Eä D20 3.5 Middle-earth Monster Manual

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1 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 1st & 2nd 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.

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