

UTHRIEM ROLIRI 1



thriem Roliri, “Brotherhood of the Forest” in the Sindarin tongue, is a covert brotherhood of human woodsmen intent on protecting the wilderness and its wildlife. The group was founded by followers of Siem in the foothills of the Sorkin Mountains in the second century TR as a reaction to the depredations committed by gargun.

The Uthriem Roliri exists only on Hârn. The Brotherhood rarely has more than 200 members, preferring to remain a small and elite group. Although still concentrated in eastern Hârn, the Brothers can be found in most frontier or wilderness areas, especially where gargun live near human settlements.

A second focus of the Uthriem Roliri is to protect the wilderness from their fellow humans. The expansion of agricultural land, large-scale deforestation due to mining operations, and similar aspects of civilized life concern the Uthriem Roliri. The extent to which they should oppose these activities is a controversial issue among the Brotherhood. Although most Brothers view the spread of civilization as inevitable, there are some who see any harm to the wilderness as desecration and oppose it vigorously.

The secretive nature and impressive wilderness skills of the Uthriem Roliri have caused them to become figures of folklore. Most people have heard legends of the “wood-shadows,” and they are sometimes thought of as supernatural beings. They are frequently credited with defending villages from gargun, caring for sick and injured wild animals, and protecting and returning livestock or people lost in the wilds.

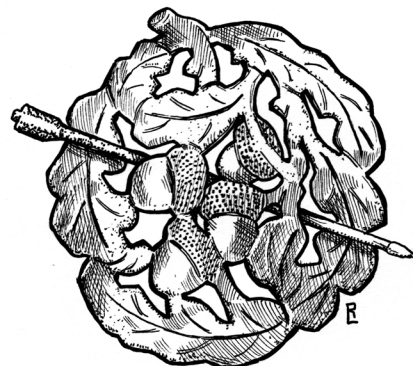
The Brotherhood takes pains to maintain this mysterious reputation. Some of their goals and actions are at odds with local laws, social customs, or religious doctrine. Their beliefs and practices are little understood by outsiders and they are likely to be viewed with suspicion by most authorities, some of whom consider them little better than outlaws.

Devotion to Siem

Siemist beliefs are an integral part of life in the Uthriem Roliri. Through contemplation and mastery of the Natural Mysteries (ancient secrets about the ordering of life), the Siemist adherent comes to understand the natural order and how to protect it. Although the Uthriem Roliri is a lay organization, this attunement to nature leads some Brothers to become enlightened holy men, or Inthiar. These Brothers are given special responsibilities within the Uthriem Roliri, such as tending to the forest groves that are sacred to Siem.

There is no central church of Siem. Siemism is a matter of the heart and soul, not of doctrine. In this sense, there are no worshipers of Siem, only those who worship the beauty with which he is associated. The sincere adherent is a moral entity, compassionate and trustworthy, and one who strives towards greater wisdom and patience.

Although all Brothers abhor cruelty towards animals, they see hunting as the natural way. They kill only what they need for food and offer a prayer to Siem over their fallen prey. Trapping animals solely for furs or entertainment is considered repugnant.



The Uthriem Roliri use the acorn, pierced by an arrow, as a symbol of membership. There is no official badge registered with the Heralds' Guild.

The Eternal Struggle

One aspect of Siemist belief that most members of the Uthriem Roliri share with the Sindarin is an acceptance that destruction of nature by man is inevitable. Yet the Brothers struggle on, knowing that Siem does not condemn those who fail, only those who do not try. This fatalistic philosophy colors most aspects of a Brother's life.

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Special Equipment

In addition to common items, the Uthriem Roliri use some special equipment received as gifts from the Sindarin or Khuzdul, made for them by trusted craftsmen, or consecrated by Inthiar.

BLADESHARP OIL UNCOMMON

The oil from crushed seeds of the habsulara plant, which, when allowed to soak into a common sharpening stone, gives blades an uncommonly sharp and durable edge. Adds +1 to Weapon Quality. Must be used once each 1d4 days.

WATERPROOFING OIL COMMON

Treating boots, quivers, and other leather goods with this oil made from leaves of the stiltrassa plant allows them to shed water much more effectively than untreated leather. Cloaks and other cloth items can also be treated, but to a lesser effect than leather goods. Must be reapplied each 1d4 months. Item must be completely dry before the oil can be applied.

SARVIN'S BOWL RARE

These woven reed bowls are impregnated with oil pressed from the stems of the emeldrys plant. Pouring water through this porous bowl produces water free from contaminants, which promotes healing and helps counter infection. Improves Treatment EML by 10–20.

DRYDUST COMMON

The tough, fibrous roots of the sab reed can be dried and ground to produce a coarse powder that is very absorbent. When sprinkled on leaves, grass, or wood, these items dry out enough to be flammable much faster than usual. Damp clothing and boots can also benefit from this drying powder. Adds +50 to the EML to start a fire (Survival skill).

ROGYN'S ACORNS COMMON

These consecrated acorns have led to the survival of more than a few Brothers caught in adverse conditions. Two acorns will sustain a person for one day. No survival role is required for the day's nourishment and no penalties are taken for lack of food. After a number of days equal to $END \div 3$, however, penalties accrue at half the normal rate.

DIVINING ROD OR STAFF UNCOMMON

Divining rods or staffs are crafted from branches of hazel or oak trees from holy groves. They can be used to indicate which direction is north, the direction of the nearest water, or to point out diseased plants, without rolling against Survival or Agriculture skills.

EAMONN'S BOOTS RARE

Eamonn of Ganik, an Inthiar in Kanday's Aleur Hundred, performs rituals throughout the process of making these boots. He makes a limited number of boots each year. The boots increase the wearer's endurance and allows him to travel farther without tiring. Add 1d6 to Endurance for walking. Bonus does not apply to combat or the ability to sustain damage.

SINDARIN HARTBOW UNCOMMON

Each year, the Sindarin king provides a few hartbows to the Brotherhood, which the Council of Wardens awards to Brothers on the basis of valor or need. Constructed of wood, bone, and sinew, the hartbow has the size and weight of a short bow but range and impact exceeding a longbow.

VAGORSEREQ (SINDARIN LONGKNIFE) UNCOMMON

The Uthriem Roliri also receive from the Sindarin a regular, if limited, supply of longknives of superior quality. These blades are 18–24 inches long and have hilts that are intricately carved with acorns or other Siemist motifs.

SINDARIN ROPE UNCOMMON

Supple rope that weighs half as much as conventional rope yet has twice the strength.

SINDARIN MAIL RARE

The Sindarin occasionally grant a gift of mail armour to Brothers who distinguish themselves or who face a difficult foe. This expertly crafted mail is more resilient (+2 against all weapon aspects) yet weighs half as much as normal mail.

KHUZAN LIGHTSTONE UNCOMMON

A crystal that emits light equivalent to that of a lantern. Khuzan lightstones do not seem to fade or go out.

KHUZAN ARMOUR RARE

Brothers who protect Khuzdul settlements have been known to receive gifts of Khuzan weapons and armour. This exceptional armour is 3/4 the weight of standard armour but provides +1d4 protection against all weapon aspects.

KHUZAN CROSSBOW UNCOMMON

The Brothers patrolling the Sorokin Mountains are often supplied with superior quality Khuzan crossbows by the Baron of Habe. These are 3/4 the weight of standard crossbows but do normal damage. Add +1 to weapon quality.