first visited Rivendell and many other legendary places in Middle Earth (including Goblin-gate, Thranduil's palace in Mirkwood, and Erebor). He played an important part in the slaying of the Dragon Smaug, most chiefly by noting the weak spot in the Worm's underbelly where Bard later was able to land his deadly black arrow. But most importantly, Bilbo was led by fate to discover Sauron's long lost One Ring in Gollum's nest in the depths of the Misty Mountains, beneath the lairs of the Orcs of the High Pass. Following his adventures he was able to live comfortably in the Shire on his portion of the Dragon-hoard.

In T.A. 2980, he adopted his nephew Frodo after the death of Frodo's parents, Drogo and Primula Baggins. (For the sake of convenience, Frodo was referred to as Bilbo's nephew. In actuality, Primula Took is Bilbo's first cousin and Drogo is his second cousin; Frodo is therefore Bilbo's first and second cousin, once removed either way.) In T.A. 3001, with a dramatic and foolish exit, Bilbo left the Shire during Frodo's thirty-third birthday party (and Bilbo's own eleventy-first), a party which Bilbo called the Farewell Feast. At this time, Bilbo's possessions, including the awesome One Ring, came into Frodo's hands. Bilbo remained in Rivendell for the next twenty years, except for visits to Dale and Erebor in either T.A. 3001 or 3002. During this time, Bilbo devoted himself to writing, poetry, song-making, and scholarly work. Some of the significant works among these are the *Red Book of Westmarch* (edited by J.R.R. Tolkien as *The Hobbit*), the poem *Errantry* (and another about Eärendil), and the great scholarly piece entitled *Translations From the Elvish*. These works credit Bilbo as the greatest of all Hobbitish scholars. When Bilbo passed over the sea in T.A. 3021 with the Last Riding of the Keepers of the Ring, he was the oldest Hobbit who had ever lived, at 131 years and 8 days (with the exception of Gollum). He is remembered as much for his extreme generosity, self-deprecation and scholarship as he is for his exploits and accomplishments.

Important Dates: born T.A. 2890, Thorin & Company T.A. 2941, the Farewell Party T.A. 3001, passing over the sea T.A. 3021.

Bilbo's Principal Items:

Sting — see Frodo's items.

Mithril-Mail shirt — see Frodo's items.

The One Ring — see Frodo's items.

Read *LotRI* 32-36, 303-305; *LotRHI* 381-384, 387, 474, 475; *The Hobbit*. See ICE's *Rangers of the North* 34.

BILBO BAGGINS



BLANCO

Lvl: 6. Race: Fallohides. Profession: Rogue/Scout. Home: Bree. Aka: Co-founder of the Shire, Marcho's little brother.

RM Stats: St-70; Qu-90; Em-99; In-92; Pr-90; Ag-91; Co-70; Me-89; Re-90; SD-90. MERP Stats: St-70; Ag-89; Co-70; Ig-90; In-92; Pr-90. Appearance: 89.

Skill Bonuses: Climb35, S&H54, Perc68, Amb10, Admin30, Arch25, Dipl56, Lead30, PSp68, RMas35, S&T45, Trad50.

The younger brother of Marcho (and always known by that relation), Blanco was a fairly savvy leader and diplomat in his own right. But he mainly served as counsellor and provided moral support for his brother, who truly had greater gifts. Blanco

demonstrated great devotion to his brother, and to the cause of Hobbits in general. During the chaos that ensued after the Founding of the Shire, Blanco is remembered for his singularly impassioned plea to the warring clans from the Hobbiton town square, when Marcho was too distraught to respond. This speech, little noted in history, was actually a decisive factor in the eventual calming of the Hobbitish territorial disputes. For more information on Blanco, see the article on his brother Marcho.

Important Dates: Founding of the Shire T.A. 1601 (S.R. 1).

Read *LotRI* 24. See ICE's *Rangers of the North* 34.

DROGGO NIMBLEFINGERS BRACEGRIDDLE *

Lvl: 11. Race: Stoors. Profession: Thief. Home: Geshaan in the Mûmakian. Aka: Small, Silent One, The Deadly Finger of Fate, Pusher.

RM Stats: St-74; Qu-100; Em-57; In-97; Pr-63; Ag-101; Co-100; Me-82; Re-93; SD-47.

MERP Stats: St-74; Ag-101; Co-100; Ig-89; It-97; Pr-63. Appearance: 71.

Skill Bonuses: Climb84; Swim40; Ride10; DTraps94; PLocks89; S&H74; Perc67; Rune20; S&W10; Chan45; Amb24; LI2; AMov15; Acro25; Appr35; Cont47; Cook53; Fals47; FAid34; For27; Gamb64; Nav33; RMas43; Track41; Trad49; TrapBS1; Trick65.

Relatively adventuresome for a Hobbit, Droggo grew up (around 1690 T.A.) on the edge of the great swamp, Geshaan, near one of the tributaries to the River Koros in the Mûmakian. His family was part of a small clan of Hobbits that had migrated to the area decades earlier from the west.

A series of strange circumstances led to Droggo's involvement in Moran and his companion's quest to halt Ardana (see *LOME I*) and the Court of Ardor's "Ritual." After the completion of his adventures, Droggo led a "quiet" life of commerce on the River Koros.

Droggo's Principal Items:

Amulet — one of the Amulets of True Channels, this item is a mithril chain with a setting containing a blue-green gem. Any two wearers of Amulets of True Channels may channel to and from each other with no penalties and no possibility of failure. The wearer channeling (i.e., sending) the spell (or PPs) may concentrate and will sense (i.e., see, hear, smell, etc.) as if he were the receiving channeler.

NOTE: During Droggo's adventures, a powerful foe of the Court of Ardor (from southernmost Endor) wore one of the other "Amulets of True Channels".

Draggo's Lesser Items:

Mithril Mail — +20 Mithril chainmail, wears as AT SL/5, but protects as AT PI/17.

Daggers — Three +25 daggers that can be thrown to 200' with no range modification and return to thrower after striking (longdoor).

Draggo's Special Abilities:

Spells — 24PP. Knows Unbarring Ways to 10th level and Essence's Ways to 10th level.

ELANOR GAMGEE

Lvl: 5. **Race:** Harfoot. **Profession:** Astrologer/Animist. **Home:** The Shire, Imladris and Minas Tirith, Tower Hills. **Aka:** "the Fair."

RM Stats: St-60; Qu-89; Em-96; In-88; Pr-101; Ag-98; Co-58; Me-90; Re-91; SD-87. **MERP Stats:** St-60; Ag-98; Co-58; Ig-91; In-88; Pr-101. **Appearance:** 102.

Skill Bonuses: Climb15, S&H35, Perc66, Act56, Admin58, Bookmaking54, Cook35, Calligraphy56, Dance35, Dipl35, PSp25, Sing45, Star25.

Elanor Gamgee was the eldest child of Samwise Gamgee and Rose Cotton. She was distinguished by her remarkable beauty and her lovely blonde hair. And the common epithet, "the Fair," is attributed as much to her stunning beauty as to her bloneness, which is extremely rare among Hobbits. In her younger days Elanor was privileged to serve as maid of honor, and later as handmaiden to Queen Arwen. She later married Fasted of Greenholm, and eventually the happy couple moved to the Undertowers in the shadow of the Tower Hills. When Samwise departed Middle-earth, he left to Elanor the *Red Book of Westmarch*, which was subsequently kept by her descendants, the Fairbairns.

Important Dates: born F.A. 1; married to Fasted of Greenholm F.A. 30; move to the Undertowers F.A. 34; received the *Red Book of Westmarch*, F.A. 61.

Read LotR III 378, 402, 470, 471-472, 477.

FRODO BAGGINS †

Lvl: 12. **Race:** Harfoot/Fallohide Hobbit. **Profession:** Rogue/Scout. **Home:** The Shire. **Aka:** the Mad Baggins, Elf-friend, Ring-bearer, Nine-fingered Frodo, Hero.

RM Stats: St-86; Qu-97; Em-92; In-100; Pr-83; Ag-98; Co-100; Me-91; Re-90; SD-102. **MERP Stats:** St-86; Ag-98; Co-10; Ig-90; In-100; Pr-83. **Appearance:** 67.

Skill Bonuses: Climb35, Ride30, PLocks25, S&H76, Perc66, Admin45, Cook35, Housekeeping30, Dipl45, FAid25, For25, Law45, Lead78, PSp45, S&T35, Subd35, Track35, Trick56.

The nephew of Bilbo Baggins, and like him, hailing from Bag End in the Shire's Westfarthing, Frodo Baggins is the premier hero of the War of the Ring, even while yet in the company of many other great and dedicated heroes. Frodo was born in T.A. 2968 to Drogo Baggins, the great-grandson of Balbo Baggins, and Drogo's bride Primula, the youngest daughter of Gorbado "Broadbelt" Brandybuck of Brandy Hall. At the tender age of twelve, Frodo lost both his parents in a boating accident. When twenty-one, Frodo was adopted by Bilbo, who was in his ninety-ninth year, and being unmarried, still had no heir to his considerable estate. (For the sake of convenience, Bilbo was referred to as Frodo's uncle. In actuality, Primula Took is Bilbo's first cousin and Drogo is his second cousin; Bilbo is therefore Frodo's first and second cousin, once removed either way.) On Frodo's thirty-third birthday, and Bilbo's eleventy-first, Bilbo left the Shire for Rivendell, bequeathing all the estate to Frodo, including his magical items and Sauron's One Ring of Power. Frodo shared Bilbo's Fallohide blood and was considered by his peers to be the inheritor of the "Mad Baggins" in all respects, for he was somewhat moody, took long walks, and was suspected of entertaining dialogues with Elves. At Gandalf's urging, in T.A. 3018, Frodo assumed the name of Mr. Underhill and went to Rivendell to escape the Nazgûl. On that journey he encountered Aragorn, whom he knew then as Strider, and was nearly slain by the Lord of the Nazgûl. At Rivendell, Frodo volunteered to serve as the Ringbearer. After accomplishing the arduous and dangerous journey with the help of Samwise Gamgee, and standing on the very brink of Mount Doom, Frodo finally succumbed to the seduction of

the One Ring and claimed it for himself. At that moment, Gollum, who was still alive only because of Frodo's invincible sense of mercy, bit off Frodo's ring finger and seized the Prize, but toppled with it to their mutual destruction in the belly of the volcano. And so the quest was completed. Frodo's journey to Mount Doom to destroy the One Ring was successful, and Sauron and all his works were undone.

Frodo returned from the task less than a year after his departure. Few of the Hobbits back in the Shire ever learned of Frodo's labors on their behalf. Their gratitude was mainly directed to Meriadoc, Peregrin, and Samwise, who helped evict Wormtongue and the other evil minions of Saruman during the Scouring of the Shire. Frodo then served for just a little while as the Mayor of Michel Delving, but could not endure the work of reconstruction. During



FRODO

these days he was much more moody than Hobbits normally are, yet still extremely perceptive regarding other persons, and continued to eagerly seek out news of the distant lands. So, he spent a little more than a year's time in scholarly work: completing Bilbo's volumes, a few songs, and composing his own part of the Tale of the Ring, which he entitled, "The Downfall of the Lord of the Rings and the Return of the King" (as seen by the Little People; being the memoirs of Bilbo and Frodo of the Shire, supplemented by the accounts of their friends and the learning of the Wise). Frodo was surpassed in his scholarly and linguistic skills only by Bilbo himself. Frodo passed over the sea in his fifty-second year, claiming his reward for having served as Ring-bearer. He was still unrecoverably haggard in mind and spirit from the time he spent with the Ring, his wounding by the Witch Lord, and the poison of Shelob. He could not remain in the Shire, but was driven to seek the healing of the Green Land Beyond. So he left those words, along with all his possessions, to Samwise, "*I tried to save the Shire, and it has been saved, but not for me. It must often be so... when things are in danger: some one has to give them up, lose them, so that others may keep them*" (*LoTR III* 382).

Frodo left behind a legacy of such dedication, selflessness, mercy, and strength that none may hope to match it. He, in a sense, lost himself in completing his quest, and the world could no longer hold or heal him.

Important Dates: born T.A. 2968, adopted T.A. 2980, inherits Bilbo's property T.A. 3001, escape from the Shire and the War of the Ring T.A. 3018, Mayor of Michel Delving T.A. November 3019 to Midyear's 3020, passes over the sea T.A. 3021.

Frodo's Principal Items:

Sting — an Elven dagger equivalent to a +15 short sword. Sting glows blue within 100' of an Orc, most brightly if they are within 100', lightly if they are from 101' to 500' away, and barely if further out. "of slaying" versus Orcs.

Mithril-Mail shirt — equivalent to AT P/17 (-20), unencumbering.

Elven Cloak — +20 to H&S skill.

Phial of Galadriel — sheds light in need, the greater the darkness the brighter the light; unstuns bearer when uncovered; burns allies of Morgoth, use *Spell Law's* Cold Critical Table.

The One Ring — "the Ruling Ring," "the One"; a simple gold band, never showing any signs of wear, which when heated (such as in an ordinary fireplace) reveals the words inside written in Black Speech:

"Ash nazg durbatuluk, ash nazg gimbatul, ash nazg thrakatuluk agh burzum-ishi krimpatul."

Which translated, means:

"One Ring to rule them all, One Ring to find them, One Ring to bring them all and in the darkness bind them."

— *LoTR I*, p.81.

• **Will:** the Ring has its own pseudo-intellect, since Sauron invested so much of his own spiritual essence into it during its creation. Like him, it is bent unchangably on evil, megalomaniac pursuits, and an insatiable lust for power. It may control its size to fit any wearer; but it may also intentionally expand and slip off the finger of any wearer it deems unworthy. Its will is uncontrollable unless the wearer has trained with the Ring for a period

equal to 600 days minus the wearer's level and overcome the Ring's inherent 60th level resistance. Without this training, the work of the Ring will be random or entirely self-directed. Only Sauron, its maker, has absolute control. In time, anyone else will succumb to their own least noble inner feelings and whims.

• **Powers:** as any artifact, the One Ring's primary gifts are determined by the nature and strength of the wielder. Its normal practice is to enhance to the extreme the capacities of its current user. In such fashion it would have made Samwise the greatest of all gardeners, Boromir an irresistible leader of men, and so on. In addition to this awesome character, the One Ring also:

- draws the wielder deeply into the wraith world, making him invisible to all earthly eyes, but brilliantly visible to those at home in the wraith world, such as the Nazgûl. The wearer naturally also gains the ability to see those things which are invisible.
- some senses are enhanced, especially hearing, smell, and the ability to see powerful magical and spiritual forces from a far distance.
- greatly lessens the effects of aging, increasing a person's life almost indefinitely. However, the wearer is also gradually transformed into a creature of darkness (e.g. Gollum), and finally will become a wraith, straddling the line between life and unlife. This power takes effect by mere possession of the Ring, whether or not it is even worn. The rapidity of the transformation process is variable, depending on the owner's frequency of use of the item, his own character and innate magical resistance.

- permits the wielder to control or resist any item made with the Ring's help, such as the traps of Barad-dûr.
- may not be destroyed in any fashion except by the fires in which it was forged, those of the volcano Mount Doom. If the One Ring is destroyed, all the other Rings become powerless, and Sauron and his Nazgûl become forever impotent wraiths.

• The following powers are only available for one who has mastered the One Ring:

- serves as a x18 power point multiplier for all realms and professions.
- may control all the wearers of the Nine Rings of Power, such as the Nazgûl, (with the exception of the wearers of the three Rings used by the Elf-Lords), regardless of range or other circumstances.
- may cast spells at three times normal range, or at any target which he can see, even with the aid of a device (like the Palantíri).
- may exert awesome powers of command and control, especially over evil creatures who instinctively fear the Ring. Frodo gained control over this faculty just before the moment he lost his own will and Gollum caused the Ring's destruction.

Read *LoTR I* 32, 43-44, 45, 154, 487-488; *LoTR II* 430-431; *LoTR III* 271-277, 281, 303-304, 312, 331, 373, 380-384, 474, 475, 476, 490; *Sil* 299-300. See ICE's *Rangers of the North* 34.



GOLLUM

and boating. On one expedition, his friend and cousin Déagol discovered the One Ring on the bottom of the Anduin while diving. The Ring had lain in the silty bed of that river for over twenty-four centuries since Isildur had lost it there, with his life, in T.A. 2. When Déagol returned to the surface and showed his friend his find, Sméagol was immediately overwhelmed with lust for the thing, and strangled Déagol for it, claiming it as his birthday present. Returning home, Sméagol learned quickly that the Ring's gift of invisibility was very handy for helping him commit little larcenies. The Ring, as it always did, enhanced Sméagol's own nature, in this case, that of a petty thief. But, naturally, his constant thievery earned him the dislike of his community. In addition, the Ring had some unusual secondary effects on Sméagol. It caused him to develop a nervous habit of constantly making unpleasant gulping sounds in the back of his throat. The community named him Gollum for these glottal noises. Eventually, his own family felt compelled to evict him from their hole and banish him from their community.

Wandering alone, Gollum chanced to find an entry along a submerged stream deep into the Misty Mountains. By this time, he had already grown to loathe the light of the Sun and the Moon, and he sought security in the roots of the mountains, below the Orc-holds of the High Pass. During the centuries that followed, Gollum's life was radically lengthened, his body made thin yet unnaturally strong. The Ring exacted further alterations on Gollum's strange wiry frame. He grew fangs, and webbings between his toes and fingers; his eyes enlarged as his night vision increased. His feet became very flat, and his hands abnormally long and distended. His normal vision became poor but his hearing excellent, and he gained the capacity to climb like an insect and swim like a fish. But all Elvish things became intolerable to him, their ropes burning his skin, their lembas tasting like dust in his mouth. Gollum stayed in his nest, miserably eking out his existence, without ever leaving the cave. When Bilbo accidentally (or rather, providentially) stumbled into Gollum's own nest during his fearful escape from the Orcs, the Ring chose him, knowing that as long as it belonged to Gollum, it would never escape the bowels of the Misty Mountains. So Bilbo managed to escape Gollum with the Ring. It took three years for the desolate Gollum to work up the courage to leave his cave and seek his Precious, but when he did, he searched high and low for it more than seventy years. During this period, shortly before the War of the Ring, he was captured by agents of Sauron who learned from him what had become of the artifact. Sauron released Gollum from Mordor, instructing him to seek out the Ring to bring it back to him. Gollum was later also captured by Aragorn, interrogated by Gandalf, and imprisoned by the Elves of Mirkwood, who could have slain him, yet resolved to show mercy to the pathetic creature. Gollum escaped the Elves during an Orc raid and went off to continue his search of the Ring. He found Frodo and the Company outside the West Gate to Moria. From then on, Gollum was almost always close to the Ring-bearer, haunting Frodo from Lothlórien down the Great River, across Emyn Muil and finally into Mordor itself. In the Emyn Muil, Frodo and Sam captured Gollum. Again and again, Frodo had the opportunity and the provocation to slay the vile creature, and Sam more than once urged him to do so. Yet, Frodo stayed his hand and mercifully let the wretch live. Gollum cooperated partly out of fear of the Ring-bearer, but mainly to prevent Sauron from recovering the Ring. Later, it was Gollum who revealed the Hobbits to Shelob, hoping that the monster might make lunch of the two and that he could recover his Precious afterward. When this plan failed, he stalked the two all the way to Orodruin where he was too haggard by his long journey to perform a successful ambush against Frodo and Sam.

GOLLUM †

Lvl: 15. **Race:** Stoor/Ghoul Hobbit. **Profession:** Thief/Scout. **Home:** The Gladden Fields, Goblin-gate. **Aka:** Sméagol; Trahald (W. "Burrowing Worming in"); Slinker and Stinker.

RM Stats: St-102; Qu-96; Em-24; In-96; Pr-12; Ag-101; Co-99; Me-63; Re-34; SD-8. **MERP Stats:** St-102; Ag-101; Co-99; Ig-34; In-96; Pr-12. **Appearance:** 10.

Skill Bonuses: Climb 10, Swim 76, DTrap 56, PLock 66, S&H 102, Perc 54, Amb 35, Acro 45, Cave 66, For 64, Fren 68, Row 35, Track 106, Trick 76.

Recognized as the most tragic figure of the entire Third Age, Gollum is an anomaly. Mean or vicious Hobbits are so rare as to be considered virtually nonexistent. But the Stoor Sméagol was sneaky, greedy, and obsequious from the start, and very quickly became murderous. Fate drew this sinister little fellow to Sauron's own Ring, and its affects on him were quick and dramatic. For five hundred years Sméagol lived with his Precious, obsessed by it, in a miserable existence. However, since Sméagol never learned how to fully make use of the Ruling Ring, he never fell under the fullness of its curse. He could not relinquish it, yet it eventually discarded him. He was cursed by it, and his tie to it was the death of him.

Sméagol was born about T.A. 2430 in a large and wealthy matriarchal clan of Hobbits who lived near the Gladden Fields on the banks of the Anduin. These Stoors, unlike the others of their race, had returned to the Anduin vales after dwelling for a while in the sometimes difficult land of Eriador. Sméagol was strong, quick, and clever early on, and one way or the other, would go far. His youth was spent in the common activities of his village: fishing

Perhaps the strangest paradox of the entire War of the Ring story is that if Frodo or any of the others who had the opportunity had slain Gollum, then the Ring-quest would almost certainly have failed. For at the very last, the One overcame Frodo at the mouth of the Crack of Doom, and that noble Hobbit finally succumbed completely to its evil. Slightly before reaching the summit, Frodo had obtained the Ring's power of command, and had successfully wielded it against Gollum. This brief victory was, in fact, a sign of imminent defeat; because with his growing mastery of the One, Frodo was becoming more and more mastered by it. Then, Samwise followed Frodo to the very mouth of the Sammath Naur, and looking up, saw him shadowed, framed in the horrid fires of that place. Frodo's own will broke and he declared that he now chose to wield the Ring rather than destroy it as he had intended. At that precise instant, Gollum overran Samwise, grappled with Frodo, seized his Precious, biting off Frodo's ring finger to obtain it. Dancing with glee, Gollum stumbled into the fires of the Ring's unmaking. At that moment Sauron and all his works were finally undone, and the victory was gotten. So, pitiful Gollum paradoxically completed the Ring Quest, ending Sauron's power and saving the world from its longest evil night. As Gandalf had once told the Council of Elrond, "But he may play a part yet that neither he nor Sauron has foreseen" (*LotRI* 336).

Important Dates: born T.A. 2430, slays Déagol for the Ring T.A. 2463, loses the Ring to Bilbo T.A. 2941, captured and released by Sauron T.A. 3017, captured by Aragorn ... interrogated by Gandalf ... imprisoned by the Mirkwood Elves ... and escapes T.A. 3017, the War of the Ring and his death T.A. 3018.

Gollum's Principal Items:

The One Ring — see Frodo's items.

Read LotRI 33-35, 85-91, 329-336ff, 497; LotRII 278-280ff, 285, 442; LotRIII 279-286ff, 459, 462, 463; Hobbit 79-93. See ICE's Goblin Gate 24, 25.

ISENGRIM TOOK (ISENGRIM II)

Lvl: 7. Race: Fallohide Hobbit. Profession: Fighter/Warrior. Home: The Shire. Aka: Twenty-second Thain of the Shire, Digger of the Great Smials.

RM Stats: St-100; Qu-88; Em-96; In-80(5); Pr-93; Ag-89; Co-99; Me-95; Re-90; SD-88. MERP Stats: St-100; Ag-89; Co-99; Ig-90; In-80; Pr-93. Appearance: 91.

Skill Bonuses: Ride45, S&H50, Perc45, Admin56, Arch62, Dipl45, FAid20, Lead60, PSP40, S&T45.

The grandfather of Bullroarer Took, Isengrim II was the largest Hobbit ever until the birth of his grandson. Isengrim, besides being a superlative leader, was most famous for his designing and building the wonderful Great Smials of Michel Delving.

Important Dates: born T.A. 2620, excavation of the Great Smials T.A. 2683-2722, died T.A. 2722.

Isengrim Took's Principal Items:

NOTE: The hereditary possessions of the Thains of the Shire are gifts of the King of Arnor, Argeleb II.

The Thain's Bow — +15 Short Bow, ranges like a long bow, arrows do double concussion hits and an additional puncture critical.

The Scepter of the Shire — +15 Mace, does an additional unbalancing critical.

The Broadsword of the Thain — a +15 Short sword, does an additional slash critical. Semi-sentient; occasionally empathically warns its wielder of the presence and direction of a non-Hobbit within twenty-five feet.

The Wardress of the Militia Captain — full chain and helmet, AT CH/16 (-15), negates 30% of all criticals to a Hobbit wearer, unencumbering.

Read LotRII 459, 475.

LOBELIA BRACEGIRDLE SACKVILLE-BAGGINS

Lvl: 5. Race: Harfoot Hobbit. Profession: Rogue/Scout. Home: Hardbottle, Bag End, Hardbottle. Aka: the Shrew.

RM Stats: St-42; Qu-66; Em-23; In-31; Pr-15; Ag-59; Co-70; Me-87; Re-80; SD-10. **MERP Stats:** St-42; Ag-59; Co-70; Ig-80; In-31[85]; Pr-15[75]. **Appearance:** 44.

NOTE: The bracketed stats indicate that Lobelia underwent a complete change of character and insight following her imprisonment by Saruman in the Lockholes and his murder of her son. The bracketed stats are to be used after T.A. 3019, and the others before.

Skill Bonuses: S&H35, Perc40, Cook35, Crochet15, Knit25, Quilt35, Housekeeping30, FAid30, Fals15, PSP5.

Lobelia Sackville-Baggins (b. ca. T.A. 2910, d. T.A. 3020) was a Shire Hobbit, the wife of Otho (the first Sackville-Baggins, and Bilbo's first cousin) and the mother of Lotho. She was most renowned for her indomitable greed and a temper universally labelled as shrewish. She spent most of her life trying to weasel the luxurious estate of Bag End away from Bilbo and Frodo. During the feud most Hobbits sided with the Bagginses against the Sackville-Bagginses because of Lobelia's nasty disposition. But when Bilbo was gone for about a year on his adventure in T.A. 2941, and he was heirless at that time, Lobelia and Otho hurriedly attempted to have him declared dead so that they might obtain the estate. Bilbo returned in T.A. 2942 on a gold-laden pony in the middle of the their auction of his estate properties. Lobelia and her family attempted to contest his identity, which Bilbo was able to prove. The feud continued against Bilbo from then on until his disappearance at the Farewell Party in T.A. 3001, when he left them a set of spoons. The estate then, of course, fell to Frodo, whose relationship with Lobelia immediately became strained. When Frodo finally made his decision to leave the Shire for the first time, he left the estate to Lobelia, who finally had what she wanted after nearly eighty years of grasping after it.

Despite her nasty disposition, the Hobbits of the Shire found a new respect for Lobelia because of the indomitable spirit she demonstrated during Saruman's occupation of the Shire. During that time, Lobelia tried to whip an insulting rogue with her umbrella although she was very old by that time and certainly less than half his size. She was then imprisoned in the Lock-holes. During her imprisonment, her ridiculed son was murdered by Wormtongue, at Saruman's command. When Lobelia was released during the Battle of Bywater, the Hobbits cheered her for her courage, and this was the first time she had ever been popular in her life. However, Lobelia was so stricken by her son's death that she gave Bag End back to Frodo and returned to her home in Hardbottle, where she grieved until her death the following Spring. She left her estate to Frodo for care of homeless Hobbits, especially those made bereft because of the occupation of the Shire.

Lobelia's Principal Items:

Umbrella — +10 plaid (orange, red, purple, & green) umbrella; hits as a main gauche and does additional tiny criticals of the same value.

Tongue — Lobelia has the innate ability to irritate and rile almost anyone. Consider her speech as a 15th level attack which, if not successfully resisted, will drive the victim into distracted irritation. If he fails by more than 50 he becomes enraged.

Read *LotRI* 52-53, 64, 66-67, 101, 103-104; *LotRIII* 361-362, 372, 474; *Hob* 301.

LOTHO SACKVILLE-BAGGINS

Lvl: 2. **Race:** Harfoot Hobbit. **Profession:** Rogue/Scout. **Home:** Hardbottle, Bag End. **Aka:** Pimple, Little Pimple, The Chief Shirriff.

RM Stats: St-20; Qu-36; Em-28; In-27; Pr-12; Ag-39; Co-40; Me-47; Re-40; SD-12. **MERP Stats:** St-20; Ag-39; Co-40; Ig-40; In-27; Pr-12. **Appearance:** 22.

Skill Bonuses: Climb5, S&H20, Perc5, Admin15, Candlemaking15, Dipl5, Fals5, FAid10, Gamb10, Lead15.

A Shire Hobbit, Lotho was the son of Otho and the shrewish Lobelia Sackville-Baggins (T.A. 2964-3019), and first cousin once removed to Bilbo. Lotho was therefore one of Bilbo's closest relatives. But Lotho was weak, foolish, grasping (like his mother especially), and had a very poor complexion. He and his mother moved into Bag End in T.A. 3018 after purchasing it from Frodo upon his departure. That year, Lotho got mixed up with ruffians, hiring thugs with money from pipeweed sales in the Southfarthing. Worse, he borrowed imprudently and excessively from Saruman at Isengard. These thugs became known as the Chief's men, and Lotho called himself the Chief Shirriff after imprisoning the mayor Will Whitfoot. (The Hobbits preferred to still call him Pimple or Little Pimple because of his unfortunate face.) Using these nasty sorts, Lotho controlled the Shire until the arrival of Saruman completely evaporated his power. Lotho was impossibly indebted to Saruman and was powerless to protest when he arrived. In a real way, it was Lotho who was the key to Saruman's mistreatment of the Shire. Finally, on Sharkey's command, Lotho was murdered by Wormtongue.

Read *LotRI* 103; *LotRIII* 343, 360, 370, 474.

MARCHO

Lvl: 7. **Race:** Fallohida Hobbit. **Profession:** Rogue/Scout. **Home:** Bree. **Aka:** Co-founder of the Shire, Fallohida Chieftain.

RM Stats: St-73; Qu-86; Em-95; In-101; Pr-99; Ag-89; Co-71; Me-94; Re-97; SD-90. **MERP Stats:** St-73; Ag-89; Co-71; Ig-97; In-101; Pr-99. **Appearance:** 96.

Skill Bonuses: Climb20, Ride25, S&H25, Perc35, Admin30, Appr35, Cook35, Dipl50, FAid35, Flet25, For20, Lead50, PSp40, S&T25, Subd30, Track25.

The senior of the two famous Hobbits who negotiated with the King of Arnor, King Argeleb II, for the lands of the Shire, Marcho especially was a visionary. Marcho had served as chieftain of the Fallohides, and he and his brother Blanco had the privilege of leading the parade of joyful little settlers across the Bridge of Stonebows into their new home. The brothers also attempted to control and organize the chaos which transpired between the tribes of Hobbits after they were newly moved into the Shire. He was less than fully successful at this endeavor, and for a time Hobbit tribes

conspired and even fought among each other for tracts of the new donative. But it is unlikely that anyone could have done better than the two Fallohida brothers, considering Hobbitish tendencies to extreme territorialism. Marcho, and his brother Blanco, truly gave to the Hobbits the most memorable of gifts, a land of their own: the Shire.

Important Dates: founding of the Shire T.A. 1601 (S.R. 1). Read *LotRI* 24. See ICE's *Rangers of the North* 34.

MERIADOC BRANDYBUCK †

Lvl: 8. **Race:** Harfoot/Fallohid Hobbit. **Profession:** Rogue/Scout. **Home:** The Shire. **Aka:** Merry, Elf-friend, Master of the Hall, Royal Counsellor of the Reunited Northern Kingdom, Knight of Rohan, Holdwine, Merry the Magnificent, Kalimac (H. "Joyful").

RM Stats: St-99; Qu-100; Em-88; In-92; Pr-90; Ag-101; Co-97; Me-93; Re-94; SD-90. **MERP Stats:** St-99; Ag-101; Co-97; Ig-94; In-92; Pr-90. **Appearance:** 80.

NOTE: Stats are for Merry after the Ent-draughts and the War of the Ring. They represent how Merry compared with all other Hobbits. The Modifiers represent Merry's abilities on a universal scale.

Skill Bonuses: Climb15, Ride45, S&H56, Perc35, Amb45, Calligraphy45, Write45, Dipl10, FAid15, For15, Lead50, PSp35, Subd35, Track20.

Of the two younger Hobbits in the Ring Company, Meriadoc was from the first the more savvy and mature. Known universally as Merry, this young Hobbit became known for his scholarship as well as his heroism. Born in T.A. 2982 in Buckland, Merry was the only child of the Master of the Hall, Saradoc "Scattergold" and his wife, Esmerelda Took. Since Esmerelda was the sister of Thain Paladin II, Merry was the cousin of Peregrin "Pippin" Took, who also became his lifelong friend. Merry was also Frodo's second cousin once removed, and shared all the Fallohida Hobbits' adventurous traits. As his name implies, Merry had something of an irrepressibly optimistic temperament.

NOTE: Many of the details of Merry's involvement in the Company are noted in the entry for Peregrin Took and will not be repeated here.

When the company reached Rivendell, Merry demonstrated his scholarly tendencies. He spent hours in Imladris' libraries studying the maps of the lands which he would soon enter, but had never known before. And on the journey itself, Merry did not suffer from the same sort of clumsy yet innocent errors which plagued his comrade Pippin. However, he did not demonstrate the power of his character until late in the struggle. And he did occasionally make the social error of spouting off about his broad knowledge at just the wrong time, such as the incident when he felt compelled to teach King Théoden about pipeweed at the time when Gandalf was trying to speak with the King about the imminent dangers which surrounded them all (*LotR II* 208). But it should be noted that before Minas Tirith, both Hobbits had been instrumental in negotiating the attack of the Ents on Isengard. With Pippin, Merry also drank the Ent-draughts, and together they were the largest Hobbits ever.

Merry formed his gestures, expressions, and character in keeping with his heritage. When he pledged his services to King Théoden, Merry won the old King's heart. The Hobbit rode with the Riders of Rohan on their epic journey to relieve the besieged warriors of Gondor. And finally, on the Pelennor Fields, Merry stood by Théoden even when the Lord of the Nazgûl attacked him.

In an incredible display of courage, Merry stabbed the Chief Ringwraith with his dagger, distracting him and weakening his defenses sufficiently for the warrior maiden Eowyn to behead the monster. Indeed, as the wraith's doom was foretold, he was struck down "by no man." In that legendary conflict, Merry was afflicted with the black breath of the Witch-king and nearly perished. The powerful herb Athelas in the hands of the king, Aragorn, brought the Hobbit back from death.

For these great works on behalf of the Rohirrim, Merry was given rank — that of a knight-esteem, and the name "Holdwine" in their own language. Merry became a close friend of the young king Eomer and stayed in contact with Rohan for the rest of his life, visiting there often and mastering its language. Merry noted the similarities between the language of the Rohirrim and the Hobbitish dialect, and produced a learned study entitled *Old Words and Names in the Shire*.

Merry later developed expertise both in botany and the reckoning of calendars. He wrote the work called *Herblore of the Shire* and the important *Reckoning of Years*, which was compiled in Buckland early in the Fourth Age.

But the accomplishment which earned Merry the most esteem in the eyes of his people in the Shire was his efficient captaining of the Hobbitry-in-Arms during the Scouring of the Shire. Although his deeds in far away places were more profound in impact, the Hobbits, like some Men, were infinitely more concerned with their provincial matters.

Merry succeeded his father Saradoc as Master of Buckland, and was two years later appointed by King Elessar as Royal Counsellor of the Northern Kingdom, along with Pippin. Merry was wedded to Estella Bolger, who bore him at least the son who later inherited the Mastery of the Hall. It is likely that the couple produced many more children. Finally, in F.A. 63, Merry and Pippin resolved together to resign their offices since they were by that time old, and they did so the next year. Both left the Shire, never returning again. And before they rode on to Gondor, they first passed through Edoras in Rohan where Merry could greet his old friend, King Eomer, for the last time. Eomer died that autumn, full of years, and with a good reign behind him. The Hobbits then rode on to Gondor where they spent their last years dwelling with King Elessar in royal company and honor. They were both laid to rest in the Hallows, the House of the Kings.

Important Dates: born T.A. 2982, War of the Ring T.A. 3018, Master of Buckland F.A. 11-63, Royal Counsellor of the Northern Kingdom F.A. 13- 63, resignation F.A. 63, death ca. F.A. 64.

MERRY



Meriadoc's Principal Items:

Dwarven Horn — given to Merry by Éowyn; when blown, acts as 5th lvl Fear spell to all foes within 100' radius, and summons allies within one mile radius.

Shield of Rohan — +10 DB, bears the device of the white horse.

Dagger of Westernesse — +15, use short sword table, damasked with serpent-forms in red and gold.

Leather Jerkin — 5% protection vs. crits to the torso.

Chain Hauberk — +15 DB, worn by Merry during the scouring of the Shire and after.

Elven Cloak — +20 to H&S skill.

Read *LotRI* 28-29, 71, 200-201; *LotRIII* 58-59, 89-90, 141-147, 177-178, 316, 353-354, 363-364, 377, 471, 472, 476, 517. See ICE's *Rangers of the North* 35, 36.

PALADIN II TOOK

Lvl: 7. **Race:** Harfoot/Fallohid Hobbit. **Profession:** Fighter(Paladin)/Warrior. **Home:** Tookland in the Shire. **Aka:** 31st Thain of the Shire, the Indomitable, Master of Tookland, Stonewall, the Valiant.

RM Stats: St-99; Qu-99; Em-90; In-98; Pr-98; Ag-100; Co-96; Me-80; Re-94; SD-88.

MERP Stats: St-99; Ag-100; Co-96; Ig-94; In-98; Pr-98.

Appearance: 90.

Skill Bonuses: Ride20, S&H35, Perc35, Admin35, Dipl35, FAid15, Flet35, Lead50, PSP40, S&T35, Subd35, Track20, Trad20.

Paladin II was the son of Adalgrim Took and the father of Peregrin. He served as thirty-first Thain of the Shire (T.A. 3015-F.A. 13). When Lotho Sackville-Baggins assembled his band of thugs, the Chief's men, Paladin organized the defense of Tookland and refused them admittance. He was the only clan chief to offer resistance during the domination of the Shire. The

Tooks also refused to buy or sell to the invaders, or permit them on clan properties — shooting them if they dared to trespass. Later, Paladin offered troops to Peregrin which helped turn the Battle of Bywater and then took the remainder of his Hobbitry to purge the southern regions of trouble-makers. Paladin was a strong, indomitable, and noble Hobbit. He was succeeded as Thain by his only son Peregrin.

Paladin II Took's Principal Items:

See the entry for Isengrim II Took for the hereditary possessions of the Thains of the Shire.

Read *LotRIII* 356-357, 475.

PEREGRIN TOOK †

Lvl: 8. **Race:** Harfoot/Fallohide Hobbit. **Profession:** Rogue/Scout. **Home:** The Shire. **Aka:** Pippin, Elf-friend, 32nd Thain of the Shire, Royal Counsellor of the Reunited Northern Kingdom, Knight of Gondor, Ernil i Pheriannath (by error, "Prince of the Halflings").

RM Stats: St-102; Qu-99; Em-80; In-78; Pr-97; Ag-100; Co-99; Me-60; Re-70; SD-68. **MERP Stats:** St-102; Ag-100; Co-99; Ig-70; In-78; Pr-97. **Appearance:** 90.

NOTE: Stats are for Pippin after the Ent-draughts and the War of the Ring. They represent how Pippin compared with all other Hobbits. The Modifiers represent Pippin's abilities on a universal scale.

Skill Bonuses: Climb25, Ride50, S&H52, Perc52, Dipl35, FAid25, Flet35, For15, Lead52, PSp35, S&T15, Subd52, Track25, Trad35, Wea25.

Peregrin Took, universally known as Pippin, was an innocent and childlike companion in the Ring Company. He was the youngest and least mature member of the Company; naive and curious, Pippin had a terrible penchant for falling into trouble. However, Pippin later demonstrated his heroic nature.

Pippin was born in Tuckborough in T.A. 2990, and was therefore under age (i.e., only in his twenties) when he was involved in the terrible events of the War of the Ring. He succeeded, with his cousin Merry, in pressuring Frodo (his second cousin once removed) to accept them as company on the Ring-quest. Merry and Pippin did not distinguish themselves on the trip to Rivendell, and only credited their involvement much later on. But Gandalf had always expected that their strength of character would surface and supported their inclusion in the Ring Company.



Pippin's penchant for triggering unfortunate accidents surfaced early in the journey with disastrous results. In Moria, it was very likely Pippin's pebble, cast down the depths of the well, (simply in curiosity to hear how deep it really was), which aroused the Balrog and caused Gandalf's horrible struggle. Pippin and Merry were shortly after tragically separated from Frodo and Sam (and the remainder of the Company) at Parth Galen. From there they crossed the plains of Rohan as captives of Saruman's Orcs, whom they later escaped. Finally they entered Fangorn Forest where they met Treebeard and the other Ents, and drank the Ent-draughts. From there they went to Isengard and witnessed its destruction; and Pippin recovered the Orthanc Palantir following its ejection from the tower by Grima Wormtongue. Later, at Dol Baran, Pippin blundered a second time by accidentally using the Isengard Palantir. In doing this, Pippin exposed himself and his companions to Sauron's evil will and questioning. Yet, this actually served the cause of the War in the long run since Sauron was misdirected.

By the time Pippin arrived at Minas Tirith, Gandalf was thoroughly exasperated. But there Pippin swore allegiance to Denethor II, the Steward of Gondor, was made a Citadel guard, and witnessed the siege of the city. At Minas Tirith, Pippin played a part in saving the brave Faramir from an untimely death by warning both Gandalf and Beregond of Denethor's madness. He then marched with the host to the Black Gate and slew a giant Troll chieftain and, in so doing, saved his friend Beregond, son of Baranor.

After the War, Pippin was knighted by Gondor and made a royal messenger by Aragorn, now King Elessar. He returned to the Shire and played a crucial role in its reconstruction. His all-night ride to bring reinforcements from his father Thain Paladin II saved the Battle of Bywater, and with Merry he was awarded great honor by the Shirefolk. Pippin and Merry enjoyed parading around in the light of their newfound admiration and honor, while wearing the panoplies of Gondor and Rohan respectively. Both Merry and Pippin grew to enormous size, (for Hobbits), having drunk the Ent-draughts. Pippin himself became the largest Hobbit ever, at the daunting height of 4'6".

Pippin was made Thain of the Shire in S.R. 1434, shortly after marrying Mistress Diamond of Long Cleve, who happened to be a descendant of Bullroarer Took. The same year both Merry and Pippin were appointed Royal Counsellors of the Northern Kingdom. Pippin became one of the Shire's greatest Thains, and he maintained his many friendships in Gondor and elsewhere which had been formed during the War of the Ring. In F.A. 63 he turned his office over to his only son Faramir, and left the Shire forever with Merry. He spent his last days among friends and honor in King Elessar's royal palace. At their deaths, the Hobbits were laid to rest in the House of Kings in Rath Dinen, among the great of Gondor.

Important Dates: born T.A. 2990, the War of the Ring T.A. 3018, 32nd Thain of the Shire F.A. 13-63, Royal Counsellor of the Northern Kingdom F.A. 13-63, resigned offices F.A. 63, died ca. F.A. 64.

Peregrin's Principal Items:

Elven Cloak — +20 to H&S skill.

Chain Hauberk — +15 DB, formed of black steel rings.

Helm of Gondor — 10% protection vs. head crits, with raven wings and set with a silver star.

Dagger of Westernesse — +15, use shortsword table, damasked with serpent forms of red and gold.

Read LotRI 38-39, 71, 200-201; LotRII 241-242, 249-254; LotRIII 29-31, 96-97, 195, 207-208, 289, 321, 363, 471-472, 475, 514. See ICE's Rangers of the North 35, 36.

SAMWISE GAMGEE †

Lvl: 9. Race: Harfoot Hobbit. Profession: Scout/Thief. Home: The Shire. Aka: Sam, Elf-friend, Ring-bearer, Banazir Galbasi, Ban, Mayor of the Shire.

RM Stats: St-65; Qu-94; Em-98; In-88; Pr-60; Ag-96; Co-90; Me-88; Re-90; SD-101. MERP Stats: St-65; Ag-96; Co-90; Ig-90; In-88; Pr-60. Appearance: 55.

Skill Bonuses: Climb10, Ride10, S&H45, Perc35, Act35, Admin35, Cook35, Gardening68, Poe50, Dipl15, FAid10, Lead45, PSp40, RMas25, Subd45, Track25, Trad35, Wea35.

Unwavering loyalty, friendship, and faithfulness are the first traits that come to mind when one remembers Frodo's very best and most devoted friend. The original Hobbit form of his name, Banazir, means "Simple One." Indeed Sam was simple, in the sense of being single visioned, and uncomplicated in his devotion. Anywhere Frodo would go, Sam was committed to follow.

This manservant of the great Ring-bearer, who was for a while a Ring-bearer himself, was born in Bag End of the Shire in T.A. 2980 to a working class family. Samwise was the fifth child out of six. His family's trade was gardening. Unlike the Tookes, Bagginses, or other Fallohides-mixed Hobbits, the Gamgees were known as a very conservative unaspiring clan. So, the Hobbits of Hobbiton recognized the Gamgees as worthy folk and everyone admired the Gamgee potatoes.

Sam's father, Hamfast (or "the Gaffer"), was the gardener to the Bagginses, who were the wealthiest Hobbits of the district. His two eldest sons did not continue the family trade, and it was Sam who remained to labor with his father. Together, Sam and his father lived at Number 3 Bagshot Row, and every day was spent in long hours performing the many chores of good gardening.

Sam was well liked by his friends at the Green Dragon Pub, where he enjoyed a little ale. But Sam had already come under Bilbo's influence, who told him stories and taught him his letters. Here, Sam learned to love the Elves and their lore. So Sam became sort of a dreamy fellow and more interested than his peers in stories of far away places.

When Bilbo left the Shire forever, Frodo became Sam's employer. He served in this capacity for several years. Eventually, two mutual friends of both Frodo and Sam, Meriadoc and Peregrin, pressed Sam into eavesdropping on his master to find out what plans were developing between Frodo and Gandalf. Sam was caught, and Merry and Pippin too. Gandalf chose the Hobbits to accompany Frodo for two purposes: 1) to keep matters secret, and 2) to provide Frodo with trusted friends and helpers. For most of the War of the Ring, Sam's story is also Frodo's, for very seldom were they separated. After the terrible splitting up of the Company at Parth Galen, Sam alone accompanied Frodo. Together they entered Sauron's domain, *"expected to find a way where the great ones could not go, or dared not go."*

Sam served as Ring-bearer for a short time when he and his master were parted by a vicious attack. Frodo had been poisoned and paralyzed by Shelob, and Sam thought him dead. But, he took the One Ring, vowing to finish the quest. This act prevented the Orcs from gaining the Ring. Sam also rescued his master from the Orc-tower, using the Ring and the Phial of Galadriel. During this time, Sam finally came to experience what a grievous burden the One had been to Frodo. The Ring tried to persuade Samwise to use it for his own self-aggrandizement, and Sam had a vision of being the greatest gardener of all time. But, he steadfastly saw through the lying vision and renounced the One. So, he assisted his master in attaining the fearful summit of Orodruin. After the bizarre series of circumstances which led to the destruction of the Ring, Sam nursed and led his wounded and exhausted master back to safety.



SAMWISE

For all their great and heroic deeds, the two Hobbits, Frodo and Sam, were together accorded great honor. The king himself knelt before them. All four Hobbits then returned to the Shire to heal its ravages. Sam, Merry, and Pippin were preeminent in this work. Sam served as mayor for seven terms, and tended the land so that the flowers blossomed profusely, and the fruit trees were heavily laden with their treasures. His first son, named Frodo, took the family name Gardner in honor of his father's works. Samwise married Rose Cotton, who bore him thirteen children, the first being Elanor the Fair. During the many years that followed, Sam also contributed to the *Red Book of Westmarch*, and wrote several poems. Finally on September 22nd (both Bilbo's and Frodo's birthday) of his 102nd year, and after Rose's death, Samwise also crossed over the sea. Once again he joined the master whom he had so loved.

Important Dates: born T.A. 2980, War of the Ring T.A. 3018, Mayor of the Shire F.A. 6-55, Passing over the sea F.A. 61.

Samwise's Principal Items:

Dagger of Westernesse — +15, use shortsword table, damasked with serpent-forms in red and gold.

Elven Cloak — +20 to H&S skill.

Elven Rope — 75' coil which grows at need to 125' long; will hold 700 lbs. without breaking; knots untie at owner's command.

Box of Grey Wood — a silver rune, G, was set on the lid; within lay the seed of a mallorn tree and earth from Galadriel's orchard in Lórien which would make any garden sprinkled with it the most fruitful in Middle-earth

Read LotRI 44, 47, 73-74, 250, 355, 481, 525-526; LotRII 273-276; LotRIII 216, 382-385, 471-472, 477, 517. See ICE's Rangers of the North 35-37.

TOBOLD HORNBLOWER

Lvl: 7(10). **Race:** Harfoot Hobbit. **Profession:** Animist. **Home:** Longbottom. **Aka:** Old Toby.

RM Stats: St-58; Qu-82; Em-93; In-98; Pr-60; Ag-91; Co-88; Me-95; Re-93; SD-80. **MERP Stats:** St-58; Ag-91; Co-88; Ig-93; In-98; Pr-60. **Appearance:** 60.

Skill Bonuses: Climb15, S&H45, Perc50, Admin45, Gardening54, Cook35, Dipl35, Lead20, LWork35, Track25, Trad52, Wea45.

Tobold Hornblower, endearingly known as Old Toby, will always be fondly remembered as the one who gave Hobbits the only recreation they enjoy as much as eating: smoking pipeweed. Tobold cultivated the plant called Galenas in his gardens (ca. T.A. 2700), perfecting its flavor and hardihood. This single work has probably earned him more love from the Little People than all the epic labors of the heroes involved in the War of the Ring. For, every day, after each of several meals, Hobbits all over the Shire prop up their hairy feet and have a smoke of "Old Toby," a strain of extra fine pipeweed named for Mr. Hornblower. And they offer up their smoke rings, thankfully, in his honor.

NOTE: The variety known as "Old Toby" is also called Longbottom Leaf or Southern Star.

Tobold's Principal Items:

Trowel, Cutting Knife, and Snips — +25 to all gardening maneuvers, grafting, and cross-pollination attempts, x3 multiplier for Animists only.

Tobold's Special Abilities:

Endurance — May bend over plants, weeding and cutting, for sixteen hours daily without getting cramped in the back. He is the fastest pruner and pipeweed cutter of all time.

Spells — 14 PP. Knows all Animist base lists to 10th lvl and may utilize them to that lvl. May use *Herb Mastery* to 20th lvl, including a 15th lvl spell, *Crossbreed*, which causes the mix and full growth of a cross-bred plant or herb in 7 days. Knows *Weather Ways* and *Nature's Law* to 10th lvl.

Secrecy — Tobold will go to his grave with only the barest handful of friends knowing or suspecting that he possessed any magical skills whatsoever, so eager was he to promote his happy find, and keep the friendships he had among his people. He actually got his boost in plant work from the Istari Radagast, who is also fond of pipeweed.

Read *LotRI* 29; *LotRII* 208; *LotRIII* 459.

TOLMAN COTTON

Lvl: 6. **Race:** Harfoot Hobbit. **Profession:** (Farmer) Warrior/Fighter. **Home:** Bywater in the Shire. **Aka:** Tom, Farmer Cotton.

RM Stats: St-97; Qu-88; Em-83; In-88; Pr-98; Ag-86; Co-90; Me-75; Re-91; SD-88. **MERP Stats:** St-97; Ag-86; Co-90; Ig-91; In-88; Pr-98. **Appearance:** 70.

Skill Bonuses: Climb5, S&H35, Perc35, Farming45, Animal Husbandry35, Cook35, Lead40, LWork35, Sudb35, Trad45, Wea45.

A native of Bywater, he was an influential farmer in his neighborhood and was called Tom or Farmer Cotton. Tolman produced five children by Lily Brown. He and his three younger sons, Wilcome (Jolly), Bowman (Nick), and Carl (Nibs), were aggressive and effective in defending the Shire against troublemakers. Sam considered Farmer Cotton to have always been a "stout fellow." This reputation Tolman well deserved. He was deeply concerned about Sam's welfare during his long absence, and was anxious to involve himself in the effort to clean up the Shire. He was universally recognized and followed as a leader, even by the other older Hobbits; and he and his sons distinguished themselves in the important Battle of Bywater. In short, Tolman was an uncommonly strong and decent Hobbit who was willing to fight for what is precious. It is evident that he was fond of Samwise and supportive of his love for Tolman's daughter Rosie, for she eventually became Sam's wife.

Important Dates: born T.A. 2941; heroic participation in the Battle of Bywater T.A. 3019; daughter Rose marries Samwise Gamgee T.A. 3020; died F.A. 20.

Read *LotRIII* 353-63, 477.

THE HOBBITS

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee	Missile	Mov	Notes
							OB	OB	M	
Bandobras Took	7	68	Ch/13	30	N	N	90cl	85sb	10	Warrior/Fighter, Bullroarer.
Bilbo Baggins	9	72	Ch/17	75	Y	N	95ss	60da	30	Scout/Thief, Ring-bearer.
Blanco	6	63	SL/5	40	Y	N	75ss	60sb	25	Scout/Rogue, Shire co-founder.
Drogo	11	72	Pl/17	55	N	N	105da	105da	35	Scout/Thief, Silent one.
Elanor Gamgee	5	30	No/1	5	N	N	15cl	—	10	Animist/Astrologer, the Fair.
Frodo Baggins	12	79	Ch/17	45	N	N	120ss	95sh	25	Scout/Rogue, Ring-bearer.
Gollum	15	130	No/1	60	N	N	125MGr	85MBi	50	Scout/Thief, Sméagol.
Isengrim Took	7	62	Ch/16	50	Y	N	95ss	90sb	20	Warrior/Fighter, 22nd Thain.
Lobelia Sackville-Baggins	5	42	No/1	10	N	N	35mg	—	10	Scout/Rogue, the Shrew.
Lotho Sackville-Baggins	5	47	Ch/13	30	Y	N	80ss	70sp	10	Scout/Rogue, "Chief Shirriff."
Marcho	7	70	SL/5	45	Y	N	70ss	65sb	30	Scout/Rogue, Shire co-founder.
Meriadoc Brandybuck	8	71	Ch/13	20	N	N	95ss	80sb	20	Warrior/Fighter, Merry.
Paladin II Took	7	67	Ch/16	50	Y	N	90ss	95sb	20	Warrior/Fighter, 31st Thain.
Peregrin Took	8	63	Ch/13	30	N	N	85ss	95sb	30	Warrior/Fighter, Pippin.
Samwise Gamgee	9	77	Ch/13	45	Y	N	85ss	70sb	20	Scout/Thief, Ring-bearer.
Tobold Hornblower	7	53	No/1	10	N	N	45cl	40da	20	Animist, Old Toby.
Tolman Cotton	6	59	SL/5	10	N	N	65ss	70sb	20	Scout/Rogue, Farmer Cotton.

NOTE: The relatively high MovM bonus is a reflection of Hobbits' stealth and ability to cover short distances surprisingly quickly. For running maneuvers of over 100' distance, reduce a Hobbit's MovM bonus by half.

4.3 HOBBITISH SHORT DESCRIPTION GLOSSARY

NOTE: A number of these Hobbits appear nowhere else but Professor Tolkien's extensive genealogical tables in *LotRIII* 474-477. All Hobbits are Shire Hobbits unless otherwise noted. Readers will better understand the significance of many of these entries if they are familiar with the Hobbits in the longer Glossary, especially those involved in the War of the Ring: Bilbo and Frodo Baggins, Samwise Gamgee, Meriobac Brandybuck, and Peregrin Took. We have attempted with most of the Hobbits to include some reference to their significance in their respective genealogy, especially as they relate to the Company Hobbits. At the very least, just noting the names will give readers the best understanding they could form as to how Hobbits are named. It should be understood that those who are associated with the Tookes and other distinguished families have been deemed to be a level or more (depending on their accomplishments) higher than the more common Hobbits (e.g., lowly Hugo Bracegirdle).

— A —

ADALDRIDA BOLGER BRANDYBUCK — Lvl: 4. Clan: Harfoot. The wife of Marmadoc "the Masterful" Brandybuck, therefore, a First Lady of Buckland. She was Frodo's great-grandmother. *Read LotRIII 476.*

ADALGRIM TOOK — Lvl: 3. Clan: Harfoot/Fallohide. B/D: T.A. 2880-2982. The only son of Hildigrim Took and a first cousin to Primula, Frodo's mother. *Read LotRIII 475.*

ADAMANTHA CHUBB TOOK — Lvl: 4. Clan: Harfoot. The wife of the famous Gerontius Took, and Bilbo's maternal grandmother. Her son Hildigrim (Bilbo's uncle) was progenitor of the family line which produced Pippin. *Read LotRIII 475.*

ADELARD TOOK — Lvl: 3. Clan: Harfoot/Fallohide. B/D: T.A. 2928-F.A. 2. Frodo's second cousin and Bilbo's first cousin once removed. At the Farewell Party Bilbo gave him an umbrella since he had carried off so many others without ever returning them. *Read LotRI 64; LotRIII 475.*

AMARANTH BRANDYBUCK — Lvl: 3. Clan: Stoor/ Harfoot/ Fallohide. B/D: T.A. 2904-2998. The second child of Gorbodoc Brandybuck. Amaranth was Frodo's aunt, since she was a sister of Frodo's mother Primula. *Read LotRIII 476.*

ANDWISE "ANDY" ROPER — Lvl: 3. Clan: Harfoot. B: T.A. 2923. Andy was the first son of Roper Gamgee and therefore the uncle of Samwise Gamgee. Andy was a roper, like his father, and taught Sam tricks and knots with rope. He lived in Tighfield. *Read LotRI 449; LotRII 276; LotRIII 477.*

ANGELICA BAGGINS — Lvl: 2. Clan: Harfoot. B: T.A. 2981. An attractive little Hobbit, but extremely vain. So much so, that Bilbo presented her with a convex mirror at the Farewell Party. Angelica was the daughter of Ponto Baggins; thus she was Bilbo's second cousin once removed. *Read LotRI 64; LotRIII 474.*

ANSON ROPER — Lvl: 3. Clan: Harfoot. B: T.A. 2961. The son of Andwise "Andy" Roper. Therefore, he probably also lived in Tighfield and was probably also a Roper by trade, like his father. He was Sam's first cousin. *Read LotRIII 477.*

ASPHODEL BRANDYBUCK BURROWS — Lvl: 2 Clan: Stoor/ Harfoot/Fallohide. B/D: T.A. 2913-3012. Wife of Rufus Burrows, the daughter of Gorbodoc Brandybuck, and sister to Frodo's mother, Primula. *Read LotRIII 476.*

— B —

BALBO BAGGINS — Lvl: 5. Clan: Harfoot. B: T.A. 2767. Balbo was an illustrious member of the Baggins family, probably in respect to his wealth, competence, management, and service to the Shire. He had five children by his wife Berylla Boffin, and was Bilbo's great-grandfather. *Read LotRIII 474.*

BELBA BAGGINS BOLGER — Lvl: 3. Clan: Harfoot. B/D: T.A. 2856-2956. The oldest daughter of Mungo Baggins (Bilbo's grandfather), and therefore an aunt to Bilbo Baggins. Belba married Rudigar Bolger. *Read LotRIII 474.*

BELL GOODCHILD GAMGEE — Lvl: 3. Clan: Harfoot. The wife of Hamfast Gamgee, and the mother of Samwise Gamgee and his five siblings. *Read LotRIII 477.*

BELLADONNA TOOK BAGGINS — Lvl: 4. Clan: Harfoot/ Fallohide. B/D: T.A. 2852-2934. The daughter of the famous Gerontius Took. She is more famous as the wife of Bungo Baggins, whom she married in about T.A. 2880, later bearing Bilbo the Renowned as their only child. She was very well-to-do and noted as an eccentric. *Read LotRIII 474, 475; Hob 2-3.*

BERILAC BRANDYBUCK — Lvl: 3. Clan: Harfoot/ Fallohide. B: T.A. 2980. The son of Merimac Brandybuck, and Merry's first cousin. *Read LotRIII 476.*

BERYLLE BOFFIN BAGGINS — Lvl: 4. Clan: Harfoot. The wife of the illustrious Balbo Baggins. She was the great-grandmother of Bilbo the Renowned. *Read LotRIII 474.*

BILBO GAMGEE — Lvl: 3. Clan: Harfoot. B: F.A. 15. The tenth child of Samwise Gamgee, and named after Bilbo the Renowned. *Read LotRIII 477.*

BINGO BAGGINS — Lvl: 3. Clan: Harfoot. B/D: T.A. 2864-2960. Bilbo's uncle, and the husband of Chica Chubb. Their son Falco was the first of the Chubb-Bagginses, an illustrious family line in Hobbiton. *Read LotRIII 474.*

BODO PROUDFOOT — Lvl: 2. Clan: Harfoot/ Fallohide. A Shire Hobbit, married to Bilbo's aunt Linda Baggins, and the father of Odo Proudfoot. *Read LotRIII 474.*

BOWMAN "NICK" COTTON — Lvl: 4. Clan: Harfoot. B: T.A. 2986. The fourth child of Tolman Cotton, and the brother of Sam's wife, Rose. The Cottons defended the Shire with axes, alert and quickly responding to any perceived threat. *Read LotRIII 354, 477.*

BUCCA OF THE MARISH† — Lvl: 6. Clan: Stoor. First Thain of the Shire and Founder of the Oldbuck, later called Brandybuck, family. Bucca was an illustrious, capable, and notable Hobbit. The Thainship remained with the Bucks until the founding of Buckland, at which time it was passed to the Tookes. *Read LotRIII 458.*

BUNGO BAGGINS — Lvl: 4. Clan: Harfoot. B/D: T.A. 2846-2926. The husband of Belladonna Took (ca. T.A. 2880), and the builder of the extremely luxurious Bag End. He is certainly best remembered as the father of Bilbo Baggins. *Read LotRIII 474; Hob 2-3.*

— C —

CAMELLIA SACKVILLE BAGGINS — Lvl: 4. Clan: Harfoot. The wife of Bilbo's uncle Longo Baggins, and mother to Otho, the first of the illustrious Sackville-Bagginses. *Read LotRIII 474.*

CARL — Lvl: 3. Clan: Harfoot. B: T.A. 2863. The son of Cottar, and a working class Hobbit. He was the brother of Cotman, who was the great-grandfather of Rose Cotton, the wife of Samwise Gamgee. *Read LotRIII 477.*

CARE "NIBS" COTTON — Lvl: 3. Clan: Harfoot. B: T.A. 2989. The youngest child of Tolman Cotton, and the brother of Rose, who married Samwise Gamgee. The Cottons defended the Shire with axes, alert and quickly responding to any perceived threat. *Read LotRHI 354, 477.*

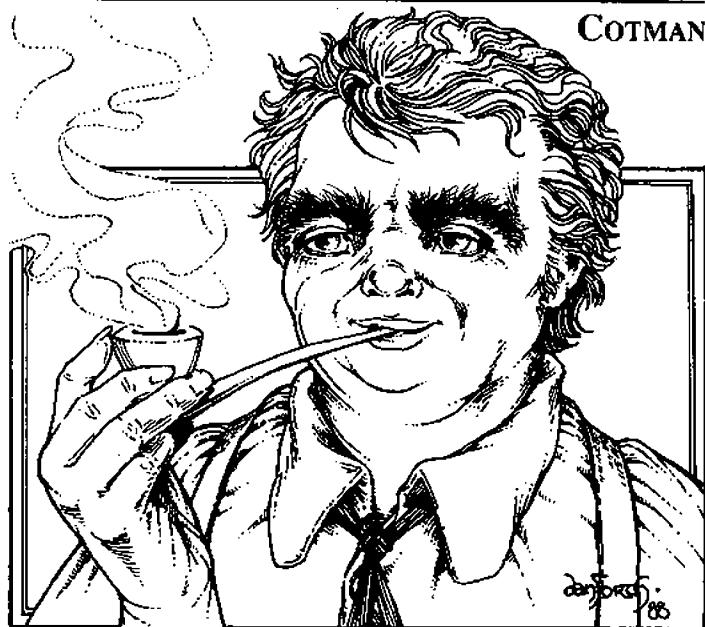
CELANDINE BRANDYBUCK — Lvl: 2. Clan: Harfoot/Fallohide. B: T.A. 2994. The only daughter and youngest child of Seredic Brandybuck. She was Frodo's first cousin once removed and Merry's second cousin. *Read LotRHI 476.*

CHICA CHUBB BAGGINS — Lvl: 3. Clan: Harfoot. The wife of Bilbo's uncle Bingo Baggins. The couple produced Falco Chubb-Baggins, the first of the illustrious Chubb-Bagginses. *Read LotRHI 474.*

COLDOMAC TUNNELLY* — Lvl: 4. Clan: Harfoot/ Fallohide. A remarkable Bree Hobbit, being the wealthiest and one of the most adventurous. Coldomac is a large Hobbit, nearly 4 feet tall, and imagines himself walking in his grandfather's footsteps, who left the family their inherited fortune. So, Coldomac has become expert with short-bow, history, and Elven lore. He is very friendly with the local Dwarves and has received from them a wonderful gift of chain-mail and sword. Coldomac is likely never to really adventure, but is well-loved in his community for constantly being generous to anyone in need. *See ICE's Bree and the Barrow-Downs 12.*

COTMAN† — Lvl: 4. Clan: Harfoot. B: T.A. 2860. A working class Shire Hobbit, whose descendants were the Cottons. His great-granddaughter Rose Cotton married Samwise Gamgee. He was a son of Cottar. *Read LotRHI 477, 520.*

BUCCA



COTTAR — Lvl: 4. Clan: Harfoot. B: T.A. 2820. The earliest recorded progenitor of the Cotton family, which produced Farmer Tolman Cotton, his four stalwart sons, and Rose Cotton, who wedded Samwise Gamgee. Cottar was the father of both Cotman (who named the Cotton family line) and Carl. *Read LotRHI 477.*

— D —

DAISY BAGGINS BOFFIN — Lvl: 2. Clan: Harfoot. B: T.A. 2950. The wife of Griffo Boffin, and the daughter of Frodo's uncle Dudo Baggins. Therefore, she was Bilbo's second cousin once removed. *Read LotRHI 474.*

DAISY GAMGEE — Lvl: 2. Clan: Harfoot. B: T.A. 2972. The eldest daughter of Hamfast Gamgee, and therefore the sister of Samwise. *Read LotRHI 477.*

DAISY GAMGEE — Lvl: 3. Clan: Harfoot. B: F.A. 12. The fourth daughter (and eighth child) of Samwise Gamgee. She was named after her aunt, Sam's sister. *Read LotRHI 477.*

DÉAGOL — Lvl: 3. Clan: Stoor. D: T.A. 2463. A river Hobbit from the Gladden Fields. He was described by Gandalf as being extremely perceptive, but not especially quick or strong. He was fishing with his cousin and friend Sméagol when he discovered Sauron's One Ring of Power on the bed of the Anduin. When he rejoiced at his find, Sméagol insisted that he give it to him as a birthday present. Déagol, who had already given Sméagol a birthday present, refused. Sméagol then strangled Déagol (his name means "secret") and stole the Ring. Déagol's body was never found. Sméagol's further history is detailed in the Glossary under the entry Gollum. *Read LotRI 84-85; LotRHI 459, 509, 518.*

DIAMOND TOOK — Lvl: 4. Clan: Harfoot/Fallohide. The wife of Peregrin Took. Diamond was a member of the North-Tooks family of Long Cleve. She was descended from Bullroarer Took, whom Pippin had long admired. Diamond bore him a son, Faramir. *Read LotRHI 471, 475.*

DINODAS BRANDYBUCK — Lvl: 2. Clan: Stoor/ Halfoot/ Fallohide. B/D: T.A. ca. 2915- ca. 3010. The youngest son of Gorbadoch Brandybuck, Master of Buckland. He was Merry's paternal great-uncle, Frodo's maternal uncle. *Read LotRHI 476.*

DODERIC BRANDYBUCK — Lvl: 3. Clan: Harfoot/ Fallohide. B: T.A. 2989. The eldest son of Serendic Brandybuck. Thus, he was a first cousin once removed to Frodo and second cousin to Merry. *Read LotRHI 476.*

DODINAS BRANDYBUCK — Lvl: 4. Clan: Stoor/ Harfoot/ Fallohide. B/D: T.A. ca. 2910- ca. 3010. The fourth child of Gorbadoe Brandybuck, the Master of Buckland. Thus he was Merry's paternal great uncle and Frodo's maternal uncle. *Read LotRIII 476.*

DONNAMIRA TOOK BOFFIN — Lvl: 2. Clan: Harfoot/Fallohide. B/D: T.A. 2856-2948. The tenth child of Gerontius Took, and therefore was Frodo's great-aunt. Donnamira married Hugo Boffin. *Read LotRIII 475.*

DORA BAGGINS† — Lvl: 3. Clan: Harfoot. B/D: T.A. 2902-3006. A Shire Hobbit, the eldest child of Fosco Baggins. She was present at the Farewell Party, where Bilbo presented her with a wastepaper basket in honor of her innumerable and lengthy advice letters. At the time of the party, she was ninety-nine, and the oldest living female relative to Bilbo (her second cousin) and Frodo (her nephew). *Read LotRI 64; LotRII 474.*

DROGO BAGGINS — Lvl: 3. Clan: Harfoot. B/D: T.A. 2908-2980. Drogo was the eldest son (second child) of Fosco Baggins, and Bilbo's second cousin. Wed to Primula Brandybuck, Drogo was an unexceptional, albeit good, husband who loved to eat. Frodo was their only child. Drogo and Primula were tragically killed in a boating accident on the Brandywine River when Frodo was only twelve years old. Interestingly, the story of the War of the Ring could have conceivably been very different if Frodo's parents had not drowned, and he had therefore not been adopted and become the inheritor of Bilbo whence he received the Ring. *Read LotRI 45-46; LotRIII 474, 476.*

DUDO BAGGINS — Lvl: 2. Clan: Harfoot. B/D: T.A. 2911-3009. The youngest son of Fosco Baggins. Dudo was Frodo's uncle as Drogo Baggins (Frodo's father) was his brother. He was also Bilbo's second cousin. *Read LotRIII 474.*

THE HOBBITS — A-D

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Adalrida Brandybuck	4	41	No/1	10	N	N	20da	10da	15	Landed Gentry.
Adalgrim Took	3	42	No/1	15	N	N	25ss	30sb	20	Landed Gentry.
Adamanta Took	4	40	No/1	10	N	N	15da	—	10	Landed Gentry.
Adelard Took	3	46	No/1	20	N	N	50cl	45sb	25	Scout/Rogue.
Amaranth Brandybuck	3	39	No/1	15	N	N	20ha	15sl	20	Landed Gentry.
Andwise Roper	3	37	SL/5	20	N	N	45wp	50bo	20	Artisan.
Angelica Baggins	2	30	No/1	10	N	N	5da	—	15	Artisan.
Anson Roper	3	37	SL/5	15	N	N	40wp	35bo	20	Artisan.
Asphodel Burrows	2	28	No/1	10	N	N	5cl	—	15	Housewife.
Balbo Baggins	5	53	SL/5	25	N	N	35ss	30sb	25	Landed Gentry.
Belba Bolger	3	32	No/1	15	N	N	10da	—	15	Housewife.
Bell Gamgee	3	31	No/1	20	N	N	10cl	—	20	Housewife.
Belladonna Baggins	4	40	No/1	15	N	N	15da	15sb	15	Landed Gentry.
Berilac Brandybuck	3	39	No/1	10	N	N	15da	—	10	Landed Gentry.
Berylla Baggins	4	38	No/1	20	N	N	15cl	5sl	20	Housewife.
Bilbo Gamgee	3	45	SL/5	20	N	N	35ss	30sb	25	Gardener.
Bingo Baggins	3	42	No/1	15	N	N	25ha	20da	20	Artisan.
Bodo Proudfoot	2	33	No/1	15	N	N	20da	25sl	20	Artisan.
Bowman Cotton	4	49	SL/5	25	N	N	60ha	65sb	25	Scout/Rogue.
Bucca of the Marish	6	62	Ch/13	45	Y	N	80ss	70sb	25	Scout/Rogue, 1st Thain.
Bungo Baggins	4	47	SL/5	20	N	N	40ss	35sb	20	Landed Gentry.
Camellia Sackville-Baggins	4	40	No/1	15	N	N	15da	—	15	Housewife.
Carl	3	41	No/1	25	N	N	45ha	45sb	25	Farmer.
Carl "Nibs" Cotton	3	46	SL/5	40	Y	N	50ha	45sb	20	Scout/Rogue.
Celadine Brandybuck	2	37	No/1	15	N	N	15da	—	15	Landed Gentry.
Chica Chubb-Baggins	3	35	No/1	10	N	N	20cl	—	10	Housewife.
Coldomac Tunnely	4	51	Ch/13	40	Y	N	60ss	65sb	20	Warrior/Fighter.
Cotman	4	51	SL/5	20	N	N	55ha	50sb	20	Farmer.
Cottar	4	47	No/1	15	N	N	50cl	45sb	15	Farmer.
Daisy Boffin	2	27	No/1	20	N	N	5da	—	20	Housewife.
Daisy Gamgee	2	30	No/1	20	N	N	10da	5sl	20	Artisan.
Daisy Gamgee	3	29	No/1	20	N	N	5da	5sl	25	Artisan.
Déagol	3	42	SL/5	20	N	N	55ss	50sb	20	Scout/Thief.
Diamond Took	4	38	No/1	15	N	N	15da	5sb	15	Landed Gentry.
Dinodas Brandybuck	2	36	No/1	20	N	N	25ss	25sb	20	Landed Gentry.
Doderic Brandybuck	3	41	No/1	15	N	N	30ss	20sb	15	Landed Gentry.
Dodinas Brandybuck	4	43	SL/5	45	Y	N	45ss	45sb	20	Landed Gentry.
Donnamira Took Boffin	2	27	No/1	15	N	N	5da	—	15	Housewife.
Dora Baggins	3	41	No/1	10	N	N	10da	—	10	Artisan.
Drogo Baggins	3	40	No/1	20	N	N	25ss	20sb	20	Landed Gentry.
Dudo Baggins	2	32	No/1	15	N	N	20cl	25sl	15	Artisan.

NOTE: The relatively high MovM bonus is a reflection of Hobbits' stealth and ability to cover short distances surprisingly quickly. For running maneuvers of over 100' distance, reduce a Hobbit's MovM bonus by half. Professions such as Farmer, Artisan, and Landed Gentry reflect Tolkien's view of Hobbits. For MERP/RM treat as Scout/Thief.



**DORA
BAGGINS**

— E —

EGLANTINE BANKS TOOK — Lvl: 4. Clan: Harfoot/ Fallohide. The wife of Paladin Took II, and matriarch of the resolute Took tribes. Paladin served as the thirty-first Thain of the Shire, and he and the Tooks were the only ones to offer serious resistance to the ruffians who entered the Shire during the time of the War of the Ring. Eglantine was his First Lady, and the mother of their only child, Peregrin "Pippin" Took. *Read LotRIII 475.*

ELFSTAN FAIRBAIRN — Lvl: 7. Clan: Harfoot. B: F.A. 34). The eldest son and inheritor of Fastred and Elanor, and therefore the grandson of Samwise Gamgee. He was the founder of the family line known as the Fairbairns of the Tower, who lived at Undertowers on the Tower Hills. In addition, he was a Warden of Westmarch, a country given to the Hobbits by King Elessar. Elfstan was probably named after King Elessar, for his name means "Elf-stone" in Hobbitish. *Read LotRIII 471.*

ERLING — Lvl: 3. Clan: Harfoot. B: T.A. 2854. A working class Hobbit, and the third child of Holman the Greenhanded. He was therefore among the most distant progenitors of Samwise Gamgee and Rose Cotton. *Read LotRIII 477.*

ESMERALDA TOOK BRANDYBUCK — Lvl: 3. Clan: Harfoot/ Fallohide. B: T.A. 2936. The wife of Saradoc Brandybuck, and the mother of Meriowen ("Merry"). She was Adalgrim Took's youngest child, and therefore Pippin's aunt. *Read LotRI 56; LotRIII 475, 476.*

ESTELLA BOLGER BRANDYBUCK — Lvl: 4. Clan: Harfoot. B: T.A. 2985. The daughter of Odovacar Bolger, a sister to Fatty, and the wife of Merry Brandybuck after the War of the Ring. *Read LotRIII 475, 476.*

EVERARD TOOK — Lvl: 2. Clan: Harfoot/Fallohide. B: T.A. 2980. The youngest child of Adelard Took. He was therefore a third cousin to Merry and Pippin, and a second cousin once removed to Frodo. Everard liked to dance, especially with a certain Miss Melilot Brandybuck. This they did at the Farewell Party. *Read LotRI 54; LotRIII 475.*

— F —

FALCO CHUBB-BAGGINS — Lvl: 4. Clan: Harfoot. B/D: T.A. 2903-2999. The son of Bingo Baggins and Chica Chubb, and thus the first of the esteemed Chubb-Baggins family line. He was Bilbo's first cousin. *Read LotRIII 474.*

FARAMIR TOOK — Lvl: 6. Clan: Harfoot/Fallohide. B: F.A. 9. The son of Peregrin Took and Mistress Diamond, and named for the great prince of Ithilien, whom Pippin much admired. This Faramir served as thirty-third Thain of the Shire from F.A. 64 until his own death. He married Sam's daughter, Goldilocks Gamgee in F.A. 43, and thus united the two now distinguished family lines. *Read LotRIII 471, 475.*

• **FARMER COTTON** — see Tolman Cotton.

• **FARMER MAGGOT** — see Maggot.

FASTOLPH BOLGER — Lvl: 3. Clan: Harfoot. Husband of Pansy Baggins, and therefore a great-uncle to Bilbo. *Read LotRIII 474.*

FASTRED OF GREENHOLM — Lvl: 5. Clan: Harfoot. Husband of Sam Gamgee's daughter Elanor the Fair, who he married in F.A. 31. The couple produced Elfstan Fairbairn, the founder of the Fairbairn line, and a daughter named Firiel. In F.A. 35 Fastred was made the first Warden of Westmarch, a country given to the Hobbits by King Elessar, and the family moved to Undertowers on the Tower Hills. *Read LotRIII 471, 477.*

FERDIBRAND TOOK — Lvl: 3. Clan: Harfoot/ Fallohide. B: T.A. 2983. The son of Ferdinand Took; therefore he was a second cousin once removed to Frodo, a third cousin to both Merry and Pippin, and a first cousin to Fatty Bolger. *Read LotRIII 475.*

FERDINAND TOOK — Lvl: 3. Clan: Harfoot/Fallohide. B: T.A. 2940. The father of Ferdinand, the son of Sigismund Took, and Frodo's second cousin. *Read LotRIII 475.*

FERUMBRAS (II) TOOK — Lvl: 6. Clan: Fallohide. B/D: T.A. 2701-2801. The son of Isumbra Took, and the twenty-fourth Thain of the Shire (T.A. 2759-2801). Ferumbras II was the older brother to the renowned Bandobras "Bullroarer" Took. *Read LotRIII 475.*

FERUMBRAS (III) TOOK — Lvl: 5. Clan: Harfoot/ Fallohide. B/D: T.A. 2916-3015. The son of Fortinbras (II) Took. He served as the thirtieth Thain of the Shire (T.A. 2980-3015). Ferumbras III was unmarried and so did not leave an heir. Therefore, at his death, the Thainship passed to his second cousin Paladin II, the father of Peregrine. *Read LotRIII 475.*

FILIBERT BOLGER — Lvl: 2, Clan: Harfoot. The husband of Poppy Chubb-Baggins (who was Bilbo's first cousin once removed). *Read LotRIII 474.*

FIRIEL — Lvl: 4. Clan: Harfoot. The daughter of Elanor "the Fair" and her husband Fastred, and thus the granddaughter of Sam Gamgee. Firiel may be assumed to have inherited some of the incredible beauty, blonde hair, and enhanced strength and savvy of her mother. *Read The Adventures Of Tom Bombadil 8.*

FLAMBARD TOOK — Lvl: 3. Clan: Harfoot/Fallohide. B/D: T.A. 2887-2989. The son of Isembard Took, and a first cousin to Primula, Frodo's mother. *Read LotRIII 475.*

FOLCO BOFFIN — Lvl: 3. Clan: Harfoot. A special buddy of Frodo's, along with Fredegar Bolger, although these were not quite as close to Frodo as Sam, Merry, or Pippin. Even though Folco was a good friend, he evidently, along with the others, wasn't too good at packing. Nothing is known of the extent of their contact after the War of the Ring. *Read LotRI 71, 102.*

FORTINBRAS (I) TOOK — Lvl: 5. Clan: Fallohide. B/D: T.A. 2745-2848. The son of Ferumbras (II) Took, and the twenty-fifth Thain of the Shire from T.A. 2801-2848. The famed Gerontius Took was Fortinbras' son. *Read LotRIII 475.*

FORTINBRAS (II) TOOK — Lvl: 5. Clan: Harfoot/ Fallohide. B/D: T.A. 2878-2980. The son of Isumbra (IV) Took, and twenty-ninth Thain of the Shire from T.A. 2939-2980. Fortinbras II was a first cousin of Frodo's mother Primula. *Read LotRIII 475.*

FOSCO BAGGINS — Lvl: 4. Clan: Harfoot. B/D: T.A. 2864-2960. Husband of Ruby Bolger, a second cousin to Bilbo, and the paternal grandfather of Frodo. *Read LotRIII 474.*

FREDEGAR "FATTY" BOLGER — Lvl: 5. Clan: Harfoot. B: T.A. 2980. Fredegar, nicknamed "Fatty" (quite a special distinction among Hobbits), was the son of Odovacar Bolger, a second cousin once removed to Frodo, and second cousin twice removed to Pippin. Fatty was a special friend, along with Folco Boffin, although they were not quite as close to Frodo as Sam, Merry, or

Pippin. He evidently, along with the others, wasn't too good at packing. After the War of the Ring, it was discovered by the returning Hobbits of the Company that poor Fredegar was nearly killed by the Nazgûl. And later, while resisting rebels in the Brockenbores, he was captured and imprisoned in the Lockholes. After these traumas, the name "Fatty" did not suit him any longer. Although bold enough in protective partisan actions, Fredegar, like most Hobbits, had no interest in intentional or prolonged adventure, and he had little confidence in his own abilities, although loyalty could move him to war. With the marriage of his sister Estella, he became Merry's brother-in-law. *Read LotRI 71, 102, 153, 238-239; LotRIII 372-475.*

FRODO GARDNER — Lvl: 5. Clan: Harfoot. B: F.A. 2. This Frodo, named in honor of Frodo Baggins, was the eldest son and second child of Samwise Gamgee. He founded the Gardners of the Hill, in honor of his father's remarkable horticultural abilities, and he helped lead this family to further prominence. *Read LotRIII 382, 462, 477.*

— G —

GAM SANDHEAVER* — Lvl: 2. Clan: Harfoot/ Fallohide. A Bree Hobbit and the son of Rose Sandheaver. He was responsible for the family farm. *See ICE's Bree and the Barrow-Downs 12.*

THE HOBBITS — E-G

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Eglantine Banks Took	4	37	No/1	20	N	N	15da	5da	20	Landed Gentry.
Eifstan Fairbairn	7	65	Ch/13	40	Y	N	70ss	75sb	20	Scout/Rogue, 2nd Warden.
Erling	3	41	SL/5	15	N	N	30da	35sl	15	Gardener.
Esmerelda Brandybuck	3	35	No/1	20	N	N	10da	—	20	Landed Gentry.
Estella Bolger Brandybuck	4	40	No/1	15	N	N	15da	5sl	15	Landed Gentry.
Everard Took	2	34	SL/5	25	N	N	30ss	35sb	25	Scout/Rogue.
Falco Chubb-Baggins	4	46	No/1	20	N	N	35ha	20sl	20	Artisan.
Faramir Took	6	56	Ch/16	50	Y	N	85ss	80sb	20	Warrior/Fighter, 33rd Thain.
Fastolph Bolger	3	42	No/1	20	N	N	35ha	25sl	15	Artisan.
Fasted of Greenholm	5	54	Ch/13	40	Y	N	60ss	65sb	20	Scout/Rogue, 1st Warden.
Ferdibrand Took	3	41	No/1	25	N	N	40ha	45da	25	Scout/Rogue.
Ferdinand Took	3	40	SL/5	20	N	N	45ss	35sb	20	Scout/Rogue.
Ferumbras (II) Took	6	58	Ch/16	50	Y	N	80ss	85sb	20	Warrior/Fighter, 24th Thain.
Ferumbras (III) Took	5	52	Ch/16	45	Y	N	65ss	55sb	15	Landed Gentry, 30th Thain.
Filibert Bolger	2	36	No/1	15	N	N	25ha	20sl	15	Artisan.
Firiel	4	43	No/1	25	N	N	25da	—	25	Landed Gentry.
Flambard Took	3	42	No/1	20	N	N	20da	—	20	Landed Gentry.
Folco Boffin	3	43	SL/5	15	N	N	30cl	30sb	15	Farmer.
Fortinbras (I) Took	5	51	Ch/16	50	Y	N	70ss	70sb	20	Warrior/Fighter, 25th Thain.
Fortinbras (II) Took	5	55	Ch/16	45	Y	N	65ss	60sb	15	Landed Gentry, 29th Thain.
Fosco Baggins	4	45	No/1	20	N	N	30ss	25sb	20	Artisan.
Fredegar "Fatty" Bolger	5	56	SL/5	40	Y	N	55ss	45sb	15	Scout/Rogue.
Frodo Gardner	5	50	SL/5	20	N	N	40cl	35sb	20	Gardener.
Gam Sandheaver	2	35	No/1	15	N	N	25ha	25sb	15	Farmer.
Gerontius Took	7	63	Ch/16	50	Y	N	90ss	85sb	20	Warrior/Fighter, 26th Thain.
Gilly Brownlock Baggins	2	31	No/1	15	N	N	15cl	—	15	Housewife.
Goldilocks Gamgee Took	4	36	No/1	20	N	N	10da	10st	20	Housewife.
Gorbado Brandybuck	4	46	Ch/13	35	Y	N	40ss	35sb	15	Landed Gentry.
Gorbulas Brandybuck	3	43	SL/5	20	N	N	35ss	30sb	20	Landed Gentry.
Gorhendad Oldbuck	6	58	SL/5	40	Y	N	65ss	75sb	20	Scout/Rogue.
Gormadoc Brandybuck	5	52	SL/5	35	Y	N	60ss	70sb	15	Scout/Rogue.
Griffo Boffin	2	34	No/1	20	N	N	25ha	25ha	20	Artisan.
Gundabald Bolger	3	41	SL/5	15	N	N	30cl	30sb	15	Artisan.

NOTE: The relatively high MovM bonus is a reflection of Hobbits' stealth and ability to cover short distances surprisingly quickly. For running maneuvers of over 100' distance, reduce a Hobbit's MovM bonus by half. Professions such as Farmer, Artisan, and Landed Gentry reflect Tolkien's view of Hobbits. For MERP/RM treat as Scout/Thief.



GERONTIUS TOOK

GERONTIUS TOOK† — Lvl: 7. Clan: Fallohide. B/D: T.A. 2790-2920. The son of Fortinbras (I) Took, a good friend of Gandalf, and twenty-sixth Thain of the Shire (T.A. 2848-2920). He had twelve children by Adamanta Chubb, including Bilbo's mother, Primula, and Pippin's great-grandfather, Hildigrim. Gerontius became most famous for his longevity; before Bilbo, who outlived him by eight days (not mentioning Gollum), he was the longest lived Hobbit ever at exactly 130 years. Naturally, Gerontius was referred to as "the Old Took." *Read LotRII 80-81; LotRIII 475; Hob 2.*

GILLY BROWNLOCK BAGGINS — Lvl: 2. Clan: Harfoot. Wife of Bilbo's second cousin, Posco Baggins. *Read LotRIII 474.*

GOLDILOCKS GAMGEE TOOK — Lvl: 4. Clan: Harfoot. B: F.A. 10. Third daughter of Samwise, and the wife of Pippin's son, Faramir Took. She was one of a number of uncharacteristically blonde Hobbits born in this period. *Read LotRIII 382, 477.*

GORBADOC "BROADBELT" BRANDYBUCK — Lvl: 4. Clan: Stoor/ Harfoot/Fallohide. B/D: T.A. 2860-2963. The son of Marmadoc and a Master of Buckland. Married to Mirabella Took, the couple produced a number of children including Primula, Frodo's mother, and Rorimac, Merry's grandfather. Gorbadoe was famous for spreading a fine table, which earned him his nickname. *Read LotRI 45; LotRIII 475, 476.*

GORBULAS BRANDYBUCK — Lvl: 3. Clan: Harfoot/Fallohide. B: T.A. 2908. The son of Orgulas Brandybuck and a cousin of Primula, Frodo's mother. *Read LotRIII 476.*

GORHENDAD OLDBUCK — Lvl: 6. Clan: Stoor/ Fallohide. The founder of Buckland. Originally living in the Marish, with a prominent family there, he crossed the Brandywine in T.A. 2340, moving into the strip between the river and the Old Forest, settling Buckland, and building Brandy Hall. At that time he changed the family name to Brandybuck. His descendants were the Masters of Buckland, he himself accounted the first. *Read LotRI 141; LotRIII 476, 520.*

GORMADOC "DEEPDELVER" BRANDYBUCK — Lvl: 5. Clan: Stoor/ Fallohide. B/D: T.A. 2734-2836. A Master of Buckland. He married Malva Headstrong and had many children with her, their total not recorded in this histories. Gormadoc was the great-great-great-grandfather of Frodo. *Read LotRIII 476.*

GRIFO BOFFIN — Lvl: 2. Clan: Harfoot. The husband of Frodo's cousin Daisy Baggins. *Read LotRIII 474.*

GUNDABALD BOLGER — Lvl: 3. Clan: Harfoot. The husband of Sadoc's daughter Salvia Brandybuck; therefore grandson-in-law of Gormadoc, "the Deepdelver." *Read LotRIII 476.*

— H —

HAL SANDHEAVER* — Lvl: 3. Clan: Harfoot/ Fallohide. A Bree Hobbit and brother-in-law of Rose Sandheaver. Like his cousin Tom Sandheaver, Hal was a smial builder. Tom often traveled from the Shire to Bree in order to help Hal on difficult or lengthy jobs. *See ICE's Bree and the Barrow-Downs 12.*

HALFAST OF OVERHILL — Lvl: 3. Clan: Harfoot. B: T.A. 2972. The son of Halfred, a cousin to Samwise, and an employee of Mr. Boffin. Halfast was an ardent hunter in the Northfarthing, and on one occasion, was privileged to spot an Ent. However, Halfast is also given to tall tales, and some have cast aspersions on his claim to have seen an Ent. *Read LotRI 73; LotRIII 477.*

HALFRED GAMGEE — Lvl: 3. Clan: Harfoot. B: T.A. 2969. The second son of Hamfast Gamgee and older brother to Samwise. Instead of staying with his father, and in the family business, Halfred moved to the Northfarthing. *Read LotRIII 477.*

HALFRED GREENHAND — Lvl: 6. Clan: Harfoot. B: T.A. 2851. The eldest son of the famous horticulturist Holman "the Greenhanded," and the first of the Greenhand family (named naturally in his father's honor). Halfred was a gardener in Hobbiton. His eldest child and only son, also called Holman, passed the family business on to Halfred's great-nephew Hamfast, the father of Samwise. *Read LotRIII 477.*

HALFRED OF OVERHILL — Lvl: 4. Clan: Harfoot. B: T.A. 2932. A resident of Overhill in the Westfarthing. Halfred was the youngest son of Hobson "Roper" Gamgee, and therefore a brother of Sam's father, Hamfast Gamgee. *Read LotRIII 477.*

HAMFAST "HAM" GAMGEE — Lvl: 5. Clan: Harfoot. B/D: T.A. 2926-F.A. 7. The most famous gardener of Hobbiton, and father of Samwise. Hamfast was born to a family of ropers, but loved gardening more. He married Bell Goodchild, and the couple produced a total of six children, including Samwise. In T.A. 2960, Hamfast became the gardener for the Bagginses at Bag End. He was famous for his wonderful potatoes, botanical knowledge, and garrulous manner. *Read LotRI 44-47; LotRIII 362, 373.*

HAMFAST GAMGEE — Lvl: 4. Clan: Harfoot. B: F.A. 11. The fourth son and seventh child of Samwise. *Read LotRIII 477.*

HAMFAST OF GAMWICH — Lvl: 5. Clan: Harfoot. B: T.A. 2760. The founder of the Gamwich family, later known as Gamgee. He was the great-great-great-grandfather of Sam. *Read LotRIII 477.*

HAMSON GAMGEE — Lvl: 3. Clan: Harfoot. B: T.A. 2965. The eldest son of Hamfast Gamgee, and therefore a brother of Samwise. He did not share the family's interest in gardening nor did he stay to work with Hamfast, as did Samwise. He moved to Tighfield and worked with his uncle Andwise Roper as a roper. *Read LotRIII 477.*

HANNA GOLDWORTHY BRANDYBUCK — Lvl: 4. Clan: Stoor/ Fallohide. The First Lady of Madoc, a Master of Buckland. She was the great-great-grandmother of Frodo. *Read LotRIII 476.*

HARDING GARDNER OF THE HILL — Lvl: 4. Clan: Harfoot. B: F.A. 80. A great-grandson of Samwise. He was born to Holfast Gardner and probably lived in the family estate in Bag End. *Read LotRIII 477.*

HENDING — Lvl: 3. Clan: Harfoot. B: T.A. 2859. The fourth child of Holman the greenhanded, and therefore a great-uncle of Hamfast Gamgee. *Read LotRIII 477.*

HILDA BRACEGIRDLE BRANDYBUCK — Lvl: 3. Clan: Harfoot. The wife of Frodo's first cousin, Seredic Brandybuck. *Read LotRIII 476.*

HILDIBRAND Took — Lvl: 3. Clan: Harfoot/ Fallohide. B/D: T.A. 2849-2934. The eighth son of Gerontius Took; therefore he was Bilbo's uncle and Frodo's great-uncle. *Read LotRIII 475.*

HILDIFONS Took — Lvl: 4. Clan: Harfoot/ Fallohide. B: T.A. 2844. The sixth son of Gerontius Took. Hildifons is noted for having left on a journey, as is the nature of Tooks, but was never heard from again. It is possible that Hildifons found or founded an unrecorded community of Hobbits, or perhaps stumbled onto even a more remarkable find (like the Entwives?!). Of course, there is the perhaps stronger possibility that disaster befell him and he was killed. And so there has grown in the Shire the cliché, "To go the way of Hildifons." This cliché is applied to anyone who is beginning to act in an unHobbitish manner. Hildifons was Bilbo's uncle and Frodo's great-uncle. *Read LotRIII 475.*

HILDIGARD Took — Lvl: 1. Clan: Harfoot/ Fallohide. B: ca. T.A. 2835. The second son of Gerontius Took. Hildigard died while yet very young. *Read LotRIII 475.*

HILDIGRIM Took — Lvl: 4. Clan: Harfoot/ Fallohide. B/D: T.A. 2840-2941. The fourth son of Gerontius Took. He was wed to Rosa Baggins and they produced Adalgrim. Hildigrim's line was one of the most prolific of all the Gerontius descendants. He was a great-grandfather of Merry and Pippin, Bilbo's uncle, and Frodo's great-uncle. *Read LotRIII 474, 475.*

HOB "OLD GAMMIDGE" GAMMIDGE — Lvl: 4. Clan: Harfoot. B: T.A. 2846. The son of Wiseman Gamwich, and therefore the great-grandfather of Samwise. He was also known as "the Roper". Hob married Rowan, the daughter of Holman the Greenhanded, and they produced at least the one son Hobson Gamgee. *Read LotRIII 477.*

HOB HAYWARD — Lvl: 3. Clan: Harfoot. A stalwart fellow from Eastfarthing who served as a guard most of his life. Hob guarded the Hay Gate before the War of the Ring, and the Brandywine Gate during Saruman's tyranny of the Shire. By that time Hob was probably fairly old. Hob was a little slow to come to conclusions and worked uncreatively by the book. *Read LotRIII 342.*

HOBSON "ROPER" GAMGEE — Lvl: 4. Clan: Harfoot. B/D: T.A. 2885-2984. The son of Hob Gammidge. In the family tradition, Hobson was a roper in Tighfield, and was referred to commonly as Roper Gamgee. The Ropers and their descendants, including Hobson's grandson Samwise, were really quite proficient in handling all sorts of knots and so forth. *Read LotRII 276; LotRIII 477.*

• **HOLDWINE** — The Rohirric epithet for Meriadoc Brandybuck. *Read LotRIII 316.*

HOLFAST GARDNER — Lvl: 4. Clan: Harfoot B: F.A. 41. The son of Frodo Gardner, and thus the grandson of Samwise. Holfast's son was Harding of the Hill. *Read LotRIII 477.*

HOLLY SANDHEAVER* — Lvl: 2 Clan: Harfoot/ Fallohide. A Bree Hobbit and a daughter of Rose Sandheaver. Like her mother and her sister Primrose, Holly was a highly skilled weaver and her lovely patterned cloth was in great demand in the district. See ICE's *Bree and the Barrow-Downs* 12.

HOLMAN — Lvl: 6. Clan: Harfoot. B: T.A. 2810. Known as a tremendous gardener, he founded the Greenhand family. Holman was a native of Hobbiton, and was called Holman the greenhanded. *Read LotRIII 477.*

HOLMAN "LONG HOM" COTTON — Lvl: 3. Clan: Harfoot. B: T.A. 2902. A native of Bywater, he was the son of Cotman. Holman was the grandfather of Rose Cotton who married Samwise. *Read LotRIII 477.*

HOLMAN GREENHAND — Lvl: 4. Clan: Harfoot. B/D: T.A. 2892-2961. As the son of Halfred Greenhand, he shared his family's proficiency in gardening. Holman lived at Number 3, Bagshot Row in Hobbiton while he served as gardener to Bilbo Baggins. He later passed on his wealth of botanical knowledge to Sam Gamgee's father Hamfast, who was his first cousin once removed. Curiously, Holman unwittingly strengthened Gandalf's resolve to entangle Bilbo in Thorin Oakenshield's Quest of Erebor when he told the wizard of Bilbo's frequent (but brief) wanderings throughout the Shire and his deep desire to encounter Elves. *Read LotRI 44; LotRIII 477; UT 337.*

HUGO BOFFIN — Lvl: 3. Clan: Harfoot. A Shire Hobbit and the husband of Donnamira Took; therefore he was a son-in-law of Gerontius and an uncle to Bilbo. *Read LotRIII 475.*

HUGO BRACEGIRDLE — Lvl: 2. Clan: Harfoot. At the Farewell Party Bilbo presented him with an empty bookcase in token of his having borrowed so many books without ever returning them. *Read LotRI 64.*

— I —

ILBERIC BRANDYBUCK — Lvl: 2. Clan: Harfoot/ Fallohide. B: T.A. 2991. Ilberic was the son of Serendic Brandybuck, and thus a second cousin to Merry and a first cousin once removed to Frodo. *Read LotRIII 476.*

ISEMBARD Took — Lvl: 3. Clan: Harfoot/ Fallohide. B/D: T.A. 2847-2946. The seventh son of Gerontius Took; thus he was Bilbo's uncle and Frodo's great-uncle. *Read LotRIII 475.*

ISEMBOLD Took — Lvl: 4. Clan: Harfoot/ Fallohide. B/D: T.A. 2842-2946. The fifth son of Gerontius Took, Isembold is noted as being the forebearer of many descendants. Perhaps he even outproduced his older brother Hildigrim's long family line. However, Isembold's descendants were not as noteworthy, although most of them did carry the Tookish adventurous streak in them. He was Bilbo's uncle and Frodo's great-uncle. *Read LotRIII 475.*

ISENGAR Took — Lvl: 5. Clan: Harfoot/ Fallohide. B/D: T.A. 2862-2960. The youngest son (thirteenth child) of Gerontius Took. One of the most "Tookish" of the Tooks, Isengar adventured on the sea as a young man. Although virtually no record survives of his adventures, Isengar was noted by his peers as being a chief example of the aggressive and curious Tooks. As is well known, very few of the Shire Hobbits excel in the ways of the sea, so Isengar saw more of the world than many, and was unHobbitish in many ways. He was Bilbo's uncle and Frodo's great-uncle. *Read LotRIII 475.*

ISENGRIM (III) Took — Lvl: 5. Clan: Harfoot/ Fallohide. B/D: T.A. 2832-2930. The eldest son of Gerontius Took, an uncle to Bilbo, and great-uncle to Frodo. Isengrim III was the twenty-seventh Thain of the Shire (T.A. 2920-2930), but had no descendants. Since his younger brother Hildigard died young, the titular inheritance passed down the line of the third brother, Isumbras IV. *Read LotRIII 459, 474, 482.*

ISUMBRAS I Took — Lvl: 7. Clan: Fallohide. B: ca. T.A. 2340. The thirteenth Thain of the Shire, and the first Took to hold that office. *Read LotRIII 459.*

ISUMBRAS III Took — Lvl: 6. Clan: Fallohide. B/D: T.A. 2666-2759. The son of Isengrim II Took, and therefore the twenty-third Thain of the Shire (T.A. 2722-2759). He was the father of Ferumbras II and Bullroarer. *Read LotRIII 475.*

ISUMBRAS IV Took — Lvl: 5. Clan: Harfoot/ Fallohide. B/D: T.A. 2838-2939. The third son of Gerontius Took, uncle to Bilbo, and great-uncle to Frodo. Since Isumbras' eldest brother Isengrim III died without descendants, and his next eldest brother Hildigard died while yet young, the Thainship and the titular inheritance fell to Isumbras IV and his line. So Isumbras IV became in time the twenty-eighth Thain of the Shire (T.A. 2930-2939). The Thainship eventually fell to his great-nephew Paladin II, Peregrine's father, when Isumbras' grandson Ferumbras III died unmarried and without an heir. *Read LotRIII 475.*

— J —

• **JOLLY COTTON** — Another name for Wilcome Cotton.

— L —

LARGO BAGGINS — Lvl: 4. Clan: Harfoot. B/D: T.A. 2820-2912. The third son (fourth child) of Balbo Baggins. After marrying Tanta Hornblower, Largo produced the one child named Fosco. Largo was a paternal great-grandfather to Frodo, and great-uncle to Bilbo. *Read LotRIII 474.*

LAURA GRUBB BAGGINS — Lvl: 3. Clan: Harfoot. The wife of Mungo Baggins, and therefore Bilbo's grandmother. *Read LotRIII 474.*

THE HOBBITS — H-L

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Hal Sandheaver	3	43	No/1	20	N	N	30cl	25sl	20	Artisan.
Halfast of Overhill	3	39	SL/5	25	N	N	25ss	40sb	25	Artisan.
Halfred Gamgee	3	41	No/1	15	N	N	30ha	20sl	15	Artisan.
Halfred Greenhand	6	56	SL/5	20	N	N	45ha	35sb	20	Gardener.
Halfred of Overhill	4	45	No/1	20	N	N	35da	40bo	20	Artisan.
Hamfast Gamgee	5	47	SL/5	15	N	N	40ha	30ha	15	Gardener.
Hamfast Gamgee	4	51	No/1	20	N	N	30ha	25sb	20	Gardener.
Hamfast of Gamwich	5	52	No/1	15	N	N	35ss	30sb	15	Artisan.
Hamson Gamgee	3	46	SL/15	15	N	N	25cl	30bo	15	Artisan.
Hanna Brandybuck	4	38	No/1	10	N	N	10da	—	10	Landed Gentry.
Harding Gardner of the Hill	4	45	SL/5	20	N	N	30da	25da	20	Gardener.
Hending	3	44	SL/5	20	N	N	30cl	25sl	20	Gardener.
Hilda Brandybuck	3	33	No/1	15	N	N	10da	—	20	Housewife.
Hildibrand Took	3	42	No/1	20	N	N	25da	20da	20	Landed Gentry.
Hildifons Took	4	49	SL/5	25	N	N	60ss	65sb	25	Scout/Rogue.
Hildigard Took	1	29	No/1	15	N	N	10cl	—	15	Landed Gentry.
Hildigrim Took	4	47	SL/5	20	N	N	35ss	40sb	20	Landed Gentry.
Hob Gammidge	4	44	No/1	20	N	N	30da	35bo	20	Artisan.
Hob Hayward	3	46	RL/10	35	Y	A/L	50sp	45sp	15	Scout/Rogue.
Hobson Gamgee	4	45	SL/5	20	N	N	40wp	40bo	20	Artisan.
Holfast Gardner	4	47	No/1	20	N	N	50ss	50sb	20	Scout/Rogue.
Holly Sandheaver	2	25	No/1	15	N	N	5da	—	15	Artisan.
Holman	6	57	SL/5	20	N	N	40cl	35sb	20	Gardener.
Holman Cotton	3	42	No/1	10	N	N	30ha	30sb	10	Farmer.
Holman Greenhand	4	47	No/1	20	N	N	30da	35da	20	Gardener.
Hugo Boffin	3	41	No/1	15	N	N	25ss	30sb	15	Artisan.
Hugo Bracegirdle	2	29	No/1	10	N	N	15da	—	10	Scholar.
Iberic Brandybuck	2	36	No/1	15	N	N	25ss	20sl	15	Landed Gentry.
Isembard Took	3	40	No/1	20	N	N	30ss	35sb	20	Landed Gentry.
Isembold Took	4	50	SL/5	20	N	N	45ss	50sb	20	Scout/Rogue.
Isengar Took	5	54	SL/5	25	N	N	55ss	60da	25	Scout/Rogue.
Isengrim (III) Took	5	52	Ch/16	45	Y	N	60ss	55sb	15	Warrior/Fighter, 27th Thain.
Isumbras (I) Took	7	64	Ch/16	50	Y	N	65ss	65sb	20	Warrior/Fighter, 13th Thain.
Isumbras (III) Took	6	59	Ch/16	45	Y	N	65ss	55sb	15	Warrior/Fighter, 23th Thain.
Isumbras (IV) Took	5	53	Ch/16	50	Y	N	55ss	60sb	20	Scout/Rogue, 28th Thain.
Largo Baggins	4	44	No/1	20	N	N	35ha	30ha	20	Artisan.
Laura Baggins	3	34	No/1	10	N	N	10da	—	10	Housewife.
Lily Cotton	3	38	No/1	15	N	N	15da	—	15	Housewife.
Lily Goodbody	3	39	No/1	15	N	N	10cl	—	15	Housewife.
Linda Proudfoot	3	32	No/1	20	N	N	15da	5da	20	Housewife.
Longo Baggins	4	46	SL/5	20	N	N	40ss	35sb	20	Artisan.

NOTE: The relatively high MovM bonus is a reflection of Hobbits' stealth and ability to cover short distances surprisingly quickly. For running maneuvers of over 100' distance, reduce a Hobbit's MovM bonus by half. Professions such as Farmer, Artisan, and Landed Gentry reflect Tolkien's view of Hobbits. For MERP/RM treat as Scout/Thief.

LILY BROWN COTTON — Lvl: 3. Clan: Harfoot. The wife of Tolman Cotton and mother to his five children, including Rose Cotton, Sam's wife. *Read LotRIII 355, 477.*

LILY BAGGINS GOODBODY — Lvl: 3. Clan: Harfoot. B/D: T.A. 2822-2912. The youngest child of Balbo Baggins and wife of Togo Goodbody. The family eventually produced a large number of Goodbodies. Lily was Bilbo's great-aunt. *Read LotRIII 474.*

LINDA BAGGINS PROUDFOOT — Lvl: 3. Clan: Harfoot. B/D: T.A. 2862-2963. The second daughter (fourth child) of Mungo Baggins and therefore Bilbo's aunt. She wedded Bodo Proudfoot and bore him the son Odo. *Read LotRIII 474.*

LONGO BAGGINS — Lvl: 4. Clan: Harfoot. B/D: T.A. 2860-2950. The second son (third child) of Mungo Baggins and therefore Bilbo's uncle. His marriage to Camellia Sackville produced Otho, who was the first of the Sackville-Bagginses, the clan which feuded with the Bagginses. *Read LotRIII 474.*

— M —

MADOC "PROUDNECK" BRANDYBUCK — Lvl: 5. Clan: Stoor/Fallohide. B/D: T.A. 2775-2877. The eldest son of Gormadoc Brandybuck and a Master of Buckland. Madoc married Hanna Goldworthy and was an ancestor of both Merry and Frodo. *Read LotRIII 476.*

MALVA HEADSTRONG BRANDYBUCK — Lvl: 4. Clan: Stoor/Fallohide. A Shire Hobbit and the wife of Gormadoc Brandybuck, the first Master of Buckland. *Read LotRIII 476.*

MARIGOLD GAMGEE COTTON — Lvl: 3. Clan: Harfoot. B: T.A. 2983. The youngest child of Hamfast Gamgee, and therefore Samwise's younger sister. Marigold married Tolman Cotton, the brother of Sam's wife, Rose. *Read LotRIII 477.*

MARMADOC BRANDYBUCK — Lvl: 3. Clan: Harfoot/Fallohide. B: T.A. 2943. The son of Gorbulas Brandybuck, and therefore a second cousin to Frodo and a second cousin once removed to Merry. *Read LotRIII 476.*

MARMADOC "MASTERFUL" BRANDYBUCK — Lvl: 5. Clan: Stoor/Fallohide. B/D: T.A. 2817-2910. The son of Madoc Brandybuck and a Master of Buckland. He married Adaldrida Bolger and produced four children. Marmadoc was a great-great-grandfather to Merry and a great-grandfather to Frodo. *Read LotRIII 476.*

MARROC BRANDYBUCK — Lvl: 5. Clan: Stoor/Fallohide. B: ca. T.A. 2780. The youngest son of the great Gormadoc Brandybuck. He is said to have produced many descendants. *Read LotRIII 476.*

MAY GAMGEE — Lvl: 3. Clan: Harfoot. B: T.A. 2928. The first daughter (third child) of Hobson Gamgee, and therefore sister to Hamfast and an aunt of Samwise. *Read LotRIII 477.*

MAY GAMGEE — Lvl: 2. Clan: Harfoot. B: T.A. 2976. The second daughter (fourth child) of Hamfast Gamgee, and therefore Samwise's older sister. *Read LotRIII 477.*

MELILOT BRANDYBUCK — Lvl: 2. Clan: Harfoot/Fallohide. B: T.A. 2985. The youngest daughter of Marmadoc Brandybuck. At the Farewell Party she demonstrated her love for the Spingle-ring, a vigorous dance with bells. She was especially fond of dancing with a certain Master Everard Took. Melilot was a third cousin of Merry's and was the same age as Merry's wife, Estella. *Read LotRI 54; LotRIII 476.*

MENEGILDA GOOLD BRANDYBUCK — Lvl: 4. Clan: Harfoot/Fallohide. The wife of Rorimac Brandybuck, and the mother of Saradoc and Merimac. She was therefore Merry's grandmother. *Read LotRIII 476.*

MENTHA BRANDYBUCK — Lvl: 2. Clan: Harfoot/Fallohide. B: T.A. 2983. The eldest daughter of Marmadoc Brandybuck, and Merry's third cousin. *Read LotRIII 476.*

MERIMAC BRANDYBUCK — Lvl: 3. Clan: Harfoot/Fallohide. B/D: T.A. 2942-F.A. 9. The second son of Rorimac Brandybuck, and therefore Merry's uncle. *Read LotRIII 476.*

MERIMAS BRANDYBUCK — Lvl: 3. Clan: Harfoot/Fallohide. B: T.A. 2981. The son of Marmadoc Brandybuck, and therefore Merry's third cousin. *Read LotRIII 476.*

MERRY GAMGEE — Lvl: 5. Clan: Harfoot. B: F.A. 6. The second son (fourth child) of Samwise Gamgee. *Read LotRIII 382, 477.*

MILO BURROWS — Lvl: 2. Clan: Harfoot/Fallohide. B: T.A. 2947. The son of Rufus Burrows and Primula's sister, Asphodel Brandybuck; therefore he was Frodo's first cousin. At the Farewell Party, Bilbo presented to him a golden pen and ink bottle, a jibe at Milo's tendency to never answer letters. Milo married Frodo's third cousin, Peony Baggins. *Read LotRI 64; LotRIII 474, 476.*

MIMOSA BUNCE BAGGINS — Lvl: 2. Clan: Harfoot. The wife of Bilbo's great-uncle, Ponto Baggins. Mimosa's daughter Rosa married Merry and Pippin's great-grandfather, Hildigrim Took. *Read LotRIII 474.*

MINTO BURROWS — Lvl: 2. Clan: Harfoot. B: T.A. 2996. The youngest son of Milo Burrows, and therefore Frodo's first cousin once removed. *Read LotRIII 474, 476.*

MIRABELLA TOOK BRANDYBUCK — Lvl: 4. Clan: Harfoot/Fallohide. B/D: T.A. 2860-2960. The youngest child of Gerontius Took. She married Gorbados Brandybuck, a Master of Buckland, and produced seven children by him, including Rorimac (Old Rory), Merry's grandfather, and Primula, Frodo's mother. *Read LotRIII 475, 476.*

MORO BURROWS — Lvl: 3. Clan: Harfoot. B: T.A. 2991. The second son of Milo Burrows, and therefore Frodo's first cousin once removed. *Read LotRIII 474.*

MOSCO BURROWS — Lvl: 3. Clan: Harfoot. B: T.A. 2987. The eldest son of Milo Burrows, and therefore a first cousin once removed to Frodo. *Read LotRIII 474.*

MUNGO BAGGINS — Lvl: 4. Clan: Harfoot. B/D: T.A. 2807-2900. The eldest son of Balbo Baggins. He married Laura Grubb and had five children by her, the oldest being Bungo, Bilbo's father. *Read LotRIII 474.*

MYRTLE BURROWS — Lvl: 2. Clan: Harfoot. B: T.A. 2993. The only daughter (third child) of Milo Burrows, and therefore Frodo's first cousin once removed. *Read LotRIII 474.*

— N —

• **NICK COTTON** — also known as Bowman Cotton.

NOB — Lvl: 2. Clan: Harfoot. A Bree Hobbit, and a servant at the Prancing Pony Inn. He carried food for the guests at the inn, and although teased and unrespected by his master, Nob was a very quick, attentive, and capable servant. He made the Hobbits of the company feel welcome quickly. Nob worked long hours, serving the meals from breakfast to late dinner. Nob was still working at the inn after the War of the Ring, and was still being harassed and ridiculed by his employer. *Read LotRI 210, 211, 241; LotRIII 333.*

— O —

ODO PROUDFOOT — Lvl: 3. Clan: Harfoot. B/D: T.A. 2904-3005. The son of Bodo Proudfoot and Linda Baggins. At the Farewell Party he and the other Proudfoots insisted on being referred to as Proudfeet (i.e. instead of Proudfoots) when they were present at a function in numbers. Odo was Bilbo's first cousin. *Read LotRI 53-54; LotRIII 474.*

ODOVACAR BOLGER — Lvl: 3. Clan: Harfoot. The husband of Frodo's second cousin, Rosamunda Took and father of Fredegar Bolger, Frodo's good friend. *Read LotRIII 475.*

• **OLD Took** — an epithet for Gerontius Took.

OLO PROUDFOOT — Lvl: 2. Clan: Harfoot. B/D: T.A. 2947-F.A. 14. The son of Odo Proudfoot, and therefore Bilbo's first cousin once removed. *Read LotRIII 474.*

ORGULAS BRANDYBUCK — Lvl: 3. Clan: Stoer/ Harfoot/ Fallohide. B: T.A. 2868. The youngest child of Marmadoc Brandybuck, the father of Gorbulas Brandybuck, and a great-great-uncle of Merry's. *Read LotRIII 476.*

OTHO SACKVILLE-BAGGINS — Lvl: 3. Clan: Harfoot. B: T.A. 2910-3012. The son of Bilbo's uncle Longo Baggins and Camellia Sackville. Otho was, therefore, the founder and progenitor of the Sackville-Bagginses, the clan with the longstanding feud with the

THE HOBBITS — M-P

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee	Missile	Mov	Notes
							OB	OB	M	
Madoc Brandybuck	5	51	Ch/13	35	Y	N	45ss	40sb	15	Landed Gentry.
Malva Brandybuck	5	45	No/1	15	N	N	25da	—	15	Landed Gentry.
Marigold Gamgee Cotton	3	30	No/1	20	N	N	10da	—	20	Housewife.
Marmadas Brandybuck	3	41	SL/5	20	N	N	30ss	35sb	20	Landed Gentry.
Marmadoc Brandybuck	5	55	Ch/13	40	Y	N	55ss	45sb	20	Scout/Rogue.
Marroc Brandybuck	5	50	SL/5	15	N	N	40ss	35sb	15	Landed Gentry.
May Gamgee	3	34	No/1	10	N	N	10da	—	10	Artisan.
May Gamgee	2	24	No/1	15	N	N	10cl	—	15	Artisan.
Melilot Brandybuck	2	22	No/1	20	N	N	5da	5da	25	Landed Gentry.
Menegilda Brandybuck	4	41	No/1	10	N	N	15da	—	10	Landed Gentry.
Mentha Brandybuck	2	26	No/1	15	N	N	5da	—	15	Landed Gentry.
Merimac Brandybuck	3	42	SL/15	20	N	N	30ss	35sb	20	Landed Gentry.
Merimas Brandybuck	3	40	No/1	15	N	N	25ss	30sb	15	Landed Gentry.
Merry Gamgee	5	53	SL/5	40	Y	N	60ss	65sb	20	Scout/Rogue.
Milo Burrows	2	31	No/1	15	N	N	25cl	25sb	15	Artisan.
Mimosa Bunce Baggins	2	27	No/1	10	N	N	5da	—	10	Landed Gentry.
Minto Burrows	2	36	No/1	15	N	N	20cl	25sl	15	Artisan.
Mirabella Took Brandybuck	4	36	No/1	15	N	N	20da	10sb	15	Landed Gentry.
Moro Burrows	3	42	No/1	20	N	N	25cl	35sb	20	Artisan.
Mosco Burrows	3	40	No/1	15	N	N	30cl	30sb	15	Artisan.
Mungo Baggins	4	46	No/1	20	N	N	30ss	35sb	20	Artisan.
Myrtle Burrows	2	25	No/1	10	N	N	10cl	—	10	Artisan.
Nob	2	37	No/1	20	N	N	30da	20sl	20	Servant.
Odo Proudfoot	3	45	SL/5	15	N	N	25ha	30sb	15	Artisan.
Odovacar Bolger	3	41	No/1	15	N	N	25da	35sl	15	Artisan.
Olo Proudfoot	2	33	No/1	10	N	N	25cl	20sb	10	Artisan.
Orgulas Brandybuck	3	44	SL/5	20	N	N	35ss	30sb	20	Landed Gentry.
Otho Sackville-Baggins	3	34	No/1	10	N	N	30ha	25sb	10	Artisan.
Pansy Baggins Bolger	3	32	No/1	10	N	N	10da	—	10	Housewife.
Pearl Took	4	39	No/1	15	N	N	20da	10sl	15	Landed Gentry.
Peony Baggins Burrows	2	23	No/1	10	N	N	10cl	—	10	Housewife.
Pervinca Took	4	38	No/1	10	N	N	20da	—	10	Landed Gentry.
Pimpernel Took	4	37	No/1	15	N	N	15da	5da	15	Landed Gentry.
Pippin Gamgee	4	50	SL/5	20	N	N	45cl	50sb	25	Scout/Rogue.
Polo Baggins	3	39	No/1	15	N	N	30ha	30sb	15	Artisan.
Ponto Baggins	4	43	No/1	10	N	N	35ha	25sb	10	Artisan.
Ponto Baggins	3	46	No/1	15	N	N	30cl	35sl	15	Artisan.
Poppy Bolger	2	24	No/1	10	N	N	5cl	—	10	Housewife.
Porto Baggins	3	46	No/1	15	N	N	25ha	35sb	15	Artisan.
Posco Baggins	3	41	No/1	20	N	N	30cl	25sb	20	Artisan.
Primrose Gamgee	4	36	No/1	10	N	N	20da	—	10	Artisan.
Primrose Sandheaver	3	31	No/1	15	N	N	15ha	10sl	15	Artisan.
Primula Baggins	3	34	No/1	20	N	N	15da	—	20	Landed Gentry.
Prisca Bolger	2	22	No/1	10	N	N	10cl	—	10	Housewife.

NOTE: The relatively high MovM bonus is a reflection of Hobbits' stealth and ability to cover short distances surprisingly quickly. For running maneuvers of over 100' distance, reduce a Hobbit's MovM bonus by half. Professions such as Farmer, Artisan, and Landed Gentry reflect Tolkien's view of Hobbits. For MERP/RM treat as Scout/Thief.

other Bagginses. Otho is most famous however as the husband of the shrewish Lobelia Bracegirdle, who was the grasping leader of the family. Otho was in the main a nonthinking tool of Lobelia's; in truth, a weak-willed male who was dominated by her nasty ambitions. Their son Lotho lived and died tragically, full of his mother's poison. Otho became as noxious as his viper-tongued wife and died disliked before the War of the Ring. Otho is remembered as a Hobbit who was small not only in stature, but also in heart, mind, and character. *Read LotRI 52, 66; LotRIII 474.*

— P —

PANSY BAGGINS BOLGER — Lvl: 3. Clan: Harfoot. B: T.A. 2812. The second child of Balbo Baggins, and Bilbo's great-aunt. She wedded Fastolph Bolger. *Read LotRII 474.*

PEARL TOOK — Lvl: 4. Clan: Harfoot/Fallohide. B: T.A. 2975. The eldest child of Paladin II Took, and therefore Pippin's older sister and Frodo's second cousin once removed. *Read LotRIII 475.*

PEONY BAGGINS BOLGER — Lvl: 2. Clan: Harfoot. B: T.A. 2950. The youngest child of Posco Baggins, Bilbo's second cousin once removed, and Frodo's third cousin. She married Milo Burrows and bore four children. *Read LotRIII 474, 476.*

PERVINA TOOK — Lvl: 4. Clan: Harfoot/Fallohide. B: T.A. 2985. The third child of Paladin II Took, and therefore Pippin's older sister and Frodo's second cousin once removed. *Read LotRIII 475.*

PIMPERNEL TOOK — Lvl: 4. Clan: Harfoot/Fallohide. B: T.A. 2979. The second daughter of Paladin II Took, and therefore Pippin's older sister and Frodo's second cousin once removed. *Read LotRIII 475.*

PIPPIN GAMGEE — Lvl: 4. Clan: Harfoot. B: F.A. 8. The fifth child of Samwise. *Read LotRIII 382, 477.*

POLO BAGGINS — Lvl: 3. Clan: Harfoot. B: ca. T.A. 2860. The son of Bilbo's great-uncle, Ponto. Polo's sister, Rosa married Pippin's great-grandfather. *Read LotRIII 474.*

PONTO BAGGINS — Lvl: 4. Clan: Harfoot. B/D: T.A. 2816-2911. The third son of Balbo Baggins, and therefore he was Bilbo's great-uncle. Ponto produced two children by his wife Mimosa Bunce, the most noteworthy being Rosa, who married Pippin's great-grandfather, Hildigrim Took. *Read LotRIII 474.*

PONTO BAGGINS — Lvl: 3. Clan: Harfoot. B: T.A. 2946. The first child of Bilbo's second cousin Posco Baggins. His daughter was the vain Angelica who was upbraided by Bilbo at the Farewell Party. *Read LotRIII 474.*

POPPY CHUBB-BAGGINS BOLGER — Lvl: 2. Clan: Harfoot. B: T.A. 2944. The daughter of Bilbo's first cousin, Falco Chubb-Baggins (therefore she was Bilbo's first cousin once removed). She married Filibert Bolger. *Read LotRIII 474.*

PORTO BAGGINS — Lvl: 3. Clan: Harfoot. B: T.A. 2948. The second son of Bilbo's second cousin, Posco Baggins. *Read LotRIII 474.*

POSCO BAGGINS — Lvl: 3. Clan: Harfoot. B: T.A. 2902. The son of Polo Baggins, and Bilbo's second cousin. Married to Gilly Brownlock, Posco was the father of three children. *Read LotRIII 474.*

PRIMROSE GAMGEE — Lvl: 4. Clan: Harfoot. B: F.A. 14. The ninth child of Samwise. *Read LotRIII 477.*

PRIMROSE SANDHEAVER* — Lvl: 3. Clan: Harfoot/Fallohide. A Bree Hobbit and a daughter of Rose Sandheaver. Like her mother and her sister Holly, she was a highly skilled weaver and her lovely patterned cloth was in great demand in the district. See *ICE's Bree and the Barrow-Downs* 12.

PRIMULA BRANDYBUCK BAGGINS — Lvl: 3. Clan: Stoor/Harfoot/Fallohide. B/D: T.A. 2920-2980. The youngest child of Gorbadoe Brandybuck, the wife of Drogo Baggins, and the mother of Frodo. She and Drogo were tragically drowned by the Brandywine River in a boating accident. Interestingly, the story of the War of the Ring could have conceivably been very different if Frodo's parents had not drowned, and he had therefore not been adopted and become the inheritor of Bilbo, whence he received the Ring. *Read LotRI 45; LotRIII 474, 476.*

PRISCA BAGGINS BOLGER — Lvl: 2. Clan: Harfoot. B: T.A. 2906. The second child of Polo Baggins, and therefore a second cousin to Bilbo. She married Wilibald Bolger. *Read LotRIII 474.*

— R —

• **RANUGAD** — (H. "Stay-at-Home") another name for Hamfast.

REGINARD TOOK — Lvl: 3. Clan: Harfoot/Fallohide. B: T.A. 2969. The eldest son of Adlard Took, and second cousin once removed to Frodo. *Read LotRIII 475.*

ROBIN GAMGEE — Lvl: 4. Clan: Harfoot. B: F.A. 19. The twelfth child of Samwise Gamgee. *Read LotRIII 477.*

ROBIN SMALLBURROW — Lvl: 3. Clan: Harfoot. Robin had taken a position as a Sherriff because it was such a easy job, but when Lotho Sackville-Baggins came to power, Robin unwillingly left Hobbiton and became part of the East Farthing Troop. Sam referred to Robin as "Cock-robin." While Robin liked the inside of a tavern as well as anyone and resented Lotho's tyranny, he merely thought quietly about what it would take to depose the Chief, for he was too fearful to instigate anything. In the end he reluctantly cooperated with the Company Hobbits by assisting them in their approach to the beleaguered Shire. *Read LotRIII 346-349.*

• **ROPER GAMGEE** — another name for Hobson Gamgee.

RORIMAC "GOLDFATHER" BRANDYBUCK — Lvl: 5. Clan: Stoor/Harfoot/Fallohide. B/D: T.A. 2902-3008. Known best as Old Rory, Rorimac was an uncle to Frodo, and a Master of Buckland. He was married to Menegilda Goold and they produced two children, including Merry's father Saradoc. Rory was perceptive, but more interested in food and wine than most other things. At the Farewell Party, Bilbo gave him a dozen bottles of Old Winyards (a strong red wine from the Southfarthing) in return for much hospitality. *Read LotRI 56, 65; LotRIII 476.*

ROSA BAGGINS TOOK — Lvl: 3. Clan: Harfoot. B: T.A. 2856. The daughter of Ponto Baggins, the wife of Hildigrim Took, and the mother of Adalgrim. She was therefore the great-grandmother of Peregrin. *Read LotRIII 474, 475.*

ROSAMUNDA TOOK BOLGER — Lvl: 3. Clan: Harfoot/Fallohide. B: T.A. 2938. The daughter of Sigismund Took and a second cousin once removed to Pippin. She was married to Odovacar Bolger and produced the two children Fredegar and Estella. Fredegar was Frodo's good friend and Estella later married Merry. *Read LotRIII 475.*

ROSE — Lvl: 3. Clan: Harfoot. B: T.A. 2862. The youngest child of Holman the greenhanded. She was the wife of Cotman and the mother of Holman Cotton. Rose was therefore the great-grandmother of Samwise's wife, Rose Cotton. *Read LotRIII 477.*

ROSE COTTON GAMGEE — Lvl: 5. Clan: Harfoot. B: T.A. 2984-F.A. 61. The second daughter of Tolman Cotton. She married Samwise and was the mother of his thirteen children. She was sometimes called Rosie. *Read LotRIII 354-355, 376-377, 472, 477.*

ROSE GAMGEE — Lvl: 4. Clan: Harfoot. B: F.A. 4. The third child of Samwise Gamgee. *Read LotRIII 382, 477.*

ROSE SANDHEAVER* — Lvl: 4. Clan: Harfoot/ Fallohide. A Bree Hobbit, the widow of Garmwich Sandheaver, and therefore the matron of the most wealthy Hobbit family in the district. She was the mother of four children, and was known as the finest weaver in the area. *See ICE's Bree and the Barrow-Downs 12.*

ROSE SANDHEAVER* — Lvl: 3. Clan: Harfoot/ Fallohide. A Bree Hobbit and the youngest daughter of Rose Sandheaver. She helped her mother and her sisters in the family workshop and her excellent sewing skills were in great demand. *See ICE's Bree and the Barrow-Downs 12.*

ROWAN — Lvl: 3. Clan: Harfoot. B: T.A. 2849. The oldest child of Holman the Greenhanded, the wife of Hob Gammidge, and the mother of Hobson Gamgee. She was, therefore, Samwise's great-grandmother. *Read LotRIII 477.*

RUBY BOLGER BAGGINS — Lvl: 2. Clan: Harfoot. The wife of Fosco Baggins and Frodo's paternal grandmother. *Read LotRIII 474.*

RUBY GAMGEE — Lvl: 3. Clan: Harfoot. B: F.A. 17. The eleventh child of Samwise Gamgee. *Read LotRIII 477.*

RUDIGAR BOLGER — Lvl: 3. Clan: Harfoot. The husband of Belba Baggins and therefore Bilbo's uncle. *Read LotRIII 474.*

RUFUS BURROWS — Lvl: 2. Clan: Harfoot. The husband of Primula's sister Asphodel Brandybuck, and therefore an uncle to Frodo. *Read LotRIII 476.*

— S —

SADOC BRANDYBUCK — Lvl: 4. Clan: Stoor/ Fallohide. B: T.A. 2779. The second son of Gormadoc "Deepdelver" Brandybuck, who was the first Master of Buckland. *Read LotRIII 476.*

SALVIA BRANDYBUCK BOLGER — Lvl: 3. Clan: Stoor/ Fallohide. B: T.A. 2826. The third child of Sadoc Brandybuck, and wife of Gundabald Bolger. *Read LotRIII 476.*

SANCHO PROUDFOOT — Lvl: 2. Clan: Harfoot. B: T.A. 2990. The son of Olo Proudfoot and a first cousin twice removed to Bilbo. Following the Farewell Party, Frodo discovered Sancho prying in Bilbo's pantry searching for Bilbo's legendary gold hoard. Frodo wrestled with Sancho and forcefully evicted him from Bag End. *Read LotRI 67; LotRIII 474.*

SARADAS BRANDYBUCK — Lvl: 3. Clan: Stoor/ Harfoot/ Fallohide. B/D: T.A. 2908-3007. The third child of Gorbadoc "Broadbelt" Brandybuck, and therefore a great-uncle of Meriadoc's. *Read LotRIII 476.*

SARADOC "SCATTERGOLD" BRANDYBUCK — Lvl: 3. Clan: Harfoot/ Fallohide. B/D: T.A. 2940-F.A. 11. The son of Rorimac Brandybuck, and a Master of Buckland (T.A. 3008-F.A. 12). In that role he earned his nickname, which refers to his poor management skills. He married Pippin's aunt, Esmeralda Took and fathered one child, Meriadoc. *Read LotRIII 475, 476.*

SEREDIC BRANDYBUCK — Lvl: 3. Clan: Harfoot/ Fallohide. B: T.A. 2948. The husband of Hilda Bracegirdle and the son of Saradas Brandybuck. He was Merry's first cousin once removed and Frodo's first cousin. *Read LotRIII 476.*

SIGISMOND TOOK — Lvl: 3. Clan: Harfoot/Fallohide. B/D: T.A. 2890-2991. The son of Hildibrand Took, a first cousin of Frodo's mother, Primula, and the grandfather of Frodo's friend Fredegar Bolger. *Read LotRIII 475.*

— T —

TANTA HORNBLOWER BAGGINS — Lvl: 3. Clan: Harfoot. The wife of Largo Baggins, who was a great-uncle of Bilbo's and the great-grandfather to Frodo. *Read LotRIII 474.*

TED SANDYMAN — Lvl: 3. Clan: Harfoot. A native of Hobbiton, Ted was the son of a miller, and was notable for his disbelief in the fantastic realities of Middle-earth: Dragons, Ents, and even Elves. It is obvious from Professor Tolkien's record that such disbelief was morally reprehensible. But Ted nevertheless was much quicker to cast aspersions even on reliable storytellers than to believe in such things. In such a fashion he made remarks implying that both Bilbo and Frodo were full of moonshine instead of truth. He later became a comrade of Lotho Sackville-Baggins during Lotho's nasty overlording of the Shire and aided the agents of Saruman. During that period Lotho built a larger mill for Ted, a building which succeeded in doing nothing more than fouling the lower Waters as far as the Brandywine. Ted attempted to warn the boss and his men of the arrival of the Company Hobbits' forces, but was much too late to do Lotho any good. His further history is unrecorded, but it may be assumed that he either remained in the Shire in disrepute or had to leave for more hospitable climes. There is little chance that such a nasty and narrow-minded fellow could have altered his character for the better. *Read LotRI 73-74; LotRIII 361, 366-367.*

TOGO GOODBODY — Lvl: 3. Clan: Harfoot. The husband of Lily Baggins; therefore he was Bilbo's great-uncle and Frodo's great-great-uncle's. *Read LotRIII 474.*

TOLMAN "YOUNG TOM" COTTON — Lvl: 4. Clan: Harfoot. B: T.A. 2980. The oldest child of Farmer Tolman "Tom" Cotton; his nickname distinguished him from his influential father. Young Tom served as Deputy Mayor of the Shire for the year of F.A. 22 while Samwise was away visiting Gondor. Young Tom was the older brother of Sam's wife, Rose Cotton. *Read LotRIII 471, 477.*

TOLMAN "TOM" GAMGEE — Lvl: 5. Clan: Harfoot. B: F.A. 21. The youngest child of Samwise Gamgee. The boy's name reflects the tremendous respect and gratitude Sam felt for Farmer Tolman Cotton (his father-in-law) and for Tolman's son Young Tom. *Read LotRIII 477.*

• **TOM COTTON** — the nickname of Tolman Cotton.

TOM SANDHEAVER* — Lvl: 3. Clan: Harfoot/ Fallohide. A smial builder like his cousin Hal Sandheaver, a Bree Hobbit. He often traveled to Bree to assist Hal on difficult or lengthy jobs. *See ICE's Bree and the Barrow-Downs 12.*

— W —

WILCOME "WILL" COTTON — Lvl: 3. Clan: Harfoot. B: T.A. 2946. The second son of Holman Cotton and the younger brother of Farmer Tolman Cotton. He was therefore the uncle of Sam's wife, Rose. *Read LotRIII 477.*

WILCOME "JOLLY" COTTON — Lvl: 4. Clan: Harfoot. B: T.A. 2984. The third son of Farmer Tolman Cotton, named after his uncle. Like his father and brothers, he was a stout Hobbit who could respond quickly and aggressively to trouble in the Shire. He was one of the brothers of Sam's wife Rose Cotton. *Read LotRIII 354, 477.*

WILBALD BOLGER — Lvl: 2. Clan: Harfoot. B/D: ca. T.A. 2900-3000. The husband of Prisca Baggins, and therefore Posco Baggins' brother-in-law. *Read LotRII 474.*

WILLIE BANKS — Lvl: 3. Clan: Harfoot. D: T.A. 3019. An unfortunate Bree Hobbit who was killed in the conflict between the Breelanders and wicked Bill Ferny and his friends. Willie was described as a good fellow who will be missed, and he apparently was brave in the conflict where he died. *Read LotRII 335.*

WILL WHITFOOT — Lvl: 4. Clan: Harfoot. Will was best known as the Mayor of Michel Delving (T.A. 3013 to F.A. 7). He had the misfortune of being the first Hobbit to be imprisoned in the Lockholes by Lotho Sackville-Baggins and his "Chief's Men." However, Will was somewhat fortunate in that the Chief's men were not yet in the habit of beating and grievously mistreating their prisoners, so that Will suffered less ill treatment than most of the prisoners. Before that experience Will was the fattest Hobbit in the whole Westfarthing, and was nicknamed Old Flourdumpling. This

nickname originated when the roof to the Town Hole collapsed and buried Will in chalk. He crawled out white, and round as ever. No doubt his obesity was encouraged by his "burdensome" responsibility of presiding over innumerable banquets. After Will's release Frodo served one year as his deputy Mayor, appearing at the required functions until Will was fattened back up to play his social role. Normally Will was simply called Old Will. *Read LotRI 214; LotRII 347, 360, 372-373, 377, 471.*

WISEMAN GAMWICH — Lvl: 3. Clan: Harfoot. B: T.A. 2800. The son of Harnfast of Gamwich. He moved to Tighfield and most likely worked in the family's second traditional job, that of a roper. Wiseman was Samwise's great-great-grandfather. *Read LotRII 477.*

— Y —

• **YOUNG TOM COTTON** — the common nickname for Tolman Cotton, the oldest child of Farmer Tolman "Tom" Cotton.

THE HOBBITS — R-Y										
Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Reginald Took	3	44	SL/5	20	N	N	40ss	45sb	20	Scout/Rogue.
Robin Gamgee	4	47	No/1	15	N	N	30ha	40sb	15	Artisan.
Robin Smallburrow	3	46	SL/5	15	N	N	30ss	30sb	15	Scout/Thief, Sheriff.
Rorimac Brandybuck	5	51	Ch/13	40	Y	N	55ss	50sb	20	Scout/Rogue.
Rosa Baggins Took	3	32	No/1	10	N	N	15da	—	10	Landed Gentry.
Rosamunda Took Bolger	3	30	No/1	15	N	N	10da	5sl	15	Landed Gentry.
Rose	3	36	No/1	10	N	N	10cl	—	10	Housewife.
Rose Cotton Gamgee	5	44	No/1	15	N	N	20ha	—	15	Housewife.
Rose Gamgee	4	39	No/1	15	N	N	15cl	—	15	Artisan.
Rose Sandheaver	4	37	No/1	10	N	N	10da	5sl	10	Artisan.
Rose Sandheaver	3	36	No/1	15	N	N	10da	—	15	Artisan.
Rowan	3	35	No/1	10	N	N	10cl	—	10	Housewife.
Ruby Bolger Baggins	2	23	No/1	10	N	N	5cl	—	10	Housewife.
Ruby Gamgee	3	31	No/1	15	N	N	10da	5sl	15	Artisan.
Rudigar Bolger	3	44	No/1	20	N	N	30ha	30sb	20	Artisan.
Rufus Burrows	2	34	SL/5	15	N	N	25cl	20sl	15	Artisan.
Sadoc Brandybuck	4	49	SL/5	20	N	N	35ss	40sb	20	Landed Gentry.
Salvia Brandybuck Bolger	3	37	No/1	10	N	N	10da	—	10	Housewife.
Sancho Proudfoot	2	32	No/1	15	N	N	30cl	35sb	20	Scout/Thief.
Saradas Brandybuck	3	46	SL/5	20	N	N	30ss	25sb	15	Landed Gentry.
Saradoc Brandybuck	3	46	Ch/13	40	Y	N	45ss	45sb	15	Scout/Rogue.
Seredic Brandybuck	3	42	SL/5	15	N	N	30ss	40sb	20	Landed Gentry.
Sigismund Took	3	47	SL/5	20	N	N	35ss	35sb	20	Landed Gentry.
Tanta Hornblower Baggins	3	35	No/1	10	N	N	10da	—	10	Housewife.
Ted Sandyman	3	43	SL/5	15	N	N	35cl	40sb	15	Scout/Thief.
Togo Goodbody	3	42	No/1	20	N	N	25ha	20ha	20	Artisan.
Tolman Cotton	4	46	SL/5	20	N	N	45ha	50sb	25	Scout/Rogue.
Tolman Gamgee	5	51	SL/5	15	N	N	40cl	45sb	15	Farmer.
Tom Sandheaver	3	40	No/1	10	N	N	35cl	40sl	10	Artisan.
Wilcome Cotton	3	38	SL/5	15	N	N	35ha	35sb	15	Farmer.
Wilcome Cotton	4	47	SL/5	20	N	N	45ha	45sb	20	Scout/Rogue.
Wilibald Bolger	2	36	No/1	15	N	N	20da	25sb	15	Artisan.
Willie Banks	3	44	SL/5	20	N	N	45ss	40sl	20	Scout/Rogue.
Will Whitfoot	5	50	RL/10	15	Y	N	60ss	50sb	-10	Scout/Rogue.
Wiseman Gamwich	3	39	No/1	15	N	N	30ss	40bo	15	Artisan.

NOTE: The relatively high MovM bonus is a reflection of Hobbits' stealth and ability to cover short distances surprisingly quickly. For running maneuvers of over 100' distance, reduce a Hobbit's MovM bonus by half. Professions such as Farmer, Artisan, and Landed Gentry reflect Tolkien's view of Hobbits. For MERP/RM treat as Scout/Thief.

5.0 DWARVES

Aka: Khazâd; Naugrim; the Stunted Folk or Stunted People; Nogothrim or Noegyth (S. sing. "Nogoth"); Gonnhirrim; Hadhod; Folk of the Mountain; Mountain-folk; Dark Folk; Aulë's Folk; etc.

Following the creation of Arda and its continents, Eru (the "One") resolved to populate Middle-earth with his Children. He chose the Elves as Firstborn and told his servants, the Valar, of his plan. In turn, they went about preparing the world in the long years before the Coming.

But Aulë, Smith of the Valar, grew impatient. He desired the awakening of Eru's Children in order to teach them his lore and crafts, and slowly this passion consumed his thoughts. Finally, Aulë could tarry no longer, so he secretly made Children of his own. He wrought the Seven Fathers of the Dwarves from earth and stone and molded them into the vague image Eru had described. In this, he strayed from Eru's plan, for the Childrens' forms were unclear to Aulë, and the Dwarves were born as they are now: short and stout, strong and unyielding, fierce and proud.

The One is never fooled, and Aulë could not long hide his handiwork. As the Dwarven Fathers awoke and the Smith began giving them speech, Eru spoke to Aulë and reminded him that the Valar were not to create. Those things a Vala makes are part of that Vala's being and cannot act or think outside the thoughts of their maker, thus the Dwarves were bound to Aulë. The Smith never desired such lordship, nor did he wish to displease Eru, and he acknowledged his folly and repented.

As part of his repentance, Aulë offered to destroy his own creations, but Eru accepted the Dwarves in the form they were made, as his own Children. The One gave them a life and a will, and then cast the Seven Fathers into a deep sleep in the chambers where they had been shaped. There they lay, deep beneath the mountains of Middle-earth, awaiting their time. Though the Elves came later, they were still Firstborn.

5.1 THE TRIBES OF THE SEVEN FATHERS

Years after the birth of the Elves, the Seven Fathers of the Dwarves awoke and came forth into the world with their Seven Kindreds. They began to explore their new land, finding things of beauty. During these wanderings, some Tribes chose to settle in wondrous homes beneath the heights of Middle-earth, while others traveled on in search of greater gifts. Although they are a race without physical grace, the Dwarves have always had an eye for those things splendid and magnificent, and this passion drives them to seek new riches.

Thus, the Kindreds went their own ways. The Seven Dwarf-kings quarreled over territory and the paths they should take in quest of fairer places to reside. Of the three tribes that marched into the Northwest of Endor, that of Durin I (The Deathless) left the trail in the Misty Mountains; the others went on into the Blue Mountains beyond Eriador.

5.11 A HISTORY OF DURIN'S FOLK

Durin I was the First Father of the Dwarves and his House is the oldest of the Seven. Accordingly, he was first among equals when the Kindreds were together. The three tribes that reached the eastern edge of the Misty Mountains in the early First Age followed his bidding and advanced up the valley of the River

Celebrant toward the Redhorn Pass in order to cross the range. Climbing the steep ravine, they came to the cool springs of Kibil-nala, which feed the river; they camped in the vale that surrounded the watersource.

One morning, Durin rose and scouted the upper valley where, on a shelf protected by a lip of stone, lay a small, narrow lake. Despite his hardiness — and the fact that the pool was only a few hundred yards above the springs — Durin felt need for refreshment and bent down to drink from the lake. The pool's surface was as glass and the shine beckoned him. As he lowered his hands, however, he stopped in wonderment: the reflection cast in the watery sheen was his own, but a "Crown of Seven Stars" was around his head.

Durin deemed the vision a sign that the valley was the place from which he would rule his kingdom. He returned to the camp and proclaimed that he would stay. His host gathered round, and scouts were sent into the heights above the vale. They found a cave mouth in the mountainside, behind which lay a vast complex of richly-endowed natural chambers. Durin chose the site for his home and named it Khazad-dûm, the "Dwarf-mansion."

Durin's Kindred rallied around their King, but the other tribes decided to move onward. They knew that the wealth of Khazad-dûm would not be divided evenly, for it was not the Dwarven way; nor was it comfortable for Kindreds to live among one another. All but Durin's Folk crossed over the Redhorn Pass, leaving their brethren behind in the sacred vale.

THE FOUNDING OF DURIN'S MANSION

Durin called the enchanted pool Kheled-zaram, the "Glass-lake;" thus the Westron (Common) term Mirrormere. A stone obelisk was erected on the spot where he first gazed upon "Durin's Crown" and, to this day, no matter what hour or what form the light might take, one can see the Seven Stars in the water. Yet, no one's face is ever reflected in the Mirrormere.

Since the valley surrounding the Glass-lake was shadowed by the three high peaks of Cloudyhead, the Redhorn, and the Silvertine, it was given the name Azanulbizar, which means the "Valley of the Dim Rills" (Dimrill Dale). Durin counted both the vale and its lake as the entryway to, and the easternmost part of, his new Kingdom. Durin's Dwarves then carved twisting stairs along the face of the Silvertine to connect Dimrill Dale with Khazad-dûm. An eastward facing porch was built at the top of the stairway, and a pair of huge steel doors were erected to protect the Great Gates (East-gate), then the only entrance to the Dwarven halls.

With the passing years, Khazad-dûm was extended ever-westward beneath the Silvertine. Natural supports of limestone, granite, and alabaster were sculpted into marvelous columns; chambers and grottos became grand halls, some asymmetric and natural, some formally proportioned. The Dwarves smoothed winding passages and lined them with finely-cut stone. Majestic stairways interlaced the complex, uncoiling into the depths or reaching toward the spires above. Durin's craftsmen provided rugs, tapestries, banners, and gilded screens to warm the rooms. Jewels and semi-precious stones accented reliefs and were inlaid into huge, embossed fountains and imposing statuary. Dwarven engineers tamed wild streams and falls, crafting beautiful stone channels to carry water to the driest subterranean reaches. Fantastic towers and deeply-hewn windows gathered the outside air and welcomed the rays of the sun and the moon. Many-hued marbles and black, glassine obsidian adorned the walls, and the whole mansion was filled with the dancing light of a thousand crystal lamps.

BELEGOST AND NOGROD

While Durin's Folk labored to create Khazad-dûm, the two tribes that had gone onward across the Misty Mountains traversed the expanses of Eriador and founded their own dwellings among the peaks of the eastern Ered Luin (S. "Blue Mountains"). Their delvings became sister cities of Belegost and Nogrod. Not long after their arrival, the Dwarves of Belegost encountered the Sindarin Elves of the region. This first meeting of Dwarves and the Firstborn was cautious, but created a bond between the those of Belegost and King Thingol's Grey-elves. Trade between the two races flourished and the Dwarves (whom the Elves called Naugrim, or "Stunted People") became renowned for their stone- and metalcraft. Belegost's forges gave the world the first chainmail, and her craftsmen carved Thingol's refuge at Menegroth.

Relations between the Elves and the Dwarves of Nogrod were not so friendly, however, and their commerce was limited. Although the smiths of Nogrod surpassed those to the north (including the exalted Telchar), their skills could not offset their coolness. Nogrod's Dwarves demanded too much for their superb steelwork and coveted too many of the prizes owned by the Elves.

But the differences between Elves and Dwarves did not interfere with their alliance against the Black Enemy Morgoth. Dwarven armies and weaponry proved instrumental in the struggle against darkness; Naugrim blood spilled onto many battlefields, and their presence often proved decisive. At the Battle of Unnumbered Tears, the Dwarf-lord Azaghâl of Belegost led his warriors into the flames of Morgoth's Dragon-host. Hardened by the fires of the earth and the heat of their own great forges — and wearing full-helms engraved with wicked face masks — the Dwarves withstood the Drakes' onslaught. Azaghâl faced Glaurung, and wounded the Father of Dragons, but the beast slew the Dwarven Prince (Azaghâl was the eldest son of King Dwâlin). His valor, however, inspired the unyielding Dwarves, who then drove the injured Glaurung homeward with his brood.

THE ORIGIN OF STRIFE BETWEEN THE DWARVES AND THE SINDAR

Still, the Dwarves did not escape Morgoth's Evil. Some succumbed to malice and greed. Of these, the worst hailed from Nogrod, Dwarven warriors and smiths who spawned much of the everlasting ire between the Sindar and the Naugrim.

Because of their absolute mastery of steel, stone, and gem-craft, the smiths of Nogrod produced occasional works for the Elven Lords. The necklace Nauglamír was the greatest such creation, and was held by a succession of Noldorin Elf-kings. During the late First Age, however, it passed to King Thingol of the Sindar. Thingol possessed one of the three almighty Silmarilli (Jewels of Power) — one that had been recovered from Morgoth — and he wanted the Jewel set in the necklace. Thus, he commissioned some of Nogrod's craftsmen, hoping they could amend their own grand design, for in those days, some of these smiths worked and resided in separate quarters within Thingol's mansion at Menegroth. Coveting the high Jewel, the Dwarves murdered Thingol and stole the prize. They were pursued, and all but two were killed. The avenging Sindar reclaimed the Silmaril and bore it back to Menegroth.

Those Dwarves that escaped went home to Nogrod and told their kinsmen that their companions had been put to death at Thingol's orders. Without knowledge of the truth and against the cautioning pleas of the Dwarves of Belegost, the host of Nogrod armed themselves and marched on Menegroth. They sacked the Elven hold and captured the Silmaril.

Nogrod's Dwarves quickly turned homeward, but word of their deeds passed more swiftly, and an army of Elves, Men, and Ents fell upon them at the ford called Sarn Athrad. The Dwarven axes were no match for their pursuers' wrathful vengeance, and the Naugrim were slaughtered. In the end, the Lord of Nogrod lay dead and the cursed Silmaril was cast into the River Ascar. An uneasy peace prevailed but, from this time on, the Dwarves and the Sindar have always been at odds.

Years later, Morgoth was overthrown by the Host of the Valar and northwestern Middle-earth was wrecked. Disaster befell its peoples as the cataclysmic Great Battle claimed much of the land. Most of Beleriand sank into the sea; quakes and fire destroyed Nogrod and Belegost. The surviving Dwarves fled westward into Eriador and began to wander. Eventually, they joined Durin's Folk in Khazad-dûm, bringing both mesmerizing knowledge and their unswaying hatred of the Sindar. Their arrival crowded Durin's home and tested the mettle of its inhabitants. It spawned an age of building and mining without equal in the annals of Dwarvenkind.

THE GOLDEN YEARS OF THE SECOND AGE

Khazad-dûm's boundaries moved steadily north and westward during the first seven hundred and fifty years of the Second Age. With hammer and mattock, with ferocity and fire, the Dwarves beat back every obstacle and unearthed seemingly endless mineral wealth. As the centuries passed most of the stone beneath the upper Silvertine was somehow touched. Everywhere, the Naugrim delved relentlessly: rock was carved and modeled for support; caverns and fissures became halls and passages; the ores bound beneath the earth surrendered metals, both precious and practical. The greatest Dwarven hold became still grander.

Elves also prospered during these untroubled times, for those who survived the Fall of Morgoth built new Kingdoms in Lindon (what remained of Beleriand) and western Eriador. Noldor settlements began buying raw materials from Durin's Folk soon after the end of the First Age, and trade routes sprang up. Caravans bearing Dwarven wares left the Great Gates of Khazad-dûm and ascended the stairway road that ran out of Dimrill Dale and over the Redhorn Pass. After descending the foothills of Eregion, they made their way westward across the wild open country of Eriador, finally reaching destinations in the Tower Hills, or Grey Havens. The Elves paid for these shipments with precious jewels and finished goods.

Over time, many of the Noldor (Deep-elves) moved east to the western edges of the Misty Mountains, and some settled along the trade routes of Eregion. These Elves lived amicably beside Durin's Kindred, since no animosity existed between Noldor and Naugrim. Commerce expanded, prompting still more Dwarven mining.

Around S.A. 700, Dwarf engineers extended their iron and silver mines to the northern edge of the Silvertine and uncovered a vein of an entirely new metal. It could produce alloys harder, lighter, and stronger than steel, yet it was as malleable as copper. They called it "True-silver," or "mithril" (S. "Grey Brilliance") in the Elven-tongue, because it gleamed and did not tarnish or weaken when worked. No metal possessed its combined properties of strength and beauty, and none inspired so much demand. The already affluent Dwarves of Khazad-dûm became even wealthier.

The discovery of mithril prompted a Noldor migration into Eregion. Coming in search of new material for their wondrous crafts, these Elves settled in smaller Elven towns and built a great city at the junction of the rivers Sirannon and Glanduin. Mithril excited the ever-curious Noldor, Elves who rivalled — and often surpassed — the Dwarves in the arts of smithcraft. Noldor jewelry was precious and required the finest materials. Mithril was a prize they could not ignore.

Within decades of finding mithril, Durin's Folk had completed a subterranean road beneath the Silvertine that connected their city and mines to the Elven realm of Eregion. The West-gate of Khazad-dûm was opened, and goods bound for the Noldor stores and forges no longer had to travel the long route over the Redhorn Pass. Khazad-dûm spanned the Misty Mountains. Elf-crafts and Dwarven things flowed freely and the Dwarf-city became known for its increasingly opulent splendor. It was truly a golden time.

THE MIGRATION OF THRANDUIL'S ELVES

Beginning in the year 800 of the Second Age, a threat to the friendship between Durin's Kindred and the folk of Eregion appeared. Sindar Elves from King Thranduil's Kingdom in Lindon migrated into the Noldor lands and took residence among the Deep-elves. Coming out of western Eriador in search of a new realm, they brought the old memories of the Sorrow of the Nauglamir, the Sack of Menegroth, and Battle of Sarn Athrad. Like all Dwarves, Durin's Folk never forgot a right or wrong, nor did they easily relinquish a well-nurtured grudge, and the eight centuries since the passing of the First Age did not erase the suspicion and hatred between Dwarf and Sinda.

The proud Noldor politely accepted Thranduil's people, but the arrival of Sindar simply alienated the Dwarves. The Naugrim slowed their trade with Eregion and refused to deal with the Grey-elves. For the first time, disputes with the Noldor became a problem, and strife spread.

Eregion's leaders — notably Celebimbor, Galadriel, and the Sinda Celeborn (Galadriel's husband) — realized that harmony was gone and that the threat to peace increased daily. They pressured Thranduil to remove his people from Eregion and seek a new home. Their words rang true, and Thranduil sought council among the Sindar. Since Grey-elven folk felt subjugated among the mightier Deep-elves, they agreed to depart and, around S.A. 850, the Sindar crossed the Redhorn Pass in search of territory they could call their own. (They eventually settled in northern Mirkwood.)

With Thranduil's Grey-elves gone, relations between Khazad-dûm and Eregion improved, but they never again reached a state of amity. The Dwarves maintained distance and, although outright hostility vanished, suspicion and uncertainty remained. Naugrim ways did not normally embrace cooperation and concord, and Durin's Folk felt betrayed by their own weakness. From this day on, Thranduil's arrival was remembered as a sign of Noldor allegiance. The Dwarves did not forget the "dark times."

THE LORD OF GIFTS AND THE RINGS OF POWER

In the three hundred and fifty years following the time of Thranduil's exodus from Eregion, both the Elves and Dwarves continued building their kingdoms and trading carefully when need arose. An uneasy balance prevailed; peace reigned. Then, Annatar, the bewildering "Lord of Gifts," appeared in Eregion. Fair-seeming and wise, Annatar preached that, with his aid, the Noldor could build a land as fair as any, anywhere. His words seduced the Deep-elves, for they loved their realm and Middle-earth, but longed for the beauty of the Undying Lands of the Uttermost West. Like the Dwarves, they loved Aulë and rejoiced in the creation of things of power and elegance.

Annatar was versed in high lore and gave amazing presents to the smiths of Eregion. The skills of the Deep-elves reached inestimable heights and their leader, Celebimbor, believed every utterance from the Lord of Gifts. Followers of Galadriel and Celeborn advocated restraint, but did not allay the desires of their brethren. A schism resulted and Galadriel's folk decided to leave Eregion and journey to Lorinand (later called Lórien), east of the Misty Mountains. Galadriel asked for safe passage through

Khazad-dûm, and the Fair Lady was permitted to lead her people out via the Dwarven Road. Meanwhile, Celebimbor's smiths continued to work closely beside their new teacher and Eregion's fortunes blossomed. The dissenters had left with Galadriel and all was well, except that Annatar was actually Sauron, the Dark Lord and loftiest servant of the Evil that was Morgoth.

Eventually, Sauron persuaded Eregion's Noldor to create Rings of Power, and the smiths labored many years under his guidance. They forged Nine Rings, and then Seven more. Ten years later, Celebimbor completed the Three Elven Rings, works of his own making that possessed still greater power.

Dwarves watched these events carefully and dwelled on Galadriel's fears. Never weak, they disliked and feared things unknown and took little comfort in Annatar's presence. Word of the wroughting of powerful rings concerned King Durin III, so he sent envoys to Celebimbor. The Elf-lord appreciated the needs of his neighbor and desired to maintain friendship with the Naugrim. Thus, he gave Durin III the first and greatest of the Seven Rings.

The gift pleased Sauron, for the Dark One planned to control all those who held the Rings of Power and, in so doing, dominate the Free Peoples of Middle-earth. Durin III was King of the Khazad-dûm, the mightiest Dwarf alive, and Sauron thirsted for the wealth of the Dwarf-lord's realm. The Dark Lord retired to Mordor to complete the task of mastering the great Rings.

Nearly a decade after his return to the Black Land, Sauron secretly forged the One Ring in the fires of Orodruin (Mount Doom). It was the Ruling Ring, born of the same knowledge that made the others and, with it, the Dark One became the Lord of the Rings. But as he placed it on his finger, Celebimbor realized the plight of the world and ordered the Three Rings removed from use. Sauron was furious, since his tools could not hold sway over those who did not wear them. Worse yet, he found that he was unable to control the Dwarf-king, who still wore one of the Seven. Durin III, like all Naugrim, was difficult to comprehend and did not submit to domination.

THE WAR AND THE NAMING OF MORIA

Nine decades passed while the the Dark Lord assembled his host and prepared for war. Then, in S.A. 1693, armies poured out of Mordor and crossed the Anduin, driving westward. Celebimbor reacted by sending the Three Elven Rings to safety in Lindon, where King Gil-galad maintained a vigil. Sauron's servants invaded Eregion four years later. Both the Noldor of Eregion and the Dwarves of Khazad-dûm braced themselves, but the terror and fury of the assault seemed unstoppable. Dwarven warriors refused to leave the protective confines of their city, while the Deep-elves battled the Dark One's host through the ravines and holly-covered hills of Eregion. By day, the Noldor withstood waves of pitiless Men; at night, the assailing ranks were filled with countless Orcs and Trolls. Sauron's horde broke through and stormed the Elf-city of Ost-in-Edhil. Seeking refuge for his beleaguered people, Celebimbor sent envoys to Durin III.

The Dwarf-king refused to open the West-gate to the Elves, just as he had denied warriors for the defense of Eregion. The escape route was closed, and the Noldor slaughtered. Celebimbor fought to the end, but Sauron and his Orcs captured, tortured, and then executed the Master-smith. After sacking the treasures and craft-halls of the House of the Jewel-smiths, the Evil One took the remaining six of the Seven, and all the Nine Rings of Power. Eregion lay in waste, the Elf-kingdom forever gone. Its few survivors fled northward to Rhudaur, where their leader — Elrond son of Earendil — founded the haven called Imladris (Rivendell). The secret of the Three Elven Rings went with them, and Sauron was denied his greatest prize.

After a futile pursuit of Elrond's company, the Dark Lord's forces turned on an army of Durin's Dwarves and Elves from Lórien. The Evil Horde prevailed and reached the West-door of Khazad-dûm but, once again, the gates were shut. Sauron's throng wheeled, and overran all of Eriador. A year later, the Lord of the Rings' worst fear came true. After a five year delay, a Númenórean army landed at the Grey Havens and supported a successful defense of Lindon. Then, the Númenóreans sailed southward and weighed anchor at Lond Daer by the mouth of the River Gwathló. A series of battles followed, and the High Men of Númenor — allied with Gil-galad's from Lindon and Galadriel's warriors of Lórien — swept Sauron's servants out of Eriador. Middle-earth enjoyed peace for fourteen hundred years thereafter.

Legends say that Durin III was somehow affected by his Ring of Power when he rejected Celebrimbor's pleas. Unreal fears of having to divide the wealth of Khazad-dûm may have surfaced, with or without Sauron's prodding. Dwarven tales, however, hold that the Dwarf-king acted out of concern for his people, knowing that the defense of Eregion was fruitless and that the Dwarven city was too gravely endangered to risk opening the gates. A chaotic migration of fleeing Elves might have brought doom. In any case, Durin III withheld aid when it was sorely needed, and the Elves never forgave him or his kindred. From that day forth, the many of the Elven peoples sustained an enduring hate for Durin's Folk. (Only the Elves of Lórien, Galadriel's followers, maintained friendship with the Dwarves.) The others now called Khazad-dûm "Moria," the "Black Chasm."

THE FATE OF THE SEVEN DWARVEN RINGS

Although the end of the War Between the Elves and Sauron concluded an era of turmoil, the Dwarves counted the remainder of the Second Age as "Accursed Years." Sauron retired to Mordor and slowly nursed his wounds. Quiet ruled, but the Dark Lord's malice still lurked.

Despite his repose, the Evil One touched the Dwarves soon after his retreat from Eriador. Direct force had failed, so he decided to apply other means of control. Agents bearing the remaining six of the Seven Rings of Power approached Durin's fellow Dwarf-kings. Sauron hoped that the Rings would enable him to sway the Dwarves but the Dwarven Lords, like Durin III, did not submit to the Abhorred One's will. Once again, the Khazâd foiled the Black Servant's plans. So did all Dwarves earn the undying hatred of the Lord of the Rings. Sauron fumed and cursed all Dwarvenkind, resolving that a special fate would befall the Naugrim.

The malediction proved slow, insidious, and effective. Dwarven resolve prevented Sauron from taming the Seven Tribes, but the Rings of Power still inflamed the worst desires of the Dwarf-kings. Over time, their fascination with crafts and precious things became an unquenchable obsession that grew into a greed for gold, silver, and jewels. Items of wealth and power became the focus of Dwarven life, and those that denied the Naugrim such riches became their enemies. Some Kindreds delved deeper into the earth, while others abandoned their homes in search of grander treasure. Increasingly, the Dwarves warred with their neighbors and feuded among themselves. During these times, the Dwarf-lords held the Rings until death, wanting them above all things, for without them all seemed pale and valueless.

The Dwarves remained preoccupied throughout the remaining Accursed Years and, in this, Sauron's purpose was served. While the Elves and Men struggled against Sauron's Darkness, Dwarven armies marched into remote lands in quest of new hoards. The events of the world passed them by. Númenor colonized and conquered vast lands in Middle-earth, only to fall prey to the Dark One's machinations. The High Men's continent perished, betrayed

by pride and swallowed by Eru's Great Sea. Yet her Faithful sons survived and built the Kingdoms of Arnor and Gondor in Middle-earth. In turn, they allied with the Elves and crushed the Lord of the Rings, thus ending the Second Age. Great numbers of Free Peoples lost their homes and lives, but through it all the proud, fierce Dwarves accumulated wealth and remained secluded in shielded halls.

With the dawn of the Third Age, Endor was again at peace. Unfortunately, however, Dwarven fortunes reversed, and a wave of calamities struck the rich Naugrim. Wild beasts, particularly Dragons, stirred and raided many of the Dwarf-hoards. Greed led to further kin-strife, and the Tribes turned against one another frequently. One by one, the Dwarves of the Seven Houses were robbed and battered until they took leave of their refuges and began wandering. Even the Rings of Power came to misfortune for, by the middle of the Third Age, many were lost. Dragon-flame consumed some; others simply disappeared.

THE COMING OF THE BALROG

Only Durin's Folk escaped the afflictions and deprivations of their brethren. Protected by the impregnable gates of Moria, they labored for three millenia, digging, sculpting, and fortifying their awesome hold. Builders added and strengthened stately stairs and lofty towers; artisans hewed sumptuous halls; miners cut shafts farther north and west, and ever deeper into the earth under the Three Peaks. The city embodied seven levels; its mines spread over many more.

Durin's Kindred amassed wealth beyond comprehension during these long days, largely because they held the only known source of mithril in Middle-earth. Demand for the exquisite metal ran high and, due to the mithril vein, Moria reached far beneath the Redhorn. With each passing year, mithril became harder to claim and therefore more valuable. The delving progressed unceasingly until the Dwarves unleashed a terror that drove them from the mines.

It was in the time of Durin VI that the Dwarf-miners struck a natural fissure, a deep pit which seemed without end. Within it lay the hideous creature that was the Doom of Moria and Durin's Bane. The thing of horror was a Balrog, a "Demon of Might" which had escaped the fall of its master Morgoth at the end the First Age and flown to safety. Hiding deep within an abyss, it was removed from the world for over fifty-four centuries.

Once unearthed, the Balrog wasted little time. It rose up, bearing a tremendous whip and a flaming sword as large as a man. The Dwarven miners at first stood in abject awe; but as the fiery demon approached, they ran in fright, only to be butchered like small beasts driven to slaughter. Those that survived warned King Durin VI, and an elite guard sallied forth against the intruder. This brave group of warriors prevented the Balrog from entering the inner city, but the stand cost them their lives. The Dwarves' foe burst upon their line, struck down the King, and dispatched the noble retainers amidst a furious conflagration. As the fire receded, Dwarven bodies lay strewn about the Baraz Hall.

Náin I succeeded his father as King of Moria, and immediately set about defending the city. The Dwarves were determined to avenge the loss and rid the Kingdom of the wicked creature. Their sturdy ramparts and stalwart character proved no match against the Balrog, however, for the beast was an evil Maia, a spirit born before time and possessed of the gifts of the Undying Lands. When the Demon of Might stormed the Dwarven hold early the next year (T.A. 1981), it massacred Náin and his household guard and overwhelmed the defenders. Durin's Folk fled out of the East-gate of Moria, surrendering the city to the cruel legacy of Morgoth.

Led by King Thráin I, the displaced Dwarves wandered through the Anduin valley and Rhovanion (Wilderland) for eighteen years before finding a new home. They ended their long journey at Erebor, the "Lonely Mountain," the source of the River Celduin. In caverns reminiscent of those in Moria, the Dwarves carved out a new settlement and mine complex. Erebor proved an ideal site, for it was a natural fortress and served as a source of iron and gems. In addition, Durin's Kindred quickly established trade relations with the nearby Northman settlements of Dale and Esgaroth Upon the Long Lake. The Tribe survived and flourished, although the city in Erebor never approached the beauty or splendor of that found in Moria.

THE TALE OF THRÓR

While the hold at Erebor was built, many of Durin's Folk wandered onward to the north and east. Most of these adventurous Dwarves sought riches akin to those of Khazad-dûm and despaired of the lodes found in the Lonely Mountain. Instead, they began mining in the Ered Mithrin (S. "Grey Mountains"), a region rich in silver. Dwarf-colonies followed soon afterwards and, by T.A. 2210, King Thorin I moved his home from Erebor to the site in the Grey Mountains.

Other Dwarves built mines to the east, particularly in the Iron Hills (S. "Emyn Engrin"). There they worked in peace for nearly four hundred years. Then in T.A. 2589, a great tragedy struck the Dwarf-towns of the Ered Mithrin. Stirred by the constant excavation of the mountains, Dragons came southward out of the Grey Mountain's Withered Heath and devastated everything in their path. They killed King Dáin and drove the Dwarves from their cavern holds. The Naugrim withdrew from all their mountain settlements by the end of the next year. King Thrór took most of them back to Erebor, but some migrated to the safety of the Iron Hills. One hundred and eighty years later, the Dragon Smaug the Golden flew south to the Lonely Mountain. The great Drake turned Dale into a pile of smoldering rubble and annihilated a Dwarven army. Erebor's Dwarves fled, and all Durin's Folk reunited in the Emyn Engrin.

Weary of the world and hoping for a new and permanent home, King Thrór refused to stay in the Iron Hills for more than a few months. He took a small host of followers and set out on a twenty year expedition that fruitlessly carried him down nearly every trail in Rhovanion. The empty-handed wanderers turned southward and reached Dunland in southwestern Eriador in T.A. 2790.

By this time, Thrór realized that Durin's Ring had urged him onward on a maddening venture, and that his every thought was consumed by the Ring's suggestions. The King was concerned for his people's safety and turned the Dwarven Ring over to his more vigorous son, Thráin II. As he passed the gift he spoke like one beaten by time and circumstance:

"This may prove the foundation of new fortune for you yet, though that seems unlikely. But it needs gold to breed gold."

— *LotR III, Appendix A, p. 441.*

Soon afterwards, Thrór departed from his company, taking his aged servant Nár as his only companion.

Thrór's second journey took him north, and then east over the Redhorn Pass to Dimrill Dale. His object was Moria. Old, desperate, and somewhat crazed, the King hoped to explore or re-found the lost city. At the very least, he desired to enjoy its wonders.

Whatever his motives, Thrór met his end. Nár saw folly and abandon in the mission, and cautioned his friend, but the King persevered and entered the open doors of the East-gate. It was the last time Thrór was seen alive.

Old Nár remained behind and waited for days, until the blare of horns and a wild shout roused him. Crawling from his hiding place, he saw a headless body flung upon the stairs. Face down beside it lay a head. The frightened Dwarf climbed up and discovered that it was Thrór's corpse, and that the head had been defiled by a runic brand that read "Azog." Suddenly, out of the gate's darkness he heard the voice of the Orc-lord that slew his King. Nár ran.

THE WAR AGAINST AZOG AND THE ORCS

The old Dwarf brought the news to Thráin II and, for seven days, the new King brooded in silence. Then, the Dwarf-lord stood and called for a war to avenge his father's death. Thráin's word passed throughout the land, yet it took three years to muster the united Host of the Dwarves. When the armies came together in T.A. 2793, it was the greatest gathering of Dwarves since the Elder Days.

The Great War Between the Dwarves and Orcs, a strange and bloody struggle, raged throughout the Misty Mountains for six long years. To this day, Dwarves weep and Orcs cringe at its mere mention. With the war-cry "Azog!", the Dwarven armies sacked every Orc-hold they could find, driving ever-southward from the pass of Cirith Gundabad. A determined hatred spurred the Dwarves toward Moria, the home of the one they sought so bitterly. Still, progress was slow, since most of the battles were fought deep beneath the earth (although the Naugrim pursued the Orcs wherever they could find them.) Whole Orc Tribes were obliterated in pitched melee, while the Dwarves hunted others like animals across the rugged mountain landscape.

Finally, on a sunless day in the dark of winter, the Dwarves reached Dimrill Dale and marched up the vale toward the East-gate of Moria. As they approached, they saw the Orc-horde of Azog arrayed on the slopes and stairway above, but the Naugrim pressed onward with singular zeal. They endured the chants and missiles cast down upon them with scorn and carefully swung past the Mirnmore. Then, Thráin's army caught sight of Khazad-dûm and let out a thunderous shout. Outnumbered, they plunged into battle with audacious ferocity. The Dwarves spared no one; with axe and mattock, hammer and flail, they harvested Orcs like wheat and drove up the slopes toward the gates. Hours passed and the slaughter continued unabated until, at the height of the Orkish rout, a young Dwarf named Dain (Ironfoot) sliced off Azog's head with a red axe. What was left of the Orc army scattered, and the impassioned Naugrim tracked most of them down within hours. The Battle of Azanulbizar had ended. Barely half the Dwarves survived, but the Great War was over and Thrór's score was settled.



THE LOSS OF DURIN'S RING

The war-losses convinced King Thráin II that he had too few warriors to hold Moria. With Durin's Bane alive and waiting inside, he feared another battle, so he decided not to enter the city. Since the many bodies precluded proper burial, the Dwarves took their axes to the woods and hacked down the trees for funeral pyres. They burned the dead, gathered their gear, and went their own way, leaving Dimrill Dale forever bare of forest.

Dain led many of the Dwarves back to the Iron Hills, but the others scattered once again. Thráin could not quell his wanderlust, and returned with a company to Dunland. Soon afterwards, they crossed Eriador and built a new home in the eastern Blue Mountains, not far from the places where Nogrod and Belegost once stood. There the Dwarves mined iron and slowly multiplied.

Unfortunately, there was little wealth in the Ered Luin, and thoughts of Thrór's words concerning the Ring and its need for gold to breed gold haunted the King. Although he remained in exile in the Ered Luin until T.A. 2841, Thráin II grew vexed and restless. His thoughts turned to a need for gold, and he decided to return to the halls of Erebor. Gathering a party, the King ventured eastward.

No sooner had the adventurers set out than they met misfortune. Wolves hounded their trail, and evil Crebain shadowed their movements. Still, the adventurers made good time, crossing Eriador and the Misty Mountains by fall, and passing over the River Anduin as the leaves fell. Once in Rhovanion, however, their luck ran out. Orcs countered all their attempts to turn northward, and mishaps multiplied. They meandered about for almost four years until, one black, rainy night, they took shelter at the edge of Mirkwood. At dawn, Thráin's companions discovered that their King was gone.

Sauron's agents took Thráin to their Dark Lord, who was then in Dol Guldur. The Evil One promptly cast the King into a dank prison where, five years later, he died. Just before his death, the Dwarf-lord received a secret visit from the Wizard Gandalf (the Grey) but, by then, Sauron had reclaimed the Ring of Durin. Thus ended the long and noble reign of Thráin II, the last victim of the Ring-curse. His son Thorin II (Oakenshield) was crowned King of Durin's Folk that same year.

THORIN II'S QUEST TO EREBOR

Thorin II ascended the throne as a Dwarf in exile, without a proper home for his Kindred or the Ring that was his birthright. He continued the works of his father, and the Dwarves of the Blue Mountains prospered, but he never forgot Thráin's quest to return Erebor to Durin's Line. Thorin longed to slay Smaug and reclaim the wealth taken from his House.

Years passed, and there came a time when King Thorin returned from a journey to the East and happened upon Gandalf at an inn in Bree. A union followed and, in T.A. 2941, Thorin led a company composed of Dwarves, Gandalf, and the Hobbit, Bilbo Baggins back to the Lonely Mountain. There, they entered Erebor and stirred Smaug the Dragon from his slumber. The enraged beast ravaged the surrounding countryside, but was felled by an arrow when he attacked nearby Lake-town. Unfortunately, Thorin's Company was allowed no respite after Smaug's demise, for a force of Elves marched on Erebor with claims on the Dragon's hoard. Bard the Dragon-slayer led yet another army, one of Men from Lake-town, with a similar goal. Thorin was besieged in the Lonely Mountain and awaited aid from the Dwarves of the Iron Hills.

In turn, an army of Orcs, Wolves, and Wargs arrived on the scene. Led by the Orc-lord Bolg of Gundabad (son of Azog), they fought the combined armies of Free Peoples: the Elves, Bard's Men, Thorin's Company, and Dáin II's Dwarves from the Iron Hills. So, at the Battle of Five Armies, the allied forces vanquished the Bolg's host with the aid of Giant Eagles and the Northman Shape-changer Beorn. Thorin died before Erebor's gate, but his dream prevailed. Dáin II was crowned King and the home of Durin's Folk was once again centered in the Lonely Mountain.

BALIN AND THE RETURN TO MORIA

Thorin's Company included Balin, a Dwarven warrior who accompanied Thráin on his last mission. Like all the Dwarves who survived the battle against Bolg, Balin was excited about Erebor's refounding, but his enthusiasm eventually bred a desire to pursue the rebuilding of Durin's House to its ultimate end. Balin wished to wrest Moria from the Balrog.

He got his chance in T.A. 2989, when the new Kingdom had settled and a large number of its Dwarves agreed to follow him to Khazad-dûm and build a colony in the ancient halls. That same

year, Balin's group marched south to Dimrill Dale and entered the East-gate unopposed. All was quiet within Moria, so the well-provisioned Naugrim set about restoring the city. They crowned Balin King of Khazad-dûm — the first who was not also Lord of Durin's Folk — and established a permanent, vigilant home.

Not long after the founding of Balin's Kingdom, Orcs, Trolls, and other beasts gathered in the depths of Moria and assailed the Dwarven colony. The Dwarves threw the assault back, but it was only the beginning: for the next five years, the evil throng harassed the Naugrim and picked away at their strength. Insidiously, the noose tightened around the settlement as more and more Dark creatures responded to the challenge. A great Kraken, the "Watcher in the Water," came up the River Sirannon and dammed its flow, thereby creating a pool which closed Moria's West-gate. With each month's passing, Balin's Folk retreated until, at last, they were surrounded. The harried Dwarves eventually saw no recourse but to fight their way out. Striking eastward, they strove toward the East-gate, but they never reached their goal. A vast assemblage of Orcs met them just inside the entry and turned the Naugrim back after a bloody brawl. The Orcs wounded Balin and the Dwarves retreated northward to the hallowed Chamber of Records (The Hall of Mazarbul). Balin expired as the battered Naugrim prepared the final defense. Just as his Dwarf-guard sealed the stone burial crypt, the Orc-host struck. No Dwarf survived. Moria had once again become a province of Darkness.

THE END OF THE THIRD AGE

Twenty-five years after Balin's last stand, during the last months of the War of the Ring (T.A. 3019), the Fellowship entered Moria. Bearing the One Ring, they intended to cross beneath the Misty Mountains in secret; thus, they chose the time honored Dwarf-road. Their coming signalled the beginning of a new era in Khazad-dûm.

The tale is well known, for it is recorded by Frodo in the Red Book of Westmarch. From Eregion, the party passed through the city's West-gate. It was winter, and the lack of runoff, coupled with long years without much moisture meant that the Watcher's pool was low enough to allow them to sneak by virtually unmolested. The Watcher struck to no avail, and the Fellowship slipped in via Durin's Doors.

Although dark and forbidding, Moria was quiet throughout the first day and a half of the Fellowship's journey. Its guardians did not awaken to the intrusion until a foolish Hobbit (Peregrin Took) cast a stone into a shaft. Two rests and many hours after the alarm sounded deep below, Moria's Orcs came forth, led by a great Troll. The Fellowship realized their plight as they stood in the Chamber of Records, reviewing the fate of Balin. Orkish drums prompted them to flee south, and then eastward, toward the East-gate. While crossing Durin's Bridge they encountered the Balrog, and there Gandalf stood before him while the others escaped out the Great Gates and down into Dimrill Dale. The Wizard struggled with Durin's Bane, and the Bridge broke beneath them. They fell into the lowest Under-deeps and battled through Moria for ten days before the spirit of the Balrog — and the body of Gandalf — perished.

With the Balrog dead, Moria's evil defenders were vulnerable. Yet even after the fall of Sauron, Durin's Folk made no immediate plans for the refounding of the Dwarf-mansion. Dáin II died at the hands of Easterlings before the gates of Erebor. Although the Kindred prevailed in battle, the House was again diminished. The new King, Thorin III, decided to rest his people. He realized that Moria remained an elusive prize, one to be won when Durin's Folk were stronger. The Dwarf-lord swore that, once restored, Khazad-dûm would never again be abandoned.

5.12 THE LESSER TRIBES

While Durin's Folk was the oldest and most noble of the Dwarven lines, the six other tribes of Naugrim deserve mention. They include the lines of the other original Dwarven Fathers: Bávor (the Swift), Dwálin, Thrár (the Cold), Thelór, Drúin (the Proud), and Barin (the Scarred).

Bávor's people were the first to leave the homelands. They went into the south and built their homes in the Yellow Mountains (Q. "Orolanari;" S. "Ered Laranor;" K. "Mablåd"). Quickly sundering after the murder of Bávor, they split into three factions. The largest of these groups constructed the vast delving at Baruzimabûl, the great hold that the Men of the South call "Blackflame."

THE DWARVES OF BELEGOST AND NOGROD

Dwálin and Thrár led their peoples into the Northwest, seeking the storied wealth of the Blue Mountains. Their lines met with tragedy, for they became embroiled in the warfare between the Black Enemy and the Elves of Beleriand. Dwálin and Thrár's nephew Thrúr survived to bring their followers out of the fray and ultimately to escape the predations of Morgoth. Although both Dwarf-kings lived long lives, the Third and Fourth Tribes of the Khazâd remained small throughout the Second and Third Ages.

Dwálin's Folk constructed the wonderful city of Gabilgathol, which the Sindar called Belegost (S. "Mighty Fortress;" W. "Mickleburg"). It was located north of Orod Dolmed (S. "Wet-head Mountain"). Thrár's Tribe settled in Tumunzahar, the great hold of Nogrod (S. "Dwarfmine"). Situated to the south of Belegost, its gate stood just below the eastern lip of the Cirith Ascar (S. "Impetuous Pass;" aka "Cirith Rathlóriel"). The city overlooked the Dwarf-road that cut through the pass and wound down to the Sarn Athrad (S. "Ford of Stones") on the River Gelion. This well-maintained trade route cut north along the eastern side of the mountains and connected the two Dwarven cities.

Dwálin's Dwarves aided the Noldor, resisting the onslaught of Morgoth's armies. The valorous stand by Naugrim of Belegost during the Battle of Tears Unnumbered — the Fifth Battle of the First Age — enabled the Free Peoples to avert annihilation at the hands of Glaurung the Dragon. Dwálin lost his son Azaghâl in the fray and the Sons of Fëanor became his fast allies. Later, the Dwarf-king sought to intercede on the Elves' behalf when the Sindar and the Dwarves of Nogrod came to blows over the right to possess the fabulous Nauglamír.

THE STRUGGLE FOR THE NAUGLAMÍR

The Nauglamír was a jeweled necklace of incomparable worth remade by Nogrod's Dwarf-smiths at the bidding of the Sindar King, Elu Thingol (Elwë) of Doriath. Thingol asked the Naugrim to place a Silmaril, one of Fëanor's Great Jewels, at the center of the exquisite work. When the Elven-king descended into the smith-halls of Menegroth and asked to examine the necklace, however, he found the Dwarves reluctant to relinquish the Nauglamír. Elwë confronted the Khazâd, demeaning their race and calling for them to lay down the necklace and to leave Doriath. The Dwarven smiths responded by slaying the Sindar monarch and fled toward Nogrod with the Nauglamír.

The Elves pursued the Naugrim and hunted them down as they struggled eastward toward the Blue Mountains. Few of the Dwarves made it across the Aros into Estolad; most were killed beneath the canopy of the Forest of Region. The Sindar retrieved the Nauglamír and returned it to Queen Melian.

The surviving Dwarf-smiths returned to Nogrod, where they told King Thrár that Thingol had ordered the murder of their brethren. Incensed, the lamenting Dwarves of Nogrod called for war upon the Sindar of Doriath. As noted, Dwálin of Belegost

attempted to sway them to peace, but failed. Thrár's host armed and marched on Doriath. Crossing the Aros and passing unhindered to the gates of Menegroth, they confronted the Sindar army led by Thingol's Captain, the powerful Elf-lord named Mablung. The Khazâd crushed the Elven defenders, slew Mablung before the doors of the Treasury, and sacked and plundered the city.

The Elves avenged their defeat in the Thousand Caves. Joining with the Ondrim (Ents), the Sindar struck the victorious Dwarves as the Naugrim marched homeward. The resulting fray took place at Sarn Athrad, where Thrár's forces were slaughtered and the treasures stolen from Doriath fell into the cool waters of the River Ascar (which became known thereafter as the Rathlóriel, or "Goldenbed"). Beren, the Captain of the Sindar army, slew Thrár the Cold and wrested the Nauglamír from the fallen Dwarf-lord.

So ended the brief war between the Sindar and the Dwarves of Nogrod. It was a sad story that gave birth to the long-standing animosity between the Khazâd and the Grey Elves and nearly doomed the entirety of the Third Tribe of the Naugrim. Thrár and his sons perished and the mantle of leadership passed to Thrár's young nephew Thrúr.

The new King looked to his neighbor Dwálin for aid in rebuilding his people, and indeed Thrár's Folk survived; however, it was not long before the cataclysm that accompanied the fall of Morgoth forced the Third and Fourth Tribes out of their ancient cities. Ironically, the Dwarves of Belegost suffered the most when the earthquakes and flooding reached their halls. While each tribe escaped the destruction and eventually resettled in the Ered Luin, both Dwálin's and Thrár's Dwarven lines were small in number with the dawn of the Second Age,

THELÓR'S FOLK

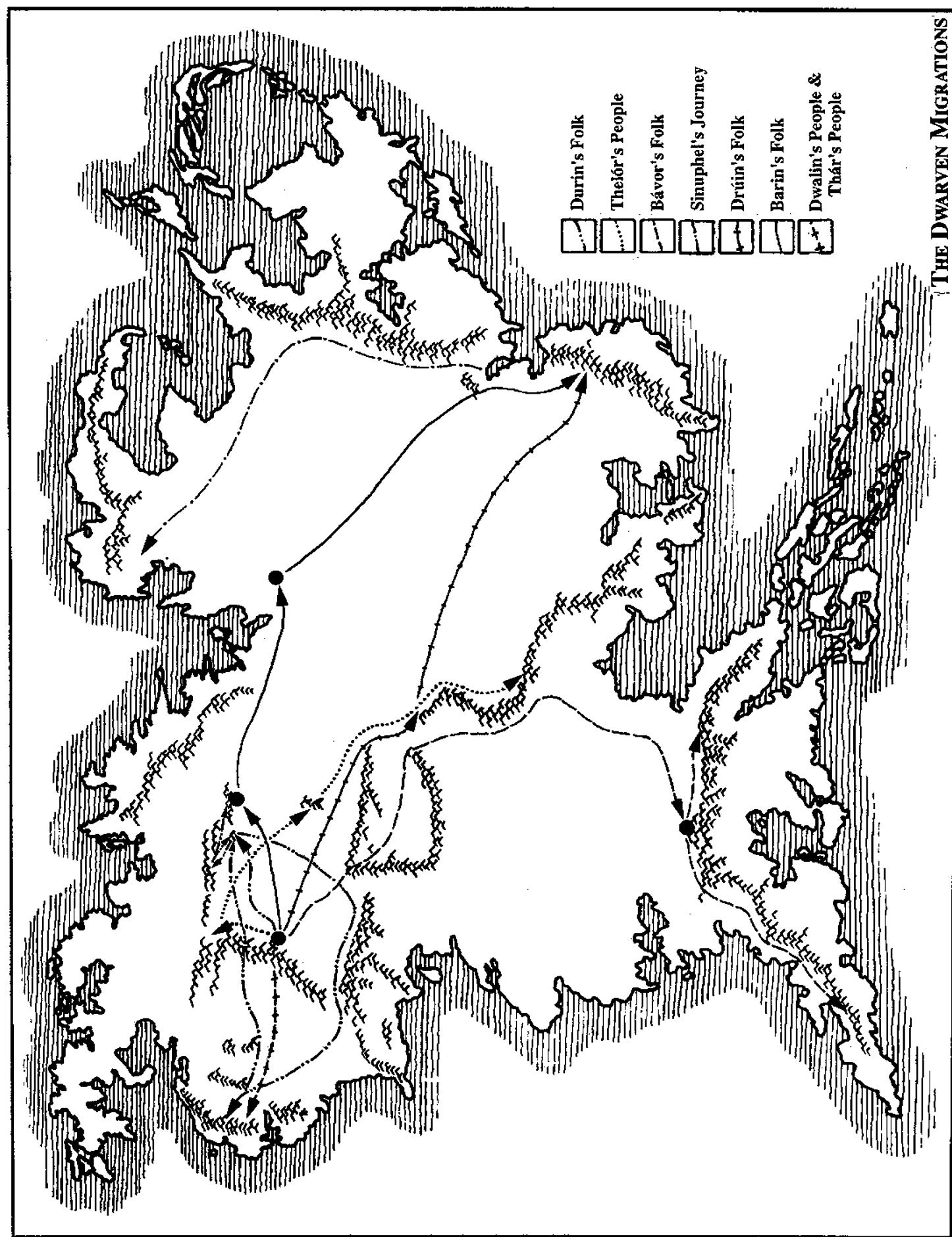
Thelór was King of the Fifth Line. Of all the seven tribes, the tale of his people was perhaps the most tragic. For a time, they lived in Mount Gundabad in the northern Misty Mountains, but a conflict with Durin's Folk and repeated attacks by the Orcs of the North drove them eastward. They settled in the Mountains of Rhûn, where they prospered for almost seven centuries; however, once again intra-Dwarven strife ended their peace. An argument between King Thelór XIV and his brother Thúlin resulted in a brief, bloody civil war. Thúlin slew his overly-proud (even by Dwarven standards) lord and laid claim to the throne. He was, in turn, murdered by Thelór's daughter Thris, whose son Threlin became King.

Threlin moved the remnants of Thelór's Folk further south in the early Third Age. He established a domain centered at the delving called Námagalúz. 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 FOUNDING OF RUURIK

The last two of the tribes, those of Drúin the Proud and Barin the Scarred, settled in easternmost Endor. There, after being apart for over seven centuries, they came together once again and laid claim to the guarded, seaward land they named Ruuriik.

The Dwarves of Drúin's Tribe founded the Kingdom of Ruuriik in S.A. 700. Ruuriik was a land well-endowed. Eru had given generously all those things Dwarves prize: the mountains were bold, high, and surrounded a great basin, itself fertile with the squat Turnarkhazâd trees. The earth and stone were rich in gold and precious minerals, while the hills were populated with a beast ideally suited to the inhabitants' narrow tastes — the fierce Kharhd.



NOTE: The Tumarkhazâd is a lowland spruce found only in Ruuriik. It grows to a height of about fourteen feet. Astoundingly uniform in appearance, these dwarf trees were carefully tended and cultivated by Drúin's Folk so that their lower branches grow straight out. The limbs of adjoining Tumarkhazâd interlock, forming a canopy that is almost exactly five feet above the ground. This remarkable, fire-resistant tree grows all over the Faliodukûm river basin and permits the Naugrim to move swiftly while under cover. More importantly, the Tumarkhazâd forests impede travel by large peoples.

The Kharhd is a hairy, short-legged beast remotely related to the Bison. Thriving in the dark Tumarkhazâd woods, they stand only three to three and one-half feet at the shoulder and can move through the unique forest with ease. The Dwarves use them as beasts of burden, and a few have actually been harnessed as mounts. They have two sharp, curving horns, which they use to defend themselves and challenge one another for dominance. Kharhd are omnivorous herd animals.

Led by Balli the Rash, the Naugrim established their capital in the caverns of Akhuzdah (Ahulë), in the rim of the mountains on the southwestern side of the Great Vale. It was called Tumunamahal after Mahal (Aulë) and consisted of a seven-tiered complex built along the lines of Khazad-dûm. Balli's craftsmen

quickly realized that the site would serve as a superb delving for a capital. The area was, after all, not only blessed with countless ore-lodes, it was criss-crossed with dozens of subterranean rivers. Balli had little trouble convincing his Lord, King Drúin the Younger, to move east from the hills of Burskadekdar and to relocate in the Walled Land.

Tumunamahal filled a vast cavern complex, one which could be reached from but two entrances. One was a door in the Tower of Drúin the Younger, a huge representation of a Dwarven cairn located in a high canyon called Drúin's Cleft. This, the main gate, led to a spiral stair that descended through a shaft to the city below. The other entry opened out of the western side of the Mountains of the Wind (S. "Ered Gwaen;" Q. "Orosúli"). A tunnel forty-nine miles long connected this secret gate to the lower level of Ahulë.

THE TWO TRIBES OF THE EAST

Only seven years after the founding of Tumunamahal, a second Dwarven tribe came to Ruuriik. They arrived in hope of settling in the northern part of the Walled Land, for their Lord, the aged Barin North-king, had proposed that his daughter Bís might marry King Drúin. Excited at the prospect of weding the talented, brilliant, and beautiful Bís, Drúin quickly granted Barin a fief covering nearly half of Ruuriik. Barin swore fealty to his host in return for the grant, and his Folk received all the land north of the Faliodukûm. By S.A. 714 the Line of Barin held sway above the swift-moving stream that divides Walled Land.

THE QUEST FOR THE MIRROR

In the earliest days of Ruuriik, when the skies were grey and the waters steel-black, there came an emissary. This counsel was a man whose stature and manner pleased all who encountered him, and even the wary lords of Ahulë lent him strong ears. His name was Anasa Wem.

Anasa Wem was of a people called the Arklu-shen. He brought word that his kind were beginning a long migration from their sacred home among the lakelands of the Far North. He requested aid and understanding from Drúin the Proud and asked that the Dwarves allow his fold to settle among the vales of the Ubaya Orocarni. This request was put before the Council of the Mirror in the Temple of Aulë and was honored by the whole of the North-king's kind. Anasa Wem laid down before the Council his sword, one which shone in hues of silver and blue, and stated that his people would never strike bargains with the foes of Dwarven ways, nor would they war upon the Dwarves or their friends. He then gave Drúin the blade and bid him farewell.

The Arklu-shen settled as they had promised and founded a vibrant (but crude) society high in the vales of their chosen land. They traded with the Dwarves and allowed treaties to be signed with Drúin's successors. As the years passed, both societies prospered. In all of those times neither group treated the other with malice, and many secrets passed among the lords.

When Múar came from the North, many peoples fled southward and sought refuge in the expanded lands of the Arklu-shen. These multitudes were willing to fight for their own safety and caused an eruption of petty struggles later to be called the Old Lake-wars. The Arklu-shen retreated to the highest vales that had been their own from earlier time; the others settled in the void. The latter groups were to pay dearly for their choice. Múar's armies, ever-expanding hordes of terror, swept down upon the newly situated peoples and slaughtered them whole. Few survived. Only the Arklu-shen escaped the awesome horror.

The Kingdom of Ruuriik was considerably less fortunate in these years, and soon suffered the same onslaught as that encountered by the peoples of Ralian and the Lower Ubaya. Múar, with the aid of his horde and the host of Fell Beasts led by Fuingurth the Strange, crushed the defenses at the Jumping Walk, and swept into the Walled Land. Ahulë was assaulted, and the many mines of the realm were taken or put under siege in the opening months of fighting.

It was at this time that Druhar and Drús (also called Zigelük and Azalidûm) sought council with the two kings, and stated that the Mirror of Aulë should be taken from their land into safety, and that all knowledge of its ways and existence should be hidden from the minds of the living. The North Hammer had been lost, and their land was nearly doomed.

Zigelük was the keeper of the Temple of Aulë, and was one of fourteen in all the world who had known the true nature of the Mithril Mirror, the first gift of Aulë. It had been said that it could enable the Dwarves to watch over their kind in other lands, and would allow them to enter any realm of stone that they so desired. In addition to this, it held the secrets of the Elder Dwarves of the First Days and was the tool that taught the skills to the first generations of Aulë's children. The Hammer was high and holy and had to be protected.

Zigelük was given guardianship of the Legacy. He left with six other lords and went north through the mountains. Stopping at Shen-Ubatya, he stayed with the descendants of the "trusted one" Anasa Wem. When he left, he was accompanied by ten of the Arklu-shen (later called Ubain). Together they took the most prized possessions of their kind on a journey northward to a place that could be called "home of an enduring time." What occurred later is unknown. One clue was left. The Men were led by Anasa Fef, grandson of Anasa Wem, and it was his quest to find the holy focus of his kind and to refound the Kingdom.

The tribes of Barin and Drúin the Proud had little trouble in prospering, despite the occasional forays from the Fale tribes to the west and the servants of the Kanks of Rúartar. The two Dwarven lines coexisted, trading and flourishing behind the mountain barriers that shielded them from the affairs of Men. It was during this time that Barin III established a great temple at the mouth of Drúin's Cleft. Reputedly built with the blessing of Mahal himself, this monument could be seen from the Great Vale and served as a watch and guidepost for the Dwarves of Ruuriik. Barin III named the structure Khalarazúm and designed the interior to resemble the legendary Birth-hall of the Seven Fathers. Centuries later, when the "Banished" fled westward and Múar threatened the kingdom, the Keys to Ahulé were stored within Khalarazúm, for the temple's stones were fused to each other and to the underlying basalt, and the structure seemed imperishable.

THE COMING OF MÚAR

Four hundred and forty-three years after the founding of Ruuriik, Múar — Morgoth's former Warlord in Uab and Uax — appeared in Ralian. Rumors immediately reached the court of Báin, the High-king of Ruuriik, that a Giant had seized control of the forested lakelands northwest of the Orosúli. He had no idea that the Umlí of Urd had accidentally stirred a Valarauko from his slumber. Múar was in fact a Balrog.

By the end of S.A. 1143 Múar had subjugated the Fale tribes of Ralian, and in the following year the Demon-king made war on the Horl and the Dwarves of Ruuriik. Chorthul IV of Womawas Drus paid the Demon-king a price to insure the peace of the Womaw. Múar's horde conquered Horl and Fenfenen, but they were unable to force their way through the mountains into Ruuriik. The war became a siege, with the Dwarves taking comfort in their safe isolation.

THE CONQUEST OF RUURIIK

In S.A. 1157, however, Múar succeeded in fooling the Dwarves by using a strange and treacherous illusion. He seized the caverns of Akhuzdah and forced his way into Ahulé, slaying King Fulla at the Battle of the Knee. King Barin III died fighting before the gates of his home at Radimbragaz. All of Ruuriik was put to the torch; only the refuge of Barin's Folk at Khazad-madûr escaped destruction.

Scattered and leaderless, Drúin's Line was virtually wiped out. Remnants of the tribe wandered westward, led by Fulla's old uncle, Róin. Barin's People fared better, although King Drárin (the Fool) perished in a vain assault on Múar's Troll-guard near the Brúl Faliodukúm. Drunin Orc-slayer restored order in Khazad-madûr and invited the survivors from Radimbragaz to safely settle in the crowded halls of the holy mine. Drunin's last actions on the ridge guarding the entry to Khazad-madûr enabled the Dwarven refugees to escape Múar's northern army. The tale of Drunin's valiant stand was recorded by an Avar chronicler who witnessed the debacle.

"Drunin was not to be seen. As the smoke cleared, Grun (II) stood in a stupefied trance; his eldest son had been cremated in the awful creature's bodily flames. Only the panic-stricken cries of abused Dwarves could shake him into a sober state. But it was too late. The battered line gave way to the onslaught; they had defied countless attacks that night, but were beaten in spirit. Attrition and horror devastated the harried Naugrim. The army that had numbered in the thousands that morning was now composed of a hundred broken warriors."

Gurn sounded a retreat on his horn, and the remaining Dwarves fled into the mine. There was little thought for the wounded, for there was so little time. Fleeing for their lives they still lost thirty. Yet they held the door of the mine for ten hours, and at daybreak the Orcs receded into the adjacent hills, confident that their success had spelled the end of the Dwarves in Ruuriik.

Ten days later, when Gurn and his battered followers again felt confident and ventured out from the mine, it was the saddest moment of their lives. The once-proud land of Ruuriik lay in utter desolation, a virtual desert where no signs of life could be perceived. Indeed the awful creature had made real his curse. The Dwarves wept. But work was to be done and the land replenished. Gurn then renamed the small shelf of land on which they had lived and mined; he called it Khazad-madûr, the 'Dwarf-womb.' They had killed his family, his people, his king, and the evil forces would be repaid. Gurn knew he would never see the vengeance fulfilled, but the descendants of these few would. The name would serve to remind them of days gone by."

The tragic tale of Ruuriik's fall ended centuries later, for Gurn's line kept Barin's Folk safely protected within the bowels of the Ered Gwaen. By maintaining their self-imposed imprisonment, the entombed tribe survived the ravages of the Demon-king. As the years passed Múar's siege ended and the Dwarves began to carefully venture out. Eventually, the Naugrim sought aid.

In S.A. 2741, Fulla, the heir of Drúin's Line, led an embassy of Dwarves and Men on a journey to Khazad-madûr in hopes of ascertaining how Múar could be defeated. Fulla sought to free the Tribe of Barin. Unwittingly, however, his arrival accidentally provided a means for Múar himself to enter the Dwarf-hold. Múar slew the Lord Dáin and his son Báin, but the Dwarven Animist Balli Stonehand killed the Balrog before the day was lost. The awful reign of the Demon-king in Ruuriik ended. A year later, Fulla and his friend Balli led an expedition which recaptured Akhuzdah (Ahulé) and drove the last servants of the Demon-king out of Ruuriik. The victorious Dwarf-lord was crowned Fulla VII, King of Ruuriik, on Yule of S.A. 2742.

5.13 DWARVEN NATURE

All Dwarves are descendants of the Seven Fathers, the original lords crafted from the earth by the Vala Aulé. Born of Aulé's thoughts, they forever carry much of the Smith's own loves and hates. Elves and Men attribute their nature to Eru's grand scheme and are shaped to conform with the "Balance of Things." Dwarves, on the other hand, only liken their ways to the Smith of the Valar, for Eru let the thoughts of his servant stand when he allowed them a life and a will. Thus, the Naugrim call Aulé Mahal (Kh. "Maker"): the giver of life, sculptor of mountains, and master of crafts.

Aulé conceived the Khazâd at a time when Morgoth was in rebellion, declaring himself Lord of Middle-earth. With fear in his mind, the Smith crafted his Children to resist the Evil of the Black Enemy. The Dwarves awoke a strong and vigorous race. They are vulnerable to greed and yet rock-hard, stubborn and yet practical, slow to love and yet fast in friendship. No other race is as rugged, nor as resistant to hunger, hurt, or toil. Naugrim can endure the longest of journeys without words, and withstand fire and cold without flinching.

Dwarves are also dear in heart to one another. Although the Seven Tribes sundered soon after their awakening and have long since spread across Middle-earth, they have remained close. A 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."* While the Naugrim are quick to quarrel — even among their own Houses — and suffer from jealousy like other Speaking Peoples, they will protect their brethren from outside enemies with unwavering fury. They will answer any call to war on behalf of their race.

The Khazâd enjoy a universal reputation for ruggedness, practicality, brutal frankness, and honor. Outwardly cold, they love things and devices crafted under hand much more than things that breathe with life. Most groups favor the rocky highlands and deep caverns of the mountains, for the Dwarves, perhaps more than any race, recollect and invoke their origins and heritage.

PHYSICAL CHARACTERISTICS

Dwarves are generally short, stocky, and strong. They are four to five feet tall and have sturdy, thick arms and legs. Their build enables them to carry great burdens and withstand tremendous hardships and punishment; it is not unusual for Dwarves to travel vast distances over short periods with little or no rest. Only Orcs rival their ability to endure work and remain steadfast in the face of an ordeal.

Like Orcs, they fear open water and the Vala Ulmo, and normally do not swim. Yet, Aulë saw to it that they are virtually immune to flame and ice, for from the time of their coming they have been subject to the fierce mountain weather and to the fires deep in the earth. Although this resistance has diminished over time, it remains a part of the Dwarven character. Dwarves are also renowned for their 200-400 year lifespans and their remarkable resistance to pain and disease.

The Naugrim have dark hair, deep-set eyes, and ruddy complexions. Because of their myriad enemies and constant exposure to the elements, they favor heavy clothing and make frequent use of stout metal armor. Dwarf-men nearly always sport long beards, unlike the slightly smaller Dwarf-women. Any apparent lack of variety is a contrivance. Dwarves quickly adopted a uniform, fierce, and grim outward appearance as a useful, protective facade, and still maintain a strong distinction between their public and private styles. When traveling, Dwarves wear hooded cloaks, often with scarves or masks, thereby creating confusion among other races. Even on the road, however, each House has a subtly unique look. Their colorful garb varies considerably from tribe to tribe, and even their hoods are tinted to indicate an individual's origin and allegiance.

MANNER

Dwarves are sober, quiet, possessive, suspicious, pugnacious, introspective, and greedy. This character has led them to seclude themselves in strongholds centered around rich veins of iron and precious metals. There they mine and create works of superb craftsmanship, while guarding their hoards with a wariness that approaches paranoia. Like their Maker, they are fabulous smiths and unsurpassed workers of stone. Dwarven items are often stunningly beautiful, but practicality underlies all their artifice. This attitude also affects their views on magic: Dwarves know of spells and enchantments, but scoff at the ways of Elves or other conjurers, preferring instead to use such power in the making of permanent physical items. Dwarven mages are unheard of.

The Khazâd are also known for their military prowess. Superbly equipped and unyielding in purpose, they fight without thought of retreat or quarter. They favor overpowering weapons as rugged and brutal as the Dwarves themselves: heavy crossbows, axes, hammers, and war mattocks. Wearing heavy armor and cruel-looking helms with cowls (face visors or masks) resembling terrifying horned beasts, a force of Dwarven warriors presents a formidable and disturbing profile.

DWARF-WOMEN

Relatively unfertile and lacking women, Dwarves rarely sire children — or even take wives. Barely a third of the race is composed of Dwarf-women and many of them desire mates they cannot have. Fewer than one in three Dwarf-men marry, for the Naugrim mate for life and will not join with one they do not desire above all others. Like most rare jewels, female Dwarves are coveted and obsessively protected in ways unlike those of any other race.

Fortunately, the Naugrim are enamored of crafts. Many never crave to love another, so they need no marital union. This introspective fascination with the arts and creation encourages stability among a race easily torn by envy and umbrage.

Dwarf-women are a proud lot. Fiercely protective of their rights, they stand as equals in all affairs but those of war. Dwarves place no restrictions on their status or their mobility, although they travel less than Dwarf-men. They require secure dwellings for the birthing of their offspring, so most remain sheltered from the rest of the world. In fact, Dwarf-women are so remote and rarely recognized, that some believe they do not exist. Since their voice and visage are akin to those of the males, these false legends are strengthened. Even now, many Men presume that Dwarves "grow from stone."

THE KHUZDUL LANGUAGE

When in public or about in the wild, Dwarves speak Westron, the "Common Tongue." In this they are fluent, for it is their second language and serves as their principal means of communication with others. Need forces them to absorb the speech of others and has made the Naugrim superb linguists. Some are accomplished speakers of Mannish dialects, while others are proficient users of Elvish.

Among themselves, Dwarves speak Khuzdul, a cloistered tongue known to virtually no one but themselves. This language is well suited to the throaty Dwarven voice, since it has a deep tonal quality. It is marked by harsh consonants and uses two- or three-consonant patterns to denote common concepts. For example, "K(h)-Z-D" structures refer to word roots equivalent that describe Dwarves or things essential to the Dwarven identity (e.g., "Khazâd" = "Dwarves"; "Khazâd" = "Dwarf"; "Khuzdul" = "Dwarvish").

The Naugrim inscribe using the Angerthas Moria, an unsystematic variant of the angular runic script Cirth. Because runes persevere and are by nature public, the Dwarves adopt written influences much more frequently than spoken alterations. Khuzdul changes little with time, being a sacred, spoken language of lore and not a cradle-speech.

WORSHIP AND RITUAL

This emphasis on conserving old ways also affects Dwarven religion. Generally superstitious, their rituals remain the same as those set down just after their awakening. The dead are always buried in stone, be it in crypt or under a cairn. They are never put to rest beside dirt or anything other than the substance from which the race was founded. When time or circumstance prevents proper interment, fallen Naugrim are placed on a pyre and burned.

THE AGE OF THE HAMMER

The Age of the Hammer was Ruuriik's most glorious day. It began with the rise of Naug Zigildûm I in T.A. 100 and lasted nearly 1000 years. During this era the Dwarves of the realm were able to expand their control of the mountains surrounding the fertile valley of old, and the great mines of their forefathers were reopened. The city of Ahulë, retaken in S.A. 3201 from Morclax of Anglclax, flourished, and enjoyed a population gifted in the arts of stone and metalcraft. The lowland "open city" and port Fullagrod was rebuilt under the design of Nûis and became a never-to-be-forgotten model of Khazâd culture. Dwarven armies under Airrand Balli (the second and third sons of Naug and Nûis) crushed the forces of Dwar of Waw in the Seven Campaigns of the Mortal Mirror and freed the region of Ralian from the Jendiar and Hori invaders. Throughout Naug's reign, a fine library of lore and craft was founded and secreted deep in the halls of Mahal's City. It was a time to grow and be merry; it was a time to hoard riches.

Nûis, Naug's exalted wife, was responsible for much of the legacy attributed to her husband. Her grace was legendary and was passed to her seven offspring. She became a symbol of cultural strength and ordered the rebuilding of seven cities, each dedicated to the temples of stone. Nûis' concern with ritual and rites caused a blossoming of piety among both the Sixth and Seventh Tribes (Drûin's and Barin's Folk) and lent strength to the warriors of Naug throughout the wars that sparked the realm. Nûis also uncovered and translated the seven texts of Balli Stonehand and resumed the search for the semi-mythical "Firststone," a monolith that was said to have provided Aulë with the blood of the Khazâd. Under her guidance, seven great warrior-rangers were given the stone hammers "spawned by the mirror" and were told to go forth seeking the "Pits of Utumno."

Naug began the training of an army that was skilled in a wide variety of weapons, tongues, and maneuvers, and cleared the vales of the Orocarni of Morclax's vermin. His interest in education provided the realm with an open-minded record of diplomacy and trade and made Ruuriik the strongest Dwarven hold outside of Khazad-dûm.

THE QUEST FOR THE HAMMER

Naug was born of the union between Orí and the Dwarf Lord Galin (known as Galin Drûinak) — the old bastard who was called "Druhr" by his wife's people. Since the marriage crossed the lines of the two houses of Ruuriik, young Naug had a special place in the hearts (if Dwarves really have any) and minds of his kind.

Galin was the seventh in the Second Line of the Lords of Ahulë, and acted as council to the King of the Two Houses of Ruuriik — Fulla XIV. His was the position that others envied, but few actually aspired to; only the Lord of Fullagrod stood above him on the Council of the House of Drûin the Proud. He was strong and very old. Even in the days of the New-king (Fulla XIII), he was grey and weathered, leading many to call him Galin the Wizened. He may well have passed Death's Call, and the ending of his third century, by the time he sired the youngest of his sons in S.A. 3400. He named this last son Naug. The young Dwarf would later be known as Naug of the Mirror-hall.

King Fulla XIV took the throne of Ruuriik in T.A. 1, and replaced the murdered son of Fulla New-king — the unfortunate Balin. He took a throne of power and might, but lacked the trappings of authority necessary to sit among the other houses at

Thisulë. His dominion was oft-times questioned, and he had difficulty in retiring the Lords of his cities when the proper time came. Bralin of Ruurumakh challenged his position, for he was not of direct line to Fulla VII and could not prove that the North Hammer would truly sing in his hands. (In fact, since the North Hammer was lost, no Lord could fully lay claim to the throne.)

When Fulla XIV selected Galin as Lord of Tumunamahal, there was discontent. The lordship of Ahulë meant a place in the royal crypts of the Old Deeps and a seat in the exalted Khalarazûm and enabled a Lord to secure the key to the "Lower Roads," those underground trails that connected the entirety of Ruuriik. Galin was old and wise, to be sure, but lacked the experience of outright power and vast authority. He was but a novice in the world of politics. Nonetheless, he was chosen, and moved to Ahulë in the year T.A. 7. Thus began the friendship between the two old lords of Drûin's house.

While in Ahulë, Galin was secure and had no trouble reinforcing the strength of its hegemony over the nearby mountain vales. He strove to tighten the security of his great city and placed a special watch over the Rear Gate. By the year T.A. 10, he felt safe enough to begin the service of the King and to attempt to secure the seven tools needed by his House. Each was to involve careful consideration and was to be a guarded secret until such a time as it could be completely safe and in the hands of the Dwarves. Each defined authority, and all meant power.

Galin had seven sons. The first six: Zignum, Balin, Furin, Gurin, Orin, and Druhar, were all of his marriage to Bori. Since she was killed, however, he wed again, and gave the world Naug. Naug's mother was Orí, a Dwarf of the House of Barin, and was said to be the wisest of her kind, the great-granddaughter of Drûs, daughter of Balli Wildtongue. She was of a rare breed whose spirits often looked to Aulë. Naug proved to be no exception and quickly embarked on certain studies into the arts of detection and stonelore. His friends said that he shied away from combat because of his small size (only 4 feet in height), but others knew better. (A cruel writer would now say he was really a coward.) In reality, Naug secluded himself in order to learn how to rise above the constrictions of his Dwarven mind. He mastered the various dialects of Khuzzul and became adept at perceiving things in the manner of the Avari.

Each of Galin's sons was given a quest by their father and none of the youths knew of his brothers' goals. They were only told of the great importance of their missions, and the fact that the King himself had wished that they find success in time. All were sent out and told that they should not return empty-handed. *"Fate rests upon the seven sides of the stone,"* said Galin, *"and you should all be proud to serve the cause of your race."* Unwavering, each followed his bidding.

Naug's seeking was to be great. Since he was the youngest, his quest came last and may well have been the most dangerous in its potential difficulty and possible consequences. He was to find the North Hammer. The Hammer's return would bring power to the realm and would enable the King to gather secrets that had long been gone from Ruuriik. It would give Fulla XIV the authority necessary to complete the wishes of his dying grandfather. Nothing would please the old Dwarf more than the stability of a King who he felt would make Ruuriik strong once again. So he sent his seventh son out into the world to seek the greatest weapon of his people.

Dwarves worship Aulë (Mahal) and turn to him when troubled or in need. Every fundamental belief they hold revolves around his character and his creation of the Seven Fathers. Accordingly, Dwarves revere the number "7" as essential and even sacrosanct. Their origin-tale holds that Aulë wrought seven Lords and, in turn, seven Houses comprise the race.

This concept breeds the tenet that each House is a lineage with a common spirit which permeates the kindred and ties them together. In a sense, the Naugrim look upon themselves as parts of seven greater souls. They venerate their ancestors above all other things except Aulë their maker, and believe that the living core of their kindred spirit resides in each Dwarf-king.

DURIN'S FOLK

No House of the Khazâd stands above that of Durin's Folk. They are the oldest and noblest lineage, for they trace their line back to the first of the Seven Fathers. Their ancient spirit, coupled with the Kindred's role in history, makes Durin's House the most experienced tribe, the first among jealous equals.

Physically, Durin's Folk are no different than other Dwarves. Slanted tales citing their superior stature and strength are confined to the biased libraries of Erebor and Khazad-dûm. It is true that they carry themselves with assurance and bearing, but this is not function of greater size.

Instead, the Naugrim of the First House differ from their brethren in less obvious ways. Those of Durin's Tribe allow their beards to grow freely throughout their lives, and wear them forked and braided. Then they tuck the whiskers into their belts, allowing slack for sudden movement. Many plait their flowing hair as well and, in each case, they utilize elaborate knot patterns particular to their family.

Durin's Folk also employ a distinctive colored hood, in lieu of a cowed cloak. Most lack adornment; rather, they rely on bright, solid hues to embellish otherwise graceless lines. Flaps or a mask are often sewn into the hood, so that the face can be covered or protected. (Dwarf-women make widespread use of these coverings.) Durin's Dwarves wear their hoods over traditional Dwarven garb: a leather jerkin or wool tunic, a wool or linen shirt, tight-fitting trousers, and one piece shoes or inner-boots. When active or about in the world, these Naugrim don heavy leather boots and a cloak or shawl fastened with a decorated brooch. Given their fondness for crafts, all of their clothing is well made and generously accented with refined borders and crenelated trimwork. Dwarf-lords wear even finer garments, and often add gold or silver tassels to the peaks of their hoods.

Durin's Line is also famous for vibrant music. While all Dwarves love a tune and relate their secret stories only through lyrical abandon, Durin's Folk embrace their songs with unusual fervor. This emphasis comes from long exposure to the Elves, particularly the Sindar of Beleriand, the Noldor of Eregion, and the varied inhabitants of Lórien. Rarely do Durin's Folk work or march without spilling a yarn set to tune. Since the words are often in Westron or an Elvish tongue, their music frequently carries a cadence that is peculiar to others, but the message is almost always Dwarvish.

It is scarcely surprising that the Naugrim of the First House are also makers of fine musical instruments. They favor flutes and horns, for their short fingers do not adapt well to stringed contrivances. Drums and other percussion pieces provide some variety, but the Khazâd are not concerned with such diversity. Instead, they rejoice in variations of simple, economical tones, be they voices or notes wafting from heart of a noble musical device.

Just as they quick to take to song, Durin's Folk are always active in other ways. Even when they relax, they eat, or drink, or smoke a pipe. When they are not crafting objects, they play with them. It is this passion that gave birth to the awesome reaches of Moria, the same impatient drive that makes the Naugrim wander when they have no more halls to hew. Thus, one rarely encounters one of the First House on the trail without a walking stick in hand, a Dwarf eager for a test of strength or skill or lore.

Nonetheless, Durin's Folk are occasionally lost in thought and sit back to reflect on the trials and wounds of their Kindred. Tales of Moria are often the focal point of these ponderings, but most dwell on the spirit of the Tribe. No Dwarf-lord is as respected or as feared as Durin I, "The Deathless." The First Father, maker of the Kindred, founder of Khazad-dûm, Durin is a venerated symbol whose blood flows through both the veins and the thoughts of his ancient brood.

Durin I lived many years past the span allotted other Dwarves and, after a time, his folk claimed he was immortal; thus his name. The truth, however, rests in another account. This tale speaks of Durin's spirit. A version drawn from the "Dunland Tablet" follows:

"To You it is told that Durin shall live seven times, and each Time shall rule His Line in his own Name. And with each Coming of the King, a great Event will transpire, so that the History of the Folk will never again be the same. And each such Event shall cause a Trial to happen, and an always greater Doom will follow. But the Kindred will prevail, and make Its Way above all Darkness. Until the Last Coming, when the Lastking shall Rule the House in a Glory beyond the Height of all before It, in the shining Mansions of Khazad-dûm."

So it is written that there will be seven Durins, and that Durin VII will be the "Lastking." It is a story as old as Durin's Folk, and has always colored their outlook. In many ways, it explains the strange sense of destiny that has allowed the Kindred to prevail against incredible adversity. No tribe of the Khazâd has faced so many obstacles, nor overwhelmed as many barriers. Unlike many of their brethren, Durin's Line has steadfastly clung to their future — despite the Ring-curse and the Dwarven weakness for wealth and possessions. Farsighted sacrifice has often marked their choice of paths, and seems to linger in their bones. Of all the Naugrim, then, those of the First House are most special.

DWARVEN TECHNOLOGY

With the aid of the Valar, the Elven society of the Undying Lands (Aman) created the greatest works ever achieved by the Children of Eru. Within Middle-earth, however, only the Dwarves can claim supremacy as pure builders. Dwarven construction, particularly underground, is unrivaled in its strength and scale; and of all the legacies of the Naugrim, none surpass Moria.

The Dwarven fascination for inanimate things born of craft-work permeates every level of their thought and their society. Ever active, they are always laboring, either improving or repairing an old work, or building something new. Their unique devotion to toil traditionally channels most of their physical and mental energies into material tasks, thus creating the Dwarves' utter preoccupation with technology. Dwarf culture embraces its engineers, masons, smiths, scientists, workers, and warriors with a vigor found nowhere else. It is hardly surprising, then, that the Naugrim are the most technologically advanced race in Middle-earth.

Dwarf-smiths are the most prominent Dwarven craftsmen, for the products of their labor are circulated throughout Middle-earth. Dwarven tools, armor, and weaponry command high value and are prized by artisans, warriors, and noblemen alike.

Implements produced in Moria bring the highest prices, for the Dwarf-smiths of Khazad-dûr are considered the best of their race. The legacy of those descended from the Line of Nogrod, combined with long years of cultural exchange with the Noldor Elves of Eregion, provide the smiths of Moria with a wealth of experience and knowledge concerning both metallurgy and magic. Continuously secure dwellings add an important atmosphere of stability and continuity, since the Naugrim require protected confines for their painstaking yield. Among the Dwarves, time and temperament are critical ingredients, as important as ore and fire.

Elaborate and extensive Smith-halls churn out tools and parts required for the production of clever machines. With a host of high-quality steels and specialty metals, and a fondness for mechanical things, Dwarven engineers assemble phenomenal devices which lessen toil and accomplish feats undreamed of elsewhere. Simple machines like pulleys, levers, counterbalances, coiled tension-springs, wheeled carts, sledges, gears, and screws are commonplace. Combinations of these mechanisms, often very complex and sophisticated engines, are deployed where required. Most are located in the Mines, Smithies, Craft-halls, and Lords-halls, or in areas critical to military defense.

Even without the wealth of mechanical marvels, Dwarf-holds are graced with a legion of enchanted or magical works, things of Power. The Naugrim produce few pure Mages, but many are endowed with a command of spells and incantations. Masters of Alchemy or the Power of manipulating inanimate things, these Dwarves are often engineers or smiths who are capable of crafting prized objects with peculiar or mystical properties. Such items perform miraculous chores or have exalted qualities. They are therefore revered, and their makers are accorded high status in Dwarven craft-oriented society. Some of the most prevalent or preeminent works follow.

Light-stones are magical, transparent jewels which have an enchanted inner "fire." This "burning glow" lies in the core the gem and is colored by the hue of its receptacle. Crossed rays of differing colors mix to form other shades, so that, by choosing the proper light-stone combinations and arranging them carefully, the Dwarves can achieve virtually any effect desired. In addition, larger jewels generally give off stronger light and can offset or dominate their smaller companions. The life of a light-stone is keyed to the skills and power of its maker. Some Craft-lords are able to enchant gems that glow for decades, even lifetimes, although most dim and gradually expire after a few years.

Another, much smaller collection of magic rocks are affixed in select sites throughout most Dwarf-holds, particularly at special entryways or stairways, or within restricted tunnels. Called "Watchers-in-stone" (or simply "Watchers"), these are beautifully carved statues with inlaid glassine eyes. Each is an individualized creation based on a terrible or hideous beast drawn from history or lore. As such, they possess a startling, and often frightening, countenance, yet they remain pieces of exquisite artistry, legacies of deft and gentle Dwarf-chisels.

Most Watchers are sculpted of alabaster, marble, porphyry, or onyx, but a few are cut from heavier stone, such as granite or basalt. Sometimes their size or shape determines the medium used by the stone-carver, since they vary between a handful of pounds and a number of tons and may involve very delicate protrusions. Generally, all are of a uniform material; only their eyes are the exception. Laen, or smooth, polished gems, compose the eye inlays.

Of course, it is the eyes that perceive things, and those set in the Watchers have exactly that purpose. Wherever they sit, they heed all who cross their gaze. Then they act according to their purpose. Some have eyes that glow brightly to warn Moria's garrison or blind transgressors; others gather air and emit sounds like deep horns or wicked flute-calls; still others move to bar passage or ward away the unwary. Even the movable Watchers, however, are limited to a precise function. They do not resemble the truly animate stone Pûkel-men of the Woses.

Rune-keys are almost always metal slabs made of mithril alloys or fine steel. Key-makers usually design them as flat-faced finger rings or plates fitted with knobs or handles, but a few resemble branding irons. Magic symbols — spell-laden runes from the Angerthas Moria — grace the face of the Rune-key, as a bas relief or sculpted brand. The symbol is a reverse version of its counterpart, which is a carving in some wall or Dwarf-gate. When the Rune relief or brand fits snugly into the carved cut, it unmakes or unravels the magical lock that holds the Dwarf-gate against intrusion.



DWARVEN WAR-CRAFT

The Naugrim's fondness for physical things is deeper than a simple predisposition for machines and enchanted objects. Dwarves like activity, which is root of their commitment to toil, and of all their pastimes, fighting is one of their favorites.

This is not to say that the Naugrim like killing; rather, they enjoy the contest or sport of battle. A mock combat or wrestling match suits their needs, so such tests are frequent, particularly at feasts and fests. In addition, military training requires rigorous pseudo-melee and exhausting brawls. Dwarves take challenges, even playful ones, very seriously.

With the advent of a war, then, the Khazâd simply change the rules of the contest and resolutely face their foes. Cooly, efficiently, they withhold nothing and settle the dispute quickly and methodically, without sorrow, pity, or quarter. Although Dwarves are emotional, in the heat of battle they channel their passions. Every ounce of energy is directed at their enemy, until no opposition is left. The Naugrim mourn only after the struggle.

While a Dwarf prepares himself mentally and physically for combat, the smiths labor to assure he is well-equipped. In this they excel, for the Dwarven armories are usually superbly stocked, and trade in the tools of war adds considerable wealth to the coffers of the Dwarf-kings. More importantly, the smiths produce high-grade steel and mithril alloy armaments which are fitted to the warrior's size and needs.

Dwarves favor three principal forms of armor. Mail, scale, and lamellar varieties predominate in Moria. Each of these types is used to make loose corselets, hauberks, fitted shirts, and leggings. What a warrior chooses or receives is often a matter of preference; however his accouterment depends on his status and responsibility. This is particularly true when availability becomes a function of commercial need, a common occurrence in Moria.

The Dwarven propensity for extensive battle-dress translates into a love for full helms and strong greaves. They hardly have a choice; in light of their love for close combat, these trappings are an absolute necessity. Nearly every warrior wears a true helm, and most use some form of greaves. As a result, a collection of Naugrim is almost completely covered when embroiled in an engagement.

This unbroken protection obscures the individual Dwarf and presents a problem for the fiercely independent and prideful Naugrim. In order to identify themselves, then, they rely on meaningful decor, particularly on the prominent surfaces of their shields, greaves, and helms. Dwarves make frequent use of brightly-colored leather dyes and crest plumes and adorn themselves with engraved greave-plates. The Khazâd also wear sculpted helmets which are shaped like the heads of cruel and fantastic beasts. With coiled horns and exaggerated features, these helms present a disturbing, almost frightening presence. In fact, a host of helmeted Dwarves can be a terrifying sight.

To supplement their armor, Dwarves frequently carry shields. A few involve square, rectangular, septangular, oval, or kite shapes, but the vast majority are round. Whatever their shape, they are sturdy and comparatively large. Moria's shields perform well in the hands of an Elf or Man because they are two and a half to three feet in diameter. A four to five foot Dwarf bears one like a mobile wall.

As a means of providing beauty and reinforcement, metal plates or designs are placed on the shield face. Weird animal depictions and runic friezes are Dwarven favorites. Regardless of the pattern, though, the work surrounds or intersects a metal shield boss, which juts from the center and covers a hole for the principal handle. The circular boss is sometimes sculpted into an animate form, but most are simply spikes or enrusted domes.

Due to their fine armor and overall lack of subtlety, Dwarves utilize "belligerent" rather than defensive weaponry. In a melee, Naugrim rely on heavy coverings and shields to deflect strikes or allay the impact of blows. A Dwarf rarely parries with his weapon; instead, he likes to bull through and carry the offensive. Their assortment of heavy crossbows and shafted weapons — axes, mattocks, hammers, and maces — reflects this prejudice and emphasizes their aggressive posture. Many of these arms are two-handers which betray the Dwarven boldness and suggest the dual-purpose and the mining origins of their war-tools.

The Dwarves' size, straightforward manner, and magnificent battle-trappings dictate a fondness for melee and a reluctance to retreat. Given the absence of Dwarf-cavalry and the weight of their armor, they cannot rely on quickness. Thus, they depend on compact formations, steady movement, unwavering determination, and outright force of arms.

Some rather sophisticated military organization belies the Naugrim's rather simple tactical philosophy. Basically, the Dwarves believe in concentrating their strong heavy infantry in tight units. Then, unless the odds are overwhelmingly unfavorable, they attack with furious frontal assault.

Crossbowmen open fire and protect the rear with spears or long battle-axes. The elite Battle Guard silently advances with shields up and weapons readied, their maces, hammers, and mattocks gleaming with vengeful fire. Axemen bearing one- and two-hand war-axes move alongside them, protecting the flanks and warding off troublesome cavalry or encircling infantry with short countercharges or barrages of throwing axes. As the Dwarven throng closes with the opposing line, they break into song or let out a cry, and then charge with unmatched ferocity. Fighting in open order, and swinging with an eerie, precise abandon, they tear through their foe until he drops or flees. Any opening is exploited, every obstacle is crushed, until the battlefield is theirs.

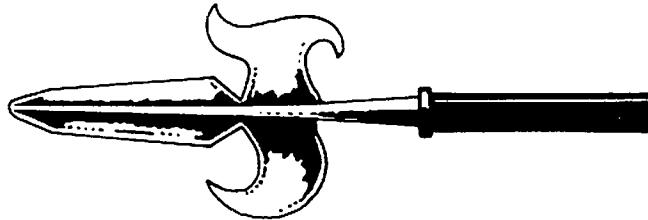
This methodical charge is traditionally directed at the heart of the enemy force, be it the Lord and his guard or some peculiar prize. In this way, the Khazâd quickly break the opposition's morale, regardless of the situation. Such a tactic usually succeeds because the superbly-armored, well-trained Naugrim are capable of

hacking through nearly any battle formation. Unparalleled in melee and resistant to missiles, they slaughter the best of opponents when the odds are even. This, of course, is also due to the unflinching Dwarven commitment to combat. Should the Naugrim engage in a struggle, they neither retreat nor give quarter. Either they die, or their enemy is vanquished.

DWARVEN TRADE

Despite their pugnacity, the Naugrim prefer to deal on more civil terms. Dwarven from Moria envoys travel to the courts of Fornost in Arthedain and Minas Anor in Gondor, and couriers frequently pass between the East-gate and Lórien. Emissaries to the other Dwarf-halls assert the needs of the First House.

Most of this diplomacy revolves around trade, for Dwarves sign no treaties and war only on behalf of their tribe or their race. Dwarf-holds are both self-sufficient and jealously guarded. With their hunger for still-greater wealth and their many unique resources, however, the Khazâd enjoy healthy exchange. They are hard bargainers who revel in any debate that involves money or precious goods, and their steady flow of craft-work requires strong markets.



5.14 DWARF CHARACTER GLOSSARY

Since there are so many individual Dwarves of note mentioned and recalled in the song and lore of Middle-earth, we have chosen a limited number of characters to focus upon in some detail. Others are discussed more briefly in the section that follows this one. Those Khazâd discussed here are exceptional examples of Dwarves who influenced history or who played vital and striking roles in their culture and times. In a sense, the Dwarves noted below provide the high and unyielding standard against which all of Durin's Folk measure themselves.

NOTE: Characters denoted with an * are purely ICE creations and are not noted in Professor Tolkien's works. Those with a † beside their names are illustrated in this work.

AZAGHÂL

Lvl: 21. **Race:** Dwarf. **Profession:** Warrior/Fighter. **Home:** Belegost. **Aka:** the Fearless; the Blade of Dwalin.

RM Stats: St-98; Qu-90; Em-70; In-79; Pr-84; Ag-78; Co-92; Me-94; Re-89; SD-77. **MERP Stats:** St-98; Ag-78; Co-92; Ig-91; Lt-79; Pr-84; **Appearance:** 70.

Skill Bonuses: Climb74; DTrap78; PLock82; Perc65; Rune75; BDev75; Cave83; Chem68; Craf85; Gamb68; Med90; Smith96; Stone101; Track78; Trad55; TrapB86.

A Dwarf-lord of Belegost, Azaghâl was the eldest son of King Dwalin, Lord of the Third House of the Naugrim. As his father's heir and warlord, he led the Host of Belegost in the struggle against Morgoth during the First Age. Azaghâl fought and wounded the awesome Dragon Glaurung during the Nirnaeth Arnoediad, the "Battle of Unnumbered Tears" (F.A. 473). Glaurung slew Azaghâl in the disastrous fray, but the brave Dwarf succeeded in wounding the huge Worm.

Read Sil 193.

BALIN

Lvl: 28. **Race:** Dwarf (House of Durin). **Profession:** Warrior/Fighter. **Home:** Erebor; later Khazad-dûm. **Aka:** Balin son of Fundin.

RM Stats: St-95; Qu-92; Em-74; In-95; Pr-71; Ag-89; Co-96; Me-94; Re-87; SD-79. **MERP Stats:** St-95; Ag-89; Co-96; Ig-89; It-95; Pr-70; **Appearance:** 80.

Skill Bonuses: Climb78; DTrap85; PLock87; Perc68; Rune81; BDev88; Cave85; Chem78; Craft79; Gamb85; Med92; Smith88; Stone83; Track73; Trad45; TrapB82.

Balin ruled Moria for five years (T.A. 2989-94) as the self-proclaimed “King of Khazad-dûm.” Originally a follower of King Thráin II during the War of the Dwarves and Orcs, he escaped when his overlord was captured by the minions of the Necromancer in T.A. 2845. He then became a follower of Thráin’s son, Thorin Oakenshield.

In T.A. 2941, Balin fought beside King Thorin II (as one of the famed Thirteen Dwarves) in his victorious battle to reclaim Erebor. The Dwarven triumph in the Battle of Five Armies enabled the Naugrim to reestablish the Dwarven “Kingdom Under the Mountain,” a grand Dwarf-hold which had been abandoned by the Khazâd after the coming of Smaug the Dragon. At that time, Balin formed an unusual friendship with Bilbo Baggins.

Dáin Ironfoot succeeded Thorin Oakenshield after the latter’s death in the Battle of Five Armies. Balin was sorely hurt by the loss of his friend and did not get along well with Dáin, so he settled with his followers in Erebor rather than accompanying the King to the Iron Hills. Restless and driven, however, Balin resolved to leave Dáin’s fold altogether in T.A. 2989. That year he led an expedition to reclaim Khazad-dûm. He gathered a colony of Dwarves there, but in 2994, Orcs attacked Balin’s realm. Balin perished battling Orcs outside the Great Gates of Moria. He fell in the famous Valley of Azanulbizar, where two hundred years before the greatest of the battles that comprised the War between the Dwarves and the Orcs had been fought.

Balin was buried in the Chamber of Mazarbul (the Chamber of Records in Old Moria, on the Seventh Level) which was once his throne-room.

Read *Hob* 7-8, 13, 302-303; *LotRI* 316, 416, 418-419; *LotRIII* 445-446, 450. See ICE’s *Moria* 17, 19-20.

BALLI STONEHAND*

Lvl: 23. **Race:** Dwarf (House of Drúin the Proud). **Profession:** Animist. **Home:** Bur-skadekdar; later Ruuriik. **Aka:** Balli Stonehand, Balli the Selfless, Demon-slayer, Balli the Handsome; Balli Most Forgiving; Múars-bane.

RM Stats: St-85; Qu-83; Em-94; In-100; Pr-91; Ag-79; Co-67; Me-99; Re-98; SD-100. **MERP Stats:** St-85; Ag-79; Co-67; Ig-99; It-100; Pr-91; **Appearance:** 93.

Skill Bonuses: Climb70; DTrap65; PLock72; Perc78; Rune86; BDev78; Cave82; Chem83; Craft79; DirSp45; Gamb75; Med89; Smith78; Stone74; Track71; Trad87; TrapB72.

Balli Stonehand was born in the northern Ered Luin (S. “Blue Mountains”) in S.A. 2680. Named for Balli the Rash, his life parallels that of the Founder of Ruuriik, for in S.A. 2741 the young Dwarven Animist helped refound the great Dwarven “Kingdom in the East.” A great friend of Elves and Men and the spirit behind the successes of King Fulla VII, the lean, handsome Animist helped unite and strengthen the Two Tribes of Dwáin and Barin.

The story of Balli’s early life is clouded, but he left the Blue Mountains as a youth, accompanying his friend, King Fulla of the House of Dwáin, on his epic thirty-year journey homeward from exile in the West. While Balli was of the Line of Barin North-king, his family was close to the Kings of Dwáin’s Folk and Balli and Fulla grew up together as fast compatriots. Balli tutored and counseled Fulla and their quests were the same: they hoped to find and resurrect Ruuriik, the land of their forefathers.

Balli and Fulla arrived in Ruuriik in S.A. 2741. There, they found the besieged remnants of Barin’s Folk, Balli’s kinsmen, who were virtually imprisoned in a delving in the mountains of northern Ruuriik. The fearsome Balrog Múar ruled Ruuriik and threatened their survival.

Unfortunately, Múar duped Balli and Fulla into helping him gain entry into the Dwarf-hold and the Fire-demon slew scores of Naugrim and wounded Fulla. Balli, however, called upon Mahal and somehow miraculously slew the awful Balrog. During the fight, a Mage under Múar’s sway cast an incantation which turned Balli’s right hand to stone. This unwelcome turn of events gave birth to the stoic Dwarf’s nickname.

After overcoming the Balrog, Balli brought upon himself and his tribe a dreadful retribution. Captured by the Wild Men of Ralian, who served the Nazgûl known as Khamûl the Easterling, Balli refused to reveal the whereabouts of the secret entrance into the inaccessible Dwarfrealm of Ruuriik. The enraged Nazgûl ordered dozens of Balli’s Folk captured and killed before Balli’s eyes. Yet Balli would not betray his people. The Easterling roared with ire, and called upon his legion of assassins to go out across Middle-earth (even to the West) and kill everyone who had offered even a piece of bread and a cup of cold water to the selfless Dwarf. Each assassin, or “Slayer,” was told to cry “*In the name of Balli!*” as he murdered his victim and Balli bore witness to every Slayer’s departure. Still the Dwarf refused to speak. Then Khamûl ordered that Balli’s ancestors be disturbed and their tombs desecrated. Still Balli would not talk. In the end the tree planted beneath Balli’s throne-trap eventually impaled the Dwarf, providing an agonizing end to his once-triumphant life (and offering a sight of rare amusement to Khamûl).

The lesson of Balli’s long and important life is clear: that selflessness, like selfishness, has its limits. The proud and fierce Dwarves of Ruuriik have a saying regarding the merit of futile gestures: “*costly as the silence of Balli.*” A great cost, indeed.

Balli’s Principal Items:

Lamp — +7 Channeling spell adder. It can burn any herb and release smoke with confers effects of herb on all within 5’ radius. It can be used (1x per year with 1-10 rds meditation) to summon “presence of Mahal (Aulë),” enabling wearer to operate at +70 for all actions for 1-20 rounds. 3.5” long and made of gold and inlaid with silver and mithril, it is attached to a mithril chain and is worn around the neck.

Hammer — +25 Hammer of Orc-slaying fashioned in Khazad-dûm (Moria).

Boots — Boots of Waterwalking enable wearer to walk on calm water as if walking at -25.

Balli’s Special Powers:

Spells — 69 PP. Base spell OB is 23; directed spell OB is 45. Balli knows all Animist and Open Channeling lists to 20th level (**MERP**), or all all Cleric and Closed Channeling lists to 20th level and three Open Channeling lists to tenth level (**RM**).

BIFUR

Lvl: 11. Race: Dwarf. Profession: Warrior/Fighter. Home: Blue Mountains; later Erebor.

RM Stats: St-88; Qu-79; Em-51; In-72; Pr-67; Ag-86; Co-87; Me-82; Re-75; SD-81. **MERP Stats:** St-88; Ag-79; Co-87; Ig-78; It-72; Pr-67; **Appearance:** 68.

Skill Bonuses: Climb58; DTrap75; PLock77; Perc60; Rune71; BDev68; Cave72; Chem72; Craf70; Gamb76; Med68; Smith78; Stone73; Track65; Trad65; TrapB73.

A follower of Thorin Oakenshield, Bifur was a clarinet-playing member of the famous Company that challenged the might of Smaug the Golden. He lived in Erebor, the Lonely Mountain, after the slaying of Smaug and the subsequent victory at Battle of Five Armies in T.A. 2941. Bifur is fondly remembered in Hobbit lore as one of the four Dwarves who tumbled into Bilbo Baggins's smial at Gandalf's feet, thus beginning a great adventure.

Read *Hob* 10, 13; *LotRI* 302.



BOFUR

Lvl: 10. Race: Dwarf. Profession: Warrior/Fighter. Home: Blue Mountains; later Erebor.

RM Stats: St-81; Qu-75; Em-50; In-70; Pr-64; Ag-76; Co-80; Me-77; Re-72; SD-79. **MERP Stats:** St-81; Ag-76; Co-80; Ig-74; It-70; Pr-65; **Appearance:** 66.

Skill Bonuses: Climb56; DTrap72; PLock74; Perc56; Rune67; BDev68; Cave71; Chem64; Craf65; Gamb66; Med61; Smith74; Stone71; Track64; Trad56; TrapB72.

Like his companion Bifur (detailed above), Bofur was a clarinet-tooting member of Thorin and Company. Although a descendant of the Dwarves of Khazad-dûm, Bofur was not of Durin's line. After the death of Smaug in T.A. 2941, Bofur lived in Erebor.

Read *Hob* 10, 13; *LotRI* 302.

BOMBUR†

Lvl: 6. Race: Dwarf. Profession: Warrior/Fighter. Home: Blue Mountains; later Erebor.

RM Stats: St-91; Qu-35; Em-55; In-60; Pr-44; Ag-16; Co-90; Me-75; Re-73; SD-45. **MERP Stats:** St-91; Ag-16; Co-90; Ig-74; It-60; Pr-55; **Appearance:** 36.

Skill Bonuses: Climb12; DTrap52; PLock44; Perc67; Rune64; BDev11; Cave41; Chem65; Craf56; Gamb64; Med45; Smith53; Stone51; Track24; Trad45; TrapB42.

With his companions Bifur and Bofur and Thorin Oakenshield, the obese Bombur fell into Bilbo Baggins' life (and across his mat), played his drum, and Hobbit lore was never the same. The clumsy Dwarf nearly drowned on their journey; his rescue cost the party dearly, for they nearly starved, carrying and tending to Bombur instead of foraging for food through Mirkwood.

While a descendant of the Dwarves of Khazad-dûm, Bombur was not of Durin's line. After Smaug's death in T.A. 2941, Bombur lived in Erebor, in what one can only surmise must have been roomy quarters, for later in life, six Dwarves were required to move Bombur from here to there.

Read *Hob* 10, 13, 144-150; *LotRI* 302.

BORIN

Lvl: 17. Race: Dwarf (House of Durin). Profession: Warrior/Fighter. Home: Grey Mountains; later Erebor. Aka: Borin, second son of Náin II.

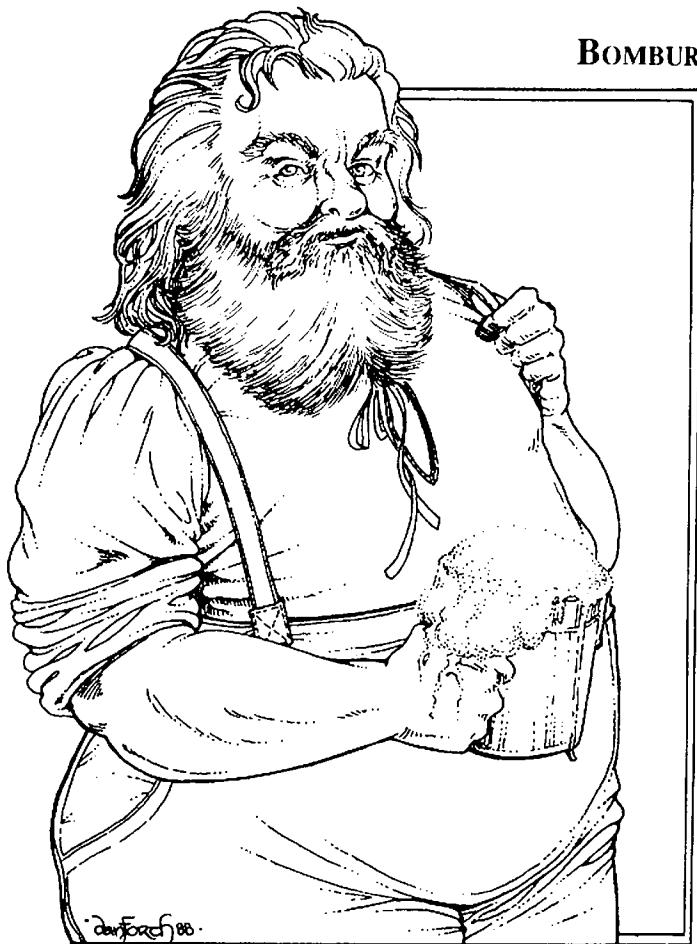
RM Stats: St-91; Qu-87; Em-71; In-85; Pr-70; Ag-82; Co-90; Me-84; Re-81; SD-72. **MERP Stats:** St-91; Ag-82; Co-90; Ig-82; It-85; Pr-70; **Appearance:** 74.

Skill Bonuses: Climb74; DTrap81; PLock81; Perc65; Rune76; BDev79; Cave75; Chem64; Craf72; Gamb69; Med58; Smith68; Stone63; Track63; Trad55; TrapB72.

A Dwarf of Durin's line, Borin lived with the community in the Grey Mountains until T.A. 2590, when he joined Thrór (his nephew) in Erebor, where the magnificent Arkenstone was held. Treasured as "The-Heart-of-the-Mountain," the great gem was lost in Smaug's attack in T.A. 2770 and later recovered by Bilbo Baggins in 2941, after the demise of the golden Dragon.

Borin lived from T.A. 2450 until T.A. 2711.

Read *LotRIII* 440, 450.



DÁIN I

Lvl: 17. **Race:** Dwarf (House of Durin). **Profession:** Warrior/Fighter. **Home:** Grey Mountains.

RM Stats: St-94; Qu-81; Em-64; In-82; Pr-66; Ag-78; Co-91; Me-84; Re-77; SD-72. **MERP Stats:** St-84; Ag-78; Co-89; Ig-79; It-82; Pr-65; **Appearance:** 71.

Skill Bonuses: Climb78; DTrap80; PLock81; Perc61; Rune70; BDev76; Cave75; Chem70; Craf74; Gamb74; Med67; Smith72; Stone73; Track70; Trad65; TrapB72.

King of Durin's Folk for only four years (from T.A. 2585 until 2589), Dáin I suffered the indignity of losing his life at the door to his own palace in the Grey Mountains. He and his son Frór were slain by a Cold-drake which remains nameless to this day.

Read *LotRIII* 440, 450.

DÁIN II (IRONFOOT)

Lvl: 28. **Race:** Dwarf (House of Durin). **Profession:** Warrior/Fighter. **Home:** Iron Hills. **Aka:** Ironfoot.

RM Stats: St-101; Qu-96; Em-64; In-84; Pr-77; Ag-96; Co-100; Me-91; Re-84; SD-90. **MERP Stats:** St-101; Ag-96; Co-100; Ig-87; It-84; Pr-77; **Appearance:** 78.

Skill Bonuses: Climb81; DTrap86; PLock83; Perc76; Rune81; BDev85; Cave84; Chem84; Craf81; Gamb82; Med87; Smith84; Stone86; Track82; Trad75; TrapB86.

King of Durin's Folk for almost eighty years (from T.A. 2941 until 3019), Dáin II lived for over two centuries. He was a fierce and renowned warrior who slew the ferocious Orc-king Azog in the Battle of Azanulbizar in T.A. 2799. Six years later, he became Lord of the Dwarves of the Iron Hills, the highlands which lay east of Erebor. Dáin II led an army to rescue the besieged Dwarf-king Thorin II in T.A. 2941 and commanded a Dwarf-force against an army of Orcs and Wargs at the Battle of Five Armies. After Thorin's death in that battle, Dáin II became King under the Mountain (of Erebor). A beloved and benevolent ruler, Dáin II fell in battle during the War of the Rings as he defended the body of his slain Mannish friend, King Brand of Dale, from desecration.

Dáin Ironfoot's Principal Items:

Axe — +35 Axe of Orc-slaying fashioned in Nogrod in the Blue Mountains during the late First Age.

Shield — A +25 oval Ithilnaur Warden's Shield, bears a Sudden Light symbol on the front, permitting the wearer to command the shield (3x/day) to glow with a blazing light causing all within 14' diameter (who are gazing in the direction of the shield) to make a RR versus Essence. RR failure results in victim being stunned for 1 rd/10 RR failure (e.g., RR failure of 26 = victim stunned 3rds).

Hammer — +30 Hammer of Troll-slaying fashioned in Khazad-dûm (Moria).

Boots — Dark brown, they are Boots of Iron, enabling wearer to kick a foe as if wielding a mace.

Cape — +10 Cape of Protection. Water- and windproof, it provides wearer with + 10 RR and AT bonus.

Read *Hob* 290-291; *LotRIII* 443-444, 448-449, 450, 468; See ICE's *Mirkwood* 109.

DURIN I†



DURIN I†

The Early Years

Lvl: 49. **Race:** Dwarf (Founder of the House of Durin). **Profession:** Warrior/Fighter. **Home:** Khazad-dûm. **Aka:** The Father; Firstking.

RM Stats: St-105; Qu-102; Em-96; In-104; Pr-97; Ag-104; Co-105; Me-101; Re-98; SD-77. **MERP Stats:** St-105; Ag-104; Co-105; Ig-100; It-104; Pr-97; **Appearance:** 97.

Skill Bonuses: Climb151; DTrap136; PLock133; Perc126; Rune121; BDev102; Cave184; Chem45; Craft111; Gamb65; Med85; Dip70; Smith134; Stone136; Track132; Trad73; TrapB126.

The Later Years

Lvl: 77. **Race:** Dwarf (Founder of the House of Durin). **Profession:** Warrior/Fighter. **Home:** Khazad-dûm. **Aka:** The Deathless.

RM Stats: St-104; Qu-99; Em-105; In-104; Pr-99; Ag-100; Co-106; Me-103; Re-99; SD-93. **MERP Stats:** St-104; Ag-100; Co-106; Ig-101; It-104; Pr-99; **Appearance:** 100.

Skill Bonuses: Climb181; DTrap186; PLock183; Perc176; Rune181; BDev102; Cave184; Chem95; Craft181; Gamb95; Med145; Dipl85; Smith184; Stone186; Track182; Trad78; TrapB186.

The most revered of all Dwarves, Durin I awoke far back in the Eldar Days, as the Longbeards first stirred, and traveled to Azanulbizar, the broad and beautiful valley east of the Misty Mountains. A solitary pilgrim, he boldly named the vale. Enraptured by the beauty of a crystal clear lake which he called Kheled-zâram (the Mirrormere), Durin experienced a vision: a crown of seven stars swirled around his head, although it was daytime. Durin's Crown, as the Dwarves called the halo, is known and held in awe by all Dwarves. At the site of the vision, a weathered stone pillar became Durin's Stone, another place held in reverence by the Khazâd.

Nearby, Durin founded the great Dwarf-kingdom of Khazad-dûm (or Moria), shaping the caves above the lake to suit his tastes, and gathered Longbeards to his side. In the Second Age, Durin and his smiths accomplished a feat unparalleled in all of Middle-earth: the building of the Endless Stair and at its peak, Durin's Tower. An unending spiral staircase cut into the living stone, the breathtaking walkway takes one thousands of steps, from the depths of the caverns to the summit of the Silvertine.

Durin lived for so long that many believed him to be immortal. He was not. Yet after his death, five heirs in the Second and Third Ages have so resembled Durin I that they received his name, for many Dwarves believed each to be a reincarnation of the first Durin.

Durin's Principal Items:

Axe — This great and powerful heirloom was twice lost. After Moria was deserted in T.A. 1981, the axe remained hidden in a chamber, apparently unnoticed by the Balrog. Balin's expedition discovered the axe in 2989 but lost it just five years later, when Balin's colony was slaughtered by Orcs. The whereabouts of Durin's Axe remains a mystery.

Shield — +20 armor and shield. Fourteen Dwarven symbols (spells) adorn the shield; spells are castable 7 times a day and must be read in Khuzdul as they are inscribed upon the shield. Symbols include: *Sudden Light*, *Stun Relief III*, *Prayer*, and *Resistance* for all within 14' radius and other Channeling spells.

Hammer of the Deeps — +30 war hammer can be summoned by wielder up to 777' away and does double damage.

Read *LotRI* 411-412; *LotRIII* 438-439; See ICE's *Moria* 11.

FULLA III*

Lvl: 18. **Race:** Dwarf (House of Barin North-king). **Profession:** Warrior/Fighter. **Home:** Iron Hills; later Grey Mountains.

RM Stats: St-100; Qu-92; Em-69; In-77; Pr-83; Ag-96; Co-98; Me-98; Re-82; SD-81. **MERP Stats:** St-100; Ag-96; Co-98; Ig-85; It-77; Pr-83; **Appearance:** 80.

Skill Bonuses: Climb84; DTrap80; PLock78; Perc73; Rune81; BDev73; Cave84; Chem62; Craf81; Gamb62; Med80; Smith84; Stone86; Track75; Trad68; TrapB80.

The Dwarf-lord of the small western branch of Barin's Folk, Fulla considered himself a King. He was a descendant of Balli Stonehand, the Dwarven Animist who went into the East in S.A. 2711. Like all of Balli's direct "heirs," Fulla was named for Balli's best friend.

Fulla was a renowned slayer of Orcs, who ruled a pair of Dwarven cities (Azanulbinbar and Barak-shathur) in the Iron Hills during the middle years of the Third Age. After his death, his descendants ruled his domain the upper Carnen Valley until the arrival of Durin's Folk around T.A. 2770.

Fulla III's Principal Items:

Armor — +10 plate armor (AT Pl/20) wears as chain mail (AT Ch/15), adds +10 to wearer's RR.

Battle-axe — A +15 Axe of Shield-slaying which, if parried (i.e., doesn't yield hits), attacks foe's shield at 7th level. RR failure results in foe's shield being cut in half.

Horn of Fear — A Dragon-horn inlaid in silver, gold, and onyx. When blown it enables all Dwarves within earshot to make a RR versus any spells as if they are 20th level. Attacks all others within 1000' (designated by wielder) like a 20th level *Fear* spell. It is usable 3x per day.

Heavy Crossbow — Magazine of seven bolts automatically reloads weapon every half round. It takes 3 rounds to load magazine.

Hammer of Returning — +30 Hammer of *Returning*. (Fulla has an OB of 90 with this weapon.)

See ICE's *Mirkwood* (or *Northern Mirkwood*).

FULLA VII*

Lvl: 25. **Race:** Dwarf. **Profession:** Warrior/Fighter. **Home:** Ruuriik (eastern Endor). **Aka:** Fulla Stonehand.

RM Stats: St-94; Qu-56; Em-100; In-97; Pr-86; Ag-56; Co-100 (later 48); Me-98; Re-98; SD-91. **MERP Stats:** St-94; Ag-56; Co-100 (later 48); Ig-98; It-97; Pr-84; **Appearance:** 12.

Skill Bonuses: Climb44; DTrap64; PLock18; Perc79; Rune87; BDev13; Cave76; Chem52; Craf21; Gamb32; Med60; Smith24; Stone26; Track55; Trad78; TrapB47.

Heir of Drûin's Line, the stunted and homely Lord Fulla led an expedition of Dwarves into the East in S.A. 2711. The party roamed eastward, starting from the Blue Mountains and stopping in the Iron Hills along the way. Their journey took thirty years, but eventually (S.A. 2741) they reached their destination: the Dwarf-hold of Khazad-madûr in Ruuriik.

Fulla's aim was to rid his forefather's home in Ruuriik of the Balrog, Mûar, and to free the Tribe of Barin from the Fire-spirit's deadly grip. In the struggle, Mûar entered the Dwarf-stronghold and killed Lord Dáin and his son before Balli the Animist slew the mighty Balrog. Fulla was scarred in the melee yet remained a powerful and steady influence upon his folk.

By the end of S.A. 2741, Fulla and Balli had ended the horrible reign of the Demon-king and recaptured the whole Dwarf-realm. They cleansed the ancient subterranean capital of Ahulë (Akhuzdah) of Orcs and began rebuilding the ancient domain. After great rejoicing and the music of flutes and fiddles and drums in the halls, the heroic Dwarf-lord was crowned Fulla VII, King of Ruuriik. As such, Fulla became the overlord of the Two Tribes of the Walled Land: both Drûin's and Barin's Folk.

A lifelong friend of Balli Stonehand, the Balrog-slayer, Fulla took the moniker "Stonehand" in homage to his companion and adviser, who was later captured and executed by the Nazgûl Khamûl. Fulla's Folk became more reticent to trade with and to aid outsiders after Balli's death, and King Fulla, who lived to be 212, died a sad, embittered Dwarf.

Fulla VII's Principal Items:

Armor — +40 plate armor (AT Pl/20) wears as chain mail (AT Ch/15), adds +20 to wearer's RR.

The North Hammer — see Naug Zigildûm.

Demon Hammer — see Naug Zigildûm.

Ring of Summoning — see Naug Zigildûm.

Belt of Daggers — see Naug Zigildûm.

GIMLI**GIMLI†**

Lvl: 8 (21 after F.A.). **Race:** Dwarf (of Durin's Folk). **Profession:** Warrior/Fighter. **Home:** Erebor, the Lonely Mountain. **Aka:** "Elf-friend"; "Lockbearer"; "Son of Glóin."

RM Stats: St-99; Qu-94; Em-77; In-98; Pr-74; Ag-92; Co-100; Me-98; Re-91; SD-83. **MERP Stats:** St-99; Ag-93; Co-100; Ig-94; It-98; Pr-74; **Appearance:** 84.

Skill Bonuses: Climb72; DTrap76; PLock73; Perc71; Rune77; BDev76; Cave73; Chem62; Craf71; Gamb58; Med68; Smith72; Stone67; Track55; Trad58; TrapB72.

A valuable and able member of the Fellowship of the Ring (T.A. 3018-19), Gimli was the son of Glóin, of the Lonely Mountain colony. His uncle Óin and his father had both accompanied Thorin Oakenshield to Erebor in T.A. 2941, together with eleven other Dwarves, Gandalf and Bilbo Baggins, to slay Smaug and to reclaim the Kingdom under the Mountain. (Their struggle is recorded in Baggins' book, "*There And Back Again*.") Thus, Gimli's impressive accomplishments should not surprise us.

After the death of Smaug and the rebuilding of the Dwarf-kingdom under Erebor, Glóin rose to leadership among his Folk. Chosen as an emissary to Elrond, whose friendship the Dwarves desired, Glóin took along his son, Gimli. Thus the young Dwarf joined the Fellowship and became the first of his race to see the trees of the Naith of Lórien since Durin's Day, an extraordinary honor. On the mission, Gimli befriended both Legolas and Lady Galadriel, who was so moved by the Dwarf's devotion that she gave him three golden strands of her hair, a treasure of great value and a symbol of amity between the two distinct and often hostile races.

Unlike many of his fellow Dwarves, Gimli survived the War of the Ring and was named Lord of the Glittering Caves (of Aglarond, in Helm's Deep). He proved to be a devoted ally to the Men of Rohan and Gondor as well as to Elrond's Elves.

A Fourth Age entry in the Red Book states that Gimli sailed west over the Sea with Legolas after the Passing of Elessar (Aragorn II) in F.A. 120. This unique honor was accorded a rare Dwarf who possessed compassion and foresight as well as courage and tenacity.

Gimli's Principal Items:

Axe — +25 Axe of Shield- and *Orc-slaying* fashioned in Erebor before T.A. 1977 and refined in the Blue Mountains. If it strikes a shield, the shield-bearer must make a RR (at his Lvl), failure resulting in the shield being cleaved in half.

Shield — A +30 Shield of Delving, enables bearer to ascertain nature of any weapon striking the surface.

Hammer — +20, strikes as a flail.

Boots — Dark brown, they are Boots of *Stone-running*.

Cape — +15 Cape of Hiding. Water- and windproof, it provides wearer with +15 bonus for Hiding and Stalking maneuvers.

Read *LotRI* 315, 361, 365-366, 453-454, 461-462, 464-465, 481, 486-487; *LotRII* 193, 195; *LotRIII* 317, 387, 449-451; See ICE's *Mirkwood* 109.

NÁIN I

Lvl: 21. **Race:** Dwarf. **Profession:** Warrior/Fighter. **Home:** Moria (Khazad-dûm). **Aka:** Last King of Khazad-dûm.

RM Stats: St-99; Qu-84; Em-72; In-88; Pr-70; Ag-82; Co-90; Me-88; Re-81; SD-74. **MERP Stats:** St-99; Ag-82; Co-90; Ig-85; It-88; Pr-70; **Appearance:** 78.

Skill Bonuses: Climb76; DTrap80; PLock77; Perc67; Rune73; BDev78; Cave75; Chem68; Craf73; Gamb68; Med70; Smith78; Stone77; Track73; Trad68; TrapB79.

Son of Durin VI, Náin I ruled the upper chambers of the great Dwarven stronghold of Khazad-dûm (Moria) in T.A. 1980; the Underdeeps belonged to the evil First Age Fire-spirit known as the Balrog, which had slain his father. Just a year after his assumption to rule, Náin I too was killed by the Terror, and his followers abandoned their once-elegant and ancient mansions to the Balrog and other, lesser evils.

Náin I's Principal Items:

Armor — +20 plate armor (AT PI/20) that wears as soft leather (AT SL/6). Also, 14 Dwarven symbols on shield; see Durin I's Principal Items above for explanation.

Shield — +20 plate armor (AT PI/20) that wears as soft leather (AT SL/6). Also, 14 Dwarven symbols on shield; see Durin I's Principal Items above for explanation.

Hammer of Durin III — +30 war hammer that delivers double damage and can be summoned by wielder up to 777'.

Read *LotRIII* 439, 450. See ICE's *Moria* 15, 19.



NAUG ZIGILDÛM*

Lvl: 28. **Race:** Dwarf (of Barin's Folk). **Profession:** Warrior/Fighter. **Home:** Ruuriik. **Aka:** The Hammer; the Mirror-lord.

RM Stats: St-99; Qu-91; Em-49; In-96; Pr-63; Ag-100 (later 26); Co-98; Me-77; Re-94; SD-34. **MERP Stats:** St-99; Ag-100; Co-98; Ig-66; It-96; Pr-63. **Appearance:** 92.

Skill Bonuses: Climb92; Swim45; Ride25; S&H90; Perc70; Rune25; Chan10; Amb14; Li5; AMov35; ADef65; BDev18; Acro35; Act15; Cont30; Cook35; Dance45; Div35; FAid55; For45; Med65; Mus20; Nav85; RMas70; Sig45; Sing25; Star80; Subd30; Track90; Trad70; Trick60; Tumb30; Craf45; Dipl78.

Naug Zigildûm was the son of Orí and the Dwarf Lord Galin Drúinakh. He became King of Ruuriik in T.A. 100 and ruled the Walled Land in easternmost Endor until his death in T.A. 280. His reign marked the dawn of the Age of the Hammer in the East.

Since the marriage of Naug's parents symbolized the union of the Two Tribes of Ruuriik, young Naug enjoyed a great deal of popularity from the outset of his very special life. Naug's father Galin, the second Lord of Ahulë and chief counsellor to King Fulla XIV of Ruuriik, was the old and wise uncle of Barór, the Lord of Barin's Folk. Naug's mother Orí, King Fulla's favorite niece, was the daughter of Fullin.

Aside from completing the restoration of Ruuriik begun by Fulla XIV, Naug is best known for having recovered the famous North Hammer from the Halls of the Mirror. He journeyed to the foul Halls in early S.A. 3441. The subterranean chambers were located deep beneath the mountain called Umlaher Danali, the highest peak in the Iron Mountains, and once comprised an upper Deep within Utumno. Most of the Halls survived Utumno's destruction in the First Age. They were partially restored by the servants of the Nazgûl Hoarmûrath of Dír in the late Second Age, who used the delving to house the enchanted Mithril Mirror. Wrested from the Dwarf-lord Zigilûk along with the North Hammer, the Mirror was purportedly a gift from Mahal (Aulë) and was therefore sacred to the Naugrim.

The long, heroic tale of Naug's Quest for the Hammer is too involved to document here. Suffice it to say, the Dwarven Prince retrieved the prized North Hammer and returned to Ruuriik in early T.A. 1. Unfortunately, it was lost again when Naug was slain by Amis Shug in T.A. 280. According to legend, the Hammer slipped from Naug's grasp and plunged into a chasm the moment before Amis killed him.

Naug's accomplishments are many. Among other feats, he killed Sauron's famous "Slayer" or assassin, Shurûn Dûrax, in S.A. 3436. He also defeated Príclís, the Warden of Mithrisars, in an epic melee during Midyears S.A. 3440.

Naug and his wife Núis had seven children: Nís, Balló, Róin, Furin, Drúhór, Narin, and Núrin. Both Balló and Róin died during the Kank Rising in T.A. 221, so Naug was succeeded to the throne by his third son Furin II.

Naug's Principal Items:

The North Hammer — +35 Returning Hammer of the North-king; one of the Seven Hammers of the Seven Tribes of the Naugrim.

- Variable range: 70' against Dwarves; 140' against Men and Elves; 700' against Orcs and Giant Races; 1400' against Dragons.
- Detects Dragons, sources of Evil, and sources Magic within 700'.
- Controls the "Earth of Arda" within 14' of the wielder (within 70' if wielder stands in Ahulë).

- Provides wielder with a +35 Presence and RR bonus.
- Stores 7 Channeling spells.
- On any given day, it is a Hammer of *Dragon-slaying* that permits wielder to cast a +35 Firebolt once per day or a Holy weapon that also:
 - Enables wielder to make RR vs Evil Channeling spells at 77th level;
 - Halves effects of fire attacks against wielder;
 - Enables wielder to understand Khuzdul;
 - Enables everyone within 14' to make RRs versus Fear at 35th level;
 - Heals wielder of 7 hits damage a round.

Demon Hammer — +15 Hammer of *Demon-slaying* with a range of 100' (no range penalty) that returns one round after being thrown.

Ring of Summoning — +3 Changeling spell adder made from mithril and inlaid with red ivory. The ring can summon one 21st level Dwarven "Hero" each day. This enchanted illusionary warrior will fight alongside the ringbearer for 2-20 rounds, ignoring stunning or bleeding wounds.

Belt of Daggers — A white Kine-skin belt inlaid with silver that provides wearer with a +5 DB. The belt holds seven daggers:

- +10 Dagger of Returning with a range of 300' (no range penalty);
- +10 Dagger of Giant-slaying;
- +10 Dagger of Troll-slaying;
- +15 Dagger of Returning with a range of 200' (no range penalty);
- +15 Dagger of Cat-slaying;
- +15 Dagger of Orc-slaying;
- +20 Dagger of Returning with a range of 100' (no range penalty).



RÁLIN*

Lvl: 21. **Race:** Dwarf (of Dwálin's Folk). **Profession:** Ranger. **Home:** The Nan Naugrim in the western Ered Luin. **Aka:** Second of the Seven Lords of the Stone Hammer.

RM Stats: St-99; Qu-98; Em-87; In-99; Pr-89; Ag-100; Co-100; Me-88; Re-91; SD-98. **MERP Stats:** St-99; Ag-100; Co-100; Ig-90; It-99; Pr-89. **Appearance:** 89.

Skill Bonuses: Climb91; Swim55; Ride70; DTraps107; PLocks77; S&H87; Perc85; Rune49; S&W49; Chan77; Amb28; Li7; AMov77; Acro35; Appr49; Cave91; Cont49; Dipl77; FAid77; For91; Lead77; Nav49; Smith49; Stone49; S&T77; Track91; Trad49; TrapB49; Trick35; Wea35.

Rálin was born at Zagragathol in the Ered Luin around S.A. 3380. The second son of King Rúlin, he was fated from birth to be the Second of the Seven Lords of the Stone Hammer. According to Dwarven legend, the Hammer, also known as the Great Stone Hammer, was a gift from Mahal (Aulë) to Dwálin, the King of the Second Tribe of the Khazâd (and later the Lord of Belcgost). It was one of Seven Hammers of the Seven Tribes. (Another of these enchanted symbols was the North Hammer described above.)

As a Lord of Dwálin's Folk during the late Second Age, the quest bound Rálin to gather the Hammer's seven pieces. After years of wandering and searching, his path crossed and joined that of a mixed band of Free Peoples including the Half-elf Bard, Randae Linvairë (see *LOME II*); the Half-elf Sorceress, Chinta Kari; and the Womaw Ranger, Tash Enámó.

In the years that followed this strange meeting of mismatched companions, Rálin gathered the remaining parts of the Great Stone Hammer. He then played a major part of the united effort that lead to halting the awful legacy of Ungoliant called the Eägoth ("Enemy of Existence"), as well as the destruction of three evil Avar Mages: Ardanian, Mourmaelgax, and Jírdfos.

Rálin remained a Lord of the Stone Hammer and a Lord Warder of the Ered Luin until the end of his days in the early Third Age.



Rálin's Principal Items:

The Great Stone Hammer — One of the Seven Hammers of the Seven Tribes of the Naugrim, the Stone Hammer is a bluish laen war hammer that passed through the line of the Kings of Dwálin's Folk. It breaks down into seven pieces: handle, base, head, hilt, crosspiece, 1st gem, and 2nd gem. All powers except for its basic combat bonus of +35 only function if the wielder is a Dwarf.

It requires at least the handle, base, and head to function as a +35 war hammer that can be thrown to 70' with no range penalty and returns (*Longdoors*) to thrower's hand after striking. Its bonus is +77 versus minions of the "essence of darkness incarnate." It does 7x normal damage against "truly evil" super-large creatures. Its range is 700' vs "truly evil" greater beasts, Lords, and "enemies." It detects Trolls, Balrogs, Evil, Power, Mithril, and Ire within 700'. It "stores" up to 7 Channeling spells.

Its other powers gradually appear as the other four pieces are added:

- **Hilt:** becomes a Holy weapon; +50 to "fear" RRs of all allies within 70'R; x7 spell multiplier, spells cast while holding it give targets a -35 RR Mod if they have a "true death of spirit".
- **Crosspiece:** wielder makes RRs as if he were 77th level. Flames (as a Fireball) seven times per day (wielder is immune); reduces the concussion hit damage from each attack against the wielder by 7.
- **1st Gem:** +35 to RRs of all "allies" within 14'R; becomes a +32 "Dragon-slaying" weapon upon command; makes wielder immune to all natural fire and halves wielder's damage from magical fires; and it detects Dragons and Demons within a 7000' radius.
- **2nd Gem:** controls the earth of Arda within 7000' of its focus (one specific point chosen by the wielder that cannot change until the wielder dies); provides a throwing range of 7000' against creatures that have struck the wielder within 7000 hours; and allows wielder to speak Quenya.

Rálin's Special Powers:

Spells — 42 PP. Base spell OB is 21; directed spell OB is 30. Knows all Ranger Base lists to 20th level and all Open Channeling lists to 10th (*MERP*), and all Closed Channeling lists to 5th (*RM*).

Rálin's Lesser Items of Note:

Mithril Mail — +20 Mithril chainmail, wears as AT Ch/13, but protects as AT Pl/19.

Shield — +25 Full Shield, may cast *Protections Sphere V* (with a 30'R) 7 times per day.

Helm — +21 to RRs versus Channeling spells.

THORIN II

Level: 27. **Race:** Dwarf (of Durin's Folk). **Profession:** Warrior/Fighter. **Home:** Erebor; later Dunland; later Ered Luin. **Aka:** Thorin Oakenshield.

RM Stats: St-92; Qu-88; Em-79; In-85; Pr-82; Ag-92; Co-91; Me-89; Re-86; SD-82. **MERP Stats:** St-92; Ag-92; Co-91; Ig-87; It-85; Pr-82; **Appearance:** 84.

Skill Bonuses: Climb84; DTrap86; PLock82; Perc79; Rune83; BDev80; Cave84; Chem78; Craf83; Gamb74; Med79; Smith88; Stone82; Track83; Trad70; TrapB86.

Master of the golden harp and a tenacious fighter, Thorin II was born in T.A. 2746. He was the eldest son of the Dwarf-king Thráin II. At twenty-four, he and his family were ignominiously chased from Erebor by Smaug; they lived as exiled in Dunland until 2790. At the age of 53, he fought boldly at the Battle of Azanulbizar, where he earned the moniker "Oakenshield" by using an oak limb as both a club and a shield in beating back Orcs. Following that debilitating victory, Thráin II moved his followers to the Blue Mountains (S. "Ered Luin"). When his father disappeared on a journey to Erebor in T.A. 2845, Thorin II was crowned King of Durin's exiled Folk.

For nearly a century, Thorin II tended to his people, building their numbers and wealth. Then, in T.A. 2941, he resolved to lead them on a quest to take back Erebor from Smaug and to claim the Dragon's booty for their own. Blessed by Gandalf, the expedition of Thorin and Company succeeded, but Thorin II (the just-crowned King Under the Mountain) was killed shortly thereafter in the Battle of Five Armies, wielding mercilessly the Elf-sword Orcrist until he fell. His dying words to Bilbo Baggins, praising the Hobbit's possession of both courage and wisdom, is one of Middle-earth's most moving farewells. Thorin II was entombed under the Lonely Mountain with the Arkenstone of Thrain, a brilliant white gem of inestimable value, upon his chest. The Orcrist was laid upon his tomb, glowing a vivid blue to warn of the approach of Orcs.

Dáin Ironfoot succeeded Thorin II as King of the Dwarves of Erebor.

Thorin II's Principal Items:

Orcrist — (S. "Goblin-cleaver") +30 magic Elven broadsword made of the mithril alloy Ithilnaur (S. "Moonfire"). One of two matching swords forged by Elves in Gondolin in the First Age, the Orcrist was rescued from the den of Stone-trolls in Eriador by Thorin Oakenshield. Like its twin, Glamdring, the blade of the sword glows with a bright blue flame when Orcs or Trolls approach (dim within 1000', and very bright within 100'). Fumbles only on an unmodified roll of 01.

Arkenstone — A gleaming white gem of unheard-of value, the Arkenstone was entombed with Thorin under Erebor in T.A. 2941. In T.A. 2770, Smaug the Golden had seized the prize jewel after chasing the Dwarves of Erebor from their home.

Read Hob 10-13, 16, 39, 282-283, 287-288; LotRIII 440, 443, 445 447-448, 450. See ICE's Moria 17, 19.

THE DWARVES

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Azaghâl	21	131	Pl/19	50	Y15	(A/L)	145wh	125ha	0	Warrior/Fighter, Dwarf-lord of Dwâlin's House.
Balin	28	177	Pl/20	65	Y15	(A/L)	200wh	177hcb	10	Warrior/Fighter, King of Moria. Of Durin's Folk.
Balli	23	135	RL/10	55	Y25	A	95wh	80da	0	Animist/Cleric, "Stonehand," "Múar-slayer."
Bifur	11	109	Ch/14	25	N	(A/L)	140ha	100hcb	5	Warrior/Fighter, Of Dwâlin's Folk and Thorin's Co.
Bofur	10	105	Ch/14	25	N	(A/L)	135ha	105hcb	5	Warrior/Fighter, Of Dwâlin's Folk and Thorin's Co.
Bombur	6	60	Ch/12	10	N	N	80ha	65ma	0	Warrior/Fighter, Of Dwâlin's Folk and Thorin's Co.
Borin	17	125	Pl/20	65	Y15	(A/L)	160ha	100sp	5	Warrior/Fighter, Cohort of Thór in Grey Mountains.
Dáin I	17	135	Pl/20	65	Y20	(A/L)	170ha	110sp	5	Warrior/Fighter, King of Durin's Folk.
Dáin II	28	149	Pl/20	65	Y25	(A/L)	180ha	110sp	5	Warrior/Fighter, King of Durin's Line in Iron Hills.
Durin I	49	177	Pl/20	77	Y20	(A/L)	232wh	200wh	10	Warrior/Fighter, Father of Durin's House.
Durin I (late)	77	147	Pl/20	67	Y20	(A/L)	222wh	190wh	0	Warrior/Fighter, Father of Durin's House.
Fulla III	18	143	Pl/20	15	N	(A/L)	170ba	130hcb	5	Warrior/Fighter, Lord of Barin's Folk in West (T.A.).
Fulla VII	25	161	Pl/20	85	Y20	(A/L)	170ba	145wh	0	Warrior/Fighter, King; refund Ruuriik (S.A. 2741).
Gimli	8	125	Ch/13	60	Y30	N	130ha	85cp	5	Warrior/Fighter, Member of Fellowship of the Ring.
Gimli (late)	21	147	Pl/19	60	Y30	(A/L)	210ha	100cp	0	Warrior/Fighter, "Elf-friend," Lord of Aglarond.
Náin I	21	150	Pl/20	77	Y20	(A/L)	200wh	177wh	10	Warrior/Fighter, "The Miner." King of Drúin's Line.
Naug	28	181	Pl/20	40	N	(A/L)	220wh	210wh	0	Warrior/Fighter, King of Ruuriik (T.A. 100-280).
Rálin	21	135	Pl/19	80	Y25	(A/L)	177wh	177sb	10	Ranger, Lord of Dwâlin's House, Hammer-keeper.
Thorin II	27	175	Pl/20	77	Y15	(A/L)	175ha	165hcb	10	Warrior/Fighter, "Oakenshield," King, Durin's Folk.

NOTE: *Bold names indicate Seven Fathers, or Founders, of the Seven Houses. Heirlooms of the Founder of a given Dwarven House typically pass through the hands of each King in the Line.*

5.15 DWARVEN SHORT DESCRIPTION GLOSSARY

NOTE: The following is a series of short descriptions covering the majority of Dwarven characters in the lore of Middle-earth. The accompanying charts detail their related statistics. An * denotes a character created by ICE, while a † indicates a character who is illustrated.

— A —

AZAGHAL REDHAMMER* — Lvl: 12. Azaghâl Redhammer was the grandson of Zigli (Ryk), the adventuresome brother of Fulla III (Lord of the branch of Barin's Folk that settled in the Iron Hills during the Second Age). Although a skilled warrior, he is best known as a leader and diplomat. Azaghâl ruled the city of Barakshathur (located east of the headwaters of the river Carnen) and served as his people's envoy to Khazad-dûm in T.A. 1580. He was a fast friend of Durin III, king of the First House of the Naugrim. See ICE's *Mirkwood* 47, 126.

— B —

BÁIN* — Lvl: 15. Báiñ was the fourth King of Ruuriik and the fifth Lord of Drúin's House. Son of Bróin the Clumsy (or Bróin the Echo), Báiñ ruled the Dwarves of Drúin's Line for 56 years, in peace and with wisdom. His greatest accomplishment was the establishment of regular trading with the Men of the East.

BÁIN II* — Lvl: 17. Báiñ II was the seventh King in the First Line of the House of Drúin and the sixth King of Ruuriik. Son of Thalin and father of Fulla, Báiñ II ruled Ruuriik for nearly sixty years, effectively staving off an invasion by the Horl tribes in the early Second Age.

BÁIN III* — Lvl: 14. Báiñ III was the son of Dáin the Clerics' Foe (of Drúin's Folk) and was widely disliked for his liberal attitudes toward the Avari. He was indeed an Elf-friend, and later travelled throughout much of eastern Endor in the company of the Elves.

BÁIN VII* — Lvl: 25. King of Drúin's Line late in the Third Age, he is best known for renewing Ruuriik's ties with the Womaw of northeastern Endor and defeating the Great Attack in T.A. 3017-19. Báiñ VII then led the way into the Fourth Age, forging friendships with the Men of the East after the fall of Sauron and Khamûl. He ruled wisely and with great fervor, inspiring his dwindling folk to make peace with their neighbors.

BALIN* — Lvl: 13. Third son of Thalin, Balin never recovered from envy of his brothers, the High-lord Róin and King Báiñ II, who despised their wavering young brother. Untouched by the desire to rule Ruuriik, Balin instead concentrated upon forging stronger and lighter weapons, but success eluded him, as did a wife. He died alone at 149 years of age in mid-Second Age.

BALRIM* — Lvl: 12. Son of Frúhar and father of Dáin the Cleric's Foe, Balrim was a largely unsuccessful plotter to overthrow Fulla II. Imprisoned from time to time, Balrim nevertheless managed to live 200 years and left a sizable legacy to Dáin.

BALLI GOLDENEYE* — Lvl: 15. Son of Dralin, a Lord of Drúin's Line, Balli lusted after wealth and power as if he had invented the urge. A brilliant thinker and moving orator, Balli led expeditions into the Mountains and in his old age (around 150) discovered gold and mithril. His "eye," or vision, was said thereafter to be golden, and his family was wealthy for centuries.

BALLI THE RASH* — Lvl: 14. Balli the Rash was a respected Dwarf-lord among the Tribe of King Drúin the Proud. He was an adventuresome leader who is best known for founding the Dwarf-kingdom of Ruuriik in eastermost Endor. His expedition out of Burskadekdar in S.A. 700 resulted in the discovery of a secretive tunnel into the Walled Land, and Balli became the first figure ever to gaze upon the Great Vale tucked between the Mountains of the Wind and the Eastern Sea. Returning to the court of King Drúin the Younger, he wisely convinced his mentor to establish his Kingdom in the protected valley.

BALLI II* — **Lvl:** 12. Balli (II) Silvereye was the son of Dralin and the grandson of Thráin the Wanderer. He was named for Balli the Rash, but his nickname derived from his legendary sense of finding silver. It was Balli II who discovered the largest three veins of silver in the Mountains of the Wind, all of which were conveniently located in Balli's home realm of Ruuriik.

BALLI III* — **Lvl:** 13. Son of the prosperous Balli (II) Goldeneye and father of the obese Bofur the Breathless, Balli III was a powerful Lord who favored cutting ties with Men and Elves. For centuries, his brand of xenophobia ruled Ruuriik.

BARIN NORTH-KING* — **Lvl:** 35. Also called Barin the Scarred, Barin North-king was the Father of the Seventh and Last House of the Naugrim. He led his people northward in the late First Age, but moved his tribe eastward, where they helped tame the remote, mountainous land called Ruuriik. In S.A. 707 Barin's daughter Bís wed King Drúin the Younger, thus uniting the two Eastern tribes of Dwarves. In return, Barin was granted the lowlands as his fief. He swore allegiance to his new son-in-law, Drúin the Younger, who called the North-king First Vassal. His son, Barin II, helped to make the Dwarf-stronghold at Ruuriik a viable settlement.

BARIN II* — **Lvl:** 27. Son of Barin North-king and second King of Barin's House, Barin II ruled northern Ruuriik from S.A. 721 until S.A. 814. He was a wise and compassionate ruler.

BARIN III* — **Lvl:** 21. Last King of the First Line of the House of Barin, Barin III was the last Dwarf-lord to preside over Northern Ruuriik. He was burned to death while fighting the Balrog Múar before the Door of Radimbragaz (his home) in S.A. 1157.

BÁVOR* — **Lvl:** 45. Bávor was the Father of the Second House of the Naugrim. During the early Second Age, he led his people into Endor's Far South. The Mablád Dwarves of the southwestern Yellow Mountains are descendants of Bávor's Folk.

BÍS* — **Lvl:** 14. The elegant, beautiful and gifted daughter of the aged King Barin (North-king), Bís wed King Drúin of the other eastern tribe and joined the two into one Kingdom at Ruuriik in S.A. 707. Bís was a renowned architect whose eldest son, Throrin, became the second King of Ruuriik.

BOFUR THE BREATHLESS* — **Lvl:** 7. Bofur was an unfortunate figure from the Line of Drúin the Proud. Grotesquely fat from birth, Bofur was doomed to live a sedentary and (for a Dwarf) short life. A formidable gambler, he once lost and regained his family's immense wealth in one night.

BOHÓR* — **Lvl:** 11. One of Fulla II's three sons, Bohór was the weak hereditary link in the powerful ruling family of Drúin's Line. A sniping, homely fellow born with his nose permanently twisted to one side of his puffy, angry face, Bohór never found his place in Ruuriik. He died alone and penniless.

BRÓIN* — **Lvl:** 16. Also known as Bróin the Echo, Bróin the Clumsy was the son of Thrórin and was the third King of Ruuriik (S.A. 859-899). He ruled for only forty years before falling into a chasm in the Mountains of Wind. Legend says that he is buried where Naug later lost the North Hammer.

BURIN* — **Lvl:** 14. A dedicated Cleric and Lord of Barin's Line, Burin lived the life of an aesthete. He was a master craftsman who created the Three Maces of the Wind around S.A. 1055. Burin succeeded his brother Darim to the throne of the Seventh House of the Dwarves in S.A. 1011. He ruled Northern Ruuriik for 92 years.

BURIN THE FAINT* — **Lvl:** 14. Son of the bold Dwarf-maiden Drús II and the Lord Gurn II, Burin was born late in the Third Age to powerful and influential parents. He struggled to find his way, and at the age of fifty, struck out on his own, establishing a successful trading company. His daughter, Drús III, was one of the revered Keepers of the Hammer.

THE DWARVES — A-B

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee		Missile OB	Mov M	Notes
							OB	OB			
Azaghal	12	124	PI/20	55	Y10	(A/L)	135wh	100hcb	5		Warrior/Fighter, Lesser Lord, Iron Hills.
Báin	21	177	PI/20	60	Y20	(A/L)	190wh	160ha	5		Warrior/Fighter, King of Drúin's Folk.
Báin	15	115	PI/20	50	Y15	(A/L)	170wh	105sp	0		Warrior/Fighter, King of Drúin's Folk. Son of Bróin.
Báin II	17	125	PI/20	55	Y20	(A/L)	185wh	145ha	0		Warrior/Fighter, King of Drúin's Folk. Son of Thalin.
Báin III	14	119	RL/10	35	Y5	A	100ha	80cp	10		Ranger, "Elf-friend." Of Drúin's Folk.
Báin VII	25	163	PI/20	65	Y25	(A/L)	190ma	185wh	0		Warrior/Fighter, King of Drúin's Folk in Fourth Age.
Balin	13	110	Ch/15	45	Y15	(A/L)	160ha	100sp	5		Warrior/Fighter, Of Drúin's Folk. 3rd son of Thalin.
Balli	15	139	PI/19	50	Y15	(A/L)	175ha	110sl	5		Warrior/Fighter, "Golden-eye." Of Drúin's Folk.
Balli the Rash	14	127	PI/18	40	Y10	A	170ha	115sl	0		Warrior/Fighter, Founder of Ruuriik. Of Drúin's Folk.
Balli II	12	102	RL/9	40	Y10	N	80ha	75sb	10		Ranger, "Silver-eye." Of Drúin's Folk.
Balli III	13	114	RL/10	35	Y10	A	95ha	85sl	5		Ranger, Of Drúin's Folk. Son of Balli Goldeneye.
Balrim	12	113	RL/10	30	Y5	L	75ha	60sp	10		Ranger, Frúhar's son. Ring x3 PP mult. 24PP.
Barin	35	130	PI/20	90	Y40	(A/L)	215wh	210wh	10		Warrior/Fighter, "The Scarred." Father of 7th House.
Barin II	27	115	PI/20	70	Y25	(A/L)	195wh	175wh	5		Warrior/Fighter, Heir of Barin North-king.
Barin III	21	120	PI/20	65	Y20	(A/L)	180wh	165sp	5		Warrior/Fighter, Last King of Northern Ruuriik.
Bávor	45	193	RL/12	40	Y45	(A/L)	180wh	160wh	15		Ranger, "The Swift." Father of the Second House.
Bís	14	95	No/1	15	N	(A/L)	55ss	30sl	15		Animist/Healer, Daughter of King Barin. 28PP.
Bofur	7	65	Ch/12	15	N	N	80ha	60ma	0		Warrior/Fighter, "The Breathless." Of Drúin's Line.
Bohór	11	100	Ch/13	20	N	(A/L)	120ha	90hcb	0		Warrior/Fighter, Of Drúin's Line, a son of Fulla II.
Bróin	16	112	PI/20	65	Y15	(A/L)	150ha	100sp	0		Warrior/Fighter, King of Drúin's Folk.
Burin	14	97	SL/6	40	Y	L	60ma	35sl	5		Animist/Cleric, Mace +4 Chan. sp. adder. 28PP.
Bruín the Faint	14	114	SL/5	35	Y	N	50ma	20sl	10		Animist/Alchemist, Of Drúin's Line. 42PP.

NOTE: Bold names indicate Seven Fathers, or Founders, of the Seven Houses. Heirlooms of the Founder of a given Dwarven House typically pass through the hands of each King in the Line.

— D —

DÁIN* — **Lvl:** 13. Son of the Dwarven maid Grís and grandson of Barin III, Dáin of the Mug spent his entire life brewing beers. He lived in the Nan Naugrim in the Blue Mountains, where he created Barin's Mead in S.A. 1300.

DÁIN THE CLERIC'S FOE* — **Lvl:** 16. Son of Balrim, a Lord of Drúin's Line, Dáin battled all remnants of the old ways. He questioned the semi-divinity of Mahal and quarreled with other Dwarves in Exile who resided near his home in the Blue Mountains.

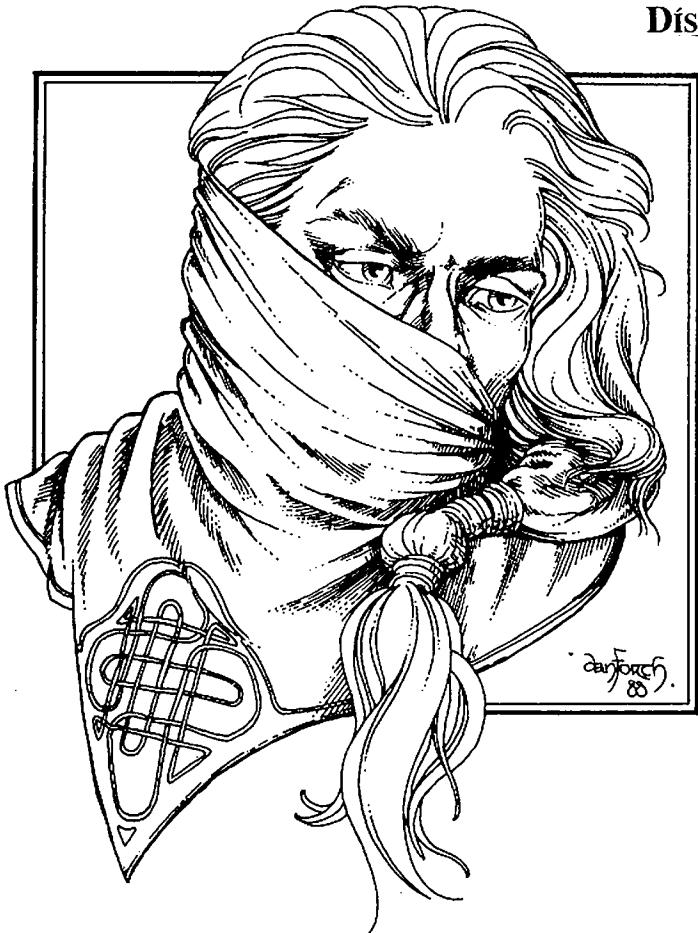
DÁRAM* — **Lvl:** 13. The only son Drárin the Fool, Dáram died fighting alongside his father during the Fall of Ruuriik in S.A. 1157.

DARIM* — **Lvl:** 9. Called Wolfsbane, Darim slew a pack of hungry Wolves when he was only seven years of age. He died in a flood that swept through the Faliodukûm Valley in Ruuriik in S.A. 1011. His brother Burin succeeded him as King of Barin's House and Lord of Northern Ruuriik.

DARIN — **Lvl:** 16. Son of Farin and father of Drúin, this Lord of Barin's Line failed as a fighter and explorer, at last finding himself successful in commerce. He maintained a flourishing trade with the Men of the East, dealing in arms, baked goods, and mead.

DÍS† — **Lvl:** 7. Born in T.A. 2760, Dís was a royal Dwarf-maid of Durin's Line. A sister to Thorin Oakenshield, she was Thráin II's only daughter and later was mother to both Fíli and Kíli, heroes slain at the Battle of Five Armies. Dís is the only Dwarf-maid among Durin's Folk prominently mentioned in surviving records. *Read LotRIII 449, 450.*

Dís



DÓM* — **Lvl:** 15. Son of Thrír III and King before his brother Báin III, Dóm ruled Ruuriik in eastern Endor briefly after T.A. 1640. Since he died after a long illness, suspicion was cast upon his brother, the all-grasping Báin, a master of potions, but no foul play was ever proven.

DÓR* — **Lvl:** 8. Son of Kalin and father of Dwáin, Dór never rose above the prejudice facing a Dwarf who lacks a martial spirit. He died, sad and alone, at age 145.

DORI — **Lvl:** 7. Of the House of Durin, Dori was one of the thirteen Dwarves to comprise Thorin and Company, the successful expedition that drove Smaug out of Erebor and seized his booty in T.A. 2941. Dori also fought at the Battle of Five Armies. Content to play his flute and eat well, Dori settled in Erebor thereafter. *Read Hob 9, 13, 32; LotRI 302; LotRIII 450.*

DRALIN* — **Lvl:** 11. Son of Thráin the Wanderer (in the Line of Drúin), Dralin spent his entire life in Ruuriik, where he served as the King's envoy to the court of Barin's House.

DRARIN THE FOOL* — **Lvl:** 14. Of the Line of Barin, Drarin was the seventh King of the Seventh House of the Naugrim. He ruled Northern Ruuriik in eastern Endor and was a contemporary of the heroic Drúnin Orc-slayer in the Twelfth Century, Second Age. During the war against the Balrog Múar, facing the decimation of his tribe, King Drarin led his warriors on an impossible assault to capture the Troll-guard near Brûl Faliodukûm. His host was slaughtered and Drarin and his son Dáram were mutilated in the attack (S.A. 1157).

DRARIN THE WISE* — **Lvl:** 11. An early historian of his Folk, Drarin recorded the tale of the two tribes of the East before his death in S.A. 102. A favorite of the Kings he served, Drarin advised the rulers of Ruuriik as well, serving three Kings.

DRÚHAR THE DAWNWARRIOR* — **Lvl:** 18. Drúhar the Dawnwarrior was the son of Barin II and the third King of Barin's House (S.A. 814-99). A ferocious Second Age fighter, Drúhar slew a score of Orcs and Easterlings at the Battle of the Gates. His epithet stems from Drúhar's taste for attacking his enemies at dawn, as they arose or reached for their weapons. He died ten years later, ambushed by Orcs outside Ruuriik.

DRÚHAR II* — **Lvl:** 9. Deserted by the remnants of Drúin's decimated Folk (after Múar's treachery in S.A. 1157), this noble of Barin's Line fathered Glein and fought heroically at the Battle of the Pass in S.A. 1240, slaying ten Orcs with his axe and blade. His grandson, Drúnin Orc-slayer, avenged the slaughter of S.A. 1157.

DRÚIN* — **Lvl:** 15. Another Dwarf-lord who suffered through the siege and burning of Ruuriik in S.A. 1157, Drúin fathered a son, Drúin II, and fought valiantly in the long and dark Years of Treachery. A well-spoken military leader, Drúin is said to have given moving speeches before battle, inspiring his troops to remarkable feats of heroism.

DRÚIN THE DERANGED* — **Lvl:** 13. Aptly named, this Dwarf-lord and son of Náin the Miner did battle against all foes and most friends. Records of that time (mid-Third Age) indicate that Drúin the Deranged slew at least a dozen fellow Dwarves whom he imagined had impugned his honor, attacking some of them as they ate a meal or sipped mead.

DRÚIN THE PROUD* — **Lvl:** 17. Head of the Line of Drúin (of the Lesser Dwarves of the East), Drúin the Proud was the Father of the Sixth House of the Naugrim. During the early Second Age, he led his people eastward across the Anduin and southern Ruuriik and down into the Chey lands. When he died there around S.A. 673, his son Drúin the Younger removed the House further to the east, eventually settling the Line in Ruuriik.

DRÚIN THE YOUNGER* — **Lvl:** 25. Drúin was born in the Chey lands around S.A. 625 and led his people into the East after his father's death in S.A. 673. He was the second King of Drúin's House. Founder of the Walled Kingdom of Ruuriik, Drúin followed Balli and boldly led his tribe to their new home high in the mountains. Drúin the Younger wed Bís and was the proud father of two maidens, Grís and Nurís, a rare feat. In return for Bís' hand Drúin granted his aged father-in-law, King Barin, a fief covering the northern half of the Kingdom of Ruuriik. Barin was thereafter known as First Vassal and King of Northern Ruuriik.

DRÚIN II* — **Lvl:** 14. Son of Drúin and King of Northern Ruuriik for less than three days, Drúin II became Lord of Barin's House when King Drarin the Fool perished fighting at Brûl Falioduk^{^m}. A bold warrior, he led his army against Orcs and Trolls in the Mountains of the Wind, losing only one battle, his last. He died fighting the Balrog Múar in S.A. 1157.

DRÚIN ORC-SLAYER* — **Lvl:** 17. A valiant warrior and savior of his homeland and tribe, Drúin slew a score of Orcs at the Battle of the Fall, S.A. 1148. Thereafter, he gathered together the tattered remnants of the two tribes and led them to safety in the holy mine in the heart of burned and ruined Dwarf-stronghold of Ruuriik. Drúin fell in ambush in S.A. 1152, slain by a party of Easterlings and Orcs.

DRÚIS* — **Lvl:** 7. Drúis was a beautiful Dwarf-maiden of Barin's House who discovered the Secret of the North in T.A. 1639. A talented explorer, she produced a revision of the map of the northern range of the Mountains of the Wind.

DRÚS II (THE BOLD)* — **Lvl:** 15. A tenacious fighter and Orc-slayer, Drús II ruled the Line of Barin in Ruuriik for fifty-six years, until a mannish Bear-trap tore him in two in S.A. 909. He once stood off a dozen Fale warriors with his axe and shield, as his kin fled to safety.

DRÚS III* — **Lvl:** 10. A Keeper of the Hammer and Lord of Khazad-madûr, Drús III served among the last of the rulers of the great Kingdom in the East. A bold and wily cleric, Drús never doubted the strength of her tribe and was saddened by its decimation in the Second Age.

DURIN II — **Lvl:** 14. Durin II ruled Khazad-dûm in the Second Age, in the 700's. He is thought to have been King at the time of the construction of the enchanted West-gate of Moria, built by Narvi and his Dwarf-craftsmen to encourage trade between the Dwarves and the Elves of Eregion. *Read LotRI 398; See ICE's Moria.*

DURIN III — **Lvl:** 35. Second Age King of Khazad-dûm, Durin III ruled the Dwarves when Celebrimbor forged the Rings of Power in the 1500's. As a gift, Durin III was given the foremost of the seven Dwarf-rings by the Elves, who judged him their friend. Unable to be dominated and controlled by Sauron's Ruling Ring, Dwarves nonetheless fell victim to greed and as a race, declined in power and fell from grace with the passage of time. (For Durin III's principal items, see the Durin I entry.) *Read LotRIII 445. See ICE's Moria 14, 18.*

THE DWARVES — D												
Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes		
Dáin	13	105	Ch/14	35	Y10	A/L	135ha	80sl	0	Scout/Rogue, Brewer and son of Grís.		
Dáin	16	120	Pl/20	65	Y15	(A/L)	155ha	105sp	5	Warrior/Fighter, "The Cleric's Foe" of Drúin's Folk.		
Daram	13	106	Ch/13	40	Y10	N	125ha	85sp	5	Scout/Rogue, Only son of Drárin the Fool.		
Darim	9	72	No/1	20	N	N	90ba	75sl	20	Ranger, "Wolfsbane." Of Barin's House.		
Darin	16	115	Ch/14	50	Y10	N	130ha	85sp	5	Warrior/Fighter, Son of Farin and father of Drúin.		
Dís	7	125	Ch/13	55	Y10	N	105ha	80sp	0	Warrior/Fighter, Royal Maiden of Durin's House.		
Dóm	15	120	Ch/14	65	Y15	(A/L)	135ha	95sp	5	Warrior/Fighter, Son of Thrír, King (T.A. 1640-70).		
Dór	8	102	Ch/15	60	Y15	(A/L)	125ha	80sp	0	Warrior/Fighter, Son of Kalin and father of Dwáin.		
Dóri	7	96	Ch/14	35	Y5	L	120ha	85sb	5	Warrior/Fighter, Of Durin's House and Thorin's Co.		
Dralin	11	117	Ch/15	55	Y10	(A/L)	125ha	90sp	5	Warrior/Fighter, Son of Thráin the Wanderer.		
Drarin	14	139	Pl/20	50	Y15	(A/L)	130ha	85sp	-5	Warrior/Fighter, "The Fool." King of Ruuriik.		
Drarin	11	108	Ch/14	55	Y10	(A/L)	110ha	90sp	0	Warrior/Fighter, "The Wise." Histor. Barin's House.		
Drúhar	18	125	Pl/20	65	Y20	(A/L)	145ha	110sp	5	Warrior/Fighter, "The Warrior." Orc-fighter.		
Drúhar II	9	119	SL/8	35	Y5	(A/L)	125ha	105sp	-5	Warrior/Fighter, Of Barin's Line.		
Drúin	37	185	Pl/20	95	Y45	(A/L)	225wh	220wh	0	Warrior/Fighter, "The Proud." Father, Drúin's House.		
Drúin	25	164	Pl/20	80	Y45	(A/L)	195ha	185wh	5	Warrior/Fighter, "The Younger." Ruuriik's Founder.		
Drúin	12	126	Ch/15	40	Y10	(A/L)	125ha	115wh	5	Warrior/Fighter, Father of Drúin II; military leader.		
Drúin	13	131	Pl/18	5	N	A	140ba	115sp	0	Warrior/Fighter, "The Deranged." Of Drúin's Line.		
Drúin II	14	149	Pl/19	35	Y5	(A/L)	160ha	145sp	5	Warrior/Fighter, Son of Drúin and King of Ruuriik.		
Drúin	17	130	Pl/20	65	Y15	(A/L)	145ha	115sp	5	Warrior/Fighter, "Orc-slayer." Lord of Barin's Folk.		
Drúis	7	59	RL/10	10	N	A	75ha	50sl	10	Ranger, Dwarf-maiden of Barin's Folk.		
Drús II	15	110	Pl/20	40	Y5	(A/L)	105ha	80sp	0	Warrior/Fighter, King of Barin's Folk.		
Drús III	10	85	Ch/13	35	N	N	45ha	35wh	0	Warrior/Fighter, "Keeper of Barin's Hammer."		
Durin II	14	120	Pl/20	77	Y20	(A/L)	177wh	177hcb	5	Warrior/Fighter, King of Durin's House.		
Durin III	35	177	Pl/20	77	Y20	(A/L)	220wh	190wh	10	Warrior/Fighter, King of Durin's House.		
Durin VI	28	177	Pl/20	77	Y20	(A/L)	210wh	180wh	10	Warrior/Fighter, King of Durin's House.		
Durin VII	17	125	Pl/20	70	Y15	(A/L)	165wh	145wh	10	Warrior/Fighter, "Last King" of Durin's Folk.		
Durí the Rider	13	85	Ch/13	45	N	(A/L)	100wh	75sp	0	Scout/Rogue, Dwarf-maiden of Drúin's Line.		
Dwáin	12	95	Ch/13	55	N	N	75wh	65sp	0	Animist/Alchemist, Of Drúin's Line. 24PP.		
Dwalin	9	100	Ch/14	60	N	(A/L)	90wh	75sp	0	Warrior/Fighter, Of Durin's Line and Thorin's Co.		
Dwálin	43	191	Pl/20	40	N	(A/L)	230ba	225wh	0	Warrior/Fighter, Father of the Third House.		

DURIN VI — Lvl: 28. Born in T.A. 1731, this King of Khazad-dûm lived in relative peace until 1980, when his delving under Caradhras for the mithril-lode released the Balrog. The evil spirit slew Durin VI, and the next year, his son, Náin I. Moria was abandoned by the Dwarves after Náin's death. *Read LotRIII 439, 450. See ICE's Moria 15, 19.*

DURIN VII — Lvl: 17. Last King of Durin's Folk, Thorin (III) Stonehelm of Erebor proclaimed himself Durin VII and led his diminished race forlornly into the Fourth Age. The Dwarves believe that Durin VII is indeed the seventh and final incarnation of Durin the Deathless. *Read LotRIII 450. See ICE's Moria 17, 20.*

DURÍ THE RIDER* — Lvl: 13. A masterful rider whose accomplished horsemanship is immortalized in the Scrolls of the Two Tribes, Durí served as a messenger of Drúin's Folk while they lived in the West. She was a friend of Gil-galad of Lindon, who gave the Dwarf-maiden her first horse.

DWÁIN* — Lvl: 12. Son of Dór and father of Rúrin Clifford, Dwáin was a vain and shiftless lord who left no legacy of note.

DWALIN — Lvl: 9. Second son of Fundin, Dwalin was born in T.A. 2772 and was one of few Dwarves who formed part of Thorin and Company to live into the Fourth Age. After the cleansing of Erebor, Dwalin settled there. *Read Hob 7, 13; LotRIII 446, 450.*

DWÁLIN — Lvl: 43. Dwálin was the Father of the Third House of the Naugrim. During the First Age, he led his people into the Blue Mountains (S. "Ered Luin"). There, to the east of Beleriand, he founded the city of Belegost.

— F —

FALIN* — Lvl: 18. A mid-Third Age Dwarf of noble heritage and a martial spirit, Falin sought to overthrow King Báin and funded a scheme to embarrass or undercut the Dwarf-king's power and prestige. *See ICE's Moria 67.*

FARIN, SON OF BORIN — Lvl: 17. Born in T.A. 2560, Farin was the son of Borin and fathered Fundin and Gróin before his death in 2803. Farin was first in the renewed line of Kings under the Mountain. *Read LotRIII 450.*

FARIN, SON OF DRÚS* — Lvl: 10. Cousin of King Gurn, Lord of Barin's Folk, Farin was a Lord in Northern Ruuriik. He died fighting Orcs in S.A. 884.

FÍLI† — Lvl: 14. Born in T.A. 2859, Fili lived a short (by Dwarven standards) but heroic life. Of Durin's line, the fiddle-playing Fili could proudly claim Dís as his mother and called Thorin II "Uncle." At the Battle of Five Armies in 2941, Fili and his brother Kili were slain by Orcs as they valiantly attempted to defend Thorin's body from desecration. *Read Hob 8, 13, 291; LotRIII 450.*

FLÓI — Lvl: 10. An especially fierce warrior and Orc-slayer, Flói was hit by an Orc-arrow and slain in battle outside the Great Gates of Moria in T.A. 2989. The warrior had followed Balin there in an ill-fated attempt to rid the region of evil beings and in the effort, surrendered his life. Flói was buried in a site of honor near Lake Kheled-zâram (the Mirrormere), for Balin's Dwarves had no access to the burial tombs inside Khazad-dûm at that time. *Read LotRI 418.*

FRÁR — Lvl: 11. Frár too traveled with Balin to take back the halls of Khazad-dûm from defiling Orcs and Trolls. Like many of his compatriots, Frár was slain in battle at Durin's Bridge in T.A. 2994, just five years after the colony had proclaimed Balin "Lord of Moria." The incident is recorded in the famed *Book of Mazarbul*. *Read LotRI 419.*



FÍLI

FRERI* — Lvl: 12. Brother to Drús, Freri ruled in the Line of Barin, in Ruuriik, early in the Second Age. He was slain by Easterlings on a scouting foray at the age of 112.

FRERIN OF EREBOR — Lvl: 14. A royal-blooded warrior-Dwarf of Erebor, Frerin was Thráin II's younger son. Brother to Thorin Oakenshield and Dís, Frerin escaped Erebor with his family in T.A. 2770 during the attack by Smaug the Golden. Thereafter he, like so many of his kind, lived in heart-rending exile. At the battle of Azanulbizar (in T.A. 2799), Frerin was slain beside Fundin as they led the first assault upon the Orcs inhabiting Moria. *Read LotRIII 440, 443, 450.*

FRERIN OF RUURIIK* — Lvl: 13. A Keeper of the Hammer and Lord of Khazad-madûr, Frerin perished mid-Second Age at the hands of the Slayer Últhug.

FRERIS — Lvl: 10. Daughter of Róin, Freris married Fulla and gave birth to Fulla II Stormdodger, renowned in his tribe in Ruuriik. Freris was said to be the prettiest Dwarf-maiden in five centuries, and many songs and poems celebrated her wit and demeanor.

FRÓR — Lvl: 16. Of royal blood, Frór was Dáin I's second son. With his father, who was King of the Grey Mountains colony, Frór was killed by a great Cold-drake at the gate to their vast hall in T.A. 2589. Not long thereafter, the Grey Mountain Dwarves moved on, in search of a more hospitable clime. *Read LotRIII 440, 450.*

FRÚHAR* — Lvl: 16. Son of the Dwarf-lord Guhr II, Frúhar sired Balrim. This noble of Drúin's Line is most noteworthy for his poems and songs, some of which remain in the lore of lost Ruuriik to this day.

FULLA* — **Lvl:** 17. Báin II was the eighth King in the First Line of the House of Drúin and the seventh King of Ruuriik. He was the eldest son of Báin II. Fulla ruled his tribe for nearly eighty years (S.A. 914-993) before yielding the throne to his son, Fulla II Stormdodger.

FULLA II STORMDODGER — **Lvl:** 18. A powerful warrior full of guile, Fulla II carried on the Line of Drúin for over a century, yielding control of the tribe to his son Thrír in S.A. 1095). He was the eighth King of Ruuriik and the ninth Lord of Drúin's House. Fulla II had an uncanny knack of outguessing storms and it is said, was never caught in the wilds by an unexpected storm, a rare gift in the wild and mountainous regions in which he lived and ruled.

FUNDIN — **Lvl:** 15. Like almost every Dwarf-warrior of the Third Age, Fundin fell in battle. Son of Farin (of Durin's line), he fathered Balin and Dwalin and was killed by Orcs at the Battle of Azanulbizar in T.A. 2799. *Read LotRIII 443, 450.*

— G —

GÁIN* — **Lvl:** 10. The traitorous and venal captain of the guards of Moria in T.A. 1640, Gáin accompanied a party of adventurers hoping to claim the heirlooms and other treasures hidden deep within Khazad-dûm. *See ICE's Moria 67.*

GIMLIN THE UNWISE* — **Lvl:** 11. An early ruler of the Line of Barin in eastern Endor, Gimlin chose to attack the Orcs and Trolls of the Mountains of the Wind in their caves, "as they slept." His body was never found.

GLEIN* — **Lvl:** 12. Son of Drúhar II, Glein ruled as King of Northern Ruuriik and Lord of Barin's House from S.A. 1032-1103. He fell at the hands of Fale Easterlings in the Battle of the Moss in S.A. 1103.

GLEIN II* — **Lvl:** 14. Son of Gurn II, Survivor Lord, Glein tasted defeat early, at the Battle of Living Rock (near the gates into Ruuriik) in S.A. 1157. He was surrounded by Orcs and cut to pieces, but he single-handedly held the defile while his followers safely made their retreat.

GLÓIN — **Lvl:** 13. King of Durin's Folk in the Grey Mountains (from T.A. 2283 until 2385), Glóin was the son of Thorin I. (He is not to be confused with Glóin, son of Gróin, who lived into the Fourth Age.) *Read LotRIII 450.*

GLÓIN SON OF GRÓIN† — **Lvl:** 16. Of Durin's line, Glóin boldly accompanied Thorin Oakenshield in his attempt to reclaim Erebor from Smaug in T.A. 2941. Surviving the battle, Glóin became wealthy and influential among his Folk, and in T.A. 3018, he travelled (with his son Gimli) to Rivendell, where he counseled with Elrond and Lady Galadriel. *Read Hob 9; LotRI 300, 316-317; LotRIII 445, 450.*

GLORIN* — **Lvl:** 14. Fourth son of the famed Dwarf-maiden Grís Mixedblood, this noble of Drúin's Line never found his place among the combative and martial elements of Ruuriik's ruling elite. Glorin is remarkable in that he maintained a steady and profitable trading relationship with Men throughout the troubled early Second Age.

GLORIN LASTKING* — **Lvl:** 14. As his name states, Glorin was the last King of the First Line of the House of Barin in Ruuriik. After succeeding King Drárin the Fool in S.A. 1157, he died fighting the Demon-king Múar. His reign lasted only a week. Fortunately, his decimated tribe survived, but in greatly reduced numbers.

GRÍS MIXEDBLOOD* — **Lvl:** 8. Dwarf-maiden noted in song and story, Grís was the daughter of Drúin the Younger, ruler and hero of the Second Tribe of Ruuriik. She fathered four sons, none of whom was destined to rule their folk. Immensely talented, she advised her husband wisely and was the sister of Nurís, Nár and King Thrórin.

GRÓIN — **Lvl:** 11. Of Durin's line, Gróin was Farin's son and fathered Óin and Glóin. Gróin lived in the Third Age, from 2671-2923. *Read LotRIII 450.*

GROLIN* — **Lvl:** 7. In T.A. 1640, Grolin, a traitor playing the part of a court jester among the commonly dour Dwarves, served with the noble and martial Dwarf Falin, who yearned to overthrow King Báin (to whom Grolin himself bore an uncanny resemblance). *See ICE's Moria 67.*

GROR — **Lvl:** 15. Also of Durin's line, Gror was Dáin I's youngest son and later fathered Náin. Gror is the founder of the Dwarf stronghold in the Iron Hills, in T.A. 2590, and the grandfather of Dáin (II) Ironfoot. *Read LotRIII 440, 450.*

GULLA* — **Lvl:** 14. Son of Gurin (of the Line of Drúin), this Dwarf-lord challenged Báin for control of the tribe and its army early in the Second Age. He lost the argument and surrendered to a quieter fate, dying of brain fever at the age of 145.

GURA III* — **Lvl:** 18. Son of Glein II, Gura III ruled in Ruuriik for 55 years. Of the Line of Barin, Gura refortified the Dwarf citadel in the Mountains and held off the Orcs and Trolls beating at the gates for ages. He died abed at 132 years of age.



THE DWARVES — F-G

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee		Missile OB	Mov OB	M	Notes
							OB	OB				
Falin	18	147	Pl/20	65	Y20	(A/L)	160wh	110ha	0			Scout/Rogue, Traitorous member of Durin's House.
Farin	17	141	Pl/20	20	Y15	(A/L)	160ba	125hcb	5			Warrior/Fighter, Son of Borin. Of Durin's House.
Farin	10	111	RL/9	10	N	N	80wh	65sp	10			Ranger, Son of Drús. King of Barin's Folk.
Fili	14	122	Ch/14	35	N	N	110ba	95wh	0			Warrior/Fighter, Of Durin's Line and Thorin's Co.
Flóri	10	117	Ch/13	10	N	N	125ba	105hcb	5			Warrior/Fighter, Of Durin's Line and Balin's Co.
Frár	11	123	Ch/15	5	N	(A/L)	130ba	115hcb	5			Warrior/Fighter, Of Durin's Line and Balin's Co.
Freri	12	112	Ch/13	45	Y10	(A/L)	110ba	95hcb	0			Warrior/Fighter, King of Barin's Folk.
Frerin	14	115	Pl/20	55	Y15	(A/L)	125ba	110hcb	5			Warrior/Fighter, Lord in Durin's House in Erebor.
Frerin	13	111	Pl/20	50	Y10	(A/L)	115ba	100hcb	5			Warrior/Fighter, Keeper of the Hammer in Ruuriik.
Freris	10	85	Ch/13	35	N	N	85wh	65wh	0			Warrior/Fighter, Of Drúin's Line; Queen of Ruuriik.
Frór	16	119	Pl/20	55	Y10	(A/L)	120ba	110hcb	5			Warrior/Fighter, Dáin I's 2nd son.
Fruhar	16	127	Pl/20	45	Y10	(A/L)	125ba	110hcb	5			Warrior/Fighter, Son of Guhr II and father of Balrim.
Fulla	17	138	Pl/20	50	Y10	(A/L)	140ba	125hcb	5			Warrior/Fighter, King of Drúin's Line.
Fulla II	18	146	Pl/20	60	Y15	(A/L)	145ba	130hcb	10			Warrior/Fighter, "Stormdodger." King, Drúin's Folk.
Fundin	15	134	Pl/20	55	Y10	(A/L)	130ba	120hcb	5			Warrior/Fighter, Farin's son, fathered Balin.
Gáin	10	125	Pl/20	65	Y15	(A/L)	140ma	85sp	10			Warrior/Fighter, Of Durin's Folk; Gd. capt. in Moria.
Gimlin	11	130	Pl/20	45	Y15	(A/L)	135ha	95wh	5			Warrior/Fighter, "The Unwise." King of Barin's Folk.
Glein	12	135	Pl/20	45	Y10	(A/L)	130ha	90wh	10			Warrior/Fighter, King of Barin's Folk..
Glein II	14	144	Ch/13	45	Y10	N	145ha	100hcb	10			Warrior/Fighter, Of Barin's Line.
Glóin	13	133	Pl/20	50	Y15	(A/L)	140ha	105hcb	10			Warrior/Fighter, King of Durin's Folk in Grey Mtns.
Glóin	16	150	Ch/14	60	Y20	A/L	170ha	100hcb	10			Warrior/Fighter, Of Durin's Line and Thorin's Co.
Glorin	14	137	Ch/14	55	Y15	L	155ha	110hcb	10			Warrior/Fighter, Fourth son of Grís, Drúin's Line.
Glorin	14	148	Pl/20	55	Y10	(A/L)	165ha	115sp	15			Warrior/Fighter, "Last-king." 1st Line Barin's House.
Grís	8	105	Ch/14	35	N	N	90ma	80ha	5			Warrior/Fighter, "Mixed-blood." Of Drúin's House.
Gróin	11	119	Ch/15	40	Y10	(A/L)	135ha	110hcb	5			Warrior/Fighter, Dwarf-lord of Durin's Line.
Grolin	7	100	Ch/13	30	N	N	90ma	80ha	15			Warrior/Fighter, Pretender in Drúin's House.
Grór	15	153	Pl/19	45	Y15	(A/L)	160ha	125sb	5			Warrior/Fighter, Founder of Dwarf-hold in Iron Hills.
Gulla	14	144	Ch/14	40	Y10	A/L	145ma	125hcb	5			Warrior/Fighter, Dwarf-lord in Drúin's Line.
Gura III	18	157	Pl/20	50	Y15	(A/L)	160ha	115wh	0			Warrior/Fighter, King of Barin's Folk.
Gurh II	15	163	Ch/15	20	N	(A/L)	155ba	135sl	5			Warrior/Fighter, "Giant-slayer" of Drúin's House.
Gurim	11	116	Pl/20	40	Y10	(A/L)	105ha	85hcb	5			Warrior/Fighter, Exiled King of Barin's Folk.
Gurin	12	128	Ch/15	35	Y10	(A/L)	100ha	90hcb	0			Warrior/Fighter, Dwarf-lord of Barin's Line.
Gurn	10	122	Pl/19	20	N	(A/L)	120ma	80wh	0			Warrior/Fighter, King of Barin's Folk.
Gurn II	15	159	Pl/20	40	Y10	(A/L)	150ha	145wh	5			Warrior/Fighter, Survivor Lord, Keeper of Hammer.

GURH II* — **Lvl:** 15. Son of Thráin the Wanderer, a Lord of Drúin's Line, Gurh II fathered Frúhar early in the Third Age. A leader in Ruuriik society, the martial Gurh battled Giants and Orcs and survived to the age of 194. He died tending his rock garden near the Hidden Gate.

GURIM* — **Lvl:** 11. Son of Dáram, Gurim was the rightful heir to the Kingship in the Line of Barin. As a child, he was forced to leave Ruuriik during the war with Múar in S.A. 1157. His father and his mother accompanied Drúin's Folk westward to the Blue Mountains. Gurim lived only 80 years, ever heartbroken.

GURIN* — **Lvl:** 12. Son of the famed Dwarf-maid Grís Mixedblood, Gurin and his three brothers challenged King Bróin for control of the East-dwarves in Ruuriik for 100 years. A soldier and smith, he proved to be an irrational diplomat. Gurin fathered Gulla.

GURN* — **Lvl:** 10. Son of Drúhar, Gurn ruled the Dwarf-tribe of Barin briefly in the Second Age.

GURN II* — **Lvl:** 15. Also called the Survivor Lord, Gurn was a noble Dwarf-lord who led Barin's Folk into Khazad-madûr during the last days of the Fall of Ruuriik (S.A. 1157). His strength and vigilance enabled the besieged Dwarves to survive numerous assaults by the armies of Múar. This imprisoned remnant of Barin's Folk stayed in Khazad-madûr long after Gurn's death in S.A. 1180. A revered cleric, he was also a Keeper of the Hammer.

— K —

KALIN* — **Lvl:** 15. Second son of the famed Dwarf-maiden Grís Mixedblood, Kalin joined his older brother Dáin to attempt a bloodless overthrow of King Bróin of Ruuriik. Of the Line of Drúin, the proud and combative Kalin failed in the coup, spent several years imprisoned in his house, and emerged chastised in the Second Age. Kalin fathered Dór and died of Orc-wounds in S.A. 1430.

KÍLI — **Lvl:** 12. Of Durin's line, the fiddle-playing Kíli and his brother Fíli joined Thorin (their uncle) and Company and died at the Battle of Five Armies (in T.A. 2941) defending their fallen leader's body from desecration by Orcs and their Wargs. *Read Hob 8, 13, 291; LotR III 450.*

KURI — **Lvl:** 9. An artist at heart, Kuri vanished in the Mountains of the Wind in S.A. 1210, searching for just the right shade of grey for an ornate set of stoneware. He was the unfortunate son of Freri.

— L —

LÍLI — **Lvl:** 7. A Dwarf of Barin's House, Líli betrayed his cousin Balli by selling Balli's battleplan to the agents of Khamûl the Nazgûl. Khamûl in turn captured Balli. Líli was later to brought to justice by King Fulla Stonehand, who slew the traitor with one blow of his hammer.

LÓNI — **Lvl:** 14. A Dwarf of the Lonely Mountain, Lóni accompanied Balin to Khazad-dûm in T.A. 2989 and was killed by Orcs five years later while defending Durin's Bridge from rampaging Goblin hordes. *Read LotRI 419.*

— N —

NÁIN — **Lvl:** 12. Son of Grór (of the House of Durin), Náin was the father of Dáin Ironfoot. At the battle of Azanulbizar in T.A. 2799, Náin challenged Azog, the Orc-chieftain, to combat and was slain. In fitting retribution, Náin's son then beheaded Azog and led the Dwarf-host of the Iron Hills to victory at the gates of Moria. *Read LotRIII 443, 450.*

NÁIN THE MINER — **Lvl:** 17. Second son of King Thrórín, Náin ruled the Kingdom of Ruuriik (in eastern Endor) after the untimely death of his brother, Bróin the Echo. Obsessed with discovering gold and mithril in the Mountains of Wind, Náin passed half his life in such pursuits and uncovered little of value. Unable to find a wife, he moped for twenty years before his death in the Second Age.

NÁIN II — **Lvl:** 17. King of Durin's Folk from T.A. 2488 until 2585, Náin II lived and ruled in the Grey Mountains, just after the founding of a colony in Erebor. He was a rarity among Dwarf-regents, dying off the battlefield and abed at 247 years of age. *Read LotRIII 450.*

NÁLI — **Lvl:** 14. A fierce fighter, Náli left the Lonely Mountain and traveled with Balin to Khazad-dûm in T.A. 2989, where he was later killed in combat with Orcs while unsuccessfully defending Durin's Bridge. *Read LotRI 419.*

NÁR* — **Lvl:** 14. Second son of King Drúin the Younger, Nár grew up in the vast caverns of Ruurik under the sway of his older brother, Thrórín, who eventually ruled the Dwarf-kingdom. A keen-eyed battler of Orcs and Easterlings, Nár died in battle at 112 in the Second Age. (He is not to be confused with Nar, companion of Thrór.)

NÁR THRÓRS-FRIEND — **Lvl:** 11. An old and trusted companion of King Thrór's, Nár was unceremoniously sent by the Orcs inhabiting Khazad-dûm to taunt the Dwarves with news of Thrór's brutal murder at the claws of Azog. The casting of the beheaded King's body from the Great Gates of Moria fomented the War between the Dwarves and the Orcs, which began in T.A. 2793 and lasted for six years, leading to the decline of Durin's Folk as a race. *Read LotRIII 441-442.*

NARVI — **Lvl:** 15. A Second Age stonewright, Narvi carved the magnificent Doors of Durin, the West-gate of Khazad-dûm. Built of ithildin (derived from mithril), the gate was enchanted by the Elven-smith Celebrimbor, who kindly engraved Narvi's name upon it. *Read LotRI 398.*

NORI — **Lvl:** 11. Of the House of Durin, Nori was a member of the famed Dwarven group of twelve, Thorin and Company. They set out in T.A. 2941 to reclaim Erebor from Smaug, and with the death of the Golden Dragon and the victory at the Battle of Five Armies, they succeeded in their quest. The flute-playing Nori remained in the recaptured Dwarf-dwellings at Erebor and lived comfortably, a respected warrior and seeker. *Read Hob 9, 13, 32; LotRIII 450.*

NURÍS* — **Lvl:** 8. A lithe and lovely Dwarf-maiden, Nurís was one of Drúin the Younger's two daughters; the other was Grís Mixedblood. Much to her father's chagrin, Nurís never wed, considering herself much better looking than any other Dwarf in history and a suitable match for the handsomest of Men. Unfortunately, none came along, and she died alone and childless at 127 years of age early in the Second Age.

— O —

ÓIN — **Lvl:** 13. Grandson of Thorin I, of Durin's Folk, Óin was King of the Grey Mountain Dwarves from T.A. 2385 until 2488, when he died. This Dwarf-king is not to be confused with the later Óin, a companion of Thorin Oakenshield. *Read LotRIII 450.*

ÓIN — **Lvl:** 12. The elder son of Gróin, Óin lived for over 200 years in the Third Age. A member of Thorin and Company, he remained in Erebor after Smaug's death in T.A. 2941 and fathered Gimli Elf-friend. In T.A. 2989, he accompanied Balin to Khazad-dûm. Five years later, Óin was slain by a tentacled Watcher in the Water at the Orc-infested stronghold also known as Moria. *Read Hob 9; LotRI 302, 418-419; LotRIII 450.*

ORI — **Lvl:** 13. The flute-playing Ori was one of Thorin Oakenshield's twelve cohorts on his famed expedition to drive Smaug from the Lonely Mountain and to seize the Dragon's treasure. Later, Ori travelled to Khazad-dûm with Balin and Óin in T.A. 2989. He died a hero in T.A. 2994 defending the Chamber of Mazarbul, slain by a host of Orcs as he recorded the last valiant efforts of the expedition in the *Book of Mazarbul*, must-reading for every Dwarf. *Read Hob 9, 13; LotRI 302, 418; LotRIII 450.*

THE DWARVES — K-R

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee		Missile Mov			Notes
							OB	OB	OB	M		
Kalin	15	150	Pl/20	55	Y15	(A/L)	145ha	135sl	10			Warrior/Fighter, Betrayer of Drúin's Folk.
Kíli	12	124	Ch/14	40	Y10	(A/L)	125ha	115sl	5			Warrior/Fighter, Of Durin's Line and Thorin's Co.
Kuri	9	114	Ch/13	15	N	N	110ha	85wh	10			Warrior/Fighter, Craftsman of Barin's Line.
Líli	7	77	Ch/13	45	Y10	N	70ma	70hcb	-10			Scout/Rogue, Betrayed Balli Stonehand.
Lóni	8	110	Ch/14	55	Y10	A/L	95ha	75sl	10			Warrior/Fighter, Of Durin's Folk and Balin's Co.
Náin	12	128	Pl/20	55	Y10	(A/L)	125ha	110hcb	5			Warrior/Fighter, King of Durin's Line in Iron Hills.
Náin II	17	146	Pl/20	60	Y15	(A/L)	140ha	110wh	5			Warrior/Fighter, King of Durin's Folk until TA 2585.
Náli	12	134	Ch/15	45	Y10	(A/L)	125ha	105hcb	5			Warrior/Fighter, Of Durin's Line and Balin's Co.
Nár	9	118	Ch/15	35	Y10	(A/L)	110ha	90hcb	5			Warrior/Fighter, Of Durin's Line. Thrór's companion.
Nár	11	137	Ch/15	45	Y15	(A/L)	120ha	110wh	10			Warrior/Fighter, Second son of Drúin the Younger.
Narvi	14	49	SL/6	20	N	L	70ha	35ha	20			Animist/Alchemist. Maker of Moria's West-gate.
Nori	11	100	Pl/20	35	Y10	(A/L)	110ha	95hcb	5			Warrior/Fighter, Of Durin's Line and Thorin's Co.
Nurís	8	65	Ch/13	15	N	N	60wh	45wh	-5			Warrior/Fighter, Dwarf-maiden of Drúin's Folk.
Óin	12	105	Pl/20	40	Y10	(A/L)	115ha	105hcb	5			Warrior/Fighter, King of Grey Mountain Dwarves.
Óin	6	88	Ch/14	35	Y5	A/L	105ha	85sl	0			Warrior/Fighter, Of Durin's Line and Thorin's Co.
Ori	7	94	Ch/14	35	Y5	A/L	110ha	105hcb	10			Warrior/Fighter, Of Durin's Line and Thorin's Co.
Rúrin	9	121	Pl/20	50	Y10	(A/L)	115ha	105hcb	10			Warrior/Fighter, "Cliff-lord." Armorer, Drúin's Folk.

— R —

RÚRIN CLIFFLORD — **Lvl:** 15. Son of Dwáin, a noble Dwarf of the Line of Drúin, Rúrin lived a solitary existence, experimenting to create the perfect armor for his endangered tribe. His vital work was interrupted by Orc-wars and Giants and even a Balrog, but he resumed, and at his death in mid-Second Age, had neared success. The collapse of the Ruuriik Kingdom doomed the continuation of his meticulous research, which was lost in the chambers where he passed most of his 158 years.

— T —

THALIN* — **Lvl:** 17. Son of King Báin of Ruuriik, Thalin ruled the Eastern Dwarf-tribes for more than a century in the Second Age, through an era of strife with their Mannish neighbors and outright War against the Orcs and Easterlings native to the region. Thalin fathered Báin II, Róin and Balin.

THELÓR — **Lvl:** 39. Thelór was the Father of the Fifth House of the Naugrim. At the beginning of the Second Age he led his people northward, where they briefly settled in the peak that would later be Mount Gundabad. He later removed his people eastward to the Mountains of Rhûn. Thelór was slain there during a fight with his brother Thúlin.

THORIN I — **Lvl:** 19. King of Durin's Folk for a hundred years (beginning in T.A. 2190), Thorin I led a contingent of Dwarves from Erebor north to the Grey Mountains, where he was the first King of that colony. He died in T.A. 2289. *Read LotRIII 440, 450.*

THORIN III — **Lvl:** 21. King of Durin's Folk in Erebor after Sauron's fall and a warrior-hero of the War of the Ring, Thorin Stonehelm (as he was known) led his race into the Fourth Age. He was born in T.A. 2866. *Read LotRIII 450, 469.*

THRÁIN I — **Lvl:** 18. King of Durin's Folk for over 200 years (T.A. 1981-2190), Thráin the Old (as he was called by Thráin II) led the Dwarves from Khazad-dûm and into Erebor, where in T.A. 1999, he founded the Kingdom under the Mountain. Deep within the Lonely Mountain, Thráin I discovered the Arkenstone, an heirloom of Durin's House which was later lost to Smaug and then recovered by Bilbo Baggins. *Read Hob 22; LotRIII 439-450.*

THRÁIN II — **Lvl:** 19. King of Durin's exiled Folk for sixty years (T.A. 2790-2850), Thráin II led the Dwarves against the Orcs and Wargs in their War (in T.A. 2793-99); he lost an eye at the fateful Battle of Azanulbizar. Driven by greed and a lust for power, Thráin II left the Blue Mountains with his followers in T.A. 2841, heading for the Lonely Mountain. In 2845, after years of inconclusive wandering, the valiant but vain King was seized by Orcs in Mirkwood and imprisoned in Dol Guldur. His Dwarven Ring of Power was taken away, the last of the Seven Rings, and he himself was tortured for five years, but Thráin II heroically managed to give the Key to Erebor and a map of the Lonely Mountain to Gandalf before his death in T.A. 2850. The son of Thrór, he fathered Thorin Oakenshield, Frerin and Dís. *Read Hob 22-26; LotRI 351; LotRIII 440-447.*

THRÁIN THE WANDERER* — **Lvl:** 16. Not to be confused with later Kings of the Third Age, Thráin the Wanderer was the son of Drúin the Deranged, a Lord of Drúin's Line in eastern Endor. He passed most of his adult life (80 years) searching for a more secure fief. Thráin died battling Orcs in the Mountains of the Wind in the Second Age.

THRÁR — **Lvl:** 43. Thrár was the Father of the Fourth House of the Naugrim. Like Dwáin, he led his people westward into the Blue Mountains (S. "Ered Luin") during the First Age. There, to the east of Beleriand, he founded the city of Nogrod (K. "Tumunzahar"). Thrár and his sons died battling the Sindar and Onodrim at the Battle of Sarn Athrad. His nephew Thrúr became second King of Thrár's Folk.

THRELIN — **Lvl:** 27. Thelin was the third King of the Fifth House of the Naugrim. He became King after his mother Thrís slew his uncle Thúlin.

THRÍR III* — **Lvl:** 18. Son of Fulla Longaxe and King of Ruuriik's Dwarves for 75 years, Thrír III recognized the growing threat to his tribe in the middle years of the Third Age. He was wise enough to maintain a strong army and fathered Dóm before he died in T.A. 1640.

THRÍS — **Lvl:** 14. Thrís was the daughter of Thelór, the Father of the Fifth House of the Naugrim. She slew Thelór's brother Thúlin after he killed her father. Her eldest son, Threlin, became the third King of Thelór's Folk.

THRÓR — **Lvl:** 14. A long-lived King of Durin's Folk, Thrór ruled his exiled Folk for over 200 years, until T.A. 2790. In T.A. 2590, Thrór led the way from the Blue Mountains, where Dragons threatened their existence. Smaug drove him and his followers from Erebor in T.A. 2770; twenty years later, Thrór returned to Khazad-dûm, where he was slain and mutilated by Azog and Company, igniting the War between the Dwarves and the Orcs. His map of the Lonely Mountain later helped Gandalf and Bilbo and the Dwarves in their quest to defeat Smaug and to reoccupy Erebor. *Read Hob 19, 22; LotRIII 440-441, 450.*

THRÓRIN II* — **Lvl:** 14. A Lord of the eastern House of Drúin, Thrórín was Bofur's son and brother to the heroic Dwarf-maiden, Durí the Rider. Thrórín left no such stirring legacy. An able but lazy administrator, he watched idly as the Kingdom of Ruuriik collapsed around him, falling to evil creatures and the Dwarves' stubborn refusal to seek help from Men and Elves. He died in the middle of the Second Age, in the reign of Thrír.

THRÚR — **Lvl:** 28. Thrúr was the second King of the Fourth House of the Naugrim. He led the remnants of his people out of Nogrod at the end of the First Age. Thrúr succeeded his uncle Thrár as King after the latter died at the Battle of Sarn Athrad.

THÚLIN — **Lvl:** 30. Thúlin was the second King of the Fifth House of the Naugrim. He became King after killing his brother Thrár in a quarrel and was in turn slain by his niece Thrís (daughter of Thrór).

THURIN* — **Lvl:** 10. Brother of Thrír and second son of Fulla II, Thurin and his other brother, Bohór, half-heartedly supported various plots to unseat their brother, King of Ruuriik for three-quarters of a century. At various times, he was banished, imprisoned and ignored. A feckless warrior, he is little remembered in Dwarven tales and songs.

TÍLI* — **Lvl:** 7. A Dwarf of Khazad-dûm, the aged and infirm Tíli funded an expedition in T.A. 3000 to rediscover (and to reclaim!) the great Dwarven treasures hidden in Moria. He furnished crude sketches and offered a wealth of gold for the successful recovery of Khazad-dûm's wealth. *See ICE's Moria 67.*

THE DWARVES — T												
Name	Lvl	Hits	AT	DB	Sh	Gr	Melee		Missile		Mov	Notes
							OB	OB	OB	M		
Thalin	17	145	Pl/20	45	Y10	(A/L)	145ha	110hcb	5	Warrior/Fighter, King of Drúin's Folk.		
Thelór	39	187	Pl/20	80	Y40	(A/L)	220ma	210wh	0	Warrior/Fighter, "The Grim." Father of 5th House.		
Thorin I	19	161	Pl/20	25	N	(A/L)	185ba	135wh	5	Warrior/Fighter, King of Durin's Folk for 100 years.		
Thorin III	21	160	Pl/20	60	Y15	(A/L)	190wh	177hcb	5	Warrior/Fighter, "Stonehelm." King of Durin's Line.		
Thráin I	18	155	Pl/20	50	Y10	(A/L)	165ha	120wh	0	Warrior/Fighter, "The Old." King, founded Erebor.		
Thráin II	19	150	Pl/20	55	Y10	(A/L)	165ha	125hcb	5	Warrior/Fighter, King of Durin's Folk in war vs Orcs.		
Thráin	16	141	RL/11	40	Y5	(A/L)	155ha	120hcb	10	Ranger, "The Wanderer." Of Drúin's Folk.		
Thrár	41	189	Pl/20	45	N	(A/L)	225ba	210wh	0	Warrior/Fighter, "The Cold." Father of the 4th House.		
Threlin	27	162	Pl/19	70	Y40	(A/L)	195ma	185wh	0	Warrior/Fighter, 3rd King, Thelór's Folk.		
Thrór	17	150	Pl/20	60	Y15	(A/L)	165ha	125hcb	5	Warrior/Fighter, 2nd King, 2nd Line, Drúin's Folk.		
Thrór III	18	151	Pl/19	60	Y20	(A/L)	175ha	145wh	0	Warrior/Fighter, King, Drúin's Folk (TA 1565-1640).		
Thrís	14	130	Ch/15	25	N	(A/L)	160wm	120sl	5	Warrior/Fighter, "Avenger." Of Thelór's Folk.		
Thrúr	28	164	Pl/20	40	N	(A/L)	200ba	190wh	0	Warrior/Fighter, 2nd King, Thrár's Folk.		
Thrór	14	155	Pl/20	55	Y10	(A/L)	155ha	135hcb	5	Warrior/Fighter, King of Durin's Folk in Exile.		
Thrórín II	14	147	Pl/20	35	Y10	(A/L)	155ha	125wh	0	Warrior/Fighter, King of Drúin's Line.		
Thurin	10	118	Ch/14	25	N	N	120ha	110sl	-5	Warrior/Fighter, Pretender in Drúin's House.		
Thúlin	30	163	Pl/19	70	Y40	(A/L)	205ma	200sl	5	Warrior/Fighter, "Usurper." 2nd King, Thelór's Folk.		
Tíli	7	77	Ch/13	45	Y10	N	70ma	70hcb	-10	Ranger, Cartographer of Durin's Line.		

5.2 THE NOEGYTH NIBIN

Aka: Petty-dwarves; Nibin Nogrim (S.); Nibin-noeg (S.); Ta-Fa-Nilch (Dunael); Cam-Pryf-y-er (Beffraen "Crooked Worms"); Byan-Hager-Barf-y-er (Beffraen "Little Ugly Beards").

The Noegyth Nibin are a lesser branch of the Khazâd, banished from the great Dwarven cities of the east in the elder days. Mistaken by the Elves of Beleriand for evil creations of Morgoth, the Noegyth Nibin were for many years hunted and slain. This time of persecution weighed ever heavily in their hearts, and from it grew bitterness and a hatred for all the Quendi. Only the Orcish tribes were more scorned by the Petty-dwarves.

HISTORY OF THE NOEGYTH NIBIN

Long before the Black Enemy was released from his chains to walk the hills of Valinor, a Dwarf-lord in the city of Tumunzahar embroiled his clan in a feud. His name was Brór Grimfist, and the cause of the quarrel was the great warhammer called Morsereg. Many fell beasts had it slain in the hands of Brór's grandfather, Forn, and many more in the grip of his father, Zrim. Brór coveted the mighty weapon, yet his elder brother, a Dwarf-mage named Brórin, gained the right of ownership at their uncle's death. Brór requested the warhammer as a gift since Brórin was no great warrior, but the mage angrily refused. Brór asked again, and Brórin cuffed his younger brother while muttering a curse. Then the Grimfist's blood mounted to his head, and he slew his elder sibling with one strong blow of a closed hand.

Amid sorrow and rage, Brór was banished from Tumunzahar. His sister's sons, Orn, Zorn, and Fóli, went with him. Their comrades, Khim, Zrór, and Ibír also left the city. Most grievous of all, Brór's sister's daughter, Thíst, followed the exile into the wilderlands. It would be long before Thíst's mother spoke a word to Brórin or to any of his children.

Then Grimfist and his companions travelled west for many months, looking for a place of refuge which they could make their home. At last, on a winter's day when the light of Telperion shone pale in the cold, western horizon and frost silvered the ground, the exiles made camp at the confluence of the Ringwil and Narog

Rivers. Thíst wandered some distance from her companions in search of long-desired solitude and discovered an entrance to the caverns formed in the limestone there. Columns of ivory and palest apricot rose into twisted, fluted shapes to meet the polished marbles of the arching roof. Folded stone, translucent and opalescent as a shell, draped the glistening walls. Dark pools mirrored by silence and stillness reflected the grandeur of pillared courts and formal avenues. Brór made a halt to his wandering here.

Nulukkizdin was this underground palace named. Slowly and with caution, its passages were widened, its chambers made accessible, its treasures released from the night beneath the hills. As the work went forward, other outlawed Dwarves joined Brór's community. With them, they brought tales of tall, fair enemies whose eyes shone like stars and whose bows loosed deadly arrows from the forest's shadows. Many of the Dwarves had fallen beneath Elven weapons, never reaching the safety of the caverns.

The Sindar, observing the furtive behavior of the exiles and noting their strangely stunted stature, had taken them for creations of the Black Enemy, a variation on the Orcs, perhaps. The Elves hunted Brór's folk ruthlessly, determined to stamp out this latest menace to their homelands. Not until the Dwarves of Tumunzahar and Gabilgathol sent formal embassies to Elu Thingol did the Sindar learn of the Khazâd and realize their mistake. The knowledge came late, and the Nibin-noeg (the first name given the outlaws by Thingol's people) never forgave the Elves their eagerness to kill nor found charity in their hearts for the any of the Quendi.

Eventually, the Noegyth Nibin (a later name given the exiles by the Sindar) abandoned Nulukkizdin in favor of the more secret halls beneath Sharbhund or Amon Rûdh. There, they might come and go as they pleased, unobserved and undisturbed by all. Reclusive and evermore scornful of outsiders, they dwindled, loosing their smith-craft and mage-skills, forgetting the might and majesty of their past. The community fragmented: quarreling clans departed to live in small forest holdings, there to scratch a meager subsistence from the woodlands. They came at the last to deserve their name: Petty-dwarves.

Centuries later, long after the Valar set the sun and the moon in the skies, only three Petty-dwarves yet abided beneath Amon Rûdh: Mîm and his sons, Khîm and Ibûn. During a rare foraging expedition into the forest for roots, they chanced upon Turin Turambar and his outlaws. Turin's watchman bid them halt, but the Petty-dwarves scurried away into the night, hoping to avoid prolonging the encounter. The outlaws chased after them, and one, named Androg, shot arrows at their grey-cloaked forms. Ibûn and Khîm outdistanced their pursuers and came swiftly to their hidden halls, but Mîm, being old and feeble, was captured. In exchange for his life, the Petty-dwarf agreed to share his home with the outlaws, who sorely needed shelter.

The next morning, Mîm led Turin's band along no marked path, but by a way known only through secret signs and ancient custom. Long after day's end, they entered into Bar-en-Danwedh, the House of Ransom, as Mîm now called his cavern home. Ibûn greeted his father with ill news: Khîm was dead, pierced by an arrow; not all of Androg's shafts went astray. Then, pity rose in Turin's heart, and he promised a ransom in gold to Mîm, a token of sorrow, though it could not gladden the Petty-dwarf's grieving heart. Thus Bar-en-Danwedh was truly named.

As winter brought snows and icy wind to Amon Rûdh, Turin spoke much with Mîm alone, learning the lore of the Petty-dwarves and finding friendship with this old and forgotten relic of the race. The worst of the season's storms brought Beleg Cuthalion to the caverns' shelter. With him he carried the Dragon-helm of Doriolmin, hoping to sway Turin from his life in the wilderness. Turin would not return to Doriath, but he ceased his long talks with Mîm, and, in the springtime, put on again the Helm of Hador. Many who were leaderless sought him and joined his growing company of warriors. Mîm's hatred of the Elves, and of this particular Elf, Beleg, grew in silence. He sat for long hours with Ibûn in the deepest shadows of his house saying nothing. Turin took a new name: Gorthôl, the Dread Helm. But Morgoth laughed, for Hurin's son was revealed to him again by the helm, and the Enemy sent spies to encircle Amon Rûdh.

When Mîm and Ibûn sallied forth once more to gather roots in the wild, they were captured by Orcs. For a second time, Mîm promised to guide his enemies to his hidden cavern home. Thus was Bar-en-Danwedh betrayed. The Orcs entered its portals by night, unannounced, and killed many of Turin's company as they lay sleeping. A few, fleeing up an inner stair, came out onto the hilltop and fought there until they fell. Over Turin, the Orcs cast a net and carried him away in its entangling folds.

As dawn lit the silent, bloodied hill, Mîm crept from the shadows of the caverns to view the slain. Not all lying there were dead: Beleg the Elf returned the Petty-dwarf's gaze. Then, in the madness of long-stored hatred, Mîm snatched Beleg's sword from where it had fallen and thrust its point at the prone Elf. Though sorely wounded, Beleg was a proven warrior. He seized the blade from the feeble, old Dwarf and threatened him. Wailing, Mîm fled the hill-top. Nor did he ever come to Amon Rûdh again.

For many years, Mîm wandered the moors, eating roots and berries from the heather-planted turf. Toiling beneath the sun bleached his grey hair white, and the winds carved deep furrows in his wrinkled visage. The Petty-dwarf crept into the caves of sacked Nargothrond after the Dragon Glaurung had departed them. There he rested, fingering the gold and gems, waiting for old age to end his days. None sought to despoil his treasures nor to evict him, for all feared the Dragon and avoided his lair.

Then, one did come and stand upon the threshold: Hurin son of Galdor. Mîm challenged the stranger, but Hurin would not abide the Petty-dwarf's right to do so. Mîm declared that his ancestors

had delved the Halls of Nulukkizdin long before the Noldor came over the Sea, and that, as the last of his people, he had returned to claim his own. Recalling aloud Mîm's betrayal of his son, Turin Turambar, Hurin slew the Petty-dwarf before the portals of Nargothrond. So it is recorded that the last of the Petty-dwarves perished in ignominy.

But Mîm was not the last of his kind. Carrying a sack of stores and other valuables, his son Ibûn left Amon Rûdh less precipitately than did his father. He too sojourned in the wilderness for some time; but Ibûn's forethought rendered his travels more comfortable. He rejoined Mîm in Nargothrond after years of wandering. Wiser than his father, Ibûn stayed only long enough to claim his inheritance, a king's ransom of Elven jewels, before departing the accursed caverns. He sought his mother's kin and persuaded them to leave their forest-holding in search of a more isolated dwelling. The clan quarreled amidst their journey, half departing east to settle at Cameth Brin in the lands that would become Rhudaur. Ibûn continued south, reaching the Rast Vorn in the realm-to-be of Cardolan. Neither colony flourished, both stretching the last days of the race of Noegyth Nibin into a bitter and ignoble end.

THE NATURE OF THE NOEGYTH NIBIN

The Petty-dwarves are perhaps the ugliest of all speaking peoples, except those bred by the Enemy. They are short in stature, standing only as tall as a Harfoot Hobbit (3'-4'), their heads are overlarge, their limbs are gnarled and twisted, and their posture is stooping and craven. All too often, their wispy beards are tangled and full of crumbs, twigs, nut shells and other debris.

Nor are their personalities much more attractive. Warped by hatred and hardship, the Petty-dwarves see themselves as a race wronged by all the world, and especially by the Elves. When possible, they shun strangers, skulking through the shadows with unusual stealth if forced to journey from their underground holdings. Their dealings with outsiders are characterized by suspicion, irritability, and rancor. Few have ever caused a Petty-dwarf to laugh with merriment.

The Petty-dwarves possess far less skill in stone- and metal-working than do the full-blood Khazâd, but they can accomplish much given more time. They compensate for this lack by excelling in herb cultivation and lore; although crusty, a wisewoman of the Noegyth Nibin can almost always save her patient from death by disease if summoned early enough. The Petty-dwarves are also learned in the ways of tracking, foraging, and concealment in the wild. Deer, rabbits, squirrels, and foxes never notice the passing of one of the Noegyth Nibin if he moves with care.

Like the Khazâd, the Petty-dwarves have produced no pure mages, but they are skilled at imbuing the inanimate with enchantments by channeling power. Unlike the Khazâd, they have crafted no great artifacts. Rather, they manufacture trivial potions, luck charms, and amulets against undead. The latter is their specialty. The more potent of these not only ward ghosts, wraiths, and spectres away from the bearer, but allow him to command the undead to do his will.

The Noegyth Nibin characteristically wear a knee-length tabard over a short tunic (to mid-thigh), woolen leggings or hose, and suede boots embroidered with goat's hair or rough flax and beaded with nuts, seeds, and bits of flint. The men put a sleeveless shirt woven of bronze wire, cat gut, or willow wands over this attire and don a helmet of bronze-plated horn. The women commonly wear a belt braided of leather and flax ornamented with pebbles, and a wimple covers their hair. The typical weapon is a long knife tucked into one boot.

Petty-dwarves have retained the burial practices of their ancestors, interring the dead only in stone, whether in a crypt underground, under a cairn beneath the skies, or within a simple urn. Their reverence for their forefathers has grown stronger over the centuries, and most prayers and rituals address the dead rather than Odahl or Mahl, the names given to Eru and the Vala Aule by the Noegyth Nibin. In the autumn, when the leaves are wrinkled and brown on the trees, Petty-dwarves hold a festival called Hohlar-qahb to honor the spirits of the long dead. Wreaths of wild grasses are woven and placed on the ends of ashen staves which the Noegyth Nibin carry in formal procession beneath the full moon to a clearing or hill-top near their home. Masks carved of wood, bone, and horn cover their faces, and cloaks of wild goosefeathers hang from their shoulders. Monotonous chanting accompanies their slow steps into the night. When at last they stand quiet and still in the moonlight, the oldest member of the clan delivers a wild harangue to the spirits presumed to be gathered before him, detailing the awe and fear and respect the tribe offers to the dead. At the end of the elder's speech, the procession sweeps home, wailing and shrieking, to place bowls of cracked grains on their doorsteps.

Like the Khazâd, the Noegyth Nibin prefer to live in caverns of limestone to be tended like flower gardens or of granite and quartz hewn into majestic pillared halls. In the beginning, their skills equaled their desires, and the caverns of Nulukkizdin emerged into a splendor to rival Khazad-dûm. But as the race dwindled, so did their dwellings. Bar-en-Nibin-noeg (the first name of the halls beneath Sharbhund) grew under their hammers and chisels to be stern and severe and beautiful, but never so fair as their former home. Over the centuries, the smith-crafts were further neglected, and those tribes who departed Amon Rûdh lived in rude caves ornamented by the textile arts: tapestries woven of wool, flax, goat hair, and willow wands; cushions stuffed with rushes; rugs fashioned of linen and dyed with nuts and berries; and furniture twisted from green wood into chairs, tables, and divans. Their last residences loosing comfort as well as dignity were moist and oozy and smelled of worm ends and mold or were dry and sandy with nothing in them.

5.21 PETTY-DWARVEN CHARACTER GLOSSARY

BRÓR*

Lvl: 25. Race: Nogoth Nibin (Petty-dwarf). Profession: Warrior/Fighter. Home: Tumunzahar, later Nulukkizdin. Aka: the Grifinst.

RM Stats: St-100; Qu-90; Em-74; In-77; Pr-99; Ag-78; Co-94; Me-93; Re-88; SD-74. MERP Stats: St-100; Ag-78; Co-94; Ig-81; It-77; Pr-99. Appearance: 67.

Skill Bonuses: Climb30; Track90; S&H72; DTrap94; Perc50; Lead68; Arch78; Cave86; Lyre88; MetLr62; Mine30; PSp40; Rapl35; RMas45; SelTr56; Masonry35; Stone Carving50.

Legends of ancient times fascinated Brór as a child, especially one relating the deeds of Côl Thunderfist and his bout of fisticuffs with a bear. Brór strove to emulate his hero and found himself challenged to numerous schoolboy fights to prove his prowess. His skill was less innocently demonstrated after he came of age; his older brother Brórin struck him in response to the request that Brórin make a gift of the warhammer Morsereg to Brór. Brór's return blow killed his brother.

Brór's ability to inspire loyalty and liking in his friends and acquaintances was so strong that seven Dwarves of Tumunzahar left the city with him when he was banished. Despite his flaring temper, he possessed the skill to lead, and his small band reached their new home in the West safely. Other wanderers were not so fortunate, falling prey to the Sindar in their journeys.

Once settled in the caverns of Nulukkizdin, Brór's fame grew, and word of mouth carried rumors of the security to be found under his rule. As the years passed, his clan was joined by other companies of Dwarven outlaws. The underground holding was expanded with elegance and splendor to accommodate them, and the community prospered throughout Brór's lifetime.

Brór's Principal Items:

Helm — 25% protection vs. head and neck criticals, ruby set in crown of True-silver at the brow makes wearer aware of all sentient beings within 10'.

Axe — +25 Axe of Warg-slaying.

Shield — +20 round shield with a Spell Shield True symbol engraved on the front, permitting the bearer to subtract 10 from all frontal attack spells cast at him.

Hammer — +15 Hammer of Orc-slaying.

Greaves — +15 DB, 20% protection vs. leg criticals.



IBÛN

Lvl: 20. Race: Nogoth Nibin (Petty-dwarf). Profession: Ranger. Home: Bar-en-Danwedh, then Bar-en-Ibûn.

RM Stats: St-97; Qu-92; Em-84; In-99; Pr-77; Ag-91; Co-90; Me-83; Re-95; SD-87. MERP Stats: St-97; Ag-91; Co-90; Ig-89; It-99; Pr-77. Appearance: 37.

Skill Bonuses: Climb30; DTrap40; S&H80; Perc66; Amb20; Appr40; Cave50; For76; Stone50; S&T54; Subd60; Track88; TrapB60; Wea68.

Ibûn was old before his days beneath Amon Rûdh were disturbed by Turin Turambar and his outlaws, and thus his saga begins there. As he gathered roots in the wilderness with his brother Khîm and even more aged father Mîm, Turin's men spotted the Petty-dwarves at dusk and, believing their business to be suspect, peppered the three with arrows. Ibûn hustled his companions homeward to no avail: Mîm ran too slowly, and Khîm took a fatal shaft in his chest.

When Mîm's capture led the Petty-dwarf to extend hospitality to Turin, Ibûn grieved Khîm's death all that winter with Mannish intruders walking their halls. He spoke little, blaming his father for his loss of both brother and privacy, and sat in the shadows brooding. Spring pulled him outside again in Mîm's company to harvest the roots from which earth-bread was made. This time he was captured along with Mîm by Orcs. As ransom for their lives, Mîm led their captors along the secret way into Bar-en-Danwedh.

Turin was captured, the outlaws routed, and the Petty-dwarves left unharmed in possession of their home. Ibûn watched while Mîm made his jealous attack on Beleg the Elf, still silent while his father fled Amon Rûdh. The secret of the Petty-Dwarven hold had been broken by the Black Enemy. Ibûn packed a sack provisions and left the now vulnerable halls later that evening. He sought his mother's kin, and dwelt with them for many years.

Ibûn saw his father once more. Hearing rumors of an Orc or a Troll living within the caverns of lost Nulukkizdin, he traveled to Nargothrond to discover Mîm lurking there amidst the abandoned treasures of Valinor. Over the course of seven days, he repeatedly urged his father to depart the fouled lair before the Dragon's curse returned to roost. Mîm refused, and Ibûn bid him a stern farewell, claiming a share of the Elven jewels rolling under the stalactites as wergeld for his father's certain death. With this inheritance, Ibûn founded the holding of Petty-dwarves in the Rast Vorn.

Ibûn's Principal Items:

Sword — +15 Elf-slaying, glows brightly when Elves are within 100', dimly if within 1000'.

Cape — +20 to stalk and hide skill.

Boots of Far Travel — allow wearer to travel twice as far as normal in a day without additional fatigue.

Sling — +10, 120' range without penalty.

Ibûn's Special Abilities:

Spells — 40 PP. Ibûn knows Path Mastery, Moving Ways, Nature's Guises, and Nature's Ways to 20th lvl, Inner Walls to 10th lvl, and Lofty Movements to 5th lvl.

Read Sil 203, 205-6; UT 96-102.

See ICE's Raiders of Cardolan 4, 21, 31.

KHÎM

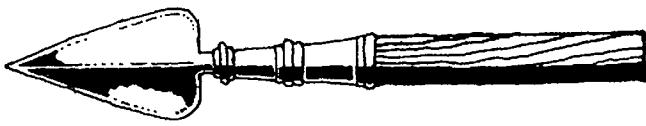
Lvl: 18. **Race:** Nogoth Nibin (Petty-dwarf). **Profession:** Shaman/Animist. **Home:** Bar-en-Danwedh.

RM Stats: St-92; Qu-94; Em-93; In-100; Pr-96; Ag-94; Co-85; Me-83; Re-84; SD-95. **MERP Stats:** St-92; Ag-94; Co-85; Ig-84; It-100; Pr-96. **Appearance:** 41.

Skill Bonuses: Climb30; S&H40; Perc98; Rune50; S&W56; Chan78; AnimH68; Dipl90; FAid78; For56; Lead88; Med84; Flute96; PSp82; Star64; Track98; Calligraphy90.

Little mention of Khîm was made in the histories of the proud ones, as the Noegyth Nibin called the Elves. His life, or more accurately his death, intersected but briefly with the deeds of Turin Turambar, a man given much honor in Elven memory. Yet Khîm was an enduring figure in the stories of the Petty-dwarves. Visions afflicted him from youth onward, revealing secrets of lore and wisdom usually reserved for immortals. Why the stars wheeled in the skies, the sun rose in the east, the earth grew warm at its depths, and the seas rose and fell: all this and more was shown to the Petty-dwarf. The habits of the Kelvar, those who creep and crawl and fly and swim, the nature of the Olvar, those that bear roots and leaves, and the spirit behind the passions of Men and Elves and Dwarves: these too were made known to Khîm. And, in one awful and glorious tumult, a fragment of the divine music, the Ainulindale, burst upon Khîm's awareness. Few truths could then be unknown to him.

The usual bitterness found in the Noegyth Nibin was not present in Khîm's character, but his serenity and calm manner set him apart from both Mîm and Ibûn. Neither father nor brother looked to him as a comrade, but their love for him grew strong nonetheless. The wisdom behind his eyes, the strength in his gentleness, and the loyalty within his heart drew liking from most who spoke with him. When Androg's arrow pierced Khîm's breast and killed him, Ibûn and Mîm mourned not only a brother and a son, but a revered guide in the spirit world.



Khîm's Principal Items:

Mace — +25 Of Slaying when wielded against any creature allied with the Black Enemy, carved of black Dirwood.

Belt — x4 spell multiplier, +25 DB, woven of willow wands and cat gut.

Helm — grants wearer understanding of the tongues of the olvar and the kelvar, carved of bone and inlaid with horn.

Flute — captivates kelvar as a 5th lvl Charm spell.

Khîm's Special Abilities:

Spells — 54 PP. Khîm knows all the Base Shaman lists to 20th lvl, and all the Closed Channeling lists to 10th lvl.

Wisdom — Khîm is always aware of the best course of action in any given situation because of his heightened spiritual awareness.

Read Sil 203; UT 96, 101-2.

MIFFLI*

Lvl: 30. **Race:** Nogoth Nibin (Petty-dwarf). **Profession:** Mage. **Home:** valley in the Misty Mountains, then Cameth Brin. **Aka:** the Undying.

RM Stats: St-85; Qu-89; Em-99; In-101; Pr-94; Ag-87; Co-98; Me-92; Re-91; SD-97. **MERP Stats:** St-85; Ag-87; Co-98; Ig-92; It-101; Pr- 94. **Appearance:** 13.

Skill Bonuses: Climb25; DTraps60; PLocks60; S&H132; Perc80; Rune90; S&W60; Chan40; Amb20; Speed60; Strength50; Appr80; Cave80; Cont50; Cook40; Fals56; FAid64; Flet60; For68; Lead70; RMas68; Sig68; Smith70; Star68; Stone122; Subd68; Track134; TrapB86; Trick68; Wea66.

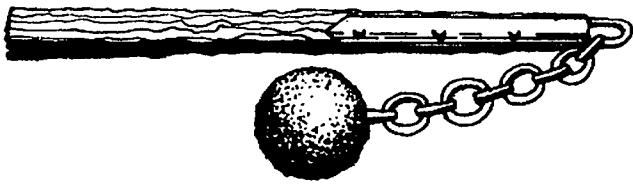
The clan that would one day settle in Cameth Brin wandered the wilds for centuries after quarreling with Ibûn and leaving his band. They camped amidst the woods, high on rocky ledges in the mountains, deep in shadowed ravines by rushing rapids, and crouched beneath meadowland honeysuckle. Sometimes they sheltered for years in shallow caves abandoned by bears or Trolls. Always they sought an isolated site where they might delve deeply and live hidden from all outsiders under the earth.

Miffl was born while the clan traversed a steep ridge in the Misty Mountains. He grew up among the peaks, cliffs, and caverns there, conquering unclimbed summits, exploring mysterious boulder fields, and crawling through tunnels frequented by Goblins. He was bolder than the typical Petty-dwarf and more curious. How much hidden knowledge he uncovered in the heights and depths of the mountains is open to speculation, but it is certain that he came in time to possess a ring of great magical powers.

When he came of age, Miffl led his clan to the twisted hill of Cameth Brin and found the entrance to the caverns lacing its haunted stone. The Petty-dwarves labored long to delve the halls they called Armoq-al-Wanu, but their numbers were few. Settled at last in a home of their choosing, they died, one by one. But Miffl lived on, far past the lifespan natural to his kind. His ring granted him immortality — at a price. Although undying, Miffl did not cease to age. His limbs grew ever more withered, his hair thinner, and his voice more cracked.

Tales and legends suggest different origins for his ring; one recounts Miffli's heroic efforts at a forge long forgotten by the Khazâd, another tells of his challenge to the Dragon Angurth, and yet a third suggests that Sauron may have hidden beneath Cameth Brin during the centuries after the War of Wrath which ended the Elder Days. Whatever the truth, Miffli's ring preserved the Petty-dwarf through the ages and gave him the power to command the undead spirits of his former companions, renamed the Ta-Fa-Lish by the Dunlendings.

In the spring of T.A. 164, Miffli aided the Hillman Mong-Finn in a Dunnish rebellion against the Dunedain. Eldacar, the Crown Prince of Arnor, crushed the Hillmen and took Cameth Brin to be a royal fortress. Homeless and severed from the ghosts of his clan, Miffli survived the conflict to wander across Endor once more.



Miffli's Principal Items:

Ring — a simple band of a strange blue alloy, it is invisible when worn; x6 PP spell multiplier; allows +40 Spirit Mastery (RM: Mind Domination) attacks (range 200'); imbues wearer with immortality by preserving body in semi-decayed state and allowing wearer's spirit to remain in Wraith form.

Crown of Armoq-al-Wanu — made of crude iron and inlaid with bronze symbols, it is an ancient artifact; +50 RR vs. Channeling spells; +5 DB; 5th lvl Fear spell (range 100'); controls the icronite nuggets and the Ta-Fa-Lisch (Petty-Dwarven ghosts).

Chain shirt — composed of primitive bronze ring mail, it is crumbling to dust; +15 DB.

Stave of Apparitions — carved of gnarled wood; +7 spell adder; wielder may create 1-5 identical images of himself which will move as he does (100' range) or, if wielder concentrates, any one can move independently (others become static).

Sword of Elf-slaying — +25 shortsword made of steel and inlaid with mithril symbols.

Miffli's Special Abilities:

Spells — 60 PP. Miffli knows all the Base Alchemist lists (RM) to 30th lvl and all the Open Essence lists to 25th lvl.

See ICE's *Hillmen of the Trollshaws* 26-30.

Mîm

Lvl: 23. **Race:** Nogoth Nibin (Petty-dwarf). **Profession:** Rogue. **Home:** Bar-en-Danwedh, then Nulukizzdin. **Aka:** the Petty-dwarf. **RM Stats:** St-95; Qu-93; Em-79; In-88; Pr-72; Ag-76; Co-97; Me-99; Re-84; SD-83. **MERP Stats:** St-95; Ag-76; Co-97; Ig-92; It-88; Pr- 72. **Appearance:** 23.

Skill Bonuses: Climb94; DTraps84; S&H78; Perc88; Rune50; S&W132; Chan30; Amb20; Appr32; Cave86; For56; Lead68; Rapl68; RMas54; Smith56; Stone62; Track74.

Though stunted and twisted like most of the Noegyth Nibin, Mîm had rather more pride than his brethren. When Turin's men captured him, as is recounted in the history above, and tied ropes around his ankles, the Petty-dwarf withdrew his promise to lead the outlaws to his hidden halls. The shame of the bonds made him willing to risk death rather than conciliate his captors. Only the force of Turin's will compelled Mîm to bring the wanderers to the halls beneath Amon Rûdh.

Turin's oath to pay a ransom of gold for Mîm's son, slain by the outlaws' arrows, caused the Petty-dwarf to compare the Man to a Dwarf-lord of old. Through the long autumn storms, his respect for Turin grew into liking, and he shared much of the lore of his people. All that changed when Beleg Cuthalion joined them at Bar-en-Danwedh. Mîm felt the typical Petty-Dwarven hatred for Elves, and his regard for this new Mannish friend suffered with the discovery that Turin's closest comrade was a Sinda. Worse, Turin ceased to spend his evenings with Mîm in favor of discussion with Beleg.

When Orcs captured Mîm in the spring, his scorn for Turin's friendship with Beleg made the Petty-dwarf less reluctant to betray the location of Bar-en-Danwedh. And when the Orcs were gone from the bloody hill-top, leaving only the Petty-dwarves and Beleg alive, Mîm raised Beleg's own sword to slay the wounded Elf. He did not succeed and fled howling.

Mîm's pride had one more foray before his death. While dwelling in ruined Nargothrond after Glaurung the Dragon had left its caverns, the Petty-dwarf challenged Hurin, Turin's father, at the threshold, claiming the Elven hold as his own. Hurin chastized Mîm and reminded him that Turin, whom the Petty-dwarf had betrayed, had slain Glaurung. Mîm died of his pride, cut down by the enraged stroke of Hurin's sword.

Mîm's Principal Items:

Belt — prevents wearer from dying of starvation, no matter how long he goes without food, woven of dried flax embossed with bits of flint.

Cloak — +10 DB, wind- and water-proof.

Sack — although only a cubic foot in volume, it will carry four times that amount within, woven of uncarded wool.

Read Sil 202-6, 230; UT 96-104, 148.

THE PETTY-DWARVES

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Brór	25	161	Ch/13	65	Y	L	195ba	175wh	10	Warrior/Fighter who founded Nulukizzdin.
Ibûn	20	127	SL/7	25	N	N	110bs	80sl	5	Ranger of Bar-en-Danwedh.
Khîm	18	100	No/1	35	N	N	85ma	—	0	Shaman/Animist of Bar-en-Nibin-noeg.
Miffli	30	80	Ch/13	100	N	N	80ss	15ss	10	Mage/Magician of Cameth Brin.
Mîm	23	150	No/1	20	N	N	130da	90da	0	Scout/Thief, usually unarmed in his old age.
Thîst	18	100	No/2	20	N	N	50da	—	5	Animist, uses spells, not weapon, in combat.

THÍST*

Lvl: 18. **Race:** Nogoth Nibin (Petty-dwarf). **Profession:** Animist. **Home:** Tumunzahar, then Nulukizzdin. **Aka:** the Gentle.

RM Stats: St-77; Qu-89; Em-97; In-99; Pr-98; Ag-88; Co-92; Me-87; Re-93; SD-91. **MERP Stats:** St-77; Ag-88; Co-92; Ig-90; It-99; Pr- 98. **Appearance:** 77

Skill Bonuses: Climb30; Swim30; S&H50; Perc98; Chan68; S&W72; AnimH74; Cave40; Cook76; Dance86; Dipl94; FAid58; FloraL100; For64; Mandolin94; Sing86; Spinning76; Track96; Weaving78.

Thíst dwelt more comfortably in the great city Tumunzahar than did her brother Zorn, whose friends and kin urged him with every conversation to learn the noble arts of smith-craft, stone lore, and warfare. Like Zorn, Thíst loved the Olvar above all, but more tolerance was accorded to her choice of study than to his. In the long afternoons, she would stroll the alpine meadows outside the caverns tending, planting, and harvesting the herbs and flowers.

The scorn accorded to Zorn grieved Thíst sorely, but she bore it quietly so as not add her own distress to her brother's tribulations. Her mother's brother Brór alone accepted Zorn's peculiar vocation and frequently brought strange plants from the faraway places he visited to both herbalists. Thus it came to pass that when Brór killed his brother and was banished for it, Thíst followed Zorn away from Tumunzahar.

Thíst's Principal Items:

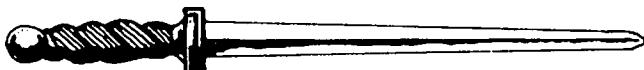
Necklace — x5 spell multiplier, casts *Befriending* 3x/day, 15% protection vs. head and neck criticals.

Dagger — +15, any hit will be an A critical at minimum.

Mandolin — acts as a *Calm* spell while played.

Thíst's Special Abilities:

Spells — 36 PP. Thíst knows all Base Animist lists to 20th lvl, *Locating Ways*, *Calm Spirits*, *Creations*, *Symbolic Ways*, *Lore*, *Nature's Law*, and *Weather Ways* to 20th lvl, and *Detection Mastery*, *Spell Defense*, *Purification*, and *Sound's Way* to 10th lvl.



5.22 PETTY-DWARVEN SHORT DESCRIPTION GLOSSARY

— D-K —

DHEBUN* — **Lvl:** 5. **Aka:** Arrowheart. A young scout under Rhotti, Dheben longed to travel at least once beyond the confines of decaying Bar-en-Ibûn. *See ICE's Raiders of Cardolan* 23, 29.

DHEMIM* — **Lvl:** 5. **Aka:** the Young; Seeker. Companion to Dheben, Dhemim was bolder than the typical Petty-dwarf. He wished to leave his home altogether for adventures in the wilds. Only loyalty to his clan kept this youngest of the Petty-dwarves of Bar-en-Ibûn from wandering far beyond the horizon. *See ICE's Raiders of Cardolan* 23, 29.

DHEO* — **Lvl:** 3. Severe arthritis crippled Dheo's hands at a young age, but did not prevent his mastery of warrior's skills. As a youth, he wished, like Dhemim and Dheben of later years, for excitement. His father's departure for parts unknown changed this outlook, and Dheo became staid and conservative. *See ICE's Raiders of Cardolan* 23, 24, 29.

DIBIN* — **Lvl:** 3. The solitary work of mining never appealed to this Petty-dwarf despite the training of his youth. Wielding his pick as weapon rather than mining tool, Dibin served willingly as bodyguard for clanleader Zeddik. *See ICE's Raiders of Cardolan* 23, 29.

DINTAM* — **Lvl:** 7. **Aka:** Farsighted. Dintam retained his mental faculties undiminished into old age and, without usurping her authority, gradually took up the responsibilities Harnekil let slip. *See ICE's Raiders of Cardolan* 23, 29.

FÓLI* — **Lvl:** 10. **Aka:** the Oath-holder. When Brór Grimfist was banished from Tumunzahar, Fóli took an oath to follow his uncle into the wildlands. The beauty of Nulukkizdin more than recompensed his loss of home and family, in his eyes, and he never regretted his choice nor longed for old friends and familiar places. Since his brothers and sister took the journey west as well, his contentment was a less astonishing accomplishment than if he had traveled without them.

GHAMIM* — **Lvl:** 4. **Aka:** Death's Head. Ghamim grew so shriveled with age as to resemble a living skeleton. His obsession with completing the tombs at Bar-en-Ibûn gave further weight to the rumor that he was a spirit returned from the dead. Among the Petty-dwarves, this gave him status rather than the reverse. *See ICE's Raiders of Cardolan* 23, 29.

GHAR* — **Lvl:** 4. Ghar possessed the wretchedness, rancor, and fear characteristic of the Noegyth Nibin beyond even the measure normal for those of his race. He carved the stone for his own tomb burning with the desire to lie there dead as soon as possible. *See ICE's Raiders of Cardolan* 23, 29.

HARNEKIL* — **Lvl:** 10. **Aka:** the Crone. So wizened by age that she appeared to have been treated with the mummification process used by the Haradrim, Harnekil led the ruling clan of Bar-en-Ibûn during the settlement's last days. Ill-treated in her childhood, she encouraged obsequious fawning from her followers and fanned their awe with displays of her magical powers. Senility clouded her mind for some years before her death, but she retained enough clarity to act wisely when faced with a Sea-raider attack. *See ICE's Raiders of Cardolan* 22, 23, 29, 30.

IBÍR* — **Lvl:** 9. **Aka:** the Golden. Fiercely jealous of his older brother's affections, Ibír refused to remain in Tumunzahar while Khím accompanied Fóli into the wilds. He was frequently in the way and often much resented. Yet the hardship improved his character, removing the whine from his voice, and transferring his attention from supposed personal slights to survival amid uncertainty and danger. Once settled in Nulukkizdin, Ibír grew into an accomplished orator with a gift for inspiring apathetic listeners with enthusiasm and purpose.

Khím* — **Lvl:** 16. **Aka:** Steadyhand. Khím viewed Fóli, to whom he was distantly related by blood, as another young brother. Fóli's impetuous decision to travel west at Brór's heels raised much concern and apprehension in Khím's heart, and he decided to forsake Tumunzahar as well. He forbade his own younger brother to follow his example, but Ibír left the Dwarven city by stealth.

KHORNI* — **Lvl:** 4. **Aka:** Pickhand. Enthusiasm for mining dominated Khorni's thoughts, despite the scorn many of his companions felt for the old Dwarven crafts of stonework and smithcraft. He hoped that deeper tunnels and longer hours spent in them might bring gold or even true-silver to light beneath the Rast Vorn. *See ICE's Raiders of Cardolan* 23, 29, 30.

— N-Z —

NEDILLI* — Lvl: 3. Aka: Kindheart. Old and talkative, Nedilli convinced the clan leader, Zeddik, that the slaves of Bar-en-Ibûn should go free. Under Zeddik's direction, he stirred the caids to rebellion several times, trying to bring Harnekil's clan and Rhotti's clan into agreement with this project. See ICE's *Raiders of Cardolan* 23, 29.

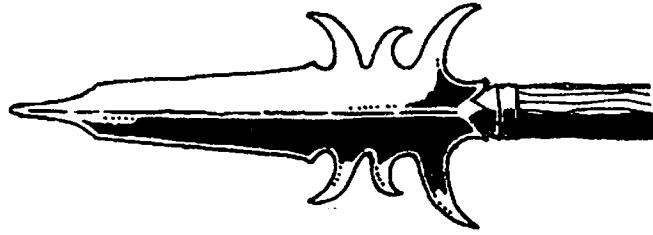
OBUN* — Lvl: 4. Tired muscles and a sleepy mind overcame Obun's old age and contributed towards his desire to wait for forthcoming information before determining the fate of the Elenibun, the last of the Elven jewels brought to Rast Vorn by Ibûn of Bar-en-Danwedh. See ICE's *Raiders of Cardolan* 23, 24, 29.

OMIM* — Lvl: 4. One of the oldest warriors of Bar-en-Ibûn, Omim's eyesight was weak and watery, and his legs trembled beneath him. But his skill with the whip remained unrivaled to the day of his death. See ICE's *Raiders of Cardolan* 23, 24, 29.

ORN* — Lvl: 15. Aka: the Single-eye. Orn lost one eye in his youth, but it was not from this accident that he received his epithet. Rather the persistence and concentration he displayed while at the forge or in pursuit of any goal earned him the appellation "the Single-eye." His loyalty to Brór was as tenacious as his labors elsewhere, so he quit Tumunzahar with stoic reserve, pledged to serve his uncle.

RHOMIN* — Lvl: 4. Aka: the Cruel. Meanest of the slavemasters within Bar-en-Ibûn, Rhomin caused his brother's death through carelessness, but blamed the accident on a slave. His angry leadership put strength into the fading warriors of his clan. See ICE's *Raiders of Cardolan* 23, 29, 30.

RHOTTI* — Lvl: 8. Aka: Captain. Rhotti possessed unusual skill, cunning, and bravery as a warrior, qualities which made him the most feared Petty-dwarf of his time. The fine chain hauberk and mighty war mattock he used further added to his prowess in battle. Yet, his lack of foresight and strategy diminished his capability as Captain of the Guard. Rhotti could not control the factions within his clan, using the inadequate policy of responding to trouble only when it could no longer be ignored. See ICE's *Raiders of Cardolan* 23, 29, 30.



ZEDDIK* — Lvl: 6. Aka: the Withered. Born with a withered arm, Zeddik mastered the art of administration early. This skill combined with longevity made him leader of his clan. Preparing for the death that old age would soon bring to the dwindling colony at Bar-en-Ibûn was the only concern of Zeddik's later years. He plotted a slave rebellion to distract the other clans while he seized the Elven jewel that would help him achieve his goal. See ICE's *Raiders of Cardolan* 22, 23, 29, 30.

ZORN* — Lvl: 12. Aka: the Briar-crowned. Zorn left Tumunzahar in his uncle's footsteps with no regret. Love of willow trees, rose vines, sage grass, and all the Olvar filled his heart instead of the more usual Dwarven appreciation for marble, quartz, gold trinkets, and weaponry of true-silver. The stone magnificence of the city seemed more like a prison, and Zorn embraced life in the wilds with eagerness and delight. His sister Thist shared his interests, and often they would walk together, gathering herb bouquets, chains of flowers, and grass-woven wreaths. Among the outlaws who later came to Nulukizzdin, there grew a subtle acceptance and affection for Zorn's peculiarities.

ZRÓR* — Lvl: 11. Aka: the Loyal. Steadfast friend to Orn from their boyhood together, Zrór departed Tumunzahar with grief. He loved the city: its stalactite gardens; mine tunnels of ruby, sapphire, and olivine; avenues flanked by king's statues; and courts lit with flashing lanterns of diamond and alabaster. But his friend's example was too clear to be ignored; Zrór followed Orn, who would not forsake Brór Grimfist. In Nulukizzdin, Zrór's smithcraft won renown, for his genius guided the sculpting done to this new cavern home.

THE PETTY-DWARVES — D-Z

Name	Lvl	Hits	AT	DB	Sh	Gr*	Melee OB†	Missile OB	Mov M	Notes
Dhebun	5	77	No/4	25	Y10	N	55ha	75lcb	20	Scout/Thief; Dumbledore venom on blade.
Dhemim	5	77	No/4	25	Y10	N	55ha	75lcb	20	Scout/Thief; Dumbledore venom on blade.
Dheo	3	39	RL/10	0	N	N	45wp	5da	-5	Warrior/Fighter; whip gives 'A' Heat crit.
Dibin	4	67	RL/9	15	N	N	76pc	5da	10	Warrior/Fighter.
Dintam	7	49	No/2	5	N	N	50ss	30da	-5	Ranger; Staff of Lightning Bolts.
Fóli	10	90	RL/9	25	Y10	N	120ba	110wh	10	Rogue from Tumunzahar.
Ghamim	4	67	RL/9	15	N	N	76pc	5da	10	Warrior/Fighter.
Ghar	4	67	RL/9	15	N	N	76pc	5da	10	Warrior/Fighter.
Harnekil	10	28	No/2	5	N	N	45da	5da	5	Animist; 4 lists to 10th lvl, 40 PP.
Ibir	9	50	Ch/13	20	Y5	N	55ha	45ha	5	Bard from Tumunzahar.
Khîm	16	125	Ch/16	30	Y10	A/L	140fl	140wh	5	Warrior/Fighter from Tumunzahar.
Khorni	4	67	RL/9	15	N	N	76pc	5da	10	Warrior/Fighter.
Nedilli	3	40	SL/8	10	N	N	49pc	—	0	Warrior/Fighter; ancient.
Obun	3	39	RL/10	0	N	N	45wp	5da	-5	Warrior/Fighter; whip gives 'A' Heat crit.
Omim	3	39	RL/10	0	N	N	45wp	5da	-5	Warrior/Fighter; whip gives 'A' Heat crit.
Orn	15	55	No/2	0	N	N	40ba	—	0	Alchemist/Mage from Tumunzahar.
Rhomin	4	65	RL/10	10	N	N	65wp	20da	5	Warrior/Fighter; whip gives 'A' Heat crit.
Rhotti	8	88	Ch/16	20	N	N	75pc	50lcb	-5	Warrior/Fighter; Captain of Bar-en-Ibûn.
Zeddik	6	54	SL/8	5	N	N	90pc	10da	10	Warrior/Fighter; Miners' clan leader.
Zorn	12	60	SL/7	20	N	N	50ba	15sl	5	Animist from Tumunzahar.
Zrór	11	115	Ch/16	30	Y10	N	115fl	115ha	0	Warrior/Fighter from Tumunzahar.

5.3 THE UMLI

Like the Men called Lossoth, the Umli are masters of the Far North. They live in the woods and highlands to the east of the Lossoth, in the bitterly cold regions of north-central Middle-earth. The Umli remain in these wilds year-round, residing in caves and braving the terrible frosts of the dark winter. Unlike, Mannish folk, they can withstand the coolest temperatures and thrive in the icy gales that sweep southward off the Encircling Sea. The Umli range far out across the realms others call wastes, and they subsist by hunting, fishing, and gathering. They are unparalleled foragers. Subsisting on edible plants that others might never even see, the Umli utilize virtually every gift offered by the land.

5.3.1 THE NATURE OF THE UMLI

The origin of the Umli is somewhat confused. They are known as Half-dwarves and descend from a union of Men and Dwarves that took place soon after the awakening of Aulë's Folk during the late First Age. This co-mingling of blood occurred as a result of a curse on the valiant wife of Cintapher of Hildorien. Her name was Sinuphel. Her twin offspring, Ucin and Ulaphel, were the first Umli, and the ignorant Men of Hildorien believed them to be malformed monstrosities.

Ostracized by the superstitious Secondborn, Sinuphel fled northward with her diminutive children and settled in what later became known as Urd. There, she raised Ucin and Ulaphel until she was slain by the Cold-drake Lamthanc. By that time the twins had reached the age of fourteen and proved strong enough to survive on their own. Ucin drove Lamthanc northward into the Iron Mountains and took the Worm's lair for his own home.

Neither Ucin nor Ulaphel could break the curse inherited from their mother. Ucin later wed a Dwarf-maiden, while his sister Ulaphel subsequently married a Lossadan hunter. Their children in turn married, and so began the race called the Umli. These Half-dwarves never really flourished and always remained few in number. Despite their longevity (Umli live 100-200 years), they rarely produced children and never threatened the Myr and Urdar who later settled in the nearby forests.

APPEARANCE

Stocky and only four to five feet in height, Umli resemble the Naugrim. They are strong, compact and have ruddy skin, thick brows, penetrating blue eyes, and red hair. Males keep their hair long and always have flowing beards. Just like the Dwarves, the Umli care for their relatively straight locks and keep them trim or braided.

Still, the Umli can be distinguished from their Dwarven kin because they are larger and have less truncated limbs. In addition, while Dwarves employ elaborately-decorated armor and often adorn themselves with brightly-colored hoods, hats, scarves, or capes, Half-dwarves invariably appear rather drab. The Umli are pragmatic folk. They shun ostentacious displays of color and cherish utilitarian things.

In keeping with their homeland, Umli wear fur-lined coats over thick shirts and pants. Their heavy boots, mittens, and large hoods keep the cold off their extremities, for it is the wind — not the temperature — that bothers Half-dwarves. Protected from the gales, Umli are capable of roaming the ice plains even during the worst of nocturnal winter storms.

CULTURE

All of the Umli are semi-nomadic hunters and gatherers. For some, like the Ular-shi, fishing is their principal source of food. Others like the Dumalir prefer to hunt big game and rely on red meat for most of their diet. Moving along well-defined tracks between a network of comfortable delvings, the average Lat of

Umli maintains over two dozen homesites. They remain in an area until they temporarily exhaust its resources. Then, they pack up their sledges and push on to a refreshed territory.

Each of their homesites serves as more than a mere shelter. Most contain mines and smithies, and at least one is utilized as a ceremonial site and a permanent repository of recorded knowledge. Another shelters burial pits, which enable the Umli to return their dead to the sacred earth to which all Umli feel spiritually bound. The Lat's Mahladôm adjoins the cavern that protects the tombs of the group's dead. This carefully-hewn chamber is always shaped like a bell. Here, the Umli worship Eru, whom they call Odanal, as well as the Powers that serve him. As among the Naugrim, the Umli revere Aulë above all other Valar. They call the Smith "Mahlic," as Mahal is known in the Umitic tongue, and pay tribute to him as their Patron, but do not recognize him as their Father.

OUTLOOK

Rituals play an exceptionally important part in daily Umli life. In order to survive in the dangerous North, among the presence of Dragons and other Morgothic legacies, the Umli have developed a rigid, patrilineal society. Grim, quiet, possessive, stubborn, persevering, and fierce, they are an unyielding and determined race. The Umli travel and hunt with the same band their entire adult lives. (Wives live among the extended family of their husbands.) They marry only once, enduring a ceremony that lasts seven days and tests the male's ability to survive and support his mate.

Even Umli friendships are formalized. After trading blood in a so-called "Bonding Ritual," Umli acquaintances become friends by exchanging all their mobile possessions, save their clothing and one heirloom. They even trade secondary names. This exceptional act requires the two friends to commit to one another's survival, to accept the fact that each is willing to die for the other.

Always active, the Umli sleep but three hours a day. The rest of the time they hunt, mine, engage in craftwork, or spin sagas that teach the young lessons about life and culture in Umli society.

THE FIVE UMLATI

There are fourteen Lati (groups) of the Umli. Each is aligned with one of five larger units called "Umlati," occupying its own particular geographical and/or sociological niche. The following is a general breakdown on their social structures:

Umlat	Region	Niche	Dialect†	# Lati
Fosir-Tasir	Sasir, Dír*	Woodland	Umtasir	7*
Dumalir	Mulir	Taiga	Umulir	2
Ular-shi	Dunirl, Tii	Taiga	Ular	2
Shasir	Sashar	Woodland	Shardak	1
Ushahir	Ushashasir	Tundra	Umlí	2

†Dialects of the Umitic language.

*Portions of the six Lats in Dír scarcely remain, though representatives exist now in eastern Sasir and southern Mulir. Dominated by the Úlair (Nazgûl) Hoarmûrath, Dír is now an uninviting land. Hoarmûrath's minions have ruthlessly hunted the Umli.

Of the Five Umlati, only the Sashir ever succumbed to the strength of Morgoth. Terrorized by the demonic Lassaraukar (Q. "Demons of the Leaves"; "Leaf-demons"; sing. Lassarauko"; S. "Lethryg"; sing. "Lathrog"), this highly unified Umlat followed the lead of their Shaman, Ikûs Hust, and swore allegiance to the Black Enemy near the end of the Elder Days. Their homeland in the forest of northwestern Urd became a dominion of Evil, and the Sashir warred on all their neighbors, including their brethren. While freed from bondage after the fall of Morgoth, they remain ostracized.

5.32 UMLI CHARACTER GLOSSARY

UCIN*

Lvl: 24. **Race:** Umli (Father of the Ushasir). **Profession:** Ranger. **Home:** The Valley of Ushashasir in northwesternmost Urd. **Aka:** Dragon-warder; the Father of the Umli.

RM Stats: St-97; Qu-90; Em-42; In-92; Pr-68; Ag-97; Co-98; Me-74; Re-90; SD-98. **MERP Stats:** St-97; Ag-97; Co-98; Ig-82; It-92; Pr-68. **Appearance:** 27.

Skill Bonuses: Climb90; Swim105; Ride25; S&H85; Perc75; S&W40; Chan30; Amb8; Li12; AMov25; ADef20; BDev16; Acro30; Act20; Cont25; Cook35; Dance40; Div35; FAid50; Med50; Mus20; Nav85; RMas30; Row85; Sail60 Sig40; Sing40; Star90; Track90; Trad35; Tumb30; Craf70; Dipl30.

Ucin was the son of the Bard Sinuphel of Hildorien. He was born during the late First Age. His father was Khazí, the youngest son of the Dwarf-king Drúin. Along with his twin sister Ulaphel, he was the first of the Umli.

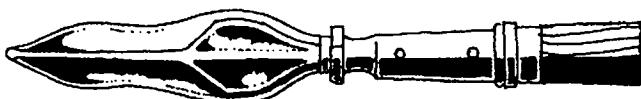
Born in Hildorien at the round-house of Lord Cintapher, Ucin was removed to Urd in northern Middle-earth about three months after he was born. Ucin's Hido relatives were frightened by his uncomely appearance (to them, he was hideously ugly), and believed that he was a monster. They had no idea, or concern for the fact, that his spirit was untainted.

Ucin was raised by his mother at a cave-home in the deep valley of Ushashir, not far from the icy waters of the Sea of Illuin. Both he and his sister were well-educated despite their exile. By the age of seven, he knew three languages and understood stars of the northern skies as well as any Elf. He became an excellent swimmer, an able waterman, and a cunning hunter. His precociousness enabled him to survive the premature demise of his beloved mentor and mother, Sinuphel.

When Ucin and Ulaphel were only fourteen, the great grey-white Cold-drake Lamthanc (Q. "Forked-tongue") came out of the Iron Mountains in search of food and riches. After slaughtering many of the Avikangsdar tribes, he entered Urd, where he occupied a lair. His appetite was such that he ate most of the mammals that lived along the eastern coast of the Sea of Illuin, and his presence quickly threatened the nearby Lossoth (Snowmen). The brave Sinuphel, an ally of the Lossoth, confronted the creature, who tricked and then slew her. Lamthanc then ate the fallen Hido Bard.

Ucin vowed revenge and awaited Lamthanc at a spot which was plentiful in Seals. The Drake struck there about a week later, and Ucin tracked the beast to its lair. In the ensuing struggle, the youthful Umli severely wounded the Drake with his mother's harpoon. Lamthanc fled northward over the mountains and into Uab lands.

Ucin occupied Lamthanc's lair. While unable to recover his mother's body, he made his new home a shrine to Sinuphel's memory. Twenty years later, he wed a Dwarf-maiden named Baís, daughter of the Dwarf-lord Brón (of Drúin's Folk). This marriage was in keeping with the ancient Melkoric curse that afflicted all of Sinuphel's line — that "Cintapher's wife and all her heirs shall join in love against their law and produce half-folk who shall be shunned by Secondborn and Dwarfborn alike."



Together, Ucin and Baís had three children: Ucas, Urái, and Ulaphel II. These three offspring spawned the Ular-shi, Shasir, and Ushahir Umlati (respectively).

Ucin's Principal Items (Ushahir Heirlooms):

Harpoon — +40 Javelin of Dragon-slaying fashioned in Kael Ord in the Red Mountains during the late First Age.

Shield — A +30 round shield made from the bone and hide of a Demon Whale. It is only +15 versus edged weapons.

Knife — A +30 Knife of Seeking, which, once it strikes a creature, can be thrown up to 1000 feet without penalty or regard to intervening obstacles (assuming it can circumvent such obstacles) against the same creature. In such a case, the knife will return to the wielder in 1-2 rounds after being thrown. The knife will not work in this enchanted manner against a creature that it has not already struck in a natural manner (i.e., as a hand-held or typically-thrown fashion), nor will it work in this way against creatures other than the beast it last struck.

Ice-ring — A +5 Channeling spell adder made from the bone of an Ice-drake.

Ucin's Special Abilities:

Spells — 24 PP. Base spell OB is 24; directed spell OB is 25. Ucin knows all the Base Ranger lists to 20th level and three Open Channeling lists to 10th level (**MERP** and **RM**).

ULAPHEL*

Lvl: 22. **Race:** Umli (Mother of the Fosír-Tasír). **Profession:** Animist. **Home:** The Valley of Ushashasir in northwesternmost Urd. **Aka:** Word-keeper; the Mother of the Umli.

RM Stats: St-79; Qu-93; Em-59; In-99; Pr-78; Ag-98; Co-60; Me-95; Re-86; SD-56. **MERP Stats:** St-79; Ag-99; Co-60; Ig-90; It-99; Pr-78. **Appearance:** 29.

Skill Bonuses: Climb50; Swim45; Ride35; S&H30; Perc75; S&W55; Chan40; DirSp45; Amb2; Li12; AMov25; ADef20; BDev9; Acro30; Act30; Cont25; Cook30; Dance45; Div30; FAid45; Herd30; LWork25; Math30; Med60; Mus30; Nav35; RMas25; Row30; Sail25 Sig40; Sing40; Star90; Subd35; Track70; Trad40; Tumb30; Craf65; Dipl35.

Ucaphel was the twin sister of Ucin, and the daughter of the Hido Bard Sinuphel and the Dwarf-lord Khazí. She, like her twin brother, one of the first of the Umli or Half-dwarves.

Ucaphel bore a Hido name, for she was born in Hildorien and was initially believed to be the offspring of Sinuphel's husband, Lord Cintapher. Because Sinuphel had been cursed by Morgoth, however, she was the bastard child of a Mannish mother and a Dwarven father. So, during the initial weeks of her hard life, she and her brother were kept secluded. A nurse unveiled Ucaphel's secret when she was only three months old.

Driven from Hildorien, Sinuphel took her children northward, where she encountered the mysterious Lossoth, or "Snowmen" (aka "Forodwaith" or "Northern Men"). She settled amongst the nomadic northerners and began the task of raising her banished offspring. Sinuphel looked upon her labors with care and love, and both her children grew to be strong and wise.

Ucaphel's family lived in a cave-home in the deep valley of Ushashir, within sight of the Sea of Illuin. She was fascinated by nature, which was fortunate in such a harsh locale. Eventually she became a powerful Animist and, by the age of twelve, was already revered by her Lossadan neighbors.

Sinuphel was murdered by the grey-white Cold-drake Lamthanc when Ucaphel was only fourteen. Ucaphel's brother Ucin exacted revenge and drove Lamthanc northward across the Iron Mountains, avenging his mother's death. These tragic events destroyed Ucaphel's family. The begrieved Ucin moved into Lamthanc's lair, forever sundering his special bond with his sister. Although they remained friends, the two twins stayed apart, married, and fostered separate lines that would give birth to the Umlí Umlati.

Ucaphel married a Lossadan hunter named Aluenda about ten years after Sinuphel's demise. Their union produced two children — Ancanli and Unkús — the mother and father of the Fosír-Tasír and the Dumalir (respectively).

Ucaphel's Principal Items (Fosír-Tasír Heirlooms):

Stave-axe — +30 Stave of Ice-lore fashioned in Kael Ord in the Red Mountains during the late First Age. It strikes as a +30 Quarterstaff or a +5 Battle-axe and serves as a +5 Channeling spell adder. The wielder can cast any two spells off the Ice-lore spell list once a day (each).

Shield — A +35 round shield made from the bone and hide of Lamthanc's only offspring. It is only +20 versus edged weapons.

Cloak — A grey-white Bearskin cloak that adds +10 to any RR versus the weather or Channeling spells.

Ucaphel's Special Abilities:

Spells — 44 PP. Base spell OB is 22; directed spell OB is 45. Ucaphel knows all the Base Animist lists to 20th level and two Open Channeling lists to 10th level (*MERP* and *RM*).

ULAS TOST*

Lvl: 23. Race: Umlí (of the Fosír-Tasír). Profession: Warrior/Fighter. Home: The Forest of Dír in northwestern Urd. Aka: Demon-slayer; Spear-thrower.

RM Stats: St-96; Qu-89; Em-45; In-76; Pr-88; Ag-96; Co-99; Me-77; Re-90; SD-100. MERP Stats: St-96; Ag-96; Co-99; Ig-84; It-76; Pr-88. Appearance: 68.

Skill Bonuses: Climb85; Swim100; Ride20; S&H90; Perc70; Rune25; Chan10; Amb15; Li4; AMov30; ADef20; BDev15; Acro35; Act15; Cont30; Cook35; Dance45; Div35; FAid50; Med65; Mus20; Nav90; RMas30; Sig40; Sing55; Star80; Track90; Trad70; Tumb25; Craf65; Dipl75.

Ulas the Hairless was the proud, compassionate Lord of the Fosír-Tasír in Dír. He ruled the forest realm for two centuries around the end of the first millenia of the Third Age, imparting power and plenty to those around him, yet he was weak in arms and possessed no strongholds. The only protection he could offer his followers was the dense, tree-laden landscape of Dír. Still, Ulas and his Umlí warriors broke the minions of their enemy, the Ringwraith Hoarmûrath, three times in T.A. 1051, forcing the Úlair to undertake a long and very hard siege.

Hoarmûrath preferred not to wait, however, for he had only recently reentered Endor after a long slumber. While time was on the side of Darkness, the Ringwraith felt the pangs of impatience and realized that Sauron wanted the campaign resolved quickly.

Thus, Hoarmûrath enlisted the aid of the awful Lassaraukar. He awakened the Leaf-demons during the winter of T.A. 1051-52, and the creatures struck the Umlí the following spring. Ulas recorded the attack in his journal:

"They came as six and sixty, led by one standing some ten feet in height. And they were cruel beyond hate. Utter evil impelled them, and death flowed in their wake, as their cool green coats blended among the boughs of the great trees. Few of our people fled; all them died.

The Leaf-demons, they were the instrument that slew my land altogether, sparing no one. In three days my army, a host that so proudly stood fast for nine long months cried their last calls of freedom. The silent, swift "Wind in the Trees" that shook grown warriors like a gale from the mouth of Óla passed, leaving nothing but a blood-stained wood, and the disemboweled corpses of heroes whose deeds are too many to be recorded yet too grand to be forgotten."

The victim of a Leaf-demon's sharp missile, Ulas supposedly died soon after inscribing this entry. His son and daughter perished earlier along with their mother and their protector/companion, the mighty North-bear named Olvûsi. Hoarmûrath's Urd warriors arrived only a day later, but they found no trace of the Umlí-lord's body. Some say he lived to wage a never-ending war against the Úlair who dared call himself the North King. Others say he was eaten by the pitiless and ever-hungry Lassaraukar.

Ulas Tost's Principal Items:

Axe — +35 Spear of Wolf-slaying fashioned in Kael Ord in the Red Mountains during the early Second Age.

Shield — A +25 oval Ithilnaur Warden's Shield, bears a *Sudden Light* symbol on the front, permitting the wearer to command the shield (3x/day) to glow with a blazing light causing all within 14' diameter (who are gazing in the direction of the shield) to make a RR versus Essence. RR failure results in victim being stunned for 1 rd/10 RR failure (e.g., RR failure of 26 = victim stunned 3rds).

Hand-axe — A +20 Axe of Bear—slaying that also serves as a +20 Ice-axe, it was fashioned in Desdursyton. A series of ivory bear inlays adorns the silvery shaft.

Ice-boots — These +25 fur boots are light grey and fitted with pairs of retractable steel blades. They enable the wearer to skate (+25 to all Skating maneuvers) after 1 round's preparation. Alternatively, the blades can be fitted for use as crampons (+25 to Ice-climbing) and/or as weapons (a kick striking as a +10 Hand-axe).

Cape — +15 Cape of Protection. Water- and windproof, it provides wearer with +15 RR and AT bonus.

THE UMLÍ

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee	Missile	Mov	Notes
							OB	OB	M	
Ucin	24	170	RL/10	55	Y30	A/L	75ha	130ja	5	Ranger, First Umlí Lord of the Ushahir.
Ulaphel	22	118	RL/10	65	Y35	A/L	90ba	40sp	10	Animist, First Umlí Lord of the Fosír-Tasír.
Ulas Tost	23	143	Pl/18	10	N	N	145ha	170sp	5	Warrior/Fighter, Umlí Lord of Fosír-Tasír.

6.0 ENTS

Aka: Treeherds; the Earthborn; Onodrim (S.); List-makers; Slow-thinkers; Folk of Root and Twig; Orc-haters; Bones of the Earth; Stone-splitters; Dwellers in the Deep Forests; Shepherds of the Trees; Guardians of the Forests; Wood-giants; Yavanna's Folk.

6.1 AN OVERVIEW OF THE ENTS

Quiet and slow, awesome and strange, the Ents are the most powerful of Eru's speaking children. The tallest, strongest, and most ancient beings born into the World, they dwarf even Trolls by their size and strength, and a company is more potent than a dragon. With their fingers, they were able to rip the very rock of Isengard and break the armies of Saruman. A peace-loving and compassionate people, the Ents can muster a rage that is nothing short of overwhelming. Content to rest and tend the trees of the great forests, the Ents can nevertheless stir themselves into a unified wrath that makes them the most dangerous army this side of Valinor. The armies of darkness bewailed the days past when they earned the wrath of the Tree-lords, for the Ents settled the score against the evil armies of the far west.

6.1.1 ENTISH HISTORY

Elven historians recorded the belief that the Ents were conceived in the thoughts of Yavanna, Queen of the Earth, as the Shepherds of the trees. Like her, the Onodrim have always loved the trees and the Olvar — all the plants of the world — best of all. Most peoples think the Ents to be the oldest of the speaking races. Yet, the High Elves say that the Onodrim were not mentioned in the Valar's creation song, but were created by one Vala, much as the Dwarves were fabricated by Aulë. Galadriel believed that when Yavanna noted the mercy Eru extended to Aulë in allowing the stone-formed Khazâd life, she requested a living spirit for her children, the Olvar, as well. It seems Oromë also had a part in this request, because the males of the Onodrim hold closer allegiance to him, although the females are aligned with Yavanna. Whether the Ents were initially trees that received souls, or if they were separate creatures that came to look like trees after having loved and cared for the forests so long, is not clear.

This Elven view of afterthought creation, however, is a misconception. Everything that is now present in Middle-earth was in The Music, but may not have been recognized by the Valar for what it was until much later. Eru always knew that the Ents, like the Giants and the Eagles, would be born through The Song. The Valar sang the notes that they were taught by Eru. And he taught understanding that their unique personalities would unknowingly alter the melody to create all that he wished to be.

Originally mute, silently communicating only with the trees, the Onodrim were taught the gift of speech by the Speakers (Q. "Quendi"), the Elves, and learned many tongues. In fact, Treebeard said that the Elves actually wakened the Ents to consciousness. In time, the Onodrim came to understand even the rapid and foolish languages of Men, but they preferred their own incredibly slow rumbling language best of all. It is spoken full of adjectives and finally, rarely, a noun. The Ents are definitely "tree-ish" about jumping to conclusions.

Rarely, when some pressing need arises, any Ent may call the others to meet together in great Ent-moots, community meetings where issues are wrestled and solutions resolved. Normally, an Ent will confer with a couple of nearby Ents to determine if the matter really is so significant that an Ent-moot must be called. Once summoned, the Ents converge on the Derindingle, the "secret dell" in Fangorn Forest, which is the prescribed place of meeting.

The Ent-moots are not conducted on some pattern of government or heirarchy, but are founded completely on mutual trust, care and respect. Each Ent is considered a participating and contributing individual and the discussion seeks consensus. Very slow and careful to act, Ent-moots are distinguished by the constant use of the low rumbling Entish tongues. It is difficult for Humans to understand just how hard it is to hurry an Ent. They simply ignore a hurrier and take enough time to reach their own conclusion. It is helpful to remember that in the War of the Ring, having reached the peak of rage at repeated assaults from Saruman, it still took the Ents three days to determine their course of action. They are not stupid. They are very intelligent and perceptive. But they simply are remarkably careful in their decision making, which is likely very fortunate for the rest of the world! Once the Ents finally arrive at a decision, they act with strength and solidarity, and their united will is potent and indomitable.

The Onodrim were never aroused in wrath until the first Orcish armies came bearing steel weapons, hacking the forests indiscriminately. Well-beloved trees were wantonly felled, and then more, despite Entish protest and reprisal. The Treeherds' rage grew and solidified into an implacable hatred. The woodlands suffered wherever Orcs invaded; hatred eventually led to decisive action: Ents killed Orcs on sight. Tree-demons, the Orcs named them. But the Ents have many names, and longer, for their Orcish foes.

Ents also mistrust Dwarves deeply because they consider them likewise to be hewers of wood. For example, in the First Age of the Sun, the entire community of the Dwarves of Nogrod were caught by the Ents on Mount Dolmed and utterly destroyed following the Dwarfish sack of the Grey-elven citadel of Menegroth. The Ents and Dwarves have remained tense and suspicious of each other ever since, and Yavanna had predicted this tension between the People of the Stones and the People of the Trees. Ents have remained suspicious of humans, because the Men vary so in disposition and temperament. Some seem to deeply respect the woodlands and forests, while others are as foolish and wicked as the Orcs. And some Men, especially the ship-builders of the Second Age, earned the disrespect and anger of the Ents by their prodigal wood-hewing. Naturally, the Ents are fondest of the forest and nature-loving Elves, although they do not involve themselves in the endless Elvish issues of government, craft, and magic. Ents were nearly as fond of Hobbits, when they discovered them in the War of the Ring. But Treebeard did tease Merry and Pippin for disliking the forest of which they were so afraid.

THE GARDENS OF THE ENT-WIVES

One of the greatest tragedies and mysteries in the histories of Middle-earth is that connected with the story of the Entwives. It came about that the males and females among the Ents became gradually more distant from one another, for their hearts and loves grew differently. The males cherished the great, close trees of the forests, and the wild things of the world: the mountains, the streams, and whatever fruit was deposited on the ground for the passer-by. The females meanwhile loved best the more open orchards, fruit trees, and so-called lesser Olvar: the grasses, flowers, and the shrubs, and all those things which could be cultivated, directed, and commanded. So the Ent-wives left their mates and dwelt in the open lands across the Anduin. There, they taught Mankind the art of tending the Earth's fruits, and receiving the benefits of agriculture. In those gardens the Ent-wives lived, and occasionally the Ents would visit. Then, in the Second Age, the Ent-wives' gardens were destroyed in the terrible conflict between Sauron and the Last Alliance of Men and Elves. They fled to build a new home elsewhere, away from the evil darkness rolling down on them from the north.

And, at that point, all history lost track of them. They may have successfully escaped and hidden themselves away from the tragedies and travails of the world. They may have been discovered and slaughtered by Sauron, perhaps even used as food for his armies. Yet the true story remains unknown. The Ents searched literally across millenia for their Wives, but they never found so much as a trace. Even at the end of the Third Age, some hope lingered in Treebeard's heart that Fimbrethil might still be found.

THE BREAKING OF ISENGARD

The Ents had retreated almost entirely into Fangorn Forest by the time of the War of the Ring and seldom travelled beyond its borders. Three Ents were then considered the oldest among those living: Fangorn, Finglas, and Fladrif. Of the three, only wise and ancient Fangorn remained involved in the affairs of the present world. Finglas had withdrawn into himself and become almost like a tree, never anymore speaking or walking. Fladrif, grievously injured in battle against Orcs, and suffering the loss of many of his Entings and all his birch groves, had withdrawn to high mountain slopes apart from all his own people.

During the War of the Ring, Treebeard and the younger Ents became further enraged at the mistreatment of the Ents and the forests by the agents of Saruman. Treebeard was stirred by the Hobbits Merry and Pippin into realizing that the moment of decision was at hand. So came about Treebeard's calling of the Ent-moot and the resolute March of the Ents, wherein they descended upon the host and tower of Saruman. Ranks upon ranks the Ents came, their number filled out by many Huorns, and Isengard's strength was shattered. Simultaneously, at the Battle of the Hornburg, the Orc legions were wiped out by the forest of Onodrim and Huorns. From then on, the Ents were left to live peacefully into their last age.

6.12 ENTISH NATURE

"They found that they were looking at a most extraordinary face. It belonged to a large Man-like, almost Troll-like, figure at least fourteen feet high, very sturdy, with a tall head, and hardly any neck. Whether it was clad in stuff like green and grey bark, or whether that was its hide, was difficult to say. At any rate the arms, at a short distance from the trunk, were not wrinkled, but covered with a brown smooth skin. The large feet had seven toes each. The lower part of the long face was covered with a sweeping beard, bushy, almost twiggy at the roots, thin and mossy at the ends. But at the moment the hobbits noted little but the eyes. These deep eyes were now surveying them, slow and solemn, but very penetrating. They were brown, shot with a green light. Often afterwards Pippin tried to describe his first impression of them."

— *LotR II, p.83.*

The Ents are the Trecherds of the world and resemble their charges. Ranging from ten to twenty-five feet tall, and from three to six feet in girth, they have rough bark-like skin on their "trunks" and beards like a mat of thatch, twigs, and moss. Each Ent resembles the kind of tree he herds, and behaves the way one might imagine such a tree to act. But they vary every bit as much as trees do, having their own size, shape and markings. So one oaken Ent will be radically different in appearance from another oaken Ent, even as he would vary from a coniferous Ent. Even the numbers of their fingers and toes vary widely, usually ranging from two to eight. Only their eyes remain similar from Ent to Ent, deep brown, shot with green light, and giving the beholder the mystical feeling of peering through a window into the ages of the earth itself.

Very nearly immortal, they can still be slain by violence, especially burning; and as the ages wax, so the Ents wane in vigor and number. They do age, albeit very slowly, and by the time of the War of the Ring, only three were considered old even though the "young" Ents had been born early in the Second Age! They can move with surprising swiftness on legs that do not bend. Yet their feet are flexing roots that stretch and move like a wading long-legged bird. They can master many languages but have also evolved their own slow deep rumbling dialect that no one can speak or understand save themselves alone. They feed on the same resources as do the trees — the soil and the rain — but their favorite and most powerful nutrients are the Ent-draughts which they draw, mix, and brew themselves. Their strength is legendary as they are able to work in a few seconds the devastation which natural trees work in years, destroying rock and metal with their very hands and feet. Their strength is often compared to that of the Trolls, but they are, in fact, far stronger than the stupid Trolls. After shattering rock or steel with their hands, Ents can propel the rubble (or even the bodies of their enemies) very effectively as devastating missiles.

Day to day, the Ents work and live independently of one another. Each walks through the forest caring for the damaged and blighted, removing the dead to make room for new growth, and planting seedlings. All the trees of the forest are treated as individuals by the Ents who love them as parents love their children. Ents mourn a tree's death and feel pride in its victories over hardship. All dead trees are uprooted and taken to one of several special places in the forest. There the wood decomposes and serves as a supply of fertilizer for the living. The idea of burying a body in stone where it cannot replenish the soil would be entirely foreign to Ents. If the Onodrim knew of the Dwarven interment practices, they would disapprove and think the Khazâd foolish.

Certain spots in the forest serve as nurseries where young trees grow to a height tall enough to ensure survival. The Ents usually preserve the natural way of things, but they do have favorite trees and like to ensure that dominant species do not extinguish less hardy ones. Soft mists, gentle rains, frequent sunshine, and nourishing soil seem to bring perpetual springtime to the nurseries. No Ent will bring an outsider into one without a compelling reason.

Their strength, size, and magical skills allow Ents to relocate trees thirty feet tall without risk of the transplant suffering from shock. Trees damaged by lightning, shifting earth, burrowing animals, or careless axes can be healed by the Ents, so long as the tree still stands. And although some blights spread quickly and do serious harm to their victims, these, too, the Ents can cure.

Ents live throughout their forests in homes of their own construction, most of which would not be distinguished by a stranger as anything other than ordinary woodlands. Three things make an Ent house or hall. The first is water, whether from spring, stream, or well. Next is shelter, usually in the form of a cliff overhang or cave, but sometimes nothing more than a dense tree canopy. The last is a storage place for vessels and utensils.

Although Ents use few tools, as their hands can do most things they need them to, they still have need of a few items for storage of beverages and the like. The storage area in an Ent home is used for these items and for caches of food. These areas can be anything from a hollowed-out area covered with sticks to a small cave with a rock in front of it. These Ent-home storage areas will usually house an assortment of jars containing Ent draught of the three different types and an assortment of fresh or dried fruits, nuts and berries. Of course bowls are also present to drink from.

Ents are not a possessive race and are, on the whole, very considerate. Because of this, a hungry Ent near another's home, would comfortably take what he needed and replace it as soon as he was able. Both owner and borrower would deem this common practice. The only reason that the Ents have secured storage areas in their houses is to keep curious animals from scattering or damage their belongings. Individually Ents usually have more than one of these homes or share them with others in the area for convenience sake. Treebeard's home "Wellinghall" is unusual in that Treebeard has made a table and bed for it. These are not normal and only exist because Treebeard receives more visitors than other Ents and needs a comfortable place for them if he is to talk to them. There are other Ent homes similar to Wellinghall in furnishings, but the more common home would have a rock as a table and a bed of leaves and moss. Often Ents will plant a grove of trees or relocate some of their favorite trees around their house. Amid these natural furnishings, the Ents spend their many days quietly, sometimes standing in a refreshing waterfall for weeks without moving, enjoying the crystal clearness of the running stream.

The Ents live mystically connected with the forests, and especially with the semi-sentient trees called Huorns. The Huorns can be awakened and summoned to work by the Ents, and they can serve as warriors nearly as formidable as the Ents themselves. Indeed, entire Orcish armies have vanished in the midst of Entish forests, gone forever under the strength of the Ents and their wards. Originally born in two sexes like all the speaking races, only the males remain in the histories of Middle-earth. The departure of the Ent-wives remains unsolved, one of the greatest mysteries of Middle-earth. With the Ent-wives (apparently) perpetually separated from their mates, the Ents are doomed to wane until their last number is gone.

RELIGION AND MAGIC

Worship is primarily practiced by the Ents individually on a daily basis. As might be expected, their focus is on Eru, with homage paid also to those among the Valar, especially Yavanna, involved in the works of nature. It can be seen that the Entish love and care for nature is, in fact, the chief practice of their faith, and they live as stewards of the green and growing world. Ents do celebrate communally on an interesting schedule which works because of their extreme longevity. Twice a year, all available gather for a nature ceremony. These ceremonies fall in two of the seasons of one year, and in the other two seasons of the next. Thus, if the Ents gather on Midwinter's and Midsummer's days one year, the next they will meet during the spring and autumn solstices.

The festive sites vary according to the season being celebrated. The gatherings are informal, since, as in their Moots, there is no heirarchy, rule of order, nor institution. The ceremonies are founded in the relationships being celebrated: the Ents with Eru, with Yavanna and Oromë, with one another, and with nature. Thus, fellowship and relationship, communion in the best and broadest sense, is the means and the focus of their worship. Singing and symbolic ritual express Entish reverence, and very lightly in the background, can be heard the harmony of the Huorns, and indeed, even the trees!

On the other hand, magic plays a much smaller part in Entish life and philosophy of life. Ents do not appreciate the manipulative aspects of most enchantments, nor their potential to work against the divine Balance. But the Onodrim do use magic to some small degree to assist the healing of nature, the repairing of injured or blighted trees, and the making of Ent-draughts. Most things Ents wish to accomplish concern their work of the wild. And most of that work Ents choose to carry out naturally (so to speak), with a forestry impossibly advanced ahead of Man's own.

ENT DRAUGHTS

Ents make several varieties of draughts (pronounced "Ent Drafts," in preference to "Ent Drawts") or broths that they use for nourishment. Each one has numerous recipes and different effects: i.e. there are hazelnut draughts, walnut draughts, and chestnut draughts; apple draughts, peach draughts, and plum draughts; etc.

The draughts are designed specifically for Entish needs, but can be used by other races for short periods with some strange side effects. The making of those wonderful beverages is an ancient, long, and complex art. The three listed below have names in Entish only and are not differentiated in other tongues. The names are quite long and include every ingredient and most of the preparation techniques; so to Men, they are merely Ent draughts.

It should also be noted that most of these draughts are somewhat toxic to the dark races, ranging from nauseating to fatal. The draughts have within them indeed some of the "essence," some of the "dream and design" of the Ents, the earth, and Eru's intention. This is extremely disagreeable to the wicked physiologies of the Trolls, Orcs, demons, and Dragons, for whom it represents a direct antithesis to their misintended design.

Fruit draught is used by the Ents primarily as a thirst quencher after a hard day's (or hard week's) work. It is an exceptionally thin liquid concocted magically from fruit juices and fresh spring water. It satisfies Ents on a ten-to-one ratio; i.e. two quarts of fruit draught is equivalent to five gallons of pure water. Non-Ents are instantly refreshed, motivated and capable of another entire day's labor or travel. The initial sensation will be a tingling and a feeling that the drinker's hair is standing on end. However, if used over an extended period of time, troublesome side-effects begin to appear. First, the imbibing experiences radically quickened growth of his hair and nails, and a bizarre craving for the somewhat toxic Goyan root found only in northern Fangorn forest. Further use radically increases the user's metabolism beyond any hope of satisfying it (although perhaps a constant diet of lembas or of cram might suffice). Eventually the individual will lose weight and finally starve. This process usually takes only one to three months under normal circumstances. The drainer's eyes begin to bulge after a couple of weeks or so of regular use, and this uncomfortable condition is incurable, even magically; and will depart only after a year of abstinence from the fruit draught.

The nut draught is a food staple among the Ents, and even a single bowl can sustain a very large Ent for quite a while. It is much thicker than the fruit draught, likewise requires magic in its concoction, and is full of the extract and pieces of nuts, roots, and bark. Its effect on non-Ents is dramatic and involves an increase in size, strength, and constitution. This was the draught which Merry and Pippin imbibed during their association with Treebeard.

NOTE: *Hobbits and Dwarves gain height at the rate of approximately 1/2 to 1" per bowlful. Hobbits gain strength and constitution at the rate of 1 point per 2 bowls (maximum of 5). Dwarves gain at the rate of 1 point per 4 bowls (maximum of 3). Humans gain 1/4 to 1/2" per bowlful, and their strength and constitution increase in the same manner as Dwarves. Other races, including the Elves, experience no side effects other than a considerably refreshed feeling.*

However, this draught will terribly punish non-Ents for greed. There is an unknown ingredient in the draught which is toxic to the affected races, and which builds up over the user's lifetime. This last point is important, as the toxic substance does not decrease over a period of time by abstinence. The poison drives the user into a coma, out of which he may never recover unless puissant magic is performed to extract the residue of the draught from his system, and reverse all its accumulated effects.

NOTE: As an option, the sufferer may be left in his coma for the natural comatose processes to rid the body of the offending substance, at the rate of 1/2 point per day decrease of the gained strength and constitution. This will continue until the temporary stats are reduced to five points below their value at the time of the first increase. Additionally, the person recovering from the coma will be 20% underweight, and bedfast for two months. To determine whether or not a past user suffers such a coma, every six months for the rest of his life he must make a RR (+25 + Con Mod + Racial Poison Resistance Mod) vs a poison which attacks at a level equal to the number of bowls imbibed.

The herb draught is a potent Entish healing mixture. It is extremely thick and has been described as looking like very lumpy molasses. The herb draught can be used in three different ways for three different purposes:

- 1) it will cure concussion hits on an Ent at a rate 10x normal.
- 2) mixed with fruit draught, it acts as 10 day lifekeeping.
- 3) if made into a yet thickened paste with soil and bandaged on an open wound with moss, it will stop bleeding immediately, even from criticals, and leave no scar.

Non-Ents also may receive all these benefits, with the exception of the lifekeeping. It should also be noted that some folks who have been healed of a bleeding wound, later demonstrate some most unusual characteristics. When this rare phenomenon occurs, most often the treated individual simply becomes very hungry occasionally for recently fallen leaves. More rarely, the individual after satisfying his bizarre hunger develops nearly Entish strength, texture and coloring for several hours. The Istari Radagast has considered doing experiments on willing individuals to determine if it is possible to completely effect a transformation, that is, to evolve an Ent (or an Ent-wife!) in such a fashion. However, Radagast is loathe to either approach Gandalf, Tom Bombadil, or the Valar on the issue, or to do something so bizarre without their approval. It is likely that the phenomenon will go unnoticed and untried since Radagast is the only one who has observed the few multiple occurrences during Middle-earth's history.

The secret of how to make these draughts is known to the Ents only, and they can be made only in forests cared for by Ents where the ingredients are fresh. Nor do the Ents realize that their food causes side effects. Since most people never have more than a bowl or two the side effects are not usually seen and noted. If an Ent makes friends with an outsider he will gladly share his food because he does not know it can be harmful. However, the Treeherd will not teach the outsider to make the draughts himself.

6.2 ENTISH CHARACTER GLOSSARY

One of Middle-earth's great mysteries is, simply put: what became of the Entwives? Treebeard recounted their "strange and sad" history to Merry and Pippin, the longing apparent in his ancient, powerful voice. While Ents cherished trees and mountainsides and the deep woods, Ent-maidens loved and tended the lowland grasses and meadows, and especially the gardens and fields they planted and tilled. When the Darkness fell, Entwives fled across the Anduin and were rarely visited by their slow-moving mates. After the Darkness receded, Men came to learn the ways of the Ent-wives, and the fields stood golden with corn. Forgotten were the Ents who lived in the mountains and distant vales. With the coming of Sauron, the scorched fields lay in waste, and the fleeing Ent-wives disappeared.

Surviving Ents like Treebeard searched relentlessly for their rosy-cheeked, golden-haired mates, but no Ent-wife was ever found. Some believe that Fimbrethil and at least one other Entmaiden survived the wars and ravages of the Second and Third Ages, interpreting Treebeard's wistful remembrance of Wandlimb as an oblique reference not to Fimbrethil but to a second and fleetier Entwife.

NOTE: The Entish glossaries include descriptions and stats for both Ents and Ent-wives. The appearance stat for the Onodrim is determined on a scale analogous to the beauty found in trees.



FIMBRETHIL

FIMBRETHIL†

Lvl: 32. **Race:** Onod (Ent-wife). **Profession:** Gardener. **Home:** Vales of the Anduin, then unknown **Aka:** Thin-birch, Slender-beech, Wandlimb the Lightfooted.

RM Stats: St-103; Qu-60; Em-90; In-95; Pr-88; Ag-64; Co-105; Me-80; Re-95; SD-84. **MERP Stats:** St-103; Ag-64; Co-105; Ig-87; In-95; Pr-88. **Appearance:** (120).

Skill Bonuses: Amb72, AnimH82, AnimT86, Chem110, Climb64, Farm104, For102, Fren94, Herd106, Med98, Sing78, Star88, Stone104, Subd86, Track78, Wea110.

The fair (to Entish eyes) beloved of Treebeard, Fimbrethil disappeared ages ago on the eastern side of the Anduin River. A remarkable gardener and friend to Mannish farmers, the seven-toed Entmaiden with green-specked deep brown eyes, apple-cheeks and golden hair has yet to be found, although Men tell stories of encountering just such a kindly (if long-winded and sonorous) Treeherdess in all corners of the land.

Fimbrethil's Special Abilities:

Spells — 64 PP. +10 directed spell OB. Knows Ranger base lists to 300th level and all Open Channeling lists to 10th lvl.

Entish Strength — Can stomp with 105 OB or throw large rocks with 90 OB. Criticals achieved are rolled on Super Large Criticals table.

Read *LotRII* 99, 100; *LotRIII* 510.

LEAFLOCK†

Lvl: 42. **Race:** Onod (Ent). **Profession:** Treeherd. **Home:** Blue Mountains, then Fangorn Forest. **Aka:** Finglas, Hair-leaf.

RM Stats: St-112; Qu-50; Em-100; In-101; Pr-98; Ag-65; Co-120; Me-90; Re-80; Sd-80. **MERP Stats:** St-112; Ag-65; Co-120; Ig-80; In-101 Pr-98. **Appearance:** (96).

Skill Bonuses: AnimH82, AnimT74, Perc84, Chem124, For122, Fren110, Herd104, Lead94, Med104, Sing74, Star102, Stone108, Subd98, Track86, Weal14.

Leaflock was one of the three Ents that remained from the Eldar days, along with Treebeard and Skinbark. He is a short but very broad Ent, standing only eleven feet tall. His “flock” was a varied company, including willows, birches, firs, and pines. Leaflock himself resembles a willow tree, and his leafy green head foliage is long and pliant, hanging well below his shoulders. Originally, Leaflock and his people dwelt about and in the Blue mountains. Sauron's assaults on the Elves in the Second Age drove them deeper and deeper into the recesses of the mountains. Finally, their numbers very few, Leaflock led his people to Fangorn, where he was reunited with Treebeard and Skinbark. From that time Leaflock has taken to retreating to the high places, separated even from his own people. He has let his leadership duties slack, and other Ents have taken up his responsibilities while he soaks in the summer sun. He grows more and more “tree-ish” as the years pass. He is seldom truly awake anymore, and even when rarely he does rouse from dreaming, he is too tired to walk or travel.

Leaflock's Special Abilities:

Spells — 84 PP. Knows the Animist *Plant Mastery* and *Nature's Lore* lists to 30th lvl, *Herb Mastery* to 20th lvl, and *Animal Mastery* and *Nature's Protections* to 50th lvl. He knows all the Open Channeling lists to 10th lvl, and all the Closed Channeling to 5th lvl, except for *Weather Ways*, *Purification*, and *Nature's Law*, which he has to 30th lvl. He also has the Open Essence list *Essence Shield* to 10th lvl; and the Closed Essence list: *Spirit Mastery* to 5th lvl. Leaflock, like most Ents, seldom resorts to magic. But Leaflock will use magic offensively if he or his people are endangered.

Entish Strength — Can stomp with 125 OB or throw large rocks with 110 OB. Criticals achieved are rolled on Super Large Criticals table.

Read *LotRII* 97-98. See ICE's *Ents of Fangorn* 19, 45.

LEAFLOCK**QUICKBEAM**

Lvl: 35. **Race:** Onod (Ent). **Profession:** Treeherd. **Home:** Fangorn Forest. **Aka:** Bregalad, Swift-tree, the Rash.

RM Stats: St-110; Qu-89; Em-87; In-93; Pr-94; Ag-85; Co-112; Me-90; Re-91; SD-72. **MERP Stats:** St-110; Ag-85; Co-112; Ig-91; In-93 Pr-94. **Appearance:** (99).

Skill Bonuses: AdDef80, Amb92, AnimH85, AnimT89, Chem110, Climb80, For102, Fren96, Herblore90, Herd106, Sing72, Star88, Stone102, Subd84, Track100, Weal10, Woodcraft120.

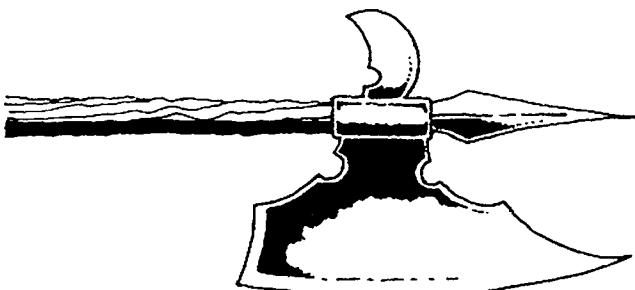
A herder of the Rowan trees, Quickbeam was one of the quickest thinking and acting of all Ents. He earned his name in one day by answering “yes” to an older Ent before the elder had finished his question. One of the younger Treeherds, he was tall, long-limbed, resilient, with a resonant higher voice. During the Ent-moot which led to Saruman's downfall, he entertained Merry and Pippin since he had already made up his mind about the appropriate course of action. In his joy of nature, he was given to frequent laughter; he liked to sing and sway before his rowan trees, and he even lullabied the two hobbits. Quickbeam was considered rash by his much slower fellows, yet he acted wisely; and his quick decisions were often seconded by his comrades after more time. Quickbeam was considered one of Skinbark's people.

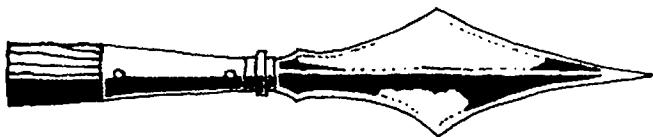
Quickbeam's Special Abilities:

Spells — 35PP, knows all Ranger Base lists to 30th lvl, and *Purification*, *Concussion's Ways*, *Weather Ways*, *Spell Defense*, *Locating Ways*, and *Lore* to 10th lvl.

Entish Strength — Can stomp with 130 OB or throw large rocks with 120 OB. Criticals achieved are rolled on Super Large Criticals table.

Read *LotRII* 109-111. See ICE's *Ents of Fangorn* 45.





SHARPLEAF*

Lvl: 30. **Race:** Onod (Ent). **Profession:** Treeherd. **Home:** Fangorn Forest.

RM Stats: St-108; Qu-63; Em-84; In-96; Pr-93; Ag-65; Co-110; Me-95; Re-92; Sd-82. **MERP Stats:** St-108 Ag-65; Co-110; Ig-92; In-96; Pr-93. **Appearance:** (91).

Skill Bonuses: Amb72, AnimH80, AnimT78 Chem110 Climb60, Farm104, For98, Fren86, Herblore60, Herd108, Lead76, Med72, Pottery30, Sing64, Star88, Stone102, Track70, Wea110, Woodcraft120.

An ancient Shadow of the Woods, Sharpleaf's origins are unclear. As with the other Ent-survivors in the Third Age, Fangorn Forest is his home. Originally a follower of Leaflock, Sharpleaf resembles a thirteen foot tall (sad-faced) elm tree, with arching branches serving as his arms. With Leaflock away sunning himself and avoiding fellow Tree-shepherds, Sharpleaf has sought to provide the leadership now lacking, but he is rebuffed at every turn by Treebeard's followers, who demand that all Treeherds serve but one master: Fangorn (Treebeard). Sharpleaf shares Treebeard's pleasure in singing a good Elvish song and has been known to smile, but not since S.A. 2460.

Sharpleaf's Special Abilities:

Spells — 60 PP, knows all base Animist lists to 30th lvl, and *Weather Ways, Purification, and Lore* to 10th lvl.

Entish Strength — Can stomp with 120 OB or throw large rocks with a 105 OB. Criticals achieved are rolled on the Super Large Criticals table.

See ICE's *Ents of Fangorn* 45.

SKINBARK

Lvl: 45. **Race:** Onod (Ent). **Profession:** Treeherd. **Home:** Mountains west of Isengard, Fangorn Forest. **Aka:** Fladrif.

RM Stats: St-110; Qu-70; Em-98; In-100; Pr-100; Ag-75; Co-115; Me-102; Re-85; Sd-95. **MERP Stats:** St-110; Ag-75; Co-115; Ig-95; In-99 Pr-100. **Appearance:** (100).

Skill Bonuses: AnimH86, AnimT78, Perc88, Chem136, For128, Fren118, Herd106, Lead76, Sing74, Star102, Stone108, Track86, Wea118.

Skinbark, along with Treebeard and Leaflock, is one of the three remaining First Age Onodrim. He is a very tall Ent, standing seventeen feet, and resembles a white birch. He is long-limbed with long fingers and toes. He and his people, the birches, ash, rowan, and aspen, earlier lived west of Isengard, and there suffered terribly from the evil works of Saruman and his Orcs. Skinbark himself was seriously wounded, and a tragic number of his treeherds and flock were completely destroyed. Following these horrors, Skinbark retreated to the higher ground in Fangorn and generally refuses to come back down. Therefore, Skinbark does not contribute much to the leadership of the Ents, except over his own people. However, his wisdom is such that when he does participate he is greatly respected.

Skinbark's Special Abilities:

Spells — 135 power points. Knows the Animist Plant Mastery and Nature's Lore lists to 30th lvl, and *Animal Mastery, Herb Mastery, and Nature's Protection* to 10th lvl. He knows all the Open Channeling lists to 20th lvl and all the Closed Channeling to 10th lvl. But he knows the *Weather Ways, Purification, Concussion's Ways, and Nature's Law* lists to 30th lvl. He also has access to the Open Essence lists *Essence Hand, Unbarring Ways, and Essence Shield* to 10th; and the Closed Essence lists: *Spirit Mastery and Dispelling Ways* to 5th lvl. Like his fellows, Skinbark seldom uses his magical skills.

Entish Strength — Can stomp with 140 OB or throw large rocks with 115 OB. Criticals achieved are rolled on Super Large Criticals table.

Read LotRII 97-98. See ICE's *Ents of Fangorn* 19, 45.

TREEBEARD



TREEBEARD†

Lvl: 55. **Race:** Onod (Ent). **Profession:** Treeherd. **Home:** Fangorn Forest. **Aka:** Fangorn, the Wise, the Eldest.

RM Stats: St-115; Qu-60; Em-95; In-100; Pr-102; Ag-80; Co-120; Me-101; Re-90; Sd-100. **MERP Stats:** St-115; Ag-80; Co-120; Ig-90; In-100 Pr-102. **Appearance:** (97).

Skill Bonuses: AnimH96, AnimT88, Perc98, Chem144, Dipl98, For138, Fren128, Herd116, Lead86, PSp96, Sing84, Star112, Stone118, Track96, Wea128.

Treebeard, the great guardian of Fangorn Forest is, aside from the Maiar, the oldest living creature in Middle Earth. His name, "Treebeard," is the exact translation of his Sindarin name Fangorn, which he shares with the forest. No one knows whether the Ent was named after the forest or vice-versa. Both are extremely ancient.

Fangorn Forest and the Old Forest are the last two woodlands remaining from the Elder days. Both yet retain areas where the shadow of the Great Darkness has not lifted. Treebeard's works, because of his deep wisdom, have been many, significant, and good. He was responsible for the discovery and establishment of Fangorn Forest as the last true haven for the Ents. He aroused the other Ents in the necessary assault on Saruman, and probably bent the Huorns to their assault on the Hornburg. Treebeard does a better job than most Ents in monitoring what is happening in the outside world. He remains especially interested in the Istari, because he knows that their works influence all the world, including the Ents and their home-lands. Treebeard resembles a beech or oak tree, and stands about fifteen feet tall. He is one of the strongest of the Ents, and although he is patient and compassionate, when finally angered, he can wreak terrible destruction.

Treebeard's Special Abilities of Note:

Spells — 165 PP. Knows the Animist *Plant Mastery* and *Nature's Lore* lists to 50th lvl, and *Animal Mastery* and *Herb Mastery* to 10th lvl. Knows all Open Channeling lists to 20th lvl and all Closed Channeling lists to 10th lvl. Knows *Weather Ways*, *Purification*, and *Nature's Law* to 50th lvl. Open Essence lists *Essence Hand*, *Unbarring Ways*, and *Essence Shield* to 20th lvl; and the Closed Essence lists *Spirit Mastery* and *Dispelling Ways* to 10th lvl. Treebeard never uses magic in combat, except perhaps healing magic on the periphery of a battle. He seldom uses any spell over 10th lvl, restraining that level of power for dire need.

Entish Strength — Can stomp with 135 OB or throw large rocks with 125 OB. Criticals achieved on are rolled on Super Large Criticals table.

Read *LotRII* 83; *LotRIII* 317-321, 510. See ICE's *Ents of Fangorn* 18, 45.

6.3 ENTISH SHORT DESCRIPTION GLOSSARY

— B —

BARKMASTER* — Lvl: 31. A contemporary of Fangorn, Barkmaster was a tough old oak of an Ent: gnarled, wizened and unbowed, he acknowledged no master and proclaimed himself "longest lived of all," but for Treebeard, presumably. Typically shy, he was rarely seen after TA 1000 and is believed to have settled into Fangorn Forest posing as an oak tree most unfriendly to Orcs and servants of Sauron.



— E —

ELMLIMB THE IMPETUOUS* — Lvl: 27. A contemporary of Fimbrethil, Elmlimb travelled with the Ent-maiden whose disappearance so saddened Treebeard. At twelve feet of height, she was smallish, but her elegant arched branches long ago in the Second Age sent every Ent in the wood into a fit of swooning. Yet no Entings survived her. Ent songs recall her tendency to step forward while looking elsewhere as well as her charm; it is sung that she could trip and fall over a pebble were it in her path.

— L —

LIMBKEEPER* — Lvl: 29. A gentle, retiring Ent some fourteen feet tall, Limbkeeper is renowned among Tree-shepherds for tending their bruises and aches. He regularly trims the branches of Ents who need such care and never waits for a thank you. Assumed to be among those Ents gathered in Fangorn Forest, Limbkeeper has not been seen by Man nor Elf since mid-Second Age.

LOBLOLLY THE LITHE* — Lvl: 26. A slender evergreen with haunting brown eyes, Loblolly disappeared in Second Age Endor, searching for the most beautiful garden in all of Middle-earth. Loblolly held a special place in her heart for Mannish farmers who grew flowers and would pass the long summer days singing them lullabies as they worked in the gardens and slept beneath her shade. She has not been seen since the rise of Sauron in the Third Age.

— P —

PALEBIRCH* — Lvl: 28. An Ent-maiden of incomparable beauty and grace, Palebirch disappeared in eastern Endor in mid-Second Age.

— R —

ROOTCOUNCIL* — Lvl: 33. A wise and ancient seven-toed beech-like Ent, Rootcouncil is among those Treeherds consulted by Treebeard before making any decision of import. This light-barked and handsome Shadow of the Forest was much sought after by Ent-maidens in the First Age, when they cared about Entings and the propagation of the race. It is said in Elvish song that Old Root-Council has scattered more nuts across Middle-earth than all other trees combined, a tribute to his age and fecundity.

THE ENTS											
Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes	
Barkmaster	31	340	PI/17	25	N	N	150HBA	140HGr	25	Treeherd.	
Elmlimb	27	275	RL/12	15	N	N	110HBA	100HGr	10	Gardener.	
Fimbrethil	32	310	Ch/15	20	N	N	130HBA	120HGr	15	Gardener.	
Leaflock	42	480	PI/19	30	N	N	190HBA	180HGr	20	Treeherd.	
Limbkeeper	29	290	PI/17	20	N	N	120HBA	125HGr	15	Treeherd.	
Loblolly	26	260	RL/11	10	N	N	105HBA	95HGr	10	Gardener.	
Palebirch	28	285	Ch/14	15	N	N	120HBA	110HGr	15	Gardener.	
Quickbeam	35	400	PI/18	40	N	N	180HBA	160HGr	30	Treeherd.	
Rootcouncil	33	330	PI/18	25	N	N	150HBA	140HGr	25	Treeherd.	
Sharpleaf	30	350	PI/19	25	N	N	160HBA	150HBA	25	Treeherd.	
Skimbark	45	490	PI/19	55	N	N	200HBA	170HGr	40	Treeherd.	
Treebeard	55	556	PI/19	50	N	N	210HBA	180HGr	30	Treeherd.	

NOTES: Treat Ents as "Super Large Creatures" for critical strikes. The MovM bonus is halved for maneuvers.

7.0 ORCS

Aka: Goblins; Yrch (S. sing. Orch); Uruku (B.S. sing. Uruk); Snaga (B.S. Slave); Shadowdwellers; Barárum (Entish); Treeslayers; Hobgoblins; Servants of Melkor; Sunfearers; Spawn of Utumno.

7.1 AN OVERVIEW OF THE ORCS

What realms of Middle-earth have gone unscathed by the cruelty of the dark brutal hordes of Melkor's children? What goodly races do not have dozens of histories and camp-fire tales filled with the red-eyed, tusked, and loathesome denizens of the dark? What youngsters have not wrestled with fear because of nightmares about the Dark Lord, whether the children of the most noble Adan or Noldo households, or the silent small ones of the Woses? What great events in the history of Middle-earth do not feature a supporting cast of numberless goblins and hobgoblins? Indeed, Orcs have been a constant and completely pervasive threat, on a scale from nuisance to plague, since shortly after Melkor built the underdeeps of Utumno.

ORIGIN OF THE ORCS AND THEIR FORM

The origin of the Orcs (or Orqui, sing. Ork) is as dark and mysterious as the deeps of Utumno itself. All theories are agreed that their existence is an intentional mockery of the works of Ilúvatar, especially his children. It also seems certain that Melkor did not do his work until after he had seen Ilúvatar's Elves. No theory on the origin of the dark races of monsters can be considered completely certain, but at least one is reputed by the Wise to be most credible, unthinkable as it may seem. It begins thusly: above all the things which Melkor desired, he envied Ilúvatar's power to create. However, Melkor was never able to obtain the power of true creation — only the ability to warp that which was already made. So, when it came about that great numbers of the Children of Ilúvatar, especially many of the Quendi (i.e., "Elves"), misguidedly followed Melkor, he imprisoned them and began to corrupt them. As he corrupted their souls, he also changed their forms. The result was the horrid and tortured goblin-kin.

One story recounts that the Orcs were created from Men, especially the Druédain, but this is not true. Orcs battled Elves beneath the stars long before the sun traveled the sky and Men awoke to walk the earth. Later strains of Orcs, bred during the long peace between the *Dagor Aglareb* (the "Glorious Battle") and the *Dagor Bragollach* (the "Battle of Sudden Flame") may have had Mannish blood in their veins. Also untrue is the idea that Melkor fashioned the Orcs from the stone of the earth, even as Aulë had done with the Dwarves. According to this notion, the Orcs were indeed made as a mockery of the Elves, but their forms, though of stone like the Dwarves, were much more horrible than the Khazâd because of the malice and discord in Melkor's soul. Aulë's work was misguided, yet his intentions were fair, and he and his creation were given grace by Ilúvatar. Melkor's Orcs were filled with a discord that warred against the music of Ilúvatar's creation.

When Melkor warped the Elves to create Orcs, he began with the Elves' own hunger for power and their related curiosity concerning Melkor's evil forces. Using these darker interests, Melkor twisted their souls and perverted their very essence. Without the Elves' initial interest, without their lusts, Melkor could have done little with them, for he could not have warped steadfast golden characters. But the misled children of Ilúvatar provided the dark Vala all that he needed to begin his horrid work, and their spirits became more foul than any could have imagined. No longer able to feel love, delight, or merriment, these newly deformed creatures experienced only pain and hate; they found their greatest joy in the

agony of others, and their blood became as dark and cold as it had been fair and hot. The perversion of the Elves was akin to that of those Maiar who became Balrogs, for the twisting of the soul resulted in the deformation of the body; in a similar vein, Sauron eventually became unable to take a fair form due to his corrupt spirit.

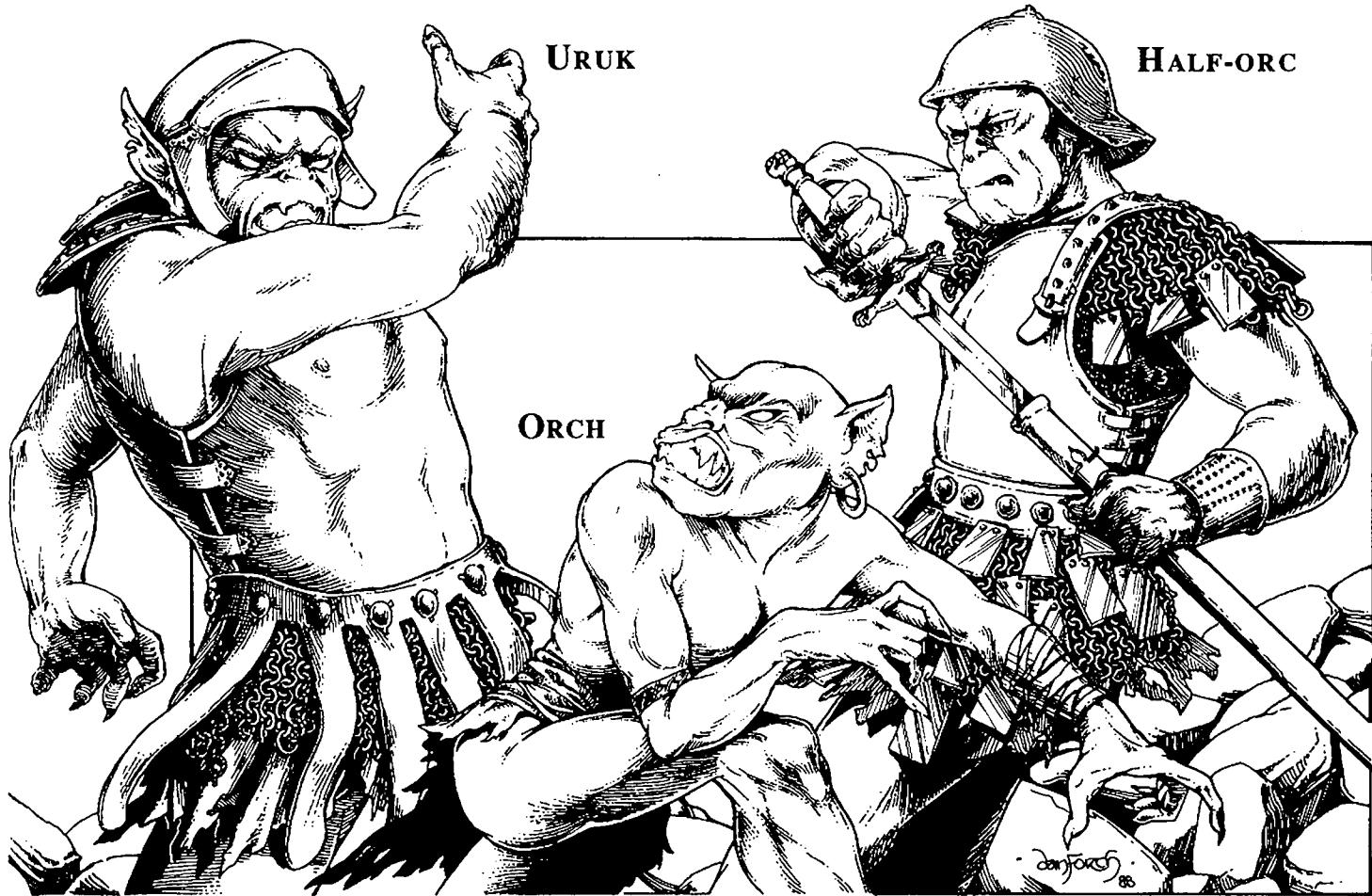
This is not to say that the Elves were twisted into their final Orcish incarnation just through a spiritual perversion. Through cruel arts which are for the most part lost, Melkor and his sorcerous minions altered the very physical nature of his Elven slaves. They became as horrible as they had been beautiful. The peerless Elven eyes retained the capacity of seeing in starlight as Men see in the day, but they became ugly: pupil-less and red, the light of Aman replaced by the evil glow of Melkor's hatred. The lovely Elven voices, those of the race called "speakers," capable of singing the fairest songs heard in Arda, became gruff or shrill, halting, toneless, almost inarticulate; the mouths themselves became fanged or tusked, with great black or red tongues like those of serpents. The wonderful Elven skin, attractive and unmarred (for wounds healed without scars), became dark, coarse, scarred and scarring, and covered with scattered patches of tough stringy hair. The dancing Elven forms became brute, with massive skeleton and musculature, long arms sometimes dragging the ground, and posture like an ape. Whereas once known for agility and speed, they now became famous for clumsy force, strong but graceless. The quick Elven minds, capable of great arts, sciences, magics, and crafts, became dim, artless, unappreciative; craft gave way absolutely to pragmatism. To the new Orcs, this meant the most effective use of cruelty to attain their ends. The Elven hearts, too often distracted from great works by a nearby butterfly, or stirred to tears by the weeping of a child, now turned to granite: without remorse, pitiless.

These changes came as a result of Melkor's misguided attempts to improve the original Elven form: strengthening and making it more suited for battle.

But the Orcs still lived and reproduced as did the Children of Ilúvatar, and this Melkor could never have created. And the Orcs retained tremendous potential for long life spans. Coming from Elven stock, the early incarnations lived for hundreds or even thousands of years. However, in succeeding generations, the Orcs' lifespans, as their origins became further and further separated from their immortal beginnings, shortened dramatically. Also, the frequency of bloodshed in Orcish life caused an individual to be regarded as old if he reached fifty years of age. *Read Sil 50; UT 385; LTales1 236-237; LTales2 14, 159, 219.*

ORIGIN OF THE URUK-HAI

Even Sauron, as insensitive as he became to aesthetic matters, was frustrated by the dullness and disagreeability of the Orcs. So, in Mordor, during the Third Age, Sauron bred the species known as the Great Orcs, or Uruk-hai (B.S. "Orc-people.") He sought a race more capable of social relationships, in order to strengthen their responsiveness to commands, to make tribes and military units function more cooperatively and effectively, and to cut the numbers of losses due to Orcs killing Orcs. This new strain, improved slightly in spirit, was also stronger in form. Straighter and larger, they frequently stood as tall as six feet, or more. They were more "human" in appearance, with their tusks usually reduced to the size of fangs and having more mannish faces (albeit with catlike eyes). More importantly, while they still hated the sun, they could function under it, while their lesser brothers were almost incapacitated by daylight. The Uruks were, according to Sauron's design, more cunning and intelligent, more responsive to orders, and they showed greater integrity within their tribal and



social groups. However, all these descriptives are in reference to Orcs alone, and it must be clear that violence, abuse, torture, and greed were still the highest rated Orcish pleasures, and true cleverness remained exceedingly rare. Eventually, Uruks were scattered over vast reaches of Arda and traces of their stronger blood became evident among the lesser Orc tribes. Saruman, and many others, eventually bred and used Uruk-hai, and almost every Orc whose name is known was either an Uruk or carried strong Uruk blood in his veins. Among these are Azog, Bolg, Gorbag, Ugluk, and Shagrat. *Read LotRI 421; LotRII 20, 61, 441; LotRIII 255, 414, 511; UT 357- 359, 361*

ORIGIN OF THE HALF-ORCS

Little is known of the so-called Half-orcs, and they appear to have remained a small race. Morgoth blended Orcish blood with that of Men, Trolls, or Demons, breeding individuals to serve specific purposes. Storlaga was one such creature, an Orc-demon who became the primary inculcator in Morgoth's servants of worship of the Dark Lord. Sauron followed this precedent, producing Orc-priests to ensure unquestioning obedience from his enslaved hordes. Yet neither the Black Enemy nor his lieutenant explored the full potential of these half-breeds.

It was left to Saruman to develop the Half-orcs as a race. Derived from Dunnish stock, they were as large as Men, clever and mean. It can be assumed that the fallen Istar, in an unspeakable perversion of his own, bred Orcs directly with captives incarcerated in the dungeons of Isengard. Significantly, the offspring were not discomfited by the sun at all. Saruman used them as soldiers and spies for they were very similar in appearance and ability to humans, except for squinting eyes, sallow faces, and usually unmistakable ugliness.

Regularly, Saruman's Men and Orcs marched along the Misty Mountains to obtain lumber from Fangorn forest. There, they earned the undying hatred of the Ents whose trees were killed by the hack-and-slash bands. Half-orcs may have been destroyed as a race in the purging of Isengard after the War of the Ring. More likely, there are scattered survivors reproducing the race, although thankfully, at a slower rate than the true Orcs. *Read LotRII 96, 218; LotRIII 350, 364*.

GLOSSARY OF EPITHETS FOR THE ORCS

CHILDREN OF MELKOR — Orcs (and others). *Read LTales2 193.*

GLAMHOOTH — The name means "din-horde" or "host of tumult" in Sindarin. Those using the label translate it "folk of dreadful hate." The roots of the term are evident in the words "Glamdring" (i.e., Gandalf's Orc-slaying sword) and Tol-in- Gaurhoth (i.e., the isle of the werewolf horde). *Read Sil360; UT 39, 54; LTales2 160, 219.*

GOBLINS — A term probably synonymous with "Orcs." Sometimes the usage appears to show an identity such as "Melko's goblins, the Orcs of the hills" (*LTales2 157*). Other times there seems to be a distinction: "Orcs and goblins of the hills" (*LTales2 31*), and "a great host of the Orcs, and wandering goblins" (*LTales2 230*). See entry for Hobgoblins. *Read Hob 30, 138; LTales2 14, 31, 35, 67, 76-80, 154, 156-7, 159, 176-7, 179-82, 219, 230, 247, 279.*

GONGS — An evil race of beings, proto-Orcs from the long past related. The term is very much like goblins, being sometimes a likely synonym for Orcs, at others apparently naming a distinct race. *Read LTales2 136-7, 283, 288, 328.*

GORGÙN — An epithet for the Orcs used by the Wose chieftain Ghân-buri-ghân. *Read LotRIII 133.*

GREAT GOBLIN — The leader of the Orcs in the Misty Mountains. See Urgubal in the short glossary section. *Read Hob 70-72. See ICE's Goblin Gate and Eagle's Eyrie.*

GREAT ORCS — The Uruk-hai or High Orcs. *Read LotRII 48.*

HALF-ORCS — A special breed developed by Saruman, they appeared to be a cross between Men and Orcs, and were labelled Half-orcs by Rohan. They were as tall as Men but had squinting eyes and more sallow faces. They served Saruman as scouts and soldiers. Their origins are vague but they are definitely not the same as the Uruk-hai. *Read LotRII 96, 218; LotRIII 350, 364.*

HOBGOBLINS — Perhaps a term synonymous with Uruk-hai, Gandalf used it on one occasion trying to frighten Bilbo into sensible action. However it is not certain that the term "goblin" is exactly synonymous with "Orc," since Gandalf also mentions Orcs as (perhaps) a separate category in his list: i.e., "goblins, hobgoblins, and Orcs of the worst description." *Read Hob 138.*

PHIRYRCH — Sindarin for Half-orcs.

SNAGA — (B.S. "Slave") An appellation for the lesser Orcs, used by the Uruk-hai. *Read LotRIII 511.*

UVANIMOR — The general term for the "monsters, giants, and ogres" bred by Melkor, which includes the Orcs. *Read LTalesI 75, 236-237.*

7.11 ORCISH HISTORY

A survey of Orcish history reveals that, with very few exceptions, the history of the Orcs is the history of Middle-earth. On nearly every occasion in which good wrestled against evil, the Orcs were present. As described above, historians define the beginnings of the Orcish race in the deep breeding pits under Melkor's hell-fortress Utumno. They are a very old race, bred prior to the Dragons, in the days before Melkor set the stolen Silmarilli into his Iron Crown. Utumno itself was sacked by the Powers at the end of the First Age of Stars, and Melkor was imprisoned with a great chain. The Orcish race was almost entirely destroyed during that sack, but unfortunately a relative few masterless Orcs scattered, hid, and bred.

THE WARS OF BELERİAND

The Elves do not speak of the Orcs again until the Fourth Age of the Stars (the ages 'of the Stars' are divisions of great First Age) when the Orcs had grown in numbers and become troublesome. Prepared with steel weapons and armor, the Orcs forced the Elves to seek help from the Dwarves in steel-craft. Thus better equipped, the Elves were able to defeat the Orcs and drive the remnants away. But when Morgoth assaulted Beleriand in the Last Age of Stars, the Gates of Angband opened to unleash countless hordes of Orcs, legion after legion, in three great armies.

The first was decimated by the Grey-elves and the Green-elves, under Thingol and Denethor; and the remnants were completely annihilated by the Dwarves. No Orc of the first army survived. The second army, unable to conquer the cities of the Falas, joined the third army in attempting to ambush the newly arrived Noldor in Mithrim. The Orcs had been warned of their new enemy by the smoke and the flames of the ship-burning. These Noldor, led by Fëanor the Great, were far stronger than the Orcs could have dreamed, and the light of Valinor in the Elves' eyes seared the Orcs' flesh. The Orcs were slaughtered in great numbers and pursued through Eredwethion into the plains of Bladonion. This battle is known as the Second Battle in the Wars of Beleriand and is called the Battle Under Stars (Dagor-os-Giliath), for it took place in the dark between the destroying of the Two Trees of the Valar and the arising of the sun and moon for the first time. In this battle, the great lord Fëanor was slain, overcome by a squad of Balrogs and struck down by the hand of Gothmog, their lord.

But, even with the loss of Fëanor, the second and third Orcish armies were defeated. A second army of Noldor, led by the lord Fingolfin, assaulted the Orcs under the new light of the sun and the legions of darkness were destroyed. The armies of Fingolfin, although they occupied relatively small tracts of land in comparison to Fëanor's people, were most frightening to the Orcs because of their valor and their arrival coincident with the rising of the Moon and the Sun. As Fingolfin and his people marched into Dor Daedeloth, the Land of Dread, the Orcs were amazed and many of them fled into the depths of the earth. The tense alliance between Fëanor's son Maedhros and his people, and Fingolfin and his people, succeeded in once again driving the main host into Bladonion. There they encircled and utterly destroyed it within sight of Angband. This was the Third Battle, the Glorious Battle (Dagor Aglereb).

The Noldor laid siege to Angband itself, and the Orcish armies were penned in by the great wall of Elves around the dark gates. This siege of Angband lasted for over four hundred years! Many times Melkor tried to break the strength of the great ring of Elves, but his Orc legions were repeatedly destroyed. Eventually Morgoth attempted to take Fingolfin surprise, sending a horde into the everlasting cold of the White North and circling around to the coast west of Eredlomin. But the Noldor broke this army and it never entered Hithlum, and they drove it into the sea by Drengist. After this rout, there was a peace which lasted for years, and Melkor sent no more of his Orcs out to war.

However, a day of glory for the Orcs finally arrived with a terrible vengeance. All the time Morgoth was penned within his own hold, he was, via sorcery and the breeding pit, building an awesome army of Dragons, Balrogs, Werewolves, Trolls, and myriads of Orcs. The Dark Gates held back a horde of monsters, over a 100,000 Orcs, and more than 1,000 Balrogs! When Melkor finally moved out of besieged Angband, he broke the Elves in the Battle of Sudden Flame (Dagor Bragollach) and the Battle of Unnumbered Tears (Dagor Nirnaith or Nirnaith Arnoediad). The strength of the Elves and the Edain was shattered.



THE WAR OF WRATH

The Men and Elves won some victories, yet only a few of the many stories of great heroism remain alive to this day. On several occasions, there was real hope that Melkor's might may yet be defeated. But eventually all the realms of Men and Elves were overrun: Hithlum, Mithrim, Dor-lómin, Dorthonion, Brithombar, Eglarest, Nargothrond, Menegroth, the Falas, and finally Gondolin itself. The Orcs call these the Great Years, and they were a reign of terror. Melkor stood on the brink of total victory in Arda. At the last moment of hope, Eärendil made his holy voyage to Aman and pleaded with Manwë for aid. And such aid was given against the Dark Enemy: the Valar, the Maiar, the Vanyar (i.e., the Fair Elves), and the Noldor of Tirion came forth from Valinor, and the Great Battle was joined. Eönwë, Herald of Manwë, summoned all the Elves, Men, Dwarves, birds, and beasts to the standard of heaven, and yet it was that many were so overcome by Melkor's will that they did not respond.

Thus began the fifty year long War of Wrath. Morgoth himself came out of Angband and crossed over Taur-nu-Fuin; his coming rolled like thunder in the mountains. But Eönwë and his great army came across the waters of Sirion and Morgoth's minions blew away as leaves before a wind, and nearly all the Balrogs were destroyed. Melkor fled to Angband; from there, he loosed the awful winged dragons. For a time Eönwë was beaten back to Dorna-Fauglith. But Eärendil, who was appointed to be a symbol of hope for his people as a constellation, came from the sky and slew Ancalagon the Black, the leader of the dragons. So great was his fall that the mountains of Thangorodrim were broken. Angband was destroyed and the northern ring of mountains was brought down. In the depths of hell, the host wrestled with Morgoth. The earth shook and cracked; Beleriand was shattered, and many upon the land perished in the cataclysm. A boiling sea swallowed up Beleriand and Angband together. Melkor was subdued under the mightiest hands of heaven, those of the youngest Vala, Tulkas Astaldo the Valiant. The Dark One was judged, bound in a chain made from his own Iron Crown, and forever banished into the void. The Orcs of the North were exterminated. However, the Black Enemy's evil Men and a number of his monsters fled into the east. There, for a long while, demons, Dragons, monsters, and Orcs ruled over the Men and were guided by Morgoth's will, even though his form was locked eternally into the Void.

MORGOTH'S LIEUTENANT

The surviving Orcs in the South and East, after many years, came into the service of Morgoth's most terrible servant, Sauron. Under this dread master, they campaigned constantly throughout the Second Age in wars with the Elves, until the battle of the Last Alliance, when Mordor fell and the Orcs were again almost exterminated. While Sauron was gone in the Third Age of the Sun, the breeding survivors of the Orcs constantly harrassed the fair peoples. But without a great leader, they attempted no great conquests. When Sauron reappeared in Dol Guldur, the Orcs again entered the service of the Dark Lord, and for two millennia their power grew with his. They expanded first to Mirkwood near Dol Guldur, then into the Misty Mountains. Later, Angmar fell to the Orcs and became the domain of the Witch-king, the first and greatest of the Nazgûl. Eventually, Sauron carved out the realm of Minas Morgul from Gondor, and the Orcs in Mordor multiplied like those in Mirkwood, the Misty Mountains, and Angmar for a millennium. Even the great Dwarvish realm of Moria was brought down in T.A. 1980 by the Balrog and the Orcs of Mount Gundabad. Some time later Sauron developed the Uruk-hai, who were first written about in T.A. 2475 when they sacked Osgiliath, the greatest of Gondor's cities.

The Uruk-hai became the elite of Sauron's soldiers. Being straight in body themselves, they carried straight swords and long yew bows. They used many poisons. The Orcs made alliances with the tribes of Men tending most often to evil: the Dunlendings, Balchoth, Wainriders, Haradrim, the Easterlings of Rhûn, and the Corsairs of Umbar. In T.A. 2793-2799, the Dwarves responded to all the abuses and losses suffered at Orcish hands. These fierce and costly battles were the Wars of the Dwarves and the Orcs, in which the Orcs of the Misty Mountains were almost exterminated. Here perished the great Orc-lord, Azog. In T.A. 2941, the Orcs suffered another disastrous war (after the death of Smaug the Dragon) which culminated in the Battle of Five Armies. In this conflict, the Orc lord Bolg, the son of Azog, died. During the War of the Ring, the Orcs fought numerous great battles, and lost most of them, although the victories were costly for the Men and Elves who won.

Among the battles fought by Sauron's Orcs of the Red Eye and Saruman's Orcs of the White Hand were the Battles of the Fords of Isen, of the Hornburg, of the Pelennor Fields, Under the Trees, and the Battles of Dale. In several, the Orcs were completely vanquished, yet Sauron held back the majority of his armies in the depths of Mordor for his planned great final victory. Horrors, like those of the hidden armies of Melkor, were to be visited upon the world again. These awesome numbers were unleashed to overwhelm the armies of the good before Morannon, the Black Gate. And they would have succeeded had not the One Ring of Power fallen into the fires of Mount Doom. At that instant Sauron's world completely collapsed. The Black Gate and Tower burst. The great servants, such as the Nazgûl, were consumed in the unparalleled fire. Sauron became a gust of black smoke dispersed by the wind. The Orcs, with their leadership, strength, will, and mind all but gone, became like straw and fell by droves. They either perished at that time or retained, forever after, just a rumor of their ancient dark might.

7.12 ORCISH NATURE

Orcs are the living breathing examples of cruelty, brutality, pitilessness, indulgence, ambition, and evil. Although it may be stated that the race is not intrinsically evil, the tendency is almost irreversible and unavoidable. There has never been a recorded example of anything like a virtuous Orc, and it must be remembered that the corruption of the Orcish form is a reflection of the evil, pain, and hatred in their souls. Trying to find and build good qualities among Orcs is something less hopeful than attempting a successful moral campaign among human promoters of organized crime. Some have supposed that if such an alignment alteration occurred within an Orc, it might, over a period of time, surface in a beautifying of the physique. Perhaps in the extreme, something of an Elvish form might re-emerge. But so far, such hypotheses have been no more than mental ramblings over cold brew. Conversion of the mixed-breed offspring of Orcs and goodly races is far more likely.

ORCISH SOCIETY

There are basically three principles of advice for Orcish behavior within Orcish society, given here in order: 1) if it is bigger and smarter than you, do as it says (otherwise stated as "avoid more pain at almost any cost"); 2) do whatever feels good; 3) if you can hurt something while you pleasure yourself, so much the better. Among themselves, from infancy through adulthood, Orcs are cannibalistic, greedy, grasping, and brutal. Nearly all positions of authority within Orcish society are gained by combat, ritual or otherwise. That is to say that there is never a power change among Orcs without blood-shed: it is considered normative. Orcs hate all other tribes of Orcs and all other races. Orc legions frequently distinguish themselves by consistently taking certain kinds of gruesome trophies: eyelids, ears, noses, etc. Orcs love to eat brutally, preferring fresh, uncooked, and bloody food: horses first, secondly Men, then Hobbits and Elves, and lastly Dwarves or other Orcs. Spiced blood drunk from skulls and fresh brains are considered delicacies.

The only thing which Orcs admire is power, and only there might be found something similar to loyalty among them. Generally, Orcs hate the masters whom they follow and fear. Yet, occasionally among the Uruk-hai, an Orc admires the potency and control of his overlord and will show some loyalty to him. Among these are the rare examples of Ugluk, Shagrat, and Grishnákh who demonstrated some unusual perseverance, discipline, and perhaps, sacrifice (but only to avoid greater pain later).

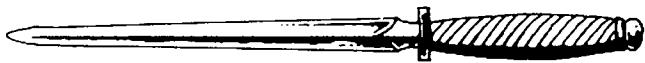
At the very least, Orcish life must be considered unspeakably grim. "Might makes right" is the purest and most devotedly followed of all Orcish axioms. There are no other laws. The only kind of inheritance is that of an item, such as a tribal totem weapon, coming down to the next succeeding biggest Orc. If a male Orc is the largest, the society is patriarchal — as far as he can reach; if female, matriarchal (although these are rare). In all cases, the largest, strongest Orc is boss, unless the tribe is ruled by something larger or more clever.

Having no sense of beauty, Orcs are equally miserable wherever they live, whether in caves, pits, catacombs, ruins, lairs of greater beings, or unhaunted marshes. They sometimes dwell in the vacated residences of other beings whom they have driven out. Needless to say, they quickly deface whatever aesthetic values a dwelling may have had before their occupation. Any items of magical import, unless they are melee weapons or valuable metals or gems, are liable to be completely overlooked. If Orcs are driven out of an abode, the dwellings can be cleansed of stench and filth only after great and long effort.

The Orcish instinct to reproduce is not constant, as in Men, nor periodic, as in animals, but is tied to the existence of a dominating evil will. Only when controlled by the Dark Lord's desire for hordes of warriors and slaves do the Orcs reproduce. Even then, they do not marry, but breed. Gestation is under five months, and multiple births of four infants are common. Females are capable of three to four times as many conceptions as humans; and the children reach maturity before nine years of age. Males are born at a twice the rate of females. Most commonly females and children are cloistered away in a "breeding pit," a deep and removed chamber in whatever dwelling the Orcs have obtained. This is not the result of some paternal instinct for protection of the weak, but normal Orcish greed for the privilege of breeding and the opportunity to snatch a tasty youngster for dinner. Nor is breeding performed for sensual pleasure; it is a violent act, indulged to display and exercise power and prestige.

Access to the breeding pit is usually controlled by the larger males, so that the tribe tends naturally to genetic strength. The chief and leading officers of the tribe may have some select females in their own chambers reserved for them alone. These are protected out of sense of pride rather than actual concern or interest, a characteristic Orcs never feign unless they are being obsequious before someone greater. Children are community property, with adults feeding or eating them as they see fit. There is almost no maternal or paternal instinct to be found among the adults. The only reason mother Orcs nurse young is that they experience great discomfort if their natural milk is not drawn off by the toothy small ones.

Matriarchal tribes replace the breeding pits with dormitories for male Orcs. The females occupy private chambers and engage in all activities common to males in patriarchal tribes: combat, hunting, raiding, and leadership. But the roles are not entirely reversed: males merely add supervision of infant Orcs to their normal duties. In patriarchal tribes, breeding and feeding are the only functions of Orcish females, along with keeping down the vermin in the dwelling. All significant privileges and activities — fighting, hunting, stealing, celebrating — are reserved for males. Females and children live a grey existence varied only by differing levels of fear and anger. As stated by the Quendi, distilling and distorting the tortured Orc-race from the Elves may have been Melkor's most abominable act.



ORCISH WEAPONCRAFT

The supreme Orcish craft is pain, but they are excellent smiths. Whether it be weapons or implements of torture, Orcs develop items with great utility, if no beauty. Their swords and maces are said to rival those of the Elves and Dwarves in function. Only the differences in racial proportions causes Orcish tools, to be of little use to other races. Without long, apish arms, Orcish weaponry feels clumsy and ineffective (-5 to -25). But those same items, crafted often of steel, can be wielded viciously by Melkor's children. Orcs care little about the style of their axes or spears. Being born and raised in violence, most can wield any weapon that falls into their hands equally well, with the exception of bows, which are used more proficiently by some tribes than by others.

Orcs produce more curved blades, similar to scimitars, than any other weapon. Larger curved swords may resemble falchions. Nearly as frequently can be found the familiar Orcish short-bow and black feathered short arrows. Heavy Orc infantry often use hand-axes and spears which sport barbs or rakish edges. Rarely, great Orcs may wield war-hammers or a deadly device very similar to a morning-star and chain.

The Uruk-hai use the finest weaponry. Their swords are straight and resemble mannish short swords or broadswords. Frequently, fine Uruk blades are hammered hot and run through a living prisoner for the correct temper (+5 to +15). Uruk weaponry can often be used by other races without penalty. The Uruks also are capable of making and using great yew longbows. Some tribes have their own traditional weaponry, such as the clawed club or mace of the peculiar Scara-hai and the or-bukar which can be used as a weapon or acrobatic tool for vaulting and swinging.

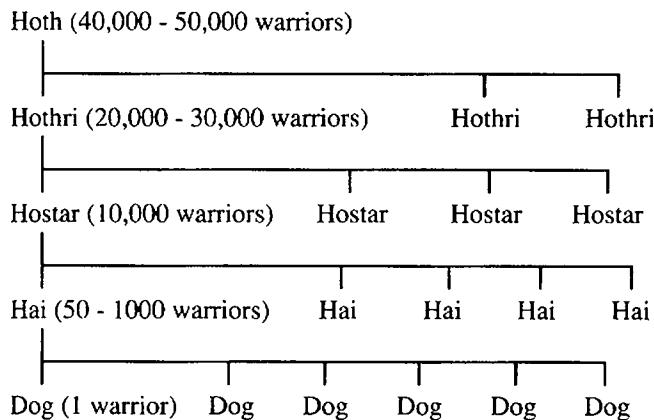
Defensively, most Orcs are stuck with poor leather armor, although chain-mail is prominent among leaders and legions of regular Orcish soldiery. The standard command level armor, and that among elites and guards, is a chain-mail shirt with plate greaves for both the arms and legs (AT Ch/14). Shields are carried by Orcs who can be bothered with them. Rather than being solid, the shields are generally rather poor affairs, made of toughened hides stretched over wooden frames, after the manner of primitive humans. Naturally, Orcs are delighted to use the weaponry of fallen opponents. Such items are usually better made and serve well as a trophy. Armor stolen from dead Dwarvish victims is considered a real prize and may feature greater defensive value (AT Ch/15 to AT Pl/20).

ORCISH WARCRAFT

Orcs free from the domination of a powerful will, such as Sauron's or Morgoth's, fall under the influence of their own chaotic instincts and desires. Responding to rage and blood lust, the most common Orcish battle formation is the horde, an undefined and uncoordinated cluster of warriors. It is distinguishable from an Orcish retreat in that the soldiers in a horde run generally in the same direction. A clever commander with free Orcs underneath him will usually release just a portion of them at different times against his enemy. These successive blasts of warriors are called waves. Against Men or Elves, Orcs used in this way perish at a rate of about ten-to-one.

There have been, however, more effective ways devised to expend Orcs. Through most of time, the Black Enemy has dominated the Goblin kind, either directly or through his lieutenant Sauron. Gripped by this evil will, the Orcs adopt a rigid hierarchical military structure and adhere to it unswervingly.

The Hai (S. "Company"; pl. "Hî") is the smallest military unit, composed of 50 to 1000 soldiers (S. "Dogu," sing. "Dog") and led by a Drartul (B.S. "Sergeant;" pl. "Drartulu"). A Hostar (S. "Legion;" pl. "Hystair"), formed of many Hî, is led by a Gothsnaga (B.S. "Master of Slaves") and numbers 10,000 warriors. Several Hystair combine to make a Hothri (S. "Army;" pl. "Hythri"), commanded by a Hothron (S. "Captain") and numbering 20,000 to 30,000 fighters. The Hoth (S. "Host") is the largest battle formation, composed of two or three Hythri (to number approximately 50,000 warriors) and commanded by an Othrod (S. "Lord of the Host") or Orchir (S. "Orc-lord") who may be a Dragon, Balrog, or Ringwraith.



Each Hai is usually composed of one tribe or one type of Orc. Thus Wolfriders fight together in a company, heavy Uruk infantry in another, and light infantry in yet another. If the Gothsnaga has not assembled more Hî than he can count (usually about three), they are released in a set order, perhaps one after the other, or simultaneously but from differing directions. This tactic was demonstrated when Théodred, Elfhelm, and Grimbald fought Orcs by the River Isen. A troop of Wolfriders attacked the forces of good, followed by heavy Uruk infantry. From the other direction, the Rohirrim were trapped by a wave of light axe-wielding footsoldiers. The forces of good prevailed that day, but suffered many deaths and some fearful moments.

Individual Hai, especially the Wolfriders, can be fairly proficient by themselves, such as when assaulting a troop of heavy cavalry in a skirmish formation. While the wolves tear at the horses' legs and run between their hooves, the Orcish riders eviscerate the horses from beneath.

The strict hierarchy described above is accompanied by an informal pecking order off the field of battle. Drartulu hold the right to transmit orders and officially punish, command, and harass the Orcs under them, but promotions are always given for merit of arms, and rank is held for exactly as long as an officer can enforce his position. If his subordinates successfully overwhelm him, he is considered obviously unfit for command, and his successor is usually recognized from the biggest of the mutineers. Masters usually do not punish the rebels unless they interfered with their victim's successful completion of a mission necessary to his superior. Because power is considered appropriate to the most powerful, the concept of rebellion is moot: since the successful are in charge anyway, and one's power always reaches exactly as far as one can tyrannically enforce it, how can there be a rebellion? Whoever is most potent becomes the Dark Lord's ruling arm. If you mistakenly pick the weaker side, you lose. *Read UT 357, 365; LTales 2, 190, 230, 247.*

WOLFRIDERS

Swift and silent, wolfriding Orcs battle mounted on unusually large wolves, their terrible allies. The Wolfriders are much feared by Mannish armies, for the Wolves terrify the men's horses and, of course, add deadly opponents to the fray. Working in complementary fashion, an Orc and Wolf can charge recklessly after scattered targets or even through gaps in a formation, slashing the bellies of the horses as they run. Worse, in the early ages, the Wolfriders are frequently accompanied by great Worms: large fire-breathing, flightless Dragons. *Read UT 357-358, 363, 365; LTales 2 44, 67, 84, 190, 195.*

ORCISH MAGIC AND RELIGION

The phrase "Orcish Magic" is nearly a contradiction in terms. Since Magic requires some true intellect it is practiced with exceptional rarity among Orcs. However, there is a regular and important function of spell-casters among the Orcs: to serve the priesthood of the Dark Lord, Melkor then Sauron, both of whom the Orcs worshipped as gods for their ability to inspire utter terror. Therefore, priesthood over Orcs is not as it is in most other races, an intercessory office administered on behalf of the supplicants. Rather, priesthood is the visible arm of theocratic tyranny. Priests focus Orcish attention and fear on their sovereign through demonstrations designed to inculcate unquestioning obedience. Therefore, priests may come from many professions and spell-casting realms (most often Clerics, Sorcerers, Magicians, Mentalists, etc), although Channeling remains most predominant. Spells of fire, pain, cursing, submission, demonic invocation, and genetic alteration are most prominent. On rare occasions, priests may motivate their inferiors by casting healing spells or causing pleasure. But usually these are presented in a situation just preceded by administration of pain as alternating negative and positive forms of obedience-conditioning. As everything else Orcish, pain and fear are the constant norms and distinctives of Orcish religion. Even Orcish medicines cause as much pain as the cuts they seal, and produce more obvious and grievous scars than would the wound if left untreated. In keeping with Orcish pragmatism, their healing methods bring the victim back to readiness quickly. Orcs are much more proficient with poisons (especially Ashgurash, a third level nerve poison causing pain and upper body paralysis) than medicines.

Because of the Orcs' natural racial limitations, priesthood is generally exercised by evil humans: Variags, Dunlendings, Easterlings, and Black Númenóreans. However, both Melkor and Sauron had Orcs among their high priests at different times (see the entries for Bolvag and Storlagga). Infrequently an Orc or Half-orc may succeed in becoming a spell-caster capable of causing some fear. Generally, characters such as these are Uruk-hai, or Half-orcs (either from Saruman's breeding or racial mixture), since common Orcs are always ineffective mentally. *See ICE's Trolls of the Misty Mountains.*

ORCISH TRIBES

Arrayed in tribes and clans, Orcs can be found in all the lands of Middle-earth. The confederations incorporating the most tribes are the Orcs of the Red Eye and the Orcs of the White Hand. Of course, a number of groups from northwestern Endor deserve specific mention. These follow below.

During the mid Third Age, Twelve tribes occupied the border between Arthedain and Angmar. As a group they were referred to as the Uruk-Engmair. Among them, the Askhai, the Snagoth, and the Faulgurum favored spears in melee, while the Kurkurum preferred two-handed swords. The Durbalag ate lamb as a delicacy, but the Ulogarûm considered Orc-meat to be most tasty.

The Lughoth were known for blinding prisoners immediately upon capture, the Uroth-burm for their mobile wolfrider parties, and the Thrakburzum for the superb armor they forged near Mount Gram. The Bagronkruz were the largest and poorest clan in the area; the Urughâsh were most prone to raiding; and the Uruk-uflag were elite troops who kept order among the subordinant tribes. See *ICE's Rangers of the North*.

In Rhudaur, Hakknash's Band and others occupied the fortress at Cameth Brin under the orders of the Witch-king of Angmar. See *ICE's Hillmen of the Trollshaws*.

The highland vales near Pelargir hold Dunnish burial mounds; one of them, Cenic Minith, harbored the remnants of the Agrashaga, a tribe once many hundreds strong. See *ICE's Sea Lords of Gondor*.

After the Balrog took Moria, the Durbaghâsh (B.S. "Fire-rulers") and the Snaga-hai occupied the First and Second Deeps of the Dwarven city, while the Uruk-ungingûr (B.S. "Orcs-sowing-steely-death") guarded the Sixth Level. See *ICE's Moria*.

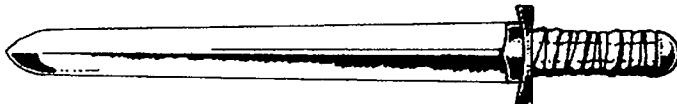
In the late Third Age, the Uruk-sharak served Saruman in Isengard, joined by the Army of the White Hand as the fallen Istar created Half-orcs from Men. See *ICE's Riders of Rohan*.

The Barz-thrugrim occupied the Caverns of Pain in the foothills of the Misty Mountains in northern Calenardhon, holding prisoners there to draw troops away from Lórien. Earlier in the Third Age, the Ongushar raided the fortresses of Tir Limlight, engaging the Gondorian forces frequently. See *ICE's Ents of Fangorn*.

The Uruk-erag dwelled in caverns lining the Cirith Mithlin in the Grey Mountains. They paid tribute to the Lord of Gundabad and joined in the Battle of Five Armies. Further east, in the Cirith Himminond, the Lor-uruk-shab occupied the ancient Orc-hold named Tuwurdrog. The Asharag, who held a cavern fortress in the Cirith Auris, guarded Rhunnish supply trains bound for Angmar.

A garrison at Sarn Gorwing in the mountains of Mirkwood protected the Necromancer's powerful servant Lachglin, while the Shirkag patrolled the valley of the Gûlduin River below the tower. The Uruk-torg and the Uruk-harnak controlled southern Mirkwood, and a legion of Uruk-hai kept watch at Dol Guldur. See *ICE's Mirkwood*.

The Uruk-ongrum (B.S. "Orcs of the Iron Skull") and the Uruk-ghashvir (B.S. "Orcs of the Fiery Star") crawled the slopes of the "inner fence," the Morgai, of the Mountains of Shadow. The two tribes raided each other as well as harassing Gondorian patrols from Minas Ithil. See *ICE's Shelob's Lair*.



ORCISH LANGUAGE AND DICTIONARY

Orcish is a hodge-podge of debased high Black Speech (itself descended from Eldarin but corrupted by Morgoth's evil, as is everything of his) and tainted Mannish languages (whatever is used in the surrounding region). The result has been described as rich in curses and slight in grammar. Therefore, Orcs from different geographical areas find it difficult to understand one another. It has been a surprisingly significant language, having some influence over the years on Mannish and even Elvish tongues. But very little of the vocabulary has been previously exposed in a glossary format available for those interested in translating Orcish names or words. It must be mentioned at the beginning that very little Orcish is known, and especially many of the names, roots, and words are still a complete mystery.

Aburzgur	— manure	Illska	— evil, hatred
Ari	— evil spirit	Inras	— attack
Ash	— one	Jargza	— bury
Auga	— eye	Jarn	— iron
Bag	— pitiful	Karg	— to tear
Bal	— fire	Kasta	— throw
Blog	— blood	Kaugzi	— rouge
Bogi	— bow	Kista	— chest
Bolvag	— curse	Kjaftur	— shout
Bukra	— claw	Kjani	— (little) food
Bungo	— bulge	Kragor	— fang
Burz	— dark, night	Krimp	— to bind
Burzum	— darkness	Korlash	— jaw
Daga	— dawn	Kuga	— force
Dofna	— numb	Laga	— magical
Drartul	— sargent	Lug	— tower
Draugur	— ghost	Lug	— lazy
Drep(a)	— kill	Mattugur	— powerful
Durb	— rule	Marzgi	— crush
Dyr	— animal	Molva	— break
Dy(s)	— quagmire	Nagli	— nail
Eitur(ir)	— poison	Nazg	— ring
Ekla	— lack	Nazgûl	— ringwraith
Egur	— destroy	Njoshari	— spy
Fha	— great	Ofl(s)	— strong
Flagz	— monster	Ognir	— terror
Gaddur	— thorn	Ong	— iron
Gagna	— helper	Onreinn	— dirty
Galin	— crazy	Okurt	— rude
Gash	— gash	Olog	— large Troll
Ghash	— fire	Orka	— power
Gimb	— find	Ovani	— bad habit
Glima	— wrestle	Raendi	— robber
Gnyja	— rage	Ragur	— coward
Golug	— Elf, spec. Noldo	Raugz	— red
Gon(a)	— stare	Rifa	— demolish
Gore	— gore	Rum	— skull
Gra	— grey	Ryk	— dust
Grafa	— dig	Scara	— wolf
Gris	— pig	Sharku	— old man
Gul	— yellow	Shiruk	— leaper
Gul	— wraith	Sjuk	— sick
Goltur	— boar	Skagza	— hurt
Goth	— lord, master	Skamma	— scold, revile
Grub	— grub	Skessa	— Troll woman
Gurz	— death	Skrizz	— creep, crawl
Haft	— fetter	Skraefa	— coward
Hai	— people, high	Skugga	— shadow
Hal	— slippery	Sma	— little
Haltz	— lame	Snaga	— slave
Haz	— dependent	Stor	— huge
Hazt	— harsh	Strigz	— war
Hatur	— hate	Thrak	— to bring
Hnifur	— knife	Thrug	— murderer
Hom	— buttock	Thrugrim	— murderers
Hrizg	— pain	Tul	— them
Hrja	— harrass	Uk	— all
Hugi	— mind	Uruk	— soldier, Orc
Huka	— squat	Velgja	— nausea
Hundur	— dog	Vesall	— miserable
Hogg	— hit	Vir	— star
Illa	— worst		
Illfysi	— malice		

7.2 ORCISH CHARACTER GLOSSARY

NOTE: Remember that stats among Orcs are relative to those of other Orcs. Characters denoted with an * are purely ICE creations and are not noted in Professor Tolkien's works. Those with a † beside their names are illustrated in this work.

AZOG†

Lvl: 24. **Race:** Uruk. **Profession:** Warrior/Fighter. **Home:** Khazad-dûm (Moria). **Aka:** King of Khazad-dûm; King of the Uruk-hai; Slayer of Thrór; the Great Fang.

RM Stats: St-102; Qu-90; Em-22; In-80; Pr-87; Ag-100; Co-102; Me-50; Re-90; Sd-40. **MERP Stats:** St-102; Ag-100; Co-101; Ig-90; In-80; Pr-87. **Appearance:** 62.

Skill Bonuses: Climb60; Ride74; DTraps76; Plock62; S&H108; Perc92; Amb10; AMov30; MAst78; FAid62; Fren66; Gamb74; Lead78; S&T88; Subd94; Track78; TrapB45; Trick40.

Azog remains one of the greatest Orcs in the histories. His physical gifts were tremendous and, at least in reference to other Orcs, he was a veritable mental giant. He murdered and decapitated the great heir of Durin, Thrór, and branded his name on the fallen Dwarf's head. In his arrogance, he offered a pouch of small money to the Dwarves as wergeld for his act of brutality. The Dwarves became enraged and waged war against the Orcs with dauntless ferocity, hunting in every Orc-den for Azog. This was the Great War of the Dwarves and the Orcs of the Third Age's 29th century. Azog was finally found and slain by Dáin II Ironfoot at the Battle of Azanulbizar (Dimrill Dale) in T.A. 2799, before the great East-gate of Moria, although Azog succeeded in also slaying Náin. Azog's head was then set on a stake, and the pouch of wergeld stuffed into its mouth.

Important Date: died T.A. 2799.

Azog's Principal Items:

Battle-Axe — a +15 dull grey steel Axe of Dwarf-slaying with ornate black steel decor, it delivers twice the usual concussion hits.

Bracers & Greaves — protects wearer from arm or leg critical strikes on 01-30.



Azog's Special Abilities:

Awesome strength — wields his battle-axe with one hand; his Martial Arts Strike attacks do double concussion hits.

Azog's Lesser Items:

+15 **Chain Hauberk** which is AT Ch/16; +15 **full shield**; and +15 **short bow** that fires poisoned arrows (range penalties halved).

Read *LotR III 441-443; UT 321, 327.*

BOLG†

Lvl: 22. **Race:** Uruk. **Profession:** Warrior/Fighter. **Home:** Misty Mountain Deeps; later Mount Gundabad. **Aka:** Bolg of the North; the Large; Son of Azog; the Great Fang; King of Gundabad.

RM Stats: St-101; Qu-92; Em-30; In-80; Pr-77; Ag-101; Co-103; Me-65; Re-86; Sd-45. **MERP Stats:** St-102; Ag-100; Co-101; Ig-90; In-80; Pr-87. **Appearance:** 67.

Skill Bonuses: Climb62; Ride78; DTraps76; Plock62; S&H106; Perc88; Amb10; AMov30; MAst66; FAid52; Fren56; Gamb62; Lead68; S&T78; Subd102; Track76; TrapB54; Trick35.

Bolg was the strongest son of Azog and succeeded his father as Orc-lord of the North in T.A. 2799. A huge and powerful Uruk, he was as dangerous as his sire. Bolg ruled his Orc-kingdom from his capital at Mount Gundabad and later commanded the army of Orcs and Wargs at the Battle of the Five Armies (T.A. 2941). He was slain in that battle by the awesome Northman hero, Beorn.

Important Date: died T.A. 2941.



Bolg's Principal Items:

Maul — a +20 Maul of Shield- and Armor-slaying (struck items failing a RR vs a 15th level attack are hewn in half), it is a giant black alloy spiked mace/hammer that strikes as a war mattock and delivers crush criticals, twice normal concussion hits, (x3 concussion hits if Bolg wields it 2-handed).

Breastplate — +20, black alloy metal breastplate that protects wearer from torso and abdomen critical strikes on 01-50. (See note on armor below.)

Arbalest — a +25 siege weapon stolen from an overrun Gondorian frontier installation, this device resembles a heavy crossbow which yields x3 normal concussion hits and has twice the usual range. Bolg can fire the engine as if it were a normal heavy crossbow. Normally it requires two beings to man the machine. Naturally, it uses special arbalest bolts (5x bolt cost).

Bolg's Special Abilities:

Mass & Constitution — Bolg takes half damage from concussion hits, and heals twice as quickly as would be normal for his constitution. Crits against Bolg are reduced one level in severity.

Bolg's Lesser Items:

+10 Hauberk (AT Ch/16) which can be worn with the breastplate to protect wearer like +15 Half-plate (AT Pl/19);

+10 wall shield which Bolg seldom carries (although he often straps the wall shield on his broad back), since he prefers to wield the Maul 2-handed.

Read Hob 265, 274; LotRIII 448.

BOLVAG*

Lvl: 30. Race: Uruk. Profession:

Animist/Cleric. Home: Barad-dûr. Aka: Vesall (Or. "Misery"); Saurukbolvag (Or. "Sauron's Orc-curse").

RM Stats: St-98; Qu-92; Em-30; In-100; Pr-97; Ag-96; Co-100; Me-96; Re-86; SD-75. **MERP Stats:** St-98; Ag-96; Co-100; Ig-86; In-108; Pr-97. **Appearance:** 77.

Skill Bonuses: Climb92; Ride94; DTraps78; Pl/lock98; S&H118; Perc114; Rune104; S&W94; Chan76; DSp68; Amb15; AMov35; MAst76; FAid96; Fren98; Gamb74; Lead92; S&T94; Subd112; Track88; TrapB84; Trick45.

Bolvag filled the same place among Sauron's Orc-minions as did Storlaga under Morgoth: that of High-priest and Ordainer (judge) of his Dark Lord's cult. Bolvag is a "special" Orc, perverted to outstanding potential by Sauron's craft (as were the Uruk-hai). Brilliant, he rarely emerged from the dark under-deeps of Barad-dûr. Bolvag



GOLFIMBUL

incited Sauron's Orcish minions into unquestioning fear and worship, if not devotion. He maintained a circle of sixty-six Orcish priests who harassed and spied upon the Evil One's minions.

Sauron maintained a line of Bolvags — all Orc Priests — dating back to the Second Age. The last perished when Barad-dûr was destroyed at the end of the Third Age.

Bolvag's Principal Items:

Crown — a x4 Channeling PP multiplier, it receives commands from Sauron within 66 miles instantly at no cost, +20RR, casts *True Aura* 6x daily.

Priestly Robes — +33, they protect as AT RL/12. Wearer may levitate at will and fly up to 150' /rd, and he may cast *Deflect 1* or *Bladeturn 1* spells (each 3x/day).

Bolvagillska — ("Bolvag's Ire" or "Hatred Curse") a +25 War Hammer of Elf- and Orc-slaying that delivers 2x concussion hits and burns with a dark, magical fire (any critical strike is accompanied by a Heat critical of equal severity).

Boots — Boots of Orc-running. Allows wearer to run at full speed on top of Orcs while making no maneuver rolls. This power works whether the Orcs are prone or standing in a mob (e.g., with the wearer sprinting from head to head).

Bolvag's Special Abilities:

Spells — 90 PP. Knows five Animist base lists and five Open Channeling lists to 20th lvl (**MERP**) and all Cleric base lists to 20th lvl and all Evil Cleric base lists to 30th lvl (**RM**).

Senses — Bolvag has acute hearing, scent, and darkvision (his Perception bonuses are 2x normal for related rolls).

GOLFIMBUL†

Lvl: 11. Race: Uruk.

Profession: Warrior/Fighter. **Home:** Mount Gram in southwestern Angmar. **Aka:** Shire-bane; King of Mount Gram.

RM Stats: St-97; Qu-86; Em-40; In-78; Pr-70; Ag-80; Co-92; Me-45; Re-73; Sd-32. **MERP Stats:** St-97; Ag-80; Co-92; Ig-73; In-78; Pr-70. **Appearance:** 33.

Skill Bonuses: Climb52; Ride58; DTraps72; Pl/lock52; S&H74; Perc25; Amb5; AMov10; MAst45; FAid25; Fren25; Gamb30; Lead50; S&T74; Subd25; Track30; TrapB20; Trick15.

Golfimbul was the commander of the Orcs defeated by Hobbits in the Battle of Greenfields (T.A. 2747) in the Northfarthing of the Shire. He was slain by the great Bandobras Took (aka. "Bullroarer"), who became famous for the victory. Although the Hobbits called him an Orcish king, Golfimbul

was actually little more than a tribal Chieftain. The battle itself would have been considered a relatively minor skirmish among most other races. However, from the Hobbitish perspective, war and adventure are rare. Thus the skirmish was great, and so was the victory.

Golfimbul is most noted for being responsible for the game of golf. As Hobbit tales recall, the game was invented by accident when the Orc-lord's head rolled into a hole after being clubbed off by Bullroarer's mighty blow.

Golfimbul's Items of Note:

+10 Scimitar; +5 chain mail (AT Ch/14); +5 shield; and +5 shortbow.

Read *Hob* 30.

GORBAG†

Lvl: 8. **Race:** Uruk. **Profession:** Warrior/Fighter. **Home:** Minas Morgul.

RM Stats: St-98; Qu-65; Em-40; In-70; Pr-55; Ag-70; Co-100; Me-50; Re-66; Sd-22. **MERP Stats:** St-91; Ag-70; Co-100; Ig-66; In-78; Pr-55. **Appearance:** 29.

Skill Bonuses: Climb45; Ride40; DTraps45; PLock25; S&H50; Perc25; Amb5; AMov10; MAst50; FAid25; Fren20; Gamb15; Lead40; S&T52; Subd62; Track25; TrapB10; Trick10.

Gorbag was a sergeant of Orcs in Minas Morgul. Slain by Shagrat in T.A. 3019 in a bloody quarrel over Frodo's magic treasures — the Hobbit's mithril shirt, elvish cloak, and magic sword — he was a victim of his own greed, as well as the tendency for Orcs to settle disputes with force. When Gorbag and Shagrat fought, both their companies suffered dearly, and the quarrel ended with many Uruk-hai slain. Gorbag had a lot of grit and could stand wounds for a long time, but he was too slow when it came time to strike.

Gorbag's Items of Note:

+5 Broadsword; +5 whip; +5 short bow; +5 chain mail (AT Ch/13); and +5 shield.

Read *LotRII* 437; *LotRIII* 223-224. See ICE's *Shelob's Lair* 29, 37.

GRISHNÁKH†

Lvl: 14. **Race:** Uruk. **Profession:** Warrior/Fighter. **Home:** Barad-dûr.

RM Stats: St-96; Qu-96; Em-39; In-90; Pr-65; Ag-97; Co-95; Me-77; Re-85; Sd-30. **MERP Stats:** St-96; Ag-93; Co-95; Ig-66; In-85; Pr-65. **Appearance:** 51.

Skill Bonuses: Climb58; Ride40; DTraps54; PLock35; S&H60; Perc52; Amb5; AMov15; MAst62; FAid35; Fren56; Gamb25; Lead64; S&T54; Subd86; Track45; TrapB25; Trick25.

Grishnákh was the wily and cunning captain of the Orc-troop of Barad-dûr, Orcs who collaborated with Saruman's Uruk-hai in attacking the Fellowship of the Ring at Parth Galen (T.A. 3019). From his quarrels with Saruman's Uruks, it is obvious that Grishnákh knew a great deal about the the tension between Sauron (and his Nazgûl) and Saruman. He also succeeded in learning the nature of the One Ring, and sought it for himself.

Grishnákh's Company killed Boromir and captured Merry and Pippin. He succeeded in capturing the Hobbits from a guard of (Isengard's) Orcs of the White Hand while they were surrounded by the Riders of Rohan. His party was finally caught and wiped out by the Rohirrim after Merry and Pippin had been brought far enough to enable them to escape.

Grishnákh was short and broad, with crooked legs and long arms that hung almost to the ground. One of the cleverest, most ambitious, and most savvy of the Orcs fighting in the War of the Ring.

Grishnákh's Items of Note:

+15 Short bow; +10 scimitar; +15 chain mail (AT Ch/14); and +5 shield.

Read *LotRII* 60-75; *LotRIII* 511.



LAGDUF

Lvl: 5. **Race:** Uruk. **Profession:** Scout/Thief. **Home:** Barad-dûr; later the Tower of Cirith Ungol..

RM Stats: St-88; Qu-99; Em-56; In-67; Pr-21; Ag-98; Co-82; Me-47; Re-60; Sd-40. **MERP Stats:** St-88; Ag-98; Co-82; Ig-60; In-67; Pr-21. **Appearance:** 23.

Skill Bonuses: Climb10; Ride10; DTraps25; PLock25; S&H50; Perc25; Amb5; AMov10; MAst25; Fren15; Gamb5; Lead10; S&T10; Subd50; Track25; Trick5.

Lagduf was an Uruk posted to the Tower of Cirith Ungol during the War of the Ring. A companion of Muzgash and a member of Shagrat's troop, he was killed in T.A. 3019 when Gorbag and his platoon came looking for Frodo's mithril coat. While very quick and fairly clever, Lagduf was neither quick nor clever enough to escape the minions of his master's rival.

Lagduf's Items of Note:

+5 Short sword; +5 short bow; +5 Boots of Stealth (+5 to all Stalking, Balance, and Landing maneuvers).

Read *LotRIII* 217, 222.

GRISHNÁKH



LUGDUSH

Lvl: 7. **Race:** Uruk. **Profession:** Scout/Thief. **Home:** Isengard (Angrenost).

RM Stats: St-83; Qu-96; Em-69; In-68; Pr-70; Ag-92; Co-80; Me-50; Re-49; Sd-70. **MERP Stats:** St-83; Ag-92; Co-80; Ig-49; In-68; Pr-70. **Appearance:** 70.

Skill Bonuses: Climb15; Ride15; DTraps35; Plock35; S&H52; Perc35; Amb5; AMov10; MAst35; FAid5; Fren25; Gamb5; Lead15; S&T20; Subd35; Track58; Trick25.

An Orc of the White Hand, Lugdush was an Uruk from Isengard who served in Ugluk's band. He stayed close to and in front of Ugluk in the marching order and served as the troop's lead scout and tracker. Lugdush was part of Ugluk's partially successful raid deep into northern Rohan in T.A. 3019; however on the band's return journey, he and all his companions were wiped out by the Éored at the borders of Fangorn.

Lugdush's Items of Note:

+10 Spear; +5 short bow; camouflaged cloak (+10 to hiding maneuvers).

Read LotRII 64.

MAUHÚR

Lvl: 9. **Race:** Uruk. **Profession:** Warrior/Fighter. **Home:** Isengard (Angrenost).

RM Stats: St-97; Qu-94; Em-39; In-43; Pr-61; Ag-93; Co-99; Me-35; Re-54; Sd-75. **MERP Stats:** St-97; Ag-93; Co-99; Ig-54; In-43; Pr-61. **Appearance:** 48.

Skill Bonuses: Climb45; Ride45; DTraps20; Plock20; S&H66; Perc62; Amb10; AMov20; MAst56; FAid35; Fren45; Gamb15; Lead35; S&T25; Subd64; Track25; Trick15.

Mauhúr was a Uruk-captain from Isengard who, in early T.A. 3019, led a party of the Orcs of the White Hand in an attempt to break the ring of Rohirrim which surrounded Ugluk and his raiders. Unsuccessful, he and his troop were driven off and hunted down by the Riders.

Mauhúr's Items of Note:

+10 Falchion; +10 whip; +10 chain mail (AT Ch/14); +5 short bow; and +5 war-hammer.

Read LotRII 72, 75-76.

MUZGASH

Lvl: 7. **Race:** Uruk. **Profession:** Scout/Thief. **Home:** Tower of Cirith Ungol.

RM Stats: St-83; Qu-96; Em-69; In-68; Pr-70; Ag-92; Co-80; Me-50; Re-49; Sd-70. **MERP Stats:** St-83; Ag-92; Co-80; Ig-49; In-68; Pr-70. **Appearance:** 70.

Skill Bonuses: Climb15; Ride15; DTraps35; Plock35; S&H56; Perc35; Amb5; AMov15; MAst35; FAid5; Fren25; Gamb5; Lead15; S&T25; Subd58; Track35; Trick15.

Muzgash was an Orcish soldier of Shagrat's company. He died in T.A. 3019 during the quarrel between his troop, which was from Cirith Ungol, and Gorbag's Orcs from Minas Morgul over Frodo's mithril coat. Like Lagduf, he was slain during the fight.

Read LotRIII 217, 222.

RADBUG

Lvl: 3. **Race:** Orc. **Profession:** Warrior/Fighter. **Home:** Tower of Cirith Ungol.

RM Stats: St-57; Qu-44; Em-20; In-13; Pr-31; Ag-40; Co-60; Me-25; Re-24; Sd-35. **MERP Stats:** St-57; Ag-40; Co-60; Ig-24; In-13; Pr-31. **Appearance:** 24.

Skill Bonuses: Climb10; Ride10; DTraps5; Plock5; S&H30; Perc15; AMov15; MAst5; FAid5; Fren15; Gamb5; Lead5; Subd30; Track5; Trick5.

Radbug was an Orc posted to the Tower of Cirith Ungol during the War of the Ring (T.A. 3018-19). He was murdered by his captain, Shagrat, for insubordination after the Orcish quarrel over Frodo's treasures. Radbug flouted Shagrat's authority after the captain had lost the use of one arm. However, Shagrat still managed to squeeze Radbug's eyes out. Graceless, rude, and stupid, Radbug is representative of the type of warriors who comprised the majority of the Mordorim.

Radbug's Items of Note:

+5 Spear; and +5 leather coat (AT SL/6).

Read LotRIII 222.

SHAGRAT

Lvl: 10. **Race:** Uruk. **Profession:** Warrior/Fighter/Warrior. **Home:** Tower of Cirith Ungol.

RM Stats: St-101; Qu-97; Em-60; In-88; Pr-76; Ag-92; Co-102; Me-65; Re-84; Sd-65. **MERP Stats:** St-101; Ag-92; Co-102; Ig-84; In-88; Pr-76. **Appearance:** 74.

Skill Bonuses: Climb50; Ride50; DTraps35; Plock45; S&H70; Perc70; Amb5; AMov25; MAst56; FAid35; Fren45; Gamb15; Lead45; S&T25; Subd70; Track25; Trick15.

An extremely ferocious, tough, and cunning Uruk, Shagrat was the Captain of the Orc-troop at Cirith Ungol during the War of the Ring. He was one of very few Orcs who survived the quarrel over Frodo's equipment (the mithril shirt, Elvish cloak, and magic sword). In the bloody skirmish, Shagrat was wounded and lost the use of one arm. Nonetheless, he still managed to squeeze the eyes out of Radbug, and threatened another (Snaga). The Orc-captain claimed the captured booty and eventually took his precious bundle to Sauron in Barad-dûr — with nearly disastrous consequences.

Shagrat was a large Orc. Unusually tall, he had very long arms that reached to the ground, large fangs, and after his fight with Gorbag's company, many claw scars on his face.

Shagrat's Principal Items:

Long Knife — strikes as a +15 scimitar, hilt wrapped in red leather.

Shagrat's Lesser Items:

+10 chain shirt and greaves (AT Ch/14); +15 parrying spike (+15 DB vs melee, strikes as a javelin); +10 full shield; +10 composite bow.

Read *LotRII* 437, 439-446; *LotRIII* 222-223. See ICE's *Shelob's Lair* 29, 37.

SNAGA

Lvl: 5. **Race:** Orch. **Profession:** Scout/Thief. **Home:** Isengard (Angrenost). **Aka:** Snargab.

RM Stats: St-80; Qu-100; Em-43; In-88; Pr-56; Ag-97; Co-89; Me-55; Re-80; Sd-75. **MERP Stats:** St-80; Ag-97; Co-89; Ig-80; In-88; Pr-56. **Appearance:** 43.

Skill Bonuses: Climb10; Ride10; DTraps25; Plock25; S&H50; Perc25; Amb5; AMov10; MAst15; FAid15; Fren15; Gamb5; Lead15; S&T10; Subd35; Track50; Trick5.

A scout from Ugluk's band, Snaga (B.S. "Slave") was a lesser Orc (Orch). The Uruk-hai and Half-orcs referred to him (and others of his kind) as "Slave," but his real name was Snargab. Snaga was slain when Ugluk's troop was overrun and overwhelmed by Éomer's Éored in T.A. 3019.

Snaga's Items of Note:

+5 Short bow; +5 short sword; and +5 leather tunic (AT SL/6).

Read *LotRII* 67.

SNAGA†

Lvl: 7. **Race:** Orch. **Profession:** Warrior/Fighter. **Home:** Tower of Cirith Ungol. **Aka:** Slugat.

RM Stats: St-92; Qu-99; Em-45; In-78; Pr-36; Ag-100; Co-93; Me-40; Re-40; Sd-80. **MERP Stats:** St-92; Ag-100; Co-93; Ig-40; In-78; Pr-36. **Appearance:** 20.

Skill Bonuses: Climb15; Ride15; DTraps35; Plock45; S&H56; Perc35; Amb5; AMov25; MAst35; FAid5; Fren15; Gamb5; Lead15; S&T25; Subd58; Track25; Trick15.

A lesser Orc of Shagrat's band, Snaga's real name was Slugat. His Uruk companions called him Snaga, an epithet meaning "Slave," for he was not of the Uruk-hai.

In T.A. 3019, Snaga fought in and survived the skirmish with Gorbag for Frodo's magical treasures. He was tough and wily and escaped the powerful Shagrat (though he was wounded at the time). He was also bold enough to challenge Shagrat's judgement.

A confident shot with bow and arrow, he was reliable enough (by Orc standards) to be made Samwise's personal guard. However, Snaga was not as clever as Sam, and paid for his stupidity with a severed hand (by Sam's swordsmanship) and a broken neck (taken from a fall in his headlong rush).

Snaga's Items of Note:

+10 Short bow; +5 broadsword; and +5 chain mail (AT Ch/14).

Read *LotRIII* 222-223, 226-227.



STORLAGA*

Lvl: 53. **Race:** Orc-demon. **Profession:** Animist/Sorcerer. **Home:** Angband; later Forodwaith. **Aka:** "The Great Sorcerer;" Hrizgdraugur (Or. "Pain Ghost"); Illskari (Or. "Spirit of Hatred").

RM Stats: St-99; Qu-97; Em-100; In-99; Pr-103; Ag-100; Co-101; Me-88; Re-92; Sd-70. **MERP Stats:** St-99; Ag-100; Co-101; Ig-92; In-100; Pr-103. **Appearance:** 22(100).

Skill Bonuses: Climb92; Ride94; DTraps82 Plock115; S&H144; Perc153; Rune157; S&W94; Chan166; DSp82; Amb20; AMov45; MAst86; FAid113; Fren94; Gamb82; Lead147; S&T117; Subd162; Track95; TrapB97; Trick84.

Shortly after Morgoth twisted the spirits of Maiar into Balrogs, he began the dreadful work which gave birth to Orcs. Storlaga was one of the very first of his making. Storlaga's soul was delved from the spirit of a Noldo whose misguided awe and curiosity drew him too far along Morgoth's path.

As one of the very first Orcs, and the greatest of their spell casters, Storlaga became a primary inculcator of the worship of Morgoth. Part Elf-demon (from the twistings of Morgoth) and part wraith, the ensorcelled Orc-demon worked alongside his mentor and companion, the dreadful corrupting Maia known as Fankil (aka: "Fangli" and "Fukil"). Storlaga served Morgoth with complete devotion, bending each new generation of tortured Orc-spirits to the worship and service of their horrid master.

Eventually, Storlaga fled Angband, avoiding the insane wrath of the Dark One, the ire incurred by the loss of a Silmaril from Morgoth's Iron Crown by Beren Erchamion. Storlaga's further adventures are unknown.

Storlaga's Principal Items:

Nazgauga — (B.S. "Ring of the Eye") A gold mithril ring, this x6 PP multiplier is shaped like an Orc-skull, with ruby eyes and diamond tusks. The ring possesses many powers associated with the Rings of Power, albeit at a lesser level. It allowed Storlaga to watch anywhere in his domain except where forbidden specifically by Morgoth, thus enabling him to keep an iron grip on his underlings. Likewise, the ring had something of its own will and intelligence, driving its wearer further along Morgoth's path. The ring unnaturally prolongs life, eventually transforming Storlaga into a wraith. It allows the wearer to cast evil spells at 1/6th the normal PP cost and it may store up to six spells of up to 13th level. Highly intelligent, the ring enables the wielder to cast spells from the Fire Law and Wind Law lists up to his own level.

Rauzgnagli — (B.S. "Red Nail") A +66 red eog staff, the Rauzgnagli delivers x3 concussion hits and may inflict up to two additional criticals of the wielder's choice. When thrown, it strikes as a lance. The stave may be thrown up to 666' (normal range penalties), always returning to wielder's hand (after 1-2 rnds flight). Wielder may torture a helpless target by inflicting 1 hit/point per round on the victim and healing himself (or wasting the hit) at the same rate. Such a process causes excruciating pain.

Black Cloak — possessed seemingly of a life of its own, this cloak constantly whips and whirls around the wearer, casting either *Bladeturn III* or *Deflect III* upon command every round. In addition, it allows the wearer to fly up to 666'/rd (3x/day).

Storlaga's Special Abilities:

Physical Endurance — Treat Storlaga as a "Large Creature" for purposes of resolving critical strikes. He does not physically age or tire. Non-magic weapons do not harm him (although they do deliver hits), however Storlaga is vulnerable to the invoking of Varda and must make a RR versus the level of the invoker each time the name "Elbereth" is spoken (RR failure causing Storlaga to take flight for 1-100 hours).

Appearance — May temporarily assume a fair and awesome form, appearance of 100 (costs Storlaga 1PP/rd).

Spells — 106PP. Base spell OB is 53; directed spell OB is 135. Knows all Open Essence and Open Channeling lists to 10th lvl (*MERP*), all Sorcerer base lists to 25th lvl, all Evil Magician and Evil Cleric lists to 20th lvl, and nine Closed Essence and Closed Channeling lists to 10th lvl (*RM*).

Storlaga's Lesser Items:

Red Robes — +66 spider-silk robes protect as AT RL/12 and give wearer a +33 RR versus the elements.

Dagger of Scarring — +10 dagger that strikes as a short sword and inflicts cursed wounds (permanent scars).

Read for information on the Maia Fankil *LTalesI* 107, 236-237.

UFTHAK

Lvl: 3. **Race:** Orch. **Profession:** Warrior/Fighter. **Home:** Tower of Cirith Ungol.

RM Stats: St-75; Qu-77; Em-25; In-35; Pr-30; Ag-78; Co-83; Me-38; Re-42; Sd-40. **MERP Stats:** St-75; Ag-78; Co-83; Ig-42; In-35; Pr-30. **Appearance:** 22.

Skill Bonuses: Climb10; Ride5; DTraps5; Pl/ock5; S&H30; Perc15; AMov15; MAst5; FAid5; Fren15; Gamb5; Lead5; Subd30; Track5; Trick5.

An extremely unfortunate Orc, Ufthak was a member of Cirith Ungol's garrison who was captured and eaten by Shelob in T.A. 3019. A small party of Orcs had the opportunity to rescue him while he was captured and bound by Shelob, but did not, fearing the wrath of the Great Spider. Such is the bravery of Orcs.

Read *LotRII* 445.

THE ORCS

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Azog	24	167	Ch/16	30	Y15	(A/L)	190ba	135sb	15	Uruk Warrior/Fighter, Orc-king in North.
Bolg	22	160	Pl/19	25	Y10	(A/L)	175wm	140hcb	20	Uruk Warrior/Fighter, Orc-king in North.
Bolvag	30	120	RL/12	33	N	N	110wh	45ha	15	Uruk Animist/Cleric, Orc-priest.
Golfimbul	11	140	Ch/14	20	Y	A/L	155sc	115sb	-5	Uruk Warrior/Fighter, King of Mt. Gram.
Gorbag	8	135	Ch/13	0	Y	N	125bs	95sb	-10	Uruk Warrior/Fighter, Sergeant Minas Morgul.
Grishnákh	14	141	Ch/14	30	Y10	A/L	155sc	80sb	15	Uruk Warrior/Fighter, Orc-captain Barad-dûr.
Lagduf	5	75	SL/5	40	Y	N	95ss	40sb	20	Uruk Scout/Thief, Member Shagrat's troop.
Lugdush	7	90	Ch/14	20	Y	A/L	116sp	72sb	10	Uruk Scout/Thief, Member Ugluk's band.
Mauhúr	9	110	Ch/14	20	Y	A/L	130fa	90sb	10	Uruk Warrior/Fighter, Orc-captain in Isengard.
Muzgash	5	75	SL/5	40	Y	N	95ss	40sb	20	Uruk Scout/Thief, Member Shagrat's troop.
Radbug	3	47	SL/6	0	N	A/L	45sp	25sp	0	Orch Warrior/Fighter, Member Shagrat's troop.
Shagrat	10	155	Ch/14	25	Y10	A/L	170sc	112cp	10	Uruk Warrior/Fighter, Orc-captain at Cirith Ungol.
Snaga I	5	65	SL/6	25	N	A/L	75ss	90sb	15	Uruk Scout/Thief, Member of Ugluk's troop.
Snaga II	7	93	Ch/14	20	Y	L	90bs	110sb	25	Uruk Warrior/Fighter, Aka Slugat. Shagrat's troop.
Storlaga	53	140	RL/12	15	N	N	110qs	90da	25	Orc-demon Animist/Sorcerer. Morgothic Priest.
Ufthak	3	28	SL/6	5	N	A	38sc	28sp	5	Orch Warrior/Fighter, Guard at Cirith Ungol.
Ugluk	15	149	Ch/16	25	Y	(A/L)	162fa	104sp	10	Uruk Warrior/Fighter, Orc-captain from Isengard.

UGLUK

Lvl: 15. **Race:** Uruk. **Profession:** Warrior/Fighter. **Home:** Isengard (Angrenost).

RM Stats: St-101; Qu-87; Em-55; In-45; Pr-90; Ag-99; Co-100; Me-48; Re-72; Sd-90. **MERP Stats:** St-101; Ag-99; Co-100; Ig-72; In-45; Pr-90. **Appearance:** 70.

Skill Bonuses: Climb60; Ride60; DTraps54; PI/ock35; S&H90; Perc86; Amb10; AMov25; MAst64; FAid35; Fren64; Gamb45; Lead68; S&T54; Subd90; Track45; TrapB25; Trick35.

A large black Uruk in the Army of the White Hand, Ugluk was the commander of the raiding party from Isengard that slew Boromir and captured the two Hobbits, Meriodoc and Peregrin. Ugluk had a deep growling voice and he was a powerful warrior. By Orcish standards, he was remarkably intelligent and his troop was extremely well-disciplined. His troops did not break until the end in their final battle with Éomer's Éored, despite being cut off before they could enter the shelter of Fangorn. Even Éomer had enough respect for Ugluk to pay the Uruk the high compliment of dismounting to fight him. Unfortunately for Ugluk, though, the Rohir slew him in the duel.

Ugluk's chief failure was his blind allegiance to Saruman. He never realized that his master was the unwitting thrall of Sauron. The Orc-captain was therefore unwilling to back down to Grishnákh, the Orc from Barad-dûr.

Ugluk's Items of Note:

+15 Falchion; three +5 spears (with triple ranges); +10 full shield; and +10 chain mail (AT Ch/16).

Read *LotRII* 60-72, 78-79.



THE GREAT GOBLIN

7.3 ORCISH SHORT DESCRIPTION GLOSSARY

— A —

ASHTURG* — **Lvl:** 14. One of two powerful Orcish commanders in the Umbar region (the other, Garg). He carried a +20 scimitar.

— B —

BALCMEG — **Lvl:** 23. One of four Orc-kings slain by the Adan hero Tuor in the First Age, Balcmeg died like his brethren: Orthrod, Lug, and Orcobal. *Read LTales2 181.*

BALKHMOG* — **Lvl:** 10. An Uruk Captain of Goblin-gate's garrison posted to the Wolf-gate, Balkhmob possessed +5 chain mail and greaves (AT Ch/14), a +5 shield, a +10 broadsword, and a +5 shortbow. *See ICE's Goblin-gate 15.*

BARFKA* — **Lvl:** 1. Barfka was an Orcish soldier of Leegraph's band in Rhudaur. *See ICE's Hillmen of the Trollshaws 35.*

BUGRUG* — **Lvl:** 15. Bugrug was the powerful commander of the Barz Thragrim tribe in Fangorn Forest. His equipment included a +20 Scimitar of Human-slaying (detects good at 50'), AT PI/18(+15), +10 DB greaves, two Arrows of Elf-slaying, and a +15 helmet that casted 50' diameter *Darkness* spell 2x/day. *See ICE's Ents of Fangorn 45.*

— C —

CRO* — **Lvl:** 14. Cro was a great Uruk fighter from Ered Mithrin north of Mirkwood. He was known to regularly use Brithagurth poison. *See ICE's Mirkwood 125.*

— D —

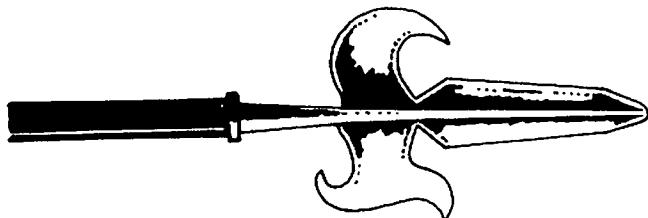
DRURGANGRA* — **Lvl:** 14. A champion of the Shirkag tribe of the Nan Gulduin, Drurgangra lived in the highlands of eastern Mirkwood. He owned a *Helm of Rear-sight* and a +10 short sword. *See ICE's Mirkwood 125.*

DUNADD* — **Lvl:** 9. A demented Half-orc, Dunadd lived in Cardolan around T.A. 1600-1700. He sought to control the region of the Beffraen and the Kingdom of Saralainn in Cardolan. Dunadd suffered from a split-personality neurosis and carried within his fractured mind three distinct personae: 1) Dunadd himself, a slightly megalomaniac Pretender to the throne of Saralainn; 2) Cennaigh, the true heir; and 3) False Cennaigh, a servant of the Witch-king of Angmar. *See ICE's Raiders of Cardolan 8, 9.*

— F —

FHA-KORLASH* — **Lvl:** 6. There were many Orcs who were named Fha-korlash, for it is both the title and the adopted name of a Chief of the strange Scara-hai tribe that settled in northern Ithilien, outside the gates of Mordor. (The name means "Great Jaw" in the Orcish tongue.) Every Orc who has held the title has won a ritual fight against either the past Chief or some other contender. He carries life and death authority over his tribe, although he is still a vassal of the demonic Werewolf, Gaurhir, the High-chieftain of the Scara-hai. The Fha-korlash wields the tribal totem, a great +10 cleaver that acts as either a broadsword (1-hand) or halbard (2-hand) and is often coated with Asgurath poison. He also wields magic bladed bracers, giving him a +10 bonus to his DB and RR and negating arm crits on a roll of 01-50. The bracers permit the wearer to make two +10 dagger attacks each round for each arm so long as he is bare-handed. *See ICE's Gates of Mordor 23, 26, 31.*

FORAK* — **Lvl:** 9. Forak was the Orcish rogue who commanded the Forak-Eiginn, a mercenary and raiding troop operating in Cardolan. His equipment includes two +10 spears, a +10 chain shirt (AT Ch/13), and Boots of Deftness (which prevent wearer from ever fumbling a maneuver). Forak knows one Open Essence list to 10th lvl. *See ICE's Lost Realms of Cardolan* 34, 63.



— G —

GABALLOL* — **Lvl:** 4. A warrior of the Scara-hai tribe in northern Ithilien, Gaballol wielded the famous Scara-hai *or-bukar*, a clawed club. He was a Shiruk (Or. "Leaper"), or commander of a five-Orc squad called a Bukra (Or. "Claw:"). The Shiruks were famous for the acrobatic and tumbling maneuvers they could effect using their skills and their *or-bukars*. *See ICE's Gates of Mordor* 5, 14.

GARG* — **Lvl:** 14. Garg was one of two powerful Orcish commanders in the Umbar region. (The other was Ashturg.) He carried a +20 scimitar.

GARNY* — **Lvl:** 2. Garny was the unusually malevolent, cunning, and over-ambitious Orcish assistant to Gorbla, the smith and mine-chief in the village of Garkash. *See ICE's Trolls of the Misty Mountains* 21.

GASKBUZ* — **Lvl:** 9. The Uruk commander of the Ongushar tribe in Fangorn, Gaskbz carried a +15 scimitar that transmitted a 6th level poison (which only needed be renewed once/week) He wore +10 chain mail and greaves (AT Ch/14) which eliminated upper body crits on a roll of 01-15. *See ICE's Ents of Fangorn* 31, 45.

GORBLA* — **Lvl:** 4. A muscular Orcish smith, Gorbla was the chief of the mine for the village of Garkash situated in the Rhudaurian Misty Mountains. He routinely makes excellent non-magic equipment of +5 and +10 quality. *See ICE's Trolls of the Misty Mountains* 21.

GORRON* — **Lvl:** 4. Orcish soldier of Leegraph's band, Gorron lived in Rhudaur. *See ICE's Hillmen of the Trollshaws* 35.

GORTHAK* — **Lvl:** 6. Gorthok was an Uruk. He was the son of Ulzog, King of the Snagahai tribe in Moria. *See ICE's Moria* 69.

GRASHUKH* — **Lvl:** 20. Grashukh the Uruk was a Guard Captain in Dol Guldur. He served Sauron, "the Necromancer," and later fought under the Úlair Khamûl. *See ICE's Mirkwood* 124.

GREAT GOBLIN† — The Great Goblin described in Bilbo's work *There and Back Again* was the Lord of Goblin-gate and King of the Central Misty Mountains. His title was Great Goblin, but his real name was Orog. He was slain by Gandalf during his encounter with Bilbo and Thorin's Dwarves, who were on their quest to Erebor (T.A. 2941).

— H —

HUKOR — **Lvl:** 3. An extremely stupid lesser Orc scout of Cardolan, Hukor was a malcontent on the raider ship Seregronen. He served as the bodyguard for the evil Animist Abdahkil. Hukor used a +5 spear. *See ICE's Raiders of Cardolan* 18.

— I —

IKGOR* — **Lvl:** 1. Ikgor was an Orcish soldier of Leegraph's band in Rhudaur. *See ICE's Hillmen of the Trollshaws* 35.

— L —

LEEGRASH* — **Lvl:** 7. An effective and clever Uruk, Leegraph and his band took over the ruins of the abandoned fortress of Cameth Brin in Rhudaur during the early Fourth Age. He was a veteran of wars among the troops of Cirith Ungolm Harad, and Rhûn. Leegraph was the youngest Uruk to ever make the rank Drartul (Or. "Sergeant"). His equipment included a +20 short sword that casted a Light spell once a day, a +10 scimitar, and a +5 throwing dagger. *See ICE's Hillmen of the Trollshaws* 34-35.

LUG — **Lvl:** 22. One of four Orc-lords of great reknown slain by the Adan and hero Tuor in the First Age, Lug suffered the same fate as Balcme, Orthrod, and Orcobal. *Read LTales2* 181.

LURD* — **Lvl:** 1. An Orcish soldier, Lurd was one of Leegraph's band in Rhudaur. *See ICE's Hillmen of the Trollshaws* 35.

THE ORCS — A - G

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Ashturg	14	175	Ch/14	50	Y15	A/L	170sc	45sb	5	Uruk Warrior/Fighter, Chieftain near Umbar.
Balcme	23	182	Ch/16	40	Y20	(A/L)	210bs	128cb	15	Orch Warrior/Fighter, 1st Age Orc-lord.
Balkhmog	13	145	Ch/14	50	Y5	A/L	135bs	120sb	10	Uruk Warrior/Fighter, Captain at Goblin-gate.
Barfka	1	19	Ch/13	25	Y	N	30sc	15da	-5	Orch Warrior/Fighter.
Bugrug	15	150	PL/18	50	Y15	A/L	155sc	130sb	5	Uruk Warrior/Fighter, Chief, Barz Thrugrim.
Cro	14	141	Ch/16	10	N	(A/L)	145ba	85sb	0	Uruk Warrior/Fighter, uses Brithagurth on arrows.
Drurgangra	14	154	Ch/13	10	N	N	150th	35sb	5	Uruk Warrior/Fighter, Shirkag champion.
Fha-korlash	6	86	Ch/15	40	Y	(L)	120bs	68hb	5	Orch Warrior/Fighter, Chief of Scara-hai.
Forak	9	80	Ch/13	30	N	N	95sp	75sp	20	Orch Warrior/Rogue, Captain of Forak-Eiginn.
Gaballol	4	80	RL/10	25	Y	A/L	57ma	32bo	-5	Orch Warrior/Fighter, Scara-hai Bukra-chief.
Garg	14	175	Ch/14	50	Y15	Y	170sl	45sb	5	Orch Warrior/Fighter, Chieftain near Umbar.
Garny	2	30	SL/5	15	N	N	55ha	75cb	5	Orch Warrior/Fighter, apprentice Smith.
Gaskbz	9	110	Ch/14	40	Y5	A/L	135sc	100sb	10	Uruk Warrior/Fighter, Commander of Ongushar.
Gorbla	4	60	Ch/15	25	N	(A/L)	120wh	50lcb	5	Orch Warrior/Fighter, Rhudaurian Smith.
Gorron	4	65	SL/5	25	Y	N	50da	40da	0	Orch Warrior/Fighter, uses +5 daggers in each hand.
Gorthak	6	80	Ch/14	35	Y	A/L	90sc	70sc	10	Uruk Warrior/Fighter, Ulzog's son.
Grashûkh	20	180	Ch/15	60	Y15	(A/L)	180ss	160cb	5	Uruk Warrior/Fighter, Guard Captain of Dol Guldur.

THE ORCS — I - R										
Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Ikgor	1	25	SL/5	0	N	(A/L)	25hb	10sb	0	Orc Warrior/Fighter.
Leegraph	7	92	Ch/13	30	Y	N	95sc	60da	0	Uruk Warrior/Fighter, Lord of Cameth Brin.
Lug	22	174	Ch/16	35	Y20	(A/L)	200fa	110lcb	10	Orc Warrior/Fighter, 1st Age Orc-lord.
Lurd	1	20	No/1	5	N	N	20ss	15sb	5	Orc Warrior/Fighter, Member Leegraph's band.
Lurshas	5	75	Ch/13	35	Y	N	80sc	90sb	10	Orc Warrior/Fighter, Urughâsh Chieftain.
Luzog	10	130	Ch/14	45	Y5	A/L	120sc	100sb	5	Uruk Warrior/Fighter, Cpn, Black Door, Goblin-gate.
Malkur	7	77	No/1	55	N	N	120ss	75da	25	Orc Scout/Rogue, Angmarin Assassin.
Maugrath	9	130	Ch/16	25	N	(A/L)	120th	100sp	10	Uruk Warrior/Fighter, Chief of Durbaghâsh.
Narkga	2	32	SL/8	30	Y	(A/L)	40sp	25sb	5	Orc Warrior/Fighter, Member Leegraph's band.
Narlga	13	78	No/2	60	N	N	35da	15da	25	Half-orc Mage/Magician, Member Mong-finn's band.
Nazog	8	60	Ch/13	60	Y	N	100bs	80cb	20	Half-orc Scout/Thief, Uruk/Variag from Morgai.
Nurl	3	45	No/1	25	Y	N	45sc	30sb	5	Orc Warrior/Fighter, Member Leegraph's band.
Ogrod	15	160	Ch/14	55	Y10	A/L	160sc	135lb	10	Uruk Warrior/Fighter, Great Goblin in TA 2940.
Orthrod	26	194	Ch/16	40	Y30	(A/L)	230th	140lcb	25	Orc Warrior/Fighter, 1st Age Orc-lord.
Pochak	7	110	Ch/14	15	Y	A/L	120ha	86lcb	-10	Orc Warrior/Fighter, Orc-captain at Strayhold.
Rask	2	37	No/1	25	Y	N	40sc	30sb	5	Orc Warrior/Fighter, Member Leegraph's band.
Rekka	2	25	SL/8	0	N	(A/L)	30sc	25sb	0	Orc Warrior/Fighter, Member Leegraph's band.
Rhukskâ	4	70	RL/10	0	N	A/L	52ma	37sp	0	Orc Warrior/Fighter, Scara-hai.
Rulthak	6	80	Ch/14	35	Y	A/L	90sc	70sh	10	Uruk Warrior/Fighter, Chieftain of Uroth-burm.

LURSHAS* — **Lvl:** 5. Lurshas was an Orc-chieftain noted for his youth and extreme brutality. He commanded the western remnants of the Urughash tribe, who were posted on the border of Arthedain. See ICE's *Rangers of the North* 55.

LUZOG* — **Lvl:** 10. Luzog was the Uruk warrior who served as the Captain of the garrison at Goblin-gate's Back Door. He carried a +10 scimitar and a +5 shortbow, and he wore +5 chain mail and greaves (AT Ch/14). See ICE's *Goblin-Gate* 15, 37.

— M —

MALKUR* — **Lvl:** 7. An Orcish rogue and assassin, Malkur owed allegiance to the Witch-king of Angmar. He resided at Carn Dum, but was ordered to spy on the Orcish town of Garkash, which was nestled in the Misty Mountains of Rhudaur. Unusually clever, Malkur spoke several languages, and was nearly as proficient in unarmed combat as he was with weapons. He was a convincing liar, known for his subtlety and deviousness. See ICE's *Trolls of the Misty Mountains* 15, 21.

MAUGRATH* — **Lvl:** 9. Maugrath the Uruk was King of the Durbaghash tribe in Moria. Often unstable, he had a capricious temper. Maugrath constantly made peculiar demands, launched costly and unforeseeable wars, and offered elaborate bloody sacrifice ceremonies to his Orcs. Those who he captured that didn't get eaten or cooked as incense were sent to Moria's Balrog. Maugrath used +15 adarcer equipment. See ICE's *Moria* 69.

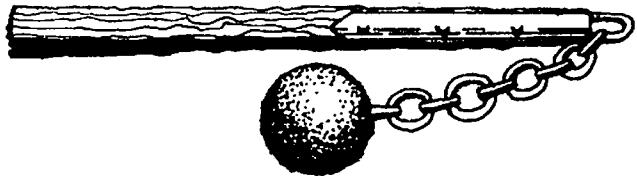
— N —

NARKGA* — **Lvl:** 2. An Orcish soldier of Leegraph's band, Narkga resided in Rhudaur and helped occupy the ruins at Cameth Brin after the War of the Ring. See ICE's *Hillmen of the Trollshaws* 35.

NARLGA* — **Lvl:** 13. A Half-orc mage, Nargla served in the band of Mong-finn (a leader of the Hillmen in the Trollshaws) and lived in Rhudaur. He possessed 78 PP, knew 15 spell lists, and had a +80 directed spell OB. His equipment included a +10 amulet (+10 DB, x3 Essence PP multiplier) and +30 robes.

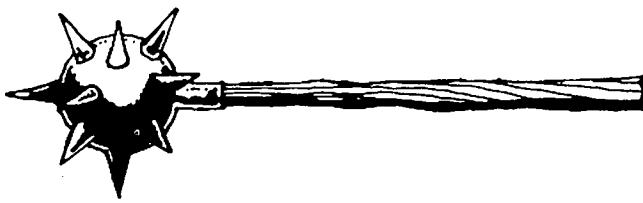
NAZOG* — **Lvl:** 8. Nazog was a Half-orc, the part-Variag thief of the Uruk-ongrum tribe who haunted the mountains of Morgai. The Gondorians offered a 500gp bounty for his head, based on his thievery and murders "against the soldiery of Ithilien." Nazog was an extremely elusive and clever quarry who carried a +10 broadsword and a Ring of Invisibility (24 hrs 1x/wk). He wore a +5 chain shirt (AT Ch/13). See ICE's *Shelob's Lair* 23.

NURL* — **Lvl:** 3. Nurl was an Orcish soldier of Leegraph's band in Rhudaur. See ICE's *Hillmen of the Trollshaws* 35.



— O —

OGROD* — **Lvl:** 15. Ogrod was the Great Goblin who, in T.A. 2941, encountered Thorin's Company. He ruled Goblin-gate when Bilbo found Sauron's One Ring of Power. Like many of his predecessors, Ogrod was an unusually large (the kind that best survives bloody power struggles) Orc who slew his rivals for the throne. He was twice as tall as most of his minions and had a bulbous head which seemed too big for his body. Ogrod was usually clever, cautious, and conserving, but his explosive (insane) temper and pride caused him problems. While ostensibly owed allegiance to Bolg, the King of the North, he remained somewhat independent and constantly was afraid that Bolg would replace him. Nonetheless he was Bolg's (Lord of Gundabad) best vassal. Ogrod wore +10 chain mail and greaves (AT Ch/14) and carried a +5 shield, a +5 shortbow; and the great sword Elfewher (see the entry under Urgubal). See ICE's *Goblin-Gate* 24, 37.



ONE FANG — **Lvl:** 2. A lesser Orc warrior of Cardolan some time before T.A. 1700. One Fang was a malcontent on the raider ship Seregromen. He served as a bodyguard of the evil Animist Abdahkil. One Fang used a +5 throwing dagger in his left hand and a short sword in the right. *See ICE's Raiders of Cardolan 18.*

ORCOBAL — **Lvl:** 30. An Orc-lord of great reknown, Orcobol was slain by the Adan hero Tuor during the First Age (the others being Orthrod, Balcmeag, Lug). He was the greatest Orcish King of his time. *Read LTales2 181.*

ORTHROD — **Lvl:** 26. Orthrod was one of four Orc-lords of slain by the Adan hero Tuor in the First Age. *Read LTales2 181.*

— P —

POCHAK* — **Lvl:** 7. Pochak served the Mage Leärdinloth, who resided at Strayhold east of Mirkwood and served as captain of Leärdinloth's Orc soldiers. Rude, unpleasant, and fierce he was a good tactician and an able warrior, despite his short stature. Although he had no Uruk blood, he was very gifted. Still, he received little respect. Pochak bore a +15 Dwarvish hand-axe and wore +5 chain mail (AT Ch/15). *See ICE's Brigands of Mirkwood 36.*

— R —

RASK* — **Lvl:** 2. Rask was Orcish soldier of Leegraph's band in Rhudaur. *See ICE's Hillmen of the Trollshaws 35.*

REKKA* — **Lvl:** 2. Rekka was a member of Leegraph's Orc-band in Rhudaur. *See ICE's Hillmen of the Trollshaws 35.*

RHUKSKÅ* — **Lvl:** 4. Rhukskå was a warrior of the Scara-hai tribe in Northern Ithilien. He wielded the famous Scara-hai Orbukar, a clawed club, and was a Shiruk (Or. "Leaper"), the commander of a five-Orc squad called a Bukra (Or. "Claw"). The Shiruks were famous for the acrobatic and tumbling maneuvers they employed in melee. *See ICE's Gates of Mordor 5, 14.*

RULTHAK* — **Lvl:** 6. Rulthak was the Uruk Chieftain of the Uroth-burm tribe that threatened Arthedain in the middle of the Third Age. *See ICE's Rangers of the North 54.*

— S —

SHAGOG* — **Lvl:** 5. Shagog was the son of Ulzog, the Uruk King of the Snagahai tribe in Moria. *See ICE's Moria 69.*

SHAGRATH* — **Lvl:** 13. Shagrath was a potent Uruk fighter from the Ered Mithrin. He was known to regularly use Ashgurash poison. *See ICE's Mirkwood 125.*

SHAGRUG* — **Lvl:** 9. Shagrug was one of the Uruk Chieftains of the Uroth-burm tribe that served the Witch-king in the North. *See ICE's Rangers of the North 55.*

SHARDAKH* — **Lvl:** 6. An Uruk Chieftain of the Orcish village of Garkash in the Rhudauran Misty Mountains, Shardakh was large, strong, unsubtle, and not too bright. Still, he was an effective, domineering leader. His magical gauntlet added +5 to the wearer's OB and +10 to his crit rolls! *See ICE's Trolls of the Misty Mountains 14, 15, 21.*

SKARGNAKH* — **Lvl:** 14. An Uruk warrior of the Uruk-ongrum tribe in the Morgai mountains, Skargnakh was strong and brutal but not bright. He was a better fighter than he was a leader. His cruelty increased over the years because of successful raids on his herds. Skargnakh collected the skulls of his enemies and either displayed them as trophies or enjeweled them as goblets from which to drink his favorite delicacy: spiced blood. and a +5 short bow. He wore +10 chain mail and greaves (AT Ch/14). Skargnakh carried a +15 broadsword, a +5 shield, and a potent magic item called the Ongrum. A large +10 skull-mace, it yielded 2x concussion hits, conferred a +20 DB, and served as a +4 Channeling spell adder that stored 3 Channeling spells (up to 10th lvl each). The wielder could cast 2 *Firebolts* each day, but he had to have a 96+ strength to use it. *See ICE's Shelob's Lair 23.*

STRULUG* — **Lvl:** 9. Strulug was the Uruk Chieftain of the Urughash tribe. His forces threatened Arthedain during the middle of the Third Age. *See ICE's Rangers of the North 54.*

— T —

ATHERGOR* — **Lvl:** 4. Thergor was a Half-orc rogue, an assassin who lived in Cardolan. He used Sharkasar poison, carried a +10 short sword and a +5 short bow, and wore a chain shirt (AT Ch/13, only -10 encumbrance). *See ICE's Lost Realms of Cardolan 64.*



— U —

UKLURG IRONFANGS* — **Lvl:** 13. An Uruk warrior of the Urughashvir tribe of the Morgai Mountains, Uklurg wore +15 chain mail and greaves (AT Ch/14) and +20 *Boots of Quickness*. He carried a +10 battle-axe, +5 dagger, and a +5 longbow. *See ICE's Shelob's Lair 23.*

UKOG THE LAME* — **Lvl:** 15. Ukog the Lame was a great Uruk fighter from the Ered Mithrin. He was known for his peculiar walk and his fondness for brains. *See ICE's Mirkwood 125.*

ULZOG* — **Lvl:** 7. The Uruk king of the Snagahai tribe in Moria, Ulzog faced a number of almost unconquerable problems as king. His tribe was made up of extremely small Orcs, averaging only about three and a half feet in height. In addition to this, his tribal members were mentally dim and given to pointless quarreling. Even his sons were uncontrollable. The tribe's only good fortune was that they were excellent bowmen. *See ICE's Moria 69.*

THE ORCS — S - Y

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Shagog	5	75	Ch/13	35	Y	N	80sc	90sb	10	Uruk Warrior/Fighter, son of Ulzog of Moria.
Shagrath	13	137	Pl/19	30	Y10 (A/L)		135ha	90sb	0	Uruk Warrior/Fighter, uses Asgurash on weapons.
Shagrug	9	125	Ch/16	20	N (A/L)		120ba	100ja	10	Uruk Warrior/Fighter, Chieftain of Uroth-burm.
Shardakh	6	85	Ch/15	40	Y (A/L)		95sc	65ja	10	Uruk Warrior/Fighter, Chieftain of Garkash.
Skargnakh	14	150	Ch/14	30	Y	A/L	130ma	120sb	10	Uruk Warrior/Fighter, of the Uruk-ongrum.
Strulug	9	100	Ch/14	30	Y10	A/L	105sc	90sb	5	Uruk Warrior/Fighter, Chieftain of Urughâsh.
Thergor	4	63	Ch/13	10	N	N	60ss	45sb	10	Half-Orc Warrior/Rogue, Cardolani Assassin.
Uklurg Ironfangs	13	110	Ch/14	40	Y	A/L	120sc	-25	10	Uruk Warrior/Fighter, of the Uruk-ghashvir.
Ukog the Lame	15	154	Ch/16	40	Y10 (A/L)		155bs	100sb	5	Uruk Warrior/Fighter; peculiar walk; savors brains.
Ulzog	7	100	Ch/14	30	Y	A/L	100sc	90sb	5	Uruk Warrior/Fighter, King of Moria's Snagahai.
Urfa	2	25	Ch/13	25	Y	N	45ha	25da	0	Orch Warrior/Fighter, Member of Leegraph's band.
Urgubal	16	155	Ch/14	45	Y10	A/L	160sc	130sb	0	Uruk Warrior/Fighter, Great Goblin in TA 1640.
Urmek	1	23	No/1	25	Y	N	10sc	20sb	5	Orch Warrior/Fighter, Member of Leegraph's band.
Utsar	2	11	Pl/17	25	Y	N	35ma	25da	-5	Orch Warrior/Fighter, Member of Leegraph's band.
Uunk	4	71	SL/7	10	N (A/L)		65wh	35sb	0	Orch Warrior/Fighter, Leegraph's lieutenant.
Virsh	5	75	RL/9	15	N	N	40ms	28ja	0	Orch Scout/Rogue, Tracker of the Scara-hai.
Volog	13	140	Ch/14	60	Y10	A/L	150sc	135sb	10	Uruk Warrior/Fighter, Great Goblin in FA 1.
Yazhgar	10	65	RL/9	30	N	N	75qs	60da	15	Uruk Animist, High-priest of Goblin-gate.

URFA* — **Lvl:** 2. Urfa was an Orcish soldier who followed the Uruk Leegraph, a powerful Orc-captain who lived in Rhudaur. See ICE's *Hillmen of the Trollshaws* 35.

URGUBAL* — **Lvl:** 16. A Great Goblin. Urgubal was a huge, savage, and cunning Uruk warrior who won his power as the lord of Goblin-gate by treachery, combat, assassination, and rich bribes to both the Witch-king and the overlord of Gundabad. He reigned through T.A. 1640. The Goblin-king's court was decadent, brutal, and revolting in its entertainments, and Urgubal himself was swollen with fat from his gluttonous lifestyle. The Great Goblin's spy network, brutality, and personal skill kept his position intact. He wielded Elfshewer, a massive Second Age weapon of Orcish design. It was a four and a half foot long +20 Scimitar of Elf-slaying that delivered double criticals against Elves (each resolved with a +10 to the critical resolution roll) and detected Elves within 1000'. The scimitar was intelligent and harbored additional spell powers. As Great Goblin Urgubal also possessed a shield, morning star, and short bow. He wore +10 chain mail and greaves (AT Ch14). See ICE's *Goblin-Gate* 15, 37.

URMEK* — **Lvl:** 1. Urmek was Orcish soldier in Leegraph's band in Rhudaur. See ICE's *Hillmen of the Trollshaws* 35.

UTOR* — **Lvl:** 3. A tough lesser Orc warrior from Cardolan, Utor was a malcontent on the raider ship Seregromen. The evil Animist Abdahkilas chose him as a bodyguard. Utor used a +5 morning star. See ICE's *Raiders of Cardolan* 18.

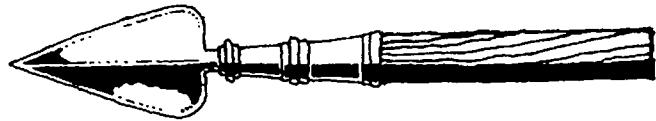
UTSAR* — **Lvl:** 2. An Orcish soldier, Utsar was one of Leegraph's band in Rhudaur. See ICE's *Hillmen of the Trollshaws* 35.

UUNK* — **Lvl:** 4. Uunk the Uruk was the lieutenant of the clever Orc-lord Leegraph in Rhudaur. He wielded a two-handed war hammer, which struck as a battle-axe (doing puncture and crush crits). See ICE's *Hillmen of the Trollshaws* 35.

— V —

VIRSH* — **Lvl:** 5. A scout of the Scara-hai in northern Ithilien, Virsh achieved the status of lieutenant of his tribe. He served the Chief Fha-korlash. As such, he was one of the Karg-kragor (Or. "Tearing Fang"), who were notorious for their use of poisons and venoms. Virsh himself was clever and quick. An effective spy and setter of traps, he commanded the Orcs under him forcefully but he was always submissive to his superiors. See ICE's *Gates of Mordor* 16, 22.

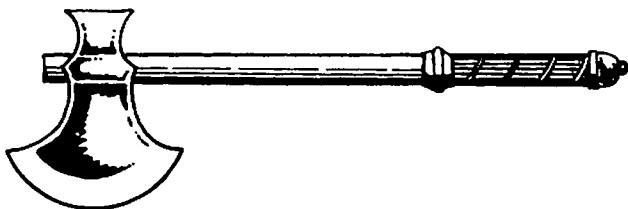
VOLOG* — **Lvl:** 13. Volog was the Great Goblin of Goblin-gate at the beginning of the Fourth Age. He came to reign as an inexperienced Uruk king over the remnants of Goblin-town after the disastrous (from an Orcish point of view) War of the Ring. His chief enemy was the seasoned and powerful Northman Grimbeorn the Old, the son of Beorn. Volog wore +10 chain shirt and greaves (AT Ch/14). He carried the deadly Orcish artifact called Elfshewer (see Urgubal above). See ICE's *Goblin-Gate* 37.



— Y —

YAZHGAR* — **Lvl:** 10. An Uruk animist and evil cleric, Yazhgar was the High-priest of Goblin-gate. He was a stooped, 5' tall Orc who wore voluminous red robes. Nonetheless, he instilled even more fear in the Orcs of Goblin-town than Urgubal. Having no scruples or compassion, Yazhgar was a completely untrustworthy servant of the Great Goblin who manipulated his brethren and conceived schemes purely for his own advantage or enjoyment. Those who resisted him became bloody sacrifices. Yazhgar encouraged the Orcs in Sauron's evil creeds and predicted the return of the Dark Lord's reign.

The Uruk animist knew eleven spell lists, had 60 PP, and wore a Ring of Protection (+15 DB and RR). Yazhgar bore the potent Viperstaff, a 5' iron stave with a head like a coiled snake. He also carried the +15 Scepter of the High-priest of Goblin-town, a x3 Channeling PP multiplier that enabled the wielder to cast a *Shadow* spell 2x/day and transmit a 10th lvl paralysis poison (2-24 hrs) each time he delivered a critical strike. See ICE's *Goblin-Gate* 16, 37.



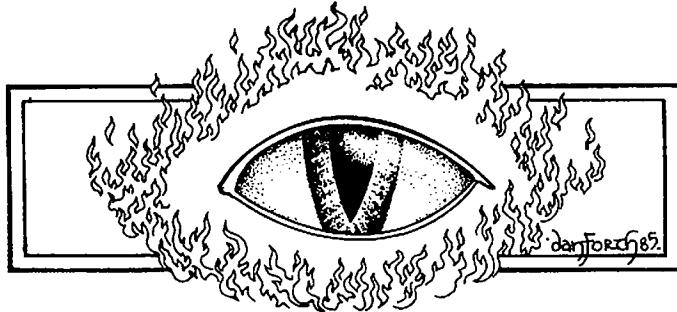
8.0 TROLLS

Aka: Tereg (S. sing. Torog); Therengi; Ologu (B.S. sing. Olog).

Trolls, or “Tereg,” are huge, foul creatures. Like Giants and Ents, Trolls comprise one of the so-called “Giant Races.” They are also true monsters, for they were bred by Morgoth in mockery of the Onodrim. Their exact origin is clouded, although all Trolls owe their spirits to the essence of the Earth. The Black Enemy contrived them during the Elder Days by remaking captured Ents and imbuing them with the nature of the fiery stone from the Underdeeps.

Trolls, like Orcs, are creations of Evil that only breed and prosper when a powerful Dark Will compels them to stir. By nature, they prefer to remain apart or in small groups, keeping apart from their brethren, all of whom are potential enemies. The Tereg eat virtually any meat, including the flesh of their own kind. This is especially true of Wild Trolls, who will hunt one another if hungry unless stayed by Sauron or some other overwhelming power.

Trolls rarely multiply, but when they do their numbers quickly increase. Fortunately, though, they do not breed with the vigor of Orcs. Wild Trolls are especially reluctant to produce offspring, so they are relatively rare creatures.



8.1 TROLL VARIETIES

“William never spoke for he stood turned to stone as he stooped; and Bert and Tom were stuck like rocks as they looked at him. And there they stand to this day, all alone, unless the birds perch on them; for trolls as you know, must be underground before dawn, or they go back to the stuff of the mountains they are made of, and never move again.”

— Hob., p. 52.

There are numerous varieties, or sub-races, of Tereg. All “Therengi Melkoro,” or “Wild Trolls,” are classified according to their favored ecosystem and trace their ancestry to Morgoth. The more intelligent and dangerous Olog-hai and their even more terrifying Half-troll relatives owe their existence to Morgoth’s Maia servant, Sauron of Mordor.

8.11 WILD TROLLS

Trolls were born in utter darkness. Indeed, they still breed underground and spend their waking hours during the night. Wild Trolls shun daylight and prefer the illumination of a fire to the glistening aura of the moon. Most turn to rock if struck by the sun’s rays, as if the spell that created the Tereg becomes unravelled.

Trolls are huge and strong and have thick bodies and powerful limbs. Because they are by nature born of stone, Trolls have an extremely tough, scaly hide that protects them as well as fine, rigid leather armor. Troll-skin varies considerably in thickness, even at various spots on a given Troll, but it is usually strong enough to deflect the blows of most weaponry. The Tereg make formidable foes.

There are numerous types of Wild Trolls. Some are grey or brown, others green. All, save Snow Trolls, have flat, often toeless feet, brown or black eyes, and black blood. They can be categorized in any number of ways, but the most common groupings follow.

CAVE TROLLS

Cave Trolls are among the largest and most powerful of the Wild Troll breeds. They are often ten to fourteen feet tall. Awesome in power, with tough, scaly hides, they fear only one thing: sunlight, which turns them to stone. Cave Trolls are generally solitary and seldom band together, even in family groups. Frequently cannibalistic (they will eat virtually any sort of meat), their race survives because they live a secluded lifestyle.

Cave Trolls are almost blind but find this no handicap, as their senses of hearing and smell are superb. Their elongated arms are like steel cables, and their scaly hides are as pallid as those of most cave-dwelling things. Their feet are huge and splayed.

FOREST TROLLS

Forest Trolls are generally only eight to ten feet tall. They are the least brutal and monstrous of the Wild Troll breeds, being closer to their Ent ancestry. More graceful than the Cave Troll and not nearly as hideous, Forest Trolls live in loosely organized tribes in wooded areas throughout Endor. Good hunters, they are rarely utilized by powerful evil beings except in the most casual way (for instance, an evil Power might choose to build his fortress in an area heavily populated by Forest Trolls and order them to report anything suspicious to him but would not employ them in the fortress itself).

Forest Trolls are rarely cannibalistic, perhaps because their environment provides plentiful food of other kinds. Few use Mannish or Elvish style weaponry, except for an occasional sword honed down as a skinning-knife, preferring to hunt with slings and snares of their own making. They will eat anything meaty that is not a Troll, be it deer, boar, or Man. Forest Trolls can survive in diffused sunlight (operating at -50%), but they will revert to stone in blazing daylight.

HILL TROLLS

Nine to twelve feet tall, Hill Trolls are among the most common of Torog breeds. They are not as loathsome as Cave Trolls (few things are), but are quarrelsome, greedy, and cannibalistic. Most groups live in isolation, although they adhere to their loose (and ever-present) tribal structure when compelled to join.

Hill Trolls will attack other beings with clubs and thrown stones, being territorial (as Forest Trolls are not), and save loot because they know that it is valuable, even if they cannot use the treasure. (For instance, one tribe of Hill Trolls had a priceless library of old books in their den, obtained when they ambushed a Magician travelling to visit another of his order; they couldn’t read much less use magic, but they guarded the books like gold.) These creatures have a great, if brutish, sense of humor and are fond of practical jokes — pranks that usually leave their victims dead or maimed.

SNOW TROLLS

Snow Trolls are large (10-12 ft tall), rare creatures with grey-white hides and icy blue eyes that glow faintly in the dark. They can go for long periods without food, but when they see something edible, be it bear or Mannish hunter, they are unstoppable. When exposed to direct sunlight, Snow Trolls turn into huge pillars of icy slag, mysterious but fairly natural in appearance. In this form they are vulnerable to anything that harms ice: heat, sharp blows, salt — but if unharmed, they regain their normal form at nightfall. Gaunt and ghastly, Snow Trolls prowl and prey in the northern regions of Middle-earth.



STONE TROLLS

Stone Trolls are the most common Torog breed. While they are typically only eight to ten feet tall, their numbers make them the most feared of the Troll varieties. In fact, most people that know of, or write about, the Tereg know of no other Trolls and necessarily refer to Stone Trolls.

As their name suggests, Stone Trolls turn entirely and irreversibly to stone when exposed to direct sunlight. It is likely that these futile, nasty beings were the original Trolls, as all of the other types are improvements in some direction or other. They are like Hill Trolls in habit, but if anything, they are worse. Quarrelsome and fratricidal in the extreme, greedy for both sustenance and useless (to them) riches, they spend a great deal of time hoarding piles of food and treasure, stealing it from each other if the opportunity arises, and boasting of their riches.

8.12 OLOG-HAI

The Olog-hai are also called Black Trolls, for they have scaly hides which are as black as their Torog blood. In addition, they are the smartest, and most dangerous of all the Troll breeds. These cunning and dangerous Trolls serve as Sauron's elite troops. Nine to eleven feet in height and utterly ruthless, they make superb commanders for the Dark Lord's Orc armies. Some, like the Olog called Rogrog, the Warlord of the Witch-king's armies in Angmar, even enjoy positions of extreme trust and responsibility.

OLOG

PERTOROG

Able to bear sunlight easily and as intelligent as many Men, the Olog-hai are flexible, reasoning creatures. They speak the Black Speech fluently and some know Westron and other common tongues. Most can write. They always wear armor and use weapons. The Olog-hai also have a certain esprit d'corps, for unlike Orcs and lesser Trolls they rarely quarrel among themselves. Instead, they release pent-up anger by bullying lesser creatures, especially other Trolls, to whom they consider themselves much superior — as indeed they are.

8.13 HALF-TROLLS

Sauron spawned Half-trolls (S. "Pertereg"; sing "Pertorog") by breeding the finest of his Olog Warriors together with extremely strong and brutal Men from Khand. By uniting the Olog-hai and the Variags, he produced the most dangerous race of evil beings in all of Endor. Half-trolls suffer little in sunlight and are more intelligent, agile, and brutal than any other Troll breed. Of all the Tereg, they are closest in nature to their master, the Lord of the Rings.

Half-trolls are usually about seven feet tall. They have jet-black skin and sharp features. Their long, thin, red tongues and glowing red eyes suggest a demonic nature. Half-trolls wear clothing and armor like Men, however, so they often appear less frightening than the larger Olog-hai.

Aside from comprising Mordor's elite shock troops, the Half-trolls serve as lieutenants for Sauron's Nazgûl and lead groups of Orc armies. They enjoy greater trust than the Olog-hai, for the Pertereg are more refined. Still, their influence is limited by their extremely small numbers. It is rumored that the entire race consists of but a few score of these awful creatures.



8.2 TROLL CHARACTER GLOSSARY

NOTE: The following detailed descriptions cover four important and representative Endorian Trolls. A number of other Trolls are described in Section 8.3. Characters denoted with an * are purely ICE creations and are not noted in Professor Tolkien's works. Those with a † beside their names are illustrated in this work.

BERT HUGGINS†

Lvl: 7. **Race:** Stone-troll. **Profession:** Scout/Rogue. **Home:** Rhudaur. **Aka:** Bûrat the Tongue.

RM Stats: St-100; Qu-66; Em-45; In-82; Pr-93; Ag-90; Co-100; Me-65; Re-39; SD-28. **MERP Stats:** St-100; Ag-90; Co-100; Ig-52; In-82; Pr-93. **Appearance:** 17.

Skill Bonuses: Climb60; DTrap30; PLock30; S&H54; Perc40; Amb14; Cook82; Gamb25; Track75; Trap50; Trick25.

Bûrat the Tongue is known in Hobbit-lore as "Bert Huggins," for he was one of the Hugath tribe of Stone Trolls that dominated the Trollshaws (S. "Pinnath Tereg") region of Rhudaur. He resided with his brothers Tom and William Huggins in the hills north of the Angle and the Great East Road. There they raided local ruins, robbed travellers, and terrorized the fauna of the surrounding woodlands.

Over the course of time the Huggins accumulated a superb treasure. Their hoard included the magic Elven swords Orcrist and Glamdring (both made in Gondolin), as well as the Númenórean knife that Bilbo Baggins called Sting. In addition, they acquired a small amount of gold, silver, and jewels.

In T.A. 2941, Bert and his brothers trapped the Dwarves of Thorin's Company as they passed through the wilds of Rhudaur. Fortunately for the Naugrim, though, the Istar Gandalf fooled the Trolls into quarreling over how to cook the prisoners, and the Huggins brothers were caught by the morning sun. Like his two brothers, Bert turned to stone.

Bert Huggins' Principal Items:

Club — +15 Club which delivers twice the normal amount of concussion hits.

Spear — +20 Spear which weighs forty pounds and can only be effectively wielded by a Troll, Ent, or Giant. It strikes like a mounted lance.

Read **Hob** 46-52.



GOTHMOG

Lvl: 40 **Race:** Pertorog (Half-troll). **Profession:** Warrior/Fighter. **Home:** Barad-dûr in Mordor. **Aka:** Lieutenant of Morgul; Captain of the Dark Tower; Warlord of Gorgoroth; Warlord of Mordor; Gothmog II.

RM Stats: St-102; Qu-99; Em-11; In-99; Pr-98; Ag-99; Co-102; Me-66; Re-96; SD-43. **MERP Stats:** St-102; Ag-99; Co-102; Ig-81; In-99; Pr-98. **Appearance:** 04.

Skill Bonuses: Climb70; Ride82; DTrap50; PLock35; S&H82; Perc90; Amb20; Runes40; Chan30; Ling10; AMov40; MArt35; Gamb25; Strat70; Subd60; Tac60; Track75; Trap35; Trick25.



BERT HUGGINS

Gothmog the Half-troll was the greatest of the Pertorog and one of the most feared warriors in Sauron's service. He was the Warlord of the Host of Gorgoroth, Sauron's main Orc battle army, and served as the Witch-king's Lieutenant throughout the War of the Ring. During the Battle of Pelennor Fields, Gothmog led the Host that crossed the Anduin at Cair Andros and fell upon the city from the north. He later took command of all of the Mordorim after Éowyn slew the Lord of the Nazgûl, and the foul Half-troll nearly achieved the victory his master had so long sought. Only the intervention of Aragorn II and the Army of the Dead prevented Sauron's armies from taking Minas Tirith.

Gothmog's Principal Items:

Skull-flail — +25 three-head flail made from the horny skulls of three very small baby Dragons. Any critical strike delivered by the weapon is treated as being two levels higher in severity.

Moon-axe — +20 Battle-axe of Returning which serves as a Man-slaying weapon. Gothmog can throw the axe like a one-hand weapon up to 200' (without a range penalty).

Collar — A +6 Essence/Mentalism spell adder, the black ithilnaur collar adds +15 to Gothmog's DB and RRs.

Gothmog's Special Abilities:

Spells — 80PP. Knows Essence Perceptions, Essence's Ways, and Unbaring Ways to 5th level (**MERP**) and Sense Mastery, Mind Mastery, and Telekinesis lists to 5th level (**RM**).

Read **LotRIII** 148.

ROGROG*†

Lvl: 20. **Race:** Olog (Black Troll). **Profession:** Warrior/Fighter. **Home:** Morkai. **Aka:** Skull-taker; Lord of Skulls; Warlord of the North; Captain of the Uruk-Engmair; Hands of the Witch-king; Ostoher's Bane; Arnor's Bane.

RM Stats: St-101; Qu-98; Em-21; In-90; Pr-97; Ag-96; Co-100; Me-76; Re-83; SD-36. **MERP Stats:** St-101; Ag-99; Co-100; Ig-80; In-90; Pr-97. **Appearance:** 07.

Skill Bonuses: Climb50; Ride35; DTrap60; S&H90; Perc80; Amb12; Runes25; Ling4; Gamb25; Strat90; Subd40; Tac70; Track70; Trap30; Trick20.

Rogrog was the Olog Warlord of the Uruk-Engmair, the confederation of Orc-tribes under the sway of the Witch-king of Angmar. He commanded the principal forces facing the Armorian successor states (Arthedain, Cardolan, and Rhudaur) during the struggle between the Northern Dúnedain and the Witch-kingdom from T.A. 1300 through T.A. 1975. His minions occupied the wilds of the Lone Lands (S. "En Egladil") throughout most of this era.

In T.A. 1409, Rogrog led his forces through Rhudaur and down the Gwathló Valley, striking Cardolan from the East. The assault crushed the hard-pressed Dúnedain, and the Half-troll's armies swept northwestward along the Old North Road (S. "Iaur Men Formen"). Rogrog's Orcs sacked the Cardolan capital at Thalion (Metraith) and cut the Dúnadan Kingdom in half. The King of Cardolan, Ostoher, fled northward into the Barrow Downs (S. "Tyrn Gorthad") in hopes of reaching Arthedain, but the Half-troll's Orcs cut him off before he could take refuge in the Old Forest. Rogrog and his main army force-marched during the evening and struck the encircled Cardolan at the Kings' Circle just before dawn. There, the huge Black Troll cut Ostoher down with a single blow of the Blood Spike, ending the line of Dúnadan Princes in Cardolan.

Rogrog's Principal Items:

Fire Mace — +20 red steel Mace of Firebolts enables user to cast three +20 Firebolts (range 120') per day.

Slaying Balls — +30 rocks, these nine 9" diameter black crystal spheres that can be thrown up to 200' (without range penalty) and strike as slaying weapons so long as wielder calls out name of target while throwing.

Blood Spike — +60 Club of Man-slaying.

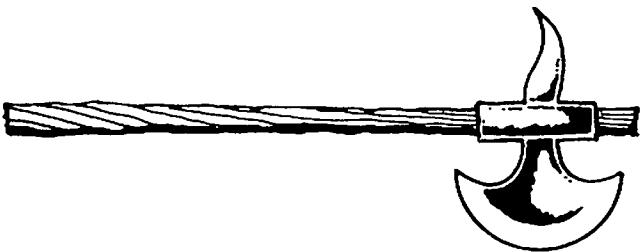
See ICE's *Rangers of the North* 54; *Cardolan Cover*, 2.

ÚLTHUG*

Lvl: 20. **Race:** Pertorog (Half-troll). **Profession:** Warrior/Fighter. **Home:** Mindo Clytac in Hent; later Barad Aelifuin in Burskadekdar. **Aka:** The Eastern Slayer; Scalp-taker; Clytac; Captain of the Yrch-Gwaen (S. "Orcs of the Wind").

RM Stats: St-103; Qu-96; Em-04; In-90; Pr-91; Ag-46; Co-101; Me-70; Re-70; SD-40. **MERP Stats:** St-103; Ag-46; Co-101; Ig-70; In-90; Pr-91. **Appearance:** 08.

Skill Bonuses: Climb84; Swim40; Ride30; DTraps84; PLocks80; S&H80; Perc80; Rune20; S&W30; Amb21; Ling5; AMov15; Acro25; Cont47; Cook53; Fals47; FAid34; For27; Gamb64; Nav33; RMas43; Track41; Trad49; TrapB51; Trick65.



Últhug was the Half-troll Lord of the Eastern Slayers, Sauron's assassins in the Far East of Endor. Perhaps the first of his kind, the so-called "Scalp-taker" was half Nûrnig and half Stone Troll and was therefore uniquely strong and somewhat slow. He stood nine and a half feet tall, had bluish eyes, and was known for his long, white, cylindrical tongue, which he used as a means of spitting on his victims. Unlike other Half-trolls, he was too large to mount a Fell Beast, so his range was limited. Nonetheless, Últhug succeeded in killing over thirty Lords during his awful tenure.

Últhug's Principal Items:

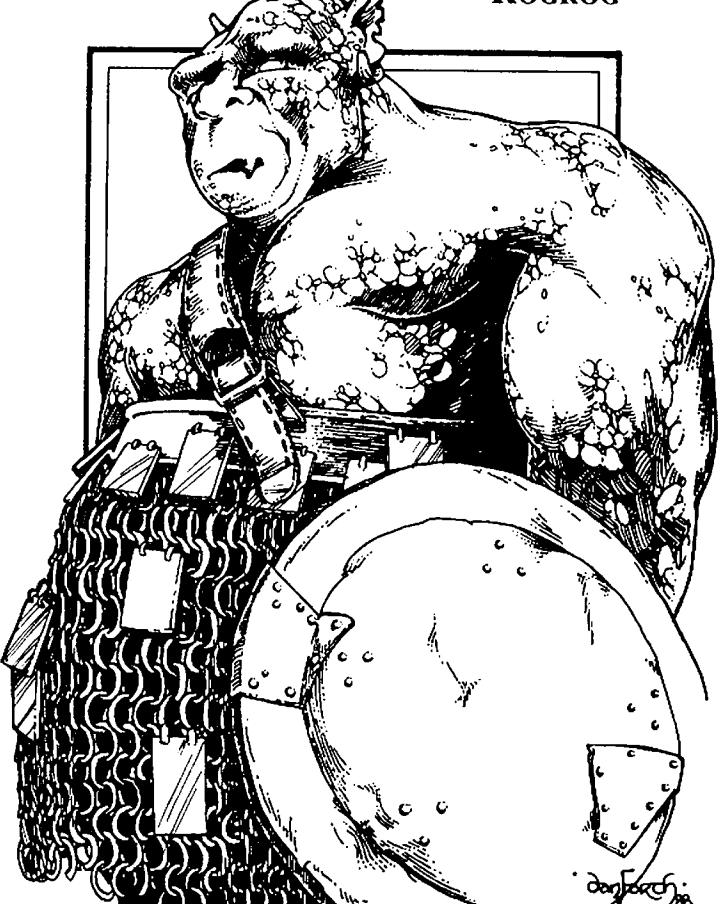
Spirit Flail — Flail which absorbs 1-20 Co points (victim's RR failure = perm. rather than temp Co) from target each time it yields hits and strikes with a bonus equal to the points absorbed until it again yields hits. Victims losing all of their Co points die.

Spear — +30 Spear of Elf-slaying which can be thrown around any one corner of up to 90° (within 100').

Últhug's Special Abilities:

Spitting — Últhug's saliva is toxic. He can spit up to 100' (every other round), striking the victim like a +15 Firebolt.

ROGROG



8.3 TROLL SHORT DESCRIPTION GLOSSARY

NOTE: The following is a series of short descriptions covering some select Troll characters in the lore of Middle-earth. The accompanying chart details their related statistics. An * denotes a character created by ICE. Those with a † beside their names are illustrated in this work.

— A-G —

AGIN* — **Lvl:** 7. A Hill Troll of Cardolan, Agin the Hidden served as a scout and sentry for Ardagor, the Warlord of Cardolan. He lived at the Warlord's lair at Creb Durga. *See ICE's Cardolan* 53-54, 63.

ARDAGOR* — **Lvl:** 21. Ardagor, the Bane of Minhiriath and self-proclaimed "Warlord of the Empire," was a 7'8" tall Half-troll with Elven blood. A powerful Mystic in the service of the Witch-king, he commanded an array of forces that dominated the central highlands of Cardolan during the middle of the Third Age. He lived at Creb Durga, an ancient ceremonial site originally built by the proto-Beffraen. *See ICE's Cardolan* 49-52, 62.

BALTAB* — **Lvl:** 5. Baltab the Sorcerer was a 7' tall Half-troll from Khand who lived at Barad Perras in the northern Ephel Duath, along the northeastern border of Mordor. He served Gauhîr, who taught him how to manipulate living creatures. Baltab later dominated the Scara-hai Orcs. *See ICE's Gates of Mordor* 16,22.

BROK* — **Lvl:** 12. Also known as Brok the Bestial, Brok is a Hill Troll who resided in a cave east of Cameth Brin in Rhudaur. His lair was about twelve miles east of the Mitheithel. Brok is best known as the thief who, along with his sons Drek, Freg, and Trel, sought the secret entry into Cameth Brin. His band also included Prug (his wife) and his nephews, Krog and Krek. *See ICE's Hillmen of the Trollshaws* 24-25.

BULRAKUR* — **Lvl:** 18. Bulrakur was the Olog Chieftain of Uruk-Udûn, the army of Orcs entrusted with guarding the area between the Cirith Gorgor (Haunted Pass) and the Carach Angren (Isenmouthe) — the scorched valley that serves as the principal entry into Mordor. He resided at Durthang and later moved to Isenmouthe. Bulrakur reported to Gothmog, but served the Úlair Dwar when the Nazgûl occupied the Teeth of Mordor.

BURAZOG* — **Lvl:** 13. Burazog the Hammer was a Cave Troll who served as the Chieftain of the Sharkai, one of the Witch-king of Angmar's Orc-tribes. *See ICE's Rangers of the North* 54.

GORTHOG* — **Lvl:** 20. Gorthog the Whisperer was the Half-troll Lord of Sauron's Northern Slayers, the elite assassins who served the Evil One in the North of Middle-earth. Gorthog ostensibly acted upon the orders of the Úlair Hoarmûrath of Dîr and commanded the Nazgûl's guard when Hoarmûrath resided in Urd. A stealthy and exceptionally murderous Pertorog, Gorthog slew over a hundred Lords and Chieftains during the latter half of the Third Age. He often travelled by air, flying on the back of the Fell Beast Rómok. Before killing his victims, he reputedly visited them at least once, whispering his name and mission and leaving his prey to dwell upon their doom for an indefinite period.

— H-L —

HARGROG* — **Lvl:** 20. Hargrog was the 7' tall, 450 pound Half-troll Lord of Southern Slayers. Descended from Othour IV of Khand (r. T.A. 1300-1333), he appeared in the South of Endor around T.A. 1400. Between T.A. 1400 and 1414 he assassinated virtually half of the leaders among the peoples of Úsakan and Mûnakan. He formed the (Southern) Slayers in T.A. 1633, who operated from his citadel at the tower of Mindo Hargrog in the bamboo forests on the eastern side of the Yellow Mountains. *See ICE's Shadow in the South* 9,10,31,56-57,65.

HUNTAN* — **Lvl:** 6. Also known as Hunatoth, Huntan was a Forest Troll of Rhudaur who followed Tol-tuk into the ruins of Cameth Brin during the Fourth Age. *See ICE's Hillmen of the Trollshaws* 34-35.

KADAK* — **Lvl:** 6. Kadak the Rude (aka "Kadash") was a Forest Troll of Rhudaur, a follower of Tol-tuk. He was imprisoned by Orcs within the ruins of Cameth Brin during the Fourth Age. *See ICE's Hillmen of the Trollshaws* 34-35.

KUR-TUK* — **Lvl:** 3. Son of Tol-tuk, Kur-tuk was a Forest Troll of Rhudaur. Like Huntan, Kur-tuk accompanied his father during the latter's occupation of the ruins of Tanoth Brin during the Fourth Age. *See ICE's Hillmen of the Trollshaws* 34-35.

LUGRONK* — **Lvl:** 15. Lugronk of Moria was the Olog Lord of Balrog's Troll-guard. He was the third most important figure in the Kingdom of the Balrog. Only the Balrog and the Olog Muranog enjoyed more power in Black Chasm. *See ICE's Moria* 50,69.

— M-S —

MURANOG* — **Lvl:** 20. Muranog of Moria was the 8' tall Olog who served as the Balrog's High Lieutenant and court favorite. A master of deception and diplomacy, he was brilliant by the standards of Black Trolls. He was given command of the Valarukô's forces soon after his appearance in Moria, which occurred only a few years after the awakening of the Balrog. Muranog's presence in Moria insured Sauron of a steady flow of information about the Balrog's subterranean domain. Another Olog, Lugronk, was Muranog's only rival for the Balrog's ear. *See ICE's Moria* 48,50,69.

OBIRT* — **Lvl:** 5. Obirt the Caster was a brilliant Half-troll of Cardolan who served the Warlord of Cardolan. He resided at the Warlord's lair at Creb Durga. *See ICE's Cardolan* 53-54, 63.

OGNOR* — **Lvl:** 10. Ognor the Knife was Cave-troll from the Pinnath Ceren (S. "Red Hills") who served the Warlord of Cardolan. He served as guard at the Warlord's lair at Creb Durga. *See ICE's Cardolan* 53-54, 63.

ORKAMÛR* — **Lvl:** 19. Orkamûr was the Olog Captain of the Witch-king's Guard in Carn Dûm, the capital of Angmar. As such, he was among the most powerful of the Úlair's minions.

RUGRUL* — **Lvl:** 15. Rugrul was the Olog Chieftain of the Uroth-burm, one of the Witch-king of Angmar's Orc-tribes. Particularly sensitive to daylight, he was among the first of the Olog-hai. *See ICE's Rangers of the North* 55.

SAGGO* — **Lvl:** 11. Saggo the Eye was a Hill Troll of Cardolan who served as the Warlord's Guard-leader at Creb Durga. He was a startlingly capable organizer who proved adept at protecting his master's lair. *See ICE's Cardolan* 53-54, 63.

— T-W —

TOL-TUK* — **Lvl:** 7. A brutal Forest Troll from Rhudaur, Tol-tuk led the band of Tereg that briefly occupied Tanoth Brin during the Fourth Age. His band also included Huntan, Waren, Kurash, and Kur-tuk. *See ICE's Hillmen of the Trollshaws 34-35.*

TOM HUGGINS† — **Lvl:** 7. The Hobbit Bilbo called Tûma Hugath "Tom Huggins" and immortalized the Stone Troll in the work entitled *There and Back Again*. Tom lived in the Trollshaws of Rhudaur with his brothers Bert and William Huggins. Together, they had a lair in Rhudaur in which they had stashed some rather fantastic items, obtained by luck and pluck from (most likely) other, more intelligent Trolls. Among their riches were the swords Orcrist and Glamdring, as well as the Númenórean short blade that Bilbo Baggins named Sting. Bert and his two brothers encountered Thorin and Company in T.A. 2941. Fooled by Gandalf into quarreling even more vehemently than usual about how to cook the fine brace of Dwarves that they had captured, the three Huggins were caught in the sunlight and turned to stone. They may still be seen, to this day, in the Trollshaws. *Read Hob 46-52.*

TORMOG* — **Lvl:** 22. Tormog the Sly was the Half-troll Lord of the Western Slayers. A preeminent assassin, he served the Dark Lord as a regulator of Sauron's more important unreliable minions. Tormog lived at Barad-dûr, where he also advised the Evil One about plots within and without Mordor's armies.

UFGAMOG* — **Lvl:** 12. Ufgamog the 9'6" tall, greenish Cave-troll was the King of Moria's Uruk-Ungingúrz, the "Orcs Sowing Steely Death." He served the Balrog as the master of the Sixth Level of Moria and led the attack against the Fellowship in the Chamber of Mazarbul. Frodo's blade Sting drew blood from his foot. *Read LotRI 421-22. See ICE's Moria 48, 69.*

UTHCÚ* — **Lvl:** 24. The Olog Uthcú served as one of the Nazgûl Akhôrahil's two Warlords during the early campaigns of the Army of the Southern Dragon. He commanded the host that conquered Tulwäng in T.A. 1399. Killed fighting Hyarmendacil II in T.A. 1551, he was succeeded by the Haradan Lord Tel Azef. *See ICE's Shadow in the South 9.*

WAREN* — **Lvl:** 4. Also known as Waragan the Green, Waren is a Forest Troll of Rhudaur. He followed Tol-tuk into the ruins of Tanoth Brin during the Fourth Age. *See ICE's Hillmen of the Trollshaws 34-35.*

WILLIAM HUGGINS† — **Lvl:** 7. William Huggins' real name was Wûluag Hugath. He was a Stone-troll from the Trollshaws of Rhudaur who, along with his two brothers Bert and Tom, captured the Dwarf Thorin and his Company (save Bilbo) in T.A. 2941. Like his brothers, William was tricked by Gandalf into arguing about how to cook the captured Naugrim and was caught in the sunlight. He turned to stone. *Read Hob 46-52.*

THE TROLLS

Name	Lvl	Hits	AT	DB	Sh	Gr*	Melee OB	Missile OB†	Mov M	Notes
Agin	7	206	RL/11	30	N	N	126sp	80sp	30	Scout/Thief, Hill-troll of Cardolan.
Baltab	5	107	Ch/14	5	N	N	93net	-10all	15	Mage/Sorcerer, Half-troll of Barad Perra
Bert Huggins ¥	7	168	RL/12	15	N	N	95cl	60ro	15	Scout/Rogue, Stone-troll of Rhudaur.
Brok	12	175	RL/11	25	N	(A/L)	140cl	110ro	5	Warrior, Hill-troll, Carneth Brin, Rhudaur.
Bulrakur	18	167	Ch/14	35	N	A/L	185ma	115ro	10	Warrior, Olog Chieftain of Uruk-Udûn.
Burazog	13	185	RL/11	50	Y	(A/L)	150wh	100ro	0	Warrior, Cave-troll Chieftain of Sharkai.
Gothmog	40	240	PI/20	80	Y40	(A/L)	240fl	210ba	20	Warrior, Half-troll Warlord, Sauron's Army.
Gorthog	20	218	RL/11	35	N	N	190ba	175ha	15	Warrior, Half-troll Lord of North Slayers.
Hargrog	20	220	RL/12	60	Y	N	185wm	180wh	25	Warrior, Half-troll Lord of South Slayers.
Huntan	6	101	RL/11	10	N	N	70cl	50ro	0	Warrior, Forest-troll of Rhudaur.
Kadak	6	94	RL/12	20	N	(A/L)	70cl	70ro	0	Warrior, Forest-troll, Tanoth Brin, Rhudaur.
Kur-tuk	3	73	RL/11	15	N	N	54cl	50ro	10	Warrior, Forest-troll of Rhudaur.
Lugronk	15	200	RL/11	35	N	(A/L)	175hb	120ro	5	Warrior, Olog Lord of Balrog's Guard.
Muranog	20	220	RL/11	40	Y	(A/L)	200fl	140ro	10	Warrior, Olog Lieutenant of the Balrog.
Obirt	5	97	No/1	10	N	N	60da	25da	10	Animist/Healer, Half-troll of Cardolan.
Ognor	10	277	RL/12	25	N	N	140ba	60ro	15	Warrior, Cave-troll Aide, Ardagor, Cardolan.
Orkamûr	19	217	RL/12	40	Y	N	180fl	165sp	10	Warrior, Olog Captain of Carn Dûm Guard.
Rogrog	20	220	RL/11	40	Y	(A/L)	200ma	140ro	10	Warrior, Olog Warlord of Uruk-Engmair.
Rugrul	15	200	RL/11	35	N	(A/L)	175fl	120ro	5	Warrior, Olog Chieftain of Uroth-burm.
Saggo	11	304	Ch/13	15	N	N	130th	45lcb	20	Warrior, Hill Troll of Cardolan.
Tol-tuk	7	110	RL/11	15	N	N	90cl	60ro	5	Warrior, Forest-troll of Rhudaur.
Tom Huggins ¥	7	162	RL/12	10	N	N	90cl	55ro	10	Scout/Rogue, Stone-troll of Rhudaur.
Tormog	22	230	PI/20	50	Y	(A/L)	210fl	180ba	10	Warrior, Half-troll Lord of Western Slayers.
Ufgamog	12	175	RL/11	55	Y	(A/L)	150ba	100ro	0	Warrior, Cave-troll Lord, Uruk-Ungingúrz.
Últhug	21	225	PI/19	30	N	(A/L)	180fl	170sp	15	Warrior, Half-troll Lord of Eastern Slayers.
Uthcú	24	231	PI/18	30	Y	A/L	195ma	175sp	5	Warrior, Olog Warlord, Army of So. Drag.
Waren	4	84	RL/11	10	N	N	57cl	62ro	5	Warrior, Forest-troll of Rhudaur.
William Huggins ¥	7	173	RL/12	5	N	N	120cl	75ro	5	Warrior, Stone-troll of Rhudaur.

NOTES: Treat Trolls as "Large Creatures" for critical strikes. Treat the rock (ro) attack as a club attack with a 200' range.

*Troll-skin is an extremely tough hide that varies considerably in thickness, even at various spots on a given Troll. Some Trolls have hide that is thick enough to amount to greaves.

† Trolls can strike with a Large Claw attack (with same melee OB) in lieu of using their weapon.

¥ Stone-trolls turn to rock if struck by sunlight.

PART THREE

9.0 USING HIGH LEVEL CHARACTERS

Just as Eru prescribed a Balance of Things in Arda, most Gamemasters attempt to instill a balance of play in their role playing games. There is undoubtedly more drama, and more fun, in a situation where the outcome is frequently in doubt. Poor play balance inevitably produces foregone conclusions, leaving players with an unfulfilling sense of futility.

Few things upset play balance like the improper use of high level characters — individuals who dominate the course of action, leaving the players with few alternatives and too much or too little hope. This is particularly true for role playing games set in Third and Fourth Age Middle-earth, a land where relatively few high level individuals live.

The following two sections will help a Gamemaster decide when and how to use powerful characters in a Middle-earth role playing adventure or campaign. You can find a more detailed treatment of this material in *LOME I* or *LOME II*.

9.1 SELECTING HIGH LEVEL CHARACTERS

LOME describes “lords,” individuals of substantial power and/or impact in Middle-earth’s history. Using the characters from *LOME* can be a rather delicate endeavor, so remember the following guidelines:

- (1) *The later the setting, the less powerful the actors.*
- (2) *The Valar rarely come to Middle-earth.*
- (3) *The Vanyar confine themselves to Aman.*
- (4) *As time passes, there are fewer Elves in Middle-earth.*
- (5) *More conspicuous individuals attract attention and often danger.*

Keep these factors in mind when determining the type, number, and strength of the powerful characters in your game.

9.2 BALANCING THE USE OF POWERFUL CHARACTERS

The following tips will help a Gamemaster maintain play balance while utilizing high level characters in his game.

- (1) *Those who serve Eru, serve his Balance* — The powerful servants of Eru only use overt power in defiance of the Balance, for even well-meaning force can disrupt the Nature of Things.
- (2) *Even the most powerful of Elves is bound by Fate* — Fate grips the lives of the immortals to a much greater degree than it affects Men.
- (3) *Even when they do come to Middle-earth, Vala and Maia characters adopt form (i.e., their *fana*)* — When entering the very “material” setting of the world of Eru’s Children, the incorporeal Ainur take forms and suffer from weaknesses inherent in their adopted bodies (e.g., emotions like greed).
- (4) *Strength deteriorates over time* — Even among the immortals, the use of power can drain an individual over time.
- (5) *Power attracts power* — Powerful individuals tend to concentrate, either to unite their strength, or to combat one another for control.

10.0 GENERATING HIGH LEVEL CHARACTERS

When detailing high level characters, the Gamemaster should develop the individuals’ (1) stats; (2) background and personality; (3) skill and level bonuses; and (4) equipment.

10.1 GENERATING STATS

High level characters are bound by normal stat generation guidelines (see *MERP* Section 3.1 or *RM/ChL* Section 2.0), although two other considerations should be taken into account. First, high level characters generally have better than average stats. Second, characters sometimes attain high levels in part because of their races, such as in the case of the Valar and Maiar.

See Section 3.4 for bonuses based on stats.

10.2 BACKGROUND & PERSONALITY

The most important points to consider when developing a background are (1) race; (2) culture; (3) place, environment, and circumstances of birth; (4) childhood and adolescent experiences; (5) family orientation; and (6) adult experiences.

Once a character’s background has been outlined, address his personality, keeping in mind that the background should have some bearing on your choices. Get a general picture first, determining certain pertinent features of the character’s makeup. For example, note whether he is surly or jovial, optimistic or pessimistic, generous or mean, withdrawn or outgoing, stable or unstable, bold or full of doubt, cautious or incautious, etc.

10.3 EQUIPMENT AND MAGIC ITEMS

One of the key elements in creating a character is determining the character’s equipment and magic items. This becomes especially important for high level characters, who have access to most normal, non-magic equipment.

The best way to generate a character’s magic items is for the GM to create and assign items based upon the nature of the character. There is no substitute for a GM’s creative mind and his feel for play balance in his game. In this section, we provide several options to aid a GM in generating a high level character’s magic items.

Option 1: Use existing tables for generating magic items: *MERP* Table CGT-2; *RM/ChL&CaL* Table 15.73; and *RM/C & T* Sections 3.0.

Option 2: Assign existing items from your or someone else’s game or items described in commercial products: *MERP* Part III, *RM/C & T* Section 3.0, any of ICE’s Middle-earth Modules, etc.

Option 3: Use the Equipment Generation Chart provided below to determine the base characteristics of a character’s items.

GENERATING EQUIPMENT

The chart below provides a tool and guidelines for aiding a GM in assigning magic items to a high level character. The GM may modify a character’s level due to special factors such as: +5 to +10 for the Eldar, Maiar, Istari, etc.; -5 to -10 for Orcs, primitive men, etc.; +5 to +20 for special rank or position (e.g., kings, generals, rich characters, shamans, etc.). Additionally, the GM may wish to use the following formula to modify the character’s experience lvl:

- (1) *make a D100 roll (results = 1-100);*
- (2) *take the result and subtract 50; and then*
- (3) *divide by 5, rounding down.*

This modified level is referred to in the chart below as the character's "Power Level" (PLvl).

Once a character's PLvl for this chart has been determined, the GM should refer to the the section of the chart corresponding to the character's race.

EQUIPMENT GENERATION CHART	
DWARVES:	
PLvl	Characteristics
30-50	+20 to +30 bonuses; special traits certain; several potent items.
21-29	+15 to +30 bonuses; some special traits; if many items are held they usually will be in the +15 to +20 range.
16-20	+10 to +20 bonuses; one or two item with special traits.
11-15	+10 to +15 bonuses; one item with special traits.
7-10	+5 to +15 bonuses; mostly weapons and armor.
0-6	+0 to +10 bonuses; mostly weapons and armor.
HOBBITS:	
PLvl	Characteristics
9-12	Rare individuals; +15 to +20 bonuses; some potent items; slight chance of a single item of great value, power or danger.
6-8	Powerful for Hobbits; a couple of +10 items; slight chance of a single item of great value, power or danger.
3-5	One or two +5 items; slight chance of a single item of great value, power or danger.
0-2	Perhaps one +5 item; slight chance of a single item of great value, power or danger.
TROLLS, HALF-ORCS, AND URUK-HAI (well equipped or rare individuals):	
PLvl	Characteristics
12-20	+10 to +20 bonuses.
9-11	+10 to +15 bonuses.
7-8	+5 to +10 bonuses.
5-6	+5 bonuses.
0-4	+0 bonuses.
LESSER ORCS:	
PLvl	Characteristics
14-16	+10 to +15 bonuses; almost always the major leader; will usually have one favorite item and then a number of items of lesser power; Sometimes the favored item is a +10 item of great power.
10-13	+10 bonuses; often have several lesser items.
6-9	+5 bonuses; Orc spell casters are very rare but will often have some special item (e.g., x3 spell item, protective devices, etc.).
0-6	+0 bonuses; very rare spell casters might possess a spell adder.

10.4 SKILL AND LEVEL BONUSES

The Skill Bonuses Based on Level Chart on page 112 provides level bonuses based upon the amount of a character's level bonus: +0/lvl, +1/lvl, +2/lvl or +3/lvl (see *MERP* Section 2.4 and Table BT-6, and *RM/ChL&CaL* Section 4.0, Section 5.21, Section 14.22 and Table 15.72). After 20th level this chart assumes that the "+1/lvl" bonuses only increase at a rate of +.25/lvl, the "+2/lvl" bonuses increase at a rate of +.5/lvl, and the "+3/lvl" bonuses increase at a rate of +1/lvl. These increases may vary depending upon the optional rules used by a specific GM (e.g., +0/lvl above 20th level for "+1/lvl" and "+2/lvl" bonuses).

This chart also provides skill rank bonuses based upon the average number of "ranks/lvl" developed by a character: "2 ranks/lvl", "1 rank/lvl", or a rank every two levels (i.e., ".5 rank/lvl"). These bonuses assume a +5/rank bonus for ranks 1-10, +2/rank for ranks 11- 20, +1/rank for ranks 21-30, and +.5/rank for every rank over 30. See *MERP* Section 2.31 and Table BT-4, and *RM/ChL&CaL* Section 3.1 and Table 15.22.

11.0 MISCELLANEOUS

11.1 CONVERTING FANTASY HERO

Fantasy Hero from Hero Games is part of the Hero System family of role playing products. It uses a significantly different combat and spell system from those found in *MERP* and *Rolemaster (RM)*. The conversion of characters and creatures from one system to the other requires some mathematics but, if you play *MERP/RM* or *Fantasy Hero*, the task should not present a great obstacle.

11.11 SKILLS AND SKILL BONUSES

MERP/RM skills can be translated to *Fantasy Hero* skills by simply comparing the name of the skill. Bonuses may be converted by using the following conversion guideline:

$$+10 \text{ MERP/RM bonus} = +1 \text{ FH bonus}$$

11.12 STATS (CHARACTERISTICS)

MERP/RM skills can be translated to *Fantasy Hero* skills by simply comparing the name of the skill. Bonuses may be converted by using the following conversion guideline:

$$\text{MERP/RM stat} = \text{FH stat} \times 5$$

$$\text{FH stat} = \text{MERP/RM stat} / 5 \text{ (with a minimum value of 8)}$$

Thus, a *MERP/RM* character with a stat value from 01 to 42 would have an 8 value for his *FH* characteristic. The following conversion table shows how *MERP/RM* stats and *FH* stats relate:

<i>MERP/RM</i>	<i>Fantasy Hero</i>
ST (Strength)	STR (Strength)
AG (Agility)	DEX (Dexterity)
CO (Constitution)	CON (Constitution), BODY
IG (Intelligence)	INT (Intelligence)
IT (Intuition)	EGO (Ego)
PR (Presence)	PRE (Presence)
AP (Appearance)	COM (Comeliness)
QU (Quickness)	DEX (Dexterity)
RE (Reasoning)	INT (Intelligence)
ME (Memory)	INT (Intelligence)
EM (Empathy)	EGO (Ego)

When two *MERP/RM* stats correspond to one *FH* stat (i.e., DEX, INT, and EGO), use the highest stat. Average *FH* CON and BODY to obtain the equivalent *MERP/RM* CO.

11.13 SPELL CONVERSION

There is no room here to list each of the spell lists and the myriad spell descriptions found in *MERP/RM*, nor is there space to demonstrate how to construct *FH* spells which correspond to them. The easiest approach is to use the following guideline to relate *MERP/RM* spell lists "learned/picked" to *FH* spell-caster Character Points spent on spell construction:

$$1 \text{ MERP/RM spell list "learned/picked" =}$$

$$10 \text{ to } 15 \text{ FH Character Points}$$

Note the common themes of the character's spell lists and spells (e.g., "fire" in the *Fire Law* list) should be retained.

11.14 CREATURE CONVERSION

Use the following equivalences as creature conversion guidelines:

MERP/RM	Fantasy Hero
Offensive Bonus (OB) / 15	OCV
Offensive Bonus (OB) / 10	Damage Class
Defensive Bonus (DB) / 7	DCV
Armor Type (AT) / 2	resistant ED and PD
Armor Type (AT) x 2	total ED and PD
Base Movement Rate / 10	Move in inches per phase
Hits / 10	BODY (min. 10)

When two **FH** stats are given for one relation (e.g., ED and PD for Armor Type), average them before converting to **MERP/RM**. When there are two relations given for one **MERP/RM** characteristic (e.g., OB and AT), calculate both resulting values and the average them for the final value.



WILLIAM HUGGINS

11.2 SELECTED READINGS

Fonstad, Karen Wynn. *The Atlas of Middle-earth*. Boston: Houghton Mifflin Co., 1981. Copyright ©1981 by Karen Wynn Fonstad.

Foster, Robert. *The Complete Guide to Middle-earth*. New York: Ballantine Books, 1978. Copyright ©1971 by Robert Foster.

Tolkien, J.R.R. *The Fellowship of the Ring*. Boston: Houghton Mifflin Co., 1965. Copyright ©1965 by J.R.R. Tolkien.

—. *The Hobbit*. Boston: Houghton Mifflin Co., 1966.

Copyright ©1937, 1938, 1966 by J.R.R. Tolkien.

—. *The Return of the King*. Boston: Houghton Mifflin Co., 1965. Copyright ©1965 by J.R.R. Tolkien.

—. *The Silmarillion*. Boston: Houghton Mifflin Co., 1977.

Copyright ©1977 by George Allen & Unwin Ltd.

—. *The Two Towers*. Boston: Houghton Mifflin Co., 1965.

Copyright ©1965 by J.R.R. Tolkien.

SKILL BONUSES BASED LEVEL CHART

LEVEL BONUSES				SKILL BONUSES		
Level	3/lvl	2/lvl	1/lvl	2 ranks /lvl	1 rank /lvl	.5 rank /lvl
0	0	0	0	10	5	0
1	3	2	1	20	10	5
2	6	4	2	30	15	5
3	9	6	3	40	20	10
4	12	8	4	50	25	10
5	15	10	5	54	30	15
6	18	12	6	58	35	15
7	21	14	7	62	40	20
8	24	16	8	66	45	20
9	27	18	9	70	50	25
10	30	20	10	72	52	25
11	33	22	11	74	54	30
12	36	24	12	76	56	30
13	39	26	13	78	58	35
14	42	28	14	80	60	35
15	45	30	15	81	62	40
16	48	32	16	82	64	40
17	51	34	17	83	66	45
18	54	36	18	84	68	45
19	57	38	19	85	70	50
20	60	40	20	86	71	50
21	61	40	20	87	72	52
22	62	41	20	88	73	52
23	63	41	20	89	74	54
24	64	42	21	90	75	54
25	65	42	21	91	76	56
26	66	43	21	92	77	56
27	67	43	21	93	78	58
28	68	44	22	94	79	58
29	69	44	22	95	80	60
30	70	45	22	96	80	60
31	71	45	22	97	81	62
32	72	46	23	98	81	62
33	73	46	23	99	82	64
34	74	47	23	100	82	64
35	75	47	23	101	83	66
36	76	48	24	102	83	66
37	77	48	24	103	84	68
38	78	49	24	104	84	68
39	79	49	24	105	85	70
40	80	50	25	106	85	70
41	81	50	25	107	86	71
42	82	51	25	108	86	71
43	83	51	25	109	87	72
44	84	52	26	110	87	72
45	85	52	26	111	88	73
46	86	53	26	112	88	73
47	87	53	26	113	89	74
48	88	54	27	114	89	74
49	89	54	27	115	90	75
50	90	55	27	116	90	75
51	91	55	27	117	91	76
52	92	56	28	118	91	76
53	93	56	28	119	92	77
54	94	57	28	120	92	77
55	95	57	28	121	93	78
56	96	58	29	122	93	78
57	97	58	29	123	94	79
58	98	59	29	124	94	79
59	99	59	29	125	95	80
60	100	60	30	126	95	80
60+	+1 /lvl	+.5 /lvl	+.25 /lvl	+1 /lvl	+.5 /lvl	+.25 /lvl



PRODUCT LISTING



Look for these I.C.E. and Hero product lines at your favorite retail outlet! Each of the role playing systems is supplemented with a variety of support material.

Middle-earth Role Playing

Middle-earth Role Playing (MERP) is perfect for the novice as well as experienced gamers. Designed with faithful attention to Tolkien's world, *MERP* provides rules covering combat, magic, professions, and everything necessary for adventuring in Middle-earth. *MERP* is the perfect lead-in to the more complex *Rolemaster* system.

Rolemaster

I.C.E.'s classic FRP system. A complete set of advanced, realistic, & sophisticated rules. The components of the *Rolemaster* System can be used separately with most major FRP systems.

Space Master

The ultimate adventure frontier is brought to life with I.C.E.'s Science Fiction Role Playing system. A complete game in one box, *Space Master* provides everything necessary to run a realistic, richly detailed science fiction campaign.

IQ (Iron Crown Quarterly)

In the immortal tabloid format, the IQ is sixteen pages packed with advance product info, inside ICE stuff, humor, occasional fiction and reviews, and featured *MERP/Rolemaster/Space Master* material!

These fine products are sold at better retail outlets worldwide. Ask for them at your favorite store...or order directly from us. VISA & MASTERCARD orders call (800) 325-0479. VA residents, Canadians and overseas customers call (804) 295-3917. Please make phone orders during business hours: 9AM-5PM, Eastern Standard Time, Mon.-Fri. Allow 4-6 weeks for delivery.

Champions the Super Role Playing Game™

Don't just read comic books! Recreate your favorite hero or design your own the way you want!

Danger International

Jump into modern adventure with fast cars, vital secrets, and high-tech hardware. Play Soldiers of Fortune, Secret Agents, Detectives or Investigative Reporters!

Fantasy Hero

Fashion your own fantasy universe of Epic Adventure! Bring to life your favorite character from fiction or create your own exciting hero.

Adventurer's Club Magazine

The mag for Hero Gamers! The articles and columns are dedicated to expanding and improving the already fine line of Hero Games. And there's a read-to-play adventure in each issue!

LORDS OF MIDDLE-EARTH™

VOL. III - HOBBITS, DWARVES, ENTS, ORCS & TROLLS

In a fantasy role playing game you become a main character in a fantasy adventure you create. With this character compendium you can meet some of Middle-earth's most exciting figures! Call them forth to add drama and danger to your fantasy campaign. Adventure with Thorin Oakenshield, challenge Bolg the Orc-lord to combat, battle the minions of Rogrog the Troll, or seek help in Fangorn Forest from Treebeard the Ent!

Inside you'll find:

- **HOBBITS**, the furry-footed Halflings with surprising inner strength, like Bilbo, Frodo, Samwise, Merry, and Pippin
- **DWARVES**, the ancient and secretive folk created from stone, including Gimli, Thorin Oakenshield, and Durin the Deathless
- **ENTS**, the slow-speaking herders of trees, including Treebeard, Quickbeam, and the Ent-wife Fimbrethil
- **ORCS**, hideous thralls to Dark Lord, like Azog, slayer of Thrór; Bolg, and Gollum, foe to Bullroarer Took
- **TROLLS**, foul monsters created by Morgoth, including Gothmog, Warlord of the Host of Gorgoroth, and Bert, Tom, and William, who argued over the proper way to cook Dwarves



LORDS OF MIDDLE-EARTH is a series for those who wish to use the major figures from THE HOBBIT and THE LORD OF THE RINGS in their fantasy games. Volume I covers Elves, Maiar, Valar, and the Great Enemies, while Volume II tells of Men. Together these three comprehensive works portray the great figures from each of Middle-earth's varied races.

This volume describes Hobbits, the Little People often ignored in the histories; Dwarves, the Children of Aulë; Ents, the Guardians of the Forests; and Orcs and Trolls, creatures perverted by Morgoth to serve his evil ends. Each is described by appearance, motivation, characteristics, and background. Game statistics for the MERP and Rolemaster game systems are included. These stats can be easily converted to most major FRP systems.

© 1988 TOLKIEN ENTERPRISES. THE LORD OF THE RINGS and THE HOBBIT and all characters and places therein are trademark properties of TOLKIEN ENTERPRISES, a division of ELAN MERCHANDISING, INC., Berkeley, CA. No unauthorized use permitted.

Printed in U.S.A.

St. #8004



ISBN 1-55806-052-9

