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Special thanks to everyone who contributed and helped with play testing, including but not limited to: Hawke, Kirt, Phil, Katy, William, Brennan, Drake, Miles, Jackson, and everyone else who helped with play testing, suggestions, and any other contributions.

GAME MASTER'S GUIDEBOOK

1 INTRODUCTION

Welcome to the world of J.R.R. Tolkien's imagination. If you have enjoyed the books or movies based on his works including *The Hobbit*, *The Lord of the Rings*, *The Silmarillion*, *Unfinished Tales*, *The Book(s) of Lost Tales*, *The History of Middle-earth*, and other works, and wished you could delve further and enjoy adventuring in those richly created lands, then you will find the Eä RPGS (Role-playing Game System) your gateway to enjoying many more hours and years of fun exploring this vast realm of imagination.

This guidebook is the second half of the Ea Role Playing Game Basic Rules. The first book, the Players' Guide is only for those who will act as players, and only includes the information necessary for the players to create their characters as quickly as possible to begin game play.. This second book is for the Game Master's eyes only. It includes more technical rules and information necessary for playing the game. The greater share of learning does fall on the shoulders of the Game Master, but it is a very rewarding and worthwhile effort for those willing to take on the added challenge.

1.1 WHAT IS A ROLE-PLAYING GAME?

Role-playing gaming (RPGing) is a cooperative, non-competitive, recreational activity summed up as “interactive storytelling”. Role playing games (RPGs) are cooperative, improvisational, somewhat structured but free form “interactive stories” that take place in the participants' imagination, usually seated around a table and using paper and pencil to track events, locations, and persons of note. Typically one of the participants is chosen to act as the referee, known variously as the Game Master (GM), Dungeon Master (DM), Narrator, or other titles. The GM creates or modifies the settings in which the other participants, the Player Characters (PCs), will interact with each other and various Non-Player Characters (NPCs) under the control of the GM. The group of participants then dynamically unfold a series of social interactions and events for an improvisational-theater-like experience, without physically acting out any the activities of their characters.

The participants create on paper imaginary characters in a story run by the GM who acts as writer, director and referee of this imaginary, verbal-only play. The activity is similar to childhood “let's pretend” games, but with some key differences. The players are sitting around a table using their imagination and verbally describing their character's actions to each other, and there are clearly defined rules with the GM acting as moderator and facilitator to keep the game play flowing.

As Game Master, you will want to first read the Players' Guidebook, and sufficiently understand the process for creating a Player Character (PC). After you have worked out those initial mechanics, read this book to understand how create and guide your group through adventures in Middle-earth and beyond...

This book also includes a simple beginning adventure that you can take you group through as your first adventure scenario. Other sample scenarios will be available on the website, and through other communities to help you along the learning path of Game Master. Eventually, you will gain enough experience and expertise to begin creating your own adventures.

1.1.1 THREE VERSIONS OF THE EÄ RPG SYSTEM

One of the most difficult challenges to meet with any role playing game system, but certainly with as richly developed a setting as J.R.R. Tolkien's Middle-earth (and beyond), is fitting the system mechanics to the audience and the setting. Some participants prefer very minimally detailed rules that are openly and loosely defined and allow for speedy action resolution, others enjoy much more detailed systems, and of course there are many between. Though I have no delusions about succeeding in making everyone happy (especially in the Tolkien communities), I hope to offer a single overall system but in variation, that can meet the preferences of the broadest audience of Tolkien role-playing gamers possible.

It is not unusual to offer more than one version of RPG systems. Many systems offer 2 versions of their game, an introductory or “basic” version, and a “full” version. Systems such as D&D 3.5 & 4.0, GURPS, and others have basic/lite/beginner editions to get folks used to the overall idea of role-playing, and then work them up to the more complex complete systems over time. Also, most systems have “optional” rules to modify or extend the core rules, allowing GM's and Players to pick and choose the variants they like best. Finally, most experienced gaming groups have “house rules”, these are rules created by the GM (and players) themselves because they found the core and optional rules didn't quite fit the style of their group's game play. Many of these house rules can end up years later as published optional rules, or even included in later revisions of core rules. The *Eä RPG* will of course have such changes over the years (likely published in *Other Minds Magazine* <http://www.omzine.org> or elsewhere).

Eä RPGS takes the offering of beginner and standard versions a step further by offering *three* variants of the same overall system. The first version is just a *very* “basic” version of the rules. This allows participants to “get their feet wet” in the shortest time possible, without the significant amount of time investment typical for making characters, and learning a new system. After folks are “hooked” on role playing in Tolkien's universe, then generally they will be more than happy to invest the extra time for a more detailed system so they have more “features”, depth, and detail available to enhance their gaming experience. The basic version is usable for several game sessions, but is not designed for any lengthy campaigns, so it will certainly be found to be lacking, even outright flawed, by anyone attempting to stretch it beyond the original design of a few short adventures.

1.1.1.1 EÄ RPG STANDARD RULES

The second variant of the *Eä RPG* is the Standard Rules. This is what most people will be happy to play for many years on end. It *attempts* to provide just the right balance of detail, speed, and “playability”. The *Eä RPG Standard Rules (Eä RPG SR)* takes more time to create a character and longer to learn the nuances of the rules than the Basic Rules, but allows for a broader and deeper offering of ideas, rules, and options that increase the depth of experience from role-playing. Characters created with the standard system can adventure in campaigns spanning many years (or decades).

1.1.1.2 EÄ RPG ADVANCED RULES

Finally, the third variant is the “advanced” system. The *Eä RPG Advanced Rules (Eä RPG AR)* is for those gamers who really enjoy a high level of detail in their RPG systems, enjoy “number crunching”, lots of rolls, and plenty of tables to reference. This has a more detailed character development and combat system, more complex magic system, healing, and nearly every mechanical aspect of the system is more involved, adding additional dice rolls, math calculations, chart look-ups, etc. This is certainly not for everyone, but there are definitely those gamers out there who love getting into the nitty-gritty of a detailed system. For those who like the extra detail and complexity, this system variant is for you. Of course, those playing the standard system are welcomed (and many will likely do so) to adopt portions of the advanced system into the standard rules to tweak the parts they prefer to enhance. Every effort is made while developing the standard and advanced systems to make it as easy as possible to “plug in” portions of the advanced rules into the standard rules whenever possible.

1.1.1.3 UPGRADING CHARACTERS FROM THE EÄ RPG BASIC RULES

Characters created using the *Eä RPG Basic Rules* (Eä RPGBS) will not easily be “upgraded” to the *Eä RPG Standard Rules* (Eä RPG SR) or *Eä RPG Advanced Rules* (Eä RPG AS). Though it is certainly possible to loosely “convert” a favorite character from the basic to standard system, the conversion will not be exact by any means. Conversion from standard to advanced on the other hand will be simple enough, since the Advanced Rules build directly on top of the Standard Rules, allowing GM's and Players to add as much complexity from the Advanced Rules as they wish to their Standard Rules..

2 EÄ RPG BASIC RULES OVERVIEW

The *Eä RPG Basic Rules* uses a single six sided die. This is to make it as simple as possible for someone to get playing right away without having to find any specialized dice. Most homes have six sided dice from board games and other resources. The *Eä RPG Basic Rules* is geared for beginner players, and is not intended for lengthy campaigns so does not include many important features of a Role Playing Game system designed for lengthy use. After completing one or two full adventures, most players and GM's (Game Masters) will want to begin using the *Eä RPGS Standard System* and maybe even eventually work up to the *Eä RPGS Advanced System*.

The *Eä RPGS Basic Rules* uses 1d6 (one six sided die) for all rolls, using a rating scale of 1-10 to express difficulty in accomplishing tasks. The system does not have “classes” (“professions”), and does not have “skills”, instead only using the appropriate attributes for any given task. The *Eä RPGS Basic Rules* avoids using tables and charts as much as possible for action resolution, and uses very simple math. There are only four attributes to define a character. In the interest of starting with the “bare bones” needed for beginning role players, there are also no rules for character development over time, nor any rules for player characters to be “spell casters”.

Find more “Tolkien-esque” terms for these chapter titles.....

3 SKILLS

The basic version of the Eä RPGS does not use any skills. Any time a character needs to attempt to overcome a challenge, they simply use the appropriate attribute and a 1d6 roll to see if they succeed at the task. The GM determines how difficult a task is to overcome based on a rating between 1 to 10, with 10 the most difficult.

This section does provide a brief list of different activities that might be attempted, and the appropriate attribute(s) to combine with that roll to determine success or failure at the attempted activity.

The standard systems has a moderate skills system. The advanced system has an extremely detailed and lengthy list of skills, including gradients of success or failure, rather than just simple succeed/fail results.

Where multiple attributes are listed, select the character's highest attribute to use.

TODO: Add examples using Hroa and Fea too.

List of activities and related attribute(s) to use and suggested difficulty ratings:

Activity	Attribute(s)	Difficulty example	Notes
Jumping over a 2' wide puddle	Agility	2	
Jumping over a 3' stream	Agility	5	
Jumping across a 5' ravine	Agility	7	

Jumping across a 15' chasm wearing chain mail armor	Agility	10	
Reading a sign in native language	Intellect	1	The Basic Rules assumes all PC's are fairly literate at least in their own language.
Reading a "wanted" poster	Intellect	2	
Accurately reading and using a map in native language	Intellect	4	
Reading a tome of history (native language)	Intellect	5	
Reading a tome in ancient version of native language	Intellect	7	
Reading an ancient tome of forgotten lore in only slightly related language.	Intellect	8	
Reading an ancient tome of forgotten lore in a completely alien language.	Intellect	10	

4 EQUIPMENT

The equipment list is the same for all three versions of the Eä RPG System. Only the detail included on for each item and tracked on the character sheet varies in detail.

Every PC begins with a little bit of money and some basic necessities as listed in the Players Guidebook.. The GM also determines if the characters have an opportunity to purchase additional equipment beyond the basics, depending on the character's background story and the campaign.

For example Bilbo left his comfy hobbit hole very unprepared for such a lengthy journey and the rough climates he would encounter. Fortunately Gandalf and the dwarves provided him with the necessities he needed to survive the journey, but Bilbo did NOT get to stop at the local mercantile first to stock up on equipment and gear.

If the GM allows the PC's to prepare for an adventure, then they may spend some amount of their beginning money to purchase supplies and equipment from the equipment list. The GM may also automatically provide some additional equipment (weapons, armor, food, etc.) to help the PC's get a better start depending on the campaign situation.

4.1 EQUIPMENT LIST

There are many different areas that fit under the category of “equipment” from weapons and armor, clothing, food supplies, rope, and beasts to herbs and exotic items from afar. The following lists are not meant to be all inclusive (leave that for the Ea RPG Advanced System) but should be a useful guide to GM's and players alike on the approximate costs of different items. The GM can change availability and pricing as desired to fit the campaign most effectively.

The GM may opt to provide, either before beginning the campaign, or through roleplay within the campaign, additional equipment to the characters as deemed necessary.

An example from Tolkien's works would be in *The Hobbit*. Bilbo did not begin his adventure stocked, and ready to go as a warrior bristling with weapons and bearing armor and all the gear necessary for a long travel, instead Bilbo

“found himself outside, without a hat, a walking-stick, or any money, or anything that he usually took when he went out;” -*The Hobbit*

Fortunately for Bilbo though, The Dwarves and Gandalf (*Deus Ex Machina*) provided some of the necessities for him, including:

“a very small pony, apparently for Bilbo.”, “a dark-green hood (a little weather-stained) and a dark-green cloak borrowed from Dwalin. They were too large for him, and he looked rather comic.” -*The Hobbit*.

Gandalf caught up and brought additionally for Bilbo: “a lot of pocket-handkerchiefs, and Bilbo's pipe and tobacco.” Additionally the contract provided covering Bilbo's traveling expenses.

Some GM's and player may prefer to have all of their character's equipment predefined and ready to go before game play, but others might choose the above example as an approach to gathering the needed equipment during the course of play, and can be done so in a fun and productive fashion. Which approach you take is between the players and GM.

At some point, the characters may need to purchase or trade for additional equipment. The following lists attempt to provide a basic summary of those items most commonly needed. A more detailed list is found in the Ea RPG Standard Rules. If a GM wishes, the equipment list from the Standard Rules could be used in lieu of these basic lists.

Overly detailed list for Basic Rules. Copy complex list to standard system (with fields added for weight and such), and trim this down for Basic Rules.

4.2 CLOTHING & PERSONAL ITEMS

Item Price Notes

Item	Price	Notes
Boots		
Cloak		
Coat		
Pants		
Shirt		
Surcoat		
Backpack		

Bandage		
Bedroll		
Belt pouch		
Cooking pot		
Fire-starting bow		
Flint & Steel		
Backpack		
Lantern (hooded)		
Lantern (bullseye)		
Oil flask		
Pegs (10 wood)		
Pitons (10 iron)		
Rope (50' regular)		
Rope (50' high quality)		
Sack (small 10 lb capacity 1 cubic foot)		
Sack (large 50 lb capacity or 3 cubic feet)		
Tobacco Pipe		
Tarp (5'x8')		
Tent		
Torch		
Water/wine skin (2 pint capacity)		

4.3 FOOD & DRINK

Item	Price	Notes
Beer/Ale		
Brandy		
Cider		
Mead		
Wine		
Normal rations 1 week unpreserved		
Trail rations 1 week, preserved		
Greatbread ??? 1 week		
Waybread ??? 1 month		
Tobacco, average 1 ounce		

Tobacco, high quality (South Farthing?) 1 ounce		
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4.4 ROOM & BOARD

Item	Price	Notes
Meal, Light		
Meal, Medium		
Meal, Heavy		
Lodging, poor, communal		
Lodging, poor, private		
Lodging, average, communal		
Lodging, average, private		
Lodging, quality, private		
Stable		

4.5 WEAPONS

Item	Price	Damage (optional)	Range (feet)	Notes
Arrows (12)		varies	-	
Battle-axe		1-6	-	
Bola		1-2		If successful hit, also entangles
Bolts, Crossbow (20)		-	-	
Bow, short		1-6		
Bow, long		1-6		
Bow, composite ???		1-6		
Caltrops		1 each		
Broadsword		1-6		
Club		1-3		
Crossbow (hand)		1-2		
Crossbow (light)		1-3		
Crossbow (heavy)		1-6		
Crossbow / Balista (siege weapon)		2-12		
Dagger		1-3		
Flail (footman's)		1-6		
Flail (horseman's)		1-6		
Halberd		1-6		
Handaxe		1-3		Can be thrown too.
Javelin		1-3		
Knife (hunting)		1-2		
Mace		1-6		

Morning Star		1-6		
Mounted Lance		2-12		
Net (combat, not fishing)		0	Successful hit entangles	
Quarterstaff		1-6		
Quiver (arrows capacity 12)		-		
Quiver (crossbow bolts capacity 20)		-		
Scabbard (sword, dagger, or similar)		-		
Scimitar		1-6		
Short Sword		1-6		
Sling		1-3		
Sling bullets/stones (30)		1-3		
Spear		1-6		
Two-handed Sword		2-12	Must have minimum Hroa 8	
War Hammer		1-6		
War Mattock		1-6		
Whip		1-2	Can entangle if wish on successful hit. (Must declare intent to entangle before attempting to hit)	
Weapons Belt		-		

4.6 PROTECTIVE GEAR (ARMOR & SHIELDS)

Item	Price	Notes
Leather helm		
Leather hauberk		
Leather arm greaves		
Leather leg greaves		
Leather bracer		
Studded/Rigid leather hauberk		
Metal helm (partial)		
Metal helm (full)		
Chain mail, hauberk		
Chain mail, full suit		
Metal Breastplate (only)		
Metal arm greaves (chain mail)		
Metal leg greaves (chain mail)		
Metal bracer		
Shield, small, wooden, buckler		
Shield, small, steel, buckler		
Shield, medium, wooden		
Shield, medium, metal		
Shield, large, wooden, wall		

Shield, large, metal, wall		
Rigid leather codpiece		
Metal codpiece		
Rigid leather gloves/gauntlets		
Chainmail gloves/gauntlets		

4.7 PROFESSIONAL TOOLS

Item	Price	Notes

4.8 TRANSPORT

Item	Price	Notes

4.9 MISCELLANEOUS

Item	Price	Notes

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5 HERBS, MEDICINES, & POISONS

This is based on the MERP herbs list, but will be detailed even more from the Hands of the Healer module, when listed in the Standard/Advanced rules.

Maybe leave the whole herbs thing out of the Basic Rules, keep it in the standard system instead?

Or maybe keep the herbs, only in the GM Guide, because it adds some richness to the setting, and since none of the PC's can be spellcasters or "healers", these herbs could literally be lifesavers for the players.

Category/Name	Form	Preparation	Market Value	Effect	Notes
Bone Repair					
Arfandas	Stem	applied			Verified?
Bursthelas	Stalk	brewed			Verified?
Edram	Moss	Ingested			Verified?
Burn & Exposure Relief					
Aloe	Leaf	Applied			
Culkas	Leaf	Applied			

6 HEALTH AND INJURY

A character normally begins the game in peak health with no injury or illness. The health status of a character is determined by his/her Health Rating on the character sheet. The character begins with a Health Rating (HR) equal to their Hröa plus their Fëa.

Examples:

Hrongar the Bold has a Hroa of 5 and a Fea of 3 for a total Health Rating of 8.

Olonwenes the swift has a Hroa of 3 and a Fea of 3 for a total Health Rating of 6.

6.1 UNCONSCIOUSNESS & DEATH

When a character's Health Rating drops to 0, they pass out on the following round (they have one round to act before passing out). When their HR drops below the negative of their total maximum possible health, the character dies.

If they sustain enough harm that they will die, they have one round of action before they fall into unconsciousness. They remain unconscious for one round, then on the following their spirit leaves their body for the Halls of Mandos or where appropriate for their race.

Examples:

Hrongar would fall unconscious if an injury caused his Health to drop to 0 or lower.

Hrongar would be dead if his Health dropped below -8.

Olonwenes falls unconscious if her total HR falls to 0 or lower.

Olonwenes dies if her HR falls below -6

6.2 HEALING

Characters will get injured. If they too severely injured they are knocked out and/or die. They need to find time or other methods to heal or their adventuring careers will be short-lived indeed. All characters heal at the rate of one health point per 24 hours rest. This can be handled a few ways.

If they sleep 8 hours, but then travel for the remaining 16, then they will need three nights of rest to heal one health point. If they sleep 8 hours, and then remain resting (though awake) for the remaining 16 hours, then they heal one full health point in just 24 hours.

Characters can also hopefully find various herbs that can help speed the healing process, or find individuals who may have healing arts to help them heal more quickly as well.

7 RESOLVING ACTIONS

The approach a game system and GM's take for action and combat resolution can sometimes make or

break a game campaign. Sometimes the game system may be very well designed and well balanced between level of details and speed of play, but the GM's lack of experience or mis-implementation of those rules may be lacking and the game play suffers. Other times, the system may be less than ideally balanced to fit the group's style of play, but the GM's abilities compensate for any issues lacking with the system, and everyone is able to enjoy the game play *in spite* of the rules' shortcomings.

7.1 MOVEMENT RATE

Characters move at a maximum rate of speed up to their Celegê (agility) score. So someone with a 7 Celegê, could move up to 7 hexes or squares in one round if they run at their maximum speed. They can of course move as little as they want at any given time. Different GM's have different standards as to how much distance is represented between hexes and squares on maps, and so GM's can handle that however they wish. The guideline for new GM's is simply 5 feet per hex or square. So a 7 Celegê (agility) = 35'/rnd (thirty five feet per round) maximum speed.

7.2 NON-COMBAT ACTIONS

Any action not typically used in a combat situation, say jumping, running, climbing, smithing, etc, is a non-combat action. Though many of these actions could be used in a combat situation, that is not necessarily their primary function. Action resolution in many game systems is pretty standardized these days. There is typically some level of difficulty to overcome using a combination of a dice roll (chance/luck), and some ability or skill of the character's added to that roll to attempt to "beat" the difficulty rating. This is often listed as a "Difficulty Check", "Challenge Rating", or similar term. For the Ea RPG System, we call it a _____ (use a Tolkienish name for overcoming a challenge)....

7.2.1 DICE REQUIRED

All actions needing tests for success or failure in the basic version, use a single six sided die.

7.2.2 JUMPING AND FALLING

Action success and failure are determined simply by comparing the appropriate attribute to the difficulty level number assigned by the GM to determine success, modified by a little luck modifier from a dice roll. For non-combat action resolution, the GM determines which attribute applies, and tells the player to roll a 1d6. The roll result modifies the chance of success by +/- 1.

Example:

Wrenglith the Nimble is fleeing the wrath of an angry victim of Wrenglith's pickpocketing efforts, when Wrenglith comes to a dead end. He decides to try to climb the wall, hoping to get to the rooftops to escape. The GM determines that the walls are not very easy to climb and sets a difficulty of 7. Wrenglith has an Agility of 6.

Action attempts are modified by a 1d6 roll with the following:

Roll Result:	Modifier:
1	oops, bad luck, action automatically failed

2	-2 to total check score (Celegê -2 for total vs. the difficulty level)
3	-1
4	+1
5	+2
6	Yay! Good luck, automatic success!

So, using Wenglith's example, the following may happen:

Wrenglith rolls a 2, for a -2 to his Agility of 6, for a total of 4. This falls short of the 7 needed for success, so Wrenglith tries to climb and fails, and is subsequently cornered by the angry pickpocket victim. Even if Wrenglith had rolled a 3, he still would have been short of the total needed for success in climbing this wall in time to escape. If he instead rolled a 4, he would have a total of 7, and just barely scrambled up the wall and away at the last moment. If he rolled a 5, he would have a total of 8, and have easily scaled the wall quickly.

7.3 COMBAT

For the Ea RPG Basic Rules, combat is extremely simplified compared to the standard and advanced versions. The attack just determines if a hit was successful, and how much overall damage. “Health points” are based on adding Hroa and Fea attributes together for the total. For example if a character has a Hroa of 7 and a fea of 6, they would have a total maximum of 13 health points.

To determine combat success the GM simply sets the level of difficulty for a target to be hit, and then the attacker rolls to see if they can equal or exceed that number. This difficulty number to hit the target is usually based on the target's Agility attribute. If the target has an Agility Attribute of 5, then the attacker needs to roll a combined score of 5 or more for a successful hit.

In the Basic Rules, obviously combat details are kept to a minimum from a game system perspective. The GM and players can use their imaginations and fill in as much detail as they want based on the very simple mechanics that basically just determine a success or failure in their combat action attempt, and the severity of that action.

Combat is typically resolved in “rounds”. A round is typically the time it takes for an attacker to attack, and the attacked to take a reactive action such as attacking back or fleeing. In real time, a combat round is typically only about 1 to 2 seconds.

7.3.1 *INITIATIVE*

(find better Tolkien-ish name?)

In the Basic version of Ea RPGS it is the person with the highest Agility that takes action first. If there are any characters or creatures that have the same Agility number, then those who are tied will roll 1d6, to determine who goes before the other. The highest rolls going first, and lowest rolls last. If the roll is a tie, simply re-roll until the tie is broken.

7.3.2 meLEE COMBAT hit DETERMINATION

In the Basic Version of Ea RPGS, determining if you hit a target in combat is generally the same as any other action, however the attacker must exceed the defender's Celegê (agility) score to hit hard enough for the defender to receive loss of health points. As with other actions, there is a challenge number to meet or beat to determine a successful hit. The difficulty to hit in combat is determined by the target's Celegê (Agility) Attribute, the attacker's Hroa, and a dice roll modifier. If armor is worn, it “absorbs” some of the damage caused by a successful hit. The dice roll modifier is added/subtracted to/from the total attack total.

Die Roll	Attack Roll Modifier
1	Automatic miss
2	-2 to total attack roll
3	-1 to total attack roll
4	+1 to total attack roll
5	+2 to total attack roll
6	Automatic hit, roll 1d6 to determine damage

7.3.2.1 DAMAGE RULE - hit DIFFERENTIAL CALCULATION

If the defendant is successfully struck, the defendant received an injury equal to the difference between the attack target number and the actual total attack roll. If the attack roll total is equal to the attack target number, for a difference of zero, then the attack successfully hit, but was only a glancing blow and did not cause any significant damage other than damaging armor, clothing, etc. and some minor pain to the defendant. Damage is subtracted from the defendant's Health.

7.3.2.2 ATTACK PROCEDURE

1. Attacker declares intent to attack a target, and what will be used to attack with.

2. If the Defendant is aware of the attacker, the defendant declares any intent to take any defensive actions to reduce the attackers chance of success. This is not an option is the defendant is attacked unaware.

3. Attacker rolls 1d6 attack die, adds/subtracts depending on result ranging from automatic miss, to -2, -1, +1, +2, to automatic hit and adds that modifier to the attackers Hröa for the Total Attack Roll.

4. If the total modified attack roll is equal to or exceeds the defendants Celegê (agility), the attack was a successful strike. If the total attack roll is below the success number, then the attack missed.

6. If a successful hit, the defendant loses hit points equal to the difference between the attack number and the defense number. If the difference is zero, the strike was only a glancing blow for no actual damage (except to clothing and/or equipment and some discomfort to the character).

SCA pic of two fighters in armor here

Example:

Example:

Orc attacker: Hroa (body) 6, Celegê (agility) 6, wearing leather armor wielding a short bow, and changing to a short sword.

Elf defender: Hroa (body)6, Celegê (agility): 5, no armor, wielding a broadsword.

Orc attacks, rolls a 2, so attack roll = Hroa 6 -2 = 4, vs. Elf's Celegê 5, so misses.

Elf attacks orc, rolls a 5, so attack roll = Hroa 6 +2 = 8, vs. Orc's Celegê 6, so hits and exceeds by enough to do damage (8-6=2), but since the orc wears armor, 1 health point is absorbed, so the orc only takes 1 health point damage.

The orc attacks back, rolls a 6 this time, automatically hitting. He now gets to roll a d6, and rolls a 3, doing 3 health points of damage to the poor elf.

The elf attacks in turn, rolls a 3, Hroa 6 -1 = 5, not enough to equal the orc's 6 Celegê.

The orc attacks again, rolls a 1 and automatically misses.

The elf returns the favor also rolling a 1 and missing.

The orc attacks again, rolls a 4 so, Hroa 6 +1 = 7, vs. Elf's 5 Celegê, so Orc hits, and exceeds by 2 (7-5 = 2), doing 2 health points of damage.

The elf retaliates, and rolls a 6, hitting automatically, rolls the d6 again this time for damage, and rolls a 5, doing 5 health points the orc's armor absorbs 1 point, to the orc receives 4 points of damage.

7.3.3 OPTIONAL RULE - ROLLED DAMAGE INSTEAD OF DIFFERENTIAL CALCULATION DAMAGE.

Upon a successful determination of a hit (total attack roll *equal to or greater than* the defendant's Celegê

(agility)), the attacker rolls the d6 another time, this result is the total number of health points harm done to the defendant (minus any damage absorbed by any armor if applicable). All weapons do the same damage range (1-6).

7.3.3.1 OPTIONAL RULE - DIFFERENT WEAPONS DELIVER DIFFERENT DAMAGE RANGES

If the GM wishes, and prefers not to use the damage differential calculation approach, he can provide a broader variety of damage from different weapons than just the simple 1-6 roll for damage for all weapons. The equipment list weapons section provides an optional column indicating different damage amounts each type of weapon can deliver. These ranges are all divisible by 1 and the d6, the damage amounts range is as follows: 1, 1-2, 1-3, 1-6, 2-12.

7.3.3.2 OPTIONAL RULE - CONTESTED ROLL - DEFEND/PARRY

This needs to be revised to fit new variant 5 combat rules approach.

The Basic rules of the Ea RPGS are meant to be kept as simple as possible, and with as few “optional” rules as possible (of course any GM is free to customize to their heart's content), however, one common addition that many may wish is the option to defend themselves against an attack. This is done by “using up” the defender's attack roll as a parry or other defensive action to try to make it more difficult for the defender to be hit by the attacker. This is done by using the defender's Hroa and 1d6 roll to add to the defender's Agility total to make them potentially much more difficult to hit. However, the defender will have to remain on the defensive, because they will give up the option to counter-attack by using this defensive improvement. If the defendant has a weapon capable of parrying, then the defendant can declare this as a parry style action. If the defendant is unarmed, then the defender can declare a more evasive action such as dodging or leaping aside at the last moment. However, the action can NOT be any kind of attack.

Example:

Attacker has Hröa of 7.

Defender has Agility of 4 and Hröa of 5.

Defender informs GM that defender is going to use up what would have been defender's counter-attack to instead attempt to parry the attacker's blow. This MUST be declared BEFORE the defender knows the result of the attacker's roll.

Before the defender's attempt at parrying, the attacker needed only a 4 or higher to successfully hit the defendant. However, the defendant combines the Agility of 4 with Hroa of 5 for a total of 9, PLUS adds the roll of 1d6 rolled as a 3 for a total of 12. Now the attacker needs to have a total attack roll of 12 or higher to actually injure the defender. This is not impossible, with a Hroa of 7, the attacker needs to roll a 5 or 6 to still succeed in injuring the defender.

7.3.3.3 UNARMED COMBAT

This needs to be revised to fit the new Variant 5 combat rules...

The Basic Rules does not offer much detail for unarmed combat, but the following is useful in the case of fighting without weapons.

Unarmed Attack Action	Damage/Notes
Fist/punch	1-2
Foot/knee/kick	1-3
Lock/choke-hold/wrestle	1 plus entangle/disable opponent if successful hit

7.3.3.3.1 DISENTANGLE

If an entangle attack succeeds, the entangled target becomes immobilized. It will take the entangled person 1-6 rounds to disentangle themselves from an item such as a net or bola. If entangled by held item such as whip or arm(s)/leg(s) of attacker, then the entangled person can try each subsequent round to break free. If the legs are entangled (depends on attackers target area goal), the entangled person can still parry and strike if someone in immediate range, but can't move. If arms entangled, then can move but can't attack. If neck entangled, then begins choking 1 health point per round.

To break free of a lock, choke-hold, or held weapon entanglement, the entangled person must make a successful attack at the entangling opponent, against the attacker's combined hroa and agility score.

7.3.3.4 ARMOR DAMAGE ABSORPTION

Characters that decide to wear armor gain the benefit of some protection from damage. Wearing armor does *not* make a person more difficult to hit, but does reduce the harm caused by a successful hit. In the standard and advanced rules, characters must take into account the weight, agility, and other consequences of armor, but for the Basic Rules the rule is kept very simple, providing only benefit and no consequence.

If someone wearing armor is successfully hit by an attacker, the attacker calculates damage, and the character subtracts that damage from their health points, deducting the armor absorption points from the total damage received. Below is the simple chart of damage absorption for armor protection. Note that adding a shield improves the absorption rate in addition to the armor worn.

Armor Material	Armor Absorption Points
Shield	1
Leather	1
Chain	1

Example:

Malbana is wearing chain armor, carrying a shield in hand and wielding a short sword when she is attacked by a bandit. The bandit is wearing just leather armor and wields a broadsword.

The bandit successfully hits Malbana for 3 points of damage, but fortunately her combination of shield and chain armor absorb 2 of the 3 points, so she only receives 1 health point of damage.

Malbana strikes back at the bandit delivering 4 points of damage, but the bandit's leather armor absorbs 1 point of damage so the bandit receives 3 health points of damage.

8 CHARACTER GROWTH

By design, there is no mechanism for character advancement included in the *Eä RPG Basic Rules*. This means no method to increase skills (there aren't any separate "skills" in the Basic Rules), increase stats (though certainly magic items, herbs, and other devices may increase the PC's attributes during game play), class/profession development (there is no "class" or "profession" per se in the Basic Rules), or otherwise "improve" the statistical information of the character.

Characters can accumulate wealth, reputation, equipment, and other tangible assets, but they remain basically "flat" in their development of attributes and other abilities. In the standard and advanced system however, there are extensive rules for character development. Again, the goal with the *Ea RPG Basic Rules* is to help introduce players (and GM's) to the bare minimum needed for a classical paper and dice role playing game experience, for a few sessions, then if they enjoy it enough, they can learn the standard system now that they have the minimum basics under their belt. This should also make jumping into the standard system less overwhelming for new players, once they have played with the Basic Rules for a few sessions.

8.1 CHARACTER GROWTH (OPTIONAL RULES)

If for some reason the GM and players decide to stay with the Basic Rules, and do not feel the Standard system is their “cup of tea”, here is some guidance to advance characters in the Basic Rules. Keep in mind that over time there could be some “balance” issues.

8.1.1 OPTION 1 - ATTRIBUTE INCREASES

The Basic Rules generally does not keep track of skills outside of just trying different tasks with the various Attributes. The GM could use the “chit” method, where each time a character succeeds with an Attribute check, they ad a mark next to that attribute. When the character has succeed a set number of times, that attribute is increased slightly. For example, for every 10 “successes” it might increase the state by 1/10th. Eventually, after this happens 10 times, they would have a full attribute increase of 1 point.

8.1.2 OPTION 2 - SKILL DEVELOPMENT

Option 1 over time will certainly become “out of balance” as the character's attributes all begin to “max out” at 10, becoming less and less challenging. A more involved alternative, that would keep better balance, would be to integrate just the skills option from the Standard Rules, but slimmed down to just use the categories (rather than all the subsets that get so detailed). Then the GM/Player can use the “chit” method by the skill category, and slowly increase that, rather than the attribute. This would slow down the imbalance issue considerably, though again, given enough time, eventually the characters would become 10's in each skill category, but this would take longer.

9 TIME

9.1.1 REAL TIME

9.1.2 GAME TIME

Non-combat time is basically the same as “normal time” progresses in seconds, minutes, hours, days, weeks, months, years, decades, etc. The GM decides how long a typical attempted non-combat action should take, and if the character decides to attempt that action, rolls for success or failure over that period of time. See the Non-

Combat Actions section for more details on performing such activities.

Combat time is handled differently, through specific game mechanics. See the section detailing Combat for those details.

9.1.3 MIDDLE-EARTH TIME

9.1.3.1 THE AGES

9.1.3.2 MONTH NAMES

9.1.3.3 DAY NAMES

10 APPENDICES

10.1 TIMELINE OF ARDA

This section provides an overview of history for all of Arda. The original source of this was from the Timeline of Arda from Wikipedia, but modified through various revisions for brevity and where deemed appropriate from Ea RPG community feedback.

10.1.1 EVENTS OUTSIDE OF TIME

- * Eru Ilúvatar makes the Timeless Halls and the race of the Ainur.
- * The Ainur make the Ainulindalë, the Music of the Ainur which leads to the vision of Arda. Melkor's attempts

to disrupt the Music with ideas of his own devising only serve to cause variations in Eru's themes.

- * Eru makes Eä with the Secret Fire at its centre.
- * Many Ainur enter Eä.

10.1.2 ARDA EVENTS

Before the making of the Sun dates are given in Valian Years and not all events can be precisely dated. In such cases events are given in chronological order between known dates. For consistency, all dates prior to the first sunrise have been given in Valian years. These can be converted to Years of the Lamps by subtracting 1900 or Years of the Trees by subtracting 3500.

All entries are derived from The Annals of Aman (see references) unless otherwise noted.

Valian years

- * 1 - After many ages completing labours in the halls of Eä, including Varda's crafting of the stars, the Valar descended into Arda at the time of its origin.
- * First War: Melkor assaults his brethren and disrupts the ordered symmetry they seek to build within Arda.
- * 1500 - Tulkas arrives, the last of the Valar to descend into Arda: Melkor runs from him and hides in the halls of Eä.
- * The Valar began their labours anew and ordered the lands and seas to their liking.

10.1.2.1 YEARS OF THE LAMPS

- * 1900 - The Two Lamps, Illuin and Ormal, are set upon pillars to provide light for Arda.
- * Ordering of Arda by the Valar. They form the isle of Almaren to dwell upon.
- * Spring of Arda: first forests grow, and non-humanoid animals are awakened.
- * Melkor's spies and secret friends, chief among them a great craftsman of the folk of Aulë, later named Sauron, inform him that the Valar are weary from their labours.
- * 3400 - Wedding of Tulkas and Nessa. Melkor returns in secret with followers from Eä and begins building Utumno.
- * Melkor begins to corrupt the lands and living things of Arda, turning them into sickly or monstrous shapes.
- * The Valar become aware of Melkor's return and begin seeking his stronghold.
- * 3450 - Destruction of the Two Lamps and the isle of Almaren by Melkor and his followers; Spring of Arda ends.
- * Melkor retreats to Utumno while the Valar save what they can from the cataclysm.
- * The Valar establish a new home in Aman and raise the Pelóri to defend it.
- * 3500 - Yavanna makes the Trees of the Valar.

10.1.2.2 YEARS OF THE TREES

In some cases, after V.Y. 4580, exact chronological order cannot be determined and the placement of undated entries is estimated.

- * 3501 - A new tally of years is begun with Year of the Trees 1.
- * Aulë the Smith makes the Dwarves but is not allowed to awaken them; Yavanna thinks of the Ents in response.

- * 4500 - The Valar hold council to discuss the concerns of Oromë and Yavanna regarding Middle-earth and the impending arrival of the Eruhíni, or Children of Ilúvatar.
- * Varda begins gathering light from the Trees of the Valar for the Great Stars.
- * Varda sets the Menelmacar and other constellations in the sky.
- * 4550 - Varda finishes her work on the Great Stars, setting the Sickles of the Valar in the north as a challenge to Melkor.

10.1.2.3 FIRST AGE

10.1.2.3.1 DURING THE YEARS OF THE TREES THE FIRST AGE OF THE CHILDREN OF ILÚVATAR BEGINS, AT THE AWAKENING OF THE ELVES.

- * 4550 - Eru Ilúvatar awakens the Elves.
- * Melian the Maia departs for Middle-earth.
- * 4580 - Melkor discovers and begins capturing Elves in secret.
- * Melkor begins breeding the Orcs from captured Elves, and the Trolls
- * 4585 - Oromë first learns of the Elves
- * 4586 - Oromë returns to Valinor, informs the other Valar of the dangers faced by the Elves, and then returns immediately to Cuiviénen.
- * 4590 - The Valar march to war against Melkor on behalf of the Elves.
- * 4592 - The Valar lay siege to Utumno.
- * Melian begins dwelling in Nan Elmoth and caring for the living things that have been awakened in Beleriand.
- * 4599 - Melkor is captured and Utumno destroyed. Sauron escapes capture and remains in Angband, breeding Orcs and Trolls for Melkor.
- * 4600 - Melkor is taken to Valinor in chains and sentenced to serve a term in the Halls of Mandos for three Ages.
- * 4601 - The Valar decide to summon the Elves to dwell with them in Aman.
- * 4602 - Oromë brings three ambassadors of the Elves to Aman: Ingwë of the Vanyar, Finwë of the Noldor, and Elwë of the Teleri
- * 4604 - The three ambassadors return and work to convince the Elves to accept the summons of the Valar.

They accumulate many followers.

* 4605 - Great Journey of the Elves: The Elves depart for Aman (not all answer the summon—see Sundering of the Elves)

* 4615 - The Elves reach the great river which would later be called Anduin.

* A group of Teleri under Lenwë (or Dan) abandon the March at Anduin and become the Nandor

* Fathers of the Dwarves and first Ents awakened by Eru Ilúvatar; Elves discover the Ents and begin teaching them language.

* 4625 - The Vanyar and Noldor arrive in Beleriand.

* 4628 - The Teleri arrive in Beleriand after tarrying in the great forests of Eriador.

* 4630 - Elwë meets Melian and is entranced.

* 4632 - Ulmo is unwilling to wait until Elwë is found, and the Vanyar and Noldor are ferried across on the island of Tol Eressëa, while the Teleri stay behind, looking for their lord.

* 4633 - The Vanyar and Noldor settle in Eldamar and begin building Tirion

* 4640 - Tirion is finished, Mindon Eldaliéva is built.

* Ingwë and many of the Vanyar leave Tirion to dwell with Manwë in Valinor.

* 4642 - Yavanna gives the White Tree, Galathilion, to the Noldor.

* 4649 - Ulmo finally returns for the Teleri, but many stay behind because Elwë is not yet found, and become the Sindar. Another group remains behind at the request of Ossë, and together with those who came too late they become the Elves of the Falas under Círdan.

* 4651 - The majority of the Teleri are ferried across on Tol Eressëa, which is anchored in the Bay of Eldamar. They take Elwë's brother, Olwë, as lord.

* 4652 - Elwë awakes from slumber and reunites with the Sindar. He becomes known as Thingol, settling in Doriath.

* 4661 - The Teleri of Tol Eressëa learn the art of shipbuilding, and ferry across the bay of Eldamar to Aman, where they found the city of Alqualondë.

* 4665 - The last Vanyar abandon Tirion and settle in Valinor proper. The Noldor remain in Tirion under their lord, Finwë.

* 4669 - Birth of Fëanor. Rúmil invents writing.

* Death of Míriel.

* Nogrod and Belegost founded by Dwarves; Khazad-dûm founded by Durin the Deathless.

* 4690 - Fingolfin born

* c.4700 - Lúthien born

* 4730 - Finarfin born

* 4750 - Dwarves of Nogrod and Belegost are met by the Sindar, establishing trade. Fëanor develops the Tengwar.

* Daeron devises the Cirth.

* c.4780 - Orcs begin to appear in Beleriand.

* 4850 - The Nandor, under Denethor, arrive in Beleriand, becoming known as the Green Elves of Ossiriand. The Halls of Menegroth finished.

* 4863 - Galadriel born.

* 4900 - Melkor, freed from his sentence, begins corrupting some of the Noldor.

* 4950 - Fëanor completes the forging of the Silmarils.

* 4990 - Fëanor, deceived by Melkor, draws arms against his brother and is banished from Tirion: his father, Finwë, and many of the Noldor follow him in exile to Formenos.

* 4992 - Fëanor argues with Melkor at Formenos. Melkor hides from capture by the Valar and joins forces with Ungoliant.

* 4995 - The Darkening of Valinor. Manwë tries to heal the feud of the Noldor, and summons Fëanor to a festival in Valimar. Melkor and Ungoliant destroy the Two Trees, kill Finwë and steal the Silmarils. Fëanor and his sons swear an oath to regain the Silmarils and the majority of the Noldor depart from Valinor; Noldor kill many Teleri and seize their ships in the First Kinslaying.

* 4996 - Prophecy of Mandos: the Noldor are banished from Valinor and face great doom.

* 4997 - Melkor returns to Angband, and tries to take Beleriand: First Battle of Beleriand is fought; Denethor of the Green-elves slain and the Havens of the Falas are besieged. The Noldor arrive at Helcaraxë; Fëanor and his host betray the sons of Indis and sail across, then burn the ships. Return of the Noldor to Middle-earth. Morgoth's army attacks Fëanor. Dagor-nuin-Giliath ("the Battle under Stars") is fought. Fëanor is slain by Balrogs in sight of Angband. Maedhros taken captive.

* The Valar hide Valinor behind the Enchanted Isles and raise the Pelóri mountains to greater heights; they begin devising the Moon and Sun.

* 5000 - The remainder of the Noldor arrives in Middle-earth; the Moon arises.

10.1.2.4 YEARS OF THE SUN IN THE FIRST AGE

From this time on years are of normal length. Events from Valinor during the Years of the Sun cannot be accurately dated. All entries are derived from The Grey Annals (see references) unless otherwise noted. The dating begins anew at 1, although these years are still held to be part of the First Age.

* 1 - The Sun first sets sail, start of reckoning by 'Years of the Sun', Awakening of Men in Hildórien.

* 5 - Fingon rescues Maedhros. The feud between the Noldor is healed.

* 7 - Sons of Fëanor depart to Eastern Beleriand.

* 20 - The Mereth Aderthad (Feast of Reuniting) is held at Eithel Ivrin.

* 50 - Turgon and Finrod are told by Ulmo to establish a refuge.

* 52 - Finrod begins building Nargothrond.

* 60 - Dagor Aglareb: the Noldor defeat Morgoth's forces and start the Siege of Angband

* 60–c. 200 - Melkor is absent from Angband, after discovering Men. Persuaded by Melkor, Men stop worshipping Eru Ilúvatar and turn to evil, but some revolt: the Atanatári. These travel to the West in search for the Valar, aided by Avari Elves and Dwarves. According to legend, Men now lose the gift to die at will as the result of divine punishment, and are doomed to lead short life-spans at the end of which death takes them by force.[1]

* 64 - Turgon begins building Gondolin.

* 65 - The havens of Brithombar and Eglarest are fortified; the Tower of Barad Nimras is built.

* 67 - Quenya is prohibited by Thingol.

* 102 - Completion of Nargothrond: Finrod's folk depart from Hithlum.

* 116 - Completion of Gondolin. Turgon's people begin the migration from Nevrast in secret.

* 150 - The Dwarves renew their trade in Beleriand.

* 155 - An assault upon Hithlum from the Firth of Drengist is defeated by Fingolfin's forces.

* 260 - Glaurung ravages Ard-galen, but is driven back to Angband. The Long Peace begins.

* 310 - Bëor leads The First House of the Edain into Beleriand: they are discovered by Finrod. They move to Estolad, and after a few years the Second House enters Thargelion and the Third settles in Estolad.[2][3]

* 316 - Aredhel departs from Gondolin and comes to Eöl.

* 320 - The Edain begin migrating from Estolad to Dorthonion, Hithlum and Talath Dirnen.[2]

* 369 - Many of the Edain, led by Bereg, leave to Eriador.[2]

* 375 - An attack of orcs on Thargelion; many of the Second House of the Edain perish, but next year Haleth leads the remnants to Estolad.[2]

* 390 - Haleth lead her people from Eriador and in 391 they come to the lands south of Taeglin. The majority later enter the forest of Brethil.[2][4]

* 400 - Return of Aredhel and Maeglin to Gondolin; later, Eöl and Aredhel die.

* 410 - The province of Ladros is officially granted to Boromir of the House of Bëor.[2]

* 416 - Dor-lómin is granted to the House of Marach.[2]

* 432 - Birth of Beren Erchamion.[5]

* 455 - Morgoth breaks the Siege of Angband in Dagor Bragollach ("Battle of Sudden Flame"); Dorthonion is laid waste, people of Barahir become outlaws. Capture of Finrod's fortress of Minas Tirith by the forces of

Sauron; Tol Sirion is renamed Tol-in-Gaurhoth, "Isle of Werewolves".[6]

* 456 - Fingolfin challenges Morgoth to single combat and is slain.

* 458 - Húrin and Huor are separated from the Folk of Brethil during a battle and are brought to Gondolin by Thorondor.

* 459 - Húrin and Huor return out of Gondolin to Dor-lómin.

* 460 - Barahir and companions are betrayed by Gorlim and killed, but Beren survives.

* 462 - Morgoth tries to assault Hithlum but is withstood by Fingon and Círdan.

* 463 - The first hosts of Easterlings appear in Beleriand.

* 464 - Birth of Túrin Turambar in Gwaeron (March).[7] Beren departs for Doriath and is enchanted by Lúthien.

* 465 - Beren sets on a Quest of the Silmaril, comes to Nargothrond and receives help of Finrod Felagund. They are imprisoned in Tol-in-Gaurhoth. Finrod is slain by a werewolf, but Beren is rescued by Lúthien. Celegorm and Curufin are exiled from Nargothrond and try attacking them.

* 466 - Birth of Lalaith in the beginning of spring.[7] Beren and Lúthien come to Angband and achieve the Quest of the Silmaril. They return to Doriath, but Carcharoth ravages the land. Beren dies, and Lúthien abandons life. She pleads with Mandos and Beren and Lúthien are restored to life as mortals; they take up bodies again in Ossiriand.

* 468 - The Union of Maedhros is begun.

* 469 - Death of Lalaith in autumn.[7]

* 472 - Nírnaeth Arnoediad, "The Battle of Unnumbered Tears", is fought at midsummer. Morgoth utterly defeats the Elves and Edain. Fingon and Huor are slain, but Gwindor and Húrin are captured. Easterlings invade Hithlum, in autumn Morwen sends Túrin to Doriath. Birth of Tuor, son of Huor.

* 473 - Birth of Nienor in the beginning of year; Túrin reaches Doriath. Siege and capture of the Havens of the Falas.

* 481 - Dor-lómin is cut off; Túrin goes to the marches of Dimbar.[8]

* 484 - In summer he slays Saeros, flees from Doriath and joins the outlaws.

* 485 - In spring Túrin becomes their leader, meets Beleg in summer.[7] In summer Mîm leads the outlaws to Amon Rûdh.[7]

* 486 - In the beginning of year Beleg joins Túrin; by autumn Dor-Cúarthol prospers.[7]

* 489 - In autumn Amon Rûdh is taken; Túrin captured, but is rescued by Gwindor and Beleg, and slays the latter.

* 490 - In the beginning of year Túrin is healed at Eithel Ivrin, comes to Nargothrond. Gurthang is reforged, Túrin becomes known as the Blacksword.

* 494 - In autumn Morwen and Nienor flee to Doriath.

* 495 - Fall of Nargothrond in autumn; Orodreth and Gwindor perish. In the beginning of winter Túrin passes Ivrin; Tuor comes to Gondolin.

* 496 - Túrin rises a revolt in Dor-lómin;[9] in the beginning of spring he comes to Brethil, Morwen with Nienor journey to Nargothrond; Níniel comes to Brethil.

* 497 - Turambar asks Níniel in marriage, but she delays.[7]

* 498 - Turambar marries Níniel in autumn;[9] before the end of the year he returns to warfare.

* 499 - In spring Níniel conceives; in the beginning of summer slaying of Glaurung, and deaths of Túrin Turambar and Nienor Níniel.[7]

* 500 - Húrin released from captivity.[9]

* 501 - Death of Morwen. The Kin-strife in Brethil is brought about by Húrin.[9]

* 502 - Húrin brings the Nauglamír from Nargothrond to Thingol.[9]

From this point the entries are derived from The Tale of Years of the First Age (see references) unless otherwise noted.

* 502 - Reforging of the Nauglamír and quarrel of Thingol and the Dwarves. Thingol is slain.[10] Melian returns to Valinor in grief.

* 503 - Doriath is sacked by Dwarves of Nogrod. Beren and the Laiquendi destroy the Dwarves, with the help of the Ents who prevent the Dwarves' escape; Lúthien receives and wears the Silmaril, Dior travels to Doriath and tries to restore it. Birth of Eärendil and Elwing. Final deaths of Beren and Lúthien; Dior receives the Silmaril in autumn.

* 506–7 - Sons of Fëanor attack Doriath at Yule. Doriath is destroyed in the Second Kinslaying; Dior, Celegorm, Curufin, and Caranthir are all slain. Elwing escapes for the Mouths of Sirion with the Silmaril.

* 509 - Maeglin captured by Morgoth's spies.

* 510 - Gondolin is betrayed by Maeglin and sacked; Glorfindel slays a Balrog in the Echoriath, Ecthelion slays Gothmog, both of them killed as well. Death of Turgon. Tuor and Idril escape.

* 511 - Tuor and Idril bring Eärendil and refugees of Gondolin to the Mouths of Sirion which prosper as 'New Havens'.

* 525 - Eärendil marries Elwing. Tuor feels 'Unquiet of Ulmo' and sails into the West in the ship Eärrámë with Idril.

* 532 - Elrond and Elros are born to Eärendil and Elwing.[11]

* 534 - Eärendil begins his great voyages

* 538 - Third Kinslaying: while Eärendil is away the remaining Sons of Fëanor attack the people of the Mouths of Sirion trying to claim the Silmaril. Elwing casts herself with the Jewel in the sea but is brought to Eärendil by Ulmo. Of the Sons of Fëanor only Maedhros and Maglor now remain.

* 540 - Morgoth destroys the dwellings of Fëanorians upon Amon Ereb. The last inhabitants of Beleriand flee to the south or to the Isle of Balar. Morgoth's triumph is complete.

* 542 - Eärendil arrives in Valinor and delivers the errand of the Two Kindreds.

* 545 - The Host of the Valar arrives in Beleriand.

* 545–587 - The War of Wrath. Morgoth is defeated; the remaining two Silmarils are stolen by Maedhros and Maglor, but are lost in the earth and in the sea; most of Beleriand and the lands to the north are sunk.

* 590 - Morgoth is cast into the Void; the Elves are summoned to Valinor and settle in Tol Eressëa; a small part of the Noldor and Sindar remain in Lindon or depart east and establish realms.

10.1.2.5 SECOND AGE

The Second Age was 3441 years long. All entries are derived from Appendix B (see references) unless otherwise noted.

* 1 - Foundation of Mithlond the Grey Havens under Círdan, and Lindon as the Noldorin Kingdom under Gil-galad

* 32 - Edain reach Númenor, Elros is crowned first King of Númenor

* c. 40 - Many Dwarves abandon the ruined cities of Belegost and Nogrod in the Ered Luin and join Durin's folk in Moria

* 61 - Birth of Vardamir Nólímon, eldest child of Elros. Subsequently three more children are born.

* 192 - Birth of Tar-Amandil

* 222 - Birth of Nolondil

* 350 - Birth of Tar-Elendil

* 361 - Birth of Eärendur

* 442 - Elros, also known as Tar-Minyatur, dies. Vardamir Nólímon succeeds the throne but abdicates immediately. Tar-Amandil becomes third king of Númenor.

* c. 500 - Sauron arises again in Middle-earth

* 521 - Silmariën is born in Númenor,[12] line of lords of Andúnië splits off the line of Kings

* 532 - Isilmë, sister of Silmariën, born

* 543 - Meneldur, brother of Silmariën, born

* 590 - Tar-Elendil becomes fourth king of Númenor.

* 600 - First Númenórean ships sail to Middle-earth.

- * 700 - Anardil born
- * 740 - Tar-Meneldur becomes fifth king of Númenor.
- * 750 - the Noldor found the realm of Eregion near Moria
- * 870 - Anardil weds Erendis.
- * 873 - Ancalimë born
- * 875 - Tar-Aldarion founds Vinyalondë on the Enedwaith coast of Middle-earth for lumbering and ship repair.
- * 882 - Anardil and Erendis separate
- * 883 - Tar-Aldarion becomes sixth king of Númenor.
- * 985 - Death of Erendis, apparently by drowning.
- * c. 1050 - Sauron begins building Barad-dûr
- * 1075 - Tar-Ancalimë becomes the first Queen and seventh ruler of Númenor.
- * c. 1200 - Sauron seduces and deceives the Noldor in Eregion, but Gil-galad mistrusts him and refuses to work with him; the Númenóreans begin building permanent havens in Middle-earth at Lond Daer, Umbar, and other places
- * 1280 - Tar-Anárion becomes seventh king of Númenor.
- * c. 1350 - Celeborn and Galadriel together with their daughter Celebrían emigrate from Eregion to Lórien; Celebrimbor becomes lord of Eregion
- * 1394 - Tar-Súrion becomes eighth king of Númenor.
- * c. 1500 - the Noldor under Celebrimbor are instructed by Sauron, beginning of the forging of the Rings of Power
- * 1566 - Tar-Telperiën becomes the second Queen and tenth ruler of Númenor.
- * c. 1590 - The Three Rings are completed in Eregion.
- * c. 1600 - Forging of the One Ring; Barad-dûr completed; Celebrimbor begins fighting Sauron
- * 1693 - War of the Elves and Sauron begins, the Three Rings are hidden
- * 1695 - Elrond sent to Eregion as lieutenant of Gil-galad
- * 1697 - Eregion destroyed, Elrond establishes the refuge of Rivendell, Celebrimbor dies, the gates of Moria are shut.
- * 1699 - Rivendell and Lindon besieged, Sauron overruns Eriador.
- * 1700 - Minastir sends a great navy to Lindon; Sauron defeated; Sauron's forces retreat from Eriador and the coasts
- * 1731 - Tar-Minastir becomes eleventh king of Númenor.
- * c. 1800 - Númenor begins establishing permanent settlements in Middle-earth, Sauron extends his power eastwards.
- * 1869 - Tar-Ciryatan becomes twelfth king of Númenor.
- * 2029 - Tar-Atanamir the Great becomes thirteenth king of Númenor but is hostile to the Valar. The Elendili or "Faithful" still receive the Elves in secret.
- * 2221 - Tar-Ancalimon becomes fourteenth king of Númenor.[13]
- * 2251 - The Ringwraiths first appear.
- * 2280 - Umbar is fortified by the Númenóreans
- * 2350 - Pelargir is built by the Elendili
- * 2386 - Tar-Telemmaitë becomes fifteenth king of Númenor.
- * 2526 - Tar-Vanimeldë becomes third Queen and sixteenth ruler of Númenor.
- * 2637 - Herucalmo seizes the throne and rule as Tar-Anducal, but he is not counted in the list of kings.
- * 2657 - Tar-Alcarin becomes seventeenth king of Númenor.
- * 2737 - Tar-Calmacil becomes eighteenth king of Númenor.
- * 2825 - Tar-Ardamin becomes nineteenth king of Númenor.
- * 2899 - Ar-Adûnakhôr becomes twentieth king of Númenor and the first to take his royal name in Adûnaic, the language of Men, instead of Quenya, the high language of the Elves
- * c. 2900 - Teaching of Elvish languages prohibited in Númenor.
- * 2962 - Ar-Zimrathôn becomes twenty-first king of Númenor.

- * 3033 - Ar-Sakalthôr becomes twenty-second king of Númenor.
- * 3102 - Ar-Gimilzôr becomes twenty-third king of Númenor.
- * c. 3110 - Usage of Elvish languages and visit of the Elves prohibited in Númenor.
- * 3119 - Birth of Elendil
- * 3177 - Tar-Palantir repents, resulting in a civil war in Númenor
- * 3209 - Birth of Isildur
- * 3219 - Birth of Anárion
- * 3243 - Death of Gimilkhâd, at 198 years old.
- * 3255 - Ar-Pharazôn the Golden weds his first cousin Míriel, the daughter of Tar-Palantir, and seizes the throne of Númenor
- * 3261 - Ar-Pharazôn sails to Middle-earth landing at Umbar, and takes Sauron captive
- * 3262 - Sauron is taken as prisoner to Númenor, but begins corrupting the Númenóreans
- * c. 3265 - Sauron becomes Ar-Pharazôn's court advisor.
- * c. 3280 - Isildur steals a fruit from Nimloth. The White Tree is felled and burnt in Sauron's Temple thereafter.
- * c. 3300 - Sauron establishes himself as High Priest of Melkor, "Lord of the Dark"; Elendili are openly persecuted and sacrificed to Morgoth
- * 3310 - At Sauron's instigation, Ar-Pharazôn begins building the Great Armament.
- * 3318 - Birth of Meneldil, fourth child of Anárion and last man born in Númenor
- * 3319 - Ar-Pharazôn sets foot on Aman; the World is Changed: Aman and Tol Eressëa are removed from Arda, Númenor is drowned, and the world is made round; Elendil and his sons arrive on the shores of Middle-earth
- * 3320 - Founding of Gondor and Arnor by Elendil and his sons, Isildur and Anárion; Umbar as realm in exile founded by Black Númenóreans. Sauron returns to Mordor.
- * 3429 - Sauron attacks Gondor, conquers Minas Ithil and burns the White Tree; Isildur flees to Arnor while Anárion defends Osgiliath and Minas Anor
- * 3430 - The Last Alliance of Elves and Men is formed
- * 3434 - The Last Alliance crosses the Misty Mountains; Sauron's forces are defeated in the Battle of Dagorlad; Siege of Barad-dûr begins
- * 3440 - Anárion is slain
- * 3441 - Elendil and Gil-galad face Sauron in hand to hand combat, but they themselves perish; Isildur takes the shards of his father's sword Narsil and cuts the One Ring from Sauron's finger. Sauron's physical form is destroyed. In the aftermath of the War, many Elves of Gil-galad's following depart to Valinor: end of the Noldorin realms in Middle-earth.

10.1.2.6 THIRD AGE

The Third Age was 3,021 years long. All entries are derived from Appendix B (see references) unless otherwise noted.

Note on Shire Reckoning: Year 1601 of the Third Age, in which the Shire was founded, is year 1 of the Shire Reckoning. Thus, Third Age years can be converted into their Shire equivalents by deducting 1600.

- * Year 2 - Planting of the Second White Tree at Minas Tirith, Death of Isildur by Orcs in the Disaster of the Gladden Fields, losing the One Ring in the Gladden river
- * 109 - Elrond weds Celebrían, daughter of Celeborn and Galadriel
- * 129 - Elrohir and Elladan are born to Elrond and Celebrían
- * 241 - Arwen Undómiel is born to Elrond and Celebrían
- * 490 - Easterlings invade Gondor
- * 541 - Easterlings invade Gondor once more, slaying King Rómendacil

- * c. 550 - King Turambar of Gondor defeats the Easterlings of Rhûn; the Kingdom of Rhovanion becomes an ally of Gondor
- * 861 - Following Eärendur's death, the kingdom of Arnor breaks up into Arthedain, Cardolan and Rhudaur
- * 933 - Eärnil I of Gondor takes Umbar in a surprise attack
- * 936 - Eärnil I lost at sea
- * c. 1000 - The Wizards come to Middle-earth
- * 1015 - Hyarmendacil I ascends throne of Gondor
- * 1015 - Black Númenóreans of Umbar besiege their old city
- * 1030 - Siege of Umbar ends, Umbar retaken by Black Númenóreans.
- * 1050 - Hyarmendacil I, king of Gondor, conquers Umbar, Hobbits migrate to Eriador. The shadow of Sauron falls upon Greenwood the Great, which is renamed Mirkwood.
- * 1149 - Death of Hyarmendacil I, Atanatar II takes the sceptre of Gondor
- * c. 1200 - Rulers of Rhovanion assume the title "King of Rhovanion"
- * 1248 - Rómendacil II of Gondor strikes decisive blow to the Easterlings; forms a strong alliance with Rhovanion, to which he cedes all the lands east of Anduin
- * 1255 - Eldacar born
- * c. 1259 - Castamir born[14]
- * 1300 - Nazgûl reappear in Middle-earth, the kingdom of Angmar first appears at Arthedain's north-eastern border, built by the Witch-king, later revealed as Lord of the Nazgûl.
- * 1344 - Death of Vidumavi
- * 1356 - King Argeleb I of Arthedain is killed during an invasion by Rhudaur, now controlled by Angmar; his son, Arveleg I, ascends the throne
- * 1366 - Valacar ascends the throne of Gondor
- * 1409 - Cardolan is conquered by the kingdom of Angmar and Rhudaur disappears; Weathertop watchtower and fortifications are burned and destroyed
- * 1432 - Eldacar succeeds his father, Valacar, as king of Gondor
- * 1437 - Castamir the Usurper, Lord of Ships, usurps throne of Gondor (see Kin-strife); Osgiliath's palantír is lost in the river
- * 1447 - Eldacar reclaims Gondor with a Rhovanion army and kills Castamir
- * 1448 - Sons of Castamir the Usurper and most of the fleet of Gondor flee south to Umbar; become known as the Corsairs of Umbar
- * 1540 - King Aldamir of Gondor is slain by Haradrim
- * 1600 - Two Fallohide (see Hobbit) brothers decided to cross the River Baranduin and settle on the other side, and are followed by large numbers of Hobbits
- * 1601 - The Shire is first settled by Hobbits
- * 1634 - Corsairs of Umbar attack Gondor, slaying king Minardil at Pelargir, and raiding the city
- * 1636 - The Great Plague decimates Gondor and Rhovanion; Cirith Ungol is abandoned
- * 1810 - King Telumehtar of Gondor destroys Umbar; renames himself Umbardacil
- * 1851 - The Wainriders first attack Gondor
- * 1856 - The Wainriders overrun eastern territories of Gondor; death of Narmacil II in battle.
- * 1899 - Gondor attacks Wainriders from the east; the Kingdom of Rhovanion, occupied by Wainriders, rebels and is freed
- * 1936 - Ondoher succeeds Calimehtar as king of Gondor
- * 1944 - During an invasion by the Wainriders and the Haradrim, King Ondoher of Gondor is killed in battle with his sons; Haradrim, Wainriders and the Variags of Khand take Umbar; new Corsairs of Umbar emerge.
- * 1945 - Eärnil II succeeds the crown of Gondor
- * 1964 - Arvedui, son of King Araphant of Arthedain, ascends the throne
- * 1974 - The kingdom of Arthedain is conquered by Angmar
- * 1975 - Gondor destroys Angmar in the Battle of Fornost, death of Arvedui
- * 1980 - The Moria Dwarves awaken Durin's Bane, a Balrog, which kills Durin VI, king of Khazad-dûm; the Nazgûl return to Mordor and lay siege to Minas Ithil.

- * 1981 - Durin VI's son, Náin I, is also killed, and the Dwarves flee Moria; deaths of Amroth and Nimrodel
- * 1999 - Erebor is founded by Thráin I, discovers Arkenstone
- * 2043 - King Eärnil II of Gondor dies and his son, the Witch-king's old enemy, Eärnur inherits the throne. Upon his coronation, the Witch-king challenges him to combat, but King Eärnur refuses.
- * 2050 - The Witch-king again challenges King Eärnur, this time he accepts. Eärnur rides out of Minas Tirith to meet the Witch-king in Minas Morgul. He enters the city's gates and is never seen again, thus ending the reign of the Gondorian Kings and causing the beginning of the Ruling Stewards of Gondor, until the time of King Elessar.
- * 2063 - Gandalf drives Sauron from Dol Guldur. The Watchful Peace begins.
- * 2210 - Thorin I, son of Thráin I, leaves Erebor with most of his people, settles in the Grey Mountains
- * 2430 - Approximate birth year of Sméagol
- * 2460 - Sauron returns to Middle-earth; establishes himself in Dol Guldur in southern Mirkwood. The Watchful Peace ends.
- * 2463 - Sméagol (later known as Gollum) becomes the fourth bearer of the One Ring, after killing his cousin Déagol
- * 2475 - First Uruks appear out of Mordor in attacks on Gondor.
- * 2501–2510 - Eorl the Young, lord of the Éothéod and first king of Rohan (2510–2545).
- * 2509 - Cirion, Steward of Gondor, sends summons to the Éothéod for military aid; Celebrían is waylaid by Orcs, receives a poisoned wound, and consequentially departs Middle-earth
- * 2510 - The alliance between Rohan and Gondor comes into existence. The Easterlings launch a massive invasion of Gondor. The Balchoth invade Rhovanion (which disappears as an independent realm) and Gondor, conquering much of Calenardhon, but are driven back by the people of Éothéod; Gondor gives the now-uninhabited province of Calenardhon to the people of Éothéod
- * 2545 - Eorl the Young, king of Rohan, dies in the battle in the Wold against the Easterlings. Brego succeeds him as the second king of Rohan
- * 2570 - Aldor, aged only 26, becomes third king of Rohan at the death of his father Brego; Dragons attack the Dwarf settlements in the Grey Mountains
- * 2589 - Dáin I and his son Frór are killed by a cold-drake
- * 2590 - Thrór, son of Dáin I, leaves the Grey Mountains and resettles The Lonely Mountain, his brother, Grór, settles in the Iron Hills
- * 2645 - Fréa becomes fourth king of Rohan after the death of his father Aldor ('the Old')
- * 2659 - Fréawine, fifth King of Rohan
- * 2680 - Goldwine, sixth King of Rohan
- * 2699 - Déor, seventh king of Rohan
- * 2718 - Gram, eighth king of Rohan
- * 2741 - Helm Hammerhand ninth king of Rohan ascends the throne as last king of the first line
- * 2746 - Amrothos, fifteenth Prince of Dol Amroth, falls while defending Dor-en-Ernil against the Corsairs of Umbar
- * 2747 - Bandobras "Bullroarer" Took leads a force of hobbits and defeats invading Orcs of the Misty Mountains in the Northfarthing at the Battle of Greenfields
- * 2758 - Dunlendings, under Wulf, invade Rohan, supported by the Corsairs of Umbar
- * Long Winter of 2758–2759 - The Dunlendings lay siege to Hornburg
- * 2759 - Helm Hammerhand, king of Rohan, freezes to death outside the fortress of Helm's Deep, where he and his loyal subjects have taken refuge from the Dunlendings. He is succeeded by his nephew Fréaláf Hildeson; Saruman settles in Isengard
- * 2770 - Smaug lays waste to the town of Dale and captures Erebor with all of its treasure. The surviving dwarves there are driven into exile.
- * 2790 - Thrór enters Moria and is killed by Orc chieftain Azog, starting the War of the Dwarves and Orcs
- * 2798 - Fréaláf Hildeson, tenth king of Rohan, dies. He is followed by his son Brytta Léofa
- * 2799 - The Battle of Azanulbizar, the culmination of the War of the Dwarves and Orcs, is fought on Moria's East Gate, in which the Dwarves defeat the Orcs of Moria, including slaying their chieftain Azog, but lack the

strength to retake Moria.

- * 2802 - Thráin II, son of Thrór settles in the Blue Mountains

- * 2842 - Brytta Léofa, eleventh king of Rohan, dies. Succeeded by his son Walda.

- * 2845 - Thráin II is captured by forces of Sauron and imprisoned in Dol Guldur after having wandered for four years trying to reclaim the lost treasure at Erebor and the last of the Dwarven Rings of Power is taken from him

- * 2850 - Gandalf enters Dol Guldur and confirms that the evil thereby found is indeed Sauron returned; Thráin II, broken, raving, and dying, gives Gandalf his map and key to be passed on to his son, Thorin Oakenshield

- * 2851 - Walda, twelfth king of Rohan, is killed by an orc, his son Folca succeeds him

- * 2864 - Folca, thirteenth king of Rohan, is killed by the Boar of Everholt. He is succeeded by his son

Folcwine

- * 2879 - Birth of Gimli

- * 2885 - Harondor is once again claimed by the Haradrim, supported by the Corsairs of Umbar. Fastred and Folcred, the twin sons of king Folcwine, were killed during the Battle of Crossings of Poros

- * September 22, 2890 - Bilbo Baggins is born

- * 2903 - Folcwine, fourteenth king of Rohan, dies and is succeeded by his youngest son Fengel

- * 2907 - Birth of Gilraen (later wife of Arathorn II)

- * Fell Winter of 2911–2912 - wolves invade the Shire. Tharbad is ruined in the following floods.

- * 2930 - Arathorn II becomes the Chieftain of the Dúnedain

- * 2931 - Birth of Aragorn, son of Arathorn II and Gilraen

- * 2933 - Arathorn II is killed while hunting Orcs

- * March 15, 2941 - Thorin Oakenshield meets with Gandalf the Grey at the Prancing Pony in Bree, the Quest of Erebor begins

- * July, 2941 - Bilbo Baggins obtains the One Ring; the White Council drives Sauron out of Dol Guldur

- * October, 2941 - Esgaroth is attacked by the dragon Smaug, who is consequentially killed by Bard the Bowman; Thorin Oakenshield, Fili, and Kíli killed at the Battle of Five Armies along with Bolg son of Azog; Dáin II Ironfoot becomes King of The Lonely Mountain; Town of Dale reestablished by Bard

- * June 22, 2942 - Bilbo Baggins returns to Bag End

- * 2951 - Sauron reveals himself in Mordor, and starts raising Barad-dûr anew. Estel, later known as Aragorn, comes of age and is told about his heritage; the Corsairs of Umbar officially ally themselves with Mordor and destroy great monument commemorating Ar-Pharazôn's victory over Sauron

- * 2953 - Last meeting of the White Council. Fengel, fifteenth king of Rohan, dies. His son Thengel returns to Rohan to succeed him.

- * 2956 - Aragorn first meets Gandalf the Grey

- * 2957-2980 - Aragorn as Thorongil serves in the armies of King Thengel of Rohan, and Steward Ecthelion II of Gondor

- * September 22, 2968 - Frodo Baggins is born

- * 2978 - Birth of Boromir

- * 2980 - Arwen pledges her hand in marriage to Aragorn; Frodo Baggins loses both of his parents in a boating accident; Aragorn, in the service of the Steward of Gondor Ecthelion II leads a taskforce south and kills the Captain of the Haven, ruler of Umbar; Samwise Gamgee born; Théoden, son of Thengel, becomes seventeenth king of Rohan after the death of his father.

- * 2982 - Birth of Meriadoc Brandybuck (Merry)

- * 2983 - Birth of Faramir

- * 2989 - Frodo Baggins comes under the guardianship of Bilbo Baggins; a company of Dwarves, led by Balin, try to recolonize Moria

- * 2990 - Birth of Peregrin Took (Pippin)

- * 2991 - Birth of Éomer

- * 2994 - Balin is killed; the dwarf-colony in Moria is destroyed

- * 2995 - Birth of Éowyn

- * 3001 - Bilbo Baggins turns 111, passes the One Ring on to Frodo Baggins, and leaves the Shire. From now

on Aragorn and Gandalf intermittently hunt Gollum

- * 3002 - Lalia Clayhanger, the matriarch of the Took clan, dies, aged 119, and possibly pushed by Pearl Took;
- [16] Bilbo settles in Rivendell
- * 3007 - Gilraen, Aragorn II's mother passes away at the age of 100 years
 - * 3014 - Saruman begins using his influence to weaken Théoden, king of Rohan
 - * 3017 - Gollum is released from Mordor; Aragorn finally tracks him down in the Dead Marshes, and brings him as a captive to King Thranduil's halls in Mirkwood

10.1.2.6.1 "THE GREAT YEARS"

All entries are derived from Appendix B (see references) unless otherwise noted.

3018

- * The Ringwraiths are given the task of retrieving the One Ring;
- * April 11 - Gandalf reaches Hobbiton. He returns to the Shire, telling Frodo Baggins he must take the Ring away
- * June 20 - Sauron attacks Osgiliath.
- * July 4 - Boromir leaves Minas Tirith
- * July 10 - Saruman imprisons Gandalf in Orthanc
- * September 18 - Gandalf escapes from Orthanc
- * September 19–21 - Gandalf reaches Edoras and is given Shadowfax the horse
- * September 23 - Frodo leaves Bag End
- * September 26 - Frodo meets Tom Bombadil
- * September 30 - Aragorn meets Frodo Baggins in the Inn of the Prancing Pony in Bree.
- * October 6 - Frodo wounded at Weathertop
- * October 20 - Frodo crosses the ford of Bruinen
- * October 25 - Council of Elrond at Rivendell
- * December 25 - The Fellowship of the Ring sets out in the evening from Rivendell

3019

- * January 15 - Gandalf falls in Khazad-dûm while fighting a Balrog.
- * February 25 - The Fellowship pass the Argonath and camp at Parth Galen. First Battle of Fords of Isen; Théodred son of Théoden is slain.
- * February 26 - The breaking of the Fellowship; Boromir is killed.
- * February 29 - Merry and Pippin escape the orcs and meet Treebeard.
- * March 1 - Aragorn, Legolas and Gimli meet the resurrected Gandalf the White in Fangorn Forest while looking for Merry and Pippin, and they head off for Edoras. Frodo and Sam begin travelling through the Dead Marshes.
- * March 3 - Battle of the Hornburg.
- * March 5 - Rohan army reaches Isengard.
- * March 7 - Faramir takes Frodo and Sam to Henneth Annûn.
- * March 8 - Aragorn, Legolas and Gimli enter the Paths of the Dead.
- * March 9 - Gandalf and Pippin arrive in Minas Tirith.
- * March 10 - Frodo and Sam see the Morgul host led by the Witch-king leave Minas Morgul. An army from

Morannon takes Cair Andros and marches in Anórien.

- * March 11 - First assault on Lórien by Dol Guldur.

- * March 12 - Gollum leads Frodo into Shelob's lair.

- * March 13 - Frodo captured by Cirith Ungol orcs. Aragorn captures the Umbar fleet at Pelargir.

- * March 15 - Witch-king breaks the gate of Minas Tirith in the early hours. Denethor burns himself on a pyre.

Confrontation between Gandalf and the Witch-king at the gate; Horns of the Rohirrim are heard at a cockcrow.

Battle of the Pelennor Fields: Théoden King of Rohan is killed by the Witch-king; Éomer succeeds him as the eighteenth king of Rohan. Éowyn and Merry kill the Witch-king. Aragorn, Rangers, sons of Elrond and men from the southern fiefdoms of Gondor arrive in the black ships and turn the tide of battle. Sam and Frodo escape and journey along the Morgai. Battle under the trees in Mirkwood; second assault on Lórien.

- * March 16 - Debate of the Captains of the West.

- * March 17 - Battle of Dale. King Brand and Dáin Ironfoot fall in battle against invading Easterlings. Many Men and Dwarves take refuge in Erebor.

- * March 18 - Armies leave Minas Tirith. Frodo and Sam join the orc company.

- * March 25 - The Host is surrounded on the Slag-hills. Frodo and Sam reach the Sammath Naur. Gollum (Sméagol) seizes the One Ring and falls into the Cracks of Doom. Downfall of Barad-dûr and the passing of the Dark Lord Sauron.

- * May - Arwen Undómiel and her father Lord Elrond of Imladris arrive in Lórien, where they are welcomed at Caras Galadhon by the Lady Galadriel and Lord Celeborn, grandparents of Lady Arwen through her mother, the Lady Celebrían.

- * May - Aragorn is crowned King Elessar of the Reunited Kingdom of Arnor and Gondor. Gandalf helps Aragorn to find the sapling of the new White Tree.

- * (Date unspecified) - Faramir marries Éowyn.

- * Mid-year's Day (between June and July) - Aragorn marries Arwen Undómiel.

- * July - King Théoden is laid to rest beside other Kings of Rohan in Edoras.

- * September 21 - Hobbits arrive in Rivendell.

- * September 22 - Saruman arrives in the Shire.

- * November 1 - The four hobbits arrested at Frogmorton.

- * November 3 - Battle of Bywater; death of Saruman and Wormtongue, final end to the War of the Ring.

3020-21

- * May 1 3020 - Samwise Gamgee marries Rosie Cotton and together they move to Bag End on Bagshot Row

- * 3021 - Éomer marries Imrahil's daughter, Lothíriel of Dol Amroth

- * September 22, 3021 - Bilbo marks his 131st birthday, surpassing the Old Took

- * September 29, 3021 - Elrond, Galadriel, Gandalf, Frodo and Bilbo depart for the Grey Havens

- * October 6 - Sam arrives back in Bag End

10.1.2.7 FOURTH AGE

— length uncertain. All entries are derived from the Appendices to The Lord of the Rings, unless otherwise noted.

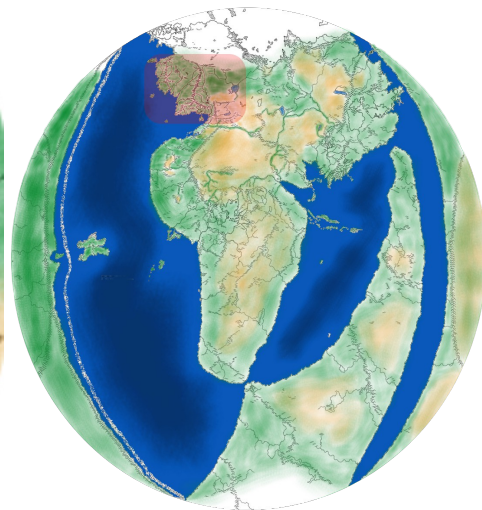
In the reckoning of Gondor, the Fourth Age began on March 25, T.A. 3021. Since most of the following events were dated according to the Shire-reckoning, their years in the Fourth Age cannot be stated with certainty. Some events may have occurred in the following year of the Fourth Age.

- * 6 - Peregrin Took marries Diamond of Long Cleeve

- * (Date Uncertain) - Birth of Elfwine, son of Éomer and Lothíriel

- * (Date Uncertain) - Birth of Elboron, son of Faramir and Éowyn

- * (Date Uncertain) - Birth of Durin VII, descendant (perhaps son) of Thorin III Stonehelm
- * 13 - Peregrin Took becomes thirty-second Thain of the Shire
- * 15 - Death of Glóin, father of Gimli.
- * 34 - Death of Prince Imrahil. Imrahil's son Elphir assumes the Principality.
- * 41 - Birth of Holfast Gardner, son and heir of Frodo Gardner
- * 61 - Samwise Gamgee leaves Middle-earth via Mithlond
- * 63 - Meriadoc Brandybuck, aged 102, and Pippin leave the Shire to live in Gondor; death of Éomer, aged 93, whose son Elfwine ascends the throne of Rohan.
- * 67 - Death of Prince Elphir son of Imrahil, twenty-third Prince of Dol Amroth. Elphir's son Alphros assumes the Principality.[17]
- * 80 - Birth of Harding of the Hill, Sam Gamgee's heir and great-grandson
- * 82 - Death of Faramir, aged 120. His son Elboron assumes the Principality.[17]
- * 91 - Death of Dwalin, brother of Balin, aged 341.
- * 95 - Death of Prince Alphros of Dol Amroth, son of Elphir.[17]
- * 120 - Death of Aragorn, King of the Reunited Kingdom of Arnor and Gondor, after 210 years of life and 122 years of reign; Aragorn's son Eldarion ascends the throne. According to legend, on the death of Aragorn, Legolas builds a ship and sails into the west to the Undying Lands, taking Gimli (now a very old Dwarf) with him
- * 121 - Death of Arwen, aged 2901
- * 172 - A copy of the Red Book of Westmarch is made[18]
- * 185 - Death of Harding of the Hill, Sam Gamgee's heir[19]



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