

Eä d20 - Magic in Middle-earth

# EA D20 3.5 MIDDLE- EARTH MONSTER MANUAL

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## I INTRODUCTION

The Open d20 3.5, Pathfinder (3.5), or D&D 3.5 rulebooks (Players Handbook, Dungeon Masters Guide, etc.) are needed to use Ea d20 (3.5).

What is Eä d20? It is an attempt to modify Dungeons & Dragons (TM) d20 to more closely fit the "feel" of J.R.R. Tolkien's Middle-earth, Arda, Endor, and the entire Universe of his creation in which those lands are set during different "Ages". This is NOT the Eä RPG System itself. That system is undergoing separate development and follows a completely different system in all areas. The Eä d20 RPG is just an attempt at getting a little closer to Tolkien "authenticity" using the existing d20 system, without a completely new system overhaul. Look at the Eä d20 books the same as you would other "Campaign Setting" books such as Robert Jordan's Wheel of Time d20, or The Green Ronin's Thieves' World d20, campaign settings and rules modifiers for example.

If demand warrants (so far nobody I know actually likes D&D 4.0), a 4.0 (and even AD&D 1<sup>st</sup> & 2<sup>nd</sup> Edition) version will be created based on this 3.5 core. These rules should actually be fairly easy to merge into other versions with the approach that has been taken here.

It is hoped that many Tolkien fans will prefer the original Eä RPG System for role playing in J.R.R. Tolkien's universe, when it is finally available, since the primary goal is to fit Tolkien's world better than any other existing system. But until then, since d20 is the dominant system (much like Microsoft is dominating with it's operating systems and products, so too is Hasbro dominating the role playing gaming world through Wizards of the Coast), the hope is that players will get an incremental step closer to more "Tolkienesque" gaming, while using a game system they and their friends are already familiar and comfortable with.

And of course for discussion of the Eä d20 specific game mechanics, swing by the Eä RPG website and post in the forums.

<http://www.earpg.com>

For the purpose of Eä d20, one of the goals is to attempt to minimally change how the system is interpreted with the d20 rules, rather than the complete overhaul recommended by most Tolkien purists, but updates the creatures to better fit the differences in Tolkien's Middle-earth.

## Eä d20 - Magic in Middle-earth-1 Introduction

For example, Tolkien's orcs are MUCH stronger than the weak D&D 3.5 Monster Manual orcs. And they come in many levels of challenge and different abilities, between tribal orcs, and well trained military orcs. Then there are the Uruk-hai. Trolls are also very different, and come in a large variety of types as well, including the sun-resistant dreaded Olog-hai!

## 2 FAUNA OF MIDDLE-EARTH

### 2.1 APE

### 2.2 BAT

### 2.3 BEAR

### 2.4 BOAR

### 2.5 BULL

2.6 CAT

2.7 DEER

2.8 DOG

2.9 DOLPHIN

2.10 ELK

2.11 HORSE

2.12 LIZARD

2.13 MOOSE

2.14 PONY

2.15 SHARK

2.16 SNAKE

2.17 SPIDER

2.18 WHALE

2.19 WOLF

### 3 CREATURES OF MIDDLE-EARTH

#### 3.1 BALROG

#### 3.2 CREBAIN

### 3.3 DRAGONS

### 3.4 DUMBLEDORS

### 3.5 EAGLES

### 3.6 ENTS

### 3.7 FESTITYCELYN

### 3.8 FELL BEASTS

### 3.9 FLIES OF MORDOR

### 3.10 GIANTS

### 3.11 HUMMERHORNS

### 3.12 HUORNS

### 3.13 KRAKEN

### 3.14 MEARAS

### 3.15 MEWLIPS

### 3.16 MUMAKIL

### 3.17 ORCS

#### 3.17.1 GOBLINS (LESSER ORC)

Levels 1-3

Level 1 goblins are the closest to the stats in the D&D 3.5 Monster Manual, but have some distinctive appearance differences, and other details that differentiate them.

Typically found in the Misty Mountains, especially Moria (depending on the time period).

**Orc, 1<sup>st</sup> Level Warrior**

**Small Humanoid (Goblin)**

**Hit Dice:** 1d10+1 (7 hp)

**Initiative:** +0

**Speed:** 30' (6 squares)

**Armor Class:** 13 (studded leather armor is +3 to AC), touch 10, flat-footed 13.

**Base Attack/Crapple:** +1/+4

**Attack:** Spear +4 melee (dmg here) or \_\_\_\_\_ (look up Tolkien's weapon descriptions for orcs)

**Full Attack:** lookup

**Space/Reach:** 5'/5'

**Special Attacks:** -

**Special Qualities:** Darkvision \_\_' (how many feet), light sensitivity.

**Saves:** Fort +3, Reflex +0, Will -2.

**Abilities:** Str \_\_, Dex \_\_, Con \_\_, Int \_\_, Wis \_\_, Cha \_\_.

**Skills:** Listen +1, Spot +1, Climb +1

**Feats:** \_\_\_\_\_

**Environment:** \_\_\_\_\_

**Organization:** \_\_\_\_\_

**Challenge Rating:** 1?

**Alignment:** \_\_\_\_\_

**Advancement:** By character class.

**Level Adjustment:** +0

### 3.17.2 SNAGA (AVERAGE ORC, "SLAVE")

Typically found in Angband, Dol Goldur, and Mordor (depending on the time period).

Levels 1-4

**Orc, 1<sup>st</sup> Level Warrior (Snaga)**

**Medium Humanoid (Snaga)**

**Hit Dice:** 1d10+2 (8 hp)

**Initiative:** +1

**Speed:** 30' (6 squares)

**Armor Class:** 14 (studded leather armor is +3 to AC & Dex +1), touch 11, flat-footed 13.

**Base Attack/Grapple:** +2/+5

**Attack:** Spear +5 (?) melee (dmg here) or \_\_\_\_\_ (look up Tolkien's weapon descriptions for orcs)

**Full Attack:** lookup

**Space/Reach:** 5'/5'

**Special Attacks:** -

**Special Qualities:** Darkvision \_\_' (how many feet), light sensitivity.

**Saves:** Fort +4, Reflex +0, Will -2.

**Abilities:** Str \_\_, Dex \_\_, Con \_\_, Int \_\_, Wis \_\_, Cha \_\_.

**Skills:** Listen +2, Spot +2

**Feats:** \_\_\_\_\_

**Environment:** \_\_\_\_\_

**Organization:** \_\_\_\_\_

**Challenge Rating:** 1?

**Alignment:** \_\_\_\_\_

**Advancement:** By character class.

**Level Adjustment:** +0

### 3.17.3 URUK (GREAT ORC)

Levels 3-7

All Ages.

Generally Iron Mountains, Angmar, Troll-shaws, Misty Mountains, The East, White Mountains, Mordor, Belerian, and other locations depending on time period.

**Orc, 3<sup>rd</sup> Level Warrior**

**Medium Humanoid (Uruk)**

**Hit Dice:** 3d10+9 (27 hp)

**Initiative:** +6 ?

**Speed:** 30' (6 squares)

**Armor Class:** 17 ? (chain armor is +4 to AC, and Dex +3), touch 13, flat-footed 14.

**Base Attack/Grapple:** +6?/+12?

**Attack:** Spear +12? melee (dmg here) or \_\_\_\_\_ (look up Tolkien's weapon descriptions for orcs)

**Full Attack:** lookup

**Space/Reach:** 5'/5'

**Special Attacks:** -

**Special Qualities:** Darkvision \_\_' (how many feet), light sensitivity.

**Saves:** Fort +9?, Reflex +2?, Will 0?.

**Abilities:** Str \_\_, Dex \_\_, Con \_\_, Int \_\_, Wis \_\_, Cha \_\_.

**Skills:** Listen +1, Spot +1

**Feats:** \_\_\_\_\_

**Environment:** \_\_\_\_\_

**Organization:** \_\_\_\_\_

**Challenge Rating:** 3?

**Alignment:** \_\_\_\_\_

**Advancement:** By character class.

**Level Adjustment:** +0

### 3.17.4 MORDOR URUK-HAI (GREAT ORC)

Levels 5-9

Time Periods: Third Age 2475+

Long-armed and crook-legged (bow-legged).

Able to resist daylight better than lesser orcs, but not quite as resistant as Saruman's Fighting Uruk-hai, and not quite as tall as the Fighting Uruk-hai, though much taller than the Goblins of the Misty Mountains.

These orcs can see better in the dark than the Isengard Uruks.

**Orc, 5<sup>th</sup> Level Warrior**

**Medium Humanoid (Mordor Uruk-hai)**

**Hit Dice:** 5d10+20 (50 hp)

**Initiative:** +10 ?

**Speed:** 30' (6 squares)

**Armor Class:** 18 (chain what? Is +4 to AC, and Dex +4), touch 14, flat-footed 14.

**Base Attack/Grapple:** +5?/+20?

**Attack:** Spear +20? melee (dmg here) or \_\_\_\_\_ (look up Tolkien's weapon descriptions for orcs)

**Full Attack:** lookup

**Space/Reach:** 5'/5'

**Special Attacks:** -

**Special Qualities:** Darkvision \_\_' (how many feet), light sensitivity.

**Saves:** Fort +12?, Reflex +6?, Will -2?.

**Abilities:** Str \_\_, Dex \_\_, Con \_\_, Int \_\_, Wis \_\_, Cha \_\_.

**Skills:** Listen +5?, Spot +5?

**Feats:** \_\_\_\_\_

**Environment:** \_\_\_\_\_

**Organization:** \_\_\_\_\_

**Challenge Rating:** 4?

**Alignment:** \_\_\_\_\_

**Advancement:** By character class.

**Level Adjustment:** +0

### 3.17.5 FIGHTING URUK-HAI (SARUMAN'S GREATER ORC)

Levels 6-10

The largest and tallest of all the orc breeds (except half-orc). They have large, thick hands, and straight legs. Though they still dislike the sunlight, they can resist the effects of broad daylight without being weakened, better than any other full-orc breed.

**Orc, 6<sup>th</sup> Level Warrior**

**Medium Humanoid (Isengard Uruk-hai)**

**Hit Dice:** 1d10+1 (7 hp)

**Initiative:** +0

**Speed:** 30' (6 squares)

**Armor Class:** 13 (studded leather armor is +3 to AC), touch 10, flat-footed 13.

**Base Attack/Grapple:** +1/+4

**Attack:** Spear +4 melee (dmg here) or \_\_\_\_\_ (look up Tolkien's weapon descriptions for orcs)

**Full Attack:** lookup

**Space/Reach:** 5'/5'

**Special Attacks:** -

**Special Qualities:** Darkvision \_\_\_' (how many feet), light sensitivity.

**Saves:** Fort +3, Reflex +0, Will -2.

**Abilities:** Str \_\_, Dex \_\_, Con \_\_, Int \_\_, Wis \_\_, Cha \_\_.

**Skills:** Listen +1, Spot +1

**Feats:** \_\_\_\_\_

**Environment:** \_\_\_\_\_

**Organization:** \_\_\_\_\_

**Challenge Rating:** 4?

**Alignment:** \_\_\_\_\_

**Advancement:** By character class.

**Level Adjustment:** +0

### 3.17.6 HALF ORC

(Singular: Perorch; plural: Piryrch)

Any level, typically 1-9.

Half-orcs are a hideous creation, born of Man and Orc. They are often confused with Uruk-hai, but are a distinct race, small in number but capable and deadly. Their origin is also unclear, although it appears that they were first used by the tainted Wizard Saruman. He still employs them as agents, spies, lieutenants, and special guards. They are particularly effective in Eriador, for Saruman's Half-orcs have Dunlending blood in them and some are capable of blending into Dúnedain societies.

**Build:** Half-orcs are akin to Uruk-hai, but look more like dark Men. Males average 150 pounds; females, 135 pounds.

**Height:** Males average 5'8"; females 5'5"

**Languages:**

**Weapons:**

**Armor:**

**Clothing:**

**Money:**

**Background Options**

Half-orcs get four background options.

**Special Abilities:** All available.

**Special Items:**

**Extra Money:**

**Hobbies:**

Eä d20 - Magic in Middle-earth Creatures of Middle-earth

Stat Increases: Any stat may be increased.

Extra Languages:

- ICE MERP Rulebook 2<sup>nd</sup> Edition page 177.

**Half-Orc, 1<sup>st</sup> Level Warrior**

**Medium Humanoid (Half-orc)**

**Hit Dice:** 1d10+1 (7 hp)

**Initiative:** +0

**Speed:** 30' (6 squares)

**Armor Class:** 13 (studded leather armor is +3 to AC), touch 10, flat-footed 13.

**Base Attack/Grapple:** +1/+4

**Attack:** Spear +4 melee (dmg here) or \_\_\_\_\_ (look up Tolkien's weapon descriptions for orcs)

**Full Attack:** lookup

**Space/Reach:** 5'/5'

**Special Attacks:** -

**Special Qualities:** Darkvision \_\_' (how many feet), light sensitivity.

**Saves:** Fort +3, Reflex +0, Will -2.

**Abilities:** Str \_\_, Dex \_\_, Con \_\_, Int \_\_, Wis \_\_, Cha \_\_.

**Skills:** Listen +1, Spot +1

**Feats:** \_\_\_\_\_

**Environment:** \_\_\_\_\_

**Organization:** \_\_\_\_\_

**Challenge Rating:** \_\_\_\_\_

**Alignment:** \_\_\_\_\_

**Advancement:** By character class.

**Level Adjustment:** +0

### 3.18 SPIDERS

### 3.19 TROLLS

(Singular: Torog, Plural: Tereg)

Bred by Morgoth in mockery of Ents, Trolls are as tough and stupid as the stone from which they were made. Their exact origin is clouded, although some feel they are related to Giants. In any case, the essence of the Earth permeates their being.

Trolls hate all other creatures, a legacy of Morgoth's dark touch. By nature they prefer to remain solitary or in small groups. Even their brethren are considered to be potential enemies.

Wild Trolls are divided into several types (based on their location):

## Eä d20 - Magic in Middle-earth Creatures of Middle-earth

- \* Hill-trolls
- \* Forest
- \* Cave-trolls
- \* Snow
- \* Stone

The Stone Trolls are the most common group. These types all revert to the stone of their substance when exposed to the light of day, for they were created in Darkness and the Sun can unmake the spell.

Another group, Sauron's Olog-hai, despise but can withstand sunlight. These "Black Trolls" and the most heinous Half-trolls are discussed farther below.

### 3.19.1 STONE-TROLLS

### 3.19.2 HILL-TROLLS

### 3.19.3 CAVE-TROLLS

### 3.19.4 MOUNTAIN-TROLLS

### 3.19.5 SNOW-TROLLS

Wild Trolls.

### 3.19.6 OLOG-HAI (GREAT TROLLS)

Can withstand the sun while under the sway of Sauron's will.

Appeared around the time of Dol Guldur.... (Third Age when?)

### 3.19.7 HALF-TROLL



### 3.20 VAMPIRES

### 3.21 WARGS

### 3.22 WEREWOLVES

### 3.23 WIGHTS

## 4 IDEAS & SOURCES

Many of the ideas in this document were gleaned from combining rules and ideas from:

- WotC D&D 3.5
- WotC D&D Unearthed Arcana 3.0
- WotC D&D 3.5 Spell Compendium
- Pathfinder
- WotC The Wheel of Time D20 3.5
- Green Ronin Publishing's OpenD20 3.5 Thieves' World Players Handbook
- Decipher Lord of the Rings Role-playing Game
- Swords & Sorcery
- ICE MERP (Iron Crown Enterprises Middle-earth Role Playing 1<sup>st</sup> & 2<sup>nd</sup> Editions)
- ICE Rolemaster (RM, RM2, RMSS, RMFRP)
- Various House Rules
- Play testing feedback from various groups
- Feedback from play testers at convention MerpCon I, II, III, IV, & V
- Feedback from play testers at convention TolkienMoot 2009, 2010 & 2011
- Articles from Michael M. Martinez <http://www.merp.com/essays/>
- Articles from Prof. Chris Seeman <http://www.merp.com/essays>
- Articles from Other Hands Magazine <http://oh.merp.com>
- Articles from Other Minds Magazine <http://www.omzine.org>
- Discussions on the <http://www.merp.com> forums and [merp@merp.com](mailto:merp@merp.com) e-mail list
- Discussions on the <http://www.earpg.com> forums and [ead20@earpg](mailto:ead20@earpg) e-mail list
- Use of the Spell Points Option in D&D 3.0 Unearthed Arcana, Page #153.
- Also followed the "House Rule: Daily Spell List" on the same page.
- Zero level spells (cantrips) = do not use any spell points but are limited to normal "spells per day" casting limit as listed in the d20 3.5 Players Handbook

## Eä d20 - Magic in Middle-earth Ideas & Sources

## 5 APPENDICES

## 6 INDEX

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