

Calaquendi Traits

Medium-size.

Base speed 30 ft.

Immune to diseases (including magical diseases such as lycanthropy and mummy rot)

Immortal: Calaquendi do not suffer penalties from aging, and have no maximum lifespan.

Elf Blood: For all effects related to race, a Calaquendi is considered an elf.

Calaquendi do not need to sleep or rest, save for purposes of recovering ability damage, hit point damage, and arcane spells.

Elf Eyes (ex): Calaquendi can see four times as well as a human in shadowy illumination. Additionally, Calaquendi receive a +4 racial bonus on Spot checks.

Firstborn (ex): Calaquendi are among the Firstborn Children of Ilúvatar. They are highly empathic with the world around them, possessing an intimate knowledge of their environment as a whole. As such, Calaquendi are treated as having maximum ranks in Survival according to their total character level and regardless of their class(es). In addition, Calaquendi have Wild Empathy as a Druid with a bonus equal to their character level + their Charisma modifier. This is effectively an insight bonus to the Wild Empathy class ability; thus, if a Calaquendi takes levels in Druid or Ranger, the Wild Empathy score is equal to his character level plus his class levels in Druid or Ranger plus his Charisma modifier.

Light of Valinor (ex): All of the Calaquendi have in some way seen the light that was before the Sun and the Moon. As a result of this divine influence, all races of Calaquendi are treated as having divine rank 0 (quasi-deity). Therefore, Calaquendi have the following benefits: immune to transmutation, energy drain, ability drain, mind-affecting effects; damage reduction 10/epic; fire resistance 5; spell resistance 15+CR. Also, all Calaquendi are Outsiders with the "native" and "good" subtypes.

Level Adjustment: +7

Vanyar

*“The smallest host and first to set forth was led by Ingwë, the most high lord of all the Elvish race. He entered into Valinor and sits at the feet of the Powers, and all Elves revere his name;”*¹

The Vanyar are the highest and most revered of all the Elves. Theirs was the first of the Eldar to reach the Blessed Realm, followed shortly thereafter by the Noldor. Among the Vanyar there are practically none renown, save Ingwë the High King of the Elves in Valinor.

The Vanyar are tall and beautiful. Their hair is usually golden or silver-white, and their eyes range from deep purple to gold.

☪ Vanyar Traits

Vanyar receive 25 bonus ability points to apply to their starting ability scores. These bonus points are inherent points, and no more than 5 can be applied to any one score.

Vanyar receive a +8 racial bonus to Constitution checks to resist damage from extreme weather.

Favored Class: Any

Alignment: Lawful Good

Calaquendi Traits: See above.

Beloved of Manwë and Varda (ex): As the fairest of the Firstborn, the first to cross Middle Earth to see the Light of Valinor, and those that sit at the feet of the Powers, Vanyar do not automatically fail any roll by rolling a natural 1.

Noldor

*“Next came the Noldor, a name of wisdom, the people of Finwë. They are the Deep Elves, the friends of Aulë, and they are renown in song, for they fought and laboured long and grievously in the northern lands of old.”*²

¹ J.R.R. Tolkien, *Silmarillion*, p. 52

The Noldor are the most renowned of all the Eldar, their descendants having suffered long and toiled hard across the face of the World. Of all the families of the Quendi, the Noldor holds the most famous (and infamous).

Finwë was their first and highest king, and was slain by Morgoth before the coming of the Sun and the Moon. His sons Fëanor, Fingolfin, and Finarfin helped to steer the fate of the 1st Age. Fëanor developed art and skill beyond description, and created the Silmarils, over which the World was nearly lost, as well as the *palantíri*, without which the Númenóreans would have had a much harder time defending their realms.

Fëanor's grandson Celebrimbor helped Sauron (in his guise as Annatar) to create the many fabled Rings of Power. The Three Elven Rings he wrought himself, and without the aid of Annatar, thereby securing a bastion of strength against the Dark Lord during the War of the Elves and Sauron.

Galadriel, daughter of Finarfin, held power in Middle-earth until the end of the 3rd Age. She was the bearer of Narya, the Ring of Adamant, and a chief member of the White Council.

Noldor are tall and fair to behold. Their hair is usually very dark, as are their eyes.

☞ **Noldo Traits**

Noldor receive 15 bonus ability points to apply to their starting ability scores. These bonus points are inherent points, and no more than 5 can be applied to any one score.

Noldor receive a +8 racial bonus to Constitution checks to resist damage from extreme weather.

Favored Classes: Any two

Alignment: Chaotic Good

Calaquendi Traits: See above.

Friend of Aulë (ex): Noldor have learned much from the Vala Aulë who among the Valar is a smith and a master of all crafts. As a result of their learning and further development of the teachings of Aulë, Noldor are gifted with 12 bonus skill points at first level and 3 bonus skill points every level thereafter which they can spend on Appraise, any Craft, Knowledge, or Profession skills while observing normal rules for cross-class skills. Ranks in skills purchased with these points are treated as an insight bonus to the skill itself, and do not count towards the maximum number of ranks a Noldo can have in a Craft or Profession skill.

The Oath of Fëanor

“They swore an oath that none shall break, and none should take, by the name even of Ilúvatar...vowing to pursue with vengeance and hatred to the ends of the World Vala, Demon, Elf or Man as yet unborn, or any creature, great or small, good or evil, that time should bring forth unto the end of days, whoso should hold or take or keep a Silmaril from their possession.”³

Because of the Oath of Fëanor, Noldorin elves are beset at once by a great strength and a great curse. There is, however, a distinction among the Noldor themselves. Those Noldor who remained in Tirion under the lordship of Finarfin are pardoned any grievance on behalf of the actions of Fëanor and the exiled Noldor. However, all those of Noldorin race who exiled themselves from Valinor during the 1st Age were cursed with the Kinslaying at Alqualondë. Albeit not all those Noldor took Fëanor as their true king, as many more had love for Fingolfin and his household. It is this Oath of Fëanor which divides the houses of the Noldor forever into the following three: House of Fëanor, House of Finarfin, and the House of Fingolfin. Apply the following additions or changes to the Noldor depending on their caste. Furthermore, it is not impossible for other entities to become engulfed by the Oath of Fëanor. In fact, once the Oath of Fëanor is made, any living creature who covets the Silmarils will immediately fall under the Doom of the Noldor, no save allowed.

² J.R.R. Tolkien, *Silmarillion*, p. 53

³ J.R.R. Tolkien, *Silmarillion*, p. 83

House of Fëanor

The House of Fëanor is a fell and haughty group of Eldar. After Fëanor's death, they are driven by the swift and deadly hands of Fëanor's seven sons—Amrod, Amros, Caranthir, Celegorm, Curufin, Maedhros, and Maglor—and are restless in their pursuit of the Silmarils. This passion has driven most of the love from their hearts, filling them with despair and anger. Over time the House of Fëanor falls from all grace and scatters like a wind before the end of the 1st Age.

Of this House, only Maedhros and Maglor survive to see the defeat of Melkor, though their demands for the reclaimed Silmarils are met only with denial and command to return to Aman and await the judgment of the Valar.

Refusing the summons, Maglor and Maedhros steal back the Silmarils, only to find their hearts are no longer worthy of their bliss as they are scorched by the touch of their father's greatest works. Maedhros, in his angst, cast himself into a fiery pit, bringing his Silmaril with him into the depth of the earth. Maglor threw his into the sea and wandered the shores thereafter, singing in lamentation for all his grief and loss.

The House of Fëanor alone maintained the dark hair and pale complexion typical of the ancient Noldor.

☞ House of Fëanor

Noldo Traits: See above.

Alignment: May now be Evil (this appropriately changes Outsider subtype).

Kinslayer (ex): As slayers of the Teleri in Alqualondë, the Noldor were the first of all the speaking people to slay their own kind. As such, Sons of Fëanor suffer a profane penalty on all Bluff, Diplomacy, and opposed Charisma checks equal to their level. This penalty applies on any of the aforementioned rolls made towards any Teleri, Sindar, or Eldar of the Falas. In addition, class abilities or spells which grant morale bonuses (such as Inspire Courage or Aura of Courage) used by a member of the House of Fëanor work only for others of that house, those of the Laiquendi or the Avari, or other non-Quendi allies.

Swords of the Noldor (su): Any sword (or any other slashing or piercing melee weapon) which a Noldo crafts is treated by any Noldo who wields it as a magic weapon of the same type for purposes of bypassing damage reduction. Noldor with more than 20 character levels treats a Sword of the Noldor as an epic weapon of the same type for purposes of bypassing damage reduction.

Doom of the Noldor (ex):

*"To evil end shall all things turn that [the Noldor] begin well; and by treason of kin unto kin, and the fear of treason, shall this come to pass. The Dispossessed shall they be forever...For blood ye shall render blood, and beyond Aman ye shall dwell in Death's shadow."*⁴

Noldor have upon them a horrible curse. The very nature of the Doom of the Noldor is difficult to express mechanically, therefore those of the House of Fëanor are always suspicious of their own kin, fearing the promise of treason and trusting only their most immediate family. For all intents and purposes, long-term plans of the House of Fëanor and the House of Fingolfin are assumed to fail over time, regardless of any applied ability checks, skill checks, etc. This effect is not always immediate and may take generations to come into effect at all. The fall of Gondolin is a prime example. DM's discretion and player participation is required for an appropriate reflection of the Doom, as its effect is often the crux of stories and campaigns integral to the overall consistency of the world as a whole. Furthermore, it is not impossible for other entities to become engulfed by the Oath of Fëanor. In fact, once the Oath of Fëanor is made, any living creature who covets the Silmarils will immediately fall under the Doom of the Noldor, no save allowed.

House of Finarfin

The House of Finarfin is a peaceful one. After the Kinslaying at Alqualondë and the Doom of Mandos, Finarfin repented of his willful ways. He returned home to Tirion in Valinor, was forgiven by the Valar for his rebellion, and was named King of the remaining Noldor in Valinor. During the War of Wrath, Finarfin led the Noldorin divisions of the Host of the West.

⁴ J.R.R. Tolkien, *Silmarillion*, p. 88

Being descended from Finwë's second wife, Indis of the Vanya, the House of Finarfin was typically blonde or golden-haired with a hale and fair complexion.

☮ House of Finarfin

Noldo Traits: See above.

Alignment: May now be Lawful.

House of Fingolfin

The House of Fingolfin is a troubled and wearied one. Doomed by Mandos the same as the House of Fëanor, those loyal followers of Fingolfin were first to feel the bite of their inevitable despair.

Upon reaching the northern coasts of Aman, the House of Fingolfin was betrayed and abandoned by Fëanor, left to walk either back to Valinor or across the Grinding Ice of the north. Fearful of the wrath of the Valar, the House of Fingolfin pressed on. Crossing the deadly ices and freezing temperatures of the north, the House of Fingolfin was greatly reduced by the time they first stepped back into Middle-earth.

As the silver trumpets of Fingolfin's host blew to signal their return, the Moon rose for the first time, and the Ages of the Stars came to a sweet end. Fingolfin's son Fingon assuaged the rift between the Houses of Fingolfin and Fëanor with his daring rescue of Maedhros from Thangorodrim, Melkor's mountainous stronghold in the north. In return for this great kindness, Maedhros abdicated his claim to the kingship of the Noldor, handing the crown to his uncle Fingolfin.

Fingolfin himself was no short replacement for Fëanor. Near the end of the Dagor Bragollach, Fingolfin rode unchallenged to the gates of Angband and stood toe-to-toe with Morgoth himself! The fight had the inevitable end, but Morgoth had been wounded seven times by the Noldo king, and when the Dark Vala prepared to break Fingolfin's body, he was marred again!—this time in the face by Thorondor, King of Eagles, come to preserve the body of the fallen king.

Upon his death, Fingon took up the throne. He was a fair and noble king, but was slain by Gothmog in the Battle of Unnumbered Tears. Thereafter, Turgon of Gondolin became the High King, and stood longest of all the Noldorin realms against the might of Morgoth and the swell of the darkness from the pits of Angband.

In the end, though, the Noldor were overcome. Their Doom was wrought with the betrayal of Maeglin to Morgoth. Gondolin fell in flames, Turgon was slain in the defense of the King's Tower, and Ecthelion slew Gothmog in the square. All seemed doomed to failure and death, but Glorfindel led Tuor and his family out of Gondolin through a pass called the Eagles' Cleft. There, their company was attacked by a Balrog, who Glorfindel sacrificed himself to slay.

Despite all this grief and death, Tuor and his son Eärendil managed to escape safely to the Havens of Sirion. There, Eärendil wed Elwing of Doriath, who bore to him twin sons: Elros and Elrond.

Elros became the first King of Númenor and Elrond chose the fate of the Eldar, befriending Gil-galad and establishing the serene safe-house of Imladris just west of the Misty Mountains.

Being descended from Finwë's second wife, Indis of the Vanya, the House of Fingolfin was typically blonde or golden-haired with a hale and fair complexion.

☮ House of Fingolfin

Alignment: May now be Lawful.

Swords of the Noldor (su): See above.

Doom of the Noldor (ex): See above.

Teleri

“The greatest host came last, and they are named the Teleri, for they tarried on the road, and were not wholly of a mind to pass from the dusk to the light of Valinor.”⁵

The Teleri are perhaps the most diverse group of all the Eldar. The last and greatest group of Elves to march from Cuiviénen, the Teleri were sundered many times along their long road to Aman.

The first sundering came before the crossing of the Misty Mountains. There, Lenwë took a great number of Teleri and moved south along the banks of the Anduin river. These Elves would later enter Beleriand under the lordship of Denethor to settle Ossiriand.

The second sundering came when Elwë was lost to Nan Elmoth. While his closest relations were desperately searching Beleriand for him, Ulmo came and began the process of delivering the Teleri over the sea to Aman. Those who could not bear to leave without Thingol were left behind and called themselves the Eglath—the forsaken.

Olwë, Elwë’s brother, took the kingship of the Teleri then, and never saw his brother again for many ages. These Teleri lived on Tol Eressëa, the Lonely Isle, and with the instruction of Ossë were able to settle the shores of Aman. There, they build the beautiful port city of Alqualondë, the scene of the Kinslaying in ages to come.

Teleri were of average height for Eldar (6- to 7-feet tall) and possessed fair hair and complexions.

☞ Teler Traits

Teleri receive 5 bonus ability points to apply to their starting ability scores. These bonus points are inherent points, and no more than 5 can be applied to any one score.

Teleri receive a +4 racial bonus to Constitution checks to resist damage from extreme weather.

Favored Classes: Any two

Alignment: Neutral Good

Calaquendi Traits: See above.

Beloved of Ossë (ex): The shores of the sea will always care for the Teleri and the seas themselves yield to the sterns of the white ships of the Teler sailors. Teler sailors receive an insight bonus to Profession (sailor) and Profession (fishing) checks equal to their character level. Additionally, seaside Teleri settlements are never subjected to more than inclement weather for one mile from their borders in all directions.

Moriquendi Traits

Medium-size.

Base speed 30 ft.

Immune to diseases (including magical diseases such as lycanthropy and mummy rot)

Immortal: Moriquendi do not suffer penalties from aging, and have no maximum lifespan.

Elf Blood: For all effects related to race, a Moriquendi is considered an elf.

Moriquendi do not need to sleep or rest, save for purposes of recovering ability damage, hit point damage, and arcane spells.

Elf Eyes (ex): Moriquendi can see four times as well as a human in shadowy illumination. Additionally, Moriquendi receive a +4 racial bonus on Spot checks.

Firstborn (ex): Quendi are the Firstborn Children of Ilúvatar. They are highly empathic with the world around them, possessing an intimate knowledge of their environment as a whole. As such, Quendi are treated as having maximum ranks in Survival according to their total character level and regardless of their class(es). In addition, Quendi have Wild Empathy as a Druid with a bonus equal to their character level + their Charisma modifier. This is effectively an insight bonus to the Wild Empathy class ability; thus, if a Quendi takes levels in Druid or Ranger, the Wild Empathy score is equal to his character level plus his class levels in Druid or Ranger plus his Charisma modifier.

⁵ J.R.R. Tolkien, *Silmarillion*, p. 53

Level Adjustment: +3

Falathrim

*"Some [Ossë] persuaded to remain; and those were the Falathrim, the Elves of the Falas,...the first mariners in Middle Earth and the first makers of ships. Círdan the Shipwright was their lord."*⁶

Some of those Teleri taken to Valinor were persuaded to remain behind in Middle-earth by Ulmo's servant Ossë, who loved the singing of the Teleri so dearly that he couldn't bear to see them leave. This was the third sundering of the Teleri.

☞ Falathrim Traits

Falathrim receive 5 bonus ability points to apply to their starting ability scores. These bonus points are inherent points, and no more than 5 can be applied to any one score.

Falathrim receive a +4 racial bonus to Constitution checks to resist damage from extreme weather.

Favored Classes: Expert and Druid or Bard (select at 1st level)

Alignment: Neutral Good

Moriquendi Traits: See above.

Beloved of Ossë (ex): The shores of the sea will always care for the Teleri and the seas themselves yield to the sterns of the white ships of the Teler sailors. Teler sailors receive an insight bonus to Profession (sailor) and Profession (fishing) checks equal to their character level. Additionally, seaside Teleri settlements are never subjected to more than inclement weather for one mile from their borders in all directions.

Nandor

*"...and they were called the Laiquendi, the Green-elves, because of their raiment of the color of leaves."*⁷

Led to Beleriand by Denethor, the Nandor were the last of the Eldar to reach the western lands of Middle-earth, though they never basked in the Light of Valinor. Settling in the land of seven rivers, the Nandor were a lightly armed, reclusive people who shunned great exposure to the affairs of the other Eldar. Their lord Denethor was slain on Amon Ereb in the first Wars of Beleriand, sign enough for the Nandor to keep to their own affairs.

☞ Nando Traits

Nandor receive 5 bonus ability points to apply to their starting ability scores. These bonus points are inherent points, and no more than 5 can be applied to any one score.

Nandor receive a +4 racial bonus to Constitution checks to resist damage from extreme weather.

Favored Classes: Expert and Ranger or Bard (select at 1st level)

Alignment: Any Good

Moriquendi Traits: See above.

Green-Elves (ex): Nandor are at home in the forests of Ossiriand, the Land of Seven Rivers and are not idly called the Laiquendi, or Green-elves. While in any natural terrain, Nandor receive an insight bonus to Hide checks equal to their total character level. Nandor can attempt to use this ability even without cover and while under direct observation. Furthermore, while in areas which are even lightly forested, Nandor receive an insight bonus to Climb checks equal to their total character level.

Wood-friend (sp/su): Nandor have learned not only how to empathize with trees, but how to glean otherwise invisible resources from the trees themselves. As a result, Nandor are considered to have *Speak with plants* as a spell-like ability at will. Furthermore, any wooden weapon wielded by a Nandor is treated as a magic weapon of the same type for purposes of overcoming damage reduction.

⁶ J.R.R. Tolkien, *Silmarillion*, p. 58

⁷ J.R.R. Tolkien, *Silmarillion*, p. 96

Sindar

*"They are called the Sindar, the Grey-elves of starlit Beleriand; and although they were Moriquendi, under the lordship of Thingol and the teaching of Melian they became the fairest and the most wise and skilful of all the Elves of Middle Earth."*⁸

The Sindar are the descendants of the Eglath, gathered by the return of their lord Elwë from Nan Elmoth, and constituted the majority of Elves in Beleriand.

With Thingol as their lord and Melian as his wife and council, the Sindar grew populous, wise, and majestic beyond all others of the Eldar in Beleriand. Only the Noldor of Valinor outdid the Sindar in skill or martial prowess.

Sindar were tall and fair of face, eye, and form.

☞ Sinda Traits

Sindar receive 10 bonus ability points to apply to their starting ability scores. These bonus points are inherent points, and no more than 5 can be applied to any one score.

Sindar receive a +6 racial bonus to Constitution checks to resist damage from extreme weather.

Favored Classes: Expert and Ranger or Bard (select at 1st level)

Alignment: Any

Moriquendi Traits: See above.

The Singers (ex): The Sindar are known as the fairest singers of all the Eldar, save only Maglor son of Fëanor. As such, all Sindar are considered to have maximum ranks in Perform (singing) according to their character level, regardless of class(es). In addition, Sindar gain a competence bonus on Perform (singing) checks equal to their Charisma modifier when using the countersong Bard class ability.

Teaching of Melian (ex): The Sindar have a penchant for learning all sorts of skills with which their mastery comes at no great difficulty. Therefore, Sindar are gifted with 8 bonus skill points at first level and 2 bonus skill points every level thereafter which they can spend on any number of skills while observing normal rules for cross-class skills. Ranks in skills purchased with these points are treated as an insight bonus to the skill itself, and do not count towards the maximum number of ranks a Sinda can have in any skill. Despite the fall of Doriath, the teaching of Melian is not lost to the Sindar who remained in after days

⁸ J.R.R. Tolkien, *Silmarillion*, p. 91