



the wild men of dunland
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FOR
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~ wild men of dunland ~

"They were a remnant of the peoples that had dwelt in the vales of the White Mountains in ages past. The Dead Men of Dunharrow were of their kin. But in the Dark Years others had removed to the southern dales of the Misty Mountains; and thence some had passed into the empty lands as far north as the Barrow-downs. From them came the Men of Bree..."

Dunland was a part of Enedwaith east of the North-South Road, well south of the Glanduin and north of the Isen. It was a foothill region that fronted the western slopes of the southern Misty Mountains. Far from the centers of population of Arnor and Gondor, its inhabitants at times included the Men known as Dunlendings as well as wandering Hobbits and Dwarves.

Dunland was a fair, fertile land. By the end of the Third Age being neither prosperous or civilised, it was sparsely inhabited by unorganised herdsmen and hillmen.

The Great Plague swept through the northwest of Middle-earth in the years T.A. 1636 – 1637. Dunland suffered, but to a lesser extent than in other regions due to their self-isolation. After the end of the royal line in Gondor the Dunlendings ceased to be subjects of the realm. During the years of the Watchful Peace (1975 – 2050), as the people of Calenardhon dwindled, the Dunlendings began drifting across the Isen. The expansion of the Dunlendings to the southeast of Dunland was checked when the new realm of Rohan was established in 2510. In the subsequent centuries there was tension between the Dunlendings and the Rohirrim, which reached open war in the time of Helm Hammerhand. Guarding the Gap of Rohan was the fortress of Isengard, where a hereditary guard watched for Gondor. However, by the time of the Beren, Steward of Gondor, these guards had mixed with Dunlendings, and it had become hostile to

Gondor. To remedy this situation, in T.A. 2759 Beren gave Saruman the keys to Orthanc, to guard Isengard for Gondor.

DESCRIPTION

Dunlendings were the ferocious, stunted and vicious men that lived in Dunland, close to Rohan. Also called the Wild Men of Dunland, they had long been enemies of the Rohirrim, because they were jealous that the rich lands of the old Númenórean province of Calenardhon were granted by the Gondorians to the Rohirrim instead of them.

In ancient times the peoples who were the ancestors of the Dunlendings ranged over much Eriador and what later became Gondor, but they were increasingly driven back by the Númenóreans. Offshoots of these peoples survived in isolated places like the hilly country of Dunland or in the White Mountains: thus the Oathbreakers are akin to the ancient Dunlendings.

They remained unaffected, independent and even unfriendly to the Dúnedain, holding their own manners and Dunlendish language. However the Dunlendings also remained hostile to those with Orc-blood. The Dunlendings also dwelled alongside the Stoor Hobbits during their Wandering Days and the latter even formed a related language to theirs.





STANDARD OF LIVING

The Men of Dunland are not great traders, nor are they well learned or good at mining or smith craft. They now live a backwards and uncivilized life. Thus leaving them struggling to do more than simply survive. Their culture ranks as *Frugal*.

Dunlending Adventurers

They are a martial culture, doing battle with one another as much as with the Rohirrim to the southeast and the orcs of the Misty Mountains. Young men seek to prove their prowess in battle and they have learned that some time to do so one must adventure away from the clan.

Suggested Callings: Slayer, Warden. The Dunlendings are as wild as the land they live on. War is their constant companion to protect their clan or to take revenge against those that have wronged them.

Unusual Calling: Scholar. The Dunlendings have lost their written language, if they ever had one. So story tellers and elders of the clans pass down knowledge from generation to generation.

LANGUAGES

Men of Dunland generally speak their own language of Dunlandish, as well as Common Speech (Westron). Some are also versed in Rohirric, in the language of their enemies.

WHAT THEIR CHIEFTAIN SAYS...

- Dwarves:

"Dwarves once dwelt in Dunland as friends, trading and mining. They are a good source of trade for weapons and tools. They don't care about our history, nor we theirs."

- Elves:

"Rumors of the witches of Rast Vorn of the Golden Wood say they are immortal spirits. We have no dealings with them and that suits us fine."

- Hobbits:

"The old tell a few tales of these Hobbits known as Stoors that once lived in Dunland. Now they say

they live in comfort in the north. Their land does not concern me."

- Rohan:

"The Forgoil are our hated enemy! They have stolen our lands, and killed our kin. Our hatred for them will never die!"

- Other Men:

"Bree is far away, but some wander there for trade. The men who live in the north vales of the Anduin seem stout and worthy warriors. Those in Gondor will pay for their betrayal and alliance with the Strawheads of Rohan someday."

- Saruman the White:

"The White Wizard is kind, and understands our needs. He has given us weapons and trade, and is a great man we should all respect."

WHAT OTHERS SAY...

- Dwarves:

"After Smaug attacked Erebor and we wandered we settled in Dunland. The men there judged us not and were eager for our skills. We still trade with them at times."

- Elves:

"The least of all men, they are treacherous and dangerous. They should never be trusted."

- Hobbits:

"Tales tell long ago the Stoors came from those lands, but the Big Folk of Dunland are now far away and they can stay there."

- Rohan:

"Barbarians, cowards, and warmongers all of them. They have nothing but war on their minds, but we have nothing to fear from those backwater men these days."

- Other Men:

"Dunland is not far south of Bree, some trade comes from them but not much. It's probably better that way."

- Saruman the White:

"The Dunlendings have long been oppressed, and one should not ignore them in the coming days. They are an untapped resource for one who knows how to handle them."



CULTURAL BLESSING

~ Spirit of Vengeance ~

"The oppressed can only take so much..."

A long history of Dunlending oppression dating back to the days of the Numenorians has shaped these people to what they are today. The men of Dunland forget little and forgiven even less to those that have wronged them.

- When a Dunlending is wounded in battle, he rolls the Feat Die twice and takes the best result till the end of the battle.

STARTING SKILL SCORES

COMMON SKILLS

Copy the following skill ranks onto the character sheet and underline the favoured skill:

Awe	2	Inspire	1	Persuade	0
Athletics	3	Travel	2	Stealth	2
Awareness	1	Insight	0	Search	1
Explore	1	Healing	0	Hunting	3
Song	1	Courtesy	0	Riddle	0
Craft	0	<u>Battle</u>	2	Lore	0

WEAPON SKILLS

Choose one of the following weapon skill sets, and record it on the character sheet:

- 1) Bow 2, Axe 1, Dagger 1
- 2) (Hammers) 2, Spear 1, Dagger 1

SPECIALTIES

Choose two Traits from:

Beast-lore, Dunland-lore, Fire-making, Fishing, Mountaineer, Store-telling

BACKGROUNDS

1 – THE LINE OF WULF

You are a distant relative of the infamous Wulf who defeated Helm Hammerhand. Though many generations removed there is pride in your bloodline and yet scorn as well for Wulf had blood of both Dunland and Rohan.

You have had to both prove yourself worthy of the heritage of Wulf and to live up to the tales of the man that killed a Rohan King.

Basic Attributes

Body 6, Heart 4, Wits 4

Favoured Skill

Awe

Distinctive Features

(Choose two Trait from those listed)

Bold, Cunning, Determined, Fierce, Gruff, Hardy, Proud, Tall

2 – KEEPER OF TALES

You are one of the storytellers of your clan. The oral traditions of the Dunlendings are the only way they pass down their history so they are the memory of the people.

You are not as revered as the warriors of the clan, but people still show you respect. It is up to you to keep the old tales alive, and you are proud of your duties to the clans.

Basic Attributes

Body 2, Heart 6, Wits 6

Favoured Skill

Lore

Distinctive Features

(Choose two Trait from those listed)

Cunning, Curious, Eager, Fair-spoken, Forthright, Merry, Patient, Proud



3 – HEART OF VENGEANCE

You have lost someone you love to the blades of the Strawheads of Rohan. Being raised without this loved one has blackened your heart. You think of little else but war against those that have wronged you and your family.

Death will come to those that have stolen your family from you! You have spent a greater part of your life preparing yourself for the day of vengeance that is to come.

Basic Attributes

Body 5, Heart 5, Wits 4

Favoured Skill

Athletics

Distinctive Features

(Choose two Trait from those listed)

Determined, Fierce, Grim,
Hardened, Reckless, Stern, Vengeful,
Wrathful

4 – STUDENT OF ISENGARD

You have been invited to Isengard to learn and trade with the White Wizard Saruman. He is a fair mentor, and has a great many things to teach. Unlike many of your clan you have begun to learn to read and write, but not all your training is of the mind. Combat and craft are also part of the gifts Saruman has given you.

The more you learn the more you understand the needs of your people and their place in Middle-earth.

Basic Attributes

Body 3, Heart 6, Wits 5

Favoured Skill

Craft

Distinctive Features

(Choose two Trait from those listed)

Adventurous, Clever, Curious, Eager,
Secretive, Suspicious, Trusty, Wilful

5 – WARRIOR OF THE CLANS

You fight. You are a true warrior of Dunland be it with spear or bow, hammer or fists. Be it brawling with your clanmates or slipping across the Isen into the West Fold you do what it takes to win.

Many young men aspire to be little more than the best warrior of their family or their clan. They however have nothing on you, for you know you are better than they are.

Basic Attributes

Body 7, Heart 4, Wits 3

Favoured Skill

Hunting

Distinctive Features

(Choose two Trait from those listed)

Bold, Energetic, Fierce, Grim, Hardy,
Reckless, Robust, Swift

6 – WANDERER OF ERIADOR

Not all Dunlendings remain in Dunland. There is some trade among your people and those of Bree or the wandering Dwarves of the Blue Mountains. You have a spirit to travel, and have made a few trips north to Bree or the edge of the Barrow Downs.

A quick mind, and a hardy body are your tools while on the road for often you are alone in your travels and must be prepared for anything.

Basic Attributes

Body 4, Heart 4, Wits 5

Favoured Skill

Travel

Distinctive Features

(Choose two Trait from those listed)

Adventurous, Curious, Eager, Fair,
Forthright, Generous, Nimble, Swift



DUNLENDING NAMES

The Dunlend culture has developed both with contact from the Pukle-Men, and the folk of Eriador, but maintains an isolated aspect as well.

The following names are from the Dunlending culture.

Male: Aed, Aedan, Aedh, Arthfael, Bradan, Breanainn, Brennus, Brian, Bricius, Cadeyrn, Caiside, Caomh, Caratacos, Caratacus, Cathasach, Corraidhin, Cuidightheach, cuunobelinus, Cynbel, Cynwrig, Donndubhan, Drest, Drust, Drustan, Dubhslaine, Elisedd, Eogan, Faelan, Fedelm, Feidlimid, Galchobhar, Gwrtheyn, Haerviu, Iodocus, Iudicael, Judoc, Loegaire, Lugubelenus, Maedoc, Mael Maedoc, Mochan, Morcant, Ninian, Nuallan, Nynniaw, Oengus, Seisyll, Suibhne, Taveon, Teutoriogs, Torn, Treasach, Uaine, Uileog, Vaughin, Wynne

Female: Ailsa, Boadicea, Boudicca, Fedelm, Feidlimid, Genovefa, Keira, Kenna, Luigsech, Marvinia, Mavis, Medb, Nia, Noreen, Oilbhe, Oona, Padraigin, Paili, Payton, Regan, Richael, Saraid, Seana, Searlait, Sile, Sinead, Siofra, Sive, Slaine, Steise, Teamhair, Tipper, Treva, Una, Vanessa, Vevila, Yvon

Adventuring Age: 16-25

Men of Dunland don't usually become adventurers before their 16th year of age, and rarely continue, or survive beyond their late twenties, when they return to act as elders or leaders for their clan.

ENDURANCE AND HOPE

Starting scores:

- Endurance : 24 + Heart
- Hope : 8 + Heart

CULTURAL VIRTUES

A Hunter's Resolve

You have learnt to tap into the inner strength of the indefatigable and relentless hunter.

Once per day you may spend a Hope point to recover a number of Endurance points equal to your favoured Heart rating.

Blessed of the Spirits

You have taken the Three Trials given you by your clan leaders and were found worthy by the spirits.

Raise your maximum Endurance score by 3 points. Additionally, from now on the cost of raising your skill rating in Insight is lowered by 1 Experience point at each level.

Old Hatred

When you face your kin's more hatred enemy, the Rohirrim, you feel the strength of your ancestors flowing impetuously in your veins.

When you are fighting Rohirrim and their allies using hand-to-hand weapons, add a bonus of +3, or your Valour rating (whichever is higher), to the total Endurance loss inflicted by each of your blows.

Teachings of Isengard

You have spent time inside the Ringwall of Isengard learning at the feet of Sauman the White. He has opened your eyes up to a whole new world.

Lore becomes a favoured skill and the character gains +1 standing in his own community.

Traveler of Eriador

You have traveled much of the lands outside of Dunland and have grown used to the road and you tire less easily.



Reduce the difficulty of all Travel rolls during a journey by one category.

CULTURAL REWARDS

Horse-killer Spear (great spear)

A horse-killer spear is an unusually long great spear made of ash wood, designed to kill the horses and riders of Rohan.

When you attack using a Horse-killer spear, your close combat Damage rating is raised by +4 against horses or mounted riders.

Hammer of Isengard (war hammer)

A gift from Saruman of Isengard to your people this war hammer is made of exceptionally strong steel not commonly found in Dunland.

When you get a "Gandalf Rune" on the Feat die using this hammer you may smash your opponent's shield OR disarm him (in addition to the normal effects of a successful attack).

Armour of the Spirits (leather shirt/corselet)

These sets of armour are said to be blessed by the patron spirits of the clans. They allow the wearer to move with far more freedom and are less encumbering than usual.

Encumbrance is reduced by 1 (to a minimum of 1) and when performing an Athletics action, roll the Feat die twice and keep the best result.

New Weapons

Hammer Weapon Table					
Weapon	Dmg	Edge	Injury	Enc	Notes
Mace	7	G	12	2	-
War Hammer	6	G	14	2	-
Morning Star	5	10	14	1	-
Maul	10	G	16	4	2-Handed

Call Shot for Hammers: The target is weary until their next action.

Mace

Heavy-headed and flanged to better penetrate armour, the advantage of a mace is it can strike from any side just as effectively.

War Hammer

A heavy head on a stout shaft, the hammer delivers focused concussive force to a target, smashing them down regardless of armour.

Morning Star

A spiked mace (not a ball and chain), using the weight of the head to thrust the spikes through heavy armour.

Maul

A two-handed version of the hammer or mace, often incorporating a spike on top. The long shaft allows wielders to deliver devastating blows.

