



Men of Dorwinion
A Racial Background

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and added/edited material

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for

The One Ring

Role-playing Game

- MEN OF DORWINION -

"It must be a potent wine to make a wood-elf drowsy; but this wine, it would seem, was the heady vintage of the great gardens of Dorwinion, not meant for his soldiers or his servants, but for the king's feast only, and for smaller bowls not for the butler's great flagons."

Dorwinion means Land of Wines and may come from the Sindarin 'dor' (land) and 'winion' (mannish in origin, closely linked to wine and denoting the kingdom's purpose).

The fertile climate, perfect latitudinal positioning, and close proximity to the Sea of Rhûn make Dorwinion the ideal agrarian society. Its wines are of such high-quality and widely enjoyed that even the elvish guards of Thranduil's prison cells drank themselves into a stupor with the wine of Dorwinion. Its wines are readily enjoyed by the Elves of Mirkwood, the Men of Dale and Esgaroth (Lake-town), and the Dwarves of the Lonely Mountain (Erebor) and of the Iron Hills. In earlier times of peace and stability, when Gondor's boundaries reached the Sea of Rhûn, Dorwinion was a protectorate and semi-autonomous colony. Its fine wines enjoyed by the Kings of Gondor and its Stewards alike.

DESCRIPTION

The Men of Dorwinion are a mixed people, descending from Northmen and Easterlings alike. Consequently, they are of average height, often with a darker skin and dark brown or black hairs, very often curly.

Men keep well-groomed moustaches and beards. When abroad, their clothes are well-crafted but simple; they are fond of jewellery but tend not to display it outside their own homes. They favour earth-tones, bright tans and orange-yellows contrasted by deep navy, burgundy, brown and green.

STANDARD OF LIVING

The Men of Dorwinion are great traders; their wines in particular are drunk at the high tables across Middle-earth. It is only through their cunning negotiations that their realm, poised precariously between Western and Eastern cultures, was able to survive. Men of Dorwinion are considered a Prosperous folk.

LANGUAGES

Men of Dorwinion generally speak the Common Speech (Westron) as well as their own language, Logthig. Some are also well versed in Sindarin to aid in their dealings with the elves of Mirkwood.





DORWINION ADVENTURERS

As merchants, the Men of Dorwinion wander far and wide, and speak to many peoples. They are not a martial culture and do not seek war, yet history has taught them to be ready when it comes to protecting their own fields and homesteads.

Suggested Callings: Wanderer and Warden. These callings reflect best the two major dispositions of the Men of Dorwinion: they either strive far and wide across the land in search of new trade routes, or they stay at home, generally open to strangers, but at the same time carefully protective of their customs and holy places.

Unusual Callings: Slayer. Living in the midst of a range of aggressive cultures, the Men of Dorwinion have learnt other ways to survive and thrive.

WHAT THEIR CHIEFTAIN SAYS...

- **Bardings:**

"It is good to see that the old markets in the West are opening up again. Let us hope that our relationship will be one of mutual trade and enrichment, and not one of envy and war."

- **Beornings:**

"They are a grim people, and overly rigid in their principles of trade. And yet we also have a lot in common: our free life-style and our desire to protect it. And their honey-bread is excellent! I would pay dearly for the recipe."

- **Dwarves of the Lonely Mountain:**

"An excellent source for high-quality metals and finely-wrought tools. A bit too fond of gold for gold's sake, if you ask me though."

- **Elves of Mirkwood:**

"We have not had much dealings with the fair folk of the woods. We hear that they buy our wines on the markets of Esgaroth. Maybe we can strike a better deal with them directly?"

- **Hobbits of the Shire:**

"A folk of small people in the Far West you say? How curious? Their lands as you describe them would have been pleasurable to the Earth-maidens."

- **Woodmen of Wilderland:**

"Their life is a hard one, under the eaves of the Great Wood. I have seen some of their woodcarvings: very fine work indeed."

WHAT OTHERS SAY...

- **King Bard of the Men of Dale:**

"They are peaceful – but do not be fooled: in trade, they are maybe even more cunning than the Dwarves! But we are glad to have them as our neighbours, though long leagues of empty lands divide us."

- **Beorn, Leader of the Beornings:**

"I haven't heard much of them. Traders, hmmm? Well, let them come and trade, as long as they pay the tolls!"

- **King Dain of the Dwarves:**

"We have heard about this land to the east. It is not so far from my old mansions in the Iron Mountains after all! I am sure they are in need of quality metals and our magic Dwarven toys."

- **Thranduil, the Elven-king:**

"I am very partial to their wine, though I must say that after that little incident with Bilbo the hobbit and the 13 dwarves, I have come to think that it also has some dangerous qualities..."

- **Bilbo Baggins, the Hobbit:**

"Ah, if I could wander to the far lands of Dorwinion! Their wine helped us a lot in the Elven-king's prison."

- **Radagast the Brown:**

"They treat their lands gently, and pay respect to beast and plant. More than you can say about many other men!"

CULTURAL BLESSING

JOURNEYMAN'S BOON

The Men of Dorwinion are born travellers, and their culture lives on the interchange between other cultures.

- Every Man of Dorwinion is so used to journeying and its perils that he can fulfil two roles during the travel phase if necessary (e.g. he can be both Hunter and Scout). At the same time, his unfailing sense of direction and knowledge about routes lets him add his Attribute to every Lore roll when preparing a journey.



STARTING SKILL SCORES

COMMON SKILLS

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

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

WEAPON SKILLS

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

- 1) (Bows) 2, Sword 1, Dagger 1
- 2) Spear 2, Sword 1, Dagger 1

SPECIALTIES

Choose two Traits from:

Boating, Folk-lore, Leechcraft, Celduin-lore, Trading

BACKGROUNDS

1 - WINE MERCHANT

Your father took you on your first journey when you were five. In ten days on the road, you saw more than in your entire life until then. And at last, when you had reached your destination, you saw the boundless horizons, the greys, greens, and blues of the Inland Sea.

After that, your path was set. You became a merchant, wandering across land and sea. And you have a matching temperament: an easy-going, friendly outward behaviour wrapped around an inner core of secret thoughts. If anything, it is the constant worry about profit that troubles you.

Basic Attributes

Body 2, Heart 6, Wits 6

Favoured Skill

Insight

Distinctive Features

(Choose two Traits from those listed)

Cautious, Clever, Cunning, Determined, Fair-spoken, Merry, Patient, Secretive

2 - TO GUARD AND PROTECT

How proud your family was when you started training with the most elite force of Dorwinion, the Realm-Master's guards. It is they who protect the important cities and sacred sites from the relentless onslaught of the Easterlings, they who defend the trade routes and therefore the veins and arteries of the realm.

Now you are one of them: loyal, steadfast, and strong. You enjoy the physical challenge of a fight, but are sober enough not to seek one yourself. You have become a good judge of character, and know that a few well-placed words can often do more than any application of force.

Basic Attributes

Body 4, Heart 6, Wits 4

Favoured Skill

Battle

Distinctive Features

(Choose two Traits from those listed)

Bold, Cunning, Determined, Forthright, Hardy, Just, Steadfast, Wary





3 - ENVOY OF THE HEALERS

You have grown up in the spiritual heart of Dorwinion, in one of the protected cities high up in the mountains. These cities are full of life: there are gardens everywhere, gardens planted by the Earth-Maidens themselves. The rarest herbs and finest flowers can be found there, and they are a site of peace, for body and mind. You have always had a knack to give this peace to the people who come here and so the Healers took you on as an apprentice at an early age.

Now that you have completed your basic training, they have set you a new task. Since they never leave the sacred cities themselves, they need their eyes, ears, and hands about the land to gather and to spread knowledge. It is up to you now to roam the land and bring healing, peace, and understanding to all its people.

Basic Attributes

Body 2, Heart 7, Wits 5

Favoured Skill

Healing

Distinctive Features

(Choose two Traits from those listed)

Cautious, Generous, Hardened, Honourable, Lordly, Merciful, Patient, True-hearted

4 - A FIERCE HEART AMONG TRADERS

You are a fighter and always will be. Even when you were little you got into innumerable brawls. You won most of them. Your hometown was a trading place for the Easterlings, and you were impressed at an early age by their culture, in which strength alone decides one's place in society. Coming from a poor family, this held a natural appeal for you. However, this wilful fighting is frowned upon in Dorwinion.

You have become a loner, haunting the seedier taverns and the alleyways at night. You are always willing to enter a good fight – ideally for a bit of gold. What most people do not realize though is that you are neither evil nor cruel. You simply see life as a struggle and have no aptitude to wriggle out of a tight spot. So you have to stand your ground and fight.

Basic Attributes

Body 4, Heart 5, Wits 5

Favoured Skill

Awe

Distinctive Features

(Choose two Traits from those listed)

Hardened, Fierce, Grim, Gruff, Reckless, Secretive, Vengeful, Wilful

5 - ON THE WAVES OF THE INLAND SEA

You were orphaned at an early age by a particularly vicious pirate attack that left your little village by the sea in cinders. Fishers picked you up a couple of days later, the only survivor of a terrible massacre. Since then, the sea has become your home and the source of your livelihood. You know each port on your coast, but rarely stay for long: the sea always calls. And deep down, there is another urge that drags you back to your ship: the desire to find these pirates one of these days, and take revenge.

Basic Attributes

Body 3, Heart 6, Wits 5

Favoured Skill

Travel

Distinctive Features

(Choose two Traits from those listed)

Adventurous, Curious, Eager, Gruff, Keen-eyed, Nimble, Reckless, Robust

6 - THE SHADOW OF GOLD

You have seen the lure of greed. You grew up in a family of prosperous merchants, always eager to expand their trade. Then the shadowy emissaries from the East arrived, promising gold for information and allegiance. Your family struck a bargain. Little did they suspect the consequences: step by step they were led down the path of treachery. At first they sold information on trade routes and rivals – gossip no more. But imperceptibly, this moved on to vital details about the city, and finally to questions of security of the realm itself.

Of course they were found out. All your goods were confiscated, and many family members including your parents were banned from the realm. You were allowed to stay, but the shadow of suspicion has never left you since. And you yearn to find out more about the men who ruined your family.

Basic Attributes

Body 3, Heart 6, Wits 5



Favoured Skill
Riddle

Distinctive Features

(Choose two Traits from those listed)

Cautious, Determined, Fortright, Honourable, Patient, Proud, Secretive, Suspicious



DORWINION NAMES

The Dorwinion culture has developed from both Northman and Easterling alike, for that reason they are prone to use the names from either of these races of men.

The following names are from the Easterling culture, for Northman names refer to the appropriate Culture within the main rulebook.

Male Names: Bór, Böri (Wolf), Borlach, Borlad, Borthand, Brodda, Edgü (Good), Gizik (Storm), Göktig (Sky-Arrow), Kargî (Spear), Kemik (Bone), Kiliç (Sword), Kustig (Bird-Arrow), Maltök (Beast-Strong), Margöz (Snake-Eye), Öldür (Killer), Sacal (Beard), Uldor, Ulfang, Ulfast, Ulwarth, Yaban (Wild), Yiltig (Wind-Arrow), Yumruk (Fist).

Female Names: Ana (Mother), Katun (Woman), Kuzu (Lamb), Mareke (Snake-Sister), Markiz (Snake-Maid). Oyna (Dance), Tigeke (Arrow-Sister), Tigkiz (Arrow-Maid), Yileke (Wind-Sister), Yilkiz (Wind-Maid).

Adventuring Age: 16-30

Men of Dorwinion don't usually become adventurers before their 16th year of age, and rarely continue beyond their forties, when they retire to serve their family back in their homelands.

ENDURANCE AND HOPE

Starting scores:

- Endurance = 20 + Heart
- Hope = 10 + Heart

CULTURAL VIRTUES

MERCHANT'S EYE

Having dealt with many cultures, you see easily into the heart of men.

- When testing Insight, roll the Feat die twice and keep the higher result.

TRAVELLER'S LEGS

Being used to the road, you tire less easily.

- Reduce the difficulty one Travel roll during a journey by one category.

GIFT OF THE EARTH-MAIDENS

You carry some precious fruits of the earth with you, given to you by the priests of the Earth-maidens themselves.

- Once per journey for each companion (including you) may eat some of this fruit and reduce their temporary encumbrance fatigue by 1.

VALOROUS WORDS

The Men of Dorwinion emphasize the importance of the community. When they fight, they fight for their fellow men, and they know the right words to inspire loyalty, valour, and steadfastness.

- When you successfully execute a Rally Comrades manoeuvre, you gain one additional success.



WINE OF DORWINION

Dorwinion's famous vintage can serve two purposes. In small quantities, it fortifies body and mind.

- Lower the difficulty of one Fear roll per session by one category OR gain 5 temporary points of Endurance for 10 rounds (also above your normal Endurance maximum).

As demonstrate on the Elven-king's butler, larger quantities of this wine act as a powerful sedative.

- Once per session, you can make a single humanoid creature fall in such a deep sleep that only the loudest of noise or direct violence can wake it – provided he can persuade it to drink the wine.

CULTURAL REWARDS

Sailor's Armour (Leather Shirt / Corslet)

These sets of armour are said to be blessed by the priest of the Earth Maidens. They allow their 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.

Kine Bow (Bow)

These special bows made out of the horn of the Kine of Araw shoot further than any normal bow. They are perfect for travelling: small, powerful, and easy to handle.

- Double the ranges of the weapon (Adventurers' Book 115).
- The character only needs to be protected by one companion in order to assume a Rearward stance.

Guarding Shield (Great Shield)

These large, tear-drop shaped shields have been developed as a special protection against the hit-and-run tactics of the mounted Easterling archers.

- Any called shot with a ranged weapon only succeeds with an extraordinary success.