

## THE THREE HOUSES OF MEN

The first men to walk the lands were of three distinct types. There was the pure barbarian type, which later went on to become the Tuor, there was the slight willowy forest wanderers who later went on to become the Beor Dain, and finally there was the stocky mountain men, who later became the Haleth.

The first of these men to walk the lands and meet the other races, starting with the Elves was a barbarian race lead by a great warrior called Tuor. Upon meeting the elves, he was at first afraid and then so inspired by them that he dedicated his life and tribe to their protection. So was the first house of Man created the House of Tuor.

During their time with the Elves they came across a warrior people from the forests who at first wanted to drive the Elves from the forests. When they came to deliver these messages, they found themselves loving the Elves and finding faith with the Elves, the Valar and the West. They then swore oaths to protect and serve the Elves for evermore and so was the second house of Men was created the House of Beor Dain. The House of Beor in their duties to protect the Elves became skilled in battle, most especially against one of the most feared foes of elvenkind, the Balrogs. The first of the Beor Dain to slay one of these fallen Maia spirits was gifted by the Valar with the spirit of a bear to call upon in time of need. Since that time all Beor Dain have been able to call upon the bear.

As time passed, the Elves and their guardian friends of Tuor and Beor travelled further from the forests and plains, and so met with the Dwarven peoples of the mountains. With these they also met another race of man. As Tuor and Beor had dedicated their lives to the protection of the Elves, so these men protected the Dwarves. Although they were skilled in the ways of the mountains, they lacked the skill at arms, which Tuor and Beor had learnt from the Elves. Seeing this and their dedication to their chosen people, the Elves offered to teach them as they had the others. This offer was accepted eagerly, and with the acceptance came the understanding of the Elven ways. Those of this house, called after its leader Haleth, vowed to continue in their protection of Dwarvenkind, but undertook further to this to protect those of the Elven race also.

Thus became the three most ancient houses of Men in the West, and their descendants still serve those ways even to this time.

## HOUSE OF BËOR

RANK	LIFE POINTS	POWER	WEAPON TYPE	STRESS RESIST	MAX PHY AC	CLASS ABILITIES
1	As per class	As per class	As per class	As per class	As per class	Berserk If Elf Hit Know Elf
2						
3						
4						Stamina 1 Strength 1
5						
6						
7						
8						Wereform *
9						
10						
11						
12						

Abilities marked \* only gained after death test

BËOR : the Bëor are a warrior race suited to life in the forests due to their willowy and slender builds. They can be of any warrior class and some mana using classes, they refrain from becoming weapon masters due to their berserking nature. The main class for them tends to be that of warrior

Bëor do not get Natural Healing

Beor can not use shields

Bëor can only progress to 8<sup>th</sup> rank. They then if they want to go beyond 8<sup>th</sup> rank must take a death test.

At full 8th level, the Bëor may take a Death Test to gain a were-form. The test is carried out against a soldier Balrog using only those weapons and armour that the Bëor has personally gained in battle (items can be 'loaned' to the Bëor, but this makes the Balrog MUCH harder!!).

## **Bëor Abilities**

**Berserk if Elf hit** – sends the Bëor in to berserk for one encounter. In this state they gain 6 points of strength and take only 1/2 of all physical damage that they would normally take from a blow – this damage reduction has no effect on mystical damage. When in this raged state the Bëor loses all weapon masteries, cannot use a shield, cannot use any skills such as dodge, turn blow, mighty blow etc. This allows the Bëor to keep going, no matter how much damage has been taken (except Spirit damage which cuts straight through) until all enemies have been killed, or escaped, or a period of 15 minutes has passed. There is a 30 second wind down period to this skill. 1 Sanity is lost per use of this skill.

**Know Elf** - Allows the Bëor to know any elf, this is a skill that encompasses the abilities of recognise, discern, recognise though disguise, this is a combination of mystical and physical and social knowledge. This also tells them if someone isn't an elf even if they are disguised to appear as one.

**Stamina 1** – this give the Beor plus 3 life points

**Strength 1**- this gives the Beor plus 3 strength

**Were-Form\*** - having passed their Death Test, the Bëor gains a were-bear form. See Ref

## HOUSE OF HALETH

RANK	LIFE POINTS	POWER	WEAPON TYPE	STRESS RESIST	MAX PHY AC	CLASS ABILITIES
1	As per class +3	As per class	As per class	As per class	As per class No shield	Berserk If Elf or Dwarf Hit Know Elf/Dwarf
2						
3						Any One Dwarven Ability
4						
5						Any One Elven Skill
6						
7						
8						Mantic I Berserk* Stamina 1* Strength 1* Strength 2*
9						
10						Gain Elven Immunities To Causes And Gain Dwarven Effect To Cures*
11						
12						

Abilities marked \* only gained after death test

HALETH : the Haleth are a religious warrior clan from the mountains they take up all warrior classes as well as spiritual warriors and Priests. They refrain from weapon master classes due to their berserking nature. They will only be mana users which are also warriors

Haleth do not gain natural healing.

Haleth can only progress to 8<sup>th</sup> rank. They then if they want to go beyond 8<sup>th</sup> rank must take a death test.

## Haleth Abilities

**Berserk if Elf or Dwarf hit** - sends the Haleth in to berserk for one encounter. In this state they gain 6 points of strength and take only 1/2 of all physical damage that they would normally take from a blow - this damage reduction has no effect on mystical damage. When in this raged state the Haleth loses all weapon masteries, cannot use a shield, cannot use any skills such as Dodge, Turn Blow, Mighty Blow etc. This allows the Haleth to keep going, no matter how much damage has been taken (except Spirit damage which cuts straight through) until all enemies have been killed, or escaped, or a period of 15 minutes has passed. There is a 30 second wind down period to this skill. 1 Sanity is lost per use of this skill.

**Know Elf/Dwarf** - Allows the Haleth to know any elf or dwarf. This is a skill that encompasses the abilities of recognise, discern, recognise though disguise, this is a combination of mystical and physical and social knowledge. This also tells them if someone isn't an elf even if they are disguised to appear as one.

**Any one dwarven ability** - this is a choice from: Shimmer x 1 day , Rock skin x 1 day , Darkness x 1 day , Freeze 6 levels x 1 day , Earth shift x 1 day , Shadow shift x 1 day, all these skills can be placed upon a dwarf or elf by the Haleth.

**Any one Elven skill** - this is the choice of any one skill off the Elven warriors' table

**Mantic I Berserk\***- As with Berserk, however the damage reduction applies to all damage taken up to Mantic 1 (ref's discretion).

**Stamina 1\*** - This gives the Haleth +3 lps total body.

**Strength 1\*** - This gives the Haleth +3 strength.

**Strength 2\*** - This gives the Haleth an additional +6 strength. Requires Strength 1.

**Gain Elven Immunities To Causes And Gain Dwarven Effect To Cures\*** - the Haleth now takes half effect from priestly causes unless cast by a member of their own race. They also take one and a half effect from spiritual curing.

## HOUSE OF TUOR

RANK	LIFE POINTS	POWER	WEAPON TYPE	STRESS RESIST	MAX PHY AC	CLASS ABILITIES
1	30	8	Single Ambidex	1S	4	Berserk If Elf Hit Know Elf Warcry +6 Strength Utilise any weapon (shamens utilise medium weapon)
2	36	9		1S	4	
3	42	10		2S	4	
4	48	11		2S	4	
5	54	12		3S	4	
6	60	13		4S	4	
7	66	14		4S	4	
8	72	15	Double Handed*	6S/7D	12*	Coldrage If Elf Hit* Immune To All Fear* Transfer Life To Elves * +6 Strength * Utilise Heavy Armour* Utilise Shield*
9	78	16		6S/7D	12*	
10	84	17		7S/8D	12*	Enhanced Warcry*
11	93	19		7S/8D	12*	
12	102	21		8S/9D	12*	Transfer Power To Elves* +6 Strength*

Abilities marked \* only gained after death test

TUOR: The Tuor are a barbarian race trained in the arts of war by the elves, but due to their background they are all of a specialised guardian class and sometimes on rare occasions shaman.

Tuors can only progress to 8<sup>th</sup> rank. They then if they want to go beyond 8<sup>th</sup> rank must take a death test.

Tuor may only wear furs as armour and cannot use a shield until such time as they pass their death test

The Tuor locations are a 1/3 split to all locations.

Tuor do not get Natural Healing

## Tuor Abilities

**Berserk if Elf hit** – sends the Tuor in to berserk for one encounter. In this state they gain 6 points of strength and take only 1/2 of all physical damage that they would normally take from a blow – this damage reduction has no effect on mystical damage. When in this raged state the Tuor loses all weapon masteries, cannot use a shield, cannot use any skills such as dodge, turn blow, mighty blow etc. This allows the Tuor to keep going, no matter how much damage has been taken (except Spirit damage which cuts straight through) until all enemies have been killed, or escaped, or a period of 15 minutes has passed. There is a 30 second wind down period to this skill. 1 Sanity is lost per use of this skill.

**Know Elf** - Allows the Tuor to know any elf, this is a skill that encompasses the abilities of recognise, discern, recognise though disguise, this is a combination of mystical and physical and social knowledge. This also tells them if someone isn't an elf even if they are disguised to appear as one.

**Warcry** - the Tuor shouts their warcry which bestows 1 deitic ac for all elves, Tuor, Beor dain and Haleth for each Tuor that uses the war cry.

The Tuor war cry is:

*“AIYA ELDALIE, I ATANATAN UTELIEN AURE, ENTELUVE LOME”*

*“Behold oh people of the Elves and fathers of Men, the night is passing day will come again”*

**+x Strength** - this give the Tuor extra strength, for each time listed in above table.

**Utilise Any Weapon** –Tuor are able to utilise any weapon type.

**(shamens utilise medium weapon)** – tuor shaman are able to use any medium or smaller weapon

**Coldrage If Elf Hit\***– sends the Tuor in to a state of rage against an opponent. A Tuor in this state will take only one quarter (1/4) of all normal physical damage after armour. The Tuor gains +6 points strength whilst in cold rage. The Tuor may still use all weapon masteries and skills whilst in cold rage. This allows the Tuor to keep going, no matter how much damage has been taken (except Spirit damage which cuts straight through), until the target(s) have been killed or escaped. There is no wind down to this skill – once the target has died or escaped, the Cold Rage ends immediately.

**Immune To All Fear\***– the Tuor is totally immune to all fear effects, this includes Shadow Death Angel.

**Utilise Heavy Armour\*** - This allows the Tuor to be able to use any Heavy Armour: for example Plate (base 12 AC).

**Utilise Shield\*** - This allows the Tuor to use Shields of any size.

**Transfer Life To Elves\*** - allows a Tuor to transfer their lifepoints to any elf at a rate of 1lp per point of damage. Range touch.

**Enhanced war cry\*** -when used causes fear in all none elven, houses of men mythos creatures.

**Transfer Power To Elves\*** - allows a Tuor to transfer their power to any elf at a rate of 1 point per second to the elves maximum. Range touch.