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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.

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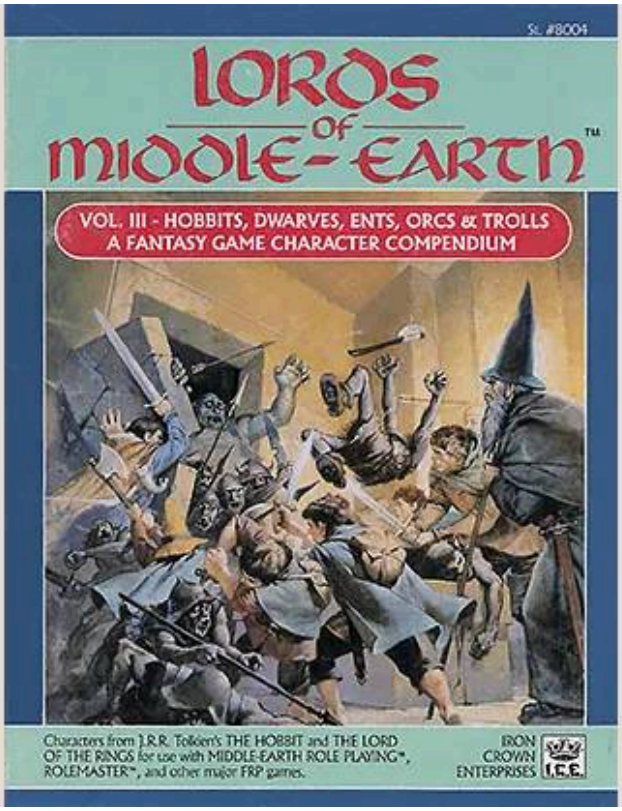
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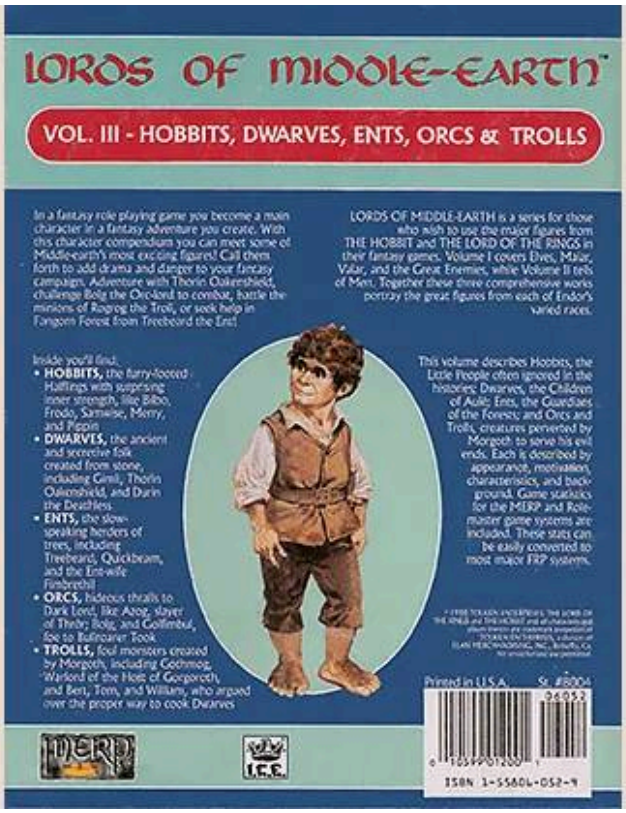
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• TROLLS, foul monsters created by Morgoth, including Gothmog, Warlord of the Host of Gorgoroth, and Bert, Tom, and William, who argued over the proper way to cook Dwarves
This volume describes Hobbits, the Little People often ignored in the histories; 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.
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Introduction



Foreword

Fantasy role playing is akin to a living novel where the players are the main characters. Under the guidance of a referee, or "Gamemaster," 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 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.

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., Fair Elves versus Grey Elves). 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.

None of the characters in Lords of Middle-earth is 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.

A Note on the Temporal Setting

The material is written from the point of view of a Third Age or Fourth Age setting. Although most of the characters described began their lives before the Third Age, many survive through or beyond the time of the War of the Ring. In some cases, these figures will be discussed in the present tense for, after all, this supplement deals with immortal beings.

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.

Abbreviations

The most commonly used abbreviations are listed here alphabetically according to subcategories.

Game Systems and Supplements

Abbr.	Supplement
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

Abbr.	Name
Hob	The Hobbit (Ballantine ed.)
LotR	The Lord of the Rings (Houghton Mifflin ed.)
LotRI	The Fellowship of the Ring (Ballantine ed.)
LotRII	The Two Towers (Ballantine ed.)
LotRIII	The Return of the King (Ballantine ed.)
Sil	The Silmarillion (Ballantine ed.)
UT	Unfinished Tales (Houghton Mifflin ed.)

Authorized Publishers

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

Character Stats

Abbr.	Name
Ag	Agility (RM and MERP)
Co	Constitution (RM and MERP)
Em	Empathy (RM)
Ig	Intelligence (MERP)
It (In)	Intuition (RM and MERP)
Me	Memory (RM)
Pr	Presence (RM and MERP)
Qu	Quickness (RM)
Re	Reasoning (RM)
Sd	Self Discipline (RM)
St	Strength (RM and MERP)

Game Terms

Abbr.	Name	Abbr.	Name
AT	Armor Type	**PP**	Power Points
Crit	Critical strike	**R or Rad**	Radius
D	Die or Dice	**Rnd or Rd**	Round (10 second period)
DB	Defensive Bonus	**RR**	Resistance Roll
D100	Percentile Dice results (01-100)	**Stat**	Statistic or Characteristic
FRP	Fantasy Role Playing	**bp**	bronze piece(s)
GM	Gamemaster	**cp**	copper piece(s)
Lvl	Level (experience or spell level)	**gp**	gold piece(s)
MA	Martial Arts	**ip**	iron piece(s)
Mod	Modifier or Modification	**jp**	jade piece(s)
NPC	Non-player Character	**mp**	mithril piece(s)
OB	Offensive Bonus	**tp**	tin piece(s)
PC	Player Character		

Middle-earth Terms

Abbr.	Name	Abbr.	Name
A.	Adûnaic	**Kh.**	Khuzdul (Dwarvish)
Be.	Bethteur (Silvan Elvish)	**LotR**	The Lord of the Rings
BS.	Black Speech	**Or.**	Orkish
Cir:	Cirth or Certar	**Q.**	Quenya
Dn.	Daenael (Old Dunael)	**R.**	Rohirric
Du.	Dunlending	**Rh.**	Rhovanion
E.	Edain	**S.**	Sindarin
El.	Eldarin	**S.A.**	Second Age
Es.	Easterling	**Si.**	Silvan Elvish
1.A.	First Age	**T.A.**	Third Age
F.A.	Fourth Age	**Teng**	Tengwar
H.	Hobbitish (Westron variant)	**V.**	Variag
Har.	Haradrim	**W.**	Westron (Common Speech)
Hob.	The Hobbit	**Wo.**	Wose (Drúedain)
Kd.	Kuduk (ancient Hobbitish)		

Key to the Table Entries

Codes · The statistics given in the tables describe the physical capabilities of each character; a more detailed description of the characters can be found in the main text. Some of the codes are self-explanatory: Lvl (level) Hits, Sh (shield), and Mov M (Movement and Maneuver bonus). The more complex codes are listed below.
AT (Armor Type) · The two-letter code gives the being'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) · The given defensive bonuses include stat bonuses, shield bonus, 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 Defection, 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" indicates "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:

Abbr.	Name	Abbr.	Name
ba	Battle Axe	**ma**	Mace
bo	Bola	**ml**	Mounted Lance
bs	Broadsword	**pa**	Pole Arm
cb	Composite Bow	**qs**	Quarter Staff
cl	Club	**ro**	Rock (Large Crush)
da	Dagger	**rp**	Rapier
fa	Falchion	**sb**	Short Bow
ha	Hand Axe	**sc**	Scimitar
hb	Halberd	**si**	Sling
hcb	Heavy Crossbow	**sp**	Spear
ja	Javelin	**ss**	Short Sword
ky	Kynac	**th**	Two-Handed Sword
lb	Long Bow	**ts**	Throwing Star
lcb	Light Crossbow	**wh**	War Hammer
lk	Long Kynac	**wm**	War Mattock
wp	Whip		

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.).

"MAsw" or "Msw" stand 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; and "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 both types of Martial Arts (Rank 4). This code is usually reserved for special characters such as Maïar and Valar.

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

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 Maïar—reside in Ea. The Ainur are also called the Holy Ones, the Singers, or the Spirits.
Aman · (Blessed Realm) The continent west of Middle-earth, across the Belegaer (Great Sea). It contains Valinor (the home of most Valar and Maïar and many Elves), mainland Eldamar, and the Halls of Awaiting (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 north-westernmost 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 Timeless Void (Nothingness).
Eldamar · (Elven home) The portion of the Undying Lands which includes two parts — (1) the mainland lowlands east 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 · (Ekkaïa) 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). Endor is 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. "Khazad") Although fashioned by the Vala Aulë before the awakening of Men, this hardy but short race came into Endor after the Second born. 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.
Maïar · (Q. sing. "Maïa") The lesser Ainur who entered Eä as servants of the Valar. (See Section 5.0.) 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."
Maier · (sing. "Maie") The female Maïar.
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. "Orosuli") 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.)
Númenór · (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, Númenór was occupied by the High Men (Edain) who called themselves Númenóreans. These Men were the ancestors of the Dúnedain race. Númenór literally means West Land and was the westernmost home of mortal Men.

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.
Shetflands · The coastal lands between the Mountains of the Wind and the Encircling Sea in southeastern Middle-earth. Includes Lochas Drus, Ka’ish, Arg-Símorig, and Ruuriik.
Undying Lands · Sometimes considered synonymous with Aman, it includes Aman and Tol Eressëa. Its inhabitants—Elves, Maïar, 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. There were originally fifteen Valar; however, Melkor (Morgoth) fell from grace, leaving seven male and seven female Valar. The eight called the Aratar are mightiest. (See 4.0.) Morgoth’s name was never again spoken by the Exalted and he was counted as the greatest of the Great Enemies. (See 7.0.) 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.
Valier · (sing. “Valië”) The seven female Valar.
Valinor · (Land of the Valar) The region in eastern Aman which is the home of the Valar, most of the Maïar, and the Vanyar Elves. It lies west of Eldamar and its capital is Valimar.
Walls of Night · The utterly black mountain bounds which encircled Arda prior to its reformation in Second Age 3319. These walls marked the edge of the world and the only exit was at the Doors of Night in the farthest West. The Gates of Morning in the farthest East served as the only entry.
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.

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 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 LotRII 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.*

Converting Statistics

When using this module with your FRP campaign, be careful to note all the non-player character statistics before beginning play.

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	11
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	3
2	–20	–4	4	2
1	–25	–4	4	2

A Note on Stats Above 102

MERP and Rolemaster 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., Maïar, 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).

PP/level

Stat	Bonus	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.

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.

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.

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, conditioning, physique, etc. Note that the vast majority of systems include strength as an attribute.
- **Agility**: dexterity, deftness, manual skill, adroitness, maneuverability, stealth, dodging ability, litheness, 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, judgment, alignment, wisdom, mana, magical prowess, bardic voice, etc.

- **Reasoning**: intelligence, learning ability, study ability, analysis rating, mental quickness, logic, deductive capacity, wit, judgment, 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, presentiment, 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.

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 1.32 above. Note 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 NPC, note his character class (or equivalent under your system), and compute any offensive bonus (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 1.37.
4. **Armor Types** given are based on the following breakdown:

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

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

1. **Defensive bonuses** are based on the NPC's quickness bonus as computed on Table 1.32. 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).

Converting Spells and 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.

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.

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 seven yields + 35); **d)** · For skill levels eleven through twenty the additional bonus is +2 (e.g. skill level nineteen yields + 68); **e)** · For skill levels 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.

Rolemaster Skills in LOMEII

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 LOMEI 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.

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

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

Abbr.	Name	Carac.	Type
Acro	Acrobatics	AG/QU	Secondary Skill
Act	Acting	PR/EM	Secondary Skill
ADef	Adrenal Defense	none	Primary Skill
Admin	Administration	RE/PR	Develop as Meditation
Amb	Ambush	none	Primary Skill
AMov	Adrenal Moves	PR/SD	Primary Skill, 5 kinds
AnimH	Animal Healing	EM/RE	Secondary Skill
AnimT	Animal Training	EM/PR	Develop as Herding
Appr	Appraisal	RR/ME	Develop as Music
Arch	Architecture	RE/EM	Develop as Mathematics
AthG	Athletic Games	ST/AG/QU	As Acro. (Fighters. at 1/4)
BDev	Body Development	CO	Primary Skill
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 Retching
Dance	Dance	AG/IN	Secondary Skill
Dipl	Diplomacy	RE/EM	Develop as Falsification
Div	Diving	SD/AG	Secondary Skill
DSp	Directed Spells	AG	Primary Skill
FAid	First Aid	SD/EM	Secondary Skill
Fals	Falsification	SD/RE	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
Het	Fletching	AG/SD	Secondary Skill
Lead	Leadership	PR/RE	As Acting (Fighters 1/3)
LI	Linguistics	none	Primary Skill
LWork	Leather-working	AG/RE	Secondary Skill
MAst	Martial Arts Strikes	ST/ST/AG	Primary Skill
MAsw	M.A. Sweeps&Thr.	AG/AG/ST	Primary 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
S&T	Strategy & Tactics	IN/RE	As Frenzy (Fighters 1/3)
Sail	Sailing	EM/IN	Secondary Skill

Abbr.	Name	Carac.	Type
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
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.

Dwarves



Aka: Kh. *"Khazâd"*; *Naugrim*; the Stunted Folk or Stunted People; S. *"Nogothrim"* or *"Noegyth"* (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 carry 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 Children's 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.

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.

A History of Durin's Folk

Durin 1 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 Kibilnala, which feed the river: they camped in the vale that surrounded the water source.

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, f or 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-zâram, 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 f elm 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 eastern-most 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 a 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 towns 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 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 metal craft. 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 (heir 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 Dwálin). 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 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 plan 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 all the ford called Sam 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 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 Orcs 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 rivaled—and often surpassed—the Dwarves in the arts of smith craft. 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 Nauglamír, the Sack of Menegroth, and Battle of Sam 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 b deal with the Grey-elves. For the first time, disputes with the Noldor became a problem, and strife spread.

Eregion's leaders—notably Celebrimbor, 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 fix 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, Celebrimbor, 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, Celebrimbor'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, Celebrimbor 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 Celebrimbor. 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, Celebrimbor 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 Dark Lord assembled his host and prepared for war. Then, in S.A. 1693, armies poured out d Mordor and crossed the Anduin, driving westward. Celebrimbor 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, Celebrimbor 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. Celebrimbor fought to the end, but Sauron and his Orcs captured, tortured, and then executed the Master-smith. After sacking the treasuries 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 Eärendil—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 a t Lond Daer by the mouth of the River Gwathló. A series of battles followed, and the High Men of Númenór—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 make 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 lad 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 &sites of the Dwarf—kings. Overtime, their fascination with crafts and precious things became an unquenchable obsession that grew into a greed for gold, silver, ad jewels. Items of wealth and power became the focus of Dwarven life, and those that denied the Naugrim such riches frame 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 neighbor's ad 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 Fries marched into remote lands in quest of new hoards. The vitals of the world passed them by. Númenór colonized and conquered vast lands in Middle-earth, only to fall prey to the Dark Ow'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 Condor in Middle-earth. In turn, they allied with the Elves and crushed the Lord of the Rings, thus ending the Second Age. Large 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 millennia, 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 fur 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, fad t 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 Mona.

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 NM as his only companion.

Thrór's second journey took him north, and then east over the Redhorn Pass to Dimrill Dale. His object was Mona. 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. NM—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 ahead. 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 melt 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 Mirrormere. 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 Din (Ironfoot) sliced off Azog's head with a red axe. What was left of the Ore 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.

Dáin 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, bathe 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 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 â€" the first who was not also Lord of Durin's Folk â€" 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 signaled 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 run off, 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 Min. 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 â€" and the body of Gandalf â€" 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. Damn 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.

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. *"Mablâd"*). 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 Thrár 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 Khazad 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 Sinda 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 Khazad, demeaning their race and calling for them to lay down the necklace and to leave Doriath, The Dwarven smiths responded by slaying the Sinda 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 Sinda Army led by Thingol's Captain, the powerful Elf-lord named Mablung. The Khazad 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 Sinda 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 infra-Dwarven strife ended their peace. An argument between King Thelór XIV and his brother Thulin resulted in a brief, bloody civil war. Thulin slew his overly proud (even by Dwarven standards) lord and laid claim to the throne. He was, in turn, murdered by 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 Namagalûz. 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 Ruuriik

The last two of the tribes, those of the **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 Tumarkhazad 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 Tumarkhazad 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 Tumarkhazad 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 Tumarkhazad forests impede travel by large peoples.

The Kharhd is a hairy, short-legged beast remotely related to the Bison. Thriving in the dark Tumarkhazad 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-nodes, it was crisscrossed 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. *"Orostili"*). 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. Bis, might marry King Drúin. Excited at the prospect of wedding the talented, brilliant, and beautiful Bis, 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 Faliodukam. By S.A. 714 the Line of Barin held sway above the swift-moving stream that divides Walled Land.

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 Khalarazilin 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 Ahulë were stored within Khalarazurn, for the temple's stones were fused to each other and to the underlying basalt, and the structure seemed imperishable.

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 Auld 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. ln 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 an 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. Muar, 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 Zigilûk 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.

Zigilûk 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.

Zigilûk 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 Coming of Muar

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 Bain, the High-king of Ruuriik, that a Giant had seized control of the forested lake lands northwest of the Orosúli. He had no idea that the Umli 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 Ahulë, 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 Funds old uncle. Barin's People fared better, although King Drárin (the Fool) perished in a vain assault on Múar's Troll-guard near the Brûl Faliodukûm. 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 Gum'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 Bain, 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 (Ahulë) 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.

Dwarven Nature



All Dwarves are descendants of the Seven Fathers, the original lords crafted from the earth by the Vala Aulë. Born of Aulë'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 Aulë Mahal (Kh. "Maker"): the giver of life, sculptor of mountains, and master of crafts.

Aulë conceived the Khazad 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 unswerving 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 my 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"; "Kbazâd = "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.

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.

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 Núis and became a never-to-be-forgotten model of Khazâd culture. Dwarven armies under Airrand Balli (the second and third sons of Naug and Núis) 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 Horl invaders. Throughout Naug's reign, a fine library of lore and craft was founded and secreted deep in the halls of Mahal's City. k was a time to grow and be merry; it was a time to hoard riches.

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. Nulls' concern with ritual and rites caused a blossoming of piety among both the Sixth and Seventh Tribes (Drúin's and Barin's Folk) and lent strength to the warriors of Naug throughout the wars that sparked the realm. Núis 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 Orocami 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-dim.

The Quest for the Hammer

Naug was born of the union between Orí and the Dwarf Lord Galin (known as Galin Drúinakh) — 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, bat few actually aspired to; only the Lord of Fullagrod stood above him on the Council of the House of Drúin 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 Ruud& in T.A. I, 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, them 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 Drúin'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: Zigum, 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 Drús, 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 Khuzdul 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.

Durin's Folk

No House of the Khazad 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 blazed Libraries of Erebor and Khazad-dam. It is true that they carry themselves with assurance and beating, 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 cowled 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 trim work. 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-dam,"

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 unrivalled 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-dûm 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 chum 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 whines 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 is 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 gone-carver, since they vary between a handful of pounds and a number of Ions 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 forger 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-melees and exhausting brawls. Dwarves take challenges, even playful ones, very seriously.

With the advent of a war, then, the Khazad simply change the rules of the contest and resolutely face their foes. Coolly, 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 ʻeft. 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 accoutrement 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 arc 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 enruned 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 roots.

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 arc 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 Condor, 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 Khazad enjoy healthy exchange. They are hard bargainers who revel in any debate that involves money or precious goods, and their steady flow of craftwork requires strong markets.

Dwarven Characters 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 T beside their names are illustrated in this work.

Azaghâl

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

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; 79; Pr-84: Appearance: 70.

Skill Bonuses: Climb74; DTrap78; PLock82; Perc65: Rune75; BDev75; Cave83; Chem68; Craft85; Gamb68; Med90; Smith96; Stone101; Track78; Trad55; TrapB86.

A Dwarf-lord of Belegost, Azaghâl was the eldest son of King Dwálin, 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 Ores, 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 Ores 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 Drain the Proud). Profession: Animist. Home: Burskûdekdur; later Ruuriik. Aka: Balli Stonehand, Balli, the Selfless, Demon-slayer, Balli the handsome: Balli Most Forgiving; Múar's-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; Cn-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 Lien (S. "Blue Mountains") in S.A. 2680. Named for Balli the Rash, his life parallels that of the Founder of Ruuriik or 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 Fella 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 Fella 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 Dwain's Folk

and Balli and Fella 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 Satin's Folk, Balli's kinsmen, who were virtually imprisoned in a delving in the mountains of northern Ruuriik. The fearsome Balrog Mbar 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 Dwarf—realm of Ruuriik. The enraged Nazgûl ordered dozens of Balli's Folk captured and killed before Balli's eyes. Yet Balk 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 guilt" 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 rounds meditation) to summon "presence of Mahal (Aulë)," enabling the 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 Water-walking enable the wearer to walk on calm water as if walking at -25.

Balli's Special Powers

Spells · 69 PR Base spell OB is 23; directed spell OB is 45. Balli knows all Animist and Open Channeling lists to 20th level (MERP), or 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; I g-78; It-72; Pr-67; Appearance: 68.

Skill Bonuses: Climb58; DTrap75; PLock77; Perc60: Rune71; BDev68; Cave72; Chem72; Craft70; Gamb64; Med58; 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 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-ed; 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; Craft65; Gamb66; Med61; Smith74; Stone74:Track64; Trad56; TrapB72.

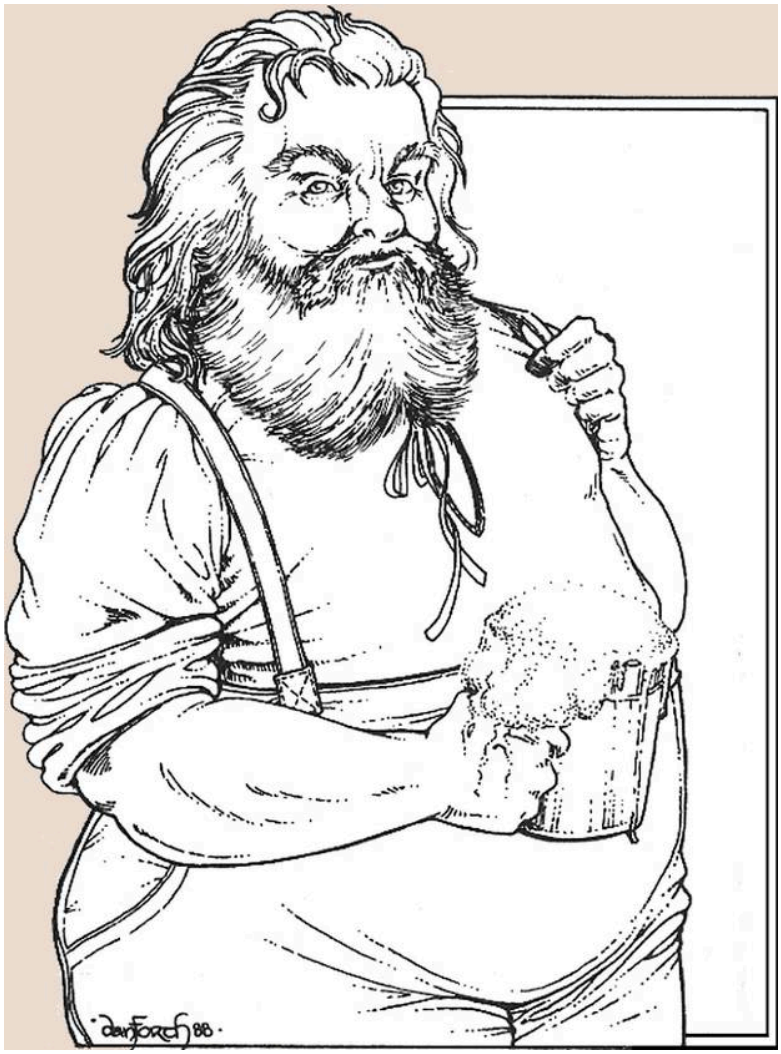
Like his companion Bifur (detailed above), Bofur was a clarinet-tooting member of Thorin and Company. Although a descendant of the Dwarves of Khazad-dûm. Bofur was not of Durin's line. After the death of Smaug in T.A. 2941, Bofur lived in Erebor.

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; Ig-60; Pr-55; Appearance: 36.



Bombur

Skill Bonuses: Climb12; DTrap52; PLock44; Perc67: Rune64; BDev11; Cave41 Chem65; Craft56; Gamb64; Med45; Smith53; Stone51; Track24; Trad45; TrapB42.

With his companions Bifur and Bofur and Thorin Oakenshield, the obese Bombur fell into Bilbo Baggins's 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 Win 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; Craft72: 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-34; Ag-78; Co-39; Ig-79; It¬82; Pr-65; Appearance: 71.

Skill Bonuses: Climb78: DTrap80; PLock81; Perc61; Rune70; BDev76; Cave75; Chem70; Craf74; Gamb74; Med67; Smith72; Stone130; Tracked; 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-82; Pr-77; Ag-96; Co-100; Me-91: Re-34; SD-90. **MERP Stats**: St-101: Ag-96; Co-100; IR-87; It-84; Pr-77: Appearance: 73.

Skill Bonuses: Climb81: DTrap86; PLock33; Perc76; Rune81; BDev85; Cave84; Chem84; Craf81; Gamb82; Med67; Smith34; 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 Warder'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 an RR versus Essence. RR failure results in the 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 the wearer to kick a foe as if wielding a mace.
Cape · +10 Cape of Protection. Water—and windproof, it provides the wearer with + 10 RR and AT bonus.
Read Hob 290–291; LotRIII 443–444, 443–449,450, 463; See ICE's Mirkwood 109.

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-93; 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: DTrap136; PLock133; Perc176; Rune181; BDev102; Cave184; Chem95; Craft181; Gamb95; Med145; Dipl85; Smith184; Stone136; Track182; Trad78; TrapB136.



Durin I

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), Dunn 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 thousand 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 Dunn.

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 the wielder up to 777 away and does double damage.
Read LotRI 1411-412: 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; Craft81; 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 (Azanulinbar 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 PI/20) wears as chain mail (AT Ch/15), adds +10 to the wearer's RR.
Battle-axe · A +15 Axe of Shield-slaying which, 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 the 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-I00; 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; Craft21; Gamb32: Med60; Smith24; Stone26; Track55; Trad78; TrapB47.

Heir of Drúin'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, Múar, and to free the Tribe of Barin from the Fire-spirit's deadly grip. In the struggle, Múar 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 steadying 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 Drúin'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 reluctant 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 P1/20) wears as chain mail (AT Ch/15), adds +20 to the 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

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.



Gimli

A valuable and able member of the Fellowship of the Ring (TA. 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 stay 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 Laden since Durin's Day, an extraordinary honor. On the mission, Gimli befriended both Legolas and Lady Galadriel, who was so moved by the Dwarfs 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 Wes.

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 (Aragon 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 k 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 I.C.E.'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; Trad58; 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. lust 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 Pl/20) that wears as soft leather (AT SL/6). Also, 14 Dwarven symbols on shield; see Durin l's Principal Items above for explanation.
Shield · +20 plate armor (AT Pl/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 Hoannûrath 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 Auris Shug in T-A- 280. According to legend, the Hammer slipped from Naug's grasp and plunged into a chasm the moment before Auris 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 Pilafs, 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 Dank 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 Channeling 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 hilt 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 Fred Luin. Aka: Second of the Seven Lords of the Stone Hammer.

RM Stats: St-99; Qt-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; lg-90; It-99; Pr-89- Appearance: 89.

Skill Bonuses: Climb91; Swim55; Ride70; DTraps107; PLocks77; S&H87; Perc85; Rune49; S&W49; Chan77; Amb28: L17; 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 Khazad (and later the Lord of Belegost)- 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: Ardanien, 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; ln-85; Pr-82; Ag-92; Co-91; Me-89; Re-86; SD-82. **MERP Stats**: Sr-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 11 was born in T.A. 2746. He was the eldest son of the Dwarf-king Thráin 11. 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 11 moved his followers to the Blue Mountains (S. "Ered Luin"). When his father disappeared on a journey to Erebor in T.A. 2845, Thorin IT was crowned King of Durin's exiled Folk.

For nearly a century, Thorin 11 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 Hobbies possession of both courage and wisdom, is one of Middle-earth's most moving farewells. Thorin 11 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 Ores.

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. "Moon-fire"). 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.

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

Azaghâl 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 Barak-shathur (located east of the headwaters of the river Cartier') 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 I.C.E.'s Mirkwood 47, 126.*

B

Báin* · Lvl: 15. Bain was the fourth King of Ruuriik and the fifth Lord of Drúin's House. Son of Brain the Clumsy or Brain the Echo, Bain 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. Bain 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, Bain 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, Báin III was the son of Dain 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. Báin 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.
Balm* · Lvl: 13. Third son of Thalin, Balin never recovered from envy of his brothers, the High-lord Rain and King Báin 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 IL Imprisoned from time to time, Balrim nevertheless managed to live 200

years and left a sizable legacy to Damn.
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, Bali 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. Bath 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 easternmost 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) Silver eye 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 H 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 SA. 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 Mablâd 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 Bar in (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. Bofor 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, Bohr 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 Brain the Echo, Brain the Clumsy was the son of Throrin 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 Gum 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.

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 of 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

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 a mother to both Fill 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.*

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 Drain), 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 Druinin 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* · DA: 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 sterns from Drúhar 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 arid 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.

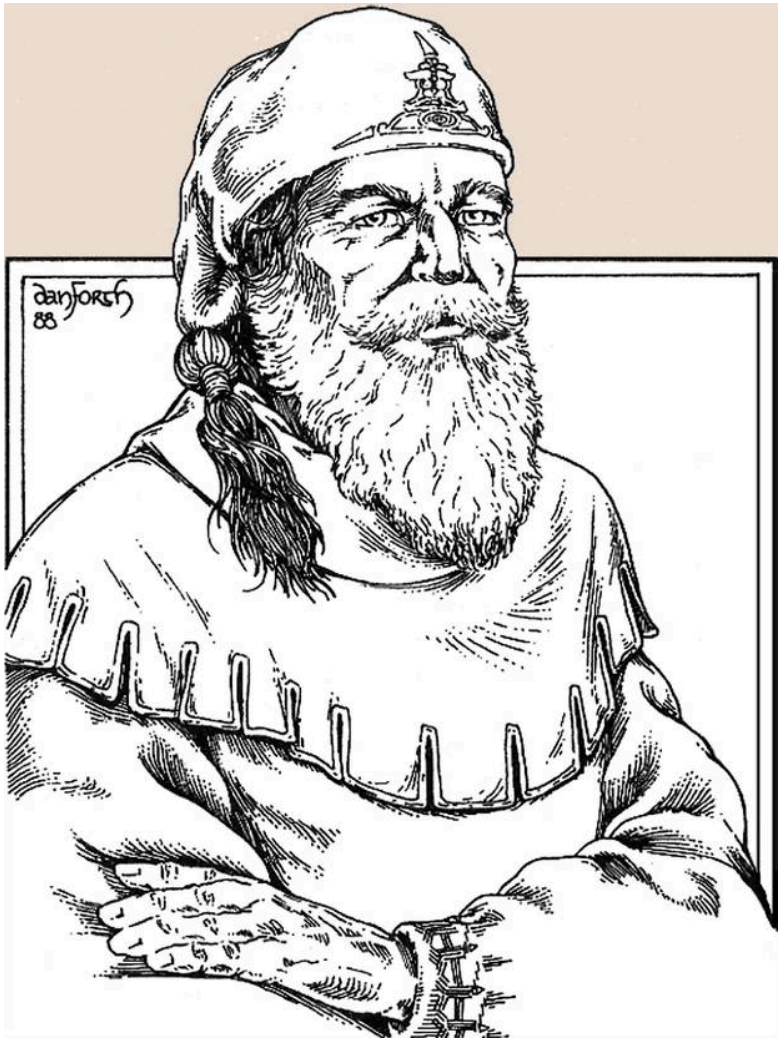
Drúin the Younger* · Lvl: 25. Drúin was born in the Chey lands around S.A. 625 and led his people into the East after his father's death in S.A. 673. He was the second King of Drúin's House. Founder of the Walled Kingdom of Ruuriik, Drúin followed Balli and boldly led his tribe to their new home high 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's 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 Faliodukûm. 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.
Drúnin Orc-Slayer* · Lvl: 17. A valiant warrior and savior of his homeland and tribe, Drúnin 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. Drúnin fell in an 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 700s. 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 1500s. 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*.
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 Clifflord, Dwáin was a vain and shiftless lord who left no legacy of note.
Dwálin · Lvl: 9. Second son of Fundin, Dwálin was born in T.A. 2772 and was one of the few Dwarves who formed part of Thorin and Company to live into the Fourth Age. After the cleansing of Erebor, Dwálin 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 Bonin and fathered Fundin and Groin 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.



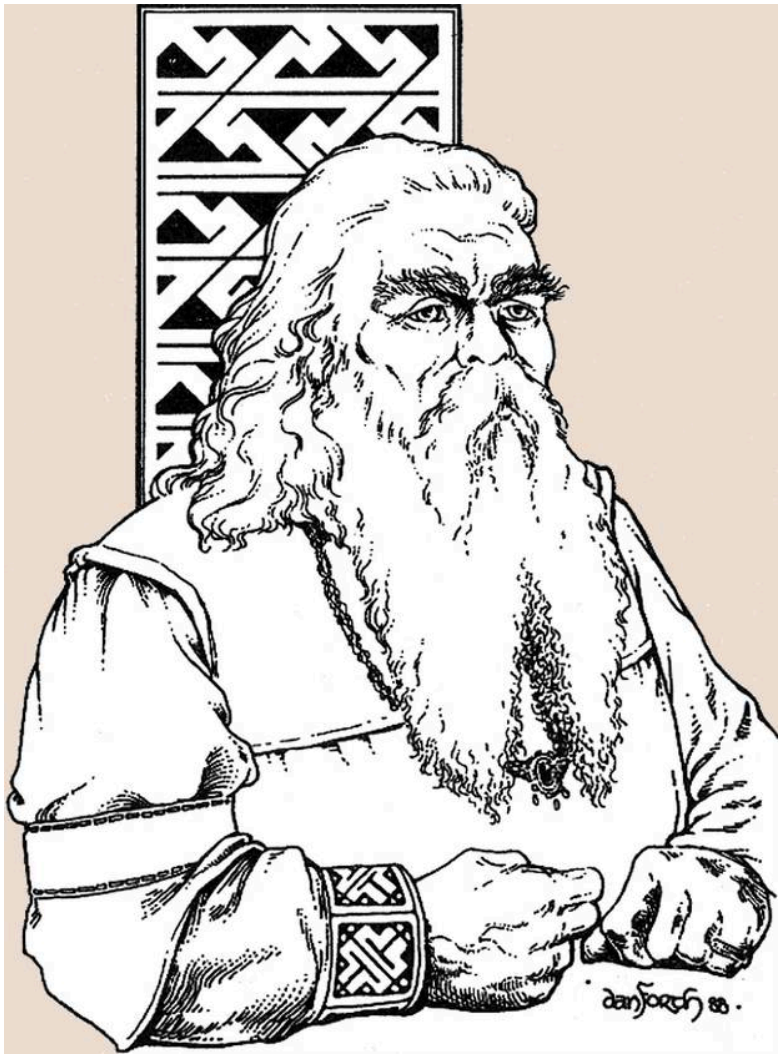
Fíli

Fíli · Lvl: 14. Born in T.A. 2859, Fíli lived a short (by Dwarven standards) but heroic life. Of Durin's line, the fiddle-playing Fíli could proudly claim Dís as his mother and called Thorin II "Uncle." At the Battle of Five Armies, in 2941, Fíli and his brother Kíli 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 hack 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.*
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 Ûlthug.
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 climate. *Read LotRIII 440, 450.*
Frúhar* · Lvl: 16. Son of the Dwarf-lord Gurh 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 Dwálin 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 Groin

Glóin, Son of Groin · 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 traveled (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 Drúin 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 Thorin.
Gróin · Lvl: 11. Of Durin's line, Gróin was Farina's son and fathered Gin 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.
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's 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 Baring. 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, Gum 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, Kaolin 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; LotRIII 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 gray for an ornate set of stoneware. He was the unfortunate son of Freri.

L

Líli · Lvl: 7. A Dwarf of Barin's House, betrayed his cousin Balli by selling Balli's battle plan to the agents of Khamûl the Nazgûl. Khamûl in turn captured Balli. Líli was later 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 LotR 14, 19.*

N

Náin · Lvl: 12, Son of Grór (of the House of Durin), Náin was the father of Win 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 Throrin, 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 LotRII 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 Burin's Bridge. *Read LotRI 419.*

Nár* · Lvl: 14. Second son of King Drúin the Younger, Nár grew up in the vast caverns of Ruuriik under the sway of his older brother, Thrórin, 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.)

Nar Thrór's-Friend · Lvl: 11. An old and trusted companion of King Thrór's, Nar was unceremoniously sent by the Orcs inhabiting Khazad-dam 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 stone wright, 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.*

Orí · Lvl: 13. The flute-playing Orí 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, Orí 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, a must-reading for every Dwarf. *Read Hob 9, 13; LotRI 302, 418; LotRIII 450.*

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, 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 Dwálin, 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 Sam Athrad. His nephew Thrúr became second King of Thrár's Folk.
Threlin · Lvl: 27, Threlin 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 7 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 tinny 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 1; LotRIII 440-441, 450.*

Thrórin II · Lvl: 14. A Lord of the eastern House of Drúin, Thrórin was Bofur's son and brother to the heroic Dwarf-maiden, Durí the Rider. Thrórin 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 Sam 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 Thrár).

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 Noegyth Nibin



Aka: Petty-dwarves; (S. *"Nibin Naugrim"*); (S. *"Nibin-noeg"*); (Dun. *"Ta-Fa-Nilch"*); (Beffraen *"Cam-Pryf-y-er"*, "Crooked Worms"); (Beffraen *"Byan-Hager-Barf-y-er"*, "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 BrórGrimfist, 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, from, 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. Br& 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, Khîm, Zrór, and Ibír also left the city. Most grievous of Brór's sister's daughter, Thíst, followed the exile into the Wilderland. 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 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 shown 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, losing 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. 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-dwarfs 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 Dorlomin, 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 Húrin's son was revealed to him again by the helm, and the Enemy sent spies to encircle Amon Rûdh again.

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-dwarfs 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: Húrin son of Galdor. Mîm challenged the stranger, but Húrin 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, Húrin 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 so journeyed 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 Thin 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 forth is lack by excelling in herb cultivation and lore; although crusty, a wise woman of the Noegyth Ni b in 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 Khazad, 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 n of 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 h ai r 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, ands wimple covers their hair. The typical weapon is along 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 Aulë by the Noegyth Nibin. In the autumn, when the leaves are wrinkled mid brown on the trees, Petty-dwarves hold a festival called Hohl-ar-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 goose feathers 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 misted from green wood into chairs, tables, and divans. Their last residences losing 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.

Petty-Dwarven Character Glossary

Brór*

Lvl: 25. **Race**: Noegyth Nibin (Petty-dwarf). **Profession**: Warrior/Fighter. **Home**: Tumunzahar, later Nulukkizdin. Aka: the Grimfist.

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-; It-77; Pr-99. Appearance: 67.

Skill Bonuses: Climb30; Track90; S&H72 ; DTrap94: Perc50; Lead68; Arch78; Cave86; Lyre88; MetLr62; Mine30; PSp40; Rapl35; RMas45; SetTr56; Masonry35; Stone Carving50,

Legends of ancient times fascinated Gror 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 v s. 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**: Noegyth 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 Ores. 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-Dwarves' 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; For-56; Lead88; Med84; Flute96; PSp82; Star-64; 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 hobbits 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 Ainulindalë, 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: Qu-89; Em-99; In-101; Pr-94; Ag-87; Co-98; Me-92; Re-91; SD-97. **MERP Stats**: Ag-87; Co-98; Ig-92; It-101; Pr-94. Appearance: 13.

Skill Bonuses: Climb25; DTraps60; PLocks60; S&H13 ; Perc80; Rune90; S&W60 ; Chan40; Amb20; Speed60; Strength50; Appr80; Cave80; Cont50; Cook40; Fals56; FAid64; Flet60; For68; Lead70; RMas68; Sig6S; 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. They always sought an isolated site where they might delve deeply and live hidden from all outsiders under the earth.

Miffli was horn 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, Miffli 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-Wang, but their numbers were few. Settled at last in a home of their choosing, they died, one by one. But Miffli lived on, far past the lifespan natural to his kind. His ring granted him immortality—at a price. Although undying, Miffli did not cease to age. His limbs grew evermore 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 eta 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-Lisch by the Dunlendings.

In the spring of T.A. 164, Miffli aided the Hillman Mong-Finn in a Dunnish rebellion against the Dúnedain. 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 Fear spell (range 100′); controls the iccronite nuggets and the Ta-Fa-Lisch (Petty-Dwarven ghosts).
Chain shirt · Composed of primitive bronze ring mail, it is crumbling to dust; +15 DR
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 short sword 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 Nulukkizdin. 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, Minn. 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 compel 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 Húrin, Turin's father, at the threshold, claiming the Elven hold as his own. Húrin chastised 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 Húrin's sword.

Mîm 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.

Thíst*

Lvl: 18, **Race**: Nogoth Nibin (Petty-dwarf). **Profession**: Animist. **Home**: Tumunzahar, then Nulukkizdin. 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.

Petty-dwarven short description glossary

Dheben* · 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 Raider 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 clan leader 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 BrórGrimfist 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 Khîm 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.
Khîm* · Lvl: 16. *Aka: Steadyhand*. Khîm 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 Khîm'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 them might bring gold or even true-silver to light beneath the Rast Vorn. See ICE's Raiders of Cardolan 23, 29, 30.
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. Sec 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 slave masters 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 Thíst 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 Nulukkizdin, 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 Nulukkizdin, Zrór's smith-craft won renown, for his genius guided the sculpting done to this new cavern home.

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 unparalled foragers. Subsisting on edible plants that others might never even see, the Umli utilize virtually every gift offered by the land.

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 Au les 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 trimeated 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 ostentatious 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 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 hand 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 craft-work, 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
Fosír-Tasír	Sasir, Dír*	Woodland	Umtasir	7*
Dumalir	Mulir	Taiga	Umulir	2
Ular-Shi	Dunirl, Tii	Taiga	Ular	2
Shasir	Sashar	Woodland	Shardac	1
Ushahir	Ushashasir	Tundra	Umli	2

† Dialects of the Umitic language.

* Portions of the six Lats in Dir 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 Umlat, only the Sashir ever succumbed to the strength of Morgoth. Terrorized by the demonic Lassaraukar (Q. "Demons of the Leaves"; Leaf-demons sing. Lassarauko"; "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.

Umli Character Glossary

Ucin*

Lvl: 24. **Race**: Umli (Father of the Ushashir). **Profession**: Ranger. **Home**: The Valley of Ushashir 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; LiI2; AMov25; ADef20; BDev16; Acro30; Act20; Cont25; Cook35; Dance40; Div35; FAid50; Med50; Mus20; Nav85; RMas30; Row5; 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 Hildo 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 nicked and then slew her. Lamthanc then ate the fallen Hildo 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 Bróin (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 he shunned by Second born and Dwarf born alike."

Together, Ucin and Baís had three children: Ucas, Urái, and Ulaphel IL 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).

Uncaphel*

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-50. **MERP Stats**: St-79; Ag-99; Co-60; Ig-90; It-99; Pr-78. Appearance: 29,

Skill Bonuses: Climb50; Swim45; Ride35; S&H130 ; Perc75; S&W55 ; Chan40; DirSp45; Amb2; Lil12; 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.

Uncaphel was the twin sister of Ucin, and the daughter of the Hildo Bard Sinuphel and the Dwarf-lord Khazí. She, like her twin brother, one of the first of the Umli or Half-dwarves.

Uncaphel bore a Hildo 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 Uncaphel'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 among 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.

Uncaphel'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 Uncaphel was only fourteen. Uncaphel's brother Ucin exacted revenge and drove Lamthanc northward across the Iron Mountains, avenging his mother's death. These tragic events destroyed Uncaphel'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 Umli Umlati.

Uncaphel married a Lossadan hunter named Aluenda about ten years after Sinuphel's demise. Their union produced two children—Ancanli and Unkûs—the mother and father of the Fosír-Tasír and the Dumalir (respectively).

Uncaphel'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.

Uncaphel's Special Abilities

Spells** · 44 PP. Base spell OB is 22; directed spell OB is 45, Uncaphel 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**: Umli (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; Ride2O; 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 millennia 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 Umli 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 Lussaraukar. He awakened the Leaf-demons during the winter of T.A. 1051–1052, and the creatures struck the Umli the following spring. Ulas recorded the attack in his journal:

"They came as sixty, led by one standing some ten feet in height. And they were cruel beyond hate. Utter evil impelled them, and death flowed in them woke, as their cool green coats blended among the boughs the great trees. Few occur' 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 Umli-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 Warder'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 3 rds),

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.

Dwarven Characters List



A list of all the known Dwarves from Middle-Earth.

Major Dwarves

Name	Lvl	Hits	AT	DB	Sh	Gr	OH	OB	M	Notes
Azaghâl	21	131	Pl/19	50	Y15	(A/L)	45wh	125ha	0	Warrior/Fighter, Dwarf-lord of Dwálin'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 Dwálin's Folk and Thorin's Co.
Bofur	10	105	Ch/14	25	N	(A/L)	135ha	105hcb	5	Warrior/Fighter, Of Dwálin's Folk and Thorin's Co.
Bombur	6	60	Ch/12	10	N	N	80ha	65ma	0	Warrior/Fighter, Of Dwálin's Folk and Thorin's Co,
Borin	17	125	Pl/20	65	Y15	(A/L)	160ha	100sp	5	Warrior/Fighter, Cohort of Thrór 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	(AIL)	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; refound 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 Dwálin's House, Hammer-keeper.

Name	Lvl	Hits	AT	DB	Sh	Gr	OH	OB	M	Notes
Thorin II	27	175	Pl/20	77	V15	(A/L)	175ha	165hcb	10	Warrior/Fighter, “Oakenshield,” King, Durin’s Folk.

Other Dwarves

Name	Lvl	Hits	AT	DB	Sh	Gr	OH	OB	M	Notes
Azaghâl	12	124	Pl/20	55	Y10	(A/L)	135wh	l00hcb	5	Warrior/Fighter, Lesser Lord, Iron Hills.
Báin	21	177	Pl/20	60	Y20	(A/L)	19Owh	160ha	5	Warrior/Fighter, King of Drúin's Folk.
Báin	15	115	Pl/20	50	Y15	(A/L)	170wh	105sp	0	Warrior/Fighter, King of Drúin's Folk. Son of Bain.
Báin II	17	125	Pl/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 IV	25	163	Pl/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	Pl/19	50	Y15	(A/L)	175ha	110sl	5	Warrior/Fighter, "Golden-eye." Of Drúin's Folk.
Balli the Rash	14	127	Pl/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	Y5	A	95ha	85sl	5	Ranger, Of Drúin's Folk. Son of Balli Goldeneye.
Balrim	12	113	RL/10	30	Y5	L	7Sha	60sp	10	Ranger, Frúhar's son. Ring x3 PP mult. 24 PP.
Barin	35	130	Pl/20	90	Y40	(A/L)	215wh	210wh	10	Warrior/Fighter, "The Scarred." Father of 7th House.
Barin II	27	115	Pl/20	70	Y25	(A/L)	195wh	175wh	5	Warrior/Fighter, Heir of Barin North-king.
Barin III	21	120	Pl/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. 28 PP.

Name	Lvl	Hits	AT	DB	Sh	Gr	OH	OB	M	Notes
Bofur	7	65	Ch/12	15	N	N	8Oha	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 Drain’s Line, a son of Fulla II.
Bróin	16	112	Pl/20	65	Y15	(A/L)	15Oha	100sp	0	Warrior/Fighter, King of Drúin’s Folk.
Burin	14	97	SL/6	40	Y	L	6Oma	35sl	5	Animist/Cleric, Mace +4 Chan. sp. adder. 28PP.
Brúin the Faint	14	114	SL/5	35	Y	N	50ma	20sl	10	Animist/Alchemist, Of Drúin’s Line. 42PP.
Dáiu	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/12	40	Y10	N	125ha	85sp	5	Scout/Rogue, Only son of Drarin 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 Drain.
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 Thrain 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-

Name	Lvl	Hits	AT	DB	Sh	Gr	OH	OB	M	Notes
										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, Drain'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 Drain II; military leader.
Drúin	13	131	Pl/18	5	N	A	140ba	115sp	0	Warrior/Fighter, "The Deranged" Of Drain's Line.
Drúin II	14	149	Pl/19	35	Y5	(A/L)	160ha	145sp	5	Warrior/Fighter, Son of Drain and King of Ruuriik.
Drúnin	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	I	(A/L)	100wh	75sp	0	Scout/Rogue, Dwarf-maiden of Drain's Line.
Dwáin	12	95	Ch/13	55	I	N	75wh	65sp	0	Animist/Alchemist Of Drain's Line. 24PP.
Dwálin	9	100	Ch/14	60	I	(A/L)	90wh	75sp	0	Warrior/Fighter, Of Durin's Line and Thorin's Co.

Name	Lvl	Hits	AT	DB	Sh	Gr	OH	OB	M	Notes
Dwálin	43	191	Pl/20	40	N	(A/L)	230ba	225wh	0	Warrior/Fighter, Father of the Third House.
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 Bonin. Of Durin's House.
Farin	10	111	RL/9	10	N	N	80wh	65sp	10	Ranger, Son of Drús. King of Barin's Folk.
Fíli	14	122	Ch/14	35	N	N	110ba	95wh	0	Warrior/Fighter, Of Durin s Line and Thorin's Co.
Flói	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)	12Oba	110hcb	5	Warrior/Fighter, Dáin I's 2nd son.
Frúhar	16	127	Pl/20	45	Y10	(A/L)	125ba	110hcb	5	Warrior/Fighter, Son of Gurh II and father of Balrim.
Fulla	17	138	Pl/20	50	Y10	(A/L)	140ba	125hcb	5	Warrior/Fighter, King of Dáin'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.

Name	Lvl	Hits	AT	DB	Sh	Gr	OH	OB	M	Notes
Glein	12	135	Pl/20	45	Y10	(A/L)	130ha	9Owh	10	Warrior/Fighter, King of Barin's Folk.
Glein II	14	144	Ch/13	45	Y10	N	145ha	101hcb	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	N	155ha	110hcb	10	Warrior/Fighter, Fourth son of Grís, Drain'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	90ha	80ha	15	Warrior/Fighter, Pretender in Drúin's House.
Gror	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	135s1	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	90heb	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.
Kalin	15	150	Pl/20	55	Y15	(A/L)	145ha	135sl	10	Warrior/Fighter, Betrayer of Drúin's Folk.

Name	Lvl	Hits	AT	DB	Sh	Gr	OH	OB	M	Notes
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	110ha	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.
Nar	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	7Oha	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.
Orí	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	105hch	10	Warrior/Fighter, "Cliff-lord." Armorer, Drúin's Folk.
Thalin	17	145	Pl/20	45	Y10	(A/L)	145ha	110hcb	5	Warrior/Fighter, King of Drúin's Folk.

Name	Lvl	Hits	AT	DB	Sh	Gr	OH	OB	M	Notes
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	89	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.
Thrír	17	150	Pl/20	60	Y15	(A/L)	165ha	125hcb	5	Warrior/Fighter, 2nd King, 2nd Line, Drúin’s Folk.
Thrír 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.
Thrír	28	164	Pl/20	40	N	(A/L)	200ba	19Owh	0	Warrior/Fighter, 2nd King, Thrír’s Folk.
Thrór	14	155	Pl/20	55	Y10	(A/L)	155ha	135hcb	5	Warrior/Fighter, King of Durin’s Folk in Exile.
Throrin 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/11	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.

Major Petty-dwarves

Name	Lvl	Hits	AT	DB	Sh	Gr	OH	OB	M	Notes
Bróir	25	161	Ch/13	65	Y	L	195ba	175wh	10	Warrior/Fighter who founded Nulukkizdin.
Ibûn	20	127	SL/7	25	N	N	110bs	80sl	5	Ranger of Bar-en-Danwedh.
Khîm	18	100	No/2	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.
Thíst	18	100	No/2	20	N	N	50da	—	5	Animist, uses spells, not weapon, in combat.

Other Petty-dwarves

Name	Lvl	Hits	AT	DB	Sh	Gr	OH	OB	M	Notes
Dheben	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	4Oba	—	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	9Opc	10da	10	Warrior/Fighter, Miners' clan leader.
Zorn	12	60	SL/7	20	N	N	5Oba	15sl	5	Animist, from Tumunzahar.
Zrór	11	115	Ch/16	30	Y10	N	115fl	115ha	0	Warrior/Fighter, from Tumunzahar.

Umli

Name	Lvl	Hits	AT	DB	Sh	Gr	OH	OB	M	Notes
Ucin	24	170	RL/10	55	Y30	(A/L)	75ha	130ja	5	Ranger, First Umli Lord of the Ushahir.
Uncaphel	22	118	RL/10	65	Y35	(A/L)	90ba	40sp	10	Animist. First Umli Lord of the Fosír-Tasír.
Ulas lost	23	143	Pl/18	10	N	N	145ha	170sp	5	Warrior/Fighter. Umli Lord of Fosír-Tasír.

Ents



Aka: Treeherds; the Earthbora; S. *"Onodrim"*; 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.

An Overview of the Ents

Quiet and slow, awesome and strange, the Ents are the most powerful of Era'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.

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 Khazad 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 bom 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, anoun. 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 Derhdingle, 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 hierarchy, 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 rambling 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 Dwarvish 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 shipbuilders 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 tea.se 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 millennia 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 traveled beyond its boarders. 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 Homburg, the Ore 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.

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." —LotRII, p. 83.*

The Ents are the Treeherds 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 of ten 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 today, 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 numing 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 also paid 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 hierarchy, 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 concent 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 unintended 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 imbiber 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 bowl, 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 he 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 slats 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 thicked 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 unnoted 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.

Entish Character Glossary



We have chosen a limited number of Entish characters to focus upon in some detail.

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 receeded, Men came to learn the ways of the Ent-wives, and the fields stood golden with com. 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 fleeter Ent-wife.

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

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, Stonel04, Subd86, Track78, Weal10.



Fimbrethil

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 seventoed 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 comers 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 Critical s 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, Cheml24, 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 welt 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, HerbMastery 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 on a rerolled on Super Large Criticals table.
Read LotRII 97–98. See ICE'S Ents of Fangorn 19, 45.

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; ln-93; Pr-94. Appearance: (99).

Skill Bonuses: AdDef80. Amb92, AnimH85, AnimT89, Chem110, Climb80, For102, Fren96, Herblore90, Herd106, Sing72, Star88, Stone102, Subd84, Track100, Weal10, Woodcrqft120.



Quickbeam

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, lithe-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 · 35 PP, knows all Ranger Base lists to 30th lvl, and Purification, Concussion's Ways, Weather Ways, Spell Defense, Locating Way, and Lore to 10th lvl.
Entish Strength · Can stomp with 130 OB or throw large rocks with 120 OB. Criticals achieved on are rolled on Super Large Criticals table.
Read LotRII 109–111. See lCE'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, Weal10, 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, Weal18.

Skinbark, along with Treebeard and Leaf lock, 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 tree-herds 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 PP. 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 on are rolled on Super Large Criticals table.
Read LotRII 97–98. See ICE's Ents of Fangorn 19, 45.

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

Treebeard, the great guardian of Fangorn Forest is, aside from the Maïar, 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. Noone 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 ail 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.

Entish Short Description Glossary



A series of short descriptions covering the majority of the Ents in the lore of Middle-earth.

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.
Elmlimb the Impetuous* · Lvl: 27. A contemporary of Fimbrethil, Elmlimb traveled 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.
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.
Palebirch* · Lvl: 28. An Ent-maiden of incomparable beauty and grace, Palebirch disappeared in eastern Endor in mid-Second Age.
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 Rootcouncil has scattered more nuts across Middle-earth than all other tress combined, a tribute to his age and fecundity.

Entish Characters List



A list of all the known Ents from Middle-Earth.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Barkmaster	31	340	Pl/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	Pl/19	30	N	N	190HBa	180HGr	20	Treeherd
Limbkeeper	29	290	Pl/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	Pl/18	40	N	N	180HBa	160HGr	30	Treeherd
Rootcouncil	33	330	Pl/18	25	N	N	150HBa	140HGr	25	Treeherd
Sharpleaf	30	350	Pl/19	25	N	N	160HBa	150HBa	25	Treeherd
Skinbark	45	490	Pl/19	55	N	N	200HBa	170HGr	40	Treeherd
Treebeard	55	556	Pl/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.*

Orcs



Aka: Goblins; S. *"Yrch"* (sing. *"Orch"*); B.S. *"Uruku"* (sing. *"Uruk"*); B.S. *"Snaga"* (Slave); Shadowdwellers; Ent. *"Barárum"* (Treeslayers); Hobgoblins; Servants of Melkor; Sunfearers; Spawn of Utumno.

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 loathsome 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 recount that the Orcs were created from Men, especially the Drúedain, 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 Khazad 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 Maïar 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, hut 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.



Uruk - Orch - Half-Orc

These changes came as a result of Melkor's mis guided 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 cat like 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, Gorhag, Ugluk, and Shagrat. Read LotRI 421; LotRII 20, 61, 441; LotRIII 155, 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. Storage 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.*
Glamhoth · 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 Sil 360; 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.*
Gorgún · 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 LTales1 75, 236–237.*

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 Beleriand

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 where 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 Bladorion. 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 Bladorion. There they encircled and utterly destroyed it within sight of Angband. This was the Third Battle, the "Glorious Battle" ("Dagor Aglareb").

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 (Nírnaeth 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 Maïar, 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 roiled 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 Dor-na-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 harassed 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. Sometime 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 Homburg, 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.

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 Weapon Craft

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 Ones 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 arc 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 Grimbold 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 foot soldiers. 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; LTales2 190, 230, 247.

Wolfriders

Swift and silent, wolf riding 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 Wonos: large fire-breathing, flightless Dragons. Read LT 357–358, 363, 365; LTales2 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-burn for their mobile Wolfriders 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-ungingúrz (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 Himninond, the Lor-uruk-shab occupied the ancient Orc-hold named Tuwurdrog. The Asharag, who held a cavern fortress in the Cirith Auris, guarded Rhûnnish supply trains bound for Angmar.

A garrison at Sarn Goriwing 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.

Orcish	Traduction	Orcish	Traduction
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
Dyrv	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

Orcish	Traduction	Orcish	Traduction
Gul	yellow	**Shirûk**	leaper
Gul	wraith	**Sjuk**	sick
Goltur	boar	**Skagza**	hurt
Goth	lord, master	**Skamma**	scold, revile
Grub	grub	**Skessa**	Troll woman
Gurz	death	**Skrigz**	creep, crawl
Haft	fetter	**Skraefa**	coward
Hai	people, high	**Skugga**	shadow
Hal	slippery	**Sma**	little
Haitz	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		

Orcish Character Glossary



We have chosen a limited number of Orcish characters to focus upon in some detail.

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 t 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

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 and 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;
+15 short how that fires poisoned arrows (range penalties halved).
Read LotRIII 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

Bolg was the strongest son of Azog and succeeded his father as Orc-lord of the North in TA. 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 and 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/ock98, S&H1I8, 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 Storlagga 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 Underdeeps of Barad-dûr. Bolvag 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, +26 RR, 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 I or Bladeturn I 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

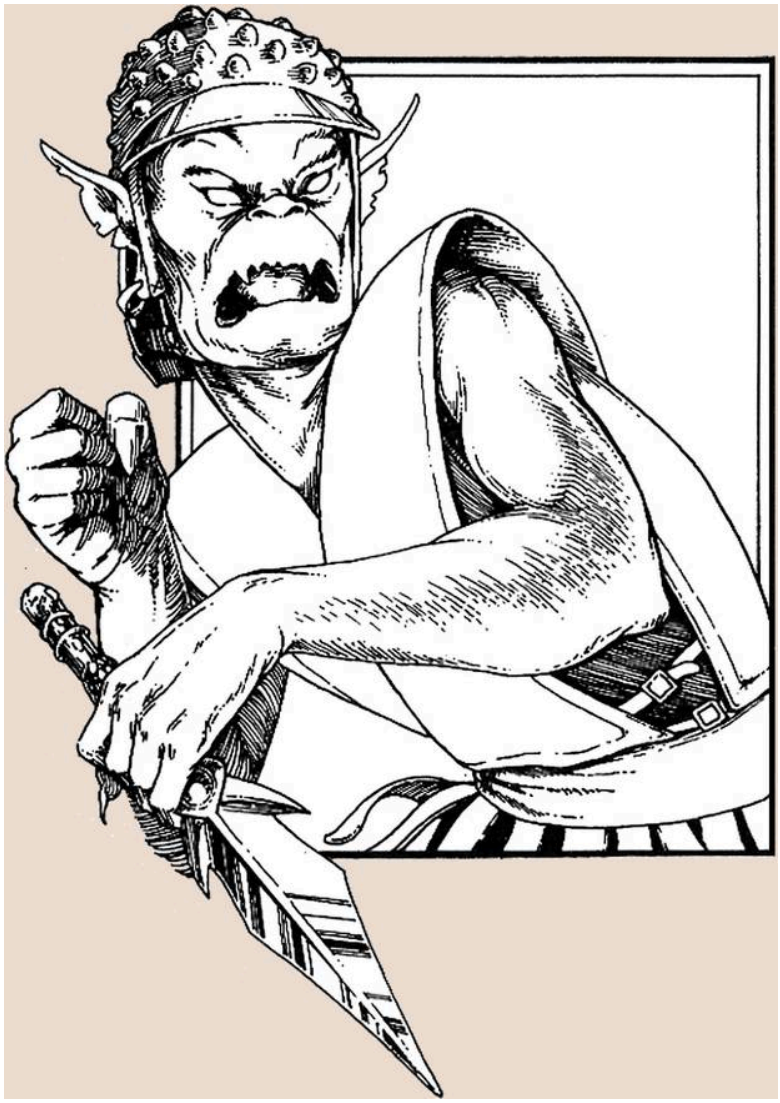
Spells · 90 PP. Knows five Animist base lists and five Open Channeling lists to 20th lvl (MERP) and all Cleric base lists to 20th lvl and all Evil Cleric base lists to 30th lvl (RM).
Senses · Bolvag has acute hearing, scent, and Darkvision (his Perception bonuses are 2x normal for related rolls).

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, DTrap72, Plock52, S&H74, Perc25, Amb5, AMov10, MAst45, FAid25, Fren25, Gamb30, Lead50, S&T74, Subd25, Track30, TrapB20, Trick15.



Golfimbul

Golfimbul was the commander of the Orcs defeated by Hobbits in the Battle of Green-fields (T.A. 2747) in the North-farthing 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 arc 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;
+5 short bow.
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

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;

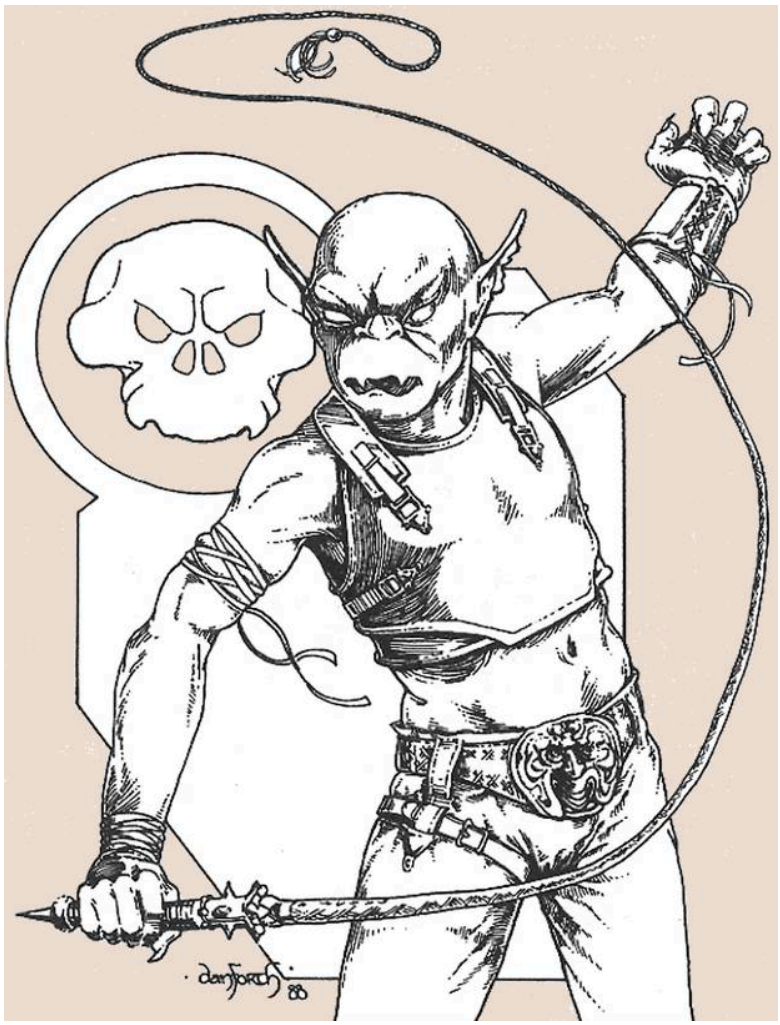
+5 short bow;
+5 chain mail (AT Ch/13);
+5 shield.
Read LotRII 437; LotRIII 223–224. See ICE's Shelob's Lair 29, 37.

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&154, Subd86, Track45, TrapB25, Trick25.



Grishnákh

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 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);
+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.

Lugdush

Lvl 7. Race: Uruk. Profession: Scout/Thief. Home: Isengard (Angrenost).

RM Stats: St-83; Qu-96; Em-69; ln-68; Pr-70; Ag-92; Co-80; Me-50; Re-49; Sd-70. **MERP Stats**: St-83; Ag-92; Co-80; Ig-49; ln- 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 Iris 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;
+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; ln-68; Pr-70; Ag-92; Co-80; Me-50; Re-49; Sd-70. **MERP Stats**: St-83; Ag-92; Co-80; Ig-49; ln-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 light.

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;
+5 leather coat (AT SL/6).
Read LotRIII 222.

Shagrat

Lvl: 10. Race: Uruk. Profession: Warrior/Fighter. Home: Tower of Cirith Ungol.

RM Stats: St-101; Qu-97; Em-60; ln-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 222–225. See ICE's Shelob's Lair 29, 37.

Snaga

Lvl: 5. Race: Orch. Profession: Scout/Thief. Home: Isengard (Angrenost). Aka: Snargah.

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

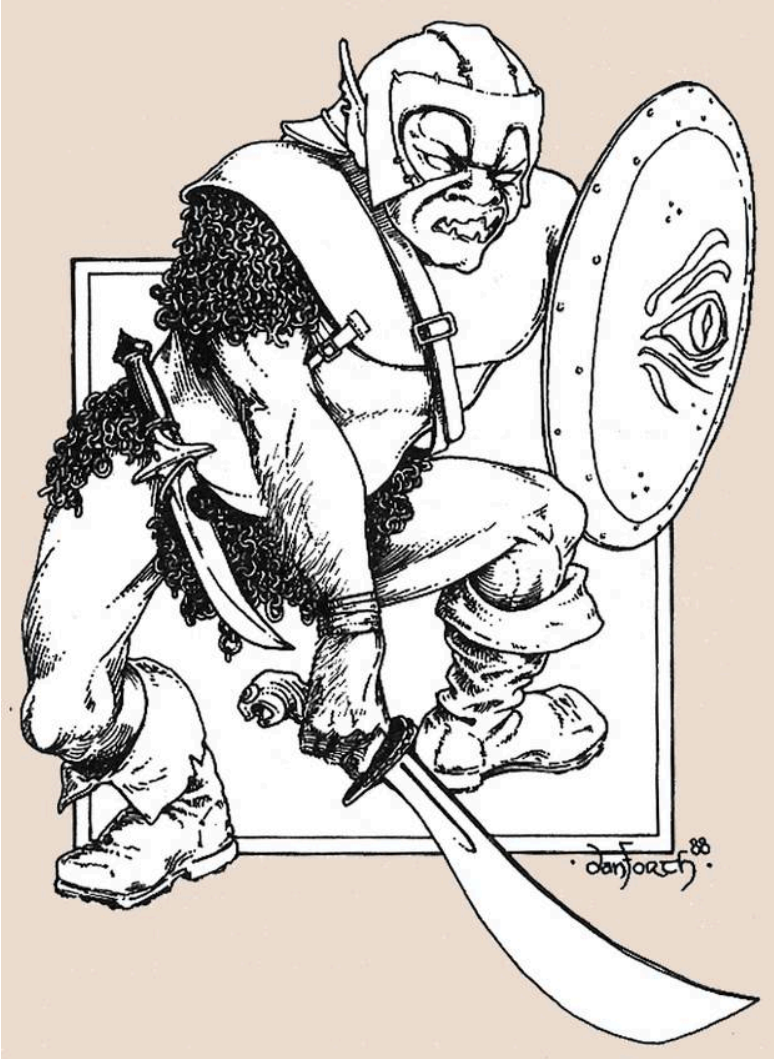
+5 Short bow;
+5 short sword;
+5 leather tunic (AT SL/6).
Read LotRII 67.

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.



Snaga

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;
+5 chain mail (AT Ch/14).
Read LotRIII 222–223, 226–227.

Storlagga*

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 Maïar into Balrogs, he began the dreadful work which gave birth to Orcs. Storlagga was one of the veiny first of his making. Storlagga'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, Storlagga became a primary inculcator of the worship of Morgoth. Part Elf/demon (from the twisting 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"). Storlagga served Morgoth with complete devotion, bending each new generation of tortured Orc-spirits to the worship and service of their horrid master.

Eventually, Storlagga tied 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. Storlagga's further adventures are unknown.

Storlagga'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 Storlagga 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 Storlagga into a wraith. It allows the wearer to cast evil spells at l/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).

Storlagga's Special Abilities

Physical Endurance · Treat Storlagga 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 Storlagga 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 Storlagga to take flight for 1–100 hours).
Appearance · May temporarily assume a fair and awesome form, appearance of 100 (costs Storlagga 1 PP/rd).
Spells · 106 PP. 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).

Storlagga'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 Maïa Fankil LTales1 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, Plock5, 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.

Ugluk

Lvl: 15. Race: Uruk. Profession: Warrior/Fighter. Home: Isengard (Angrenost).

RM Stats: St-101; Qu-87; Em-55; ln-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, Plock35, 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, Meriadoc 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;
+10 chain mail (AT Ch/16).
Read LotRII 60–72, 78–79.

Orcish Short Description Glossary



A series of short descriptions covering the majority of the Orcs in the lore of Middle-earth.

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, Balkhmog 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 Leegrash's band in Rhudaur. *See ICE's Hillmen of the Trollshaws 35.*
Bugrug* · Lvl: 15. Bugrug was the powerful commander of the Barz Thrugrim tribe in Fangorn Forest. His equipment included a +20 Scimitar of Human-slaying (detects good at 50′), AT Pl/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 Ashgurash 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 Shirûk (Or. "Leaper"), or commander of a five-Orc squad called a Bukra (Or, "Claw:). The Shirûks 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, Gaskbuz 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.*



The Great Goblin

Gorron* · Lvl: 4. Orcish soldier of Leegrash's band, Gorron lived in Rhudaur. *See ICE's Hillmen of the Trollshaws 35.*
Gorthok* · 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 Ogrod. 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 Seregromen. 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 Leegrash's band in Rhudaur. *See ICE's Hillmen of the Trollshaws 35.*

L

Leegrash* · Lvl: 7. An effective and clever Uruk, Leegrash 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. Leegrash 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 Tuorin the First Age, Lug suffered the same fate as Balcmeg, Orthrod, and Orcobal. *Read LTales2 181.*
Lurd* · Lvl: 1. An Orcish soldier, Lurd was one of Leegrash's band in Rhudaur. *See ICE's Hillmen of the Trollshaws 35.*
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 Leegrash'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.*
Nargla* · 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 500 gp bounty for his head, based on his thievery and murders "against the soldiery of Ithilien." Nazog was an extremely elusive and clever quarry who earned 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 Leegrash'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 Elthewer (see the entry under Urgubal). *See ICE's Goblin-Gate 24, 37.*

Onefang · 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, Balcmeg, Lug). He was the greatest Orcish King of his time. *Read LTales2 181.*

Orthrod · Lvl: 26. Orthrod was one of four Orc-lords slain by the Adan hero Tuor in the First Age. *Read LTales2 181.*

P

Pochak* · Lvl: 7. Pochak served the Mage Leärdinoth, who resided at Strayhold east of Mirkwood and served as captain of Leärdinoth'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 Leegrash's band in Rhudaur. *See ICE's Hillmen of the Trollshaws 35.*

Rekka* · Lvl: 2. Rekka was a member of Leegrash's Orc-band in Rhudaur. *See ICE's Hillmen of the Trollshaws 35.*

Rhukskâ* · Lvl: 4. Rhukskâ was a warrior of the Scara-hai tribe in Northern Ithilien. He wielded the famous Scara-hai Or-bukar, a clawed club, and was a Shirûk (Or. "Leaper"), the commander of a five-Orc squad called a Bukra (Or. "Claw"). The Shirûks 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 Mithrim. 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 Rhudaurian 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 bejeweled 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

Thergor* · 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 Uruk-ghashvir 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.*
Urfa* · Lvl: 2. Urfa was an Orcish soldier who followed the Uruk Leegrash, 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 Elfhewer, 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 Ch 14). *See ICE's Goblin-Gate 15, 37.*
Urmek* · Lvl: 1. Urmek was an Orcish soldier in Leegrash'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 Leegrash'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 Leegrash 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.

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-Kórlash. As such, he was one of the Karg-Kragór (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.*

V

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 Elfhewer (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.*

Orcish Characters List



A list of all the known Orcs from Middle-Earth.

Major Orcs

Name	Lvl	Hits	AT	DB	Sh	Gr	OH	OB	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 Wanior/Fighler, 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 Wanior/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 Wanior/Fighter, Aka Slugat. Shagrat' s troop.
Storlaga	53	140	RL/12	15	N	N	100qs	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 Wanior/Fighler, Orc-captain from Isengard.

Other Orcs

Name	Lvl	Hits	AT	DB	Sh	Gr	OH	OB	M	Notes
Ashturg	14	175	Ch/14	50	Y15	A/L	170sc	45sb	5	Uruk Warrior/Fighter, Chieftain near Umbar.
Balcmeg	23	182	Ch/16	40	Y20	(A/L)	210bs	128eb	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	30se	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	B5sb	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.
Gamy	2	30	SL/5	15	N	N	55ha	75cb	5	Orch Warrior/Fighter, apprentice Smith.
Gaskbuz	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	50leb	5	Orch Warrior/Fighter, Rhudauran 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.
Ikgor	1	25	SL/5	0	N	(A/L)	25hb	10sb	0	Orch Warrior/Fighter.
Leegrash	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	110lch	10	Orch Warrior/Fighter, 1st Age Orc-lord.
Lurd	1	20	No/1	5	N	N	20ss	15sb	5	Orch Warrior/Fighter, Member Leegrash's band.

Name	Lvl	Hits	AT	DB	Sh	Gr	OH	OB	M	Notes
Lurshas	5	75	Ch/13	35	Y	N	80sc	90sb	10	Orch Warrior/Fighter, Urugâsh 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	Orch Scout/Rogue, Angmarin Assassin.
Maugrath	9	130	Ch/16	25	N	(A/L)	120th	100sp	10	Uruk Warrior/Fighter, Chief of Durbaghash.
Narkga	2	32	SL/8	30	Y	(A/L)	40sp	25sb	5	Orch Warrior/Fighter, Member Leegrash'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.
Nuri	3	45	No/1	25	Y	N	45sc	30sb	5	Orch Warrior/Fighter, Member Leegrash'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	140lch	25	Orch Warrior/Fighter, 1st Age Orc-lord,
Pochak	7	110	Ch/14	15	Y	A/L	120ha	86lcb	-10	Orch Warrior/Fighter, Orc-captain at Strayhold.
Rask	2	37	No/1	25	Y	N	40sc	30sb	5	Orch Warrior/Fighter, Member Leegrash's band.
Rekka	2	25	SL/8	0	N	(A/L)	30sc	25sb	0	Orch Wairior/Fighter, Member Leegrash's band.
Rhukska	4	70	RL/10	0	N	A/L	52ma	37sp	0	Orch Warrior/Fighter, Scara-hai.
Rulthak	6	80	Ch/14	35	Y	A/L	90sc	70sh	10	Uruk Warrior/Fighter, Chieftain of Uroth-burm.
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 Ashgurash on weapons.
Shagtug	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.

Name	Lvl	Hits	AT	DB	Sh	Gr	OH	OB	M	Notes
Thergor	4	63	Ch/13	10	N	N	60ss	45sb	10	Half-Orc Warrior/Rogue, Cardolani Assassin.
Uklurg Ironfangs	13	no	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 Leegrash'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 Leegrash's band.
Utsar	2	11	Pl/17	25	Y	N	35ma	25da	-5	Orch Warrior/Fighter, Member of Leegrash's band.
Uunk	4	71	SL/7	10	N	(A/L)	65wh	35sb	0	Orch Warrior/Fighter. Leegrash'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.

Trolls



Aka: S. *"Tereg"* (sing. *"Torog"*); *"Therengi"*; B.S. *"Ologti"* (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.

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.



Stone Troll - Olog - Pertorog

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 unraveled.

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 hut 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.

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.

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 de 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.

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.

Troll Character Glossary



We have chosen a limited number of Troll characters to focus upon in some detail.

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.

Bert Huggins

Lvl: 7. Race: Stone-troll. Profession: Scout/Rogue. Home: Rhudaur. Aka: Búrat 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.



Bert Huggins

Bûrat the Tongue is known in Hobbit-lore as "Bert Huggins," for he was one of the Hugath tribe of Slone 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 travelers, 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; ln-99; Pr-98. Appearance: 04.

Skill Bonuses: Climb70, Ride82, DTrap50, PLock35, S&H82, Perc90, Amb20, Runes40, Chan30, Ling50, AMov40, MArt35, Gamb25, Strat70, Subd60, Tac60, Track75, Trap35, Trick25.

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 · 80 PP. Knows Essence Perceptions, Essence's Ways, and Unbarring 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

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 Arnorian 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 Cardolani 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 Cardolani 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.

Ûlthug

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.

Ûlthug 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 Nûriag 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, Ûlthug succeeded in killing over thirty Lords during his awful tenure.

Ûlthug'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 comer of up to 90° (within 100′).

Ûlthug's Special Abilities

Spitting** · Ûlthug's saliva is toxic. He can spit up to 100′ (every other round), striking the victim like a +15 Firebolt.

Troll Short Description Glossary



A series of short descriptions covering the majority of the Trolls in the lore of Middle-earth.

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.

A

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.*

B

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 Troll shows 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.*

G

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 Dír 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

Hargrog* · Lvl: 20. Hargrog was the 7′ tall, 450-pound Half-troll Lord of Southern Slayers. Descended from Other 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 Ûsakan and Mûmakan. 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.*

K

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

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 Valaruko'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.*

O

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.

R

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.*

S

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

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.

U

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 two Warlords during the early campaigns of the Army of the Southern Dragon. He commanded the host that conquered Tulwang 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.*

W



William Huggins

Waren* · Lvl: 4. Also known as Waragan the Green, Waren is a Forest Troll of Rhudaur. He followed Toltuk into the mins 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.*

Troll Characters List



A list of all the known Trolls from Middle-Earth.

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, Cameth Brin, Rhudaur
Bulrakur	18	167	Ch/14	35	N	A/L	185ma	115ro	10	Warrior, Olog Chieftain of Uruk-Udun
Burazog	13	185	RL/11	50	Y	(A/L)	l50wh	100ro	0	Warrior, Cave-troll Chieftain of Sharkai
Gothmog	40	240	Pl20	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

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Orkamur	19	217	RL/12	40	Y	N	180fl	165sp	10	Warrior, Olog Captain of Cam 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	451cb	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	Pl/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-Ungingurz
Ulthug	21	225	Pl/19	30	N	(A/L)	180fl	170sp	15	Warrior, Half-troll Lord of Eastern Slayers
Uthcú	24	231	Pl/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.

High Level Characters



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 play¬ing 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 un¬fulfilling sense of futility.

Few things upset play balance like the improper use of high level characters — individuals who dominate the course of action, leav¬ing 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.

Selecting High Level Characters

As its title states, LOME describes "lords," individuals of substan¬tial power and/or impact in Middle-earth's history. These characters are provided in order to give the Gamemaster some thorough background information, but they also serve as a framework for judg¬ing the appropriate level of power for characters of various races, numerous locations, and different temporal settings.

You may, of course, wish to use the characters from LOME as par-ticipants. This can be a rather delicate endeavor. In such case, take into account the following guidelines:

1. **The later the setting, the less powerful the actors** · ICE's Middle-earth products are designed for games set in the Third and Fourth Ages of Endor, eras in which the number and strength of the continent's powerful individuals were con-siderably lower than they were in the First and Second Ages. The further one goes back in the history of Middle-earth, the stronger the characters. Select high level characters accordingly. For instance, a Fourth Age setting in a given locale might be dominated by a few 11th level figures, while

the same place in the Second Age might have been ruled by a dozen or more 20th level characters. The reasons for this situation are many, but the primary factor is that the original fathers of the various Free Peoples were exceedingly strong. The further the line evolves away from these individuals, the weaker the average member of the population. This is particularly the case with races other than Men (although this rule holds very true for the Dúnedain).

2. **The Valar rarely come to Middle-earth** · The Powers of Aman make few visits to Endor and, after the Change of the World near the end of the Second Age, this rule becomes stronger. Vala characters prefer to manifest themselves in¬directly, either through Maia emissaries (e.g., the Wizards), via natural forces (e.g., freak storms), or through dreams (e.g., Elbereth's "visitations" to Elves).
3. **The Vanyar confine themselves to Aman** · The line of the Vanyar Elves historically stayed out of Middle-earth once they settled in the Undying Lands.
4. **As time passes, there are fewer Elves in Endor** · There are many reasons for the slow but steady Elven exodus from Middle-earth. Many Elves long "for the sea," or for the glories of Aman. Others weary of Endor (or even Arda) and either depart for the Undying Lands or die. Still others seek their loved ones across the Great Sea.
5. **More conspicuous individuals attract attention and often danger** · A certain percentage of powerful individuals in¬variably die at the hands of rivals. The ranks of the power¬ful are pruned from within, and often at a faster rate than the influx of new powers can adequately replace.

Keep these factors in mind when determining the type, number, and strength of the powerful characters in your game.

Balancing The Use Of Powerful Characters

Middle-earth is a rich and varied place in which to adventure; but, like any well-developed world, it has been carefully crafted. It is also a modest setting, with relatively few extremely potent inhabitants. The vast majority of its peoples and creatures are low level, and on¬ly a few gifted and lucky figures ever reach 11th level. Fewer still ex¬ceed 20th level. Therefore, a Gamemaster must exercise prudent plan¬ning and a good deal of restraint when adding any of the characters found in LOME.

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 subscribe to a code similar to that of the Order of Wizards (see Section 5.14). Overt power is used on¬ly in defiance of the Balance, for even well-meaning force can disrupt the Nature of Things. Thus, the loyal and Maiar who come to Endor deliberately restrain themselves. They attempt to work with, rather than dominate, lesser folk. Most of all, they avoid drawing attention to themselves out of con¬cern for inflicting fear upon others and out of need to

avoid the watchful eye of any opposition. (Note how the Istari's levels are characterized according to a dual scheme, with their offensive powers only about half to two thirds of their defen¬sive capabilities.)

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. The Elves of Middle-earth, for instance, fre¬quently find themselves drawn to some unswerving doom. Thus, even a powerful Elf's life may run its course toward a particular end, regardless of the Elf's attempts to divert Fate. The details of his destiny may not be dictated, but the result might be unavoidable. A Gamemaster can use this fac¬tor to preordain certain "balancing" results for Elves of great power, especially in the case of Elven Non-player Characters.
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 otherwise incorporeal Ainur take forms. This means that they must suffer from some of the weaknesses inherent in their adopted bodies (e.g., emotions like greed and jealousy). As a result, the Ainur who operate in Middle-earth act at a reduc¬ed level of effectiveness. (See Section 5.12 and note how the Istari's levels were reduced when the Wizards took forms and entered Endor.)
4. **Strength deteriorates over time** · Even among the immortals, the use of power can drain an individual over time. This is particularly true of renegade Maia and Vala characters who use massive amounts of power outside the context of Eru's thought. Unsanctioned and unrestrained, these out¬bursts of energy sap strength, making the character more and more dependent on outer means of support (e.g., items of his own creation). The loss of power may be enough to pre¬vent an otherwise incorporeal spirit from changing form. So, a powerful figure who has been around for a long time may well be weakened during his long stay.
5. **Power attracts power** · Powerful individuals tend to con-centrate, either to unite their strength, or to combat one another for control. This means that high level characters often impact only indirectly in most areas. In addition, a display of power may attract opposition from other well- endowed figures and can be unwise. For instance, Sauron no doubt enslaved or eliminated most of his significant opposi¬tion in many areas of Middle-earth. Thus, the powerful often hide their strengths.

These hints provide the Gamemaster with some reasons why high level characters might not operate at their peak of power. This means that there are some built-in checks implicit in any Middle-earth set¬ting. A Gamemaster need not feel compelled to avoid powerful characters simply because of their potential impact.

Generating High Level Characters

High level characters invariably produce a significant affect on the game's setting and situation, so it is important to make sure that they are reasonably well detailed. At the very least, the Gamemaster should develop the character's (1) stats; (2) background and personality; (3) skill and level bonuses; and (4) equipment.

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, since high stats give an adventurer a much higher probability of surviving for a long time. Second, characters sometimes attain high levels because of their racial makeup, as in the case of Vala and Maia characters. These groups may have some inherent stat bonuses (e.g., Elves) or they may have across the board additions to the stats themselves. For instance, we suggest that Vala characters receive a + 50 addition to some or all of their stats (as we have done in LOME). Maia stats should be increased by +25.

> *Example: Where a Man's stat is 97, a Maia would receive a 122. A Vala character would then have a stat of 147. (See Section 3.4 for bonuses based on stats, including stats above 102.)*

Background And Personality

A character's background colors his outlook and provides "depth" to his personality. For Player Characters, a background facilitates both role playing and the adoption of clear goals.

High level characters, of course, tend to have a long and/or ex¬citing past which demands some sort of documentation. The most important points to consider when designing a background are (a) race; (b) culture; (c) place, environment, and circumstances of birth; (d) childhood and adolescent experiences; (e) family orientation; and (f) adult experiences.

Once a character's background has been outlined, address his per-sonality, keeping in mind that the background should have some bear¬ing 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. Then, play with the specifics, such as preferences and prejudices, loves and fears, strange mannerisms, and so on.

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 im-portant for high level characters because they normally have had the time and opportunity to accumulate quite a few items. In most cases, the GM can assume that the character has access to most normal, non-magic equipment.

The best and often the easiest way to generate a character's magic items is for the GM to create and assign the items based upon the nature of the specific character. There is no substitute for a GM's creative mind and his feel for play balance in his game. In this sec¬tion, 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/Creatures & Treasures 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.

Equipment Generation Chart

This chart provides a tool and guidelines for aiding a GM in assigning magic items to a high level character. Remember that all magic items in a game must be allocated with care: it is very easy for magic items to become over-rare or over-abundant. One way to maintain this balance in magic items is to use this chart to make sure that the quantity and quality of the character's items do not fall below or rise above a certain level.

For use with this chart, the GM may modify a character's level due for 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 make a roll (1-100) and then add the following to the character's level to be used on this chart: (roll - 50) / 5, rounding down.

Once a character's level for this chart has been determined, the GM should refer to the the section of the chart corresponding to the character's race. The item characteristics given in the chart are very general and should be fleshed out by the GM based upon the character's nature.

Common Men

PR	Item Characteristics
41-50	+30 bonuses; x6-x8 spell item; special traits; an artifact.
30-40	+20 armor/shield; +25 other bonuses; x5-x6 spell items; special traits.
20-29	+15/+20 bonuses; +5or +6 (with special traits) or x3-x5 spell items; other items with special traits/spells; might have a single +30 item but few others.
13-19	+10/+15 bonuses; x2-x4 or +4 or +5 spell items; +10 item of slaying; spell casting items should be appropriate to level.
6-12	+5/+10 bonuses; x2-x3 or +3 or +4 spell items; might have a single item of great ability (e.g., +15/+20 item, an Orc- slaying weapon, etc.).
4-5	+5 bonuses; x2 or +2 or +3 spell items; if spell casting or special items are owned their powers/durations should be reduced.
0-3	+0 bonuses; x2 or +1 or +2 spell items; perhaps a single +5/+10 item.

Elves and Special (like Istari)

PR	Item Characteristics
61-70	+30 to +50 bonuses; x8 to x9 spell items; artifacts.
51-60	+25 to +45 bonuses; x7 to x8 spell items; artifacts; may possess a great number of very potent items.
36-50	+20 to +40 bonuses; x5 to x7 spell items; items may possess potent special traits.
21-35	+15 to +35 bonuses; x4 to x6 or +7 to +8 spell items; some items may possess potent special traits.
17-20	+15 to +30; x3-x5 or +6 or +7 spell items; items may possess special traits (e.g., slaying Orcs, returning, etc.).
12-16	+10 to +25 bonuses; x3-x4 or +4 to +5 spell items (with special traits); may possess a single very powerful item and very few others.
7-11	+5 to +20 bonuses; x2-x4 or +3 to +5 spell items; may possess 2 or 3 special items.
0-6	+0 to +10 bonuses; x2-x3 or +1 to +4 spell items.

Dwarves

PR	Item Characteristics
30-50	+20 to +30 bonuses; special traits certain; several po¬tent 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

PR	Item 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 Orcs (well equipped or rare individuals)

PR	Item 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.

Orcs (Regular Tribe)

PR	Item 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.

Skill And Level Bonuses

Since high level characters necessarily take a great deal of effort to generate, we provide the following chart covering typical skill and level bonuses.

Skill Bonuses Based Level Chart

This chart provides level bonuses based upon the amount of a character's level bonus: +0/lvl, +l/lvl, +2/lvlor + 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 depen¬ding 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 evey two levels (i.e., ".5 rank/lvl"). These bonuses assume a +5/rank bonus for ranks 1-10, +2/rank for ranks 11-20, + l/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.

Converting Fantasy Hero

Fantasy Hero (FH) from Hero Games is part of the Hero System family of role playing products. It uses a significantly different com¬bat and spell system from those found in MERP and Rolemaster. The conversion of characters and creatures from one system to the other requires some mathematics but, if you play MERP or Fantasy Hero, the task should not present a great obstacle.

Skills And Skill Bonuses

MERP 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 MERP bonus = + 1 FH bonus

Stats (characteristics)

The MERP/RM system uses percentile values (1-100) to describe a character's stats (characteristics). FH uses an open- ended system with most values falling in the 5-20 range. We suggest the following conversion guideline:

MERP stat = FH stat x 5

FH stat = MERP stat / 5 (with a minimum value of 8)

MERP/RM	Fantasy Hero
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)

Thus, a MERP character with a stat value from 01 to 42 would have an 8 value for his Fantasy Hero characteristic. The following con¬version table shows how MERP/RM stats and Fantasy Hero stats relate.

When two MERP/RM stats correspond to one FH stat (i.e., DEX, 1NT, and EGO), use the highest stat. Average FH STR and BODY to obtain the equivalent MERP/RM CO.

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 Fantasy Hero 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 MERP/RM spell list “learned/picked” = 10 to 15 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 when converting.

Creature Conversion

Use following equivalences as guidelines for creature conversion:

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) x2	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/RMcharacteristic (e.g., OB and AT), calculate both resulting values and then average them for the final value.

Miscellaneous



Character skills tables

Level	LEVEL BONUSES 3/lvl	2/lvl	1/lvl	SKILL BONUSES 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

Level	LEVEL BONUSES 3/lvl	2/lvl	1/lvl	SKILL BONUSES 2 ranks /lvl	1 rank /lvl	.5 rank /lvl
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

Character skills table

> ***Notes**: Dashes (—) under an individual's skill indicate that he/she has chosen no actual "picks" in that area. It is entirely possible, however, that the individual's stat and/or level bonuse would still give that individual a bonus for that skill.*

Skill abbreviations are as follows:

CL Climb; SW Swim; RI Ride; DI Disarm Trap; PL Pick Lock; S/H Stalk/Hide; PE Perception; RU Runes; SW Staves/Wands; CH Channeling; DS Directed Spells; AM Ambush; LI Linguistics; AM Adrenal Moves; AD Adrenal Defense; MAT Martial Arts Stk; MAW Martial Arts S/T; AB Acrobatics; AC Acting; AD Administration; AT Animal Training; AP Appraisal; AR Architecture; AG Athletic Games; CV Caving; CH Chemistry; CN Contortions; CO Cookery; CR Crafting; DA Dance; DP Diplomacy; DV Diving; FS Falsification; FA First Aid; FL Fletching; FO Foraging; FR Frenzy; GA Gambling; HE Herding; LE Leadership; LW Leather-working; MA Mathematics; MD Meditation; MU Music; NV Navigation; PS Public-speaking; RM Rope Mastery; SA Sailing; SE Seduction; SG Signaling; SI Singing; SK Skiing; SH Smithing; SM Spell-mastery; SG Star-gazing; SC Stone-carving; ST Strategy/Tactics; SU Subduing; TK Tracking; TD Trading; TP Trap-building; TY Trickery; TM Tumbling; WW Weather-watching; WC Wood-carving.

Directed Spells are calculated (for the Elves) based on the assumption of using the Level Bonus Table, Character Campaign Law pg 65.

* under "Linguistics" indicates not a specific proficiency, but the number of languages known.

* under "Linguistics" indicates that the individual knows all languages in Ea.

t refers to the four incarnations of Sauron:

I: before the One Ring was made (previous to SA 1600);
II: Sauron after the One Ring was taken from him, and while as the "Necromancer" (TA 1 — 2941);
III: Still without the One Ring, but revealed as Lord of Mordor (TA 2941-3019):
IV: Sauron while in possession of the One Ring (SA 1600 — 3441).

NAME	SKILL																													
	CL	SW	RI	DI	PL	S/H	PE	RU	SW	CH	DS	AM	LI	AM	AD	MAT	AW	AB	AC	AD	AT	AP	AR	AG	CV	CH	CN	CO	CR	DA	DP	DV
THE ISTARI																																
Alatar	150	90	118	65	—	106	122	136	136	122	80	—	25*	—	—	—	—	—	84	62	102	10	25	—	68	124	—	88	104	—	70	—
Gandalf (G)	101	72	97	80	80	100	111	96	96	120	80	—	20*	—	—	—	—	—	61	40	—	—	—	—	65	90	—	—	—	—	86	—
(W)	101	72	97	80	80	100	126	111	111	150	120	—	20*	—	—	—	—	—	76	55	—	—	—	—	80	105	—	—	—	—	101	—
Pallando	105	91	86	76	91	146	111	95	85	90	60	15	18*	—	—	—	—	71	86	96	81	—	45	—	—	86	—	56	61	—	91	—
Radagast	61	66	76	—	—	91	94	50	76	70	60	—	22*	—	—	—	—	—	—	—	126	—	—	—	89	65	—	88	51	—	—	—
Saruman (W)	46	30	71	100	91	89	105	115	115	90	100	—	25*	—	—	—	—	—	95	110	—	15	56	—	—	110	—	91	106	—	116	—
(C)	46	30	71	110	101	99	105	115	115	90	100	15	25*	—	—	—	—	—	95	115	—	30	56	—	—	115	—	91	126	—	121	—
THE MAIAR																																
Arien	—	—	—	—	—	—	150	—	—	200	150	—	10*	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	100	—	125
Balrog	102	93	—	—	—	—	83	46	56	—	72	—	5*	—	—	—	—	—	—	—	—	—	—	120	—	—	—	—	—	—	—	73
Eönwë	200	200	200	—	—	—	225	—	—	—	—	—	**	100	200	400	400	300	—	—	—	—	—	200	—	—	100	—	—	100	—	150
Goldberry	150	250	—	—	—	150	150	100	100	100	150	—	30*	100	50	—	—	100	—	—	—	—	—	—	—	—	100	150	100	200	00	100
Gothmog	205	145	—	—	—	—	165	85	96	—	100	—	10*	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	125
Ilmare	—	100	—	—	—	—	175	175	175	250	175	—	40*	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	100	100	—
Lungorthin	190	115	—	—	—	—	140	—	—	—	90	—	8*	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Melian	125	125	100	—	—	200	200	225	225	150	275	—	35*	—	—	—	—	—	100	125	80	—	—	—	—	—	—	—	125	150	200	—
Ossë	100	500	—	—	—	300	250	—	—	200	325	—	50*	—	—	—	—	100	100	—	—	—	—	200	—	—	—	—	200	175	150	325
Salmar	100	350	—	—	—	200	150	200	200	150	200	—	35*	100	—	100	100	150	—	—	—	—	100	100	50	—	100	—	200	100	—	200
Tilion	—	—	200	—	—	100	150	—	—	—	—	—	15*	—	—	—	—	—	—	—	—	—	150	—	—	—	—	—	—	100	—	75
Tom Bombadil	180	180	180	—	—	360	360	—	180	180	360	90	**	90	90	90	90	180	180	—	180	135	90	180	90	90	180	90	180	180	90	90
Uinen	100	500	—	—	—	250	275	165	165	200	325	—	30*	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	180	180	325
THE GREAT ENEMIES																																
Morgoth	250	—	—	—	—	250	250	250	250	500	500	—	50*	—	—	—	—	—	125	250	—	—	250	—	250	250	—	—	250	—	500	—
Sauron 1†	120	—	90	120	120	240	120	240	240	240	240	30	**	—	—	90	90	—	240	120	—	—	120	—	—	120	—	90	180	—	180	—
II	120	—	—	—	—	120	120	120	120	120	120	—	**	—	—	—	—	—	120	120	—	—	180	—	—	120	—	90	180	—	120	—
III	120	—	—	—	—	—	180	180	180	180	180	—	**	—	—	120	120	—	120	240	—	—	240	—	—	180	—	90	180	—	90	—
IV	120	—	—	—	—	360	360	360	360	360	360	90	**	—	—	180	180	—	240	180	—	—	180	—	—	120	—	90	180	—	120	—
Ungoliant (450)	450	—	—	—	—	450	225	—	—	225	450	100	—	—	—	—	—	—	—	—	—	—	—	—	225	—	225	—	—	—	—	—
(500)	500	—	—	—	—	500	250	—	—	250	500	100	—	—	—	—	—	—	—	—	—	—	—	—	250	—	250	—	—	—	—	—
THE VALAR																																
Aulë	485	242	—	485	485	—	242	242	242	485	485	—	**	—	—	—	—	242	—	—	—	485	485	—	485	242	—	—	485	242	—	—
Estë	—	225	—	—	—	—	225	225	225	450	450	—	**	—	—	—	—	—	—	—	—	—	—	—	—	450	—	450	—	225	450	—
Irmo	—	—	—	—	—	425	425	212	212	425	425	—	**	—	—	—	—	—	212	—	—	—	—	—	—	—	—	—	—	212	425	—
Manwë	—	—	—	—	—	500	500	500	500	500	500	—	**	—	250	—	—	—	—	250	—	—	—	—	—	—	—	—	—	250	500	—
Namo	—	—	—	—	—	237	475	475	475	475	475	—	**	—	—	—	—	—	237	237	—	—	—	—	—	—	—	—	—	—	237	—
Nessa	200	200	—	—	—	100	200	200	200	400	400	—	**	400	200	—	—	400	—	—	—	—	—	200	—	—	400	—	—	400	—	100
Nienna	—	—	—	—	—	—	237	237	237	475	475	—	**	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	237	—
Oromë	240	240	480	—	—	240	240	120	120	240	240	—	**	240	240	—	—	120	120	—	480	—	—	120	240	—	—	—	—	120	240	—
Tulkas	450	225	225	—	—	—	225	—	—	225	—	450	**	450	300	450	450	450	—	—	—	—	—	225	—	—	450	—	—	225	—	225
Ulmo	—	490	—	—	—	490	245	245	245	490	490	—	**	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	490
Vairë	—	—	—	—	—	—	215	430	430	430	430	—	**	—	—	—	—	—	215	107	—	215	—	—	—	—	—	—	215	—	—	—
Vána	—	212	425	—	—	212	212	212	212	425	425	—	**	—	—	—	—	106	—	—	430	—	—	106	—	—	212	—	—	212	—	106
Varda	—	—	—	—	—	250	500	500	500	500	500	—	**	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	250	500	—
Yavanna	242	242	121	—	—	121	242	242	242	485	485	—	**	—	—	—	—	—	121	—	—	121	121	—	242	121	—	—	242	242	242	—

Character skills table

Skill																										Name
FS	FA	FL	FO	FR	GA	HE	LE	LW	MA	MD	MU	NV	PS	RM	SA	SE	SG	SI	SK	SH	SM	SG	SC	ST	SU	TK	TD	TP	TY	TM	WW	WC	
THE ISTARI																																	
–	80	–	90	–	–	–	110	–	86	124	–	100	130	–	–	100	92	–	–	–	114	97	–	81	89	66	–	–	68	–	122	–	Alatar
–	105	–	111	–	–	–	106	–	71	95	51	85	114	45	69	45	81	51	31	62	106	81	–	116	–	57	–	–	–	–	81	35	Gandalf (G)
–	105	–	111	–	–	–	126	–	71	115	51	85	134	45	69	55	81	51	41	62	126	91	–	136	–	57	–	–	–	–	81	35	(W)
81	61	75	96	–	–	71	85	58	64	116	63	78	65	55	73	82	70	65	81	71	92	75	–	83	78	88	–	65	50	–	76	50	Pallando
–	51	65	116	–	–	95	35	72	–	84	71	48	41	86	–	–	85	45	37	–	85	68	–	–	–	105	–	–	–	–	86	74	Radagast
105	–	–	–	–	–	–	96	–	85	101	–	–	135	–	–	131	89	46	87	116	111	115	56	100	–	–	–	–	96	–	95	40	Saruman (W)
115	–	–	–	–	–	–	106	–	95	106	–	–	145	–	–	136	89	46	87	120	114	115	56	100	–	–	–	–	101	–	97	43	(C)
THE MAIAR																																	
–	–	–	–	–	–	–	–	–	–	100	150	200	–	–	100	–	–	150	–	–	150	200	–	–	–	–	–	–	–	–	200	–	Arien
–	–	–	–	102	–	–	93	36	–	–	–	–	40	–	–	–	–	–	–	61	45	–	–	84	40	–	–	–	–	–	–	–	Balrog
–	200	225	–	300	–	–	400	–	–	300	200	300	400	–	200	225	250	300	200	150	–	200	–	400	400	250	–	–	–	300	200	–	Eonwe
–	150	200	250	–	–	150	–	150	–	150	200	150	100	100	200	150	–	200	–	–	100	150	–	–	–	150	–	–	–	100	150	50	Goldberry
–	–	–	–	154	–	–	164	76	–	–	–	–	90	–	–	–	–	–	–	91	81	–	–	112	80	–	–	–	–	–	–	–	Gorhmog
–	300	–	150	–	–	–	–	–	–	200	150	–	–	–	–	150	100	200	100	–	200	200	–	–	–	–	–	–	–	–	–	–	Ilmare
–	–	–	–	130	–	–	83	50	–	–	–	–	–	–	–	–	–	–	–	76	65	–	–	94	70	–	–	–	–	–	–	–	Lungorthin
–	225	–	–	–	–	–	200	150	150	275	150	–	175	150	–	250	100	250	125	–	150	175	–	–	–	–	–	–	–	–	175	–	Melian
–	–	–	–	200	–	–	225	–	–	200	400	325	325	–	325	275	150	500	–	–	175	–	–	200	175	–	–	–	–	–	325	–	Osse
–	–	–	–	100	–	–	–	–	–	100	150	150	100	–	100	100	–	120	–	–	125	–	–	–	150	–	–	–	–	150	100	–	Salmar
–	–	150	–	150	–	–	100	–	–	150	100	285	–	–	–	150	150	100	–	–	–	175	–	–	150	–	–	–	–	–	175	–	Tilion
–	180	–	360	–	–	360	120	180	–	120	180	–	90	90	–	180	–	240	120	–	180	120	–	–	–	180	–	–	180	180	180	180	Tom Bombadil
–	225	–	–	–	–	250	200	–	–	200	225	325	225	–	225	325	100	225	–	–	250	275	–	–	200	–	–	–	–	–	225	–	Uinen
THE ENEMIES																																	
500	–	–	–	–	–	–	250	–	250	–	250	250	250	–	–	–	–	–	–	500	500	–	250	500	250	–	–	250	500	–	–	–	Morgoth
180	–	–	–	–	–	–	180	–	120	120	120	90	240	–	–	240	90	90	90	240	180	–	180	180	180	–	–	–	240	–	120	120	Sauron I*
180	–	–	–	–	–	–	120	–	120	120	–	90	180	–	–	–	90	–	–	240	120	–	180	240	210	–	–	–	180	–	120	120	II
180	–	–	–	–	–	–	180	–	145	120	–	90	180	–	–	–	90	–	–	240	180	–	180	240	210	–	–	–	180	–	150	120	III
240	–	–	–	–	–	–	360	–	180	240	–	90	360	–	–	360	90	90	90	360	360	–	180	240	240	–	–	–	360	–	180	120	IV
–	–	–	225	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	225	100	–	–	–	450	–	–	450	–	–	–	Ungoliant (450)
–	–	–	250	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	300	100	–	–	–	500	–	–	500	–	–	–	(500)
THE VALAR																																	
242	–	242	–	242	–	–	242	485	242	485	242	–	242	485	–	242	242	242	–	485	242	121	485	–	–	–	–	485	–	–	–	485	Aule
–	450	–	–	–	–	–	225	–	–	450	225	–	225	–	–	225	–	225	–	–	225	225	–	–	–	–	–	–	–	–	–	–	Este
–	212	–	–	–	–	212	212	–	–	425	212	–	212	–	106	425	–	212	106	–	212	212	–	–	–	–	–	–	–	–	106	–	Irmo
–	–	–	–	–	–	400	500	–	–	500	250	–	750	–	–	250	250	350	250	–	500	400	–	–	–	–	–	–	–	–	750	–	Manwe
–	–	–	–	–	–	375	237	–	–	475	237	–	475	–	–	–	–	337	–	–	337	337	–	–	237	–	–	–	–	–	237	–	Namo
–	200	–	200	–	–	200	–	–	–	400	200	–	200	–	–	200	200	375	–	–	200	200	–	–	–	–	–	–	–	200	200	–	Nessa
–	–	–	–	–	–	–	–	–	–	475	237	–	–	–	–	–	–	237	–	–	237	237	–	–	–	–	–	–	–	–	–	–	Nienna
–	–	480	240	240	–	360	360	–	–	480	240	240	360	–	–	240	240	240	240	–	240	240	–	480	480	480	–	–	–	–	360	–	Orome
–	–	–	–	450	–	–	225	–	–	450	225	–	225	–	–	225	225	225	225	–	225	225	–	450	450	450	–	–	–	450	–	–	Tulkas
–	–	–	–	–	–	390	300	–	–	490	245	490	490	–	490	–	245	245	–	–	245	245	–	–	–	245	–	–	–	–	490	–	Ulmo
–	–	215	–	–	–	–	–	215	–	430	215	–	–	215	–	215	215	215	–	–	215	215	–	–	–	–	–	–	–	–	–	–	Vaire
–	212	–	425	–	–	325	212	–	–	425	232	–	212	–	–	212	212	312	–	–	212	212	–	–	–	212	–	–	–	–	212	–	Vána
–	200	–	–	–	–	200	500	–	–	500	350	500	500	–	500	500	500	350	250	–	500	750	–	–	–	–	–	–	–	–	500	–	Varda
–	242	–	485	–	–	485	242	–	–	485	242	242	242	–	242	242	242	242	–	–	242	242	–	–	–	445	–	–	–	–	445	–	Yavanna

Character skills table

	CL	SW	RI	DI	PL	S/H	PE	RU	SW	CH	DS	AM	LI	AM	AD	MAT	AW	AB	AC	AD	AT	AP	AR	AG	CV	CH	CN	CO	CR	DA	DP	DV
NAME																																
THE ELVES																																
Aegnor (I)	120	81	67	—	—	112	121	—	—	—	—	20	15*	80	30	—	—	60	80	50	—	—	—	60	—	—	—	—	—	—	—	—
Aegnor (II)	60	60	40	30	50	90	90	60	80	—	50	—	12*	—	—	—	—	—	45	50	—	65	110	—	—	60	—	—	116	—	38	—
Amarië	81	91	91	—	—	—	127	127	132	102	88	—	3*	—	—	—	—	—	—	—	—	—	—	91	—	—	—	—	81	127	87	52
Amras	145	115	95	83	83	135	145	—	63	68	—	22	11*	100	50	80	80	95	78	—	—	—	—	125	—	—	—	—	—	90	—	80
Amrod	135	105	105	93	93	145	145	—	73	—	—	30	14*	90	50	90	70	85	83	—	—	—	—	115	55	—	78	—	—	105	—	—
Amroth	35	50	—	—	—	—	65	—	—	—	50	3	15*	—	—	—	—	40	—	65	—	—	101	65	—	—	—	—	—	45	—	—
Angrod	157	107	92	80	96	132	130	—	—	—	45	30	18*	100	60	80	80	112	87	—	—	—	—	85	—	—	—	—	—	55	48	57
Annael	96	76	—	81	80	110	97	—	—	—	40	24	15*	85	50	65	75	92	43	—	—	—	—	60	75	—	65	75	—	—	—	—
Aranwë	76	85	95	—	—	—	95	95	101	—	95	—	18*	—	—	—	—	—	45	—	—	—	—	—	—	—	—	—	—	—	—	—
Ardana	—	—	—	—	—	80	95	85	85	70	95	—	14*	—	20	—	—	—	60	45	—	—	—	—	—	—	—	—	72	—	82	—
Ardûval	45	30	—	—	—	80	92	82	87	70	70	—	16*	—	30	—	—	—	72	45	—	37	57	—	—	35	—	—	—	—	92	—
Aredhel	125	115	105	—	—	125	110	40	65	—	—	10	19*	80	50	90	75	83	78	—	35	—	—	—	—	—	—	—	—	68	—	—
Arminas	101	91	116	86	71	106	93	—	—	—	—	10	8*	60	50	50	—	45	—	—	45	—	—	93	—	—	—	—	—	50	—	—
Arwen	60	75	60	—	—	110	96	85	76	—	15	—	16*	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	45	90	—	—
Beleg	168	123	148	—	—	113	103	—	—	—	—	15	12*	90	90	113	93	88	47	—	—	—	—	—	—	—	—	—	—	—	—	—
Berithiel	—	20	—	—	—	45	95	87	92	—	82	—	8*	—	—	—	—	—	—	45	103	—	—	—	—	—	—	—	—	—	—	—
Bladorthin	45	65	30	—	—	—	—	—	—	—	—	15	8*	60	—	—	—	—	82	78	—	—	—	—	—	—	—	—	—	—	92	—
Cambragol	80	66	—	45	51	100	40	—	—	—	—	15	11*	100	80	130	130	82	42	57	—	—	41	82	—	30	67	—	—	—	—	35
Camring	—	65	—	—	—	—	92	52	62	45	—	—	9*	—	—	—	—	—	—	—	—	—	—	—	—	67	—	72	—	—	—	—
Caranthir	116	98	108	88	83	121	101	—	—	—	—	20	16*	80	40	—	—	50	—	—	—	81	—	—	—	—	—	—	—	—	—	—
Celebrían	56	71	81	—	—	61	91	106	85	—	45	—	21*	—	—	—	—	—	60	30	68	—	—	—	—	—	—	98	101	98	83	—
Celeborn	60	71	89	—	—	111	96	—	—	—	—	—	14*	—	—	—	—	—	—	80	—	—	—	50	—	—	—	—	—	—	45	—
Celebrimbor	65	70	42	136	121	85	106	90	96	—	80	—	25*	—	—	—	—	—	—	110	—	100	120	—	—	80	—	—	146	—	80	—
Celegorm	98	88	103	—	—	118	131	45	55	—	—	16	13*	90	40	—	—	50	—	70	—	—	—	—	—	—	—	—	45	—	—	—
Círdan	80	136	101	—	—	86	106	91	80	—	60	—	29*	60	—	—	—	80	86	105	—	90	115	—	—	—	—	—	136	—	100	105
Curufin	150	60	—	105	120	120	80	—	—	—	—	35	7*	55	50	—	—	75	54	—	—	—	—	—	35	—	64	35	—	—	—	—
Curufin	83	73	183	218	233	118	113	198	208	—	92	10	18*	—	—	—	—	—	94	118	—	141	136	—	—	98	88	—	186	—	—	—
Daeron	86	80	—	—	—	180	165	150	175	—	90	—	**	—	—	—	—	60	185	—	—	170	—	—	—	—	—	—	—	145	118	—
Denethor	115	94	98	—	—	110	95	—	—	—	—	10	8*	90	60	—	—	45	—	—	—	—	—	90	35	—	—	—	—	—	69	—
Dior	100	115	90	—	—	120	145	160	155	—	195	—	18*	50	—	—	—	30	125	98	—	—	78	—	100	—	—	—	80	110	106	—
Eärendil	85	110	68	—	—	130	110	—	—	—	—	20	17*	90	—	—	—	90	78	—	—	—	—	70	—	—	—	—	—	75	100	80
Eärwen	—	122	92	—	—	180	180	140	130	—	110	—	26*	—	—	—	—	—	130	—	—	125	—	—	—	—	—	—	—	140	120	—
Ecthelion	90	80	95	—	—	110	120	—	—	—	—	19	10*	65	—	60	45	60	60	75	—	—	—	95	—	—	—	—	—	40	—	—
Edrahil	120	110	96	—	—	150	145	—	—	—	—	24	15*	60	—	80	80	76	45	80	—	—	—	80	95	—	70	—	—	—	125	—
Elemmírë	—	100	100	—	—	200	225	150	150	—	125	—	40*	—	—	—	—	120	200	100	—	180	80	145	100	—	170	124	170	260	210	150
Elenwë	—	—	98	—	—	131	126	88	98	—	20	—	30*	—	—	—	—	—	165	—	—	—	—	—	—	—	—	—	—	145	—	—
Elladan	91	86	101	86	42	111	96	—	65	—	—	12	16*	80	—	65	—	40	35	—	30	—	—	80	68	—	—	—	—	—	—	—
Elrohir	81	91	96	35	91	106	105	45	—	—	—	16	13*	60	—	—	60	60	67	—	—	—	—	70	50	—	—	—	—	—	—	—
Elrond	98	108	103	68	73	130	151	126	116	—	125	20	45*	80	50	90	90	60	131	126	—	116	101	81	—	—	—	—	95	85	130	—
Elurëd	70	70	65	—	—	55	—	—	—	—	—	2	3*	—	—	—	—	—	—	—	—	—	—	40	25	—	—	—	—	—	—	—
Elurín	45	60	50	—	—	45	—	—	—	—	—	1	4*	—	—	—	—	—	—	—	—	—	—	35	20	—	—	—	—	—	—	—
Elwë	165	100	100	—	—	135	126	—	—	—	—	25	13*	—	—	—	—	—	96	121	—	111	125	—	135	—	—	—	88	56	60	—
Elwing	150	175	200	—	—	185	190	135	120	—	50	—	25*	—	—	—	—	90	100	—	135	—	—	—	80	—	—	—	—	115	140	126
Eöl	80	40	60	110	125	160	180	98	98	—	—	22	6*	—	—	—	—	—	—	—	—	145	70	—	—	—	—	—	190	—	—	—
Erestor	40	50	80	—	—	85	112	88	85	—	—	—	21*	—	—	—	—	—	85	75	—	60	—	—	—	—	—	—	—	—	96	—
Fëanor	180	100	180	245	255	190	205	285	285	—	200	35	30*	150	50	120	130	155	90	85	—	300	280	160	160	200	—	—	400	—	60	—
Fëanor (I)	80	67	—	—	—	100	110	83	83	28	95	10	16*	70	30	50	—	45	122	67	—	—	—	—	—	—	45	—	—	30	66	—
Fëanor (II)	—	30	—	—	—	100	90	66	66	—	95	20	14*	—	30	—	—	—	72	45	—	—	—	—	—	—	—	40	—	—	30	—
Fendomë	—	40	—	50	90	80	80	70	80	—	50	—	12*	—	—	—	—	—	—	60	—	78	80	—	—	—	—	—	111	—	—	—
Finarfin	240	240	150	—	—	200	215	125	135	—	—	20	21*	—	—	—	90	130	90	100	—	—	—	120	80	—	—	—	—	65	110	90
Finculin	—	20	—	—	70	60	80	90	80	—	40	—	7*	—	—	—	—	60	50	—	—	47	60	45	—	—	—	—	70	—	—	—
Finduilas	50	65	100	—	—	95	110	120	90	—	50	12	9*	—	—	—	—	—	—	—	—	98	—	45	75	—	—	—	—	135	60	75
Fingolfin	240	190	210	—	—	175	200	145	145	—	—	36	16*	140	—	145	130	160	100	150	—	90	—	120	—	—	—	—	—	140	190	75
Fingon	215	215	225	—	—	185	140	115	115	—	—	30	20*	150	—	—	—	220	140	120	—	—	—	160	—	—	100	—	—	—	—	115
Finrod	200	200	180	—	—	195	210	165	165	—	—	30	21*	150	—	—	—	180	120	100	—	—	245	150	205	—	—	—	—	185	130	105
Finwë	265	265	190	—	—	—	240	225	240	—	210	—	40*	160	50	150	150	180	—	200	—	—	—	200	—	—	—	—	200	175	200	170
Galadriel	96	102	80	—	—	120	156	111	121	90	90	—	35*	—	50	—	—	—	70	100	—	—	60	130	—	—	—	60	81	76	132	60
Galdor	120	120	65	—	—	150	135	100	100	—	70	—	26*	—	—	—	—	—	80	60	—	—	—	—	—	—	—	—	—	—	80	85
Galion	60	80	65	—	—	70	80	65	65	—	—	—	5*	—	—	—	—	—	—	—	—	—	—	—	50	—	—	—	—	—	—	35
Gelmir	120	90	100	85	80	130	110	70	70	—	—	20	16*	80	—	—	—	80	95	—	—	—	—	90	50	—	80	—	—	40	—	60
Gil-galad	200	180	170	—	—	200	210	170	150	—	110	—	30*	100	50	150	150	110	100	180	—	—	165	150	—	—	—	—	—	140	165	120
Glorfindel (I)	110	100	106	66	76	121	116	86	56	—	—	—	14*	100	—	90	70	70	100	90	—	—	—	110	50	—	—	—	—	70	60	80
Glorfindel (II)	120	90	136	56	76	131	126	76	56	—	—	—	23*	100	—	80	80	80	80	70	—	—	—	91	50	—	—	—	—	86	111	81
Gorthaur	46	66	—	—	—	89	70	80	82	96	95	—	14*	—	—	—	—	—	56	76	—	—	—	—	—	—	—	—	—	—	70	—
Huinen	52	67	—	—	—	119	121	83	72	—	98	—	24*	50	—	—	—	—	110	53	—	—	73	—	—	—	—	—	—	45	43	16
Idril	80	76	96	—	—	112	126	88	76	—	80	—	12*	—	—	—	—	—	90	—	—	—	—	60	—	—	—	—	—	80	91	66
Ingwë	300	300	300	—	—	—	300	300	300	300	300	—	**	300	—	300	300	300	300	300	—	—	—	300	—	—	300	—	—	300	300	300
Khelekar	—	20	—	—	—	60	50	72	62	—	85	10	22*	—	—	—	—	—	62	67	—	—	—	—	—	—	—	—	—	—	52	—
Klaen	90	65	—	60	60	90	50	45	45	—	85	5	25*	50	—	—	—	40	107	—	25	60	—	50	—	—	40	—	—	82	77	65
Laurrë	100	45	50	—	—	120	90	—	—	—	85	12	16*	70	—	—	—	45	60	—	—	—	—	40	—	—	—	—	—	—	—	—
Legolas	50	35	60	—	—	86	76	—	—	—	—	—	8*	—	—	—	—	25	—	—	—	—	—	20	—	—	—	—	—	40	—	—
Lenwë	94	84	104	—	—	121	116	84	94	—	—	—	11*	80	—	—	—	90	—	—	—	—	—	54	—	—	40	—	—	114	—	—
Linsûl	100	40	30	35	50	100	60	58	58	—	80	8	21*	50	—	—	—	35	88	—	—	78	—	—	—	—	67	—	—	48	—	—
Lyrin	75	50	—	—	—	100	60	—	—	—	20	10	20*	100	80	150	150	110	—	—	—	—	—	120	—	—	90	—	—	95	—	60
Maedhros	195	187	175	—	—	160	187	91	91	—	—	—	16*	140	—	120	120	100	150	70	—	—	—	120	—	—	—	—	137	94	147	—
Maeglin	116	85	76	111	116	126	146	81	76	—	—	24	9*	71	—	—	—	45	86	—	—	136	—	—	—	—	—	—	136	—	—	—
Maglor	140	126	111	—	—	120	131	96	93	—	97	12	21*	89	—	90	70	65	121	—	—	127	65	55	—	—	—	—	—	121	162	—
Morthaur	—	—	—	—	—	80	85	96	106	81	70	—	8*	—	—	—	—	—	45	87	—	—	60	—	—	—	—	—	65	—	—	—
Nimrodel	60	45	50	—	—	58	70	40	35	—	50	—	12*	—	—	—	—	—	35	—	—	—	—	—	—	—	—	—	—	—	—	—
Ohtë	190	235	210	—	—	237	241	186	182	—	—	—	17*	110	—	—	—	60	190	156	—	—	170	140	—	—	—	—	145	120	181	210
Orrerë	60	70	50	—	70	80	90	75	60	—	60	—	9*	—	—	—	—	60	70	—	—	47	87	35	—	—	—	—	61	25	—	—
Rána	50	45	30	—	—	25	50	58	68	73	—	—	9*	—	—	—	—	—	—	—	30	—	—	35	—	60	—	45	—	25	—	—
Rilia	—	—	—	—	—	—	60	82	72	—	125	—	7*	—	—	—	—	—	37	67	—	—	45	—	—	—	—	—	—	—	50	—
Sólherok	60	35	80	—	—	45	60	—	—	—	—	12	6*	60	—	—	—	60	—	—	20	—	—	—	—	—	—	—	—	—	92	—
Tavarclax	45	40	30	—	—	70	71	81	81	—	90	—	19*	—	—	—	—	—	67	71	—	—	—	—	—	—	—	56	—	—	—	—
Thranduil	119	82	96	—	—	105	95	87	87	—	40	—	13*	50	—	—	—	—	90	110	—	—	93	—	96	—	—	—	—	—	65	—
Turgon	140	125	123	—	—	138	164	120	120	—	—	—	21*	80	—	—	—	60	—	160	—	87	170	—	50	—	—	—	84	78	90	59
Valgîn (I)	130	45	—	140	170	130	90	15	20	—	—	45	5*	60	—	—	—	51	—	—	—	60	—	—	30	—	—	45	—	—	—	40
Valkrist	65	40	90	—	—	70	50	—	—	—	—	—	8*	80	—	—	—	45	30	61	50	—	—	65	—	—	—	—	—	—	56	87
Valmorgûl	68	35	—	—	—	90	85	92	102	87	100	—	28*	—	—	—	—	—	67	57	—	—	—	—	—	—	—	—	60	—	10	—
Yavëkamba	—	40	—	—	—	—	82	58	68	—	85	—	11*	—	—	—	—	—	78	—	—	—	—	—	—	36	—	61	—	—	—	—

Character skills table

Skill																													Name
FS	FA	FL	FO	FR	GA	HE	LE	LW	MA	MD	MU	NV	PS	RM	SA	SE	SG	SI	SK	SH	SM	SG	SC	ST	SU	TK	TD	TP	TY	TM	WW	WC	
																																	THE ELVES
–	32	46	67	81	45	–	82	–	–	–	77	84	91	–	42	85	31	86	34	–	–	60	–	68	112	87	–	–	–	–	64	–	Aegnor (I)
40	21	58	–	–	–	–	24	67	81	–	40	–	–	42	–	40	–	71	–	100	35	–	64	–	–	–	–	–	–	–	–	86	Aegnor (II)
–	132	–	–	–	–	–	–	–	–	112	120	–	–	–	–	90	–	115	80	–	88	75	–	–	–	–	–	–	–	–	70	–	Amarië
–	110	80	116	96	50	–	70	–	–	–	85	45	–	–	–	60	84	99	65	–	–	48	–	121	110	136	–	–	–	–	89	–	Amras
–	100	90	111	85	62	–	73	–	–	–	95	39	–	–	–	60	71	86	90	–	–	60	–	111	130	134	–	–	–	–	85	–	Amrod
–	–	–	–	–	–	–	95	–	–	45	39	–	60	–	–	84	–	85	–	–	–	43	–	–	–	–	–	–	–	–	28	–	Amroth
–	–	48	130	117	24	–	91	–	–	–	112	105	95	–	–	77	–	82	–	–	–	30	–	130	125	110	–	–	–	–	–	–	Angrod
–	96	45	120	–	–	–	86	–	–	80	73	–	–	–	–	–	–	55	–	–	–	–	–	–	–	60	–	–	–	–	92	–	Annael
–	–	–	–	–	–	–	–	–	84	96	70	–	–	–	–	–	50	60	–	–	101	67	–	–	–	–	–	–	–	–	81	–	Aranwë
–	–	–	–	–	–	–	95	–	–	80	65	–	68	–	–	80	–	65	–	–	85	96	–	–	–	–	–	–	64	–	68	–	Ardana
48	–	–	–	–	–	–	–	–	84	74	62	–	–	–	–	102	–	32	–	–	43	91	–	–	–	–	–	–	45	–	49	–	Ardûval
–	56	–	60	–	–	–	–	49	–	80	93	–	–	–	–	120	40	91	–	–	78	45	–	–	–	–	–	–	81	–	43	–	Aredhel
–	45	–	60	80	–	–	89	–	–	–	34	–	64	–	–	82	65	82	56	–	–	42	–	85	102	95	–	–	–	–	–	–	Arminas
–	65	–	–	–	–	–	–	–	–	85	73	–	–	–	–	95	–	101	79	–	–	89	–	–	–	–	–	–	–	–	–	–	Arwen
–	–	112	125	140	–	–	140	80	–	95	83	88	135	–	112	130	126	101	85	–	–	–	–	96	100	95	–	–	–	–	85	–	**Beleg**
83	–	–	–	–	–	–	–	42	41	–	–	–	–	–	–	–	90	–	–	–	92	65	–	–	–	–	–	–	86	–	69	–	Berúthiel
65	–	–	–	–	–	–	49	–	25	–	–	65	72	–	78	–	–	–	–	50	–	–	–	20	64	–	60	–	80	–	–	–	Bladorthin
92	–	–	–	95	–	–	55	–	80	91	46	74	85	–	77	102	98	54	35	–	–	–	–	116	121	–	–	–	–	–	–	–	Cambragol
–	92	–	–	–	–	–	–	–	–	85	45	–	–	–	–	62	–	50	–	–	–	–	–	–	–	–	–	–	–	–	–	–	Camring
45	–	62	–	116	–	–	80	–	–	–	–	–	101	–	–	80	–	–	–	–	–	–	–	121	100	94	–	–	–	–	94	–	Caranthir
–	95	–	–	–	–	–	–	–	–	102	106	–	–	–	–	80	–	101	85	–	75	94	–	–	–	–	–	–	–	–	83	–	Celebrían
–	–	–	–	89	–	–	85	–	–	84	75	100	85	81	106	50	89	45	60	–	–	78	–	–	91	85	–	–	–	–	72	45	Celeborn
35	–	121	–	81	–	–	96	111	106	95	87	–	95	116	–	95	–	50	84	146	85	58	131	114	95	–	101	106	–	–	–	139	Celebrimbor
80	–	–	–	115	–	–	112	–	–	85	67	89	99	54	66	131	95	85	50	–	–	–	–	124	125	118	–	–	104	–	–	–	Celegorm
–	112	95	65	–	–	–	136	85	91	105	100	136	113	95	143	101	111	95	80	–	105	108	–	118	–	–	–	–	–	–	129	119	Círdan
–	–	–	–	110	–	–	–	–	–	–	85	95	68	–	67	86	75	80	96	–	–	50	–	86	91	98	–	120	103	–	–	–	Curubor
110	–	–	–	–	–	–	–	160	155	–	–	–	–	121	–	–	115	–	–	176	112	–	150	96	90	–	125	145	118	–	–	144	Curufin
90	–	–	–	–	–	–	–	–	95	120	184	–	145	–	–	153	–	192	87	–	75	110	–	–	–	–	–	–	–	–	–	–	Daeron
–	–	118	105	90	–	85	96	64	–	87	94	–	60	–	–	85	–	94	43	–	–	–	–	–	80	95	–	–	–	–	94	54	Denethor
–	145	120	–	130	–	–	145	–	80	142	167	–	150	–	–	170	131	129	–	–	95	–	–	101	125	–	85	–	–	–	–	–	Dior
–	100	–	–	–	–	–	–	–	–	120	130	175	96	154	180	120	141	120	–	–	–	120	–	–	120	–	–	–	–	–	165	–	Eärendil
–	90	–	–	–	–	–	–	–	–	180	175	–	–	–	–	150	–	180	–	–	150	165	–	–	–	–	–	–	–	–	–	–	Eärwen
–	–	–	–	110	–	–	105	–	–	–	80	–	84	–	–	–	54	–	–	–	–	–	–	95	102	–	–	–	–	–	–	–	Ecthelion
–	–	–	–	120	–	–	124	–	–	–	95	–	92	–	–	90	95	84	–	–	–	–	–	103	112	–	–	–	–	–	–	–	Edrahil
–	–	–	–	–	–	–	–	–	–	–	200	–	–	–	–	185	–	210	–	–	163	151	–	–	–	–	–	–	–	–	–	–	Elemmírë
–	–	–	–	–	–	–	–	–	–	121	135	–	97	–	–	98	–	141	–	–	115	122	–	–	–	–	–	–	–	–	96	–	Elenwë
–	85	65	92	65	–	12	80	68	50	90	112	65	–	45	30	82	90	110	75	–	–	55	–	80	95	100	–	–	–	–	60	35	Elladan
–	75	75	96	55	–	15	80	71	65	89	105	55	–	55	40	76	90	105	83	–	–	45	–	74	95	76	–	–	–	–	55	40	Elrohir
–	150	–	90	–	–	–	145	80	95	135	142	65	130	–	–	100	115	120	95	–	140	138	–	125	130	–	–	–	–	–	126	–	Elrond
–	–	–	25	20	–	–	–	–	–	–	15	–	–	–	–	–	–	30	–	–	–	–	–	–	20	–	–	–	–	–	–	–	Eluréd
–	–	–	–	30	–	–	–	–	–	10	30	–	–	–	–	–	–	25	–	–	–	–	–	–	30	–	–	–	–	–	–	–	Elurín
–	–	–	–	130	–	–	150	–	–	125	130	–	145	–	–	110	–	120	–	–	100	125	–	121	130	–	–	–	–	–	–	–	Elwë
–	90	–	120	–	–	80	–	–	–	75	120	135	125	80	95	145	150	160	–	–	80	110	–	–	–	–	–	–	–	–	110	–	Elwing
100	–	95	125	120	–	–	–	160	125	–	–	–	–	100	–	125	–	–	–	180	–	–	170	–	90	150	145	132	–	–	–	160	Eol
–	–	–	–	–	–	–	111	–	105	100	95	–	85	–	–	–	–	68	–	–	98	103	–	65	–	–	–	–	–	–	86	–	Erestor
100	–	265	–	235	150	–	261	225	260	190	230	–	280	250	–	210	245	195	95	310	206	158	286	232	250	236	250	285	–	–	–	275	Feanor
90	–	–	–	–	–	–	84	–	66	70	55	–	42	–	–	112	92	86	35	–	70	81	–	75	80	–	–	–	–	–	–	–	Featur (I)
80	–	–	–	–	–	–	65	–	45	70	–	–	65	–	–	112	80	–	45	–	81	60	–	80	75	–	–	–	67	–	–	–	Féatur (II)
–	–	–	–	–	–	–	45	70	61	50	64	–	40	–	35	30	70	64	–	101	45	62	–	–	–	–	–	–	–	–	–	–	Fendomë
–	145	–	–	190	–	–	205	–	–	181	175	–	175	–	–	165	–	160	120	–	–	–	–	180	200	170	–	–	–	–	–	–	Finarfin
–	–	–	–	–	–	–	62	45	80	35	60	–	52	–	–	85	–	45	–	60	–	25	–	–	–	–	–	–	30	–	25	–	Finculin
–	–	–	–	–	–	–	–	–	–	65	96	–	81	–	–	91	–	86	–	–	35	25	–	–	–	–	–	–	–	–	–	–	Finduilas
–	–	152	–	200	–	–	235	–	–	195	180	85	175	–	80	150	145	135	140	–	–	121	–	200	220	186	–	–	–	190	150	–	Fingolfin
–	205	172	145	210	–	–	200	–	–	180	165	90	160	–	73	141	130	123	112	–	–	111	–	190	205	155	–	–	–	–	90	–	Fingon
–	190	145	110	195	–	–	182	110	95	125	170	113	150	90	145	125	145	140	80	–	–	80	–	148	190	150	–	–	–	–	–	–	Finrod
–	200	210	195	240	–	100	281	85	90	145	241	–	250	–	–	160	–	250	90	–	169	180	–	120	230	–	–	–	–	–	200	–	Finwë
–	145	90	120	–	–	100	131	45	85	121	126	97	114	68	–	106	–	116	45	–	92	109	–	96	85	–	–	–	65	–	88	46	**Galadriel**
–	–	65	–	–	–	–	82	45	84	82	77	96	80	–	116	–	91	67	–	–	–	98	–	–	–	–	–	–	–	–	102	–	Galdor
–	–	–	–	–	42	–	–	52	–	–	41	–	–	–	–	–	–	45	–	–	–	–	–	–	–	–	–	–	–	–	–	25	Galion
–	105	65	–	110	–	–	90	–	–	50	65	–	–	–	–	–	–	70	–	–	–	–	–	88	–	–	–	–	–	–	–	–	Geltnir
–	125	110	–	160	–	–	200	–	–	165	140	120	152	–	98	112	146	125	97	–	85	112	–	185	180	–	130	–	–	–	122	–	Gil-galad
–	90	65	–	100	–	–	92	–	–	–	104	–	81	–	–	74	–	80	54	–	–	93	–	102	112	94	–	–	–	74	82	–	Glorfindel (I)
–	106	70	83	80	–	–	84	–	–	–	91	–	72	–	–	85	–	–	65	–	–	88	–	108	115	92	–	–	–	85	106	35	Glorfindel (II)
90	–	–	–	–	–	–	103	–	80	–	–	68	91	–	–	75	55	–	–	–	60	–	–	85	–	–	–	–	76	–	80	–	Gorthaur
112	86	–	–	–	–	–	97	–	82	91	33	–	–	–	–	89	–	45	20	–	54	–	–	62	102	115	–	–	85	–	92	26	Huinen
–	60	–	–	–	–	–	–	–	–	90	126	–	89	–	–	112	95	131	–	–	65	90	–	–	–	–	–	–	83	–	69	–	Idril
–	300	300	300	300	–	300	300	300	–	300	300	300	300	300	300	300	300	300	300	–	300	300	–	300	300	300	300	–	–	300	300	–	**Ingwë**
101	–	–	–	–	–	–	–	–	94	96	–	–	–	–	–	–	84	–	–	–	68	91	–	97	85	–	–	–	102	–	84	–	Khelekar
58	62	–	74	80	81	–	–	32	40	55	104	–	85	–	–	102	68	105	45	–	35	25	–	–	70	–	–	–	42	–	–	–	Klaen
–	45	–	–	105	–	–	85	–	–	45	62	–	–	–	–	58	51	32	21	–	–	50	–	80	94	–	–	–	–	–	35	–	Laurre
–	–	58	61	–	–	–	–	–	–	–	65	–	–	50	–	–	–	62	–	–	–	35	–	–	40	61	–	–	–	–	48	–	Legolas
–	105	96	86	–	–	90	103	68	–	92	145	–	96	–	–	98	–	150	–	–	–	106	–	–	108	92	–	–	–	–	106	–	Lenwë
80	–	–	–	–	56	–	–	–	–	–	123	–	–	–	–	108	54	127	25	–	–	45	–	–	96	–	–	–	82	–	–	–	Linsûl
–	110	–	105	100	–	–	–	–	–	90	85	–	–	–	–	80	92	95	–	–	–	–	–	–	105	–	–	–	–	90	85	–	Lyrin
–	90	80	105	145	–	–	180	70	–	140	90	76	120	–	–	120	86	112	68	–	–	90	–	130	180	163	–	–	–	–	84	–	**Maedhros**
98	–	104	–	–	–	–	–	130	94	–	–	–	–	–	–	125	95	–	–	135	–	–	121	93	104	–	98	–	105	–	45	120	Maeglin
–	80	45	96	125	–	–	140	–	–	120	170	–	130	–	60	165	86	172	74	–	98	102	–	–	100	–	85	–	–	–	–	–	Maglor
110	–	–	–	–	–	–	90	–	115	–	–	–	94	–	–	–	–	–	–	–	105	–	–	95	–	–	–	–	–	–	–	–	Morthaur
–	–	–	70	–	–	–	–	45	–	72	108	–	–	–	–	81	–	116	–	–	90	60	–	–	–	–	–	–	–	–	45	–	Nimrodel
–	–	–	–	180	–	–	235	–	105	118	175	240	–	105	230	192	–	241	–	–	–	150	–	158	152	–	–	–	–	–	195	120	Olwë
45	–	60	–	–	–	–	–	76	55	70	30	–	–	–	35	45	–	30	25	103	–	45	–	–	–	–	–	–	–	–	–	–	Orrerë
–	132	–	80	–	–	–	–	–	–	92	45	–	–	–	–	–	–	35	25	–	60	75	–	–	90	40	–	–	–	–	90	–	Rána
–	–	–	–	–	–	–	105	–	56	–	–	–	–	–	–	110	65	–	–	–	85	45	–	72	–	–	–	–	64	–	–	35	Rilia
–	–	–	–	75	–	–	–	–	–	–	53	72	–	–	–	50	–	45	–	–	–	71	–	–	90	–	–	–	–	–	65	–	Sûlherok
80	–	–	90	–	–	–	85	–	–	–	–	–	–	–	–	–	90	–	–	–	75	62	–	92	–	–	–	–	65	–	86	–	Taurclax
–	45	90	102	80	–	–	105	68	–	90	95	–	80	–	–	–	80	102	–	–	–	74	–	104	100	98	110	–	–	–	90	–	Thranduil
–	125	110	–	145	–	–	161	–	100	112	120	86	114	–	–	125	–	111	–	–	45	90	45	130	100	104	–	–	–	–	83	–	Turgon
45	–	–	68	–	–	–	–	35	60	–	–	35	–	68	–	–	82	–	–	–	–	–	–	–	90	85	–	143	74	60	–	–	Valglin (I)
–	45	38	–	125	–	–	102	–	–	–	–	85	–	–	–	85	90	–	65	–	–	55	–	94	125	68	–	–	–	–	90	–	Valkrist
91	–	–	–	104	–	–	77	–	80	–	–	45	59	–	–	102	–	–	–	50	92	75	–	105	110	–	–	–	–	–	–	–	Valmorgül
–	113	–	–	–	–	–	–	–	–	85	60	–	–	–	–	–	–	86	–	–	–	82	–	–	–	–	–	–	–	–	45	–	Yavëkamba

Character skills table

Selected Reading

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This work is based on **The Hobbit** and **The Lord of the Rings**, particularly the appendices from The Return of the King, the third volume of the trilogy. Great pains have been taken to assure no conflict with any other primary source material. Since the material in ICE's series is derived from the histories of the Third Age, The Lord of the Rings stands as the most instrumental resource.

The **Silmarillion** and **Unfinished Tales** may provide crucial data for campaigns set in the First or Second Ages of Middle-earth. The former is certainly key to any in-depth cosmological overview.



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