

The Fellowship of the Ring

Here, I swore I wouldn't stat them, but I did. This appendix, very likely to be the last installment of this text, is a comprehensive look at the members of the legendary Fellowship of the Ring.

ARAGORN II, SON OF ARATHORN, ISILDUR'S HEIR, "THORONGIL", "STRIDER", "LONGSHANKS", ELESSAR TELCONTAR, THE ELFBONE, 1st King of the Reunited Kingdom

Medium-size Humanoid

Dúnadan (Late 2nd Age)

Ranger 8/Fighter 6/March Warden 3

Hit Dice: 11d8+6d10+85 (167 vp, 36 wp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 40 ft. (8 squares)

AC: 30 (+2 Dex, +8 armor, +5 deflection, +5 natural) touch 17, flat-footed 28

Base Attack/Grapple: +17/+23

Attack: *Andúril* +30, or +3 *keen dagger of bane (Orc)* +26, or +4 *mighty composite longbow (+6)* +23

Full Attack: *Andúril* +30/+30/+25/+20/+15 two-handed (2d8+17 17-20), or +3 *keen dagger of bane (Orc)* +26/+21/+16/+11 melee (1d4+9 17-20), or *Andúril* +28/+23/+18/+13 primary hand (2d8+14 17-20) and +3 *keen dagger of ban (Orc)* +24/+19 off-hand (1d4+6 17-20), or +4 *mighty composite longbow (+6)* +23/+18/+13/+8 ranged (1d8+10 19-20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Favored enemy (humanoid [Orc] +7, giant +5), foe slayer +1d10

Special Qualities: Late 2nd Age Dúnadan traits, favored enemy (humanoid [Orc] +4, giant +2), improved two-weapon combat, fast movement, woodland stride, swift tracker, warden of the wilds

Saves: Fort +19, Ref +13, Will +11

*Aragorn receives a +4 racial bonus on saves vs. mind-affecting effects

Abilities: Str 22, Dex 15, Con 20, Int 12, Wis 18, Cha 14

Skills: Diplomacy +16, Heal +16, Hide +28, Knowledge (geography) +15, Knowledge (nature) +15, Listen +19, Move Silently +17, Ride +8, Spot +10, Survival +25 (+2 to avoid getting lost, +2 aboveground)

Weapon Groups: Basic weapons, bows, exotic weapons, heavy blades, light blades

Feats: Cleave, Combat Expertise, Endurance^b, Improved Critical (heavy blades), Improved Favored Enemy, Improved Initiative, Improved Toughness, Improved Two-weapon Fighting^b, Iron Will, Power Attack, Track^b, Two-weapon Fighting^b, Weapon Focus (heavy blades), Weapon Specialization (heavy blades)

Challenge Rating: 17

Equipment/Treasure: *Andúril*, *Elendilmir*, *ring of Barahir*, *cloak of Elven-kind*, +3 *keen dagger of bane (Orc)*, 30 +1 *keen arrows*, +5 *studded leather*, *bracers of natural armor* +5

Alignment: Lawful Good

Andúril (S. 'flame of the west') was the legendary sword of the heir of Isildur, forged from the remains of Narsil, the sword of Elendil—the shards of which were responsible for severing the One Ring from Sauron's hand in SA 3441. After that fateful day, the shards of Narsil were carried north to Imladris. Despite the disaster at the Gladden Fields, the shards made it safely to Imladris where they remained for millennia. Re-forged in TA 3018, the shards were renamed '*Andúril*', which was given to Aragorn before he departed for the Quest of Mount Doom. Its blade was adorned with runes, an etching of a sun (for Anárion), and of a moon (for Isildur). *Andúril* was a weapon of majestic heritage and craftsmanship, functioning as a +6 *bastard sword of speed and bane (Orc)* with the following additional powers:

- ☞ *Andúril* strikes as a Large bastard sword, dealing a base damage of 2d8.
- ☞ *Andúril* deals an additional +1d10 points of fire or cold damage upon successfully striking any servant of Morgoth, wielder's choice.
- ☞ Any enemy struck by the weapon's additional fire damage must make a Reflex save (DC 15) or catch fire. See *DMG* page 303.
- ☞ Upon command (a move action), *Andúril* sheds light as a torch. This function lasts as long as desired and cannot be *dispelled*, or *disjoined*. Any allies who can see this light receive the benefit of a *bless* spell, caster level 20th.

The *Elendilmir* (S. 'star of Elendil') was a beautiful diamond and one of the heirlooms of the Kingdom of Arnor. It represented the light of Eärendil, the light of whose Silmaril guided the Edain to Númenor as they sailed across the wide ocean. It was worn on the brow of the king of Arnor until the fall of the kingdom in the 3rd Age. Aragorn received the diamond from Elrond as his birthright, and he carried it with him until FO 16, when he gave it to Samwise Gamgee of the Shire. The *Elendilmir* is an otherwise mundane jewel with the following powers:

- ☞ The *Elendilmir* grants its wearer immunity to mind-affecting effects.
- ☞ The *Elendilmir* grants its wearer a +5 sacred bonus on Diplomacy checks.
- ☞ The *Elendilmir* grants its wearer a +5 competence bonus on Spot checks.

The *ring of Barahir* is a beautiful gold ring set with jewels wrought by Finrod Felagund in Valinor during the long-lost years of Bliss. Finrod gave the ring to Barahir as a token of gratitude for saving his life during the Dagor Bragollach.

Barahir wore it until his death in Dorthonian. His son Beren recovered the ring and its presentation to Finrod prompted the Noldo's assistance in the young man's quest for the Silmaril. Finrod fulfilled his oath in the dungeons of Tol Sirion, where he gave his life to save Beren from a werewolf. The ring was passed on, presumably by Dior and Elwing, to the men of Westerne. Later in the 2nd Age, the ring served as an heirloom to the kingdom of Arnor. After the fall of the North-kingdom, the ring was kept in Imladris for safe-keeping. The ring of Barahir is fashioned in the image of two serpents and emerald eyes, one consuming the other, and both supporting a crown of golden flowers. The ring of Barahir functions as a *ring of protection* +5 with the following additional power:

- ☞ The ring treats its wearer as though they were immortal for any spells, effects, curses, or conditions that differentiate between the mortal and immortal Children of Ilúvatar.

The *cloak of elven-kind* was a gift to Aragorn from the Elves of Lothlórien, meant to shield him from harmful eyes. The cloak grants the following benefits:

- ☞ The cloak grants a +10 competence bonus to Hide checks made in any natural environment. The cloak confers a *nondetection* effect upon the wearer that cannot be *dispelled*.

History: Aragorn II, son of Arathorn, heir to the North-kingdom of Arnor and rightful king of Gondor. No name stirs more evocatively the images of nobility regained, hope rekindled, and honor re-forged. Aragorn was born in TA 2931 in Imladris, as it was common for all the heirs of Isildur to do. During his youth, he was fostered by the Elves of Rivendell and known only as 'Estel'. At the age of twenty, Elrond revealed to Aragorn the truth of his lineage.

Aragorn left Rivendell thereafter and went into the wild lands of Middle-earth. He traveled far and learned the customs of many different peoples. For seventy years, Aragorn attacked at the power of Sauron in a number of ways. During this time, he took upon or acquired false names—'Thorongil', 'Strider', 'Longshanks', 'Wingfoot', etc.—and served the rulers of Rohan and Gondor in their own fights against the Dark Lord in Mordor.

In TA 2956, Aragorn met the Istar named Gandalf the Grey and the two became fast friends and allies. In TA 2980, Aragorn destroyed a large fleet of Corsairs at the port of Umbar, one of his greatest victories. In TA 3017, he captured the despicable creature called 'Gollum' at Gandalf's behest. Within a year, he was in Imladris again attending the Council of Elrond, but not before leading the Ring-bearer from Bree, to the Watchtower at Amon Sûl—where Aragorn met the Witch-king of Angmar face-to-face—and safely on to Imladris. By the conclusion of this famous meeting, Aragorn had sworn his service to the Ring-

bearer, vowing to see him safely to Mount Doom to destroy the One Ring. Narsil, the sword that was broken, was re-forged at Elrond's command, and Aragorn bore it with him through the rest of his life.

Aragorn fought bravely during the Fellowship's time in Moria, but not even his puissance and power could overthrow the might of the Balrog, and Gandalf fell in combat to the dark spirit. From that time until the battle at Amon Hen, Aragorn led the Fellowship. He took them to Lórien where they found a month's respite from the trials of the trail. He fought valiantly alongside Legolas and Gimli at Amon Hen, but Boromir's death embittered their victory.

After the breaking of the Fellowship, Aragorn elected to pursue Merry and Pippin's captors rather than the Ring-bearer. Together with Legolas and Gimli, he met Gandalf the White in Fangorn, and the four traveled to Edoras. There, Gandalf released Théoden from the clutches of Saruman's power, restoring the king to vigor of both body and mind. Aragorn was one of the leaders during the Battle of the Hornburg, and no small part of the victory there is attributed to his presence and command.

Acting on information he gathered from the palantír, Aragorn led the Grey Company—Legolas, Gimli, Elrohir, Elladan, and a company of thirty rangers from the north—through the Paths of the Dead. He led the army of the Dead in a raid on the Corsairs at Pelargir, capturing their fleet and bringing it up the Anduin. This brought a large contingent of men to Minas Tirith and the Battle of Pelennor Fields, turning the tide at a time of great need. He was named captain of the Army of the West, and led the forces that marched on the Morannon.

After the War of the Ring, Aragorn was recognized as the rightful King of Arnor and Gondor, and under his rule both kingdoms were reunited—the lowly ranger Aragorn was now become King Elessar Telcontar, 1st King of the Reunited Kingdom. Since he was twenty, he had loved Elrond's daughter Arwen. Unfortunately, Elrond would consent his daughter's marriage to no one who was less than king of both Arnor and Gondor. Upon his (or Gandalf's, depending on who you ask) victory in the War of the Ring, the two were wed. They had one son—Eldarion—and many daughters.

His rule of the Reunited Kingdom was unflawed. He pardoned the Haradrim, declared the Shire to be the protected lands of the hobbits—recognizing Merry and Pippin as Counselors of the North-kingdom—and he expanded the borders of the kingdom, reestablishing a long-lost peace under his banners everywhere. It is said that in Elessar Telcontar's reign as King of the Reunited Kingdom (FO 1-120), the honor and nobility of the Númenóreans—

something considered lost with the failure of Isildur—was at last restored.

Notes: the following stat blocks reflect Aragorn's advancement during the War of the Ring. Refer to the main stat block above upon direction.

After the battle on Amon Hen: Dúnadan ranger 8/fighter 7/march warden 3; CR 18; Medium-size humanoid; HD 11d8+55+7d10+35; vp 178, wp 37; Init +6; Spd 40 ft.; AC *see above*; Base Atk +18; Grp +24; Atk/Full Atk *as above* but +1; SA Favored enemy (humanoid [Orc] +7, giant +5), foe slayer +1d10; SQ Late 2nd Age Dúnadan traits, favored enemy (humanoid [Orc] +4, giant +2), improved two-weapon combat, fast movement, woodland stride, swift tracker; warden of the wilds; AL LG; SV *see above*; Str 22, Dex 15, Con 20, Int 12, Wis 18, Cha 14.

Skills and Feats: +1 to Diplomacy and Survival; add Combat Reflexes

After the Battle of the Hornburg: Dúnadan ranger 8/fighter 8/march warden 3; CR 19; Medium-size humanoid; HD 11d8+55+8d10+40; vp 188, wp 38; Init +6; Spd 40 ft.; AC *see above*; Base Atk +19; Grp +24; Atk/Full Atk *as above* but +3; SA Favored enemy (humanoid [Orc] +7, giant +5), foe slayer +1d10; SQ Late 2nd Age Dúnadan traits, favored enemy (humanoid [Orc] +4, giant +2), improved two-weapon combat, fast movement, woodland stride, swift tracker; warden of the wilds; AL LG; SV Fort +20, Ref +13, Will +11; Str 22, Dex 15, Con 20, Int 12, Wis 18, Cha 14.

Skills and Feats: +2 to Diplomacy and Survival; add Combat Reflexes and Greater Weapon Focus (heavy blades)

After the War of the Ring: Dúnadan ranger 8/fighter 9/march warden 3; CR 20; Medium-size humanoid; HD 11d8+55+9d10+45; vp 199, wp 39; Init +6; Spd 40 ft.; AC 31, touch 18, flat-footed 28; Base Atk +20; Grp +24; Atk/Full Atk *as above* but +4; SA Favored enemy (humanoid [Orc] +7, giant +5), foe slayer +1d10; SQ Late 2nd Age Dúnadan traits, favored enemy (humanoid [Orc] +4, giant +2), improved two-weapon combat, fast movement, woodland stride, swift tracker; warden of the wilds; AL LG; SV Fort +20, Ref +15, Will +12; Str 22, Dex 16, Con 20, Int 12, Wis 18, Cha 14.

Skills and Feats: +3 to Diplomacy and Survival, +1 to Ride; add Combat Reflexes and Greater Weapon Focus (heavy blades)

BOROMIR, HEIR TO THE STEWARD OF GONDOR

Medium-size Humanoid

Dúnadan (Late 3rd Age)

Fighter 15

Hit Dice: 15d10+105 (187 vp, 39 wp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft. (6 squares, 20 ft. in armor)

AC: 26 (+2 Dex, +9 armor, +5 shield) touch 12, flat-footed 24

Base Attack/Grapple: +15/+18

Attack: +5 *bastard sword* +25, +4 *shortsword* +22

Full Attack: +5 *bastard sword* +25/+20/+15 one-handed (1d10+12 17-20) or two-handed (1d10+14 17-20), or +4 *shortsword* +22/+17/+12 melee (1d6+7 19-20)

Space/Reach: 5 ft./5 ft.

Special Qualities: Late 3rd Age Dúnadan traits

Saves: Fort +13, Ref +7, Will +7

Abilities: Str 17, Dex 14, Con 24, Int 13, Wis 14, Cha 15

Skills: Diplomacy +10, Hide +12, Knowledge (history) +5, Knowledge (nobility) +7, Ride +20, Survival +7

Weapon Groups: Basic weapons, bows, exotic weapons, heavy blades, light blades

Feats: Cleave, Combat Expertise, Dodge, Great Cleave, Greater Weapon Focus (heavy blades), Greater Weapon Specialization (heavy blades), Improved Disarm, Improved Initiative, Improved Sunder, Improved Toughness, Mobility, Power Attack, Weapon Focus (heavy blades), Weapon Specialization (heavy blades)

Challenge Rating: 15

Equipment/Treasure: *Cloak of Elven-kind*, *horn of Gondor*, *bracers of health* +4, +5 *keen bastard sword*, +4 *shortsword*, +5 *scale mail*, +3 *heavy wooden shield*

Alignment: Neutral Good

The *cloak of elven-kind* was a gift to Boromir from the Elves of Lothlórien, meant to shield him from harmful eyes. The cloak grants the following benefits:

- ☞ The cloak grants a +10 competence bonus to Hide checks made in any natural environment. The cloak confers a *nondetection* effect upon the wearer that cannot be *dispelled*.

The *horn of Gondor* is made of a large mammal's horn, lined with silver. It functions as a mundane horn, but all allies within one mile per level of the user can hear the call.

History: Boromir was the first son of Denethor II, Ruling Steward of Gondor at the beginning of the War of the Ring. He was older brother to Faramir. In TA 3018, after a successful defense of Osgiliath, Boromir traveled to Imladris in response to a dream both he and his brother had. There, he took part in the Council of Elrond and swore his service to the Fellowship and the Quest of Mount Doom.

Boromir was a proud nearly to a fault, handsome, and a valiant fighter. He survived the epic confrontation in Moria only to experience great discomfort in Lórien and later fall under the spell of the One Ring. At Amon Hen, on the western bank of the Anduin, Boromir went mad and attempted to kill Frodo over the One Ring. Frodo escaped him and Boromir immediately repented, but was unable to make amends with Frodo. Later that day, Amon Hen was attacked by a large force of Orcs. Boromir died defending Merry and Pippin from the hoard, but in the end they were taken captive.

Aragorn II, Gimli, and Legolas gave him a burial afloat in the Anduin. His horn, cloven in two in the fight, eventually found its way to his father, who took the pieces as a grave omen and a sign of his son's death.

Frodo Baggins, Frodo the Nine-fingered, the Ring-bearer

Small Humanoid

Halfling

Aristocrat 2

Hit Dice: 2d (13 wp)

Initiative: +2 (+2 Dex)

Speed: 20 ft. (4 squares)

AC: 19 (+1 size, +2 Dex, +6 armor) touch 13, flat-footed 17

Base Attack/Grapple: +1/+0

Attack: *Sting* +4

Full Attack: *Sting* +4 (1d4+3 17-20)

Space/Reach: 5 ft./5 ft.

Special Qualities: Halfling traits

Saves: Fort +3, Ref +3, Will +6

**Frodo receives a +2 morale bonus on saves vs. fear effects.*

Abilities: Str 8, Dex 14, Con 13, Int 14, Wis 16, Cha 13

Skills: Hide +21, Knowledge (local, the Shire) +7, Listen +5, Move Silently +9, Survival +8

Weapon Groups: Basic weapons, light blades

Feats: Iron Will

Challenge Rating: 1

Equipment/Treasure: +2 *mithril chain shirt of light fortification, Sting, the Phial of Galadriel, cloak of Elven-kind, the One Ring*

Alignment: Chaotic Good

Sting is a sturdy, well-made blade from the smithies of the First Age. *Sting* was found by Bilbo Baggins on his adventure to Erebor in a treasure trove protected by three trolls. Later, he bequeathed *Sting* to Frodo before the founding of the Fellowship of the Ring. *Sting* was carried by Frodo from Imladris all the way through the Cirith Ungol (S. 'pass of the spider'), where he gave it to Samwise Gamgee, who had used it to seriously wound Shelob in Cirith Ungol. *Sting* is a +4 *keen shortsword* with the following additional powers:

- ☞ *Sting* can be easily wielded by creatures from Small to Large size without penalty or increased effort and its damage adjusts to its wielders size.
- ☞ *Sting* glows a faint blue when within 1000 ft. of Orcs, and as bright as a torch when within 100 ft. of Orcs.
- ☞ *Sting* burns servants of Morgoth, dealing an additional +1d6 points of damage to such targets.

The Phial of Galadriel is an artifact of unrivalled beauty. It is an elegant glass phial filled with the light of the star of Eärendil caught in the fountain from the Mirror of Galadriel. One of the most powerful artifacts ever made by Galadriel, the phial has the following powers:

- ☞ The phial, when not folded into clothes or mentally commanded otherwise by its owner, sheds light as a

torch, dealing 2d6 points of damage to any creature of Evil alignment within the area.

- ☞ The phial grants its wearer a +4 sacred bonus on saves vs. fear effects. Anyone of Good alignment who can see the light from the phial also receives this benefit.
- ☞ The phial grants its wearer fast healing 1. This benefit does not stack with any other fast healing abilities possessed by the wearer.
- ☞ Upon command (a move action), the phial can emanate a powerful wave of blessed power. Evil creatures within 30 ft. must make a Will save (DC 12) or be stunned. The save DC is based on the wearer's hit dice and Charisma score.
- ☞ Any evil creature who strikes the wearer of the phial with a melee weapon or natural weapon suffers 1d6 points of damage as a result. There is no save against this ability.

The *cloak of elven-kind* was a gift to Frodo from the Elves of Lothlórien, meant to shield him from harmful eyes. The cloak grants the following benefits:

- ☞ The cloak grants a +10 competence bonus to Hide checks made in any natural environment. The cloak confers a *nondetection* effect upon the wearer that cannot be *dispelled*.

The *One Ring* is a simple gold band with the following words inscribed in the Black Speech on the side: "*Ash nazg durbatulûk, ash nazg gimbatul, Ash nazg thrakatalûk agh burzum ishi krimpatul.*" Translated this states "*One Ring to rule them all, One Ring to find them, One to bring them all and in the darkness bind them.*" It is to this artifact Ring that Sauron the Dark Lord has bound his spirit. The One Ring has the following powers:

- ☞ The One Ring allows its wearer to become invisible at will as with *improved invisibility*. This effect cannot be *dispelled*.
- ☞ The One Ring grants its wearer a constant *see invisibility* effect. This effect cannot be *dispelled*.
- ☞ The One Ring doubles the total spell points for one spellcasting class.
- ☞ The One Ring prevents its wearer from suffering ability score penalties from aging. It does not prevent death, however, but instead acts as 3d4 virtual *Extend Lifespan* feats. Wearers roll only once upon gaining possession of the One Ring. If the One Ring is ever voluntarily relinquished, the benefits of these feats vanish slowly over time, at the DM's discretion.
- ☞ The One Ring also allows its wearer to attempt to cast *scrying* on the wearers of the other lesser Rings of Power (Will DC 47) as well as *dominate monster* (Will DC 52) once an attempt at *scrying* is successful. Failure against the *dominate monster* spell results in a permanent condition of thralldom

to the wearer of the One Ring at the time of failure. This control extends indefinitely, even across planes. Only the destruction of the One Ring or a new owner exerting control can sever this connection. A new owner must attempt their own *dominate monster* on the holders of the lesser rings and is does not acquire control by merely possessing the One Ring.

- ☞ The One Ring is inherently evil and will seek to pervert the mind of any owner other than Sauron himself. Upon holding the One Ring, one must make a Will save (DC 2 times the number of HD said creature has) or suffer their alignment to shift one step towards lawful evil. Success is only short-lived, however, and each week a new save must be made with a cumulative +1 to the initial DC. Failure immediately provokes a new saving throw at the previous DC to prevent becoming wholly lawful evil and will continue to accrue a +1 to the DC each week thereafter in order to fully change the owner's alignment. If this ever occurs, the current owner becomes enthralled to the One Ring and effectively becomes in mind as the Dark Lord Sauron, hoping to dominate the world and shape it in their own image. If at any time the wearer must attempt one of these saves while in Mordor, the DC is increased by +5.
- ☞ At any point during their possession, the current owner of the One Ring may attempt to master the artifact and harness the power which Sauron poured therein. By making a Concentration check (DC 20), the current owner gains one divine rank and may select any Salient Divine Ability which Sauron himself possesses. There are up to 12 divine ranks contained within the One Ring at any point in its existence. The owner may attempt more checks at +5 to the DC for each additional rank desired. The owner may only select Salient Divine Abilities which Sauron himself possesses. Each rank so acquired forces a Will save (DC 20+5 per rank possessed) at the time it is acquired. Failure here indicates that the current owner is absolved immediately of any sense of self as the power of evil overthrows their mind and soul. Sauron's aims and goals for world domination supercede anything previously desired and, while it doesn't help Sauron in any direct way to lose all his power to another in such a way, it maintains his goals and will in the World that Is, thereby preserving in some fashion his foul spirit and inherent evil.

History: Frodo was born in the Shire to one Drogo Baggins and wife Primula Brandibuck in TA 2968. By 2980, his parents had both passed on, orphaning the young periannath (S. 'hobbit' or 'halfing'). Soon, however, he was adopted by his cousin Bilbo and resided from there on at

Bag End. In 3001, with the departure of Bilbo for Imladris, Frodo inherited Bag End, all of his cousin's former wealth, and (of course) the One Ring.

Gandalf, having visited the Shire to celebrate Bilbo's 111th birthday, suspected the Ring, and begged Frodo to keep it secret while he investigated the matter in Gondor. Much to the Istar's chagrin, there was a chance that the simple magic ring he had seen Bilbo with on the Quest for Erebor was, in fact, the dreaded One Ring of Sauron—that which had been lost since the disaster at the Gladden Fields and the death of Isildur.

Returning to the Shire, Gandalf instructed Frodo to take the Ring to Bree where he would rendezvous with and instruct him further. Frodo's gardener, Samwise Gamgee, having heard too much, was enlisted to keep an eye on Frodo while he traveled.

Along the way, Frodo and Sam ran into Merry and Pippin, who helped the duo to Bree. Once there, they did not find Gandalf, but were instead taken into the protection of a lowly ranger named Strider. From Bree, they went to Weathertop, the watchtower of Amon Sûl, where Frodo was nearly slain by the Lord of the Nazgûl, the Witchking from Angmar of old. From Weathertop, Frodo was taken to Imladris where his wounds were healed and his quest greatly prolonged. During the Council of Elrond, there was much debate on what to do about the One Ring now that it was known that Sauron was looking for it. In the end, Frodo elected to take the One Ring to the Sammath Naur (S. 'cracks of doom') in Mount Doom. He was accompanied by Sam, Merry, Pippin, Strider (who turned out to be Aragorn II, heir of Isildur), Boromir from Gondor, Gimli from Erebor, Legolas from Greenwood, and the Istar Gandalf—the Fellowship of the Ring.

Over the course of this quest, Frodo was assailed by Urukhai, the twisted creature Gollum, even the last daughter of Ungoliant, Shelob. Through all his hardships, only Sam remained by his side. In the end, at the precipice over the Sammath Naur, Frodo failed in his heart to resist the lure of the One Ring, and he claimed its power for himself. Gollum struggled over the Ring with its new owner, and bit the finger from Frodo's hand, only to caper and dance his way off the side and into the magma below, destroying the Ring forever and releasing Frodo from its power.

After the War of the Ring, Frodo sat as the Mayor of Michael Delving—the capital of the Shire for all intents and purposes. He also wrote the latter half of the Red Book of Westmarch, the account of the War of the Ring and his quest for Mount Doom. His wounds haunted him though, and he soon relinquished his office. He sailed with the Last Riding of the Keepers of the Rings, leaving all his wealth and property to Samwise, his best and most loyal friend.

Gandalf the Grey, Mithrandir, the Grey Pilgrim, Gandalf Greyhame, Storm Crow, Lúthspell, the Enemy of Sauron, Olórin

Medium-size Outsider (good, native, demigod)

Ainu (Maia [Man], Istar)

Druid 20

Divine Rank: 2

Hit Dice: 20d10+120 (320 vp, 42 wp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 30 ft. (6 squares)

AC: 36 (+4 Dex, +10 deflection, +2 divine, +10 sacred)

touch 36, flat-footed 32

Base Attack/Grapple: +15/+21

Attack: *Staff of the Wizard* +26, or *Glamdring* +28

Full Attack: *Staff of the Wizard* +26/+21 (1d6+9) or

Glamdring +28/+28/+23 (3d8+11+2d6 [holy] 17-20)

Space/Reach: 5 ft./5 ft.

Special Qualities: Ainu traits, immune to ability damage, ability drain, banishment, death effects, disease, disintegration, energy drain, imprisonment, paralysis, petrification, poison, polymorphing, sleep, and stunning; grey pilgrim; *see invisibility*, darkvision 120 ft.; cold, electricity, and fire resistance 7; spell resistance 40; godly realm, salient divine abilities

Saves: Fort +20, Ref +12, Will +35

Abilities: Str 18, Dex 19, Con 22, Int 22, Wis 48, Cha 30

Skills: Concentration +20, Craft (alchemy) +20, Decipher Script +16, Diplomacy +22, Handle Animal +32, Knowledge (arcana) +20, Knowledge (history) +25, Knowledge (nature) +30, Knowledge (nobility) +15, Knowledge (religion) +30, Ride +17, Spellcraft +27, Use Magic Device +12 (+4 scrolls)

Feats: Augment Healing^{CD}, Improved Initiative, Improved Toughness^{CW}, Iron Will, Silent Spell, Still Spell, Transdimensional Spell^{CA}

Challenge Rating: 25

Equipment/Treasure: *Glamdring*, *Narya*

Alignment: Neutral Good

Glamdring (S. 'foe-hammer') was discovered by Gandalf in a troll's hoard during the Quest of Erebor. It was forged in the smithies of Gondolin during the 1st Age. Turgon, King of Gondolin, wore the sword for a time. It is a elegant two-handed bastard sword decorated in Sindarin runes. *Glamdring* is a +7 *adamantine holy keen bastard sword of speed* with the following additional powers:

- ☞ *Glamdring* strikes as a Huge bastard sword, dealing a base damage of 3d8.
- ☞ *Glamdring* is a slashing weapon but also strikes as a bludgeoning weapon for bypassing damage reduction.

- œ Glamdring glows a faint blue when within 1000 ft. of Orcs, and as bright as a torch when within 100 ft. of Orcs.
- œ Glamdring cannot be sundered.

Narya, one of the Three Elven Rings forged by Celebrimbor, is a special case, having been given to Gandalf the Grey by Círdan the Shipwright, ancient and lordly among the Eldar. The ring itself is invisible to all but Sauron and the bearer of the One. He kept it secret, he kept it safe, and few others but the bearers of the other Elven Rings ever knew he possessed it. He carried it with him back to Valinor at the end of the 3rd Age, the only one of the five Istari to not have fallen to evil or worldly ways. *Narya* grants its wearer the following benefits:

- œ *Narya* protects its surroundings from the corroding effects of time. Metal does not rust, stone does not wear, paint does not fade, etc. This affects an area of varying size—typically space enough to encompass whatever buildings and grounds occupy the area where *Narya*'s possessor dwells.
- œ *Narya* allows its wearer to cast from the Sun Domain as a standard action at will. *Narya* casts these spells as a 20th level Cleric.
- œ *Narya* allows its wearer to use Bardic music abilities as a 20th level Bard as though they had 23 ranks in Perform. This ability doesn't require songs or instruments, but simple gestures, stories, or words of advice.
- œ *Narya* grants its wearer immunity to fire and stunning.
- œ *Narya* grants its wearer a +10 sacred bonus to armor class.
- œ *Narya* projects a continuous *recitation*^{CD}. This effect can be *dispelled*, but *Narya*'s wearer can suppress or activate it as a free action. Caster level 20th.

"Gandalf the Grey, the icon of an Age of the World. He stands at no higher than 6 feet tall, though he stands slightly hunched. His appearance is one of an old, wizened man leaning upon his staff. He is dressed in rainy-grays, his long beard hanging nearly to his knees. Gandalf's eyes are as warm as a fire on a cool night, and they are shaded by his eyebrows which stand out farther from his face than the brim of his wide, pointed hat. Gandalf walks without fatigue, however, and at his hip hangs an ancient and powerful sword from Ages before."

Dogma: Gandalf practices pity and patience, and urges others to consider doing so as well. Through this his hand is never forced upon anyone, nor is his power ever truly expressed. Gandalf serves his secret purpose—to prevent the return of the power of Sauron. If only he could locate the One Ring—speculated by Saruman to have been washed

into the sea by the river Anduin centuries ago—he might have a chance.

Clergy and Temples: Gandalf has no clergy or temple whatsoever. He is never known to have even been offered worship, though it is certain that he would have refused adamantly.

History: Gandalf is the last of the five Istari to come out of the West. Upon arriving, Círdan the Shipwright bestowed upon him *Narya*, the Red Ring of Fire—one of the three Elven Rings of Power hidden by Celebrimbor before his death.

Gandalf journeyed all over Middle-earth, but unlike Alatar and Pallando he returned from the tumults of the East. He favored the area of former Arnor known by the local inhabitants as "the Shire" and visited there many times. He inspired many of the Perrianath to deeds of bravery—from the Old Took to Bilbo Baggins.

Before long, his slow aging and uncanny wisdom made him suspected by Men to be one of the ancient Elves while it was clear that the Elves considered him to be something else entirely. He was a member of the White Council—formed of himself, Galadriel, Saruman the White, Elrond son of Eärendil, and others—and refused the offer of Galadriel to lead it.

Gandalf inspired the Quest for Erebor, the Lonely Mountain. It was during this quest that Bilbo Baggins found the One Ring in Gollum's cave, barely escaping with its power. Even as all this was happening, Gandalf inspired the White Council to attack Dol Guldor and drive there from the Sorcerer who Gandalf suspected to be the spirit of Sauron in disguise.

After half a century, Gandalf grew suspicious of the magic ring that Bilbo had found under the Misty Mountains. Whether their location at that time was too far from the Gladden Fields or whether the thought of the One Ring being held by a creature like Gollum was too far-fetched, Gandalf had let sit the thought of this ring for too long. He learned of its true nature in just enough time to get Frodo and his gardener on their way to Rivendell and, later, to Mt. Doom itself.

Deep in Moria, Gandalf blocked the Bridge of Khazâd-dun from the Balrog. He fell there to defend the Ringbearer, and made battle with the Valarauka from the roots of the mountain to its crown, and there he felled the ancient demon. His body was destroyed however, and only later was he reformed anew by the Valar and sent back to finish his quest in Middle-earth. Thereafter, he was known as Gandalf the White.

The Grey Pilgrim (ex): Gandalf is beloved by the Children of Ilvatar, seen as a great source of wisdom and patience, and known by a few to be far more than he appears to be. Gandalf may always take 20 on Diplomacy, Gather Information, and Sense Motive skill checks when made against one of the Children. Additionally, Gandalf may deliver his Protective Aura (see below) to any target within 30 feet without need to actually touch them.

See Invisibility (su): Gandalf cannot be tricked by simple invisibility effects and benefits from *see invisibility* as though cast by a 20th level Sorcerer. This effect can be dispelled normally, but Gandalf may reactivate it as a free action on his turn.

Godly Realm: Gandalf, while capable of setting up a domain in Middle-earth as Saruman has done, has never done so.

Portfolio: Courage, good will, patience, pity, wisdom

Portfolio Sense: Gandalf detects any act related to his portfolio than affects at least 1000 people.

Salient Divine Abilities: Divine Inspiration, Divine Shield, Istar†

†unique SDA

Domain: Protection

Domain Power: Gandalf may use the following ability as a 12th level cleric.

Protective Aura (su): 2/day, grants a +12 resistance bonus to target's next saving throw.

Domain Spell-like Abilities (sp): at will- *antimagic field*, *mind blank** (DC 28), *prismatic sphere** (DC 29), *protection from energy* (DC 23), *repulsion** (DC 27), *sanctuary* (DC 21), *shield other* (DC 22), *spell immunity* (DC 24), *spell resistance* (DC 25); caster level 12th, save DCs are Charisma-based. *cannot cast these spells without violating code of the Istar.

Druid Spell DCs: 16+spell level

Druid Caster Level: 12th

Druid Spell Points: 272

Maximum Druid Spell Level: 6th

Druid Spells Known: (0th–6th) 4/4/4/4/3/3/2: **0th:** *detect magic*, *read magic*, *resistance*, *vigor*; **1st:** *hold portal*, *mount*, *nimbus of light*^{CD}, *travelers mount*^{CD}; **2nd:** *animal messenger*, *bear's endurance*, *heat metal*, *status*; **3rd:** *daylight*, *quench*, *searing light*, *tongues*; **4th:** *celestial brilliance*^E, *mass resurgence*^{CD}, *rainbow pattern*, *restoration*; **5th:** *commune with nature*, *crown of flame*^E, *mass cure light wounds*, *telekinesis*; **6th:** *crumble*^{CD}, *fire seeds*

Gandalf the White: Ainu (Maia [Man], Istar) druid 20; CR 26; Medium humanoid; HD 20d8+100; vp 260, wp 43; Init +8; Spd 30 ft.; AC *as above* but +1; Base Atk +10; Grp +17; Atk/Full Atk *as above* but +1; SQ *as above* but damage reduction 5/epic and evil and spell resistance 41; AL NG; SV *as above* but +1; Str 18, Dex 19, Con 22, Int 22, Wis 48, Cha 30.

Salient Divine Abilities: Add White Wizard (see below).

Skills and Feats: +1 to all skill checks.

Druid Caster Level: 13th

Maximum Druid spell level: 7th

Spells: Add—4th: *divine power*; 7th: *sunbeam*.

White Wizard

Prerequisites: Istar, good alignment, must remain true to course set for the Istar

Benefit: You are the head of the Order of Istar, the Heren Istarion. As such, you receive the following benefits:

- ☞ Once per day per divine rank you may behave as though at your full effective caster level for purposes of spells known. This effect lasts for one minute and does not count as a transgression against the Themes of Ilúvatar.
- ☞ You may destroy a lesser Istar's staff and their station, thereby entombing them in their mortal form. Such an affected Istar loses all divine rank and special attacks and qualities not associated with their base mortal form. They begin to age normally as their base creature.
- ☞ Your damage reduction resurfaces. You gain damage reduction 5/epic and evil.

Gimli, son of Glóin, the Lock-bearer, the Elf-Friend

Medium-size Humanoid

Khazâd

Fighter 13

Hit Dice: 13d10+104 (175 vp, 39 wp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 20 ft. (4 squares)

AC: 26 (+1 Dex, +10 armor, +5 natural) touch 11, flat-footed 25

Base Attack/Grapple: +13/+16

Attack: +5 *greataxe of bane (Orc)* +23, or +3 *battleaxe* +21, or +3 *throwing axe* +21

Full Attack: +5 *greataxe of bane (Orc)* +23/+18/+13 melee (1d12+12 19-20), or +3 *battleaxe* +21/+16/+11 melee (1d8+10 19-20), or +3 *throwing axe* +21/+16/+21 melee (1d6+10) or +19 ranged (1d6+10)

Space/Reach: 5 ft./5 ft.

Special Qualities: Khazâd traits, unyielding (26%)

Skills: Craft (blacksmithing) +11, Craft (stonemasonry) +11, Craft (weapons) +11, Hide +11, Intimidate +15, Knowledge (history) +9

Weapon Groups: Axes, basic weapons, crossbows, exotic weapons, maces and clubs

Feats: Cleave, Combat Expertise, Combat Reflexes, Great Cleave, Greater Weapon Focus (axes), Greater Weapon Specialization (axes), Improved Initiative, Improved Toughness, Improved Trip, Power Attack, Weapon Focus (axes), Weapon Specialization (axes)

Saves: Fort +16, Ref +5, Will +4

*Gimli receives a +4 racial bonus on saves vs. spells and spell-like abilities

Abilities: Str 16, Dex 12, Con 26, Int 13, Wis 11, Cha 13

Challenge Rating: 13

Equipment/Treasure: *Cloak of Elven-kind*, *bracers of natural armor* +5, +4 *banded mail*, +3 *throwing axe* (x2), +3 *battleaxe*, +5 *greataxe of bane (Orc)* and *speed*

Alignment: Neutral Good

The *cloak of elven-kind* was a gift to him from the Elves of Lothlórien, meant to shield him from harmful eyes. The cloak grants the following benefits:

- ☞ The cloak grants a +10 competence bonus to Hide checks made in any natural environment. The cloak confers a *nondetection* effect upon the wearer that cannot be *dispelled*.

History: Gimli was of the line of Durin, son of Glóin. His youth is unrecorded, though it is speculated that he spent his younger years in the Ered Luin, moving to Erebor (S. 'single mountain' or 'lonely mountain') by TA 2941. In TA 3018, he was chosen to represent the race of Dwarves in the Fellowship of the Ring.

His insistence on crossing the Misty Mountains via the Mines of Moria proved disastrous. Unintentionally, this led the Fellowship into grave danger, and Gandalf fell in combat with the Balrog, Durin's Bane. Upon escaping Moria, Gimli and the Fellowship entered Lórien. Here, Gimli fell in love with Galadriel and his friendship with Legolas began to burgeon. Before leaving Lórien, Gimli asked Galadriel for a single strand of her hair. She gave him three, which he later encased in a jewel, and wherefore he was known as the Lock-bearer and Elf-friend.

Gimli accompanied Aragorn II to Rohan after the breaking of the Fellowship on Amon Hen. There, he fought valiantly alongside Theoden of Rohan, Aragorn II, and Legolas (among the countless others) in the Battle of the Hornburg. Thereafter, he accompanied Aragorn II through the Paths of the Dead and, by way of the ships of the Corsairs, to the Battle of Pelennor Fields and the battle outside of the Morannon (S. 'black-gate') of Mordor.

After the War of the Ring, Gimli led a group of Dwarves from Erebor to Rohan where he was named Lord of the Glittering Caves. There, he and the Dwarves from Erebor forged a mithril and steel gate for Minas Tirith to replace the one lost during the siege.

In FO 120, after the death of King Elessar, Gimli accompanied Legolas to the Grey Havens, from whence they sailed together across the Sea and along the Straight Way to Valinor. This act was unheard of at the time, but is attributed to Gimli's great love for both Legolas and Galadriel.

Notes: the following stat blocks reflect Gimli's advancement during the War of the Ring. Refer to the main stat block above upon direction.

After the Battle of the Hornburg: Khazâd fighter 14; CR 14; Medium humanoid; HD 14d10+112; vp 189, wp 40; Init +5; Spd 20 ft.; AC *see above*; Base Atk +14; Grp +17; Atk/Full Atk *as above* but +1; SQ Khazâd traits, unyielding (28%); AL NG; SV Fort +17, Ref +5, Will +4; Str 16, Dex 12, Con 26, Int 13, Wis 11, Cha 13.

Skills and Feats: +1 to all Craft skills; add Improved Critical (axes).

After the War of the Ring: Khazâd fighter 16; CR 16; Medium humanoid; HD 16d10+128; vp 216, wp 41; Init +5; Spd 20 ft.; AC *see above*; Base Atk +16; Grp +19; Atk/Full Atk *as above* but +3; SQ Khazâd traits, unyielding (32%); AL NG; SV Fort +18, Ref +6, Will +5; Str 17, Dex 12, Con 26, Int 13, Wis 11, Cha 13.

Skills and Feats: +3 to all Craft skills; add Improved Bull-rush, Improved Critical (axes), and Shock Trooper.

Legolas Greenleaf, Prince of Greenwood the Great

Medium-size Humanoid (good)

Quendi (Sinda)

Fighter 14

Hit Dice: 14d10+42 (124 vp, 31 wp)

Initiative: +12 (+8 Dex, +4 Improved Initiative)

Speed: 40 ft. (8 squares)

AC: 31 (+8 Dex, +8 armor, +5 deflection) touch 23, flat-footed 23

Base Attack/Grapple: +14/+18

Attack: *Bow of the Galadhrim* +25, or *fighting knife* +25

Full Attack: *Bow of the Galadhrim* +25/+25/+25/+20/+15 ranged (1d8+8 19-20), or *fighting knife* +23/+18/+13 primary hand (1d6+7 17-20) and *fighting knife* +23/+18 melee (1d6+5 19-20)

Space/Reach: 5 ft./5 ft.

Special Qualities: Sinda traits, Quendi traits, wild empathy (+21)

Skills: Craft (weapons) +20, Diplomacy +16 (+9 insight), Hide +18, Jump +26, Perform (singing) +24, Ride +25, Spot +26, Survival +30 (+8 insight)

Weapon Groups: Axes, basic weapons, bows, exotic weapons, heavy blades, light blades, spears and lances

Feats: Improved Initiative, Improved Precise Shot, Improved Rapid Shot, Improved Toughness, Improved Two-weapon Fighting, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Two-weapon Fighting, Weapon Finesse, Weapon Focus (bows), Weapon Specialization (bows)

Saves: Fort +12, Ref +12, Will +9

Abilities: Str 18, Dex 26, Con 17, Int 16, Wis 20, Cha 24

Challenge Rating: 14

Equipment/Treasure: *Bow of the Galadhrim*, *Cloak of Elven-kind*, 2 *fighting knives* (+3 *keen*, *defending short swords*), +3 *chainmail*, *boots of speed*, *ring of protection* +5

Alignment: Chaotic Good

The *bow of the Galadhrim* was given to Legolas during his few weeks in the realm of Lady Galadriel. As her parting gift to him as a member of the Fellowship of the Ring, the bow of the Galadhrim came into use several times along the remainder of Legolas' journey. The bow of the Galadhrim is a +2 *mighty composite longbow* (+4) *of speed* with the following additional properties:

- ☞ The bow deals maximum damage on a confirmed critical hit.
- ☞ The bow does not automatically fail attack rolls on a natural 1.

The *cloak of elven-kind* was also a gift to him from the Elves of Lothlórien, meant to shield him from harmful eyes. The cloak grants the following benefits:

- ☞ The cloak grants a +10 competence bonus to Hide checks made in any natural environment. The cloak confers a *nondetection* effect upon the wearer that cannot be *dispelled*.

History: Legolas was the Prince of Greenwood, the Sinarin kingdom of Thranduil, his father. He went to Imladris in TA 3019 to address the issue of the One Ring. There, he was selected to represent the race of the Eldar in the Fellowship of the Ring.

He fought valiantly during the attack in Moria. Still, even one of his ancient race could not overthrow the might of the Balrog, and Legolas was forced to watch helplessly as Gandalf the Grey fell in combat with the demon.

In Lórien, Legolas and Gimli began a friendship that would last, technically, forever. After the breaking of the Fellowship, Legolas traveled with Aragorn II to Rohan. There, he fought in the Battle of the Hornburg. Again, traveling with Aragorn II, Legolas was a member of the Grey Company—those who lead the armies of the dead against the Corsairs and the Orcs besieging Minas Tirith. During his time in Gondor, Legolas saw the sea for the first time in his undoubtedly long life, and the unyielding desire for the West was awoken in his heart.

After the War of the Ring, Legolas led a company of Elves from the Woodland Realm to Ithilien where he founded a colony amidst the lands of Gondor. In FO 120, after the death of King Elessar, Legolas finally set sail for the West, bringing his truest friend Gimli along with him to the Blessed Realm to live in bliss until the end of the World.

Notes: the following stat blocks reflect Legolas' advancement during the War of the Ring. Refer to the main stat block above upon direction.

After the War of the Ring: Sinda fighter 15; CR 15; Medium humanoid; HD 15d10+45; vp 132, wp 32; Init +12; Spd 30 ft.; AC *see above*; Base Atk +15; Grp +19; Atk/Full Atk *as above* but +1; SQ Quendi traits, Sinda traits; AL CG; SV Fort +12, Ref +13, Will +10; Str 18, Dex 26, Con 17, Int 16, Wis 20, Cha 24.

Skills and Feats: +1 to Craft (weapons), Jump, Perform (singing), Ride, Spot, and Survival; add Greater Weapon Focus (bows).

Meriadoc Brandibuck, "Merry", Kalimac, Master of Buckland

Small Humanoid

Halfling

Aristocrat 1

Hit Dice: 1d (12 wp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 20 ft. (4 squares)

AC: 13 (+1 size, +2 Dex) touch 13, flat-footed 11

Base Attack/Grapple: +0/+1

Attack: +3 *shortsword of bane (Undead)* +4

Full Attack: +3 *shortsword of bane (Undead)* +4 melee
(1d4+4 19-20) or +6 melee (1d4+2d6+6 19-20) vs.
Undead

Space/Reach: 5 ft./5 ft.

Special Qualities: Halfling traits

Skills: Climb +5, Diplomacy +5, Hide +20, Knowledge
(local, the Shire) +6, Ride +6

Weapon Groups: Basic weapons, light blades

Feats: Improved Initiative

Saves: Fort +2, Ref +3, Will +5

**Merry receives a +2 morale bonus on saves vs. fear effects*

Abilities: Str 12, Dex 14, Con 12, Int 14, Wis 14, Cha 13

Challenge Rating: ½

Equipment/Treasure: *Cloak of Elven-kind*, +3 *shortsword
of bane (Undead)*

Alignment: Neutral Good

The *cloak of elven-kind* was a gift to Merry from the Elves of Lothlórien, meant to shield him from harmful eyes. The cloak grants the following benefits:

- ☞ The cloak grants a +10 competence bonus to Hide checks made in any natural environment. The cloak confers a *nondetection* effect upon the wearer that cannot be *dispelled*.

History: Merriadoc Brandibuck was a good friend of both Frodo Baggins and Peregrin Took ("Pippin"). He and Pippin joined Frodo in his trek to Imladris in TA 3019 and was counted as part of the Fellowship of the Ring during the Council of Elrond. At Lórien, Merry was presented with an Elven cloak and dagger, both of which aided him greatly in his later trials. At Amon Hen, Merry and Pippin fought alongside Boromir of Gondor, but after Boromir fell to the Uruk-hai on Parth Galen, both Merry and Pippin were captured. En route to Isengard, the Uruk-hai were brutally attacked by the Rohirrim, enabling Merry and Pippin to escape into Fangorn Forest.

There they were befriended by the Onod named 'Treebeard'. With Treebeard's help, Merry and Pippin rallied the Ents to assail the tower of Orthanc and therefore overthrow the power of Saruman. From Orthanc, Merry and Pippin were

reunited with Aragorn II, Gimli, and Legolas and traveled to Rohan. Merry, against the orders from King Théoden of Rohan, rode to the Battle of Pelennor Fields with Eowyn, where together they slew the Lord of the Nazgûl. Merry was nearly killed by the Witch-king's Black Breath, but Aragorn II managed to heal him.

After the War of the Ring, Merry was knighted by Rohan and returned to the Shire to help rout the forces of "Sharkey" and his men in the Battle of Bywater. Upon his father's passing, Merry was named Master of Buckland. In FO 14 he was named the Counselor of the North-Kingdom, an office he held until FO 64 when he and Pippin resigned from their respective offices. Together they rode to Rohan and Gondor. Within a year or so, Merry passed on. He was buried in the House of Kings—the burial place of the Ruling Stewards, the Gondorian Kings of old, as well as the final resting place of Aragorn II, King Elessar of the Reunited Kingdom.

Merry was exceptionally large for a hobbit (at least 4'5") since he drank the Ent-draughts provided by Treebeard. He was the author of several scholarly works, including *Herblore of the Shire*, and *The Reckoning of Years*.

Notes: the following stat blocks reflect Merry's advancement during the War of the Ring. Refer to the main stat block above upon direction.

After the battle on Amon Hen: Halfling aristocrat 1/fighter 1; CR 1; Small humanoid; HD 1d10+1+1d; vp 6, wp 14; Init +6; Spd 20 ft.; AC 17, touch 13, flat-footed 15; Base Atk +1; Grp +1; Atk/Full Atk *as above* but +1; SQ Halfling traits; AL NG; SV Fort +4, Ref +3, Will +5; Str 13, Dex 14, Con 12, Int 14, Wis 14, Cha 13.

Skills and Feats: +1 to Climb, Diplomacy, and Ride; add Improved Toughness.

After the War of the Ring: Halfling aristocrat 1/fighter 3; CR 3; Small humanoid; HD 3d10+3+1d; vp 19, wp 16; Init +6; Spd 20 ft.; AC 17, touch 13, flat-footed 15; Base Atk +3; Grp +4; Atk/Full Atk *as above* but +5 atk, +1 dmg; SQ Halfling traits; AL CG; SV Fort +5, Ref +4, Will +6; Str 14, Dex 14, Con 12, Int 14, Wis 14, Cha 13.

Skills and Feats: +1 to Climb, +2 to Diplomacy and Hide, and +3 to Ride; add Improved Toughness, Mounted Combat, and Weapon Focus (light blades).

Peregrin "Pippin" Took

Small Humanoid

Halfling

Aristocrat 1

Hit Dice: 1d (14 wp)

Initiative: +2 (+2 Dex)

Speed: 20 ft. (4 squares)

AC: 13 (+1 size, +2 Dex) touch 13, flat-footed 11

Base Attack/Grapple: +0/+0

Attack: +3 *small sword of bane (Undead)* +3

Full Attack: +3 *small sword of bane (Undead)* +3
melee (1d4+3 19-20) or +5 melee (1d4+2d6+5 19-20) vs.
Undead

Space/Reach: 5 ft./5 ft.

Special Qualities: Halfling traits

Skills: Bluff +7, Diplomacy +9, Hide +20, Knowledge
(local, the Shire) +5

Weapon Groups: Basic weapons, light blades

Feats: Negotiator

Saves: Fort +3, Ref +3, Will +3

**Pippin receives a +2 morale bonus on saves vs. fear effects*

Abilities: Str 11, Dex 14, Con 14, Int 12, Wis 11, Cha 16

Challenge Rating: ½

Equipment/Treasure: *Cloak of Elven-kind*, +3 *small sword of bane (Undead)*

Alignment: Chaotic Good

The *cloak of elven-kind* was a gift to Pippin from the Elves of Lothlórien, meant to shield him from harmful eyes. The cloak grants the following benefits:

- ☞ The cloak grants a +10 competence bonus to Hide checks made in any natural environment. The cloak confers a *nondetection* effect upon the wearer that cannot be *dispelled*.

History: Peregrin Took, commonly known and referred to by everyone as "Pippin", was a good friend to Frodo Baggins and accompanied the Ring-bearer to Imladris in TA 3018. There, he consigned himself to the Fellowship of the Ring.

At Amon Hen, after the death of Boromir, Pippin and Meriadoc Brandybuck ("Merry") were both captured by Saruman's Uruk-hai warriors. En route to Isengard, however, the band of Uruks was assaulted by a group of Rohirrim horsemen, and both Merry and Pippin escaped into Fangorn Forest.

Therein, they met and befriended the Ent named Treebeard. With his help, and an army of Ents, they assailed and overthrew the power of Saruman at Orthanc. It was here that Pippin recovered the *palantír* which Gríma Wormtongue had tossed out of the tower.

After reuniting with Aragorn II, Gimli, and Legolas, Pippin made a crucial mistake. At Edoras, he peered inside the *palantír* and was almost immediately enthralled by Sauron and questioned. Luckily, Pippin didn't let slip the secret of Frodo's quest and, as a result, drew most of the Dark Lord's attention for the rest of the Quest for Mount Doom.

Gandalf took Pippin to Minas Tirith, where the hobbit gave himself to the service of Denethor II, Ruling Steward of Gondor. He was made a Guard of the Citadel and, by warning Beregon and Gandalf, managed to save Faramir's life. Later, in the battle at the Morannon, Pippin slew a troll with a Númenórean sword while defending Beregon.

After the War of the Ring, Pippin was made a knight of Gondor. He returned to the Shire and helped in the defeat of Sharkey's Men. He held the office of the 32nd Thain of the Shire from FO 14-64, when he retired and removed himself to Gondor. There, he and Merry lived until they died a few years later. He was entombed in the House of Kings—a burial place of great honor in Minas Tirith.

Pippin was exceptionally large for a hobbit (at least 4'5") since he drank the Ent-draughts provided by Treebeard. Pippin was a troublesome hobbit during the War of the Ring, but he was the only one ever mistakenly called *Ernil i Pheriannath*, Sindarin for 'the prince of the halflings'.

Notes: the following stat blocks reflect Pippin's advancement during the War of the Ring. Refer to the main stat block above upon direction.

After the battle on Amon Hen: Halfling aristocrat 1/fighter 1; CR 1; Small humanoid; HD 1d10+2+1d; vp 7, wp 14; Init +2; Spd 20 ft.; AC *see above*; Base Atk +1; Grp +1; Atk/Full Atk *as above* but +2; SQ Halfling traits; AL CG; SV Fort +5, Ref +3, Will +3; Str 11, Dex 14, Con 14, Int 12, Wis 11, Cha 16.

Skills and Feats: add Ride +5; add Weapon Focus (light blades).

After the War of the Ring: Halfling aristocrat 1/fighter 3; CR 3; Small humanoid; HD 3d10+6+1d; vp 22, wp 18; Init +6; Spd 20 ft.; AC 17, touch 13, flat-footed 15; Base Atk +3; Grp +4; Atk/Full Atk *as above* but +5 atk, +1 dmg; SQ Halfling traits; AL CG; SV Fort +6, Ref +4, Will +4; Str 12, Dex 14, Con 14, Int 12, Wis 11, Cha 16.

Skills and Feats: +1 to Diplomacy and Ride, add Intimidate +6; add Improved Initiative, Improved Toughness, and Weapon Focus (light blades).

Samwise Gamgee, Banazîr, Mayor of the Shire, Frodo's Heir

Small Humanoid

Halfling

Expert 4

Hit Dice: 4d (16 wp)

Initiative: +1 (+1 Dex)

Speed: 20 ft. (4 squares)

AC: 12 (+1 size, +1 Dex) touch 12, flat-footed 11

Base Attack/Grapple: +3/+5

Attack: +2 *defending shortsword* +7

Full Attack: +2 *defending shortsword* +7 melee (1d4+4 19-20)

Space/Reach: 5 ft./5 ft.

Special Qualities: Halfling traits

Skills: Climb +11, Hide +15, Knowledge (local, the Shire) +6, Knowledge (nature) +6, Profession (gardener) +6, Sense Motive +9

Weapon Groups: Basic weapons, light blades

Feats: Endurance, Iron Will

Saves: Fort +5, Ref +3, Will +9

**Sam receives a +2 morale bonus on saves vs. fear effects*

Abilities: Str 14, Dex 12, Con 16, Int 8, Wis 15, Cha 14

Challenge Rating: 2

Equipment/Treasure: *Cloak of Elven-kind, elven rope, +2 defending shortsword*

Alignment: Chaotic Good

The *cloak of elven-kind* was a gift to Sam from the Elves of Lothlórien, meant to shield him from harmful eyes. The cloak grants the following benefits:

- ☞ The cloak grants a +10 competence bonus to Hide checks made in any natural environment. The cloak confers a *nondetection* effect upon the wearer that cannot be *dispelled*.

Elven rope is made of a fine, supple material woven into a thin yet durable rope. Gifted to Sam along with the cloak of Elven-kind, the elven rope has 10 hit points, a break DC of 30, and two primary powers:

- ☞ Elven rope adds a +10 competence bonus on any Use Rope checks made with it.
- ☞ Elven rope can untie its own knots upon the command of the person who tied them and keeps its self clean and limber.

History: Samwise Gamgee is perhaps the most dedicated and loyal character to ever grace the pages of a piece of literature. Few figures in literature can evoke such feelings of companionship and brotherhood as Sam, and his devotion to 'Master Frodo' is unparalleled within the frame of *The Lord of the Rings*.

Son of Hamfast Gamgee, Sam was a gardener like his father. After eavesdropping on a conversation between Frodo Baggins and Gandalf, Sam was involuntarily elected to accompany Frodo to Imladris in TA 3018. There, he joined Frodo in the Fellowship of the Ring and swore to serve Frodo in his Quest for Mount Doom.

After the battle at Amon Hen, Sam was the only member of the Fellowship to accompany Frodo to the eastern bank of the Anduin River. He and Frodo made their way through the forested area well enough, but were soon lost within the mazes of the Eryn Muil. There they would have surely perished or been captured were it not for the creature Gollum who, in his insatiable thirst for the One Ring, swore to lead the two from the Eryn Muil to the Morannon (S. 'black gate') of Mordor.

Sam immediately distrusted the creature and took to calling him names like 'Stinker' and 'Slinker'. Upon reaching the Morannon, Gollum pleaded that Frodo not pass through it into Mordor, swearing that to do so would only hand the One Ring back to Sauron. Instead, Gollum offered to show Sam and Frodo a different way into the dark land—a plan Samwise was strongly against. Gollum had already begun to appeal to Frodo through his relation to the One Ring, and the three began their trek southward to the Cirith Ungol (S. 'pass of the spider').

Within this terrible pass, Sam and Frodo were misled by Gollum and taken into the lair of Shelob, the last daughter of Ungoliant. Together, they escaped her den of darkness only to be pursued. Sam, distracted at a crucial moment by the treachery of Gollum, was unable to prevent Frodo from being poisoned by the foul creature from the ancient days, but his fury was thus fanned to unconquerable strength. Enraged, Sam picked up Frodo's sword Sting and carried aloft the Phial of Galadriel. He rushed the creature, severing a claw, blinding one of her many eyes, and cutting her belly deeper than she had felt in some time. In retaliation, Shelob attempted to crush Sam under her foul girth, only to plant herself upon Sting—a nearly mortal wound. Shelob crawled away and Sam was victorious, but the victory was bittersweet, for Frodo lay dead—or so Sam thought.

Hopelessly, Sam laid out Frodo's things and wept for his friend. He then took up the Phial, Sting, and the One Ring and attempted to complete the dire quest at hand. With the aid of these artifacts, he rescued his master from the Tower of Cirith Ungol and led him to the slopes of Mount Doom. There, with the dregs of his ailing strength, Sam carried his exhausted Frodo up the last leg of the climb to the entrance of the Sammath Naur. All Sam's sacrifices seemed in vain when Frodo fell to the One Ring. Thankfully, the creature Gollum was not yet done with his part in the tale. After a struggle with Frodo, Gollum chewed the One from the halfling's hand and fell capering and dancing into the

magma, thereby ending himself and the One in one misstep. After the War of the Ring, Sam and Frodo were both accorded a tremendous honor. King Elessar himself knelt before them. The four hobbits returned to the Shire where Sam, Merry, and Pippin were instrumental in the routing of Sharkey's men.

Sam married Rose Cotton, who bore to him thirteen children. Thanks to Sam's close friendship to Merry and Pippin—the Counselors of the North-kingdom—and his financial independence—being Frodo's heir—he was elected Mayor of the Shire for seven consecutive terms (FO 7-56). His talent with growing things was such that he made all the gardens in the Shire bloom with vivacity and life. His first son, Frodo, took the name Gardner to honor his father's profession. In FO 82, after the death of Rose, Sam sailed over the sea to rejoin his beloved master Frodo. He was 102 years old.

Notes: the following stat blocks reflect Sam's advancement during the War of the Ring. Refer to the main stat block above upon direction.

After Cirith Ungol: Halfling expert 4/fighter 1; CR 3; Small humanoid; HD 1d10+3+4d; vp 8, wp 21; Init +1; Spd 20 ft.; AC *as above*; Base Atk +4; Grp +6; Atk/Full Atk *as above* but +1; SQ Halfling traits; AL CG; SV Fort +7, Ref +3, Will +9; Str 14, Dex 12, Con 16, Int 8, Wis 15, Cha 14.

Skills and Feats: +1 to Climb; add Improved Toughness.

The Khazâd

*"And Aulë made the Dwarves even as they still are, because the forms of the Children who were to come were yet unclear in his mind, and because the power of Melkor was yet over the Earth; and he wished therefore that they should be strong and unyielding."*¹

The race of Dwarves in Middle-earth far surpass those of other worlds, being one of the first worlds to ever house such a sturdy race.

After their creation by the Vala Aulë, the Khazâd were put to sleep deep within the earth until a time after the awakening of the First Children of Ilúvatar. At this time, the Seven Fathers of the Dwarves awoke and led their people whither they would go about the surface of Middle-earth. Many settled in cavernous halls beneath the Ered Luin, the Misty Mountains, the Iron Hills in Rhovanion, and other such places.

The kin of Durin I are esteemed (even to this day) as the most reverent clan of Khazâd to have ever lived. Durin settled the Khazâd-dûm (K. 'dwarf-mansion') beneath the Misty Mountains after having a vision of himself in the Mirrormere. In these still, blissful waters, Durin sought refreshment as he and his people pressed on in their trek across the face of Middle-earth. As it happened, he had a vision of himself crowned with seven stars—one for each of the great dwarf clans. Instead of pressing on, he established the longest-lasting kingdom of the Dwarves.

Around the same time, across Eriador and in the depths of the Ered Luin, the sister-cities of Belegost and Nogrod were founded. Within no time, travelers from these cities encountered the Sindar of Beleriand. The smithies in Belegost and Nogrod produced the first armor in Beleriand, as well as the first iron and steel weapons. These contributions were pivotal in the confrontations with the forces of Morgoth who so eagerly attempted to sweep over Beleriand like so many flames.

Unfortunately, this steady peace was shattered by the Doom of the Noldor. With the reclamation of one of the Silmarils from the Iron Crown of Morgoth, Elu Thingol enlisted smiths from Nogrod to set the blessed jewel within the Nauglamír—the necklace of the dwarves originally made for Finrod of Nargothrond. After the completion of the task, the smiths began to covet the jewel. Thingol, confronting the smiths, was slain, and the Nauglamír stolen.

¹ J.R.R. Tolkien, *Silmarillion*, p. 43

These Dwarves fled east, bound for Nogrod, but were swiftly slaughtered by an army of Sindar, Men, and Onodrim (S. 'tree herder'), and the Nauglamír was given to Lúthien. This sired a great disdain between the two great races that never wholly disappeared.

During the War of Wrath, Nogrod and Belegost were shattered and ruined. Afterwards, however, the Khazâd, Noldor, and Sindar all prospered from manufacturing and trade. Around SA 700, Dwarven engineers and smiths came upon a new material, silvery-steel capable of great strength even in delicate shapes. The Sindar called this material mithril (S. 'grey brilliance'), and a great market was made for its use.

Within decades of the discovery of mithril, Durin's folk completed their subterranean roadway, linking Eregion with the eastern gates of Khazâd-dûm. Elven wares, Dwarven materials, objects and trades of all sorts passed from one side of the Misty Mountains to the other, all through the markets in Khazâd-dûm, and the great Dwarven city grew ever more opulent and extravagant.

Around SA 800, the people of Thranduil, a great Sinda king, migrated into eastern Eriador from Lindon. With them, they brought bitter memories of the Nauglamír and the Sack of Menegroth. The Noldorin acceptance of the Sindar in their realms alienated the Dwarves, and their rich period of trade threatened to come to a grinding halt. Celebrimbor, Galadriel, Celeborn (a Sinda, but an Elda leader in Eregion nonetheless) were alarmed by the developments, and they pressed Thranduil to continue his migration east of Eregion. Thranduil accepted these terms and, around SA 850, took his people across the Redhorn Pass, eventually settling in the northern reaches of Greenwood the Great. Despite these preventative measures, the Noldor in Eriador and the Dwarves of Khazâd-dûm were not excluded from the strife that was to erupt in Middle-earth.

Annatar, the Lord of Gifts (Sauron in a near-flawless and fair-faced disguise) soon came to Eregion and Eriador, spreading wisdom and knowledge regarding crafts, magic, and other such skills of hand and mind. His presence caused a split amongst the Noldor—some were so desirous of the bliss of Aman that they took to the teachings of Annatar without question (Celebrimbor was one of these Noldor), where others were advocates of restraint, largely unheard by the majority of the Noldor. Therefore, Galadriel beseeched the Dwarves of Khazâd-dûm to allow her to pass into the lands later known as Lórien. This request was granted, and without the presence of the dissenting Noldor, Annatar and Celebrimbor began the fashioning of the Rings of Power.

At first, there were sixteen Rings made—Seven and Nine—and ten years later, Celebrimbor fashioned the Three Elven Rings using his own skill and without the aid of Annatar.

King Durin III of Khazâd-dûm sent envoys to Celebrimbor, concerned about Galadriel's fears and the overarching presence of Annatar in the Noldo's councils. To ease his fears, Celebrimbor gave Durin III the mightiest of the Seven Rings. All this was in accordance with Sauron's desires to dominate all the Free Peoples of Middle-earth and soon the Dark Lord returned to Mordor to begin construction on the One Ring to bind all the others.

Ten years later, Sauron slipped the One Ring onto his dire finger, and Celebrimbor was immediately alarmed, even from his distant safety in Eriador. He ordered the Three Elven Rings put out of use, an action which greatly angered Sauron who could not control the Rings were they not being worn. What was worse, Durin III was of Durin's line and, like all of the Khazâd, very hard to control—his mind was nearly impenetrable, and extremely difficult to sway, even under Sauron's mighty power.

In SA 1693, Sauron marshaled his forces and marched on Eregion. Celebrimbor ordered the Three Elven Rings sent to Lindon. While this measure of safety was well rewarded, Celebrimbor's settlements in Eregion and Eriador were heavily overrun with armies of Men during the day and swarms of Orcs and Trolls at night.

Within a matter of five years after Sauron's initial invasion, Celebrimbor was begging Durin III for safe passage into Khazâd-dûm. Unfortunately, Durin III withheld the safety of the dwarf-mansions from the Noldor, just as he had withheld any military aid, and those caverns were renamed by the Noldor "Moria", the Black Chasm. The forces of Sauron swarmed the valleys and hills, the Noldor were slaughtered, and Celebrimbor was captured, tortured, and killed.

After sacking the treasuries of House of the Jewel-smiths, Sauron took the remaining six of the Seven Rings, and all Nine Rings Power unto himself, for later application. Eregion was sacked and ruined, its few survivors fled northward to Lindon or to Rhudaur. Here, their leader Elrond established Imladris (Rivendell), and there he kept safe the secret of the Three Elven Rings. After realizing the futility of the pursuit of Elrond, Sauron turned his armies upon the Gates of Moria. Unable to breach these defenses, Sauron overran all of Eriador.

Around SA 1700, after five years of besieging the Dwarves and holding Eriador under his iron heel, Sauron was met with a fear he hadn't counted on—the Númenóreans. Under the guidance of Tar-Minastir of Númenor, allied with the Noldor and Sindar of Lindon under Gil-galad, the Númenóreans swept over Sauron's forces like a wave, forcing him out of Eriador and back to his Barad-dûr in Mordor.

Some say that the power of the Ring perverted the fears of Durin III, causing him to withhold aid to his former allies. Others say he was acting out of interest for his own race. Nonetheless, the ill-deeds done to the Noldor by the Khazâd in those days was not forgotten, and a bitter air was stirred ever after between the people of Moria and the Quendi.

Hereafter, the Dark Lord sent agents of his will to many Dwarven lords, bearing with them the remaining six of the Seven Rings. These were given over to the Dwarf Lords in hopes of achieving a measure of control over their distant race. These plans failed, however, since the Dwarves only used the power of the Rings to amplify their own crafts, discover greater hoards, and seed strife amongst their own kin. Sauron, enraged, cursed the race of Dwarves.

In a way, this malediction proved fruitful, for the Dwarves were ever drawn away from the affairs of Middle-earth. Númenóreans colonized great stretches of Middle-earth, Númenor fell beneath fear of death and the waves of the ocean, the Eldar struggled ever against the forces of Sauron, and the surviving descendants of the Edain founded the Kingdoms of Arnor and Gondor, bracing themselves for a long war against Sauron. All through these accursed years, Elves and Men fought and died while Dwarves sat back, immersed in riches and incomes, secluded in their deep and echoing halls beneath the earth.

Durin's folk survived the tumults of the late 2nd Age, being protected by the impenetrable gates of Moria. In their seclusions, the Dwarves delved deeper and deeper, tapping the great stores of mithril abundant in their caverns. During the reign of Durin IV, Dwarven minder opened a seemingly bottomless fissure. From deep within the earth, after over fifty-four centuries of seclusions and safety, a Balrog was released into the world.

Durin IV was slain, as were all those who defended the inner city from the demon. Náin succeeded his father as King of Moria, but, in TA 1981, was slain by the Balrog—an unconquerable foe in the face of the Dwarves, despite their hardiness and stalwart courage. Durin's folk fled east and the power of the Balrog was the only power in Moria, and the impregnable fortress city was the Dwarves was taken and held by one (relatively weak) Balrog from before the fall of Melkor.

Many of the Dwarves removed themselves to the Anduin river valley and, eventually, to Erebor (S. 'single mountain' or 'lonely mountain'). While fashioned after the memory of Moria, the caverns under Erebor were never matched to the majesty of Khazâd-dûm, and even this the Dwarves did not hold for long.

In TA 2589, Dragons were stirred to activity by the mining in the Grey Mountains, north of Erebor. They sacked

Dwarven settlements in the Grey Mountains and drove them from their homes once again. King Thrór led his people back south to Erebor while others migrated east to the Iron Hills. Once there, the Dwarves slowly began to rebuild until, in TA 2769, the Dragon Smaug sacked Erebor and laid claim to all the wealth therein. Erebor's people fled, the men in Dale were annihilated, and the strength of the Dwarves reached an unprecedented low since their awakening.

King Thrór, refusing the halls in the Iron Hills, led his people in a twenty year trek across the eastern stretch of Rhovanion, searching for a viable permanent settlement. A fruitless quest, Thrór led his people to Dunland in TA 2790 where he gave over his Ring to his son Thráin II.

Thrór was not yet done in life, however. He packed up and set off for Moria with a single servant named Nár. Despite Nár's protests, Thrór passed through Moria's opened East-gate alone. The next time Nár saw Thrór's face, it was upon his decapitated head burned with the Orcish brand which read 'AZOG'. Nár fled and recounted his tale to King Thráin II, who sat in brooding silence for seven days.

Thereafter, Thráin II called for a mustering of all the Dwarves who would hear his call. In TA 2793, the Host of the Dwarves was finally formed. Thus began the Great War Between the Dwarves and Orcs—an event both Dwarves and Orcs alike cringe to recall—and the world of the Dwarves was never the same. After countless battles and attacks on Orc camps and strongholds, the Host of the Dwarves finally caught sight of the East-gate of Moria. Inspired to bloodlust, the Dwarves rushed the hoards of Azog, the Orc leader, and reclaimed the East-gate, winning a brutal and ferocious victory.

King Thráin, dissuaded by the Balrog (Durin's Bane) still lurking within Moria, built massive funeral pyres for the fallen Dwarves and headed back to the Iron Hills. The majority of the Host broke up and scattered to where they had come from. King Thráin was unsettled in the Iron Hills, however, and soon returned to Dunland with a company of Dwarves. From there he led them to construct new halls in the Ered Luin, near where Nogrod and Belegost had once been. There was very little wealth in those hills by then, however, and King Thráin began to fear the power of the Ring was having an ill-effect upon his mind and motivations.

His desire for gold grew too great, though, and he soon mounted up again to return to Erebor. Along the way, he was harried by Orcs, wolves, and fell crows called Crebain. Once his party reached Rhovanion, the Orcs thwarted their northward movements, keeping them ever distant from Erebor and their home. For four years they struggled to reach the Lonely Mountain before King Thráin was lost near the southern borders of Mirkwood.

He had been captured by Sauron, of course, and tossed into a dark, dank dungeon where, for five years, he lived in abject misery. Before dying, he was met in secret by Gandalf the Grey who had come to Dol Guldor to investigate the “sorcerer” who resided therein. It was too late to preserve the Ring, for by then Sauron had reclaimed it from Thráin.

Thráin’s son Thorin II, also known as the Oakenshield, was crowned as King in exile. He had no Ring, he had no home for his people. All he properly had was a taste for vengeance and a vehement desire for the return of his people to Erebor. In TA 2941, Thorin (under the guidance and assistance of Gandalf the Grey) led a group of Dwarves and one hobbit—Bilbo Baggins—on a quest to remove Smaug from the halls of Erebor and reclaim his family’s rightful wealth and home.

After awakening Smaug, the Dragon laid waste to Laketown. Bard of Dale felled the terrible monster with a single arrow and promptly led an army (one of many) to the gate of Erebor with claims on the treasures of the Dwarves of old. Alongside Bard and his claims was an army of Sindar sent by Thranduil, an army of Orcs from the Misty Mountains with vengeance on their minds, and an “army” of eagles. The Dwarves refused to share the wealth, and the Battle of Five Armies ensued. By the end of this battle, Thorin had been slain but Dáin II was crowned King under the Mountain and the Lonely Mountain once again became the central stronghold of Durin’s folk.

Balin, a Dwarf who had accompanied Thráin II on his last voyage, desired greatly to re-establish a Dwarven stronghold in the mines of Moria. He set out with a large group of well-provisioned Dwarves and entered the East-gate unchallenged. Not long after reestablishing the kingdom of Khazâd-dûm, the Orcs, Trolls, and other dark beasts living in Moria attacked. For the next five years, the Dwarves retreated into their halls. A great Kraken damned the River Sirannon, thereby closing the West-gate of Moria.

Eventually, Balin’s people saw no recourse but to fight their way to the East-gate. Their progress was checked, however, and soon they were forced to seal themselves into the Chamber of Records, the Hall of Mazarbul. Balin, mortally wounded, died therein. As his tomb was being sealed, the Orcs and Trolls battered their way in and ended the power of the Dwarves in Moria, reducing it to empty darkness once again.

The Dwarves of Middle-earth contribute many of the sturdiest figures in history. From Durin I to Gimli son of Glóin, the blood of the Dwarves never weakens (like the blood of Men), nor do their members grow weary of life and grief (like the Eldar). They are most akin to the stone from which Aulë fashioned their ancient fathers.

☞ **Khazâd Traits**

+4 Con

Medium-size.

Base speed 20 ft. However, Khazâd can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).

Favored Class: Any

Alignment: Any

Darkvision (ex): Khazâd can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.

Sons of Aulë (ex): Khazâd treat all Craft skills as class skills, regardless of class(es). In addition, Khazâd are blessed with a +4 racial bonus on Appraise and Craft checks that are related to stone or metal items. Upon reaching 21st level, this bonus increases to +8.

Soul of Stone (ex): Khazâd receive a +4 racial bonus against spells and spell-like abilities. As a matter of course, All Khazâd are so possessed with the idea of tunneling, jewellery, blacksmithing, and the like that they are hard-pressed to ignore the call of such practices. Even after receiving the Seven Dwarven Rings, the Khazâd lords who wore them were so possessed by the Rings’ ability to detect and appraise ore, speed the chore of tunneling, and enhance their skill of hand that they hardly heard the beckoning voice of Sauron the Deceiver emanating from their prized Rings. As such, Khazâd are immune to mind-affecting effects that would distract them from their heart’s desires, whatever they might be.

Stability (ex): A Khazâd gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

Unyielding (ex): Khazâd have a 2% chance per level of ignoring critical hits and sneak attacks, to a maximum of 90% at 45th level.

Level Adjustment: +2