

The Atani (1st Age)

“To Hildórien there came no Vala to guide Men, or to summon them to dwell in Valinor; and Men have feared the Valar, rather than loved them, and have not understood the purposes of the Powers, being at variance with them, and at strife with the world.”¹

After meeting the Avari in the East, the Atani learned of speech, culture, and the history of the ancient days. Upon learning of the quest of the Eldar, however, the Atani underwent their first great sundering.

Those who were content in the East and in living as petty kings and lords remained behind, in familiar lands. These were called the Aravador, for they were slow to ever enter the west, delaying such travels until after the end of the 1st Age.

Aravador

The Aravador, those Men who were unconcerned about the pursuit of the Eldar across Middle-earth, were soon taken into the tutelage of the Avari Elves. Within time, these Men were considered Elf-friends, much like the Edain, but by the Avari rather than the Eldar of starlit Beleriand. Therefore, they are known as the Avaredain—the unwilling Elf-friends. Through the lessons of the Avari, the Avaredain grew in wisdom and in stature of mind, swiftly overshadowing their simple Aravador ancestors.

✧ Aravador Traits

Medium-size.

Base speed 30 ft.

Bonus feat at 1st level.

+4 bonus skill points at 1st level, +1 bonus skill point every level thereafter.

Favored Class: Any

Alignment: Any

Level Adjustment: 0

✧ Avaredain Traits

+2 Wis, +2 Cha. Avaredain are more learned and lordly than their lesser Aravador brethren.

Base speed 30 ft.

Bonus feat at 1st level.

+4 bonus skill points at 1st level, +1 bonus skill point every level thereafter.

Favored Class: Any

Alignment: Any

Elf-friends (ex): Avaredain have a +4 racial bonus to all Diplomacy and Gather Information checks made with regard to the Avari.

Level Adjustment: +1

Lintador

There were those, however, who were not content with the tumultuous East and desired ever for the Western lands and the legendary Eldar. These Atani were called the Lintador and they took up their own westward march. The Edain led the way, always apart and ahead of the other Lintador.

Of the Edain, the House of Bëor the Old was the first to cross the Ered Luin. There in their campsite they were met by Finrod Felagund and quickly befriended. These Edain are hereafter known as the 1st House, and they learned much from their beloved Finrod, whom they named *Nóm*, which signified great wisdom.

¹ J.R.R. Tolkien, *Silmarillion*, p. 103

A year later, the 2nd House, that of Haladin, entered into Beleriand. They were a noble people, though they differed in speech and in culture from the 1st House. Among these Edain were small groups of Drúedain who remained ever separate from the greater affairs of war in Beleriand.

Yet another year thereafter, the third and largest of the Houses of the Edain crossed the Ered Luin. They were led by Marach the Tall, and their blood flowed through the veins of the mightiest Adanic warriors to ever live.

After the Dagor Bragollach, two huge tribes of Men entered into Beleriand from the north-east. These men, the Arhûnedain, were shorter and darker than the Edain but stronger in body. Many came into Beleriand and allied with the Sons of Fëanor at the order of Morgoth, in whose thrall many of the Arhûnedain had easily fallen. Bór's clan alone resisted Melkor's domination, and the rest of the Arhûnedain were thereafter known as the Arhûnerim, betrayers of their kin and the Eldar alike. Their treacherous race fell into ruin and was destroyed during the War of Wrath.

Arhûnedain

*"It is told that at this time the Swarthy Men came first into Beleriand. Some were already secretly under the dominion of Morgoth, and came at his call[...] These Men were short and broad, long and strong in arm; their skins were swart or sallow, and their hair was dark as were their eyes."*²

Arhûnadan Traits

+4 Str. Arhûnedain are sturdier than their Adanic cousins.

Medium-size.

Base speed 30 ft.

Bonus feat at 1st level.

+4 skill points at 1st level, +1 skill point every level thereafter.

Favored Class: Fighter

Alignment: Any

Level Adjustment: 0

Arhûnerim Traits

+2 Con. Adjust scores after applying generic Arhûnedain racial modifiers.

Arhûnedain Traits: See above.

Favored Class: Any

Alignment: Any Evil

Dark Conscript (ex): Any melee weapon wielded by an Arhûnerim is considered Evil for purposes of bypassing damage reduction.

Level Adjustment: +1

Drúedain

The simple Drúedain were present at all periods of Middle-earth history. They marched into Beleriand mingled with the Edain. They sailed with the Edain to Númenor and died there as they did, ever exclusive of their blood, never breeding outside of their own. See Dunlendings and the Woses for details on the fate of the Drúedain.

Drúadan Traits

+4 Con, +2 Wis, -2 Cha. Drúedain are stockier than the Edain, though they are reclusive and abstain from the affairs of the Edain.

Medium-size.

Base speed 30 ft.

Bonus feat at 1st level.

+4 skill points at 1st level, +1 skill point every level thereafter.

² J.R.R. Tolkien, *Silmarillion*, p. 157

Favored Class: Druid

Scent: Drúedain can detect foes by scent within 30 feet, 60 feet is upwind and 15 feet if downwind. Smells that are particularly strong (like smoke or Orc musk) can be detected at twice the range. Overpowering stench can be detected at thrice the range.

Alignment: Any Neutral

Level Adjustment: +1

Edain

Now Atani, the Second People, was the name given to Men in Valinor in the lore that told of their coming; but in the speech of Beleriand that name became Edain, and it was there used only for the three kindreds of the Elf-friends.”³

All Edain have the following generic characteristics:

∞ Adan Traits

+2 Str, +2 Con, +2 Int. Edain are stronger and quicker of mind than Men have since become.

Medium-size.

Base speed 30 ft.

Bonus feat at 1st level.

+4 bonus skill points at 1st level, +1 bonus skill point every level thereafter.

+2 racial bonus to saving throws vs. mind-affecting effects.

Long-lived: Edain reach maturity at the average age of 20, middle age at the age of 45, old age at the age of 70, and venerable at the age of 90. Edain have an additional lifespan of 2d20 years.

Alignment: Any Good

Elf-friends (ex): Edain have a +4 racial bonus to all Diplomacy and Gather Information checks made with regard to the Eldar.

Level Adjustment: +1

Additionally, all Edain belong to at least one of the following three sub-races, or Houses:

1st House (House of Bëor)

The 1st House of the Edain moved into Beleriand and dwelt in Ossiriand, then in Estolad. Before long, however, the people of Bëor removed themselves to Dorthonian, the lands of the House of Finarfin. There they lived and served their Elda Lords until the Dagor Bragollach, when Morgoth's sudden assault left most of their House in ruin. Most of the survivors from the 1st House fled to Hithlum, and were absorbed into the 3rd House.

Yet there was a roving band of Edain that dwelt, hidden in Dorthonian, battling against the servants of Morgoth. Of these outlaws, only Beren Erchamion survived... but his is another tale. Those of the 1st House were tall, dark-haired, and gray-eyed. They were skillful and eager in thought and deed and possessed the following special qualities:

∞ 1st House (House of Bëor)

+2 Con, +4 Wis. Adjust scores after applying generic Edain racial modifiers.

Edain traits: See above.

Favored Class: Any

Befriended of Felagund (ex): Members of the 1st House of the Edain are blessed with the teachings of Finrod Felagund, the first Eldar to meet the Edain as they crossed into Beleriand, and use these lessons to the best of their ability. Members of the 1st House receive an additional +4 bonus skill points at 1st level, +1 bonus skill point every level thereafter. These points are in addition to the bonus skill points gained by all of the Edain.

Level Adjustment: +2

³ J.R.R. Tolkien, *Silmarillion*, p. 143

2nd House (the Haladin)

The 2nd House of the Edain, known as the Haladin, entered into Beleriand after receiving word from Bëor's people of the splendor to be found beyond the Ered Luin. At first, they lived in Thargelion and were largely ignored by the Noldor who lived nearby under the lordship of Caranthir. After a vicious attack by Orcs, the survivors of the 2nd House, led by Haleth, removed themselves ever westward, daring the treacherous paths south of Nan Dungortheb.

The Haladin were given leave by Thingol to dwell in Brethil, provided they protected the woods from Orcs and defend the Crossings of Teiglin, which they did with great success.

In FA 457, Sauron overthrew Tol Sirion and opened the way for invasion into Beleriand. The Haladin kept their lands safe, however, until the *Nirnaeth Arnoediad* when they suffered their greatest losses while covering Fingon's retreat.

In FA 496, the Haladin were defeated in Brethil and scattered, uniting only once more under the banner of Túrin, who called himself the Wildman of the Woods or Turambar. Afterwards, the Haladin were scattered forever and faded into memory.

Those of the 2nd House were typically smaller than others of the Edain, and they were less devoted to the pursuit of skill or knowledge. Instead, they preferred solitude and their distant, forest homes. Haladin possess the following special qualities:

☞ 2nd House (the Haladin)

-2 Str, +2 Wis. Adjust scores after applying generic Edain racial modifiers.

Edain traits: See above.

Favored Class: Ranger

Natural Prowess (ex): Haladin receive an additional bonus feat at 1st level, and every 10 levels after that (10th, 20th, 30th, etc). This feat must be selected from the Fighter bonus feat list.

Level Adjustment: +2

3rd House (House of Hador)

The greatest host of Edain to enter Beleriand was led by Marach the Tall. They settled in Estolad near the realms of the 1st House and later, under the leadership of Hador, lived in Dor-lómin. The 3rd House, hereafter known as the House of Hador, served as vassals to the High King Fingolfin, serving the Noldor of Hithlum in all their efforts against Morgoth. After the fall of Dorthonion, the 3rd House swelled with the survivors.

Hador was killed in the Dagor Bragollach, but the 3rd House managed to secure Tol Sirion until Sauron himself besieged and overran the island. There, the 3rd House was nearly annihilated, and the remnants of their people, led by Húrin and Huor, covered Turgon's retreat. The entire 3rd House was slain in this effort save Húrin, who was humiliated, bound, and dragged back to Angband by Gothmog Lord of Balrogs.

The surviving members of the 3rd House in Dor-lómin were enslaved by the Arhûnerim, human servants of Morgoth, but a few managed to flee to the Havens of Sirion. Tuor, son of Huor, wed Idril of Gondolin and sired Eärendil the Bright. Also among the heroes of the 3rd House are counted Túrin Turambar, slayer of Glaurung, and Elros, first King of Númenor.

The 3rd House of the Edain was golden-haired, tall, and fair-faced. Among all of the Atani, the 3rd House of the Edain most resembled the Eldar in their majesty, might, and beauty. Members of the House of Hador receive the following special qualities:

☞ 3rd House (House of Hador)

+2 Str, +2 Con, +2 Wis, +2 Cha. Adjust scores after applying generic Edain racial modifiers.

Edain traits: See above.

Favored Class: Fighter

Stout-hearted (ex): Members of the 3rd House gain a +1 racial bonus to armor class, attack rolls, and damage rolls against any foe that is known to be a servant of Morgoth. This bonus increases to +4 upon reaching 21st level.

Level Adjustment: +3

Members of More than one Adanic House

The three Houses of the Edain are woven in time and in fate. Hareth of the 2nd House wed Galdor of the 3rd House and bore two sons: Húrin and Huor. Húrin was named one of the greatest Adanic warriors ever born and was himself the father of the great warrior Túrin Turambar. Huor wed Rían of the 1st House who begot him one son: Tuor, who would later wed Idril Celebrindal of Gondolin and sire Eärendil the Bright. Eärendil, the descendant of Man, Elf, and distant Maia, brought an end to the reign of Morgoth as King of the World after sailing to Valinor and beseeching the Valar for aid and succor in Middle-earth's time of need.

In such cases where an Adan character's lineage can be traced back to more than one Adanic House, that character receives all of the benefits of each house except ability score increases. Ability score increases from multiple Houses of the Edain overlap, but do not stack with each other.

Adanic Houses and Level Adjustment

In the event that a character descends from more than one of the Houses of the Edain, use the highest level adjustment, do not add or otherwise combine them.

The Atani (2nd-3rd Age)

After fall of Melkor, the Lintador who had remained faithful to the Valar and the Eldar during the War of the Jewels and the War of Wrath were given a tremendous reward—an island in the midst of the Sundering Sea, Andor, the land of gift, or Westernesse, or, most commonly, Númenor.

Upon this great island, the Edain founded a nation under Elros Tar-Minyatur. There, between Middle-earth and Valinor, the Númenóreans were given great skill by the Eldar and the Maiar who came to visit them. This period of instruction and harmony last for centuries, and the lifespan of the Númenóreans far outstripped the lives of normal Men.

They mastered crafts in metals and stones. They mastered the seas. These Dúnedain soon made their way back to Middle-earth, spreading their knowledge and wisdom to the men who, at this point in history, lived under the shadow of fear, or in the thralldom of dark powers that still lingered after Melkor's fall.

It was then that the Dúnedain crossed Sauron. As the only Men who could resist his power and threaten his strength, the Númenóreans rose to power swiftly, colonizing much of the western shores of Middle-earth. During the War of the Elves and Sauron, Númenóreans intervened on behalf of Gil-Galad and helped defeat the Dark Lord.

Despite their prowess, skill, valor, and longevity, the Dúnedain were unsettled still by the prospect of inevitable death. While they worked and aspired for centuries, achieving many great feats of skill and wisdom, their eyes drew their attention ever west across the sea, towards the Undying Lands. There, nothing is ever lost, and nothing ever decays. Skill and knowledge can be pursued for eternity, and no grief would hinder the joys that such life can yield. Yet they were barred from ever sailing so far west that they lose sight of their own coasts. They were, in short, not allowed in.

A dissent begin to grow in the hearts of the Dúnedain. Some felt it was their given right, as masters in their arts and skills, to continue their crafts until the end of the World. Some were too frightened of death to refuse the notion of entering Aman and never coming back. Eventually, this desire became a jealousy, deep and subtle. The Quenya tongue was refused by many Númenóreans, ports were closed to their slim white

ships, and a general disdain began to grow between certain groups of Númenóreans and the Eldar of Tol Erresëa and Aman. The temple of Eru was abandoned, and the White Tree, a gift from the penitent Noldor of Tirion, was ignored.

There were still groups of Dúnedain who were faithful to the Valar and the Eldar. They were called the Faithful, and their descendants became the kings of Arnor and Gondor.

In SA 3255, Ar-Pharazôn, son of Gimilkhâd and nephew to the king, forced the king's daughter to wed him. He then promptly usurped the scepter of kingship, deposing his wife Tar-Miriel, despite their unlawful consanguinity.

Despite this, Ar-Pharazôn was a popular king. He was bold, adventurous, and in SA 3261 he mounted an expedition to Middle-earth, bringing an army with him. The strength of Ar-Pharazôn was too much for any force to resist, and he promptly declared himself King of Middle-earth, commanding Sauron to come before him and surrender. This the Dark Lord did, coming forth from his pits and Barad-dûr without the strength of his armies or his One Ring, and he was taken captive then by the Númenóreans. Their first mistake was wrought, and Sauron came to Númenor a prisoner, though he swiftly became one of Ar-Pharazôn's highest councilors.

Under Sauron's council, Ar-Pharazôn fell from grace with each passing day. He allowed no Eldar to dock in the ports of Númenor, he banned their speech from the island, his loyalists persecuted the Faithful. Black Númenóreans they were called then as they carved kingdoms of tyranny out of the western shores of Middle-earth. Sauron even ordered the cutting down of White Tree, Nimloth the Fair.

After hearing this tale, Isildur son of Elendil went straight to the place of the Tree and took a fruit, despite the yard being forbidden to the Faithful. The guards were roused, and Isildur had to cut his way out of the yards, nearly losing his life in the process. His efforts were a double-edged sword, and Ar-Pharazôn took the attack on the yards as a signal. The next day the Tree was cut, and Sauron used the blessed white wood to kindle the first fires upon his altar in Armenelos, the Golden Temple.

This was the sign of the end. Within a short amount of time, Sauron convinced Ar-Pharazôn that it was within his power and well nigh within his right to wage war upon the Valar for the Undying Lands. Ar-Pharazôn did not hesitate. In SA 3310, he began building the Great Armament—a force of ships and arms capable of assailing Aman and making war upon the Valar. By 3319, Ar-Pharazôn was ready to sail, his life having entered under the shadow of death and his heart becoming desperate for immortality.

Elendil, hearing of this plan, prepared a great host of the Faithful to depart Númenor. They loaded their ships with a great store of provisions, their families, their loyal men, and set sail for Middle-earth none too soon.

As they departed Númenor, the Valar laid aside their sovereignty of the world, and Eru removed Númenor from the World itself, entombed Ar-Pharazôn and his landing party in the Caves of the Forgotten until the end of the World, and removed the realm of Aman from the surface of the World. The straight road was lost then too all but the Eldar, and the World irrevocably changed.

Elendil and his sons survived, however, with their ships intact. Elendil himself had four ships, Isildur had three, and Anárion, Elendil's youngest son, had two. Together, Elendil and his sons founded the Kingdoms in Exile: Arnor and Gondor, and recorded the events of the Downfall of Númenor—the *Akallabêth*.

Elendil established Arnor in the north; his sons Gondor in the south. Elendil ruled as the first King of Arnor and Gondor. Together with Gil-galad, Elendil helped form the Last Alliance, the unification of Elves and Men that led to the siege on the Barad-dûr in 3441. Anárion was slain in Mordor by a stone, Elendil and Gil-galad were slain by Sauron, with Isildur beside them. It was then that Isildur took up his father's broken sword—Narsil—and defeat the Dark Lord Sauron with a single, graceful stroke and claimed for himself the One Ring of power.

Isildur remained in Gondor for two more years. In TA 2, he removed himself from Gondor to rule the two kingdoms from Arnor, as his father had. Along the way, his party was attacked in the Gladden Fields. Isildur attempted to use the One Ring to escape, but it betrayed him, and he was slain by Orcs from the banks of the Anduin river.

After that, the descendants of Isildur were kept secret, to prevent any harm from coming to the last shreds of royal Númenórean blood that Middle-earth had left. Over time the kingdom of Arnor fell, Gondor's strength grew weak from attacks from the south led by the Black Númenóreans and plagues from Mordor, all while the power of Sauron crept slowly back into the World.

Eventually, the One Ring was discovered. Elrond called a Council in Imladris to decide the fate of the World: destroy the One Ring, thus ending the power of the Elves, and ushering in the 4th Age of the World. Among the various members chosen by the Council of Elrond for the task was a simple woodsman, a lowly ranger whose success would herald a new age of peace for all Men—Aragorn II, son of Arathorn, and Isildur's Heir.

Early 2nd Age Dúnedain

*"Eönwë came among them and taught them; and they were given wisdom and power and life more enduring than any others of mortal race have possessed... This was the beginning of that people that in the Grey-elven speech are called the Dúnedain: the Númenóreans, Kings among Men."*⁴

The Dúnedain were a mighty and majestic race of Men. Their stature was tall, their faces filled with strength and wisdom, and their skillfulness exceeding anything seen from the hands of Men, before or since.

☞ Early 2nd Age Dúnadan Traits

+4 Str, +4 Con, +2 Int, +4 Wis, +4 Cha. Dúnedain are stronger and quicker of mind than their Adanic predecessors.

Medium-size. Dúnedain are just shy of being Large creatures, averaging a height of over 7 feet tall.

Base speed 30 ft.

Bonus feat at 1st level.

+4 racial bonus to saving throws vs. mind-affecting effects.

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

Long-lived: Dúnedain do not suffer penalties from aging but have a maximum lifespan. Upon reaching the age of 400, Dúnedain have an average additional lifespan of 5d20 years.

Favored Class: Any

Alignment: Any

Fathers of Men (ex): Dúnedain have a +6 racial bonus to all Diplomacy and Gather Information checks made with regard to the Eldar.

Far-sighted (ex): Dúnedain are treated as having maximum ranks in Spot according to their total character level and regardless of their class(es). Additionally, Dúnedain have a +4 racial bonus on Spot checks.

Sea-Kings (ex): Dúnedain have a +4 racial bonus on any checks made to traverse the sea. This includes Balance, Profession (sailor), Survival, and Use Rope, but only when made to get along on the seas.

Teachings of Eönwë (ex): Dúnedain are blessed among the Atani and alone have received the guidance of the Valar. As such, Dúnedain receive 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 Dúnadan can have in any skill.

Level Adjustment: +3

⁴ J.R.R. Tolkien, *Silmarillion*, p.260

Black Númenórean

While Ar-Pharazôn was slowly falling prey to the councils of Sauron on Númenor, the Black Númenóreans were carving kingdoms out of the shores of Middle-earth.

After the Akallabêth, the Black Númenóreans were soon brought to heel under the tyranny of Sauron. They became twisted, tyrannical, and malicious warlords who harried all the free-folk of Middle-earth including the fledgling Kingdoms in Exile—Arnor and Gondor.

Despite their nature, Black Númenóreans were deceptively fair of face and form, carrying within their blood the lost majesty of Westeros.

☞ Black Númenórean Traits

Early 2nd Age Dúnedain Traits: See above.

Warlord (ex): Black Númenóreans are fearsome, skilled, and terrible warriors. As such, Black Númenóreans receive an additional bonus feat at 1st level, and every 10 levels after that (10th, 20th, 30th, etc). This feat must be selected from the Fighter bonus feat list.

Favored Class: Any

Alignment: Any Evil

Level Adjustment: +4

High Númenórean

While the Dúnedain race as presented above is sufficient for everyday representations of that glorious and doomed race, there were many great lords among the Men of Westeros, sired from the bloodline of Elros Tar-Minyatur, First King of Númenor.

☞ High Númenórean Traits

+2 Str, +2 Con, +2 Cha. High Númenóreans easily outstrip their lesser kin in might and majesty. Adjust scores after applying Early 2nd Age Dúnedain racial modifiers.

Early 2nd Age Dúnedain Traits: See above.

Kings among Men (ex): High Númenóreans receive an additional bonus feat at 1st level, and every 10 levels after that (10th, 20th, 30th, etc). After 20th level, any bonus feats so gained can be used to select epic feats if desired.

Level Adjustment: +5

Late 2nd Age Dúnedain

With the Downfall of Númenor, the Faithful Dúnedain were left as the only surviving representation of the Númenórean race, save the Black Númenóreans in the south. Elendil washed up in Lindon and was befriended by Gil-galad. He ventured east and settled his kingdom of Arnor in the lands of Eriador.

His sons sailed up the Anduin and founded the city of Osgiliath, amongst many others. Together they ruled the realm from the east and west—Anárion ruled from Minas Anor and Isildur from Minas Ithil. Their thrones were side-by-side in the city of Osgiliath. Their father ruled both kingdoms as the overarching King of Arnor and Gondor.

After the defeat of Sauron in SA 3441 and the loss of the One Ring, the World began to change in slow and subtle ways. Isildur's sons ruled in Arnor while Anárion's sons ruled in Gondor. In TA 861, King Eärendur of Arnor died, and his realm was divided by his three sons into the kingdoms of Arthedain, Cardolan, and Rhodaur, an event that at once shaped and ruined their mighty cultures.

☞ Late 2nd Age Dúnedain Traits

+4 Str, +4 Con, +2 Wis. The last sons of Númenor are hardier and stronger than their 3rd Age descendants. Medium-size.

Base speed 30 ft.

Bonus feat at 1st level.

+4 bonus skill points at 1st level, +1 bonus skill point every level thereafter.

+4 racial bonus to saving throws vs. mind-affecting effects.

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

Long-lived: Late 2nd Age Dúnedain reach maturity at the average age of 20, middle age at the age of 90, old age at the age of 130, and venerable at the age of 180. Late 2nd Age Dúnedain have an additional lifespan of 3d20 years.

Favored Class: Any

Alignment: Any

Level Adjustment: +2

Late 3rd Age Dúnedain

In TA 1197, King Celervellon of Cardolan attempted to liberate Rhudaur from a Hillman usurper. He was slain in a surprise raid while besieging the capital of Rhudaur. Civil war erupted in Cardolan.

In TA 1276, Sauron's shadow, though seriously weakened, returned with enough might to send the Witch-king to establish the realm of Angmar northeast of Eriador. The Witch-king attacked the divided kingdom, driving wedges through their weakened solidarity, and eventually dominated the Hillmen of Rhudaur.

Between TA 1284-1974, the northern kingdoms warred against themselves, Angmar, and Rhudaur. By 1974, the Witch-king had decimated Arthedain and consumed Cardolan, ending what strength remained to the descendant kingdoms of Arnor. TA 1975 saw the fall of Angmar, but to little avail for the Arthedain, who were then the last royal blood from the line of Isildur.

In TA 1976, Arnanarth, son of Arvedui the last King of Arthedain, was named "Chieftan of the Dúnedain", and the Rangers of the North were established as the only line of defense in the ruined kingdoms of the north.

By TA 2933, Aragorn the last Heir of Isildur was taken into Rivendell. There he was trained in swordsmanship and wilderness lore, and his 2nd Age Dúnadan blood was held a perfect secret by the Elves of Imladris. In TA 3018, the Council of Elrond was held and Aragorn swore his service in the destruction of the One Ring, leading in part the legendary Fellowship of the Ring that brought a close to the power of Sauron and the end of the 3rd Age.

☞ Late 3rd Age Dúnadan Traits

Medium-size.

Base speed 30 ft.

Bonus feat at 1st level.

+4 bonus skill points at 1st level, +1 bonus skill point every level thereafter.

Favored Class: Any

Alignment: Any

Level Adjustment: 0

Dunlendings

Descendants of the Arhûnerim and the Drúedain of the 1st Age, the Dunlendings were the last remnants of the people who once lived in the lands and valleys around Ered Nimrais.

In the 2nd Age, many Dunlendings moved north, settling in places like Dunland, in southern Eriador. The Men of Bree were the last survivors of this migration by the time of the War of the Ring. These Dunlendings hated the Rohirrim, the descendants of the Éothéod, and many times made war upon them. The largest attack on Rohan was in TA 2758 and was led by the rogue Rohir Wulf, who captured the Meduseld and killed Prince Haleth. During the War of the Ring, the Dunlendings were roused once again to attack Rohan by the Istar Saruman.

☞ **Dunlending Traits**

Medium-size.

Base speed 30 ft.

Bonus feat at 1st level.

+4 bonus skill points at 1st level, +1 bonus skill point every level thereafter.

Favored Class: Any

Alignment: Any

Level Adjustment: 0

Haradrim

The Haradrim is a cover-all definition of the evil Men of the south—those of Khand, and Harad especially. Among their numbers were the fearsome Variags. Most of these people descended from the Harnerim, or Southrons. They were dominated by Sauron early on in his dominance over the south and eastern portions of Middle-earth.

Fearsome in combat and vehement enemies of Gondor, the Haradrim raided and plundered the southern kingdom of the Dúnedain for centuries, led by their own petty chiefs as well as the Black Númenóreans. The Corsairs of Umbar were Haradrim.

Haradrim were dark-skinned, tall, and dressed in bright and vibrant colors. Many painted or tattooed their bodies for battle and were known for their use of Oliphaunts as trained, walking war-platforms. They were pardoned by King Elessar in the 4th Age after their defeat in the Battle of Pelennor Fields.

☞ **Haradrim Traits**

Medium-size.

Base speed 30 ft.

Bonus feat at 1st level.

+4 bonus skill points at 1st level, +1 bonus skill point every level thereafter.

Favored Class: Any

Alignment: Any Evil

Fearless Slave (su): So long as the power of Sauron has not been vanquished, Haradrim are immune to fear effects that do not originate from Sauron or his chief agents.

Level Adjustment: 0

Harnerim (Southrons)

The Harnerim were the peaceable horsemen from south-central Middle-earth. They were civilized, mercantile, and many of their cities had been Númenórean colonies in the 2nd Age. Their ancestors were the Talatherim—the plainsmen and later Easterlings of the 1st and 2nd Ages.

Harnerim were typically darker of skin and hair, though they were not uncivilized or savage, as was the case with the majority of the Haradrim.

☞ **Harnerim Traits**

Medium-size.

Base speed 30 ft.

Bonus feat at 1st level.

+4 bonus skill points at 1st level, +1 bonus skill point every level thereafter.

Favored Class: Any

Alignment: Any

Level Adjustment: 0

Northmen (Northrons)

The Northmen were distantly related to the Dúnedain of old despite having come from northern Rhovanion. They were given a great amount of land south and east of Mirkwood circa TA 1000 by Gondor. In TA 1248, Rómendacil II, the 19th King of Gondor won a decisive victory over the Easterlings, extending Gondor's power to as far east as the Sea of Rhûn.

In TA 1447, a force of Northmen accompanied Eldacar to Gondor and fought alongside him in the Battle of the Crossings, thereby helping to restore to the Gondorian throne its rightful king.

In TA 1856, the Northrons were enslaved by the Wainriders. They rebelled in 1899 and, with the aid of Gondor, overthrew their enslavers in a battle at Dagorlad.

Northrons are fair-haired and tall, resembling at a distance the Edain of the 1st Age.

☞ Northman Traits

+2 Con. Northmen have ancient blood in their veins and are harder than their distant Southron cousins.

Medium-size.

Base speed 30 ft.

Bonus feat at 1st level.

+4 bonus skill points at 1st level, +1 bonus skill point every level thereafter.

Favored Class: Any

Alignment: Any

Cold-skinned (ex): Northmen are well-suited to life in the icy stretches of the northern realms of Middle-earth. As such, Northmen have cold resistance 5. Upon reaching 20th level, their cold resistance increases to 10.

Level Adjustment: 0

Rohirrim (Eorlingas)

The Rohirrim were the descendants of a group of people called the Éothéod. The Éothéod were distant relations to the 3rd House of the Edain, their bloodlines having for whatever reason been preserved in Middle-earth. Originally, the Éothéod dwelt in the lands between the Carrock and the Gladden River, which emptied its mountain waters into the Anduin river.

In TA 1977, the Éothéod moved in behind the fall of Angmar to settle the lands near the source of the Anduin. They scoured the land, slaying with great ease the remaining vestiges of Angmar's power and thereafter renamed the land Éothéod.

Under the command of Lord Eorl in TA 2510, the Éothéod rode to the aid of Cirion, the 12th Ruling Steward of Gondor, in his battles against the Balchoth—a tribe of Easterlings from Rhovanion. In remuneration for this great service, Cirion granted Eorl the Calenardhon—a green region of Gondor between the Anduin and Isen rivers—to live in.

Thereafter, the Éothéod called themselves “Eorlingas”, though the Men in Gondor referred to them as the “Rohirrim”.

☞ Rohir Traits

Medium-size.

Base speed 30 ft.

Bonus feat at 1st level.

+4 bonus skill points at 1st level, +1 bonus skill point every level thereafter.

Favored Class: Any

Alignment: Any

Horse Lords: Rohirrim receive a +4 racial bonus on all Handle Animal and Ride checks related to horses.

Level Adjustment: 0

Wainriders

The Wainriders were a group of Easterlings from east of the Sea of Rhûn. Motivated by Sauron, the Wainriders attacked Gondor in TA 1856, enslaving the Rhovanion Northmen.

In TA 1899, the Northrons revolted. With the aid of Gondorian King Calimehtar, the Wainriders were defeated in a battle on Dagorlad.

In TA 1944, the Wainriders allied with the Haradrim and launched a massive assault on Gondor from the north and the south simultaneously. The Wainriders in the north overcame and defeated the Gondorians, killing King Ondoher and both his sons.

Unfortunately, the southern advance was thwarted and defeated by Eärnil, Captain of the Southern Army. Eärnil then brought his army north and crushed the Wainriders in the Battle of the Camp, utterly vanquishing them forever.

Wainrider Traits

Medium-size.

Base speed 30 ft.

Bonus feat at 1st level.

+4 bonus skill points at 1st level, +1 bonus skill point every level thereafter.

Favored Class: Any

Alignment: Any

Charioteer: Wainriders receive a +2 bonus on Ride checks made to control chariots or other similar units.

Level Adjustment: 0

Womaw

The Womaw are the last vestiges of the ancient Avaredain race from the 1st Age. They largely dominated the far eastern portions of Middle-earth. They were a hale and sea-faring people, having settled the islands and coastal regions of the eastern shores, surrounded by the Encircling Sea.

Womaw Traits

+2 Wis. Womaw are descendant from the Avaredain, who were the Elf-friends of the Avari in the ancient days.

Medium-size.

Base speed 30 ft.

Bonus feat at 1st level.

+4 bonus skill points at 1st level, +1 bonus skill point every level thereafter.

Favored Class: Any

Alignment: Any

Elf-friends (ex): Avaredain have a +4 racial bonus to all Diplomacy and Gather Information checks made with regard to the Avari.

Level Adjustment: 0

Woses

Woses are the last of the blood of the Drúedain of the 1st Age. They are secular in their customs, shy and hidden folk capable of great feats of nature magic and woodcraft.

During the 3rd Age, the Woses lived secretly in forests around Middle-earth, involving themselves in none of the affairs of the War of the Ring until they led the Rohirrim through the Drúadan Forest to avoid the Orcs on the West road.

In exchange for this service, King Elessar of the Reunited Kingdom gave the Druadan forest to the Woses, as well as the right to deny or permit passage therein at their discretion. They held this land and these rights well into the Fourth Age, but there is very little history regarding them otherwise.

Woses are a primitive people in speech and culture, shorter and cruder than the Men of even the most remote Númenórean descent.

☞ **Wose Traits**

Medium-size.

Base speed 30 ft.

Bonus feat at 1st level.

+4 bonus skill points at 1st level, +1 bonus skill point every level thereafter.

Favored Class: Druid

Alignment: Any

Scent: Woses can detect foes by scent within 30 feet, 60 feet is upwind and 15 feet if downwind. Smells that are particularly strong (like smoke or Orc musk) can be detected at twice the range. Overpowering stench can be detected at thrice the range.

Wood-crafty: Woses receive a +4 racial bonus on Craft checks involving woodcraft.

Level Adjustment: 0