

MIDDLE-EARTH D20 CHARACTER CREATION RULES

To create characters for this campaign, players will use 25 points to purchase abilities according to the Purchase rules on pages 15-16 of the *Pathfinder Roleplaying Game Core Rulebook*. Then, character creation proceeds as described in the *Pathfinder Roleplaying Game Core Rulebook*. Additionally, players will create a 2nd-level character, but the 1st-level must be a basic NPC class! Players may use the *Pathfinder Roleplaying Game Advanced Player's Guide*, *Pathfinder Roleplaying Game Ultimate Combat*, and *Pathfinder Roleplaying Game Ultimate Magic* to create their characters. For all sources, use the following rules modifications. In addition, the Variant Rules for Armor as Damage Reduction, Called Shots, Piecemeal Armor, and Wounds and Vigor from *Pathfinder Roleplaying Game Ultimate Combat* (pp. 191-207) are being utilized. Please note that these rules are subject to change at any time without prior notice ... dedication to the Tolkien genre outweighs game conventions!

RACES

Dwarves – as normal Dwarves, modified as follows:

- Replace ability score modifications with +2 Strength, +2 Constitution, -2 Charisma.
- Medium (4' to 5' tall).
- +2 racial bonus on Appraise and Craft checks.
- Free feats: Endurance and Great Fortitude.
- +3 racial bonus on saves vs. fire.
- Immune to natural heat.
- **Automatic Languages:** Khuzdul and Westron.
- **Background Points:** 4.

Elves, Ñoldor (High Elves) – as normal Elves, modified as follows:

- Replace ability score modifications with +2 Strength, +2 Dexterity, +2 Intelligence, +2 Wisdom, +4 Charisma.
- Medium (6' to 7' tall).

- +4 racial bonus on any Craft skill of the player's choice – it should be noted that Ñoldor were legendary for their work with precious metals and jewelry.
- +2 racial bonus on any Perform (Sing) checks.
- +2 racial bonus on saves vs. fire.
- +2 racial bonus on saves vs. poison.
- **Immune to Aging:** Ñoldor Elves are immortal unless killed.
- Ñoldor Elves do not sleep, meditating instead for about three hours every day.
- Immune to natural cold.
- Immune to disease, mundane or magical.
- Immune to scarring.
- Movement unimpeded by snow or wooded terrain.
- Immune to any fear effects caused by undead.
- Cannot be turned into undead.
- Can communicate silently by direct thought with other Elves, those with Elven blood, Maiar and Valar [Range: 25 ft. + 5 ft./2 levels]. Further, they may forge a permanent bond with a willing target (maximum number of forged bonds is 1/level). Once the bond is formed, this communication works over any distance.
- Ñoldor Elves glow with a faint luminescence, providing 0' to 30' normal illumination (or 5' to 60' dim illumination). Ñoldor Elves may reveal the higher illumination at will and maintain it for the character's level in rounds a number times per day equal to one-half the character's level (round down).
- Because of their dual nature as both physical and spiritual beings, Ñoldor Elves can see and interact with ethereal creatures and objects.
- Magical skills are considered class skills for Ñoldor Elves.
- **Automatic Languages:** Silvan, Sindarin, Quenya, and Westron.
- **Background Points:** 2.

- **Level Adjustment:** +3. Effective Character Level (ECL) is a racial modifier applied to the character's *displayed* level and is used to determine the *actual* amount of XPs needed to advance to the next level. For example: a level 3 Ñoldor Elf character has an ECL of 6 (character level of 3 plus an ECL modifier of 3). The character needs 35,000 XPs to reach 4th level instead of the normal 9,000 XPs needed.

Elves, Silvan (Wood Elves) – as normal Elves, modified as follows:

- Replace ability score modifications with +2 Dexterity, +2 Wisdom.
- Medium (6' to 6'6" tall).
- +2 racial bonus on any Perform (Sing) and Survival checks.
- +2 racial bonus on saves vs. fire.
- +2 racial bonus on saves vs. poison.
- **Immune to Aging:** Silvan Elves are immortal unless killed.
- Silvan Elves do not sleep, meditating instead for about three hours every day.
- Immune to natural cold.
- Immune to disease, mundane or magical.
- Immune to scarring.
- Movement unimpeded by snow or wooded terrain.
- Immune to any fear effects caused by undead.
- Cannot be turned into undead.
- Can communicate silently by direct thought with other Elves, those with Elven blood, Maiar and Valar [Range: 25 ft. + 5 ft./2 levels]. Further, they may forge a permanent bond with a willing target (maximum number of forged bonds is 1/level). Once the bond is formed, this communication works over any distance.
- Magical skills are considered class skills for Silvan Elves.
- **Automatic Languages:** Silvan, Sindarin and Westron.
- **Background Points:** 4.
- **Level Adjustment:** +1. Effective Character Level (ECL) is a racial modifier applied to the character's *displayed* level and is used to determine the *actual* amount of XPs needed

to advance to the next level. For example, a level 3 Wood Elf character has an ECL of 4 (character level of 3 plus an ECL modifier of 1). The character needs 15,000 XPs to reach 4th level instead of the normal 9,000 XPs needed.

Elves, Sindar (Grey Elves) – as normal Elves, modified as follows:

- Replace ability score modifications with +2 Dexterity, +2 Intelligence, +2 Wisdom, +2 Charisma.
- Medium (6' to 6'6" tall).
- +4 racial bonus on Craft (Shipwright) and Profession (Sailor) checks.
- +2 racial bonus on any Perform (Sing) checks.
- +2 racial bonus on saves vs. fire.
- +2 racial bonus on saves vs. poison.
- **Immune to Aging:** Sindar Elves are immortal unless killed.
- Sindar Elves do not sleep, meditating instead for about three hours every day.
- Immune to natural cold.
- Immune to disease, mundane or magical.
- Immune to scarring.
- Movement unimpeded by snow or wooded terrain.
- Immune to any fear effects caused by undead.
- Cannot be turned into undead.
- Can communicate silently by direct thought with other Elves, those with Elven blood, Maiar and Valar [Range: 25 ft. + 5 ft./2 levels]. Further, they may forge a permanent bond with a willing target (maximum number of forged bonds is 1/level). Once the bond is formed, this communication works over any distance.
- Magical skills are considered class skills for Sindarin Elves.
- **Automatic Languages:** Silvan, Sindarin, Quenya and Westron.
- **Background Points:** 3.
- **Level Adjustment:** +2. Effective Character Level (ECL) is a racial modifier applied to the character's *displayed* level and is used to determine the *actual* amount of XPs needed to advance to the next level. For example, a

level 3 Sindar Elf character has an ECL of 5 (character level of 3 plus an ECL modifier of 2). The character needs 23,000 XPs to reach 4th level instead of the normal 9,000 XPs needed.

Gnomes – as they do not exist in Middle-earth, this race is prohibited.

Half-elves – as normal Half-elves, but only with GM approval (as they are *extremely* rare in Middle-earth), modified as follows:

- Replace ability score modifications with +2 Dexterity, +2 Wisdom, +2 Charisma.
- Medium (5'6" to 6'6" tall).
- **Immune to Aging:** Half-elves who choose immortality are immortal unless killed.
- Half-elves only need four hours of rest a day; meditating for those who choose immortality, sleeping for mortals.
- Magical skills are considered class skills for Half-elves.
- **Automatic Languages:** Sindarin and Westron.
- **Background Points:** 4.
- **Level Adjustment:** +1. Effective Character Level (ECL) is a racial modifier applied to the character's *displayed* level and is used to determine the *actual* amount of XPs needed to advance to the next level. For example, a level 3 Half-elf character has an ECL of 4 (character level of 3 plus an ECL modifier of 1). The character needs 15,000 XPs to reach 4th level instead of the normal 9,000 XPs needed.

Half-orcs – as normal Half-orcs, but only with GM approval, modified as follows:

- Medium (5' to 6' tall).
- **Automatic Languages:** Black Speech, Orkish and Westron.
- **Background Points:** 3.

Hobbits – as normal Halflings, but only in post 1st Age-dated campaigns, modified as follows:

- Small (3' to 3'6" tall).
- +2 racial bonus on Stealth checks.

- Replace the +2 vs. Fear saves with +2 on Will saves. This bonus stacks with the bonus granted by Halfling Luck.
- Thrown Weapons and the Sling are deadly in the hands of a Hobbit – treat damage from their use as if wielded by a Large creature.
- **Automatic Language:** Westron.
- **Background Points:** 5.

Humans (Beornings) – as normal Humans, but only in 3rd Age-dated campaigns (after III 2940), modified as follows:

- Medium (6' to 6'6" tall).
- The ruling class of the Beornings is 90% likely to be werebears.
- +2 racial bonus on Knowledge (Nature) and Survival checks.
- **Automatic Languages:** Waildyth and Westron.
- **Background Points:** 5.

Humans (Black Númenóreans) – as normal Humans, modified as follows:

- +2 Charisma.
- Medium (6' to 6'6" tall).
- Free feat: Racial Heritage: Elf.
- **Automatic Languages:** Adûnaic, Black Speech and Westron.
- **Background Points:** 3.

Humans (Common Men) – as normal Humans, modified as follows.

- Medium (6' to 6'6" tall).
- **Automatic Languages:** Westron.
- **Background Points:** 5.

Humans (Corsairs) – as normal Humans, modified as follows.

- Medium (5' to 6' tall).
- +2 racial bonus on Profession (Sailor) and Craft (Shipwright) checks.
- **Automatic Languages:** Adûnaic and Westron.
- **Background Points:** 5.

Humans (Drúedain/Woses/Wild Men of the Woods) – as normal Humans, modified as follows:

- Medium (4' to 5' tall).
- +2 racial bonus on Craft (Stonecarving) Stealth checks.
- +4 racial bonus on Knowledge (Nature), Perception and Survival checks. Survival is always considered a class skill for them.
- **Automatic Languages:** Pûkael and Westron.
- **Background Points:** 5.
- **Primitive:** The Drúedain are a simple people. A character of this race may not start play with any of the following feats: Martial Weapon Proficiency, Medium Armor Proficiency, Heavy Armor Proficiency. (If one of the character's classes provides any of these feats, they do not receive them.) If a Drúedain character wishes to learn how to use a martial weapon, they must buy the Exotic Weapon proficiency for that weapon. Likewise, Drúedain are never comfortable in medium or heavy armor and always suffer the Armor Check penalty even if they do possess the appropriate feat. (The penalties are doubled if they don't possess the feat.)

Humans (Dúnedain/Númenóreans) – as normal Humans, modified as follows:

- +2 Charisma.
- Medium (6' to 6' 6" tall).
- Free feat: Racial Heritage: Elf.
- **Automatic Languages:** Sindarin, Quenya, and Westron.
- **Background Points:** 3.

Humans (Dorwinrim) – as normal Humans, modified as follows.

- Medium (5' 6" to 6' tall).
- +2 racial bonus on Diplomacy and Profession (Vintner) checks.
- **Automatic Languages:** Logathig and Westron.
- **Background Points:** 5.

Humans (Dunlendings) – as normal Humans, modified as follows.

- Medium-size (5' 6" to 6' tall).
- +2 racial bonus on Climb and Knowledge (Nature) checks.

- **Automatic Languages:** Dunael and Westron.
- **Background Points:** 4.

Humans (Easterlings) – as normal Humans, modified as follows.

- Medium-size (5' to 5' 6" tall).
- Free feat: Mounted Combat.
- +2 racial bonus on Handle Animal and Ride checks. Ride is always considered a class skill for them.
- **Automatic Languages:** Logathig and Westron.
- **Background Points:** 4.

Humans (Haradrim) – as normal Humans, modified as follows.

- Medium-size (5' 6" to 6' tall).
- +2 racial bonus on Appraise and Ride checks.
- **Automatic Languages:** Apysaic, Haradaic and Westron.
- **Background Points:** 5.

Humans (Lossoth) – as normal Humans, modified as follows.

- Medium (5' to 5' 6" tall).
- +2 racial bonus on Knowledge (Nature), Stealth and Survival checks.
- **Automatic Languages:** Labba and Westron.
- **Background Points:** 4.

Humans (Rohirrim) – as normal Humans, but only in 3rd Age-dated campaigns (after III 2510), modified as follows:

- Medium (5' 6" to 6' 2" tall).
- Free feat: Mounted Combat.
- +2 racial bonus on Handle Animal and Ride checks. Ride is always considered a class skill for them.
- **Automatic Languages:** Rohirric and Westron.
- **Background Points:** 5.

Humans (Variags) – as normal Humans, modified as follows.

- Medium-size (5' 6" to 6' tall).

- +2 racial bonus on Handle Animal and Ride checks.
- **Automatic Languages:** Varadja and Westron.
- **Background Points:** 4.

Humans (Woodmen of Mirkwood) – as normal Humans, modified as follows.

- Medium-size (5'6" to 6' tall).
- +2 racial bonus on Knowledge (Nature), Profession (Woodcutter) and Survival checks.
- **Automatic Languages:** Nahaiduk and Westron.
- **Background Points:** 5.

CHARACTER CLASSES

- **Alchemists** – Alchemists are available as a character class only with GM approval. If approved, they are created as written in the *Pathfinder Roleplaying Game Advanced Player's Guide*.
- **Barbarians** – Barbarians are found in the wilder, untamed places in Middle-earth and are created as written in the *Pathfinder Roleplaying Game Core Rulebook*.
- **Bards** – Bards are pretty common, especially at low levels; this fits the musical nature of Middle-earth. The class, as written in the *Pathfinder Roleplaying Game Core Rulebook*, is available only to Valar, Maiar, Elves, or those with the blood of those races in their heritage, including Half-elves, Black Númenóreans, Dúnedain and Númenóreans. For a non-spell casting variant, instead create a Rogue with skill in Perform.
- **Cavaliers** – Cavaliers are found exclusively in Gondor; Dol Amroth in particular seems a good home for Cavaliers. They are created as written in the *Pathfinder Roleplaying Game Advanced Player's Guide*.
- **Clerics** – Clerics are found in Middle-earth – Elrond is quite evidently a cleric. However, these kinds of spellcasters seem to keep a low profile, and wouldn't think of themselves as priests or disciples of a deity

– instead, think of them as “healers” or “white wizards.” The class is available only to Valar, Maiar, Elves, or those with the blood of those races in their heritage, including Half-elves, Black Númenóreans, Dúnedain and Númenóreans.

- **Druids** – Druids are present – Radagast the Brown is evidently a Druid. However, these kinds of spellcasters seem to keep a low profile, and wouldn't think of themselves as priests or disciples of a deity – instead, think of them as “healers” or “white wizards.” The class is available only to Valar, Maiar, Elves, or those with the blood of those races in their heritage, including Half-elves, Black Númenóreans, Dúnedain and Númenóreans.
- **Fighters** – Fighters are found everywhere in Middle-earth and are created as written in the *Pathfinder Roleplaying Game Core Rulebook*.
- **Gunslingers** – Gunslingers are prohibited as a character class!
- **Inquisitors** – Inquisitors are prohibited as a character class!
- **Magus** – Magus are prohibited as a character class!
- **Monks** – Monks are prohibited as a character class!
- **Ninjas** – Ninjas are prohibited as a character class!
- **Oracles** – Oracles are available as a character class only with GM approval. If approved, they are created as written in the *Pathfinder Roleplaying Game Advanced Player's Guide*.
- **Paladins** – Paladins are found amongst the Ñoldor Elves and in Gondor. Dol Amroth in particular seems a good home for Paladins. As such, this class is limited to those of Valar, Maiar, Elves, or those with the blood of those races in their heritage, including Half-elves, Black Númenóreans, Dúnedain and Númenóreans.
- **Rangers** – Rangers are found anywhere in Middle-earth – from the Dúnedain of forgotten Rhudaur to Orcs in the Grey Mountains to Faramir's patrol area in Ithilien. Only Elves or those with the blood

of those races in their heritage, including Half-elves, Black Númenóreans, Dúnedain and Númenóreans may use the Ranger as written in the *Pathfinder Roleplaying Game Core Rulebook*. All other races must use the variant, Spell-less Ranger (see the *Middle-earth d20 Variant Classes* section below).

- **Rogues** – Rogues are found everywhere in Middle-earth and are created as written in the *Pathfinder Roleplaying Game Core Rulebook*.
- **Samurai** – Samurai are prohibited as a character class.
- **Sorcerers** – Sorcerers are more common than Wizards, and do not have dragons as ancestors. Instead, the Sorcerer class in Middle-earth is comprised of individuals who are Valar, Maiar, Elves, or those with the blood of those races in their heritage, including Half-elves, Black Númenóreans, Dúnedain and Númenóreans. Disallowed bloodlines include Aberrant, Abyssal, Accursed, Crossblooded, Djinni, Draconic, Efreeti, Elemental, Infernal, Marid, Rakshasa, Shaitan, Undead, and Wildblooded.
- **Summoner** – Summoners are prohibited as a character class!
- **Witches** – Witches are available as a character class only with GM approval. If approved, they are created as written in the *Pathfinder Roleplaying Game Advanced Player's Guide*. Also, the Witch class in Middle-earth is comprised of individuals who are Valar, Maiar, Elves, or those with the blood of those races in their heritage, including Half-elves, Black Númenóreans, Dúnedain and Númenóreans.
- **Wizards** – Wizards are *incredibly* rare in Middle-earth, but can be found (Diviner and Illusionist specialists being the most common). Necromancer specialists would always be evil; the Númenóreans, prior to the destruction of Numenor, produced a number of Necromancers, and it can be surmised that the Black Númenóreans from Umbar favor this class. The class is available only to Valar, Maiar, Elves, or those with the blood of those races in their

heritage, including Half-elves, Black Númenóreans, Dúnedain and Númenóreans.

- **Adepts** – Adepts are the most common spellcaster in Middle-earth and are much like the divine casters – low profile and more of a village “wise person” than a *typical* spellcaster. In addition, this is the *only* spellcaster class available to those who are not of Valar, Maiar, Elves, or those with the blood of those races in their heritage, including Half-elves, Black Númenóreans, Dúnedain and Númenóreans.
- **Aristocrats** – Aristocrats can be found most commonly amongst Hobbits and Humans (Númenóreans). The Humans (Haradrim) and Humans (Easterlings) may very well have an Aristocratic social class. The Elves also have Aristocrats, as do the Dwarves, but they don't seem as likely to adventure – adventurers from these races would be of the PC classes. Humans (Black Númenóreans) are very likely to be Aristocrats, since they are the ruling class of Umbar.
- **Mandatory Multiclassing** – All spellcasters must alternate each level between a spellcasting class and either a non-spellcasting class, one with secondary spellcasting abilities (Bard, Paladin, Ranger), or one that uses a magic type (Arcane or Divine) opposite to that used by the primary spellcasting class (that is, Divine spellcasters may multiclass into an Arcane spellcasting class, and vice-versa). This requirement limits high-level spells to characters of very high levels. It also limits the number of beings capable of creating magical items.

PRESTIGE CLASSES

Prestige classes from the *Pathfinder Roleplaying Game Core Rulebook* and the *Pathfinder Roleplaying Game Advanced Player's Guide* are only allowed only with GM approval! As always, dedication to the Tolkien genre outweighs game conventions.

LANGUAGES

- Adûnaic – Spoken in Numenor during the Second Age. Now spoken by the Black Númenóreans and the Corsairs of Umbar.
- Apysaic – Spoken by the Southern Haradrim (Humans that dwell in the great arid and semi-arid lands south of Harandor and Mordor).
- Atliduk – Spoken by the Beornings (Humans, largest of the Northmen).
- Black Speech – Spoken by Uruk-Hai Orcs, Olog-Hai trolls, and by Sauron (and may have been invented by him).
- Dunael – Spoken by the Dunlendings (Humans that live in the hills and highlands west of the Anduin valley). Written Dunael is rare, for a premium is placed on oration and the performing arts.
- Haradaic – Spoken by the Northern Haradrim (Humans that dwell in the great arid and semi-arid lands south of Harandor and Mordor).
- Khuzdul (Dwarvish) – A private language, not thought to be known by anyone other than Dwarves, except for Gandalf, and amazingly enough, Galadriel.
- Labba – Spoken by the Lossoth (Human dwellers of the Far North of western Middle-earth). There is no written version.
- Logathig – Spoken by the Dorwinrim (Humans that dwell in the lands northeast of Mordor) and the Easterlings (Humans that dwell in north-central Middle-earth).
- Nahaiduk – Spoken by the Woodmen of Mirkwood.
- Orkish (Debased Black Speech) – Spoken among several groups of Orcs including those of Moria, Isengard, and Mordor. It is said to have many mutually unintelligible dialects, although they are not delineated.
- Pûkael – The guttural tongue spoken by the Woses (Primitive Humans that live in remote Middle-earth woodlands). The “written” version is made up of pictographic signs, most quite simple, used for the most practical purposes – notably

to mark paths or signal their brethren while out in the wood.

- Quenya – Used as a high speech among Elves along the western coast, Rivendell, and Lorien. It is also used amongst the Dúnedain and certain educated Hobbits.
- Rohirric – Spoken by the Rohirrim (Humans that live in the Lands of Rohan).
- Silvan (Bethteur) – Spoken by the Elves of Lorien and Mirkwood; the speech of the Elves of Mirkwood is called Bethteur, the Wood-speech.
- Sindarin – The usual speech of folk of Elrond's house, the Dúnedain in both Gondor and the north of Middle-earth, and the house language of Thranduil of Mirkwood.
- Umitic – Spoken by the Umli (Half-dwarves that live in the Far North of north-central Middle-earth).
- Varadja – Spoken by the Variags (Humans that dwell in the arid lands southeast of Mordor).
- Waildyth – Nature Signals of the Beornings.
- Westron (Common Speech) – The common speech of mortals. Dialects are spoken in Gondor, Bree, and other places. It is the common language of Dwarves. A particularly “harsh” dialect is spoken by Orcs when necessary.

PROHIBITED SPELLS

Spells that create something from nothing, or which fundamentally alter the nature of something, go against Eru's will. Such spells are either unavailable, or are used only by those who either directly carry out the will of Eru (the Valar and Maiar) or who directly flout Eru's will (the renegade Vala Melkor, later named Morgoth, or renegade Maiar such as Sauron).

Spells such as *fireball* or *wall of stone* use surrounding matter or energy to create their effects. In the case of *fireball*, superheating the oxygen in the surrounding air creates the effect. Regardless, such spells are rarely used,

because they skirt along the edges of going against the will of Eru.

Spells such as *bull's strength* or *cat's grace* simply enhance what is already in existence and which the recipient of the spell already possesses.

Spells that access other planes (except the Ethereal Plane, called the "Spirit World" or "the other side" in Middle-earth) do not function, since Middle-earth is not directly connected to any other planes of existence. Aman, or The Undying Lands, is not accessible because it was closed off from any except for those whom the Valar allow to find it. Aman is not exactly another plane; it was once physically part of the same plane as Middle-earth, but was cordoned off millennia ago.

Spells that have effects against Outsiders are either prohibited or rendered powerless, because there are technically no Outsiders in Middle-earth. The Balrog, for example, is a Maia, one of the spirits that initially carried out the will of Eru and helped create Middle-earth — so, while he is now a twisted, demonic figure, he is still considered a native of the world he played a part in creating.

Also, spells that are too "flashy" for Middle-earth are considered prohibited. Some "flashy" spells will not be prohibited because there is either evidence in the films (or books) of their existence, or a spell that was similar in description to a Pathfinder spell was actually used in the books. For example, *fireball* was not excluded because the assumption was made that since Gandalf used a number of fire-based effects in the books (a *fire seeds* spell in The Hobbit, his fireworks, the sheet of flame which broke the bridge in Moria, etc.), he might well have had access to this spell. Even if he had access to it through his wearing of the Elven Ring Narya, the Ring of Fire, the spell still seems possible in Middle-earth, so it is not prohibited, however, it would rarely be used.

Acid Arrow
All "Chaos" spells
All "Law" spells
Animate Dead
Astral Projection

Banishment
Beast Shape I-IV
Blade Barrier
Clenched Fist
Clone
Contact Other Plane
Create Food and Water
Create Water
Crushing Hand
Dimensional Anchor
Dismissal
Elemental Body I-IV
Elemental Swarm
Enlarge Person
Enlarge Person, Mass
Flesh to Stone
Forceful Hand
Form of the Dragon I-III
Freezing Sphere
Gaseous Form
Gate
Giant Form I-II
Grasping Hand
Helping Hand
Hideous Laughter
Instant Summons
Interposing Hand
Irresistible Dance
Levitate
Limited Wish
Mage's Disjunction
Mage's Faithful Hound
Mage's Lucubration
Mage's Magnificent Mansion
Mage's Private Sanctum
Mage's Sword
Magic Jar
Major Creation
Mark of Justice
Maze
Meld Into Stone
Minor Creation
Miracle
Phantom Trap
Planar Ally
Planar Ally, Greater
Planar Ally, Lesser
Planar Binding
Planar Binding, Greater
Planar Binding, Lesser
Plant Shape I-III

Polymorph
 Polymorph Any Object
 Polymorph, Greater
 Raise Dead
 Reduce Animal
 Reduce Person
 Reduce Person, Mass
 Refuge
 Regenerate
 Reincarnate
 Resilient Sphere
 Resurrection
 Reverse Gravity
 Righteous Might
 Rope Trick
 Secret Chest
 Secure Shelter
 Sepia Snake Sigil
 Shadow Conjuration
 Shadow Conjuration, Greater
 Shadow Evocation
 Shadow Evocation, Greater
 Shadow Walk
 Shapechange
 Shrink Item
 Soul Bind
 Spectral Hand
 Spider Climb
 Statue
 Stone to Flesh
 Telekinesis
 Teleport
 Teleport Object
 Teleport, Greater
 Teleportation Circle
 Time Stop
 Tiny Hut
 Transmute Metal to Wood
 Transmute Metal to Wood
 Transmute Mud to Rock
 Transmute Rock to Mud
 Trap the Soul
 True Resurrection
 Wall of Iron
 Wind Walk
 Wish
 Word of Recall

Note: Some of the most powerful spellcasters in Middle-earth – the Wizards,

Elves such as Galadriel – may have access to some of the spells intimated here. This is either due to meddling in types of magic that are normally forbidden or “taboo” due to their association with Sauron or Morgoth (as Saruman did), or due to a character being among the oldest and wisest people in Middle-earth (such as Galadriel).

RESTRICTED SPELLS

Blasphemy – There are no extraplanar creatures in Middle-earth. Creatures that would be considered extraplanar in standard Pathfinder – such as the Balrog – are, in fact, considered to be native to Middle-earth.

Create Undead and *Create Greater Undead* – These spells are available only to Sauron.

Dictum – See the explanation for *Blasphemy*.

NEW MAGIC WEAPON SPECIAL ABILITY

Sense: A sense weapon has the innate ability to detect certain types or subtypes of creatures. If there are creatures of the chosen type within 1000 ft., a sense weapon will emit a blue glow, which gets more intense the closer the creatures are. Sense weapons do not indicate number or direction, only relative distance. Only melee weapons may have this ability. This ability replaces the Ki Focus ability on the Melee Weapon Special Abilities table (Table 15-9) in the *Pathfinder Roleplaying Game Core Rulebook* (p. 469).

MAGIC WEAPONS

Examples of magic weapons from the books and movies:

- **Sting** – +1 Goblinoid-bane, Goblinoid-Sense short sword
- **Glamdring** – +3 Holy Goblinoid-bane, Goblinoid-Sense longsword
- **Legolas' Bow** – +1 Enhancement, +2 Mighty composite longbow

- **Bilbo's Mithril shirt** – +1 Mithril chain shirt, medium fortification
- **Narsil (Anduril)** – Holy Avenger
- **Sam's Elven Rope** – Rope of Climbing

Examples of other appropriate magic items:

- Nearly any Minor Potion
- Nearly any Scroll of 2nd level or less
- Any Minor Ring
- Any Minor Rod, except Metamagic Rods
- No Staves
- No Wands
- Most Minor Wondrous Items, except items like Pearls of Power that deal with spellcasting, or that duplicate inappropriate or flashy spells, like Necklace of Fireballs
- Some Medium and Major Wondrous Items – evaluated on an individual basis!

Roll	Amount
01-02	1 gp
03-05	2 gp
06-15	5 gp
16-25	10 gp
26-35	15 gp
36-45	20 gp
46-55	30 gp
56-65	35 gp
66-70	40 gp
71-75	50 gp
76-80	60 gp
81-85	70 gp
86-90	80 gp
91-94	100 gp
95-97	125 gp
98-99	150 gp
00	200 gp

HERO POINTS

CHARACTER TRAITS

When you create your character for the Middle-earth d20 Campaign, select two character traits from the *Pathfinder Roleplaying Game Advanced Player's Guide* (pp. 326-333). When selecting traits, you may not select more than one from the same list of traits (the four basic traits each count as a separate list for this purpose).

BACKGROUND POINTS

When you create your character for the Middle-earth d20 Campaign, a new PC has a certain number of "Background Points" based upon his race. Each point may be allocated for one of the following:

- To reflect a hobby, increase one skill with a +2 bonus.
- Increase starting Hero Points by one.
- +1 Magic item (subject to GM approval). This item may not be sold in an attempt to circumvent the Money table option!
- The GM will roll *twice* on the following Money table.

The hero points system, described in the *Pathfinder Roleplaying Game Advanced Player's Guide* (pp. 322-325), is included in the Middle-earth d20 Campaign to simulate the effects of fate on principal characters (the PCs and major NPCs) in Middle-earth. Fate can play a fickle role in the events of Middle-earth, allowing the most unassuming people the chance to accomplish great deeds.

Hero points are meant to represent the hidden reserves of luck, confidence, and determination a character possesses, as well as a measure of a person's place in the natural order of Middle-earth. A character's hero points will fluctuate over time, but all characters will have a chance to earn more by accomplishing goals in line with their moral philosophies. As a character gains hero points, he becomes more capable of handling difficult situations, but a shortage of hero points reflects that the character's time in Middle-earth might be drawing to an end.

All characters start the campaign with a number of hero points that is based upon their race and the age in which the character exists. By the Third Age, the Elves were a vanishing race, no longer concerning themselves with the affairs of men or, to a large degree, Middle-

earth which is reflected as a smaller starting hero point pool. Conversely, humans are waxing in the Third Age and are allowed to have a larger number of hero points. Hobbits have a large number of hero points due to the simple fact that they are extraordinarily lucky, and have great reserves of determination to draw upon. The following table lists the racial starting values for hero points for each age in Middle-earth.

Race	First Age	Second Age	Third Age	Fourth Age
Dwarf	3	3	3	3
Elf	5	3	2	2
Half-elf	4	4	4	4
Half-orc	4	3	3	2
Hobbit	—	5	5	5
Human (Black Númenórean /Dúnedain/Númenórean)	5	4	4	4
Human (All Others)	4	5	5	5

Once a hero point is spent, it is gone, and will not return on its own. In order to earn more hero points, a character must perform actions that are in agreement with his ethical and philosophical outlook. For example, a Ranger of the North might earn a hero point by helping a village fend off an orc attack that would have resulted in the destruction of the village. Likewise, a servant of Sauron might earn a hero point by slaying a particular champion of good, or causing great destruction and suffering. The GM should use his

judgment for awarding hero points, but should not be too generous with them. Only one hero point may be earned per adventure. Hero points are powerful weapons in a character's arsenal, and should only be awarded for extraordinary deeds.

STARTING EQUIPMENT

All characters start out with the following Starting Equipment:

- 20 gold pieces (gp)
- 1 dagger
- 2 weapons appropriate to character's Race and Class
- 1 set of piecemeal armor appropriate to the character's Race and Class (consult with GM for approval)
- 2 outfits of clothing (specify color, type, etc.)
- 1 pair of footwear
- 1 cloak (specify color)
- 1 bedroll
- Flint and steel
- Tinder box
- 7 days rations
- Flask
- Back pack
- 1 to 3 small sack(s)
- 50 ft. rope
- Weapons maintenance tools (honing stone, oil, spare bowstring, etc.)

MIDDLE-EARTH D20 VARIANT CLASSES

SPELL-LESS RANGER

Alignment: Any

Hit Die: d10

Class Skills: The Spell-less Ranger's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Stealth (Dex), Survival (Wis) and Swim (Str).

Skill Points at Each Level: 6 + Int modifier

Class Features

Weapons and Armor Proficiency: A Spell-less Ranger is proficient with all simple and martial weapons and with light armor and shields (except tower shields).

Favored Enemy (Ex): See the "Ranger" section in Chapter 3 of the *Pathfinder Roleplaying Game Core Rulebook*.

Track (Ex): See the "Ranger" section in Chapter 3 of the *Pathfinder Roleplaying Game Core Rulebook*.

Wild Empathy (Ex): See the "Ranger" section in Chapter 3 of the *Pathfinder Roleplaying Game Core Rulebook*.

Stealth Attack: If a Spell-less Ranger can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage. The ranger's attack deal extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the ranger flanks his target. This extra damage is 1d6 at 2nd level, and increases by 1d6 every four levels thereafter. Should the ranger score a critical hit with a stealth attack, this extra damage is not multiplied. Ranged attacks can count as stealth attacks only if the target is within 30 ft. Stealth attacks are possible only when the ranger wears light or no armor. A ranger can only use this ability while in a favored terrain or against a favored enemy.

Combat Style Feat (Ex): See the "Ranger" section in Chapter 3 of the *Pathfinder Roleplaying Game Core Rulebook*.

Endurance: See the "Ranger" section in Chapter 3 of the *Pathfinder Roleplaying Game Core Rulebook*.

Nature's Healing (Ex): Beginning at 3rd level, the Spell-less Ranger gains a +2 bonus to Heal skill checks. If he can beat the appropriate Heal DC check, the ranger heals an additional 1d6 hit points of damage plus 1 for every 3 ranger levels. Nature's healing can only be used when a ranger is in one of his favored terrains. A ranger does not need a Healer's Kit in order to use this ability.

Favored Terrain (Ex): See the "Ranger" section in Chapter 3 of the *Pathfinder Roleplaying Game Core Rulebook*.

Hunter's Bond (Ex): See the "Ranger" section in Chapter 3 of the *Pathfinder Roleplaying Game Core Rulebook*.

Ranger Talent: As a Spell-less Ranger gains experience, he learns a number of talents that aid him in combat and help him survive in the in the wilds.

At 4th level, a ranger gains one ranger talent. He gains additional ranger talents as he increases in level. A ranger cannot select an individual talent more than once.

Additional Animal Companion (Ex): A Spell-less Ranger with this ability may select an additional animal companion. In addition, the ranger's effective druid level when selecting this companion is equal to his ranger level.

Low-Light Vision (Ex): A Spell-less Ranger with this ability gains low-light vision. If he already has low-light vision, this ability has no additional effect.

Favored Enemy Critical (Ex): When scoring a critical threat on one of your favored enemies, gain +4 bonus to the roll made to confirm the critical.

Trap Finding (Ex): When in a favored terrain, a ranger with this ability can use the Perception skill to locate traps (see rogue).

Trackless Step (Ex): When desired, a Spell-less Ranger with this ability leaves no trail in natural surroundings and cannot be tracked. A ranger can also track others possessing the Trackless Step ability when in one of his Favored Terrains, but suffers a -10 to the check.

Improved Nature's Healing (Ex): A Spell-less Ranger with this ability uses his total ranger levels to calculate additional hit points healed, instead of the standard one point per three ranger levels.

Improved Tracking (Ex): A Spell-less Ranger with this ability adds his ranger level to Survival skill checks made to follow or identify tracks. If he exceeds the DC by 10 or more, he can learn additional information about his prey (including number and type of creatures tracked etc).

Ranger Feat: Instead of a talent, the Spell-less Ranger may choose a feat that he qualifies for from his chosen combat style or from the following list: Additional Favored Terrain*, Additional Favored Enemy*, Animal Affinity, Athletic, Dodge, Diehard, Favored Terrain Expert*, Nimble Moves, Run, Self-Sufficient, Stealthy, Toughness (an asterisk * indicates a new feat outlined in the *Middle-earth d20 New Feats* section below).

Fast Movement (Ex): When in a Favored Terrain, a ranger's base speed increases by +10 ft at 5th level. At 12th level, this bonus increases to +20 ft. These bonuses only apply when the ranger wears light or no armor.

Woodland Stride (Ex): See the "Ranger" section in Chapter 3 of the *Pathfinder Roleplaying Game Core Rulebook*.

Swift Tracker (Ex): See the "Ranger" section in Chapter 3 of the *Pathfinder Roleplaying Game Core Rulebook*.

Evasion (Ex): See the "Ranger" section in Chapter 3 of the *Pathfinder Roleplaying Game Core Rulebook*.

Quarry (Ex): See the "Ranger" section in Chapter 3 of the *Pathfinder Roleplaying Game Core Rulebook*.

Camouflage (Ex): See the "Ranger" section in Chapter 3 of the *Pathfinder Roleplaying Game Core Rulebook*.

Improved Evasion (Ex): See the "Ranger" section in Chapter 3 of the *Pathfinder Roleplaying Game Core Rulebook*.

Hide in Plain Sight (Ex): See the "Ranger" section in Chapter 3 of the *Pathfinder Roleplaying Game Core Rulebook*.

Master Hunter (Ex): See the "Ranger" section in Chapter 3 of the *Pathfinder Roleplaying Game Core Rulebook*.

Table: Spell-less Ranger

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+2	+0	1 st favored enemy, track, wild empathy
2 nd	+2	+3	+3	+0	Combat style feat, stealth attack 1d6
3 rd	+3	+3	+3	+1	1 st favored terrain, endurance, nature's healing
4 th	+4	+4	+4	+1	Hunter's bond, ranger talent
5 th	+5	+4	+4	+1	2 nd favored enemy, fast movement +10 ft
6 th	+6/+1	+5	+5	+2	Combat style feat, stealth attack 2d6
7 th	+7/+2	+5	+5	+2	Ranger talent, woodland stride
8 th	+8/+3	+6	+6	+2	2 nd favored terrain, swift tracker
9 th	+9/+4	+6	+6	+3	Evasion, ranger talent
10 th	+10/+5	+7	+7	+3	3 rd favored enemy, combat style feat, stealth attack 3d6
11 th	+11/+6/+1	+7	+7	+3	Quarry, ranger talent
12 th	+12/+7/+2	+8	+8	+4	Camouflage, fast movement +20 ft
13 th	+13/+8/+3	+8	+8	+4	3 rd favored terrain, ranger talent
14 th	+14/+9/+4	+9	+9	+4	Combat style feat, stealth attack 4d6
15 th	+15/+10/+5	+9	+9	+5	4 th favored enemy
16 th	+16/+11/+6/+1	+10	+10	+5	Improved evasion, ranger talent
17 th	+17/+12/+7/+2	+10	+10	+5	Hide in plain sight
18 th	+18/+13/+8/+3	+11	+11	+6	4 th favored terrain, combat style feat, stealth attack 5d6
19 th	+19/+14/+9/+4	+11	+11	+6	Improved quarry, ranger talent
20 th	+20/+15/+10/+5	+12	+12	+6	5 th favored enemy, master hunter

MIDDLE-EARTH D20 DEITIES

Religion pervades all society. Eru stands as the One True God, the All Father, with many lesser beings being worshipped as lesser gods/goddesses known as Valar. Divine

classes dedicate themselves to a Valar and act as their servants. Devotion to a Valar grants the indicated bonuses.

Name	Information
Aulë	<p>Title: The Smith Alignment: Lawful Good Domains: Artifice, Earth, Good, Protection, Rune Bonus: Devotion to him grants a +2 bonus to Appraise, Craft (Stonemasonry), Craft (Armor) and Craft (Weapons) skill checks. Notes: One of the Aratar, the eight greatest of the Valar, Aulë was the Vala concerned with the substance of Arda; rock and metal. As his name suggests, he was also the builder and inventor of the Valar. Among his greatest creations were the race of Dwarves and the vessels of the Sun and Moon.</p>
Elbereth	<p>Titles: The Queen of the Stars, Varda Alignment: Chaotic Good Domains: Charm, Community, Good, Magic, Sun Bonus: Devotion to her grants a +2 save bonus to spells cast by evil powers. Notes: Spouse of Manwë and great among the Queens of the Valar. She set the stars in the sky, for which the Eldar of Middle-earth revered her, calling her by the name of Elbereth.</p>
Estë	<p>Title: The Gentle Healer Alignment: Chaotic Good Domains: Community, Good, Healing, Liberation, Travel Bonus: Devotion to her grants a +4 to Constitution checks made to continue running and to avoid nonlethal damage from a forced march (as per the Endurance feat). Notes: A lady of the Valar, the spouse of Irmo, who dwells with him in the gardens of Lórien in Valinor.</p>
Irmo	<p>Title: The Master of Visions and Dreams Alignment: Lawful Neutral Domains: Liberation, Luck, Madness, Trickery, Travel Bonus: Devotion to him reduces by half the amount of complete rest needed to recover from being fatigued. Notes: More commonly called Lórien, from the gardens of Lórien in Valinor where he dwelt with his wife, Estë.</p>
Mandos	<p>Titles: The Judge of the Dead, Námo Alignment: Lawful Neutral Domains: Death, Liberation, Luck, Protection, Repose Bonus: Devotion to him grants 1 free Hero Point per gaming session. Note that this Hero Point may <i>not</i> be saved ... if it is not used during the game session in which it is granted, it is lost! Notes: The Doomsman of the Valar and keeper of the slain in his halls in the west of Valinor.</p>
Manwë	<p>Titles: King of the Valar; Lord of Air, Wind and Skies; King of Arda Alignment: Neutral Good Domains: Air, Good, Knowledge, Nobility, Weather Bonus: Devotion to him grants a +2 bonus to one Knowledge skill and to all weather-related skill checks. Notes: Greatest of the Valar, Manwë is the spouse of Elbereth. He dwells in his halls on Taniquetil, highest of mountains, governing all with an affinity to the winds and airs of Arda.</p>
Melkor	<p>Titles: The Dark Lord, Morgoth</p>

Name	Information
	<p>Alignment: Lawful Evil Domains: Darkness, Death, Destruction, Evil, War Bonus: None. Notes: Followers of evil cults throughout the ages have devoted themselves to Melkor, Sauron, and others powerful in the darkest of arts. These cults are savage and brutal, exacting bloody rites and sacrifices to these “gods” of darkness. Devotees of these faiths do not garner any bonuses as Melkor is beyond the reaches of the world to affect it in any way until the End of Days.</p>
Nessa	<p>Title: The Dancer Alignment: Chaotic Good Domains: Charm, Community, Glory, Good, Liberation Bonus: Devotion to her grants a +2 bonus to Perform skill checks. Notes: The spouse of Tulkas and sister to Oromë, she delights in dancing on the green lawns of Valimar.</p>
Nienna	<p>Title: The Lady of Mercy Alignment: Neutral Good Domains: Good, Knowledge, Luck, Nobility, Repose Bonus: Devotion to her grants a +2 bonus to Sense Motive and Diplomacy skill checks. Notes: A Queen of the Valar, the sister of Mandos and Irmo, who dwells alone on the western borders of the World. Nienna ranks as one of the eight Aratar, the most powerful of the Valar. Grief and mourning are Nienna’s province; in her halls in the distant west, she weeps for the suffering of Arda. Her part in the Music of the Ainur was one of deep sadness, and from this grief entered the world in its beginning. The Maia Olórin, who was later to travel to Middle-earth as Gandalf, learned much from her.</p>
Oromë	<p>Title: The Huntsman Alignment: Chaotic Good Domains: Animal, Community, Good, Plant, Travel Bonus: Devotion to him grants a +2 bonus to Ride, Survival, and Combat skill checks when hunting animals. Notes: Oromë is one of the Aratar and the brother of Nessa. In ancient times, he rode often in the forests of Middle-earth, and it was he who first discovered the Eldar at Cuiviénen.</p>
Tulkas	<p>Title: The Champion Alignment: Chaotic Good Domains: Glory, Good, Nobility, Strength, War Bonus: Devotion to him grants a +2 bonus to unarmed strikes, Combat Maneuver Bonus, and Intimidate skill checks while in combat. Notes: The last of the Valar to descend into Arda, and the most warlike; he did battle with Melkor in the years when the World was young. It is said that he laughs more than anything, especially while in battle, instilling great fear into his enemies.</p>
Ulmo	<p>Title: The Lord of Waters (Seas) Alignment: True Neutral Domains: Animal, Nature, Plant, Water, Weather Bonus: Devotion to him grants a +2 bonus to skill checks related to the sea (i.e., sea-craft, weather, Survival, etc.). Notes: One of the greatest of the Valar. In the dark days of the First Age, he kept watch and lent indirect aid to both Elves and Men while the others of his order remained in Valinor.</p>
Vairë	<p>Title: The Weaver Alignment: Lawful Neutral Domains: Artifice, Community, Knowledge, Protection, Rune Bonus: Devotion to her grants a +2 bonus to Knowledge (History) skill checks. Notes: She is a Queen of the Valar, spouse of Mandos, and the one who weaves the tales of the history of Arda.</p>

Name	Information
Vána	<p>Title: The Ever-Young Alignment: Neutral Good Domains: Animal, Charm, Good, Plant, Trickery Bonus: Devotion to her grants a +2 bonus to Diplomacy skill checks. Notes: She is a lady of the Valar, sister of Yavanna, and spouse of Oromë. Flowers were said to open, and birds sing, at her passing.</p>
Yavanna	<p>Title: The Giver of Fruits Alignment: Lawful Good Domains: Animal, Good, Knowledge, Plant, Weather Bonus: Devotion to her grants a +2 bonus to Knowledge (Nature) skill checks. Notes: She is the Vala whose province was all growing things upon the earth. She was the spouse of Aulë the Smith.</p>

MIDDLE-EARTH D20 NEW PRESTIGE CLASSES

BOWMASTER (E.G., LEGOLAS)

Hit Die: d8.

Requirements: To qualify to become a Bow Master, a character must fulfill all the following criteria:

- **Base Attack Bonus:** +5.
- **Skills:** Craft (bowmaking) 5 ranks.
- **Feats:** Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow, shortbow, or the composite version of either).

Class Skills: The Bow Master's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Ride (Dex), Perception (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: Bow Masters gain no proficiency with any weapon or armor.

Ranged Precision (Ex): As a standard action, a Bow Master may make a single precisely aimed attack with a ranged weapon, dealing an extra 1d8 points of damage if the attack hits. When making a ranged precision attack, a Bow Master must be within 30 feet of his target. A Bow Master's ranged precision attack only works against living creatures with discernible anatomies. Any creature that is immune to critical hits (including undead, constructs, oozes, plants, and incorporeal creatures) is not vulnerable to a ranged precision attack, and any item or ability that

protects a creature from critical hits (such as armor with the fortification special ability) also protects a creature from the extra damage. Unlike with a rogue's sneak attack, the Bow Master's target does not have to be flat-footed or denied its Dexterity bonus, but if it is, the Bow Master's extra precision damage stacks with sneak attack damage. Treat the Bow Master's ranged precision attack as a sneak attack in all other ways. The Bow Master's bonus to damage on ranged precision attacks increases by +1d8 every two levels. A Bow Master can only use this ability with a ranged weapon for which he has taken the Weapon Focus feat.

Close Combat Shot (Ex): At 2nd level, a Bow Master can attack with a ranged weapon while in a threatened square and not provoke an attack of opportunity. Further, the Bow Master is allowed to make Attacks of Opportunity using an arrow as a melee weapon.

Greater Weapon Focus (Ex): At 4th level, a Bow Master gains the Greater Weapon Focus feat with a single ranged weapon for which he has taken the Weapon Focus feat even if he has not attained 8th level as a fighter.

Sharp-Shooting: At 6th level, a Bow Master gains the Sharp-Shooting feat (see below) even if he does not meet the prerequisites.

Extended Precision (Su): A 10th level Bow Master's senses and feel for "the shot" become so attuned that he may make ranged precision attacks (and sneak attacks, if he has the ability) at a range of up to 60 feet.

Table: The Bow Master

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+2	+2	Ranged Precision +1d8
2 nd	+2	+0	+3	+3	Close Combat Shot
3 rd	+3	+1	+3	+3	Ranged Precision +2d8
4 th	+4	+1	+4	+4	Greater Weapon Focus
5 th	+5	+1	+4	+4	Ranged Precision +3d8
6 th	+6	+2	+5	+5	Sharp-Shooting
7 th	+7	+2	+5	+5	Ranged Precision +4d8
8 th	+8	+2	+6	+6	—
9 th	+9	+3	+6	+6	Ranged Precision +5d8
10 th	+10	+3	+7	+7	Extended Precision

DWARVEN DEFENDER (E.G., GIMLI)

Hit Die: d12.

Requirements: To qualify to become a defender, a character must fulfill all the following criteria:

- **Race:** Dwarf.
- **Alignment:** Any lawful.
- **Base Attack Bonus:** +7.
- **Feats:** Dodge, Endurance, Toughness.

Class Skills: The defender's class skills (and the key ability for each skill) are Craft (Int), Sense Motive (Wis), and Perception (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

AC Bonus (Ex): The Dwarven Defender receives a dodge bonus to Armor Class that starts at +1 and improves as the defender gains levels, until it reaches +4 at 10th level.

Weapon and Armor Proficiency: A Dwarven Defender is proficient with all simple and martial weapons, all types of armor, and shields.

Defensive Stance: When he adopts a defensive stance, a defender gains phenomenal strength and durability, but he cannot move from the spot he is defending. He gains +2 to Strength, +4 to Constitution, a +2 resistance bonus on all saves, and a +4 dodge bonus to AC. The increase in Constitution increases the defender's hit points by 2 points per level, but these hit points go away at the end of the defensive stance when the Constitution score drops back 4 points. These extra hit points are not lost first the way temporary hit points are. While in a defensive stance, a defender cannot use skills or abilities that would require him to shift his position. A defensive stance lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A defender may end his defensive stance voluntarily prior to this limit. At the end of the defensive stance, the defender is winded and takes a -2 penalty to Strength for the duration of that encounter. A defender can only use his defensive stance a certain number of times per day as determined by his level (see *Table: The*

Dwarven Defender). Using the defensive stance takes no time itself, but a defender can only do so during his action.

Uncanny Dodge (Ex): Starting at 2nd level, a Dwarven Defender retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

If a character gains uncanny dodge from a second class, the character automatically gains improved uncanny dodge (see below).

Trap Sense (Ex): At 4th level, a Dwarven Defender gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps. At 8th level, these bonuses rise to +2. These bonuses stack with trap sense bonuses gained from other classes.

Damage Reduction (Ex): At 6th level, a Dwarven Defender gains damage reduction. Subtract 3 points from the damage the Dwarven Defender takes each time he is dealt damage. At 10th level, this damage reduction rises to 6/-. Damage reduction can reduce damage to 0 but not below 0.

Improved Uncanny Dodge (Ex): At 6th level, a Dwarven Defender can no longer be flanked. This defense denies rogues the ability to use flank attacks to sneak attack the Dwarven Defender.

The exception to this defense is that a rogue at least four levels higher than the Dwarven Defender can flank him (and thus sneak attack him).

If a character gains uncanny dodge (see above) from a second class the character automatically gains improved uncanny dodge, and the levels from those classes stack to determine the minimum rogue level required to flank the character.

Mobile Defense (Ex): At 8th level, a Dwarven Defender can adjust his position while maintaining a defensive stance. While in a defensive stance, he can take one 5-foot step each round without losing the benefit of the stance.

Table: The Dwarven Defender

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	AC Bonus	Special
1 st	+1	+2	+0	+2	+1	Defensive Stance 1/day
2 nd	+2	+3	+0	+3	+1	Uncanny Dodge
3 rd	+3	+3	+1	+3	+1	Defensive Stance 2/day
4 th	+4	+4	+1	+4	+2	Trap Sense +1
5 th	+5	+4	+1	+4	+2	Defensive Stance 3/day
6 th	+6	+5	+2	+5	+2	Damage Reduction 3/ – , Improved Uncanny dodge
7 th	+7	+5	+2	+5	+3	Defensive Stance 4/day
8 th	+8	+6	+2	+6	+3	Mobile Defense, Trap Sense +2
9 th	+9	+6	+3	+6	+3	Defensive Stance 5/day
10 th	+10	+7	+3	+7	+4	Damage Reduction 6/ –

MIDDLE-EARTH D20 NEW FEATS

ADDITIONAL FAVORED TERRAIN

You have additional Favored terrains.

Prerequisite: Favored terrain class ability.

Benefit: You may choose one additional favored terrain. All bonuses are at base amounts but may be increased following the favored terrain ability rules.

FAVORED TERRAIN EXPERT

You are especially at home in a specific favored terrain.

Prerequisite: Favored terrain class ability.

Benefit: You may specify one of your favored terrains. While in that terrain, you gain an additional +2 bonus to initiative and to Knowledge (geography), Perception, Stealth, and Survival skill checks.

SHARP-SHOOTING

Your skill with ranged weapons lets you score hits others would miss due to an opponent's cover.

Prerequisite: Point Blank Shot, Precise Shot, base attack bonus +3.

Benefit: Your targets only receive a +2 bonus to Armor Class due to cover. This feat has no effect against foes with no cover or total cover.

Normal: Cover normally gives a +4 bonus to AC.

Special: A fighter may select Sharp-Shooting as one of his fighter bonus feats.

MIDDLE-EARTH D20 RISKS OF SPELL USE

*“At last reluctantly Gandalf himself took a hand. Picking up a faggot he held it aloft for a moment, and then with a word of command, **naur an edraith amen!** he thrust the end of his staff into the midst of it. At once a great spout of green and blue flame sprang out, and the wood flared and sputtered.*

*‘If there are any to see, then I at least am revealed to them,’ he said. ‘I have written **Gandalf is here** in signs that all can read from Rivendell to the mouths of Anduin.’”*

– The Fellowship of the Ring

In Middle-earth, spells and magic items “broadcast” that magic is being used to other parties. Anyone who wields magic can sense that broadcast. The Maiar, being creatures of the Sacred Flame, could feel the use of magic; this was the case with Sauron, who could feel its use easily anywhere in the world. This sense functions similar to the spell, *detect magic*.

To sense a broadcasting spell or use of a magic item, a Perception skill check is made. Any spell or magic item used can be potentially noticed by spellcasters, Maiar, Istari, Elves, or those with Elven blood. Too, these folk are potentially able to tell the identity of the caster and in what direction they are from them, but not exactly where. Maiar, Istari, and Ñoldor Elves gain a +4 bonus to this check; Sindar Elves, Wood Elves, and Dúnedain/Númenóreans gain a +1 bonus to this check. Certain items (e.g., the Elven Rings) might dampen attempts to sense their use or their wearer’s use of magic, while others (e.g., the One Ring) might enhance them. The following formula is used to determine the Perception skill check DC:

Perception DC = 30 – Spell’s Functioning Spell Level or Item’s Caster Level + Distance Modifier

Distance	Modifier
100 yards	-4
200 yards	-3
¼ mile	-2
½ mile	-1
1 mile	+0

Distance	Modifier
2 miles	+1
5 miles	+2
10 miles	+3
15 miles	+4
25 miles	+5

Distance	Modifier
50 miles	+6
100 miles	+7*
250 miles	+8*
500 miles	+9*
1000 miles	+10*

* To sense for magic at distances over 50 miles, one must be actively sensing (a full round action), and the appropriate distance penalty still applies.

Thus, a relatively perceptive Ñoldor Elf (Perception +8) will sense a 1st level spell being cast 100 yards away on a roll of 13 or higher. The same Elf can sense a 4th level spell being cast automatically (by “taking 10”) at the same 100 yards. With sufficient time, the same Elf can sense the same spell being cast automatically (by “taking 20”) at a distance of up to 50 miles!