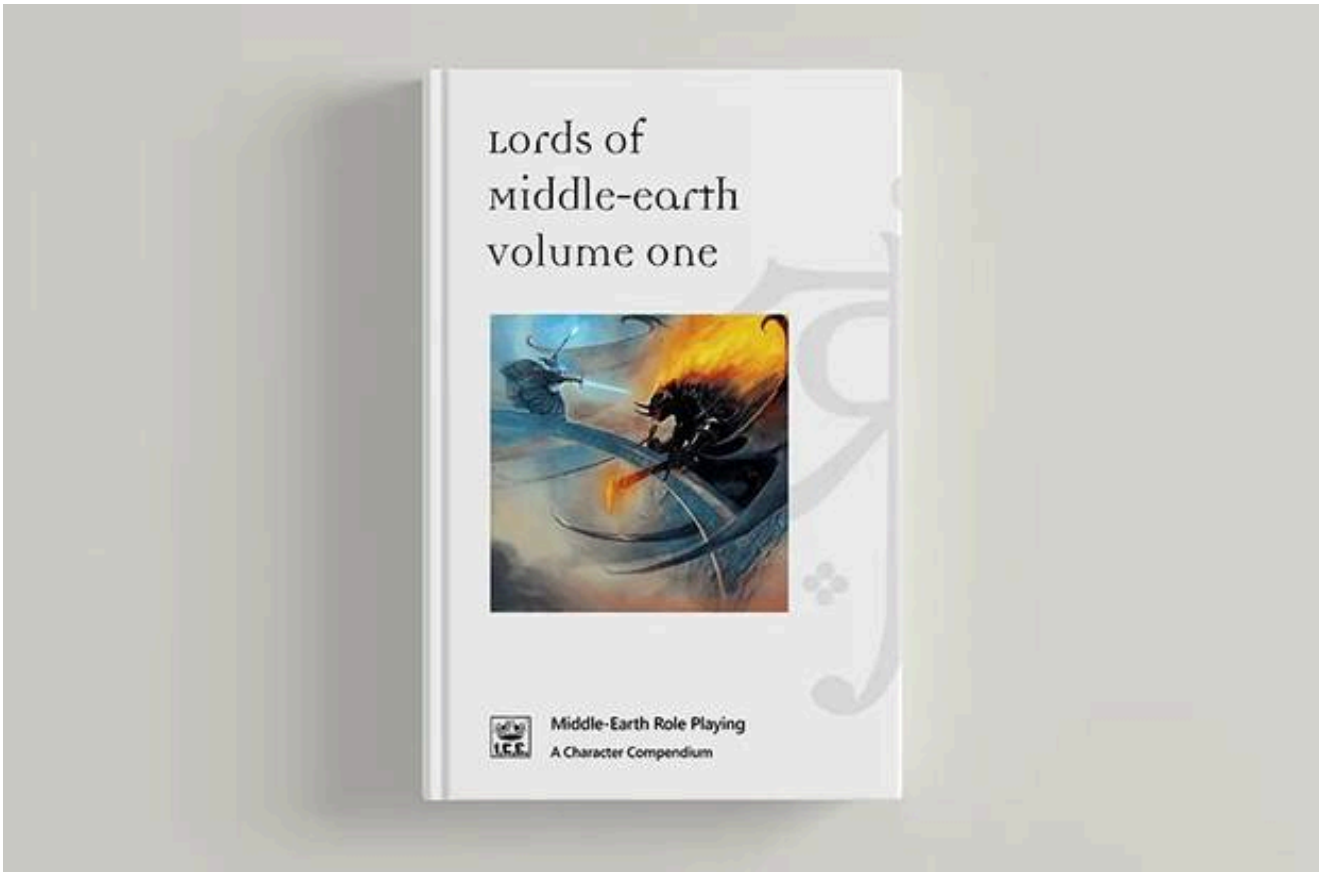
The Immortals: Elves, Maïar & Valar



How would you like to debate Saruman the White or challenge the strength of a Balrog? Could you outride Glorfindel or withstand the presence of the Lord of the Rings? Have you ever felt the need to seek the aid of a Vala? Now you can at least try.

Lords of Middle-earth permits you to meet Endor's most prominent or powerful individuals, the famous or infamous figures who affect the history of the Middle Land. You can call forth all of the major characters found in J.R.R. Tolkien's The Hobbit and The Lord of the Rings.

Elves, Maïar, & Valar is the first of the three volume Lords of Middle-earth series. Volume Two covers Men, while Volume Three covers the remaining races: Ents, Dwarves, Hobbits, Orcs, and Trolls. Together, these three comprehensive works cover the great figures from each of Endor's varied races.

It is only fitting that Volume One describes the first beings to enter Tolkien's world, the spirits called the Valar and Maïar, as well as the Firstborn of the Free Peoples, the Elves. All immortal, they dominate the early history of Middle-earth, and their influence continues to form the foundation of life in Endor. Their power remains unparalleled, although their direct influence in Middle-earth wanes with each passing Age.

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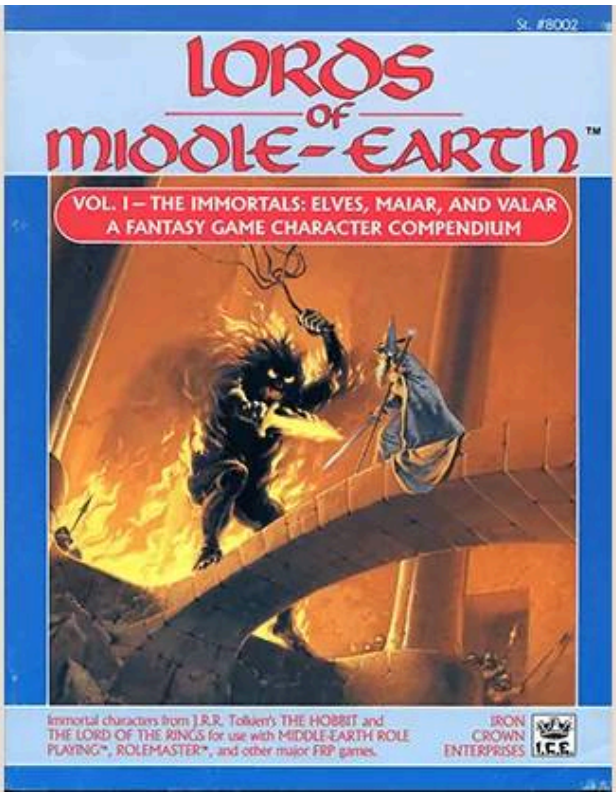
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LORDS OF MIDDLE-EARTH™

VOLUME I – THE IMMORTALS: ELVES, MAIAR, AND VALAR

In a fantasy role playing game, you become a main character in a fantasy adventure you create. With this character compendium you can meet Middle-earth's most exciting figures! Call them forth to add drama and danger to your fantasy game. Match wits with Saruman the White, challenge the strength of the Balrog! Can you ogle Glorfindel or withstand the presence of the Lord of the Rings?

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- **VALAR,** the guardians of Middle-earth – *Manwe, Lord of the Powers*; *Elbereth, Queen of the Stars*; *Tulkas, the mighty champion*.
- **MAIAR,** mighty servants of the Valar – *Gandalf, the Grey Istarimo*; *Tom Bombadil, of the Old Forest*; *The Balrog of Moria*.
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This volume describes the first beings to enter Tolkien's world: the Elves, Valar, and Maiar. Each race has a general history and a Character Glossary that alphabetically lists the major individuals. These immortals are described in terms of appearance, motivation, characteristics and background. Game Statistics for the MERP and Rolemaster game systems are included. These stats can be easily converted to most major FRP systems.

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For use with MERP Middle-earth Role Playing

I.C.E.

01 Introduction



Foreword

Fantasy role playing is akin to a living novel where the players are the main characters. Under the guidance of a referee, or "Gamemaster," each player guides his or her character and, in the process, helps to write a new story. Each game is a new and unique adventure.

This work is part of a series designed as a flexible tool for Gamemasters who wish to introduce major characters from The Hobbit or The Lord of the Rings into their fantasy games. ICE's Lords of Middle-earth is a three-volume compendium of the major characters found in the remarkable works of J.R.R. Tolkien. A game supplement, it is a statistical reference for use with most major fantasy role playing games.

This supplement is based on extensive research and attempts to meet the high standards associated with the Tolkien legacy. Rational linguistic, cultural, and geological data are employed. Interpretive material has been included with great care and fits into defined patterns and schemes. ICE does not intend it to be the sole view; instead, we hope to give the reader the thrust of the creative processes behind, and nature of, each character.

This is an authorized secondary work. It is specifically based on The Hobbit and The Lord of the Rings, and it has been developed so that no conflict exists with any of the other primary publications. Of course, always remember that the ultimate sources of information are the works of Professor J.R.R. Tolkien. Posthumous publications edited by his son Christopher shed additional light on the world of Middle-earth.

Using Lords of Middle-earth

This volume of Lords of Middle-earth is divided into three parts:

(Chapter 02) Guidelines · A section devoted to abbreviations, a citation key, and notes on converting statistics and adapting this work to any major fantasy role playing game;
(Chapters 03 to 06) Race Sections · Sections describing the general character and principal individuals of the races covered by this work; and
(Chapter 07) High Level Characters · A section providing a sampling of stats and bonuses for typical high-level characters, together with guidelines for generating and handling high level characters in a fantasy role playing game.

Guidelines



The Guidelines provide the means to use Lords of Middle-earth in your fantasy role playing game. This section includes abbreviations, definitions of game terminology, and conversion notes. It enables the reader to understand the codes and citations found in later passages.

Since this work is described in terms of ICE's Middle-earth Role Playing and Rolemaster game systems, we include provisions for translating game stats and bonuses for use with other games. (After all, this work is intended as a supplement adaptable to most major role-playing games.)

Race Sections

Each race section begins with a survey of the group's general history and features and an examination of the race which delineates the relationship between all the race's subgroupings (e.g., Fair Elves versus Grey Elves). The Character Glossary follows, providing an alphabetical compilation of the race's major individuals.

Each figure is described in terms of his or her appearance, motivations, characteristics, and background, in addition, we provide charts containing a listing of each individual's game statistics—his or her profession, stats, skills, and items—with statistics for both Middle-earth Role Playing and Rolemaster game systems.

A Short Description Glossary section covering less prominent characters follows some of the Character Glossaries. While the material covering each character in this alphabetical listing is quite brief, it helps illuminate the character's status, as well as his or her relationship to more important individuals.

None of the characters in Lords of Middle-earth is given the exhaustive treatment found in the character studies in ICE's Middle-earth Campaign Modules. Instead, the emphasis is on significantly pertinent information. A character's home and principal possessions, for instance, are listed but they are not described in any great detail. These works are game supplements, general aids; they are not substitutes for products that focus on particular places or individuals.

The material in Lords of Middle-earth is drawn from authorized sources and, wherever reasonable, these entries provide citations to pertinent sections in The Hobbit and The Lord of the Rings. Where ICE has extrapolated information, the entry cites ICE's Middle-earth role playing rules and supplements. More information about the works and the use of these citations is located in the Guidelines section described above.

High Level Character Generation

A section on generating high level (11th level or higher) characters is located at the end of each volume of Lords of Middle-earth. Keyed to the races covered by the given volume, this section provides a means to (1) quickly generate high level non-player characters, and (2) develop characters past 10th level. Guidelines for the use of power (e.g., spells and magic items) are also included.

A Note on the Temporal Setting

The material is written from the point of view of a Third Age or Fourth Age setting. Although most of the characters described began their lives before the Third Age, many survive through or beyond the time of the War of the Ring. In some cases, these figures will be discussed in the present tense for, after all, this supplement deals with immortal beings.

Guidelines

Space does not permit us to spell out every thought or include statistics for every major role-playing game system, so we include the following abbreviations, definitions, citation guidelines, and conversion notes.

Section 3.1 covers abbreviations. Definitions of frequently employed game terms are set out in Section 3.2, while notes on the use of source citations appear in 3.3. Section 3.4 enables readers to translate statistics into numbers usable in most other fantasy role playing games.

Abbreviations

The most commonly used abbreviations are listed here alphabetically according to subcategories.

Game Systems and Supplements

Abbr.	Supplement
AL/CL	Arms Law & Claw Law
Ch&CaL	Character Law & Campaign Law
FH	Fantasy Hero
LOME	Lords of Middle-earth
MERP	Middle-earth Role Playing
RM	Rolemaster

Sources

Abbr.	Name
Hob	The Hobbit (Ballantine ed.)
LotR	The Lord of the Rings (Houghton Mifflin ed.)
LotRI	The Fellowship of the Ring (Ballantine ed.)
LotRII	The Two Towers (Ballantine ed.)
LotRIII	The Return of the King (Ballantine ed.)
Sil	The Silmarillion (Ballantine ed.)
UT	Unfinished Tales (Houghton Mifflin ed.)

Authorized Publishers

Abbr.	Name
GA&U	Allen & Unwin, Ltd. (George Allen & Unwin, Ltd., London, England)
Bal	Ballantine Books (a division of Random House, New York, NY)
HM	Houghton Mifflin Company (Boston)
UP	Unwin Paperbacks (London, England)

Character Stats

Abbr.	Name
Ag	Agility (RM and MERP)
Co	Constitution (RM and MERP)
Em	Empathy (RM)
Ig	Intelligence (MERP)
It (In)	Intuition (RM and MERP)
Me	Memory (RM)
Pr	Presence (RM and MERP)
Qu	Quickness (RM)
Re	Reasoning (RM)
Sd	Self Discipline (RM)
St	Strength (RM and MERP)

Game Terms

Abbr.	Name	Abbr.	Name
AT	Armor Type	**PP**	Power Points
Crit	Critical strike	**R or Rad**	Radius
D	Die or Dice	**Rnd or Rd**	Round (10 second period)
DB	Defensive Bonus	**RR**	Resistance Roll
D100	Percentile Dice results (01-100)	**Stat**	Statistic or Characteristic
FRP	Fantasy Role Playing	**bp**	bronze piece(s)
GM	Gamemaster	**cp**	copper piece(s)
Lvl	Level (experience or spell level)	**gp**	gold piece(s)
MA	Martial Arts	**ip**	iron piece(s)
Mod	Modifier or Modification	**jp**	jade piece(s)
NPC	Non-player Character	**mp**	mithril piece(s)
OB	Offensive Bonus	**tp**	tin piece(s)
PC	Player Character		

Middle-earth Terms

Abbr.	Name	Abbr.	Name
A.	Adûnaic	**Kh.**	Khuzdul (Dwarvish)
Be.	Bethteur (Silvan Elvish)	**LotR**	The Lord of the Rings
BS.	Black Speech	**Or.**	Orkish
Cir.	Cirth or Certar	**Q.**	Quenya
Dn.	Daenael (Old Dunael)	**R.**	Rohirric
Du.	Dunlending	**Rh.**	Rhovanion
E.	Edain	**S.**	Sindarin
El.	Eldarin	**S.A.**	Second Age
Es.	Easterling	**Si.**	Silvan Elvish
1.A.	First Age	**T.A.**	Third Age
F.A.	Fourth Age	**Teng**	Tengwar
H.	Hobbitish (Westron variant)	**V.**	Variag
Har.	Haradrim	**W.**	Westron (Common Speech)
Hob.	The Hobbit	**Wo.**	Wose (Drúedain)
Kd.	Kuduk (ancient Hobbitish)		

Key to the Table Entries

Codes · The statistics given in the tables describe the physical capabilities of each character; a more detailed description of the characters can be found in the main text. Some of the codes are self-explanatory: Lvl (level) Hits, Sh (shield), and Mov M (Movement and Maneuver bonus). The more complex codes are listed below.
AT (Armor Type) · The two-letter code gives the being's MERP armor type (No = No Armor, SL = Soft leather, RL = Rigid Leather, Ch = Chain, Pl = Plate); the number is the equivalent ROLEMASTER armor type.

DB (Defensive Bonus) · The given defensive bonuses include stat bonuses, shield bonus, bonuses for equipment (e.g., armor bonuses), and bonuses from continuous spells that are always applicable. A "+" after the DB indicates that other bonuses may apply in certain circumstances (e.g., usually spells such as Defection, Bladeturn, and Displacement.
Sh (Shield) · A "N" indicates that a shield is not normally used, while a "Y" indicates that a shield is normally used and is already included in the character's DB. Shield references also include quality bonuses in addition to the normal +25 for a shield (e.g., "Y5" indicates "Yes, a +5 shield").
Gr (Greaves) · "A" and "L" are used to indicate arm and leg greaves respectively; "N" indicates no greaves.
OB's (Offensive Bonuses) · Two offensive bonuses are given for each character: The Melee OB for the character's most often used melee weapon and the Missile OB for the character's most often used missile weapon. Melee and missile offensive bonuses include the bonus for the combatant's best weapon in that category.
Weapon abbreviations following OB's

Abbr.	Name	Abbr.	Name
ba	Battle Axe	**ma**	Mace
bo	Bola	**ml**	Mounted Lance
bs	Broadsword	**pa**	Pole Arm
cb	Composite Bow	**qs**	Quarter Staff
cl	Club	**ro**	Rock (Large Crush)
da	Dagger	**rp**	Rapier
fa	Falchion	**sb**	Short Bow
ha	Hand Axe	**sc**	Scimitar
hb	Halberd	**si**	Sling
hcb	Heavy Crossbow	**sp**	Spear
ja	Javelin	**ss**	Short Sword
ky	Kynac	**th**	Two-Handed Sword
lb	Long Bow	**ts**	Throwing Star
lcb	Light Crossbow	**wh**	War Hammer
lk	Long Kynac	**wm**	War Mattock
wp	Whip		

Animal and unarmed attacks are abbreviated using codes from the Animal Statistics Table in MERP (CST-2): the first letter gives the attack size (T = Tiny, S = Small, M = Medium, L = Large, H = Huge); the second two letters give the attack type (Ts = Trample/Stomp, Gr = Grapple, etc.).

"MAsw" or "Msw" stand for Martial Arts sweeps and throws, "MAst" or "Mst" stands for Martial Arts strikes, and "MA" stands for both types of Martial Arts. The letter before the "M" in one of these types of attacks indicates the attack's "Rank" (i.e., "S" = Rank 1; "M" = Rank 2; "L" = Rank 3; and "H" = Rank 4). "ik" stands for ikasha: a throwing weapon (use short sword attack table) with no penalty to 100′ and short bow penalties after that.

"WE" stands for any weapon, including both types of Martial Arts (Rank 4). This code is usually reserved for special characters such as Maïar and Valar.

An "*" indicates that the weapon has some special effect (e.g., a damage multiplier, an additional critical, an unusual range, etc.).

Definitions

The majority of unique terms are described later in the text. Those defined below, however, are frequently used or very important terms.

Ainur · (Holy Spirits) The divine servants of Eru, born out of Eru's thought. Although they are formless spirits, they have male and female genders and are capable of assuming corporeal form. Most of the Ainur reside with Eru in the Timeless Halls outside Eä, but a few—the Valar and Maïar—reside in Ea. The Ainur are also called the Holy Ones, the Singers, or the Spirits.
Aman · (Blessed Realm) The continent west of Middle-earth, across the Belegaer (Great Sea). It contains Valinor (the home of most Valar and Maïar and many Elves), mainland Eldamar, and the Halls of Awaiting (the place of the dead).
Arda · (The Place) The entire world created by Eru, through his servants the Valar, including Endor (Middle-earth) and Aman but not Menel (Heaven). In the First Age and most of the Second Age it is circular and flat, but in the Third Age it is remade as a sphere.
Belegaer · (Great Sea) The ocean which separates Aman (to the west) from Middle-earth (to the east). Also called the Mighty Sea or Sundering Sea.
Beleriand · (Great Country) The north-westernmost part of the continent, it is the area of Middle-earth west of the Blue Mountains. Most of this land sinks into the ocean and is destroyed in the cataclysmic battle that ends the First Age. The surviving portions of Beleriand are called Lindon. Also called the Great Land or Country of Balar.
Eä · (Existence) Eä is all that is, the whole of Eru's Creation and includes Arda and Heaven (Menel). Born out of the Great Music (Ainulindalë) that defined the divine order of existence, it remains bound by the patterns (Essence) of the Song. Outside of Eä are the Timeless Halls of Eru (The One) and the Ainur (Holy Spirits) and the Timeless Void (Nothingness).
Eldamar · (Elven home) The portion of the Undying Lands which includes two parts — (1) the mainland lowlands east of the mountains of western Aman (the Pelóri), and (2) the island of Tol Eressëa off Aman's east coast.
Elves · (Q. "Quendi") The immortal Children of Eru and the noblest of the Free Peoples. Also called the Firstborn, they awoke before Men or Dwarves and were the first race to speak. Elves settled in both Middle-earth and Aman.
Encircling Sea · (Ekkaïa) The great ocean that encircles Arda. It lies south, east, and north of Middle-earth. Also called the Outer Sea. In the First Age and late Second Age, it was surrounded by the Walls of Night; but, in the late Second Age, when Arda was remade as a sphere, it circumscribed and covered most of the world.
Endor · (Middle Land; Middle-earth). Endor is the Sindarin Elvish label for the Middle Continent of Arda. Also called Ennor or Endóre.
Ered Harmal · (S. "Mountains of the Golden South") Mountain chain in south-central Endor.
Eru · ("The One" or "He that is Alone" Q. "Ilúvatar") The creator of Eä and all things within and without.
Dwarves · (Kh. "Khazad") Although fashioned by the Vala Aulë before the awakening of Men, this hardy but short race came into Endor after the Second born. Long-lived yet mortal, they remain apart from both Elves and Men.
Hildorien · (S. "Land of the Followers") Birthplace of Men in the F.A., Hildorien laid south of Cuiviénen, along the northern flanks of the Mountains of the Wind in the Farthest East of Middle-earth.
Hobbits · (Kd. "Khuduk") Also called halflings, the Hobbits are the shortest of the Free Peoples. They are a simple race of curious origin, divided into Stoor, Harfoot, and Fallohide subgroups.
Iron Mountains · ("Ered Engrin" or "Orongreni") The mountain range in the farthest north of Middle-earth. Ever since the cataclysm at the end of the First Age, its westernmost portion lies mostly beneath the sea, while the rest of the range is sundered by the great Bay of Utûm.
Maïar · (Q. sing. "Maïa") The lesser Ainur who entered Eä as servants of the Valar. (See Section 5.0.) They are also known as the People of the Valar, the Servants of Valinor, and the Servants of the Guardians. The ignorant (notably among Men) call them "Lesser Gods."
Maier · (sing. "Maie") The female Maïar.

Menel · (Heaven) Literally the Region of Stars, it includes all of the heavens and lies above Arda.
Mountains of the Wind · (S. "Ered Gwaen;" Q. "Orosuli") Mountain range in southeastern Middle-earth. In the early days of Arda, before the changes, these peaks comprised the middle range of the three mountain chains in the East.
Nazgûl · (Ringwraith) One of the Nine who as Mannish kings accepted and were corrupted by the Rings of Power forged by Sauron. (See Lords of Middle-earth, Volume 1.)
Númenór · (Westernesse) The great island continent located in the middle of the Great Sea until its destruction (Downfall) in Second Age 3319. From the early Second Age until its Downfall, Númenór was occupied by the High Men (Edain) who called themselves Númenóreans. These Men were the ancestors of the Dúnedain race. Númenór literally means West Land and was the westernmost home of mortal Men.
Orocarni · (Q. "Red Mountains;" S. "Ered Caran") Mountain range in northeastern Endor. The Elven birthplace of Cuiviénen was set in the foothills of these peaks. In the early days of Arda, before the changes, these peaks comprised the northern range of the three mountain chains in the East.
Shetflands · The coastal lands between the Mountains of the Wind and the Encircling Sea in southeastern Middle-earth. Includes Lochas Drus, Ka'ish, Arg-Símorig, and Ruuriik.
Undying Lands · Sometimes considered synonymous with Aman, it includes Aman and Tol Eressëa. Its inhabitants—Elves, Maïar, and Valar—are immortal; thus, the origin of the label. The land itself does not necessarily confer immortality.
Valar · (Q. sing. "Vala;" S. "Belain;" S. sing. "Balan") The greater of the Ainur who entered Eä as guardians and executors of Eru's vision. There were originally fifteen Valar; however, Melkor (Morgoth) fell from grace, leaving seven male and seven female Valar. The eight called the Aratar are mightiest. (See 4.0.) Morgoth's name was never again spoken by the Exalted and he was counted as the greatest of the Great Enemies. (See 7.0.) The Valar are also known as the Mighty, the Exalted, the Great Ones, the Lords of Arda, the Guardians, the Lords of Valinor, the Lords of the West, and (by the ignorant) the Gods.
Valier · (sing. "Valië") The seven female Valar.
Valinor · (Land of the Valar) The region in eastern Aman which is the home of the Valar, most of the Maïar, and the Vanyar Elves. It lies west of Eldamar and its capital is Valimar.
Walls of Night · The utterly black mountain bounds which encircled Arda prior to its reformation in Second Age 3319. These walls marked the edge of the world and the only exit was at the Doors of Night in the farthest West. The Gates of Morning in the farthest East served as the only entry.
Yellow Mountains · (Q. "Orolanari" S. "Ered Laranor") Also called the Mountains of the South, these peaks extend across the southern part of Middle-earth. In the early days of Arda, before the changes, these peaks comprised the southern range of the three mountain chains in the East.

Citations

Since this is a game supplement, the descriptions in the character glossaries have been confined to material pertinent to fantasy role playing. In order to provide the reader with access to more information, we provide citations to selected sections of the works; however, generally only one significant section is indicated.

All citations are italicized. Bold italic print citations denote a reference to one of Tolkien's works or, when specified, to one or more ICE products. ICE's publications contain extrapolated material and do not contain text attributable to J.R.R. Tolkien.

> ***Example**: A citation states "Read LotRII 422. See ICE's MERP 111." This means you can find more information in The Lord of the Rings Part II, The Two Towers. The material is at page 422 in the Ballantine (U.S. paperback) version. More data is in ICE's Middle-earth Role Playing at page 111.*

Converting Statistics

When using this module with your FRP campaign, be careful to note all the non-player character statistics before beginning play.

1-100 Stat	D100 Bonus	D20 Bonus	3-18 Stat	2-12 Stat
102+	+35	+7	20+	17+
101	+30	+6	19	15–16
100	+25	+5	18	13–14
98–99	+20	+4	17	12
95–97	+15	+3	16	11
90–94	+10	+2	15	11
85–89	+5	+1	14	10
75–84	+5	+1	13	9
60–74	0	0	12	8
40–59	0	0	10–11	7
25–39	0	0	9	6
15–24	–5	–1	8	5
10–14	–5	–1	7	4
5–9	–10	–2	6	3
3–4	–15	–3	5	3
2	–20	–4	4	2
1	–25	–4	4	2

A Note on Stats Above 102

MERP and Rolemaster provide bonuses and PP/level's for stats up to 102. Due to the special powerful nature of the characters presented in LOME (e.g., Maïar, Eldar, Kings, High Men, etc.), stats are often included that exceed 102. The chart below provides the bonus and PP/level values that were used to calculate the capabilities and bonuses for the characters in LOME. Round down if a fraction results (e.g., for a stat of 111, the normal PP/lvl is 8.5 rounded down to 8).

PP/level

Stat	Bonus	Normal	Maia/Valar
100	25	3	3
101	30	3	3
102	35	4	4
103	40	4	5
104	45	5	6
105	50	5	7
106	55	6	8
107	60	6	9
108	65	7	10
109	70	7	11
110	75	8	12
110+	+5/stat pt.	+.5/stat pt.	+1/stat pt.

Converting Hits and Bonuses

When converting percentile values to a 1-20 system a simple rule is: for every +5 on a D100 scale you get a + 1 on a D20.
The concussion hit numbers found in this module represent general pain and system shock. They cover bruises and small cuts rather than wounds. Critical strike damage is used to describe serious wounds and fatal blows. The hit figures shown here are less important than those used in game systems where death occurs as a result of exceeding one's available hits. Should you use a game system that employs no specific critical strike results, such as TSR Inc.'s Dungeons and Dragons, simply double the number of hits your characters take or halve the hit values found in this module.

Converting Statistics for any Major FRP System

All the statistics and numerical information used in this module are expressed on a closed or open-ended scale with a 1-100 base. They are designed for use with percentile dice (D100). Use the chart below to derive appropriate bonuses or to convert the 1-100 numbers to figures suitable for non-percentile systems.

Converting Stats

Ten stats are used to describe each character detailed in the module. Should you use a character development system with different characteristics and/or an alternative number of stats, simply follow these steps:

1. **Assign the appropriate stat** from your FRP system to the value given beside the analogous characteristic listed in the module. If your rules use fewer stats, you may wish to average the values for those combinations of factors which contribute to a characteristic found in your system (e.g. dexterity = an average of quickness + agility). Should your guidelines utilize more stats to describe part of a character, you may wish to use the value provided for more than one "corresponding" characteristic (e.g. you might use the value assigned to

constitution for both endurance and durability). The following is a chart listing some examples of equivalent stat terms:

- **Strength**: power, might, force, stamina, endurance, conditioning, physique, etc. Note that the vast majority of systems include strength as an attribute.
- **Agility**: dexterity, deftness, manual skill, adroitness, maneuverability, stealth, dodging ability, litheness, etc.
- **Quickness**: dexterity, speed, reaction ability, readiness, etc.
- **Constitution**: health, stamina, endurance, physical resistance, physique, damage resistance, etc.
- **Self** Discipline: will, alignment, faith, mental strength or power, concentration, self control, determination, zeal, etc.
- **Empathy**: emotional capacity, judgment, alignment, wisdom, mana, magical prowess, bardic voice, etc.
- **Reasoning**: intelligence, learning ability, study ability, analysis rating, mental quickness, logic, deductive capacity, wit, judgment, I.Q., etc.
- **Memory**: intelligence, wisdom, information capacity, mental capacity, recall, retention, recognition, etc.
- **Intuition**: wisdom, luck, talent, reactive ability (mental), guessing, ability, psychic ability, insight, clairvoyance, inspiration, perception, presentiment, etc.
- **Presence**: appearance, level-headedness, panic resistance, morale, psychic ability, self control, vanity, perceived power, mental discipline, bardic voice, charisma, etc.

2. **Convert the statistical value** of the assigned characteristics to numbers appropriate for your game. If your FRP system uses percentage values, no change should be necessary. If not, use the conversion table.

Converting Combat Abilities

All combat values are based on MERP or Arms Law/Claw Law. The following guidelines will also aid conversion.

1. Strength and quickness bonuses have been determined according to Table 1.32 above. Note the stats you are using and compute these bonuses using the rules under your system;
2. Combat adds based on level included here are: + 3/level for fighters and rogues, +2/level for thieves and warrior monks, and + 1/level for bards, monks and rangers. Simply take the level of the NPC, note his character class (or equivalent under your system), and compute any offensive bonus (due to level) appropriate for your game. Note that the bonuses other than those mentioned under armor type are “offensive” adds.
3. If your system is based on Skill Levels (or other skill increments), use the offensive bonus as given. You may have to convert the add to a non-percentile value. Alternatively, you may wish to note Section 1.37.
4. Armor Types given are based on the following breakdown:

Armor type	Covering Description
1	Skin (or light/normal clothing)
2	Robes
3	Light Hide (as part of body, not armor)
4	Heavy Hide (as part of body, not armor)
5	Leather Jerkin (pliable leather)
6	Leather Coat
7	Reinforced Leather Coat
8	Reinforced Full-Length Leather Coat
9	Leather Breastplate
10	Leather Breastplate and Greaves
11	Half-Hide Plate (as part of body, not armor)
12	Full-Hide Plate (as part of body, not armor)
13	Chain Shirt
14	Chain Shirt and Greaves
15	Full Chain
16	Chain Hauberk
17	Metal Breastplate
18	Metal Breastplate and Greaves
19	Half Plate
20	Full Plate

Simply look at the armor description and substitute the appropriate armor type/class from your FRP system;

1. Defensive bonuses are based on the NPC's quickness bonus as computed on Table 1.32. Where the defensive bonus is in parentheses, the value also includes the added capability of a shield (an extra 20 for non-magic normal shields, plus any value for magical enhancement).

Converting Spells and Spell Lists

Spell references provided here are in the form of "lists," groupings of related spells. Each list has a common theme and normally will have a different but related spell at each level. For instance, knowledge of "Fire Law" to tenth level would result in the acquisition of 10 similar fire-based spells, one of each level from one to ten. Whether the spell user could effectively cast these spells would be up to the GM, the system, and the caster's level or degree of skill. FRP systems using rules which provide for the learning and development of spells through "colleges" or along specialized lines employ concepts similar to those used in this module. Many systems, however, dictate that player characters or NPCs undertake to learn but one spell at a time, often with no requirement that its subject matter/effect relate to a particular background or pattern. Converting the NPC spell lists to individual spell counterparts will be more difficult, but can be achieved with relative ease using the following guidelines:

1. Look at the NPC's spell lists and note the various names for the groupings. Each name will indicate what type of spell specialization the NPC has followed (e.g. the "Fire Law" list indicates a preference for fire-oriented spells);
2. Note the NPC's level and determine the number of spells or spell groupings he/she would have under your game system. Also, consider the level of power of accessible spells the NPC would have (e.g. a 5th level magician under your rules might have a maximum of 8 spells—two 3rd level spells, three 2nd level spells, and three 1st level spells).
3. Select spells from your system appropriate for a spell user of the NPC's level and profession, keeping in mind that the preferences indicated in the module should be followed where possible.

A Note on Levels

When using certain "level systems," a GM may find that the levels provided make characters too powerful for his world system. If this is the case, multiply the levels given by .75 or .6 depending upon your situation. This would reduce a 20th level character to a 15th level or 12th level character respectively. Remember to reduce appropriate bonuses accordingly.

Skill Bonuses

General skill bonuses can be obtained by taking the level of the character and calculating the appropriate bonus under the system being used. An NPC's add, as noted above, will be based on a compilation of level, his weapon and/or other items, the relevant stats, and skill levels.

The normal bonus derived from skill development has been computed as follows:

1. Where the skill level is zero the bonus is - 25, a reflection of basic unfamiliarity;
2. A bonus of +5 is awarded for skill level one (a +30 jump);
3. For each skill level between one and ten an additional +5 bonus is applied (e.g. skill level seven yields + 35);
4. For skill levels eleven through twenty the additional bonus is +2 (e.g. skill level nineteen yields + 68);
5. For skill levels twenty-one through thirty an additional bonus of +1 per level is awarded (e.g. skill level twenty-eight yields + 78); and
6. A bonus of + 1/2 is given for each skill level above thirtieth level.

Rolemaster Skills in LOMEI

MERP and Rolemaster are skill-based systems. Each character and NPC is described not only by his vital statistics (such as Strength, Constitution, etc.) but also by the skill bonuses which he has earned. These values usually run between 1-100 (i.e., a percentage scale) but powerful characters, or characters who have intensely developed a skill may have values over 100.

The LOME series uses more skills than any other part of I.C.E.'s fantasy role-play systems published to date: MERP and Rolemaster. Veteran players of I.C.E.'s FRP games no doubt noticed a few new skills in LOMEI with which they were not familiar. What follows is a comprehensive list of all skills used in LOME with the relevant vital statistics which contribute bonuses to that skill, as well as a revised set of abbreviations.

If no skill bonus is given for a character, it indicates that he/she has no skill ranks for that skill. It is entirely possible, however, that the character's stat, level, and/or profession bonuses would still give that character a bonus for that skill. Certain skills are not specifically described in MERP or Rolemaster because they are seldom used in a normal campaign (e.g., administration, crafting, architecture, etc.). These skills are merely used to give an idea of character skills developed outside of an adventuring environment.

Bonus	Type
None	Melee
None	Missiles
DB	Defensive Bonus
Climb	Climbing
Swim	Swimming
Ride	Riding
DTraps	Disarm Traps
Plock	Pick Locks
S&H	Stalking & Hiding
Perc	Perception
Rune	Read Runes
S&W	Staves & Wands †
Chan	Channeling
ST/ST/AG	Hand to hand attack
AG/AG/ST	Bows, slings, etc.
QU	DB derived from shields, magic, adrenal def., etc
AG	Primary Skill
EM/AG	Primary Skill
IN/AG	Primary Skill
IN/RE/AG	Primary Skill
AG/SD	Primary Skill
IN/IN/RE	Primary Skill
EM/IN	Primary Skill
EM/IN	Primary Skill
IN	Primary Skill

† — Staves & Wands is the "Use Items" skill in MERP.

Abbr.	Name	Carac.	Type
Acro	Acrobatics	AG/QU	Secondary Skill
Act	Acting	PR/EM	Secondary Skill
ADef	Adrenal Defense	none	Primary Skill
Admin	Administration	RE/PR	Develop as Meditation
Amb	Ambush	none	Primary Skill
AMov	Adrenal Moves	PR/SD	Primary Skill, 5 kinds
AnimH	Animal Healing	EM/RE	Secondary Skill
AnimT	Animal Training	EM/PR	Develop as Herding
Appr	Appraisal	RR/ME	Develop as Music
Arch	Architecture	RE/EM	Develop as Mathematics
AthG	Athletic Games	ST/AG/QU	As Acro. (Fighters. at 1/4)
BDev	Body Development	CO	Primary Skill
Cave	Caving	SD/RE	Secondary Skill
Chem	Chemistry	RE/ME	Develop as Cookery
Cont	Contortions	AG/SD	Secondary Skill
Cook	Cookery	IN/RE	Secondary Skill
Craf	Crafting	AG/SD	Develop as Retching
Dance	Dance	AG/IN	Secondary Skill
Dipl	Diplomacy	RE/EM	Develop as Falsification
Div	Diving	SD/AG	Secondary Skill
DSp	Directed Spells	AG	Primary Skill
FAid	First Aid	SD/EM	Secondary Skill
Fals	Falsification	SD/RE	Secondary Skill
For	Foraging	IN/ME	Secondary Skill
Fren	Frenzy	EM/SD	Secondary Skill
Gamb	Gambling	ME/PR	Secondary Skill
Herd	Herding	EM/PR	Secondary Skill
Het	Fletching	AG/SD	Secondary Skill
Lead	Leadership	PR/RE	As Acting (Fighters 1/3)
LI	Linguistics	none	Primary Skill
LWork	Leather-working	AG/RE	Secondary Skill
MAst	Martial Arts Strikes	ST/ST/AG	Primary Skill
MAsw	M.A. Sweeps&Thr.	AG/AG/ST	Primary Skill
Math	Mathematics	RE/ME	Secondary Skill
Med	Meditation	PR/SD	Secondary Skill
Mus	Music	AG/EM	Secondary Skill
Nav	Navigation	RE/IN	Secondary Skill
PSp	Public-speaking	EM/PR	Secondary Skill
RMas	Rope Mastery	ME/AG	Secondary Skill
Row	Rowing	SD/St	Secondary Skill
S&T	Strategy &Tactics	IN/RE	As Frenzy (Fighters 1/3)
Sail	Sailing	EM/IN	Secondary Skill
Sed	Seduction	EM/PR	Secondary Skill

Abbr.	Name	Carac.	Type
Sig	Signaling	ME/SD	Secondary Skill
Sing	Singing	PR/IN	Secondary Skill
Ski	Skiing	AG/SD	Secondary Skill
Smith	Smithing	ST/AG	Secondary Skill
SpMas	Spell-mastery	varies	Secondary Skill
Star	Star-gazing	IN/ME	Secondary Skill
Stone	Stone-carving	SD/AG	Secondary Skill
Subd	Subduing	AG/QU	Secondary Skill
Track	Tracking	IN/RE	Secondary Skill
Trad	Trading	RE/EM	Secondary Skill
TrapB	Trap-building	RE/EM	Secondary Skill
Trick	Trickery	PR/QU	Secondary Skill
Tumb	Tumbling	AG/SD	Secondary Skill
Wea	Weather-watching	IN/EM	Secondary Skill
Wood	Wood-carving	AG/EM	Secondary Skill

Note: Costs for "Primary Skills" are given in Section 3.0 of Ch&CaL and costs for "Secondary Skills" are given in Section 14.14 of Ch&CaL.

The Valar



The Valar were the highest among the Ainur who came to Eä in the beginning. There were fourteen Valar—excluding the High Ainu Morgoth, whose fall from grace forever removed his name from the rolls of the Exalted.

As Ainur, the Valar are immortal spirits without need of corporeal conveyance. Their spirits only took form so they could interact with the Children of Eru. The Valar's role, which was the creation and wardship of Arda and the Heavens, dictated their need for shape and their occasional adoption of physical bodies. Guardians of a material world require material ties.

An Overview of the Valar

The Valar are few, but they are the most powerful beings in Eä. They work through their people, their lesser brethren, the Maïar, whose number is unknown. Pledging their loyalties to the Vala royalty, these less exalted Ainur serve as the Valar's servants. (See 5.0 for more about the Maïar.)

The Maïar serve as a link between the Free Peoples and the Valar; and, in turn, the Valar are Eru's representatives, the trustees of the World patterned by his thought. The chain bringing Eru's conceptions to fruition, then, looks something like this:

Eru (The One)

- The Valar (The Greater of the Ainur in Eä)
  - The Maïar (The Lesser of the Ainur in Eä)
    - Free Peoples (Elves, Men, Dwarves, Hobbits, etc.)

Although the One designed a great plan for Eä, he desired little interference in the affairs of his Children. Just as the brilliant diversity and individual passions of his Ainu servants endowed Creation with a richness and fullness of life, the myriad cultures and races of the Free Peoples have given Arda a character sparkling with infinite variety. The combination of Eru's delegation, the Valar's restraint, and the Maïar's discipline afford each tier in the hierarchy of existent life freedom. However outwardly chaotic, as long as the Balance of Things remains intact, the evolution of Eru's thought proceeds as planned. This Balance is fundamental to the Valar's mission in Eä.

History of the Valar

Eru's thought gave birth to the Ainur, the offspring of his mind. Then he called these servants together and spoke to them, instilling them with music and calling upon them to sing. This they did; but, for a while, they could not sing as one. As countless ages passed, however, the music became refined and the voices joined in glorious harmony. This was the Great Music that gave birth to Eä. Each Valar had his part in this Song, each his own purposeful melody, and together they forged Menel (the Heavens) and Arda (the Earth). At the heart of this wondrous marvel called Existence was the Flame Imperishable, that which gave life.

The Origin of Evil

Unfortunately, innocence and unity were sundered during this Creation. One of the greatest Ainur sought a larger part in the scheme and sang according to his own desire. This Ainu, Melkor, would later become known as Morgoth—the Black Enemy. His desire to manipulate the Flame of Life and create his own vision was the beginning of Evil, for Morgoth was Evil incarnate. He was the sole renegade among the exalted Ainur called the Valar, those High Spirits who entered Eä in order to complete its conception.

The Spring of Arda

Eru stayed the discord among the Ainur and ended the Great Music. Admonishing his servants, he shamed Morgoth. The Black Enemy submitted to the will of the One, but a painful hatred lay rooted deep within his remorse. Eru forgave Morgoth's transgression and took the Valar out of their fair home in the Timeless Halls and showed them Eä. Set amidst the Void, this World was theirs to enter, to mold in its final glory.

When the Valar and Maïar left Eru's Timeless Halls and passed into Eä, the World was but a rough shape, like an unworked jewel waiting to be crafted into a finished masterwork. The arriving Ainur, seeking perfection and symmetry, set about sculpting Arda and arranging the Heavens.

Morgoth worked in ways contrary to the scheme of the other Valar. The Black Enemy sought a World of his own thought and he challenged his brethren. As they built, Morgoth destroyed or perverted their work. War raged across the young lands.

Eventually, however, the Valar united against their renegade brother. Morgoth retreated, and with the coming of Tulkas—the last Vala to enter Eä—the Black Enemy fled from Arda, escaping over the Walls of Night that bound the World. The hearty Tulkas earned Morgoth's undying enmity but, for a time, Eä remained at peace. The Two Lamps that Lit the World.

The World took shape during this, the Spring of Arda. Mountains and valleys emerged according to the scheme, and the land took on a placid balance. Two Great Lamps (Illuin and Ormal), erected on mountain pillars in the North and South, gave light to Arda, and all within the circular Bounds of the World achieved the glory Eru sought. Where their glow was brightest, the Valar constructed their home. They called it the island of Almaren, which rested in a vast lake in the middle of the continent that formed the center of Arda. There, the Exalted Ones relaxed in splendor, enjoying the marvels that they had created within the guidelines of Eru's plan.

The Fall of the Two Lamps and the Twilight that Followed

Arda's brief Spring was short-lived, however, for Morgoth came out of exile. The rebellious Ainu slipped back out of the Void quietly, hoping to surprise and so vanquish the other Valar. Entering Eä in the Far

North of Arda, he set about building an unbreakable fortress. He delved a deep refuge called Utumno (Q. “The Valley of the Evil Hollow”) with the help of his lieutenant, Aulë’s chief Maia servant Sauron—whom he seduced before coming to Arda. Raising a great barrier to those who would assail his lair, he created the Iron Mountains, a semicircle of peaks that reached across Arda’s sole continent.

Signs of Morgoth’s return began to plague the land. Healthy forests withered and wretched quagmires appeared; foul beasts preyed upon fair fauna and a chilling cold gripped the North. The Valar awoke from their repose and searched Arda for the Black Enemy’s place of hiding. Before his discovery, however, Morgoth struck a blow that ended the Spring of Arda. Leaving Utumno to his servants, he struck down the mountain pillars that supported the lamps Illuin and Ormal, casting their fire upon the land and ripping the continent asunder. The World fell into darkness as the seas swelled and Almaren was destroyed. Fair Arda changed, the shape of its landscape forever marred.

Tulkas gave chase to the rogue Vala, but Morgoth returned safely to his hold amidst the cataclysm. Reinforcing its defenses, he awaited the Valar’s attempted retribution. This revenge would not come soon, though, for the Valar turned instead to the work of restoring the land and building a new home.

The Founding of Aman

The desecration of Arda affected all of its territories, but Endor in the middle reaches suffered most. Illuin and Ormal stood on the highest peaks ever erected in Arda, and their fiery fall swept across the regions that separated them. The Middle Land, Middle-earth, suffered dearly, for the Lamps were anchored on its flanks. Its roots torn, its fields washed in flame and flood, Endor was a sullied place.

In the aftermath, the Valar looked elsewhere for a home. They turned to the Outer Lands, those regions separated from the Walls of Night by the Encircling Sea. Of these, the fairest and westernmost was Aman, the Blessed Land. It was a remote place lying at the edge of World and far from Utumno, which lay in the northernmost marches of Middle-earth. Ta king leave of the war against the Great Evil, the Valar left Endor and entered Aman, making it their residence.

A wall of high mountains marched along the eastern side of the Blessed Land. Grander than any left in Endor, they sheltered most of Aman from the rest of the World. Only a narrow but fertile shelf lay between them and the Great Sea that parted Aman and Endor. Behind these mountains, the Pel6ri, the Valar established Valinor, their new home. There, all was hallowed and full of enduring life amidst the Exalted Spirits; thus, the name “Undying Lands”: Nevermore would the Valar have want of their own abode.

The Making of the Dwarves and the Awakening of the Firstborn

Eru alone created the Flame Imperishable. In his thought, souls formed and life was born. Out of his Flame, spirits kindled. No life could be conceived without his leave, as Morgoth discovered. While life naturally fascinated the Valar, who were entrusted with—cultivating the World, it first arose in Eru’s mind and could not come to pass outside his plan.

Nonetheless, the Vala Aulë sought to create a living race, and he labored away from Aman, in secret, molding the Seven Fathers of Dwarves in a hall deep beneath the surface of Endor. In those days Aulë endured torment, for the Smith understood that his conception was outside the scheme of the One; but he persevered and made his offspring strong, like the earth from which they came.

Eru knew all, though, and, at the instant the Smith completed his work, the One spoke to his misguided servant. He asked of Aulë’s motives and admonished the Vala for crafting things outside his authority. Aulë

explained that he did not seek mastery over his creation, but rather sought something new and full of life. This thought touched Eru.

Weeping, the grief-stricken Smith raised his hammer in order to right his transgression, but Eru intervened. Forgiving his servant, the One accepted the Dwarves as a gift. Yet, since the Seven Fathers rested outside Eru's scheme, Aulë's children were placed in slumber, until their appointed time of awakening. Laying the stout Naugrim in wombs deep within remote parts of Endor, Aulë returned to Valinor. The Smith was comforted by Eru's forgiveness, and by the knowledge that none of the other Valar knew his work. Only his spouse Yavanna received his counsel, and to her alone he revealed his work and his joy.

The Elves, not the Dwarves, were destined by Eru to be the Firstborn; and, indeed, this was so. They awoke at Cuiviénen in eastern Middle-earth not long after Aulë's return to Aman. First to speak and immortal of body, the Elves stood as the first of the Children of Eru.

The Sleep of Yavanna

The World that greeted the Elves was a land in slumber. Robbed of the light of the Two Lamps, it slept as if in perpetual night. Yavanna—mistress of the earth and guardian of the Olvar—awaited the return of the Light. Few things stirred beneath the stars, save the multitudes of the Evil North.

The Two Trees

In the northeast part of Aman, at the middle of Valinor's center, Yavanna blessed a green mound. From the mound sprang the roots of Two Trees watered by the tears of Nienna. They rose, stirred by Yavanna's song; and light came out of their blossom, bathing the World once again in warm illumination. Their glowing dew, mists collected in wells below their roots, there to remain as a repository of life-giving light. This marked the beginning of the Count of Time.

The older of the Two Trees—Telperion—shone silver, like the color of the underside of its deep green leaves. Laurelin, its counterpart, had spring-green leaves with gilded edges and gave off a golden radiance. Together they lit Arda, just as the Lamps had before them. Once again, the life of the World waxed, and Eru's vision continued to unfold.

Oromë's Embassy and the Claim of Morgoth

With the awakening of the Elves, Morgoth stirred with new hate. The Black Enemy, seeking domination of the Firstborn, sent his shadowy servants southward to Cuiviénen. There -at the starlit inlet on the Inland Sea of Helcar, where the light of the Two Trees was but a faint glow—Morgoth's minions sowed fear, suspicion, and discord.

The Valar were as yet unaware of the coming of the Elves, but Fate interceded, and the Huntsman Oromë came upon the Firstborn soon after the Black Enemy made his first overtures. His arrival was a wonderful, awkward moment that instilled a splendid song in Oromë's heart. Unfortunately, many of the Elves looked upon the Vala rider as a predatory spectre, a creature of darkness who fed upon the weak.

In fact, many of the Elves had been lost, but not at Oromë's hands. Captured or seduced by Morgoth's fiendish ploys, they became the root of a new race—the Orcs. While the Black Enemy could not create life anew, he could pervert that which had already been given a spirit. The newborn race of Quendi were threatened with bondage or extinction.

The Battle of the Powers

Oromë returned to the West and spoke of his discovery, and of the dangers that threatened the Firstborn. The other Valar realized the gravity of this peril and resolved to combat their rebellious brother. Assembling the Host of Valinor, they marched on Endor, hoping to assail Utumno and end the Evil.

Morgoth's armies met the Army of the West in northwestern Middle-earth and were utterly vanquished in a fray which remade much of the surrounding territory. Sauron's dark fortress in Angband was overrun. The Valar's host, led by Tulkas, swept the remnants of the forces of Darkness eastward. Placing a guard on Cuiviénen, the Exalted turned and marched on Morgoth's stronghold. They assailed Utumno and a protracted siege ensued. In the end, however, the might of the Valar proved unstoppable. They broke Utumno and, invading its endless halls, confronted their fallen cohort.

Tulkas wrestled Morgoth and chained him with Angainor, Aulë's masterwork. The Battle of the Powers ended in victory for the Valar. Shackled and blindfolded by his arch-rival Tulkas, the Black Enemy was led to Valinor. There, Manwë judged him, condemned him, and had him imprisoned in the inescapable Halls of Mandos.

The Great Journey of the Elves

A long peace followed, during which the Elves prospered. Yet little time passed before the Valar—desirous of safety for the Elves and fellowship for themselves—extended an invitation to the Firstborn to settle among the Exalted Spirits in the Undying Lands. The Elves reacted with apprehension for, excepting the Huntsman, the Quendi had only seen the Valar at war and therefore full of wrath.

Another approach was chosen. Oromë returned to Cuiviénen and proposed, in person, to the Quendi that they journey to Valinor. This embassy succeeded and the Vala Hunter returned home with three Elven emissaries: Ingwë, Finwë, and Elwë.

Once in Valinor, the three Elves encountered the full glory of the Powers. Awe and desire filled their souls and they acceded to the Valar's offer. Returning home on the back of Oromë's steed Nahar, they spoke of the resplendent magnificence of Aman and persuaded many of their people to undertake the migration westward. Those that followed them came to be known as the Eldar. Their numbers included the whole of Ingwë's folk (the Vanyar), as well as most of Finwë's and E1we's followers (the Noldor and Teleri, respectively).

Thus began the Great Journey across Endor and into Aman. This was the first split among the Quendi, for those left behind, the Avari (Q. "Unwilling"), remained in the East of Middle-earth and developed along their own lines. Later sundering occurred as the Eldar marched toward the Light of the Two Trees. The Nandor, Sindar, and Laiquendi groups of the Teleri never left Endor's shores. Like the Avari, they became known as Moriquendi (Dark Elves), those that never gazed upon the Light. The Calaquendi, or Light Elves, counted all the Eldar who eventually reached the Undying Lands.

The Calaquendi groups settled in the eastern regions of the Blessed Realm. Vanyar and Noldor groups took their place in Valinor. The Teleri built their homes further east, on the Island of Tol Eressëa, and in the coastal region of Eldamar, between the Pel6ri mountains and the Great Sea.

Across the dividing ocean, in northwest Endor, the Sindar occupied the realm called Beleriand. Laiquendi later joined them, as did the Noldor who returned from Aman to do battle with their ageless foe. Morgoth's Repentance and the Creation of the Silmarils

Morgoth stayed in the HaIls of Mandos for three ages. All the while, he petitioned for forgiveness, knowing that Manwë did not fully understand Evil. The King of the Valar empathized with all races and knew well of feelings, but the motivations of the Black Enemy were alien to his spirit. Morgoth persistently played upon Manwë's sympathies.

In the end, Manwë pardoned Morgoth after the Black Enemy's repentance, and so began the saga that shaped the last days of the First Age. Morgoth reentered Valinor and began to plot his revenge.

Soon after Morgoth's return, the Noldo Fëanor, eldest son of Finwë, created the Silmarils (Q. "Silmarilli"). They were undoubtedly the greatest work ever created by a Child of Eru. Embodying the unending light drawn from the Two Trees, these three gems burned with the glow of their own spirit. Their beauty was without parallel in the realm of material things.

Morgoth's desire for these precious jewels led to his second rebellion. Encountering the incredible Silmarils, the Fallen Vala proved unable to stay his want. He sowed the seeds of discord among the Noldor, hoping to sunder the Elves from their loyalty to the Valar and Maïar. With this ploy, he planned to wrest these powerful prizes from the Eldar.

The Flight of Morgoth and the Coming of Ungoliant

Morgoth's attempt to seduce the proud Noldor failed. The precious Silmarils remained firmly in the hands of Fëanor and the House of Finwë. The Noldor, alerted to their danger, called for aid from the Valar, and the Black Enemy was once again forced to flee from his brethren. Escaping southward from Valinor, he went into the shadowy reaches of Avathar. There, in the wilds of south-easternmost Aman, Morgoth met the haunting Spirit of the Void—the essence of the Unlight.

Called Ungoliant, this spidery, demonic incarnation of Nothingness was opposed to all that lived. She hungered for the light of life, the manifestations of the Flame Imperishable. Fearing Ungoliant's nature, and in need of a powerful ally, Morgoth cultivated her thirsts and promised her what she sought most—the Light of the Two Trees and the Wells of Varda.

The Long Night

Heinous events sprang from this wicked union. In an act suggestive of the earlier destruction of the Two Lamps, Morgoth and Ungoliant slipped into Valinor and assailed the Two Trees. Poisoning the roots of Telperion and Laurelin and draining the Wells of Varda, Ungoliant cast the World into Darkness once again. Thus began the Long Night, a time of confusion, fear, and utter sorrow.

Using the apprehensive moments following Arda's plunge into the Dark, Morgoth stole into the Noldo Treasury of Formenos and seized the Silmarils. Finwë, the King of the Noldor and sire of Fëanor, attempted to repel this trespassing, but the Black Enemy slew him and took the gems. His hands burned by the fire of the three jewels, Morgoth bore his booty northward. Oromë and Tulkas gave chase, but Ungoliant dissuaded all pursuit by spinning shadowy webs of impenetrable Unlight.

Morgoth's Return to Middle-earth

Upon arriving in Lammoth in northwestern Middle-earth, Ungoliant confronted her companion and demanded the riches stolen from Formenos. Devouring all the jewels, save the priceless Silmarils, the Spirit of the Void grew. She loomed like a monstrous spider-shaped cloud of black nothingness and demanded Fëanor's creations. The rogue Vala refused, and the erstwhile allies battled. With the aid of his

Balrogs's flaming whips, however, Morgoth prevailed. Ungoliant fled into Endor's wilderness. (For more on Ungoliant, see 7.3.)

Rescued by the Balrogs and forever free of Ungoliant, Morgoth journeyed to Angband and rejoined the remainder of his surviving servants. There, his lieutenant Sauron had gathered the remnants of the host that served the Black Enemy before his fall in the Battle of the Powers. Morgoth took a new throne and began to rebuild his frigid domain. Strengthening his numbers, he augmented Angband's delvings and constructed a stronghold that rivaled his old, now—shattered, subterranean fortress at Utumno. The waste of his minions' toils piled skyward with each passing year. Using this slag, the Black Enemy erected Thangorodrim (S. "Mountains of Tyranny"), the triad of peaks beneath which lay his dark capital.

The Iron Crown of Morgoth

Morgoth claimed dominion over the World, calling himself King. To symbolize his sovereignty, he placed the three Silmarils in a crown—the Iron Crown—the most potent item of power ever created. With it, he channeled his energies to forge an army of countless denizens: Orcs and Trolls, Wolves and Wargs, Spectres and Werebeasts, and Dragons and Balrogs. The Host of the Black Enemy was formidable, and his conquest of Endor seemed assured.

The Revolt of the Noldor and the Kin-slaying

As the Great Evil rose in Middle-earth, the Noldor of Aman planned to avenge their King's murder. Fired by the theft of the Silmarils and the destruction of the Two Trees, the three sons of Finwë gathered their people and prepared to march back into Endor. Most agreed to leave Valinor, despite the wishes of the Valar, so the Noldor swore the Oath of Fëanor and rose in revolt.

Leaving through the eastward pass called Calacirya, the Noldor entered Eldamar on the eastern coast of Aman. There, they encountered the seafaring Teleri and requested use of their ships in order to ferry into Endor. Olwë's Teleri refused, knowing that the Valar had been betrayed. What followed was one of the saddest moments in Middle-earth's history. Spurred by their burning hatred for Morgoth, the Noldor of Fëanor fell upon their Teleri brothers in an awful bloodletting. The lightly armed Teleri fought valiantly, but they proved no match for the proud Noldor. Reinforced by the van of his brother Fingolfin's army, Fëanor prevailed and seized the Teleri ships.

The Kin-slaying of Alqualondë doomed the Noldor. Angered and bitter over what they perceived as a betrayal, Fëanor's host immediately set sail from Alqualondë, leaving the bulk of their kin to fend for themselves. Temporarily abandoned, the people of Fingolfin and Finarfin (the youngest of Finwë's sons) went northward along Aman's rugged shores. They resolved to cross the treacherous ice of the Helcaraxë, which strangled the narrow straits between northeast Aman and northwestern Endor. At the same time, Fëanor's folk sailed northward, skirting the coast as their brethren journeyed along the sea's flank. Loyalty among the Noldor raged deep.

With the flight of the Noldor, the Teleri King Olwë called upon the Maia Ossë to exact punishment upon the Kin-slayers. The Valar intervened, however, for affairs purely between the Children of Eru were not the province of their guardianship. Whatever crimes the Noldor committed against the Teleri out of haste and pride, the Exalted Ones could not act in vengeance. Instead, Judgment and Fate would answer the need for justice.

Nonetheless, Uinen—one of the Vala Ulmo two high Maïar—wept for the slain Teleri. Storms rose, buffeting the Noldo fleet as it made its way to the North. Many of the stolen ships sank in the high waves, and the

small armada's course changed in the passing winds. Fëanor's haste was all for nought. The tragedy served as a testament to the troubled fate that would haunt the Kindred of Finwë from that time onward.

The Prophecy of the North

Meanwhile, the rest of the Noldor followed Fingolfin and Finarfin along the narrow trail between the Pelóri and the Great Sea. In time, they came to the northern borders of the Blessed Realm, where Valinor met the high, cold reaches of Araman. Waste lay before them, and beyond it grinding sea-ice.

As the Noldor crossed the boundary into the wild, a dark figure appeared upon a great rock that guarded the windswept shore. His identity was unclear, but to this day it is written that it was Mandos. The figure spoke in a firm, terrible tone. His solemn words caused the Noldor to rise and listen, and this they did. Waylaid for this somber moment, they heard the Prophecy of the North. The Doom—sayer told of the Valar's curse and proclaimed their exile. His simple words spoke of the sorrow and pain that would follow the Noldor in the quest for war. He uttered the dark prediction that the House of Fëanor would be forever torn by their Oath, with lust and greed keeping them from their treasures and barring them from any real peace.

Finarfin's Return to Valinor

Fëanor renewed his Oath in the face of the Prophecy, and most of his followers concurred; but Finarfin, his brother, decided to forsake the journey to Endor. Speaking to his sons, Finarfin proclaimed that he would return to Valinor and meet his punishment. Sadly, bitterly, he realized that his own House was sundered. The sons of Finarfin broke from their father out of love and loyalty for the sons of Fingolfin, and abided by their Oath. Finarfin returned to the Land of the Valar, where he was pardoned and given lordship over the loyal Noldor of Aman.

Fëanor's Betrayal and the Arrival of the Noldor in Endor

Their brother gone, Fëanor and Fingolfin resumed their migration. An exceedingly difficult crossing of Araman spawned quarrels and recriminations until, finally, bitterness reigned between Finwë's eldest sons. Fingolfin accused Fëanor of bringing disaster upon their Kindred, blaming his older half-brother for all the ills that befell the Noldor. In turn, Fëanor scoffed at the tidings.

As the Noldor approached the Helcaraxë, they argued about the means to traverse the icy crossing into Middle-earth. The white ships that Fëanor commanded were too few to transport their people and a ferry seemed impractical. Any journey on foot suggested insanity. Then one night, when the wind out of the northwest seemed strong and fair, Fëanor put the issue to rest. Gathering his folk, he slipped onto the ships and sailed away, once again leaving Fingolfin and the sons of Finarfin behind.

This time, however, Fëanor had no intention of rejoining his half-brother. Instead, he sailed to northwest Middle-earth, landing amidst a chorus of echoes. His first act was to order the burning of the white ships seized from the Teleri. No fleet would return to assist Fingolfin's crossing.

The Creation of the Sun and the Moon

While the Noldor struggled on their journey to Middle-earth, the Valar sought to end the Long Night and restore Light to the World. Morgoth threatened the safety of the World and, without Light, the Children of Eru had little hope.

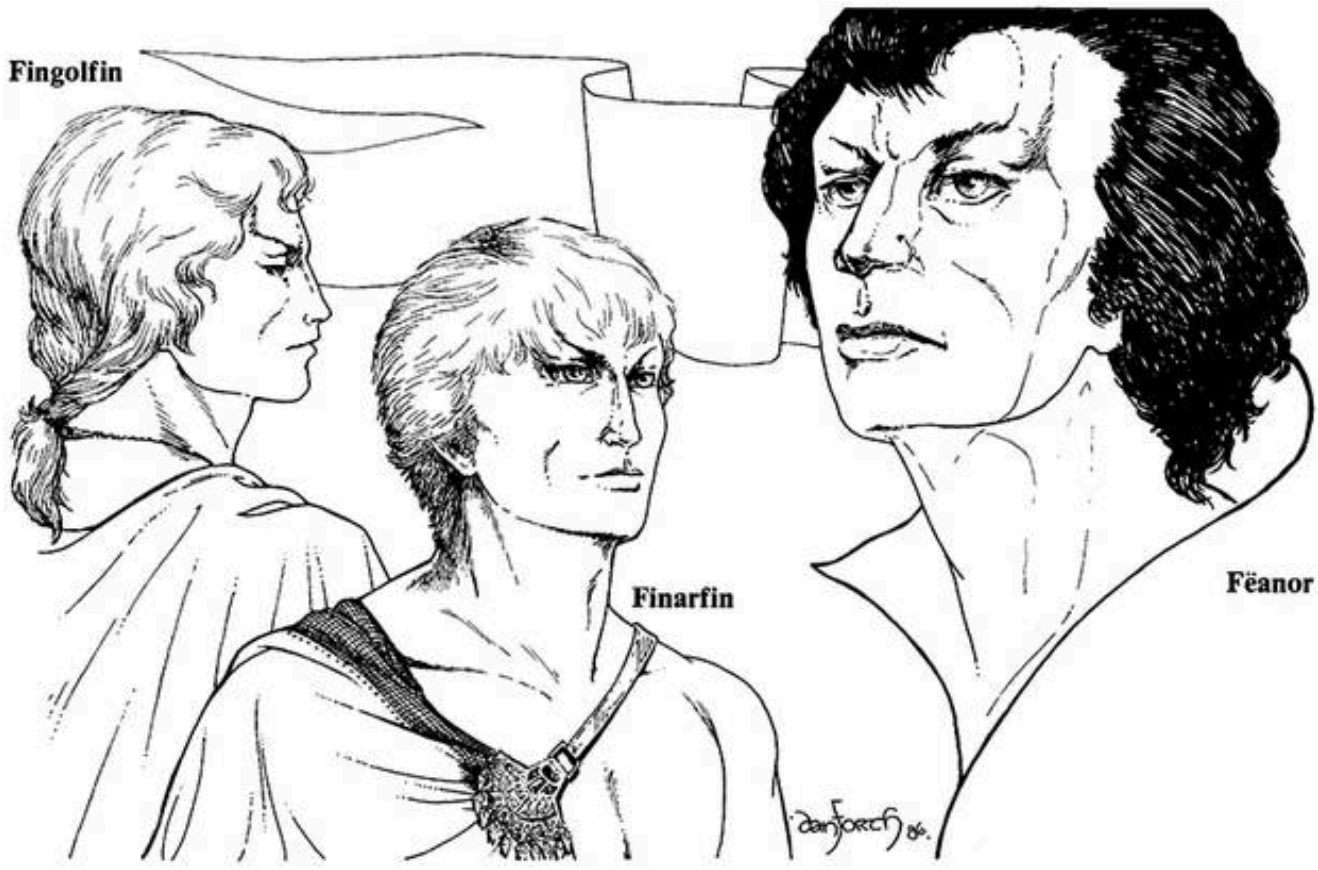
Upon word of Fëanor's landing in Endor, Manwë summoned the Valier Yavanna and Nienna. He commanded them to use all their power over the Olvar in order to restore life in the Two Trees. But their enchantments, although strong, proved to be futile. Ungoliant had imbedded an irresistible poison.

Nonetheless, Nienna's song coaxed a last vestige of their spirit from the dying boughs. In passing, Telperion bore a last Silver Flower, and Laurelin produced a single Golden Fruit. Each gift embodied the essence of their Light. The Valar rejoiced in their radiance as Yavanna presented them to Manwë. Consecrated by the King, their Light was fixed by placing them in two vessels forged by Aulë. And so, the Moon (Isil) and the Sun (Anar) were born out of the last offerings of Telperion and Laurelin.

Manwë gave the two new lamps to his spouse Varda, the Guardian of the Heavens, in hope that she could place them in the sky over Arda. Varda then chose two Maïar to accomplish this task. To guide the Moon, the Queen of the Valar accepted Tilion the Hunter, a servant of Oromë. Varda then selected Vána's high Maia Arien, the Queen of the Fire-spirits, as guardian and guide for the Sun. The Death of Fëanor

While the lamps were being prepared, calamity once again struck the Noldor. In the last, starlit days of the Long Night, the Host of Fëanor wrestled with the death of their Lord. Mandos's prediction to the Valar proved true; the firebrand soul of the most gifted Noldo to ever live returned to the Halls of the Dead before completing the Oath.

Morgoth's watchful armies struck the Noldor's unprepared camp after spotting the fires of the burning ships on the coast. For ten days the Battle-under-Stars raged. Although victorious, Fëanor's pride trapped him once again. The Noldo King gave chase into Angband, where he was surrounded. Mortally wounded by Gothmog, Lord of the Balrogs, Fëanor died. His bittersweet life colored much of the history of the First Age, and left an enduring and painful legacy.



Fingolfin, Finarfin & Fëanor

The Coming of Fingolfin

Ironically, the Noldor under Fingolfin could see the fires of the Teleri ships and the smoke of battle; however, they could not aid their betrayer. The torturous ice that formed their road stole many lives and made their relief efforts impossible. They crept across the Helcaraxë in one of the most dramatic sojourns ever undertaken.

Fingolfin's will proved stronger than his half-brother imagined. Aided by his son Fingon and Finarfin's children—Galadriel, Finrod, Orodreth, Angrod, and Aegnor—he led his host across the frozen sea. They braved the multitudinous dangers of the grinding ice and, despite losing many of their number, they entered Endor at the moment the Moon first rose.

The Rise of the Sun and the Moon

Just as Telperion had been the first of the Two Trees to sprout, the Moon was the first of the heavenly lamps to rise into the Heavens. Guided by Tilion, it began its march from the West as Fingolfin's folk completed their trials upon the Helcaraxë. New life sprang forth across the world as the silver lamp made its sky crossing.

Morgoth's host was stunned by the Moon's splendor, but the plans to crush the Elves of Beleriand nevertheless progressed. The arrival of the stalwart and vengeful Noldor threatened his dream and he hoped to slay the forces of Fëanor and Fingolfin before they settled; but this was not to be. Only seven days passed after the ascension of the Moon when the Sun first rose in the East. Blinded by the glorious golden light, Morgoth retreated below ground. He then collected his minions beneath the great black clouds that spewed out of Thangorodrim to shroud Angband from the newborn sunlight.

The Making of Night and Day

The great light also bothered the Valar Lórien and Estë, for it obscured the starlight and created an ever-present day. No night remained for rest and sleep, so they prayed for a new order in the sky. These calls were answered, perhaps by Fate, when the wandering Tilion left his course in hopes of touching the glory of the Sun. Coming too close to the fiery orb, the Moon was burned and dimmed and Tilion turned away.

From then onward, the Moon produced a dimmer light and followed a new course. A time of half-light was conceived and the people of the Vala Ulmo responded by pulling the Sun down upon the cool waters of the Encircling Sea as the Moon rose. The Sun rested as the Moon dominated the sky, and ascended as the Moon slipped into its eastern descent. A cycle of night and day began.

The Attack Upon the Sky

Morgoth sought to destroy the new lamps, just as he had brought down Illuin and Ormal and the Two Trees. But the power of the Black Enemy, tied to Arda more and more, weakened with the ages and with each new crafting outside the thought of Eru. Morgoth's ability to sweep away the Maïar in the sky was then limited and, when he attacked Tilion and the Moon, he was driven back to Arda. Since Arien was even stronger, the renegade Vala realized that his plight was fixed. The Sun and the Moon kept their paths and the Black Enemy looked to other means for darkening the earth.

The Defense of Aman

Morgoth's attack on the Moon told the Valar two things about their foe. First, they realized that Aman itself needed strengthening, for the Black Enemy was both desperate and ready for battle. Secondly, the Powers saw that their fallen brother's strength was rooted to Arda and waned as he went skyward. The Valar raised the already-high peaks of the Pel6ri mountains into a wall that touched the clear reaches above the clouds. Closing all the passes of the range, save one for the loyal Elves of Eldamar and Tol Eressëa, they fortified Aman with a virtually unbreakable boundary. An unsleeping watch was posted upon the heights and, thereafter, Valinor was a guarded land.

The Birth of Men

With the dawn of the age of the Sun and the Moon, the Valar retreated for a time from their involvement in Endor's affairs. Their new creations served to brighten the hearts of the Quendi but, more importantly, they lit the World for the Valar's new wards—Men—the Second-born of the Free Peoples.

The race of Men awoke in Hild6rien in eastern Middle-earth at the moment the Sun came into the sky. They were mortal and less fair than the Elves, but Eru cherished their spirits as he did those of no other people. Entrusting their souls to the guardian Valar, the One made it clear that it would be Men who would inherit the mantle of lordship over Endor. Their well-being was critical to the scheme, and the timing of their birth and the rise of the Sun was no coincidence.

The Third and Fourth Battles Between Morgoth and the Elves

While Men awoke and began to multiply and spread westward, the Elves of Beleriand faced the Great Evil of Angband. A vast, empty plain separated the cold, ever-dark North from the Elven Kingdoms. Residing in territories of varying allegiance, the Quendi arrayed themselves in three Teleri/Sinda and nine Noldo domains.

Of these Kingdoms, many were at odds. The Sindar of Doriath would not fight alongside the avenging Noldor, preferring to remain behind the protective Girdle of the Maia Melian. Noldor lords quarreled over past transgressions, in keeping with the Prophecy of the North. It was an anxious time.

Three campaigns—the Third through Fifth Battles of the First Age—followed the settlement of the Noldor. Twice Morgoth's armies struck southward out of Angband, each time behind a wall of flame. Defeated in the Third Battle, the Black Enemy withstood a four-hundred-year siege.

The Evil Host broke the Elven stranglehold in the Fourth Battle. Led by rivers of fire, they exploded out of Thangorodrim and laid waste to the lands between Angband and Beleriand. The Elves retreated southward, and scores of their holds were overrun. Sorely wounded, the Noldor desperately regrouped as Fingolfin heard word of the disaster.

The Death of Fingolfin

The angry High Noldo rode into Angband and up to the gates of the dark capital. There, he challenged Morgoth to single combat. The fallen Vala came forth and battled Fingolfin in the greatest duel in history. Wounded in the leg and shamed by his foe's success, Morgoth slew the Noldo King using the enchanted mace Grond.

In the months that followed, the armies of Darkness skirmished with the remaining Elves, but the worst danger had passed. Fingolfin's prideful sacrifice temporarily subdued the wrath of Morgoth and enabled his kinsmen to restore their strength.

The Coming of Men

During the wars against the Black Enemy, a few centuries after the death of Fëanor, Finrod encountered the Edain (sing. "Adan"). It was the first meeting of Elves and Men in the West. Struck by their innocence, ignorance, and love of life, he befriended and instructed them. This was a prelude to a long and wonderful alliance between Adan and Elf. Eventually, three Mannish lines settled among the Elves and bonded themselves with the Firstborn. Their strength was needed in the coming years.

The Quest of the Silmaril

One Man, Beren son of Barahir, exemplified the spirit of the Second-born. A noble rogue who fought Morgoth's brigands along the northern frontier, Beren fell in love with the wildly beautiful Lúthien, the daughter of King Elwë and the Maia Melian. Elwë did not approve of this love, so he gave Beren a quest to fulfill. To obtain leave necessary to marry Lúthien, Beren had to acquire a Silmaril.

Beren sought aid in this formidable venture, for the Silmarils rested in the Iron Crown of Morgoth and their recovery was hardly imaginable. Joining with the Noldo Finrod, who owed Beren's father a favor and sought the Silmarils himself, Beren and a small party went north toward Angband. Their journey ended quickly, however, when the Maia Sauron ambushed their band and imprisoned them.

With the aid of Huan—the Hound of Valinor—Lúthien rescued her beloved, but Finrod perished at the hands of his captor. The lovers and Huan slipped northward and stole into Thangorodrim. There, Lúthien's enchanting song put Morgoth to sleep, enabling Beren to secure a Silmaril before they were forced to flee.

Unfortunately, their escape was barred by Carcharoth, the Black Enemy's foul War-wolf. Encountering the thieves at the outer gate, he bit off Beren's hand and swallowed the stolen jewel. This act briefly saved Beren's life, for the beast was consumed from within by the fire of the Silmaril and went wild. Left alone, Lúthien, Beren, and Huan escaped on the wings of eagles.

Strangely, Fate dictated that Beren would die at the hands of Carcharoth, and in the process retrieve the lost jewel, for the hero and the demon-wolf came together further south. Carcharoth mortally wounded Beren and slew Huan, but was itself slain by the great hound. The Silmaril was reclaimed at a drear price. Lúthien grieved as the dying Beren fulfilled his quest and gave the cursed jewel to her father. Her heart broken, she died soon thereafter. She and her love were given a second life in return for her immortality, and Beren's Silmaril passed through her line to her granddaughter Elwing. The Fifth Battle

Less than two decades after the Fourth Battle, the Elves took to the offensive under the Union of Maedhros (eldest son of Fëanor). The collected armies included Noldor and Men, as well as a small host of Sindar from Falas. Marching in two groups, the Union hoped to join on the northern plain and assault Thangorodrim in a bold onslaught.

Treachery undid their plans, however, as Morgoth's spies delayed Maedhros's eastern column. Meanwhile, the vanguard of the western army marched into a trap which claimed Fingon's entire cohort. Turgon withdrew behind a screen provided by the Edain, not knowing that Maedhros's forces had been encircled not far to the east. In the end, the Evil Host swept over all of the northern territories except Turgon's hidden Noldo City at Gondolin. Turgon's folks bolstered their defenses and lay in hiding, taking comfort in

the blessing that Ulmo had bestowed upon the city long before. Surrounded, they knew their doom was at hand.

The Fall of Gondolin

Gondolin nestled in a circular mountain valley which was unknown to all but its residents. It was fated to perish, however, and Morgoth finally found word of its approximate location. Still later, the treason of Maeglin betrayed its exit ways. The Valar's Prophecy again proved true as Noldo turned upon Noldo out of desire and spite. Maeglin's revelations led to the city's demise. Morgoth's armies annihilated most of its surprised citizenry.

Some escaped, however, including the Man Tuor and his son Eärendil. Their flight took them southward, to the Havens of Sirion in the lands of the Sindar. There, they settled in an uneasy peace, forlorn of hope in the face of the Black Enemy's impending victory.

Ulmo's Appeal

Of all the Valar, Ulmo was closest to the events that transpired during these years, and the Lord of the Oceans was acutely aware that the Eldar of Endor faced extermination. Pity stirred his otherwise restrained spirit. Traveling to Valinor, he appealed to Manwë to forgive the Noldor and intercede against Morgoth.

Manwë refused this heartfelt request, citing the Prophecy and the words of the wise. He told Ulmo that only one of the Elves or Men could ask and obtain forgiveness, for it was their pardon that was sought. No other pleading could stir the Powers to intervene. Thus, Manwë let Fate ride its course.

The Voyage of Eärendil

Tuor grew old in the Havens and sought the sea, as if he was an Elf. In time, he set sail with his Noldo wife Idril, bearing westward for Aman despite his mortality. His fate is not known, although legends say that he joined the Noldor of the Blessed Realm. If so, his spirit is the only Second-born soul to become one with the Deathless. '

Tuor's son Eärendil became lord in his absence, but it was not long before he too took to the Ocean in hope of finding his parents. His search proved hard and barren of success by the time his dreams called him home. Seeing the Havens of Sirion and his love Elwing endangered, he set a hasty course homeward. But he arrived too late.

As Eärendil voyaged across the Great Sea, two sons of Fëanor attacked the Havens of Sirion and laid waste to the Sinda Kingdom of Falas. Seeking the Silmaril worn by Elwing, their Noldo pride drove them to slaughter their fellow Eldar, just as their father had fallen upon the Teleri. Their assault destroyed the Sinda cities. The attacking Noldor captured Eärendil's sons—Elrond and Elros—and drove Elwing to cast herself into the Ocean.

Ulmo rescued Elwing and reunited her with Eärendil, but the sorrow over the loss of their sons was deep. Although Maglor took good care of them, Eärendil could not find his heirs. And so, with Ewing's Silmaril upon his brow, he turned back to his ship and made his way toward Valinor.

Eärendil's Errand

The Mannish voyager reached Aman and entered Valinor on behalf of Endor's Children. Obtaining leave to see the Valar, he sought their pardon and aid in the struggle against Morgoth. The Powers swayed, his errand was fulfilled.

Mandos questioned the mariner's status, for he had entered Aman as a mortal. But Ulmo stated that Fate gave Eärendil the right to enter the Undying Lands, and thus the voyager's line was given the right to choose the destiny of their spirits—whether they be mortal or not. In this, Elwing and Eärendil both chose immortality, as did their son Elrond. Then, the Valar prepared a great ship for the great seaman, and Eärendil sailed through the Doors of Night and into the sky, where the Silmaril shone like a star.

The Great Battle

With Eärendil's departure, the Host of Valinor assembled once again against Morgoth. Manwë's Herald Eönwë was chosen to lead a Maia army that has never since seen an equal. Thunder and lightning accompanied their dramatic march into northwestern Middle-earth. Nothing stayed their onslaught, as they obliterated Morgoth's mighty hordes in the Great Battle. Countless thousands of Orcs, Trolls, and Men fell before the Vala wrath.

At the height of this fray, which shook the very roots of Endor, Eärendil came down in his ship amidst a cloud of birds. Great Eagles battled Dragons as the Maia dueled the fiery Balrogs below. Ancalagon the Black, the mightiest of Morgoth's Drakes, rose above Thangorodrim and the War of Wrath reached its climax. Assailing Thorondor, the King of the Eagles, the black Dragon hoped to turn the tide of battle, but Eärendil slew the winged beast. Ancalagon fell and broke the spine of Thangorodrim's high peaks.

Earthquakes followed, and much of the land was destroyed in the cataclysm. Most of Beleriand sank in the high waves that recalled the floods following the fall of the Two Lamps. The World was remade as the First Age slipped into history.

Morgoth's Capture

Morgoth surrendered to E6nwe and his Iron Crown was beaten into a shackle. Bound by his prize, the Black Enemy was cast into the Void. His surviving minions fled, although some, like Sauron, were captured. E6nwe received their submission and gave the Maïar over for judgment in Valinor. Sauron escaped, unable to stay his pride and abase himself in hope of a pardon, but the cause of peace had nevertheless prevailed. The Valar had ended the long rebellion of their feared brother, and the World entered a new era.

The Valar's Guardianship at the Dawn of the Second Age

With the struggle against Morgoth complete, the Valar reflected upon their guardianship and looked forward to the Second Age. The Doom of the Noldor was complete, for the three Silmarils taken from Morgoth's crown had returned to Eä. The one worn by Eärendil lit the night sky, while a second returned to the bowels of Endor when the Noldo Maedhros cast himself into a fiery chasm. Maglor, Maedhros's brother threw the third jewel into the Great Sea. Thus, the Light of his father's works found their way into the essence of Eä's earth, sea, and air.

The Noldor's price was paid and Morgoth was gone, so the Valar created a new order in the World. They drew bounds across the Sundering Sea, and placed a ban against mortals coming to Aman's shores.

Swearing never again to intervene directly in the affairs of Endor, the Valar proclaimed Middle-earth as the land of Eru's Children.

The Powers conceived of the Middle Land as the stage where the Elves would act out their final days as the teachers of Men, and where Men would inherit the mantle of dominion that they would carry until the final days. Eru had given Men the "gift of death"; and the One considered the Second-born to be special. Their destiny was tied to him alone. The Valar, then, resolved to remain apart from their development.

The Creation of Númenór

Still, the Lords of Aman called upon Ulmo to reward the Men who loyally labored in opposition to the Black Enemy. In turn, Ulmo gave the Edain the Land of the Gift—a great island continent to serve as their new home. Ulmo's Maia Ossë raised the isle in the midst of the Great Sea between Endor and Aman and it became the westernmost anchorage of mortal Men; thus the name Númenór (S. "Andor"; W. "Westernesse"). Led by Elros (son of Eärendil and Elwing, and brother of Elrond), the Edain landed on the newborn island in the thirty-second year of the Second Age.

The Rise of Andor and the Black Years

Although the Valar foresaw the rise of Men, the Second and Third Ages were times of transition. The Age of Man began later. Men learned, prospered, and suffered in the interim, while the Elves forged new Kingdoms which faded into legend. According to the Eldar, the Second Age counted the Black Years, and the Third Age included the Fading Years.

The Adan occupation of Númenór harkened the rise of a rich Mannish culture. Close to Tol Eressëa and Eldamar in Aman, Westernesse was frequented by Elves, who taught the Numen6reans much about the World. Numen6rean ships sailed far afield, exploring most of Endor's coasts and touching the cultures of their lesser brethren in Middle-earth. Andor's people, the Edain called Dúnedain, grew in knowledge and strength.

With power came pitfalls, however, for the taste of success fostered greater and greater visions and tempted the Numen6reans to embark on far grander ventures. Eventually, they became enamored of themselves, full of pride and hungry for wealth and might. Forgetting much of their heritage, the Dúnedain paid less and less heed to their Elven tutors. They began to colonize or conquer peoples whom they once ignored or taught, establishing a growing empire in Middle-earth.

The Men of Endor

Númenór's glorious evolution contrasted starkly with the development of Mannish civilization in Middle-earth. Shying away from the Elves that remained after the First Age, the Men of Endor learned slowly and lived in relative ignorance. Their small, isolated, and often dark realms adopted superstitious norms and looked to each other with fear and suspicion.

Sauron found these vulnerable Men easy to exploit. Coming out of hiding five centuries after his master's fall, the evil Maia quickly consolidated power. By S.A. 1000, he declared himself Lord of Men and established his Kingdom in Mordor (S. "Black Land").

Despite the fact that Sauron was a renegade Ainu and one of their people, the Valar restrained themselves from interfering with his plotting. The Powers had reluctantly intervened against Morgoth, a Vala who presented a far greater danger, and they had sworn to let the folk in Endor survive and learn from their

own trials. So long as they maintained the Balance of Things, the Valar left the Dark Lord to himself. After all, they reasoned, Men were not ruled by Fate in the same way as the Ainur and Elves.

The Corruption of Andor and the Failure of Vala Guardianship

By Second Age 3261, Númenór's might had reached such heights that the Dúnedain decided to end Sauron's claim as King of Men. Assembling a huge invasion fleet, King Ar-Pharazôn led the Men of Endor to Middle-earth. They landed at the Havens of Umbar and marched northward toward Mordor.

Sauron had warred on the Elves of northwest Endor since S.A. 1693 and his defeat in 1700 had sapped much of his strength. His rebuilding Kingdom was still on the defensive much of the time and, when the Dúnedain assaulted Mordor, he surrendered. His victory would come through means other than open combat.

The Dark Lord methodically manipulated his captors. Quickly paroled, he became Ar-Pharazôn's advisor, sowing false dreams of immortality for Men. His smooth deception resulted in Númenór's near-total corruption. The Dúnedain questioned the Ban of the Valar, convinced that the Elves had undying life only because of their claims in Aman. Believing that the Valar had been duped by the Eldar or were false "gods" in league with the evil Elves, Ar-Pharazôn ordered the Great Armament.

Once again the Valar misunderstood the gravity of Evil. Their guardianship, founded on virtually complete non-interference, relied on the Firstborn's strength and diplomacy. But with Dúnedain prejudices calling for the Eldar's persecution and defeat, the Elves no longer had any influence in Andor. The Ban was broken as Men lost faith in the Powers (and therefore Eru).

The Downfall of Númenór

The Númenórean armada, the greatest force ever assembled by Men, sailed westward toward Aman in S.A. 3319. Ignoring the warnings of the Faithful Edain, the Dúnedain sought to conquer the Elven lands of Tol Eressëa and Eldamar and build a domain on immortal ground. But instead of conquest and immortality, the Great Armada reaped doom. No Elves contested their landings, for the might of Númenór was great; however, the Elven flight hardly signaled victory for the Men of Westernesse. As they encamped in Aman, a great cataclysm struck.

The invasion of the Undying Lands caused the Change of the World, as the Valar called upon Eru to lay aside their guardianship. And, for a brief time, the One took charge of Eä from his servants, remaking Arda and destroying the mighty Dúnedain and their precious land. The Army of Men was buried beneath a swell of earth, as if swallowed by the land, their bodies imprisoned until the Last Days. Their fleet was engulfed in a roaring tidal wave and swept westward, into a gaping, watery chasm that separated the Great Sea between Númenór and Aman. The island they held dear, fair Númenór, tumbled into the sea, its fertile lands, grand monuments, and proud families perishing in the sundering abyss. Save for the nine ships of the Faithful—who stayed in Númenór and were borne eastward to Middle-earth on a divine wind—all who resided in Andor died in the stormy tumult.

The Valar's Guardianship After the Downfall

The Change in the World marked a new era in Eä. Arda was reshaped, its lands and seas bent, and Aman was removed to a place that no one could reach without leave of the Powers. The Valar's Ban manifested

itself as a physical barrier and, from this time onward, the elusive Straight Way was the only route to the Undying Lands.

With the Change, Middle-earth became the focus of life in Arda, just as the Men—destined to inherit its riches—began their rise out of darkness. Now the straight one-way path, the Elven road to Aman, no longer brought knowledge and wealth to Endor. The people of the Middle Lands turned their attention inward.

The nature of the Valar's guardianship also changed. Always remote, the Ainur of Eä no longer sought to shape the World; rather they concerned themselves with maintaining the new Balance of Things. Never again would the Host of Valinor sally forth to do battle, bringing victory and destruction. A new order dawned as the Valar reassumed the mantle of wardship from Eru.

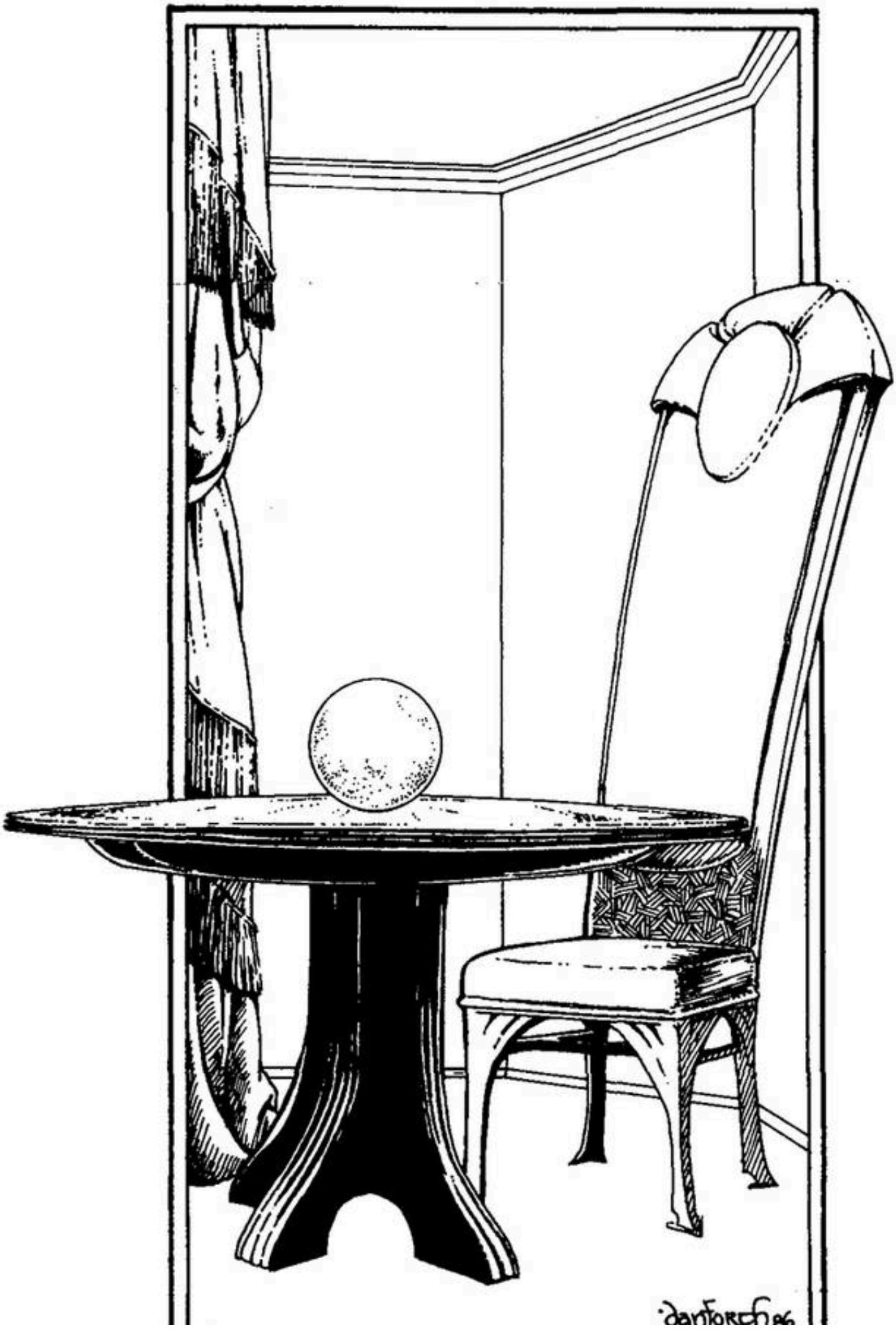
The End of the Second Age

Lessons were learned, of course, for the Downfall taught the Powers much about the ways of Evil. Yet, the Lords of Aman still preferred to let history (and Fate) run its course. When Sauron rose out of the disaster that befell Númenór and reestablished his Kingdom in Mordor, the Valar looked to the Children of Eru to contest the Dark Lord's might.

This they did, for the Faithful Dúnedain of the Kingdoms in Exile (Arnor and Gondor)—led by Elendil the Tall—joined the Noldo High King Gil-galad in the Last Alliance of Elves and Men. Their stalwart army assailed the Black Land and bested the forces of Darkness on behalf of the Free Peoples of Middle-earth. Then, after a protracted siege, they broke into Sauron's Dark Tower and ended his second reign. Although Gil-galad and Elendil fell, Elendil's son Isildur cut the One Ring from the Dark Lord's twisted hand. The spirit of the fallen Maia slipped into temporary oblivion as the Second Age ended.

The Vala Intervention

When Sauron rose again in T.A. 1000, the Valar resolved to rid the World of the renegade Ainu. The Dark Lord's spirit had proved too resilient, and his Evil too persistent. More importantly, many of the great Elves of the Last Alliance had died or had left Middle-earth for the fair havens of Aman. Events suggested a dire challenge to the Balance of Things.





The most significant factor behind the Valar's decision, however, related to the unfated destiny of the Second-born. No clue to Men's Fate existed, for only Eru knew their doom. Thus, concern gripped the Lords of Aman. The Men of Endor had broken no pact with the Powers—as had both the Noldor and the Númenóreans. The Men of the Third Age were not fated to suffer a punishment like that which burdened the ignominious Noldorin Houses; nor were they to be doomed to die because of false pride, like the Men of sunken Westernesse. In fact, the Faithful had shunned the Great Armament and had aided the Elves in the Last Alliance that ended the Second Age. Their faith deserved reward in this dark hour.

The Valar and the Wizards

The Ainur resolved to match this faith. Understanding the delicate nature of the Balance, however, they chose an indirect strategy. After all, the onslaught of their Host had twice resulted in the remaking of Endor's lands. Thus, they relied on the spark in Men's souls and sought to unite this love of truth and freedom. While the Valar never held Men to the high standards ascribed to the gifted Firstborn, they realized that the Second-born embraced a different, but very powerful, kind of strength.

A council of the Valar agreed to appoint three ambassadors to go to Middle-earth and join the Free Peoples in a struggle against the Lord of the Rings. They chose volunteers from the ranks of the Maia Order of Wizards, for its members were powerful and wise. Saruman the White (Curumo), their first choice, was the leader of the brotherhood and chief among Aulë's people. Oromë's servant Alatar also volunteered, but no others came forth.

Manwë then picked his own servant Olórin (Gandalf), for the Grey Wizard was wisest of the Order, and indeed of all the Maïar. Certainly, Gandalf's wisdom explained his reluctance, since he foresaw the pitfalls that awaited the Valar's ambassadors. Ever loyal, however, Gandalf agreed to undertake the embassy. Varda supported this decision, suspecting that the Grey Wizard represented the greatest hope, and the Queen of the Valar made clear that neither Saruman nor Alatar would outrank her spouse's choice.

Thus, three Wizards were chosen as planned; but, in the end, five went to Middle-earth. As guardians, the Valar jealously protected their interests, and it was no surprise when Yavanna interceded with her own appointment. Because of her concern for the fate of Endor's plants and lesser beasts, the Mistress of the Earth elected Radagast the Brown (Aiwendil) to accompany Saruman. Alatar then requested that his friend Pallando, a servant of Mandos, be allowed to go as his companion. His desire was ratified, and two pairs of Wizards complete, but no more were chosen. Gandalf went alone.

The Wizards' Embassy

The Istari entered Middle-earth around T.A. 1050, less than fifty years after Sauron's reappearance. Each traveled as an old Man, a form which alluded to wisdom but did not bespeak lordly power or implant fear. Their mission dictated that they would unite the Free Peoples in cooperation. Free will, not coercion, would decide the success of their embassy. It was the knowledge and wisdom of the Istari, not their power, that gave hope to the Powers that sent them.

The five Maïar who set out to combat the Dark Lord shared, at least in essence, a great deal with their foe. In fact, Saruman inherited the mantle as Aulë's chief servant from the fallen Sauron. This common background provided them with insight about the Lord of Mordor, but it also enabled the Evil One to see

into their spirits as well; and Sauron possessed far more learning about Endor and the frailties of the embodied soul.

Gandalf's quiet fears and predictions proved true. All of his compatriots became rooted in their adopted being and lost sight of their appointed method and mission. Yet Varda's confidence in the Grey also was well founded. Gandalf's bond to Middle-earth was one of empathy with the faith of Men, and the wisdom he provided far outweighed the gifts offered by his powerful brethren. Just as importantly, he brought out the strength that Eru had placed in his Children's spirits. Thus, he nurtured and welded the alliance that vanquished the Lord of the Rings, the strongest of the Valar's original Maïar.

Afterward

The end of the Third Age marked the beginning of the Age of Men, and the waning of the other Free Peoples' presence in Middle-earth. It also heralded a new period in the Valar's wardship.

Of all of Eru's Children, the Second-born were closest in spirit to the One's vision and the least bound to Fate. Men's relationship with Eru was in many ways direct, and only the One knew their destiny. Unlike Elves, their souls were not affiliated with Aman or the Valar; nor were they the offspring of a Vala, as were the Dwarves.

With Man's inheritance of Endor, the Powers of Aman finally achieved something Eru had desired but, in this, they sadly retreated from much of the progress of the Middle Land. Turning to their Firstborn Children, who lived among them, they remained farther apart from Endor than they had in Elder Days. The Valar still guarded Arda and its Heavens, and upheld the Balance. But the Powers's role in Eli had evolved with time … perhaps just as planned.

Nature of the Valar

The Valar are the greatest beings in Eä. Their spirits are closer to Eru than those of the Maïar, for the Valar are higher Ainur. They are Eru's guardians of the World, and the Maïar serve them accordingly.

Each Vala is a unique spiritual entity who exemplifies one or more of Eru's. thoughts. The Valar are the focus of the themes of creation, and they represent generalized concepts which Eru envisioned in the Beginning (e.g., air and earth, fire and water, life and death, love and sorrow, or freedom and fate). Acting through the Valar, then, Eru sculpts or elaborates these conceptions into the patterns and forms that compose Eä—Arda and the Heavens and all that live within their confines.

A Vala oversees his or her specific theme, creating detail on behalf of the One and within his framework. For instance, Eru envisioned the solid earth, but it was (and is) his Valar who actually raised the mountains and carved the valleys of Arda. Aulë, the Smith, is the particular focus of this theme, for he is the patron Vala of crafts and his title is Master of the Earth.

The Valar as Beings

Although the Valar were born before Time, at the outset of Creation, they are spirits who share thoughts common to all beings sired by Eru. They have male and female aspects, possess emotions, and suffer imperfections. Only Eru is perfect and all-knowing.

The exact nature of the Valar is nevertheless beyond the comprehension of lesser beings. Except for the Maïar, who are also Ainur, no other spirits fully understand the depth of Vala feelings or the manner of

their weaknesses. Valar are spirits without material form, and form dictates much in the way feelings manifest themselves.

Although the Powers have one or more preferred fanar (Q. "veils;" sing. "fana"), or physical bodies, they assume and shed these corporeal guises at will. A Vala's fana is a convenient structure which enables him to interact in Eä, but it is not essential to his being. The Valar do not permit themselves (as Morgoth did) to be tied to their temporary bodily trappings, so their characters remain rooted in pure spirits. Thus, their essence stays mysterious and elusive, and beyond the knowledge of Eru's Children.

Vala Society

While they are materially formless, the Valar still cultivate their own society: a hierarchy involving power, kinship, and matrimony. Manwë is their King; his wife Varda is their Queen. This structure underlies all Vala relationships, and provides order for both the Council of the Valar and interactions among the sub-societies composed of the lesser Maïar. It is a simple court society, with each Vala serving as a lord or lady. In turn, all Valar preside over their own Maia people.

Benevolence and cooperation make this Vala society work without discord. Eru, of course, is the supreme arbiter, but he is removed from Eä and relies on his guardians to function without his direct involvement. Thus, it is Manwë who, acting through a council (or court) composed of all the Powers, maintains unity and continuity. A powerful, emotive, and empathetic leader, he coordinates his brethren rather than dominating them, although he is quite capable of proclaiming and enforcing his word as supreme law.

The Home of the Valar

Manwë's home sits atop the highest mountain in Arda, an ever-white holy peak in the Pelóri Mountains called Taniquetil (Q. "High White Peak"). There, on the heights which rise above the clouds and protect the eastern flank of Valinor, Manwë and Varda reside in the Halls of Ilmarin (S. "Mansion of High Airs"). His court, however, meets in the Ring of Doom (Q. "Mahanaxar"), near the site of the green Hill of Ezollahar, upon which stands the lifeless trunks of the Two Trees.

Ezollahar, the Ring of Doom, and the now-drained Wells of Varda lie just outside the bounds of the Valar's capital, the city of Valmar (Q. "Dwelling of the Powers;" aka "Valimar"). This enchanted place is graced with high, domed towers and countless bells, and it is filled with song and splendor. Located in the central hills of Valinor, Valmar serves as the home for many of Arda's Ainur.

The Valar who dwell outside Valmar abide within the places maintained by their spirit. Ulmo inhabits the waters, wandering alone wherever they flow. Aulë labors in his mansions, deep within the heart of the Pelóri, while Oromë hunts in the wild forests of southern Valinor. Námo lives with his wife Vairë on the western coast of Aman, where he oversees the Halls of Mandos. His sister Nienna lives nearby. Irmo, his younger brother, stays in the forest Lórien, along with his spouse Estë.

The Individual Valar

Originally, there were fifteen Valar, including the virtually coequal brothers, Manwë and Melkor (Morgoth). With Morgoth's rebellion, however, he became a great Enemy (see Section 7.0). Fourteen Valar remained: seven male and seven female. The eight called Aratar (S. "Exalted") are more powerful than the other six, and their influence has greater impact on Eä.

Although they are described in more detail in Section 5.2, an overview of the individual Valar follows.

The Aratar (Greater Powers)

Manwë (Súlimo)

Association/theme: **Air** (sky, wind, weather, sight, empathy, wisdom).
Status: King of the Valar.
Husband of Varda.
Brother of Melkor (Morgoth)?
Color: blue.

Varda (Elbereth)

Association/theme: **Light** (stars, light of Arda, hearing, insight).
Status: Queen of the Valar. Chief of Valier.
Wife of Manwë.
Color: white.
Aka Elentári, Elbereth Gilthoniel, Star-kindler.

Ulmo

Association/themes: **Water** (sea, rain, springs).
Status: King of the Sea (Ocean Lord; Master of Waters). Spirit of the Veins of the Earth.
Color: sea green.

Aulë (Mahal)

Association/theme: **Earth** (non-living earth, crafts, materiality).
Status: The Smith (Lord of Crafts). Master of the Earth. Maker (of Dwarves).
Husband of Yavanna.
Color: brown.

Yavanna (Kementári)

Association/theme: **Earth** (living earth, Olvar).
Status: Mistress of the Earth. Giver of Fruits. Keeper of Plants.
Wife of Aulë and older sister of Vána.
Color: deep green.

Námo (Mandos)

Association/theme: **Spirits** (death, passing).
Status: Fëantur (Spirit-master). Keeper of the Dead. Doomsmaster. Lord of the Halls of Awaiting.
Older brother of Nienna and Námo.
Color: black.

Nienna

Association/themes: **Conscience** (grief, pity, suffering).
Status: The Weeper.
Sister of Irmo and Námo.
Color: red.
Aka Loner, the Sufferer.

Oromë (Aldaron)

Association/theme: **Nature** (forests, wild, Kelvar).
Status: The Huntsman. Tamer of Beasts. Master of the Wild. Forest Lord. Master of the Wilds.
Husband of Vána and older brother of Nessa.
Color: silver.
Aka Horn-sounder, Trumpet, Tauron, Bema, or Araw.

The Lesser Powers

Vána

Association/themes: **Youth** (wild, birth, renewal, fire, flowers, song).
Status: The Ever-young. Mistress of Flowers and Song.
Wife of Oromë and younger sister of Yavanna.
Color: spring green.

Tulkas (sum. Astaldo)

Association/themes: **Valor** (friendship, loyalty, laughter, hardiness, delight).
Status: Champion of the Valar. The Valiant.
Husband of Nessa.
Color: red gold.

Nessa

Association/themes: **Joy** (celebration, happiness).
Status: Dancer. Mistress of Celebration.
Wife of Tulkas and younger sister of Oromë.
Color: orange.

Irmo (Lórien)

Association/theme: **Spirits** (dreams, desires, love, vision, peace).
Status: Fëantur (Spirit-master). Dream Master. Lord of Visions. Master of the Fountains of Renewal.
Husband of Estë and younger brother of Námo and Nienna.
Color: deep blue.
Aka Desirer.

Estë

Association/themes: **Renewal** (healing, rest, peace).
Status: The Healer. Mistress of the Fountains of Renewal.
Wife of Irmo.
Color: grey.

Vairë

Association/themes: **Time** (fate, tales, memory).
Status: The Weaver.
Wife of Námo.
Color: purple.

The Fallen Vala (the Black Enemy)

Melkor (Morgoth)

Association/theme: **Fire** (cold, crafts, materiality, earth).
Status: The Mighty. The Unmaker.
Brother of Manwë?
Color: none.
Aka He Who Arises in Might, the Great Enemy, the Black Enemy, the Nameless.
(For a complete description of Morgoth, see Section 7.1.)

The General Powers of Vala Characters

Since the Valar are the greatest of the spirits in Eä, their power is difficult to assess. Their incorporeal nature and unique patterns of thought place them beyond normal comprehension. In the context of an FRP game, they truly approximate the concept of lesser (or demi-) gods.

Within this context, it is hard to quantify a Vala's power; and complicating matters, of course, is the fact that each Vala is unique. We can, however, approximate the scale of a Vala's strength, and we can provide some general powers which relate to all Valar.

The following guidelines cover powers that a GM can use when employing Vala characters in a FRP game.

Critical strikes

Unless otherwise noted, critical strikes against a Vala are rolled on the Super Large Creature Critical Strike Tables. This applies to both physical attacks and spells. For MERP, use tables CT-10 and CT-11, with a -20 modification to the critical strike roll.

For RM, use Arms Law Table 8.14 and Spell Law Table 10.85. Note that only "E" critical results affect Valar (and thereby enable the attacker to roll to determine a critical strike result).

In the case of attacks against the Aratar, the eight Greater Powers use an additional -20 modification to the critical strike roll (e.g., a roll on MERP CT-10 would have a -40 modification versus one of the Aratar).

Death of form

When a Vala is "killed," only his form is slain. In such case, the Vala's soul immediately departs from Middle-earth and either (i) returns to Aman or, (ii) as in the case of a rebellious Vala (e.g., Morgoth), it passes from Eä into the Timeless Void.

A fallen Vala does not enjoy Eru's support, and the Vala's death might signal the permanent departure of their presence from Middle-earth. Of course, no Vala has ever died—either in body or spirit.

Valar returning to Aman may take a new form at will. This process might take some time (say 1–100 days); however, a Vala with a specific mission might return very quickly (say in 1–100 hrs).

Vitality of fana (form)

When burdened with an adopted body, the Valar can utilize their forms to their uppermost limits (e.g., a Vala running as a Man, will run as fast or faster than any other Man). They never age and they tire extremely slowly. Immune to the elements and disease, their fanar are perfect corporeal vessels. They

require no sleep per se, although some (e.g., Estë and Irmo) desire sleep. Normally, however, a Vala uses some sort of meditative rest, particularly when taking a lesser form (e.g., 2 hrs/day for a Vala in Mannish form, 1 hr/day in Elvish form, 1.5 hrs/day in Dwarvish form, 2.5 hrs/day in Hobbitish form, etc.).

Form and mind

When taking form, a Vala acquires the patterns of thought and emotion associated with the adopted body. They can, for instance, understand a Man's loves and concerns (including the fear of death), when they take Mannish form. This has its drawbacks, of course, for the Vala will suffer from the effects of the emotions he feels.

Spell-casting

Unless otherwise stated, the ranges, effect radii, and effect diameters of spells cast by Valar are increased tenfold. A spell that normally has a "touch" range has a range of 50′ in the hands of a Vala. These rules do not, however, apply to spells imbedded in an item and cast by a Vala.

Multiple spells and targets

Unless otherwise stated, a Vala can utilize a number spells in the same round; however the sum of the spell levels involved may not exceed the Vala's level. For example, a 500th Lvl Vala could simultaneously deploy ten 50th level spells, or fifty 10th level spells in the same round.

Power Points

References to Vala power points in Section 4.2 do not include the effect of their spell enhancing items (e.g., PP multipliers). These include only inherent capabilities based on the Vala's relevant stats, which are calculated differently than those of the Maïar or lesser beings. Where a Vala's stat is 102 or more, the number of PPs per level equals 3 + (stat - 101). For instance, a Vala with a PP-related stat of 140 has 42 PPs per level.

The relationships among the Valar



The relationships among the Valar

The Valar and Religion

Few among the Elves of Third Age Middle-earth have ever seen a Vala, and virtually none of the members of the other Free Peoples actually enjoy that claim. Direct visits from the Powers were rare after the Great Battle, and they essentially ended following the Change of the World. Only Ulmo and a small collection of Maïar regularly venture out of Aman. In fact, Ulmo sees and hears much that escapes even Manwë and Varda, for the King and the Queen of the Valar are far removed from life in Endor.

Nonetheless, the peoples of Middle-earth are aware of legends and natural manifestations that arose out of the Valar's acts. The forces and features of nature—such as the waters, the wind, and the stars—are all tied to the Valar, and they are all part of every society's experience. For this reason, some folk even deify the Valar. Those who live beneath the boughs of the deep woods and worship the God of the Forest covet the works of Oromë, while those that revere the God of the Sky salute Manwë.

The Valar as (Mistaken) Deities

The Valar are not Gods, of course, although they are often mistaken as such by Men. Countless pantheons include Gods that correspond to some or all of the Powers. Generally, localized labels and trappings apply, but the features ascribed to these so-called deities are usually the equivalent of those embodied in the Valar.

It is a matter of ignorance combined with local perception. Where the weather is harsh, the God who corresponds to Manwë may be viewed as powerful and brutal; while in locales blessed with a fair climate, this God may be weak and/or gentle. In either case, the deity is a misconceived version of the Lord of Valinor.

Certain races recognize only some of the Powers. Coastal peoples who derive all their wealth from the sea may look to a God-variant of Ulmo as a generous and ultimate overlord who has no peers and few servants. While their pantheon might include a lesser Lord of the Stars (some variation of Varda) and a weak God of the Sky (again, a reconceived Manwë), their woodless land might have little use for any deity resembling Oromë.

Monotheism and the Reverence for Eru

Eru is the One God, and some enlightened cultures understand this fact. Most Elves, of course, believe in Eru Ilúvatar, for they recognize that the Valar arose out of the One's Flame Imperishable (like all lesser spirits). Thus, most Elven groups practice monotheism. Those that do not are usually ignorant Moriquendi (particular Avari) or are corrupt.

Aside from the enlightened Dúnedain, Men are less likely to embrace the worship of one, all-powerful God. Mortals—having short life spans and relatively little written history—are too far removed from the Elder Days to possess the knowledge found among the Quendi. Where monotheistic Men reside, the specific form of their beliefs are rarely accurate; instead, they reflect the culture's unique experience. These peoples typically view their one God in the same way Elves might look upon their patron Vala or, more commonly, they perceive their one deity as a manifestation of Darkness.

Religion and Darkness

Darkness has frequently plagued Mannish societies. Both Morgoth and Sauron promoted themselves as the King of Men, and each fostered ignorance among their potential subjects. Religion became a great tool of conquest. As a result, cults deifying Morgoth and/or Sauron are commonplace. Either the Black Enemy or the Dark Lord is venerated as the one God, or as the principal God, among numerous ethnic groups and within the many secretive cults that subvert cultures in less shadowy regions.

Unenlightened or impoverished people relish power and oft times idolize magical or physical strength. Naturally, since the Great Enemies employed unrestrained enchanters and overwhelming armies, Darkness usually represented might. This, in turn, provided Men with the two-edged symbol of fear and hope and it is not surprising that a considerable number of races turned to Darkness. Some of the resultant religions converted local Gods to servants of Morgoth or Sauron or abandoned the old deities altogether, while others merged their ancient idols into the persona of the conquering spirit.

The Multiplicity of Religions

Like any world with myriad races, cultures, and sub-cultures, Middle-earth has a seemingly inexhaustible collection of deities, pantheons, practices, and religions. Rites and rituals, couched in the peculiarities associated with particular places and peoples, follow countless patterns and themes. Thus, the folk of each region typically subscribe to their own standards, borrowing and evolving with need and time.

In truth, however, there is a standard. Eru is the Creator and God, and no other deities exist except in belief. The Valar are merely powerful servants, guardians of Eru's conception.

Dúnadan and Elda Religion

This truth forms the foundation of Elda and Dúnadan religion. Both groups live in the northwest of Middle-earth and practice a non-ritualistic form of monotheism based on the belief in Eru as the One. Having immortality and direct contact with the Powers of Aman, the Eldar know about the relationships of the Maïar and the Valar, the Valar and Eru, and Eru and Eä. Disciples of Elda teaching, the Dúnedain inherited this knowledge.

The Eldar and Dúnedain utilize a very personal form of religion which involves no formal clergy and little in the way of rituals. Personal meditation and communal celebration order their spiritual lives. Informality is the norm.

The Valar serve as patrons of these groups (and of the people they influence), but they are not misconstrued as Gods. Maïar spirits perform lesser roles and are respected as the wise, or revered as spiritual caretakers of the earth. Actual worship, however, is confined to Eru; and while faith is essential and omnipresent, it is not intrusive. This suits the Valar and their Maia people, since it is in keeping with the Balance of Things.

Vala Character Glossary



Aulë

Lvl: 485. Race: Vala (Exalted). Profession: Mage/Alchemist. Home: The Mansions of Aulë in Valinor. Aka: The Smith; Mahal (Kh. “Maker”).

RM Stats: St-140; Qu-100; Em-150; In-100; Pr-120; Ag-140; Co-145; Me-120; Re-150; SD-100. MERP Stats: St-140; Ag-140; Co-145; Ig-135; It-100; Pr-120. Appearance: 100.

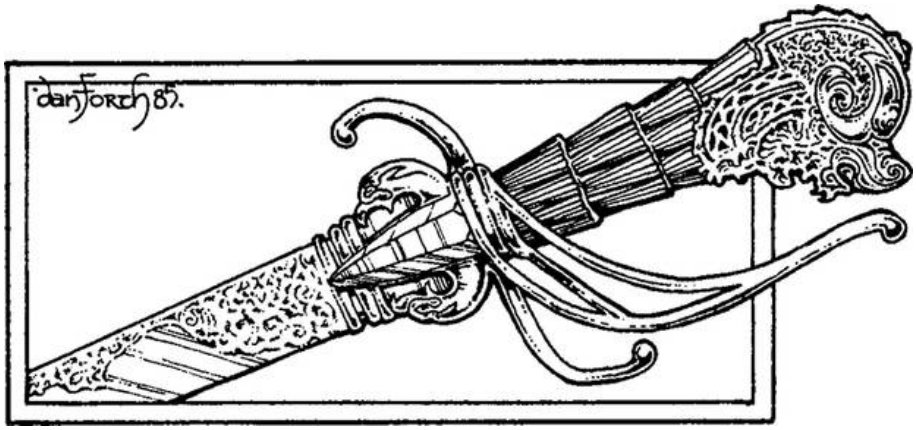
Aulë was the master of crafts and material things and the closest in mind and character to Morgoth. He was the Lord of the Earth and understood and manipulated its substances. Thus, he built the mountains and carved the valleys, molding the surface of Arda according to Eru’s vision. When Morgoth remade or unmade Aulë’s works in the struggles before the Battle of the Powers, the Smith toiled t ‘ restore the results of his labor; but in the end this proved impossible, and Arda’s image ultimately lost its symmetry.

Aulë’s creations were legion. Aside from the adornment, weapons, and trappings required by his fellow Ainur, his forges produced the Two Lamps, Illuin and Ormal. They illuminated the World in the early Elder Days. Erecting peerless peaks to hold them, he crafted each to hold the enchanted aura devised by Varda. Following their destruction and the subsequent death of the Two Trees, the Valar again called upon him to fashion vessels for the Great Light, so he produced the Sun and the Moon.



The greatest of the Smith's works, however, may have been the race of Dwarves (Kh. "Khazad"). Although burdened by his conscience, Aulë secretly molded the Seven Fathers of the Dwarves beneath the mountains of Middle-earth, hoping that they might instill special life into Arda. This conception was his own and was against Eru's thought, but it was not the work of malice and did not lead to his downfall. Confronted by his Lord, Aulë submitted and almost destroyed his seven offspring, but Eru permitted them to sleep until an appointed time for their birth (after the awakening of Elves and Men). The One pardoned the Lord of the Earth, who remained loyal to the Balance of Things.

The transgression that led to the birth of the Dwarven race was in keeping with Aulë's character. Like Morgoth, the Smith enjoyed making physical objects and longed to create life. His greatest joy was in the fruition of his heartfelt labor. Unlike the Black Enemy, though, Aulë's works embodied love and their intended purpose was to augment creation - not to replace or be apart from it.



Unfortunately, while Aulë's servants shared his drive to create, they often lacked his love and wisdom. His first high servant, Sauron, was seduced by the Black Enemy even before entering Eä. Saruman, Sauron's successor, suffered a similar (albeit less epic) fate. Both fell prey to the desire to be the master of the material world and, like Morgoth, both rebelled.

Aulë's love can also be attributed to his spouse Yavanna. His wonderful wife provided the Smith with a balancing affection. She tempered his materially-oriented spirit with her knowledge and empathy for living things and, together, they presided over the caretaking of earth.

Aulë's 7′ tall fana was stout and strong. His long, braided hair, black beard, and red-brown skin gave him the image of a large (7′ tall) Dwarf. Indeed, his children resembled their father.

Aulë's Principal Items

Forge and Tools · Aulë's mountain smithy is adjacent to his Mansions. It contains an enchanted forge and tools which enable him to create items at 100x the normal rate for a smith or alchemist.
Hammer (Eceru) · (S. "Lord Maker") + 140 war hammer made of gold inlaid black eog. Its enchanted head is harder than any substance, and it yields 1-10 impact criticals (of the same severity) each time it delivers a critical strike.
Aulë's Special Powers

Earth-form · Aulë can move and breathe with equal ease on or beneath the land. In order for him to move through a solid inorganic substance, he need only have a gas- permeable crack through which to pass.
Earth-weaving · Aulë has absolute control of all inorganic material which is affixed to or part of the earth within a range of 485 miles (i.e., 1 mile x Aulë's lvl). He need only concentrate in order to move and mold the earth, although such movement must be (i) continuous and (ii) confined to a speed which does not exceed a Dwarfs walking pace. It also requires a # of PP equal to # cubic miles of material x 10 x distance moved (in miles).
Earth-lore · Aulë knows about the origin and properties of all inorganic substances.
Spells · 22,220 PP. Base spell OB is 242; directed spell OB is 485. Aulë knows all Mage lists and all Open Essence lists (MERP), and all Alchemist lists, Closed Essence lists, and Sorcerer lists (RM).

Estë

Lvl: 450. Race: Vala (Valië). Profession: Animist/Healer (Cleric). Home: Valinor. Aka: The Healer; Mistress of the Fountains of Renewal; Mistress of Peace and Rest.

RM Stats: St-100; Qu-120; Em-110; In-140 Pr-110; Ag-120; Co-130; Me-140; Re-100; SD-100. MERP Stats: St-100; Ag-120; Co-130; Ig-120; It-140; Pr-11O. Appearance: 120.

Estë was the wife of Irmo and, like her spouse was a caretaker of the living. Her concerns were with the rest and renewal of the body and soul. No Vala had greater powers of healing.



The placid, grey-veiled Estë took care of the Fountains of Renewal in the Forest of Lórien. Both she and her husband resided in the magic woods, although she rested alone by day on an isle in the mere called Lorellin (S. "Lake of the Golden Stars"). Estë's quiet, gentle fana walked beside Irmo during the peaceful hours of night, the time of rest of peace.

Estë's Special Powers

Healing · Estë can heal through normal means, or she can transfer injuries from others to her own body (e.g., like a RM Healer). In the latter case, she can entirely and instantly relieve others of their infirmities by simply touching them (a number whose cumulative levels are less than or equal to Estë's hit total). Then

she can heal the absorbed damage at a rate equal to the cumulative number of levels of those she relieved. She can raise the lifeless, "lifegiving;' so long as they have died within the last 450 hours. In addition, Estë can absolve anyone of any disease or poison that afflicts them.
Water-blessing · Estë can bless any water source (e.g., a well or spring), providing it with the power to heal any wound, disease, or infirmity (short of death) affecting those who ingest its waters. She can affect only one water source at a given time.
Spells · 18,900 PP. Base spell OB is 425; directed spell OB is 450. Estë knows all Animist lists and all Open Channeling lists (MERP), and all Cleric lists, Lay Healer lists, Healer lists, and Closed Channeling lists (RM).
Estë's Principal Items

Healing Stone · A simple, rough hewn stone (7″ diameter) composed of enchanted grey adamant. When touched, it cures any disease and purifies any poisonous substances found in one's body. Holder can touch another and diagnose any ill, mental or physical, as well as ascertaining the cure.
Cup (Lissi Coirë) · (Q. "Sweet Stirring ;" S. "Leth Echuir") Upon command (7x/day), the cup will fill with a sweet wine of holder's choice. The wine is enchanted and, when consumed, will heal any ill of the mind.

Irmo

Lvl : 425. Race: Vala. Profession: Bard/Illusionist (Seer/Astrologer). Home: The Forest of Lórien in Valinor. Aka: (Q. "Desirer"); Dream Master; Lord of Visions.

RM Stats: St-100; Qu-100; Em-130; In-176; Pr-140; Ag-105; Co-100; Me-130; Re-120; SD-11O. MERP Stats: St-100; Ag-105; Co-100; Ig-125; It-116; Pr-140. Appearance: 115.

Like his older brother Námo, Irmo was one of the Fëanturi (Q. "Spirit-masters"). He was the master of emotions and dreams, the spirit of life; thus his name "Desirer:' Along with his wife Estë, he rose at night in his homeland in the Forest of Lórien, journeying when the dreams of Eru's Children were most active.



While his older sister Nienna shouldered grief, and while Estë healed the body, Irmo soothed the spirit. He understood the basic drives of the soul and, while his brother was the caretaker of fate or doom, he oversaw the wishes and hopes inherent in all spirits. Because of wardship, Irmo was generous and always concerned with the happiness of others.

Irmo's fana was garbed in a deep forest-blue, like the color of trees in the moonlight. His tall, lithe form and gentle manner suggested his inner peace, but the fire of desire always kindled a very special spark within his eyes.

Irmo's Special Powers

Mist-form · At night (including dawn and dusk) Irmo can take the form of mist at will, enabling him to travel with the wind or move in any direction at twice his normal speed. In such form he is invulnerable to most physical attacks.
Perfect Illusions · Irmo can simultaneously concentrate upon and maintain a number of illusions the sum of whose levels cannot exceed 425. This concentration only utilizes 25070 of Irmo's allowable activity. (Treat the illusions as reality for all but Irmo and Estë.)

Dream-mastery · Irmo can ascertain and visualize the dreams of any individual upon whom he concentrates (and who also fails their RR), regardless of range.
Spells · 15,725 PP. Base spell OB is 212; directed spell OB is 425. Irmo knows all Bard lists, all Mage lists, and all Open Essence lists (MERP), and all Illusionist lists, Astrologer lists and Closed Essence lists (RM).
Irmo's Principal Items

Staff (Stave of Dreams) · Irmo's staff can erase the dreams/desires of any target within 425′ who fails a RR. The staff is usable 3x/day and affects the victim for 3 days x amount of RR failure.
Circlet (Irmirë) · (Q. "Jewel of Desire") This gracile mithril headband is adorned with a deep blue diamond, which rests upon Irmo's brow. A x14 PP multiplying device, it can "capture" any dream/desire taken (erased) by the Stave of Dreams. It holds only one target's dreams at a given time. Wearer can implant the bound dream/desire (duplicating it if Irmo so wishes) into the spirit of any target with 425′ who fails his RR.

Manwë

Lvl: 500. Race: Vala. Profession: Mage (Cleric). Home: Valinor. Aka: (Q. "Blessed"); Súlimo (Q. "Breather''); Lord of the Breath of Arda; King of the Valar; Lord of the Sky; Lord of Air; the Elder King; Ruler of Arda.

RM Stats: St-120; Qu-120; Em-150; In-150; Pr-145; Ag-125; Co-110; Me-140; Re-150; SD-130. MERP Stats: St-120; Ag-125; Co-110; Ig-145; It-150; Pr-145. Appearance: 145.

Manwë was the King of the Valar and was closer to Eru than any spirit. Only Morgoth and his spouse Varda rivaled his strength. No Vala stood above him.



Manwë and Varda shared an enduring love that knew no limits, one which survived the jealousy of Morgoth. Their bond lent each additional power, and together they were far stronger than the sum of their separate talents. When Manwë sat beside Varda in Ilmaren, he saw anything in Arda above the surface of the land or water simply by parting the clouds.

As Súlimo, the "Breather,' Manwë was master of the skies and controlled the air and weather over Arda. His breath governed the winds, his vision cleared the mists, and his anger spawned the storms that pounded the earth. With Varda, he determined the course of the light that crossed the sky.

As King of Valinor, Manwë served as the ultimate leader of the Council of the Valar and presided over all the deliberations in the Ring of Doom. He was the leader, counselor, teacher, and overseer of his people and, along with his wife Varda, was the patron of the Vanyar who lived on the slopes between his Halls and the fair city of Valmar.

Manwë's chief flaw was tied to his unwavering belief in Eru's thought. As a result of his proximity to the One, the King of the Valar did not understand the nature of and motivations behind Evil. Thus, he never

comprehended the danger inherent in the Black Enemy, nor did he realize the gravity of Sauron's machinations. Varda, however, acted as his counselor in many such matters, as did Ulmo; and ultimately Manwë's wardship bore fruit.

Manwë's fana was that of a wise, bearded, white-haired lord with clear skin and sky-blue eyes. Robed in rich blue, he appeared every bit the King. Pure white stars shone from deep within his eyes, giving him a glowing gaze.

Manwë's Principal Items

Sword (Taramacil) · (Q. "High Sword") Symbol of his lordship, this + 150 holy broadsword strikes as a two-hand sword. Made of enchanted sky-blue steel, it glows upon command, or near any appointed individual (only one foe can be appointed at a time, and wielder must know the foe). When seeking a foe, the sword glows within a range in feet equal to the wielder's level, growing brighter as it gets closer to the foe. Made by Aulë, the sword is endowed with a 50th lvl enchanted spirit of its own, which serves as Manwë's familiar. It can communicate through visions or silently speak to the King.
Spear (Gebir Manwë) · (Q. "Manwë's Stake") A 21′ long enchanted, + 150, sky-blue steel spear inlaid with silver and sapphires. When thrown, it disappears, as if merged with the air, only to reappear at the point of impact. Therefore, it cannot be parried. Its range is 1000′ (without range penalty), and it always returns to the wielder instantly after striking. Any critical strike the thrower delivers is accompanied by three impact criticals of equal level, plus a 50th level Fear spell attack.
Manwë's Special Powers

Vision · Manwë can see perfectly, at night or day, as far as the horizon. He can note every detail, as if he were at the point he upon which he dwells. His gaze parts the clouds, so weather does not affect his view. When he is in Ilmaren with Varda, he can see anything above the surface of the earth or water anywhere in Arda.
Voice · Manwë can speak in any voice he desires, to anyone within his sight.
Authority · Manwë can direct his voice or sight upon any one individual (within a range of 500′) in order to dominate him. The victim must make a RR versus a 250th level Channeling (MERP) or Mentalism (RM) attack. Failure results in the victim being under Manwë's control until the victim makes a successful RR. Whenever the victim leaves the 500′ radius effect area - or whenever Manwë stops concentrating - the victim receives one RR per round.
Air-weaving · Manwë has absolute control over the air (i.e., wind) throughout Arda.
Spells · 26,000 PP. Base spell OB is 250; directed spell OB is 500. Manwë knows all Mage lists, all Open Channeling lists, and all Open Essence lists (MERP), and all Cleric lists, and all Closed Essence, Closed Channeling, and Closed Mentalist lists (RM).

Melkor (Morgoth)

In the beginning, Melkor (Q. "He Who Arises in Might") was the greatest of the Valar. He shared power with Manwë, but he never enjoyed the favor that Eru accorded his brother. Manwë, however, was closer to Eru's thought, for Melkor could not work within the scheme prescribed by the One. When the Valar made the Great Music, Melkor created discord.

Melkor desired to be omnipotent and create according to his own feelings, and not within the bounds of Eru's vision. Like Aulë, Melkor loved to make things and he revelled in the adoration he received for his conceptions. But he went further than the Smith and, after entering Eä, he openly rebelled. Abandoning his pledge to Eru, Melkor became a fallen Vala and his name was never again spoken by the Powers. He was known ever after as Morgoth, the "Black Enemy." (For more about Melkor see the Morgoth entry under "Great Enemies" in Section 7.1.)

Námo (Mandos)

Lvl: 475. Race: Vala (Exalted). Profession: Bard/Seer (Cleric). Home: The Halls of Mandos on the western shores of Valinor. Aka: (Q. “Ordainer “); Judge; Mandos; Lord of the Halls of Awaiting; Keeper of the Dead; Lord of Fate; Doomsmaster.

RM Stats: St-105; Qu-100; Em-120; In-140; Pr-150; Ag-120; Co-110; Me-150; Re-100; SD-150. MERP Slats: St-105; Ag-120; Co-110; Ig-125; It-140; Pr-150. Appearance: 105.

Námo was the older brother of Irmo and Nienna. Like Irmo, the Ordainer was a Fëantur (S. “Spirit-master”; pl. “Fëanturi”), a master of inner visions and destinies. Námo, however, did not concern himself with the immediacies that occupied his kin; instead he presided over the passing of spirits. His name spoke of his role as the pro claimer of Fate. He was the arbiter of doom, and the caretaker of souls in the afterlife.



Námo resided in the Halls of Mandos (Q. “Imprisonment”). There, on the western shores of Aman, he overlooked the Encircling Sea and guarded the spirits that awaited the End of Time and the climax of Eru’s vision. No soul could leave the Halls without his consent, and it was in his ward that the spirits of the Firstborn reposed after their death. Morgoth was imprisoned there, as were the other fallen Ainur who awaited judgment and repentance.

Námo's wife Vairë lived with the Doomsmaster at their Halls, weaving the record of Time that aided her spouse in his judgments. Aside from the ever-grieving Nienna, she was Námo's only frequent companion. An air of twilight colored his setting.

Accordingly, Námo's fana frequently wore a guise of gloom. Black robes adorned his chosen form: a tall, angular, pale body without hair, punctuated with deep-set black eyes.

Námo's Principal Items

Amulet of Fate · Composed of a black diamond nestled in a simple silver and grey ithilnaur setting, this amulet was a gift of Irmo (Lórien). It is the companion amulet to the one given to Melian. When placed before the eyes of another (range J' x wearer's lvl), the target must make a successful RR, or the wearer may read the target's general doom (e.g., good or bad, and to what degree). Wearer receives a general image (as if it was a dream) of target's general fate (for the coming period equal to I year x wearer's level).
Gauntlets (Gloves of Passing) · When both are placed upon the body of the target, the target realizes and visualizes the general nature of their fate. Should the target resist his natural fate (e.g., an undead) or should he physically assail Námo, the Ordainer may concentrate on the target's demise. Then, should the target fail an RR versus a 100th lvl attack, the target will die, his spirit passing into bondage within the Halls of Mandos. The gloves cannot, however, affect Men.
Námo's Special Powers

Voice of Doom · Námo can speak in any voice of anyone within a 475′ radius, controlling their attentions. Those within his range must make a RR versus a 47th level Channeling (MERP) or Mentalism (RM) attack, lest they be controlled by Námo so long as he speaks to them. Should Námo recess for more than 1 minute, or should the victim leave the 475′ radius effect area, the victim is no longer under the Ordainer's control.
Eye of Judgement · Should Námo gaze upon a target and concentrate, the target must make a successful RR versus a 47th level Channeling (MERP) or Mentalism (RM) attack, or they will die.
Spells · 22,325 PP. Base spell OB is 237; directed spell OB is 475. Námo knows all Bard lists and Open Channeling lists (MERP) and all Seer lists, Cleric lists, Closed Channeling lists, and Open and Closed Mentalism lists (RM).

Nessa

Lvl : 400. Race: Vala (Valië). Profession: Bard. Home: Valmar in Valinor. Aka: Dancer; Mistress of Joy; Mistress of Celebration.

RM Stats: St-100; Qu-140; Em-100; In-130; Pr-140; Ag-140; Co-100; Me-100; Re-100; SD-100. MERP Stats: St-100; Ag-140; Co-100; Ig-100; It-130; Pr-140. Appearance: 135.

Nessa was the rather carefree and beautiful wife of the Vala Tulkas. Of all the Valier, only Vána possessed a wilder spirit. Like her spouse, Nessa loved to run, play, and laugh, taking delight in the celebration of life. She embodied mirth, joy, and happiness and never thought to bear arms.



Above all, though, Nessa danced. Cheerfully fluttering on Valmar's unfading green lawns, she rejoiced in dancing whenever she was at home. In the wilds, she sportily raced the beloved deer that followed her on every frolic, knowing that she could always outrun the beasts that trailed her. Only Tulkas and Oromë were more fleet afoot.

Nessa's fana was that of a agile but graceful young woman with fiery red-orange hair and eyes as green as the carpets upon which she danced.

Nessa's Principal Item

Green Rose Crown · Nessa wears a crown made of enchanted green roses in her hair. The crown denotes her station as Queen of Celebration. Its splendid magical glow protects her head as well as any normal helm (and it negates 750/0 of head crits; roll 01-75). In addition, the crown's aura confers joy and reaches into the vilest of hearts. While wearing the crown, Nessa is immune to attack from anyone who gazes upon her (from any range) and who fails a RR versus a 40th lvl Essence attack. Such failure invokes happiness, and prevents the viewer from fighting anyone for 1-100 minutes (unless struck).

Nessa's Special Powers

Dance · While dancing, Nessa can leap up to 100′ vertically and up to 500′ horizontally (or any variation thereof). She can imitate and improve upon any dance, tumbling maneuver, or acrobatic maneuver she has ever seen, and her own maneuvers are always treated as having a difficulty category no harder than "Easy" (see MERP Table MT-1 or RM/ Character Law Table 15.31).

Song-weaving · Nessa can use her voice to create any sound within the range of any mammal found in Arda and, while singing, she can communicate with any deer within 4 miles.

Spells · 14,800 PP. Base spell OB is 200; directed spell OB is 400. Nessa knows all Bard lists and Open Channeling lists (MERP) and all Closed Channeling, and Open and Closed Mentalism lists (RM).

Nienna

Lvl: 47S. Race: Vala (Exalted Valië). Profession: Bard/Mentalist. Home: The Last Home on the westernmost shore of Valinor. Aka: (Q. “Mourning”); The Weeper; the Sufferer.

RM Stats: St-100; Qu-100; Em-150; In-150; Pr-13S; Ag-120; Co-120; Me-115; Re-100; SD-100. MERP Slats: St-100; Ag-120; Co-120; Ig-107; It-150; Pr-13S. Appearance: 140.

Nienna was the younger sister of Námo (Mandos) and the older sister of Irmo (Lórien). A solitary Vala, she resided at the westernmost point in Aman. There, her lonely tower rose from the sheer grey cliffs bitten by the twilight waters of the Encircling Sea.



Nienna was the Mourner, the Weeper, and she embodied suffering. The very antithesis of Nessa, she did not celebrate; rather, she bore the grief of Ea. Her shoulders supported the suffering created out the errors of all other spirits, for she assumed their sadness. Pitying the most rebellious of spirits, the Weeper suffered on behalf of others. She represented the conscience of Ea. Without her, the pain of their journey through life would have undoubtedly overwhelmed the Children of Eru.

Nienna's fana illustrated her role. Pale, red-eyed, and with scarlet cheeks marked by unending tears, she walked slowly. There was strength in her watery eyes, however, for she was strong enough to pity and forgive virtually any transgression for which repentance was offered.

Nienna's Special Powers

Conscience · Nienna can see into the conscience of anyone she looks and concentrates upon (range based on whether she can distinguish them), assuming they consent or they fail a RR versus a 237th level Channeling attack.
Grief Transferal · Nienna can assume the emotional pain and suffering of anyone whom she touches and concentrates upon. In addition, her touch immediately heals any mental and physical side-effect arising out of such suffering.
Spells · 21,375 PP. Base spell OB is 237; directed spell OB is 475. Nienna knows all Bard lists and Open Channeling lists (MERP) and all Closed Channeling, and Open and Closed Mentalism lists (RM).
Nienna's Principal Item

Staff of Sorrow · A + 100 quarterstaff made from the fallen branch of the now-dead Telperion. It is a x10 PP multiplying device that enables wielder to cast any Healer spell (up to 20th lvl). In addition, the staff resurrects sorrowful images in the minds of its victims. Whenever wielder concentrates (up to lOx/day), those within a range of l' x wielder's lvl (475′ in Nienna's case) must make a RR versus a 20th lvl Channeling attack. RR failure results in victims being incapacitated (for I rd x RR failure number) due to uncontrollable grief.

Oromë

Lvl: 480. Race: Vala (Exalted). Profession: Ranger. Home: the wild woods of southern Valinor. Aka: (Q. "Horn-sounder"); Araw (S. ''Trumpet;'' "Béma"); Tauron (S. "Forester"); Aldaron (Q. "Lord of Trees"); Tamer of Beasts; the Rider; Master of the Wild; The Hunter; Huntsman of the Valar.

RM Stats: St-145; Qu-145; Em-105; In-120; Pr-120; Ag-150; Co-150; Me-100; Re-100; SD-110. MERP Stats: St-145; Ag-150; Co-150; Ig-100; It-120; Pr-120. Appearance: 140.

Oro me was the Huntsman of the Valar. A peerless messenger and tracker, he was the greatest ranger ever to set foot in Arda. His skills in the wild were legendary. As Araw, he was the patron of many Elves and, as Béma, he was revered by Men. He was the best known of the Valar in Endor. His extensive travels upon his white horse Nahar gave him insight into virtually every region of Middle-earth, and left a legacy of familiarity for peoples who never saw him.



Oromë was the older brother of Nessa and the husband of Vána. He shared their passion for life, and their fondness for living things; but above all, he loved the wilderness. Forests were his favorite domains.

Unlike his sister, though, Oromë could be quick to anger. His temper was fiery and his wrath formidable and, although he was not as strong as Tulkas, he could be a more deadly foe. Passion could drive the Huntsman to pursue an enemy to the end of the World.

In Elder Days, Oromë hunted the monsters that came forth out of Morgoth's breeding pits. No challenge was too great, and he rode far and wide to clear the land of Evil. Then, forests covered vast expanses of Middle-earth, and Oromë seemed at home among the beasts of the wood. He continued his solitary hunts after the destruction of the Two Lamps, even though the animals went into hibernation. Always the warden of the forests, Oromë often stood alone against the onslaught of the Black Enemy's minions.

Oromë was the first Vala to encounter the newly-born Elves when they awakened in Cuiviénen. There, in the eaves of the Wild Wood of eastern Endor, he cautiously met the Firstborn of Eru's Children. The Huntsman later took the Elda-lords Ingwë, Finwë, and Elwë to Valinor and, after their return to Middle-earth, he led their peoples on the Great Journey westward.

These acts, together with his struggle on behalf of the Quendi in the Battle of the Powers, forever endeared

him to the Elves.

Orome's fana is fair and strong of build. Silver-haired and cloaked in a flowing white cloak, he looks like a pale whirlwind when he rides through the moon-soaked woods.

Orome's Principal Possessions

Bow (Luvaninque) · (Q. "White Bow;" S. "Nimcú") + 200 holy, white Mallorn, long bow. It is seven and half feet long and requires 500 lbs of pressure to string. Makes no sound when fired and only fumbles on a roll of 01. Neither the bow or its bowstring will warp or break.
Horn (Valarómra) · (Q. "Horn of the Valar") White kine horn, inlaid with mithril and adamant. It weighs 48 Ibs. It has a range of 48 miles and, when blown, all allies of wielder within the range receive a + 50 bonus to all their actions for 1-100 rounds (this latter power is usable but lx/day).
Horse (Nahar) · Beautiful 100th lvl white stallion whose coat glows silver in the moonlight. Nahar leaves no tracks and tirelessly runs at a pace of 1000′ per round. It is a Super Large Creature which will fight to the death for Oromë or his wife Vána. His voice is like a song and he can speak to, and understand, Oromë, Vána, or Nessa.
Oromë's Special Powers

Speed · Oromë has a walking pace of 100′ per round and he runs at a pace of 500′ per round.
Silence · Should Oromë concentrate, he makes absolutely no noise when moving outdoors.
Befriending and Riding Beasts · Oromë can tame and ride any wild beast as if it was his most loyal friend. The Hunter need only see and call to beast (range 1000′). In order to affect previously tamed, domesticated, or evil beasts he must touch the creature (which then receives a RR).
Aim · Oromë can toss any thrown weapon or missile (e.g., a pole) up to 500′ without range penalty, using his normal spear OB; and he can throw his spear up to 1000′ without range penalty. He may throw missiles or thrown weapons twice that far with an OB penalty of -100. Oromë can throw rocks weighing up 30 lbs as far as 500′ with a + 100 OB, yielding a Large Fall/Crush attack.
Tracking · Oromë can track any wild creature across any solid surface (including stream beds), so long as he can find any one of that creature's tracks which has been made within the preceding 480 hrs.
Spells · 10,560 PP. Base spell OB is 120; directed spell OB is 240. Oromë knows all Ranger lists and Open Channeling lists (MERP) and all Closed Channeling, and Monk lists (RM).

Tulkas (Astaldo)

Lvl: 450. Race: Vala. Profession: Warrior/Fighter. Home: Valmar in Valinor. Aka: Astaldo (Q. "The Valiant"); the Strong; the Champion of the Valar.

RM Stats: St-150; Qu-150; Em-120; In-100; Pr-100; Ag-150; Co-150; Me-99; Re-99; SD-100. MERP Stats: St-150; Ag-150; Co-150; Ig-99; It-100; Pr-100. Appearance: 130.

Tulkas is the consummate Warrior. He fights without weapons, anger, or fear, and knows no equal in strength or speed. Faster and stronger than any beast, he is a formidable foe and a valuable ally.



Even though Tulkas was not one of the Aratar, Morgoth feared him more than any other Vala. Tulkas' complete lack of concern regarding threats and dangers presented the Black Enemy with an opponent he could not intimidate. The Valiant One always fought as if he was at play, laughing at obstacles as if they were games or playful challenges. Thus, Morgoth could not use the Champion's ire as a tool against Tulkas, as he did with other foes.

Exceedingly slow to anger, Tulkas was a fast friend who honored a bond of friendship with his very being. No one was more loyal. His weakness was rooted in his modest intellect, not his compassion.

Indeed, Tulkas' mind made him a poor counselor and reduced his stature among the Valar. The last to enter Ea, he was not counted as one of the Exalted Powers, despite his supreme physical talents and even though Tulkas subjugated Morgoth during the Battle of the Powers.

Tulkas' fana had gold hair, a gold beard, and a joyful, ruddy complexion. His deep, joyous laugh and dancing eyes lend him a gentle (albeit powerful) visage.

Tulkas' Special Powers

Size · Treat Tulkas as a huge creature. Although he is not one of the Aratar, all critical strike rolls applied against him have -40 subtraction (see 4.12 above).

Body · Treat Tulkas's skin as Plate armor (AT 20) with an inherent DB of 100. His huge hands and inherent solidity give him the ability to strike without weapons using a Flail, Huge Bash, or a Huge Grapple attack.
Strength · Enables Tulkas to toss any object weighing 450 Ibs or less up to 400′ without range penalty, striking with a +200 OB on the Fall/Crush Attack Table. He can throw objects up to 100 Ibs up to 1200′, striking with a + 100 OB on the Fall/Crush Attack Table. In any case, he can double his range and half his OB.
Laugh · Anyone coming within 1000′ of Tulkas' must make a RR versus a 50th level Fear spell. With a RR failure of 01-50, the victim flees in fear for 1-10 minutes. If the RR failure is 51-100, the victim is frozen in place (stunned and unable to move or parry) for 1-10 rounds. Should they fail by 101 +, they die of fright.

Ulmo

Lvl: 490. Race: Vala. Profession: Animist/Sorcerer. Home: The Oceans or, occasionally, freshwater. Aka: (Q. "Pourer''); Rainer; King of the Sea; Spirit of the Veins of the Earth; Ocean Lord; Master of Waters.

RM Stats: St-125; Qu-130; Em-150; In-150; Pr-125; Ag-125; Co-100; Me-150; Re-1OO; SD-105. MERP Stats: St-125; Ag-125; Co-100; Ig-125; It-150; Pr-125. Appearance: J05.

Aside from Oromë, Ulmo was the best known of the Valar, for his spirit dwelt closest to Endor. Ulmo's essence swirled through each rain, coursed through every stream, and lay in every pool and bay in Arda; he came with each morning's dew. Ulmo resided in the Eä's highest snows and her the deepest springs. As water was the "blood" of the World, the Pourer was truly the Spirit of the Veins of the Earth.



Ulmo was second among the Vala Kings and third in the hierarchy of the Exalted Powers. Only Manwë and Varda stood above him in Eä's scheme. A loner who rarely took form and only occasionally visited Valinor, he was the virtually autonomous master of the deeps. Ulmo saw and heard all that transpired beneath the waves and knew everything that occurred where water flowed. His knowledge of the Middle Land oft times exceeded even that of Manwë and Varda, for things and events could be hidden from the King and Queen which could elude the Ocean Lord's notice.

Ulmo's unique dominion threatened Morgoth, since the Black Enemy's claim as King of the World did not extend into the sea. Morgoth hated water and feared the untamable ocean, so he attempted to supplant Ulmo by offering the Sea-lord's vassal Ossë the Kingdom of Water. Ultimately, Ossë repudiated the Black Enemy's advances and, with the intercession of the Maia Uinen (Ossë's spouse), he was pardoned by his lord.

Ulmo's voice was as deep as the sea. It was the greatest in Eä, and his servants proved to be the finest singers ever to grace Arda, save the Vala Vána. Eru conferred more music upon Ulmo than he gave the other Valar, and his command of song-lore was unparalleled. It was his people who taught the Teleri how to sing.

Ulmo also directed Ossë to instruct the Teleri about ship making, and these skills were evident in the wondrous creations of the great Sinda shipwright Círdan. These, combined with Ulmo's mastery of their beloved sea, led the Teler Elves to acknowledge Ulmo as their patron (alongside Varda).

Ulmo's concern about the welfare of Eru's Children extended beyond the Teleri. The Ocean Lord transported many of the Eldar to Aman and counseled the Free Peoples throughout the struggles during the War of the Great Jewels at the end of the First Age. Knowing of the secret places where water ran, Ulmo revealed the hidden caves that provided the Noldor refuge in the later stages of the resistance against Morgoth. As a result, although the Pourer's blistering snows, pounding rains, and roaring seas claimed many lives and sowed considerable fear, many count the Lord of Water as a friend.

Ulmo's rarely takes a fana, for he seldom comes to land. Instead, he prefers to shift with his capricious waters. When he rises in form, though, he typically appears as a huge manifestation of the themes of the sea. His indigo eyes peer from beneath a chain hood and shining mail, a coat of ever-washed armor whose color gradually changes to a deep green as it reaches into the depths. Ulmo's black beard also varies its color, occasionally seeming to be nothing more than tangled seaweed. His is a form with the elusive qualities that befit his nature.

Ulmo's Principal Items

Horn (Ulumúri) · White, sea-shell horns made by the Maia Salmar. Those who hear a tune sounded on this horn never forget the music. The horn's range is 490 miles beneath or on the surface of open water and 49 miles across land.
Sea Armor · + 200 unencumbering chain mail coated with an ever-flowing veil of shining water. Its hood (treat as a full helm) and upper areas have a gleaming white-silver hue, while the lower areas are deep green in color.
Ulmo's Special Powers

Water-form · Ulmo can move and breathe with equal ease on land or water. He can merge with waves and travel as ten times as fast the currents will carry him or, he can swim at up to 1000′ per round.
Water-senses · While in water, Ulmo can concentrate in a particular direction and hear or see anything that is (i) within the water inside a range of 490 miles or (ii) adjacent to the water within a range of 49′.
Water-weaving · Ulmo has absolute control of all water within a range of 980 feet (i.e., 2′x Ulmo's lvl). He can also create waves of up to 980 feet in height across any water surface in which he resides, within a range of 980 miles.
Song-weaving · Ulmo can use his voice to create any sound within the range of any animal found in any water. Using song, he can communicate with any beast that dwells in water.
Isle-moving · Ulmo can move or raise to create any island with a radius of less than or equal to 490 miles (i.e., 1 mile x Ulmo's level). When an island is raised it takes Ulmo one day per radius mile to accomplish the deed and it requires all of his PP. To move an island, it requires all Ulmo's PP and a period equal to one day per 100 miles the isle is moved.
Spells · 25,480 PP. Base spell OB is 245; directed spell OB is 490. Ulmo knows all Animist lists, all Mage lists, all Open Channeling and all Open Essence lists (MERP), and all Sorcerer lists and Closed Channeling and Essence lists (RM).

Vairë

Lvl : 430. Race: Vala (Valië). Profession: Bard/Seer. Home: The Halls of Mandos on the western shores of Aman. Aka: The Weaver; Mistress of Time.

RM Stats: St-100; Qu-100; Em-110; In-120; Pr-140; Ag-110; Co-100; Me-150; Re-100; SD-130. MERP Stats: St-100; Ag-110; Co-100; Ig-125; It-120; Pr-140. Appearance: 125.

Vairë was the wife of Námo and she lived with him in the Halls of Mandos on Aman's western sea coast. There, in the remote Place of Souls, she wove the record of Time. Námo used her chronicle to judge the doom of spirits.



Quiet and serious, Vairë served as a fine companion and partner for the Ordainer. Deep purple garb of somber lines draped her slight fana, providing her an air of authority suited to her great role.

Vairë's Principal Items

Loom of Time · Can be used with any thread or yarn and permits weaving at 1000 x normal speed. Any fabric woven on the loom will retain the perfect image of the thoughts the weaver wishes to implant in its pattern, and it need only be touched in order to convey that image (including all senses) to the person handling it.

Mace (Iaroma) · (Q. "Old-voice") + 100 mace of black Eog, inlaid with amethyst (purple quartz). It weighs 14 lbs and strikes as a flail. Whenever it yields a critical strike, it delivers a Death's Memory spell (Open Mentalist, lvl 15) to the target, leaving the target with the vision of the death of mace's last victim. (Should victim survive the critical strike, he must make a RR versus a 20th Fear attack at the outset of the following round.)

Vairë's Special Powers

Recall · Vairë can concentrate upon and touch any solid thing (e.g., a creature or an object) and judge its age and point of origin. She can also visualize the real and recallable memories of any creature that fails a RR versus a Channeling (MERP) or Mentalism (RM) attack.
Spells · 18,060 PP. Base spell OB is 215; directed spell OB is 430. Vairë knows all Bard lists, all Open Channeling lists, and all Open Essence lists (MERP), and all Seer lists, Closed Channeling lists, and all Open and Closed Mentalist lists (RM).

Vána

Lvl: 425. Race: Vala (Valië). Profession: Bard. Home: Valmar in Valinor. Aka: The Ever-young; Mistress of Flowers; Mistress of Song.

RM Stats: St-99; QU-118; Em-100; In-120; Pr-120; Ag-110; Co-100; Me-99; Re-98; SD-110. MERP Stats: St-99; Ag-115; Co-100; Ig-98; It-120; Pr-120. Appearance: 120.

Vána was the younger sister of Yavanna and the wife of Oromë. Utterly youthful and untamed, she was the Mistress of Flowers and Song. Like the embodiment of the Spring of Life, she represented birth and renewal among living things. Her fiery nature and passionate songs stirred the hearts of listeners and caused them rekindle memories of their younger years.



Vána loved flowers and birds and tended wonderful gardens in both the wilds of southern Valinor and in the stately reaches of fair Valmar. Wherever she passed, however, the birds sang as if to announce her coming and the flowers peeked forth as if to gaze upon her beautiful fana. Be it night or day, she only needed to look to a flower in order to cause it to bloom.

Vana's fiery essence produced her fondness for powerfully bright music and brilliant colors. She cherished the dawn and gold hues, loves which she shared with her principal servant Arien. A Fire Spirit of considerable power, Arien took care of the golden flowers in Vana's gardens for hundreds of years - until the time she was appointed to guide the Sun.

The fana Vana adopted in Valinor was that of a wildly beautiful, unpredictable woman. Bright and graceful, she shunned material things and always remained the Ever-young.

Vana's Special Powers

Silence · Should Vana concentrate, she makes absolutely no noise when moving outdoors.

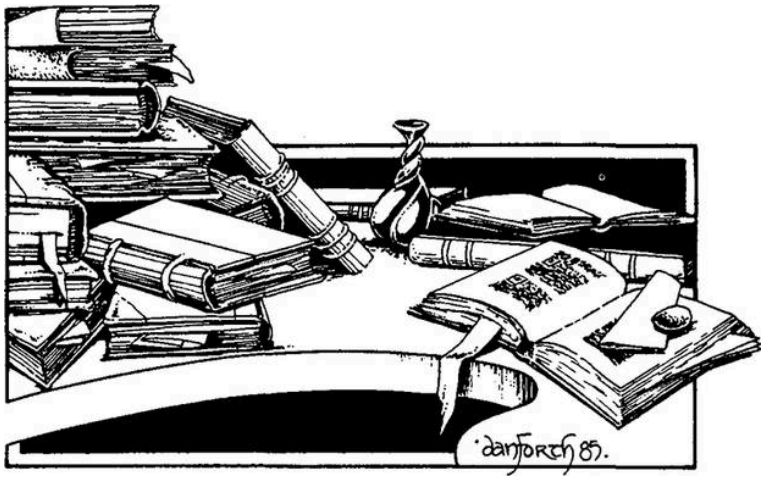
Befriending and Riding Beasts · Vana can tame and ride any wild beast as if it was his most loyal friend. She need only see and call to beast (range 400′). In order to affect previously tamed, domesticated, or evil beasts she must touch the creature (which then receives a RR).
Spells · 9,350 PP. Base spell OB is 212; directed spell OB is 425. Vana knows all Bard lists and all Open Essence lists (MERP), and all Closed Essence lists, and all Open and Closed Mentalist lists (RM).

Varda

Lvl: 500. Race: Vala (Exalted Valië). Profession: Animist/Astrologer. Home: Halls of Ilmaren atop Taniquetil in eastern Valinor. Aka: (Q. “The Exalted”); Queen of the Valar; Elbereth (S. “Star Queen;” Q. “Elentári”); Elbereth Gilthoniel; Tintallë (Q. “The Kindler”); Fanuilos (Q. “Ever-white”); Chief of the Valier.

RM Stats: St-100; Qu-110; Em-125; In-150; Pr-150; Ag-110; Co-105; Me-150; Re-140; SD-140. MERP Stats: St-100; Ag-110; Co-105; Ig-145; It-150; Pr-150. Appearance: 150.

Varda was the counterpart of Manwë, and was highest among the Valier (female Maïar). Compassionate and wise, she was as bright as the Light she embodied. Her works were many and great, for she created the stars, kindled the Two Lamps, illuminated the Two Trees, blessed the Silmarils, and filled the vessels which became the Sun and the Moon. Truly the Queen of the Heavens (Q. “Menel”), she was the epitome of noble strength and beauty.



Varda’s place in the saga of the Ainur and their guardianship in Eli was crucial. A firm opponent of Morgoth (who desired her), she helped Manwë understand the dangers fomented by the Black Enemy’s Evil at a time when the Vala King seemed incapable of recognizing the nature of their foe. Her strong and often active support of the Free Peoples’ struggle contrasted with the reluctance of most of her brethren to intervene in the affairs of Eru’s Children.

Varda’s constant support for the Eldar, coupled with her lordship over the stars that the Elves held so dear, made the Vala Queen the natural patron of the Quendi. Elves often prayed to her out of love, respect, and need, and she frequently answered their entreaties. The Elven cry “Elbereth Gilthoniel” saved more than one of the Firstborn. Of course, Varda aided all the Free Folk. Her lamps guided seamen and travelers of all races, and her enchanted light saved the Hobbit Sam during his struggle with the Spider Shelob.



Varda dwelled in the Halls of Ilmaren with Manwë. Seated beside her spouse in their above atop Arda's greatest peak, high above the clouds, she could hear any sound uttered above the surface of the land or sea. The union of King and Queen was stronger than the combination of their separate spirits and, like Manwë, Varda drew splendid power from their love.

Varda's favored fana shone white, like the glittering snow atop starstruck mountains. Stunningly beautiful, it was beyond compare.

Varda's Principal Items

Circlet (Vardamirë) · (Q. "Jewel of Varda") A simple, white mithril headband adorned with a single gem of glowing adamant. It gently rests on her noble brow. A x14 PP multiplier, the blessed jewel also serves as Varda's Crown. Its gem can glow to any degree desired by the wearer, even attaining a brightness normally ascribed to stars. In such case all within 500′ must make a RR versus a 250th Essence attack, with failure

resulting in blindness. Should Varda concentrate the light in a less ominous manner, the aura will bolster the spirits of all friends within 5000′, providing them a constant + 50 bonus for all their actions.
Ring (Coríriel) · (Q. "Lady's Ring") A simple unadorned, white mithril band. It is the symbol of Manwe's love for her spirit.
Varda's Special Powers

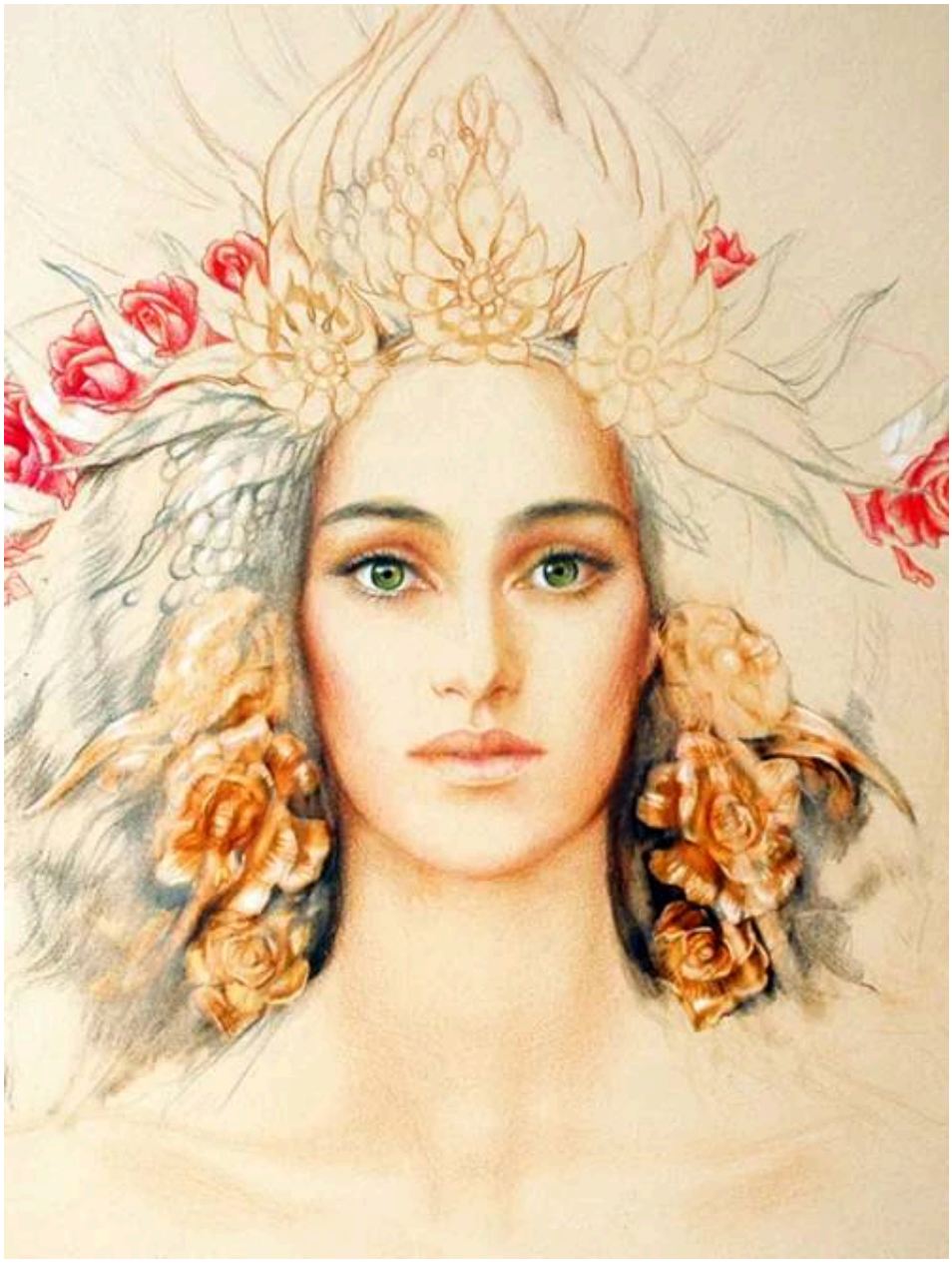
Hearing · Varda can hear perfectly, regardless of condition, as far as the horizon. She can note every detail of every sound, as if she were at the point at which it was made. When she is Ilmaren with Manwë, she can hear any sound made above the surface of the earth or water - anywhere in Arda.
Ward of Ilmaren · When Varda is in Ilmaren, her presence is extended out to form a girdle, or presence-wall, with a diameter equal to 50 miles. This 1000 PP per day to maintain; however, it requires none of her concentration. Within this region, Varda can sense the number and basic nature of the presences whenever she concentrates. Anyone crossing the girdle's borders must make a RR versus a 125th lvl Channeling (MERP) or Mentalism (RM) attack. Failure of 01-50 results in the victim being unable to cross the barrier for 1-10 days; failure of 51-100 results in the victim being unable to cross the barrier for 1-10 years; and failure of 101 + results in the victim being unable to cross the barrier for 1-10 decades.
Light-weaving · Varda has absolute control over all light within 500′ of her person. She also has absolute control over all the light in the Heavens above (and therefore outside) Ar- da. She can direct the manner of, and place of, its entry into Arda. Should she place such light in a vessel (e.g., a jewel), blessing it, she can subsequently concentrate upon the jewel (regardless of range or circumstance), giving the jewel-bearer a + 50 bonus to all his activity. She can concentrate on only one such jewel at a time.
Healing · Varda can heal through normal means, or she can transfer injuries from others to her own body (e.g., like a RM Healer). In the latter case, she can entirely and instantly relieve others of their infirmities by simply touching them (a number whose cumulative levels are less than or equal to Varda's). Then she can heal the absorbed damage at a rate equal to the cumulative number of levels of those she relieved.
Spells · 26,000 PP. Base spell OB is 250; directed spell OB is 500. Varda can use all the Animist lists, Bard lists, and Opening Channeling lists (MERP), and all Astrologer lists, all Closed Channeling lists, all Open and Closed Essence lists, and all Lay Healer lists (RM).

Yavanna

Lvl : 485. Race: Vala (Exalted Valië). Profession: Animist. Home: Mansions of Aulë or Valmar in Valinor. Aka: (Q. "Giver of Fruits"); Kementári (Q. "Queen of the Earth"); Keeper of Plants.

RM Stats: St-140; Qu-96; Em-145; In-150; Pr-125; Ag-125; Co-105; Me-100; Re-110; SD-145. MERP Stats: St-140; Ag-125; Co-105; Ig-105; It-150; Pr-125. Appearance: 145.

The second of the Queens of the Valar, Yavanna was the spouse of the Smith Aulë. She was the Queen of the Earth, the incarnation of the spirit that makes living things grow and flourish. Her labors gave the World all its plants, including the Two Trees of Valinor.



Yavanna was the guardian of all the Olvar (Growing Things that Do Not Move), for she planted the first seeds and her blessing gave them life. Accordingly, all peoples who relied on the harvest prayed for her endowment. Her sanctification assured plenty.

Of course, Yavanna's own gardens were renowned. There, she tended her Olva friends and kept her heart on the pulse of the Earth's life.

Yavanna's fana was a beautiful figure covered in a rich, deep, green garb, and her aura glowed like newborn fruit in the noonday Sun. Occasionally, she favored the veil of a great tree whose bows stretched into the Heavens.

Yavanna's Principal Item

Staff · A simple fallen bough from the now-dead Goldeeen Tree (Q. "Laurelin"). A + 28 spell adder, it enables the wielder to communicate with any plant (within a range equal to 1′ x wielder's lvl). The plant will respond according to its gift of spirit, but the wielder can always ascertain the exact nature of the plant and its feelings.

Yavanna's Special Powers

Healing · Yavanna can heal the ills of any plant with 485′ by merely concentrating upon it.
Plant-weaving · She can instantly control and modify the shape of any one plant within 485′.
Endowment · Yavanna can make all the plants within a 48 radius grow at whatever pace she desires. She can also imbed any one of her spells into any one living fruit by touching it. The spell will operate only once and only when the fruit is eaten.
Spells · 25,220 PP. Base spell OB is 442; directed spell OB is 485. Yavanna can use all Animist, Opening Channeling and Ranger lists (MERP), and all Cleric lists, Closed Channeling lists, and Healer lists (RM).

Vala Characters List

Name	Title	Portfolio	Color
Aulë	Master of the Earth, the Smith	Earth	Brown
Estë	The Healer	Renewal	Grey
Irmo	Dream Master	Spirits	Deep blue
Manwë	King of the Valar	Air	Blue
Námo	Doomsmaster	Spirits	Black
Nessa	Mistress of Celebration	Joy	Orange
Nienna	The Weeper	Conscience	Red
Oromë	Master of the Wilds, the Huntsman	Nature	Silver
Tulkas	Champion of the Valar	Valor	Red gold
Ulmo	Master of the Waters	Water	Sea green
Vairë	The Weaver	Time	Purple
Vána	Mistress of Flowers and Song,	Youth	Spring green
Varda	Queen of the Valar	Light	White
Yavanna	Mistress of the Living Earth	Earth	Green

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Profession (s)
Aulë	485	1698	No/4	125+	N	N	665wh*	525WE	275	Mage/Alchemist
Estë	450	1238	No/4	200+	N	N	210WE	240WE	175	Animist/Healer (Cleric)
Irmo	425	531	No/4	100+	N	N	418WE	440WE	100	Bard/Seer (Astrologer)
Manwë	500	875	No/4	225+	N	N	600th*	610sp*	200	Mage/Magician (Cleric)
Námo	475	831	No/4	125+	N	N	490WE	515WE	175	Bard/Seer (Cleric)
Nessa	400	500	No/4	300+	N	N	455WE	520WE	275	Bard
Nienna	475	1069	No/4	125+	N	N	425qs	360WE	175	Bard/Mentalist
Oromë	480	1800	No/4	350+	N	N	681WE	806lb*	325	Ranger
Tulkas	450	1688	Pl/20	375+	N	N	1280WE	1280WE	325	Warrior/Fighter
Ulmo	490	612	Ch/16	375+	N	N	470WE	470WE	200	Animist/Sorcerer
Vairë	430	538	No/4	100+	N	N	355ma*	275WE	125	Bard/Seer
Vána	425	531	No/4	190+	N	N	425WE	440WE	125	Bard
Varda	500	750	No/4	175+	N	N	240WE	255WE	125	Animist/Astrologer
Yavanna	485	728	No/4	115+	N	N	410WE	385WE	200	Animist

The Maïar



The Maïar composed the vast majority of the Ainur who came to Eä in the beginning. Although servants of the Valar, they share the nature of their greater brethren.

Like the Valar—and indeed all the Ainur—the Maïar are im¬mortal spirits without need of form. Their corporeal bodies simply enable them to interact with Eru's Children, and permit them to per¬form their primary task, which is the tending of Arda. This role per¬mits them to interact with the inhabitants of Middle-earth more directly than do the Valar, for the Maïar carry their masters' word and serve as their intermediaries.

An Overview of the Maïar

The number of Maïar is unknown; however, these lesser spirits make up the people of the Valar and are numerous enough to nur¬ture their own societies and raise their own great war-host. Their varie¬ty is great and their tale reflects this varied character; and, although the Maïar were born before Existence itself, they share many of the passions and shortcomings of lesser peoples.

Maïa History

As noted in 4.11, Eru's thought gave birth to the Ainur, the Holy Ones, including those who would become the Valar and Maïar. Through the Great Music conceived by Eru and sung by the Holy Ones, the pattern and being of all that exists was born. Eä—the World and the Heavens—grew out of the Song, as did Fate.

The Maïar served the Valar before the latter entered Ea. They were the lesser Ainur loyal to the fifteen (counting Morgoth) greater Ainur who accepted wardship over the newborn World. When the Valar left the Timeless Halls of Eru and ventured into Eä, the Maïar followed.

After the Valar and Maïar came into the World, they set about shaping Arda. The Maïar's role was, as always, to aid their lords in completing the scheme envisioned by Eru. However, with Morgoth's Rebellion, many of the Maïar fell away from their appointed path. Some, like Aulë's high servant Sauron, actually entered Arda in the service of the Black Enemy; others, like the Fire Spirits who would become known as the Balrogs, succumbed to Darkness at a later time.

Only one Maïa who submitted to Morgoth's soothing flattery was restored to grace. Ulmo's servant Ossë was the only fallen Maïa to be saved. With the aid of his spouse Uinen, Ossë returned to the righteous fold

and was pardoned.

The Destruction of the Two Lamps and the Rise of Aman

The struggle between the Downfallen Morgoth and the other four¬teen Valar lasted throughout the First Age. From his holds at Utumno and (later) Angband, Morgoth defied his brethren and assailed their creations. In his first assault, the Black Enemy ruined the two lamps that lit the World during the Spring of Arda, and the cataclysmic aftermath forever ruined the conception of a perfect, symmetrical landscape. Almaren, the home of the Valar and Maïar, perished in the flood.

The continents that now compose Arda arose out of this destruc¬tion. The Valar and Maïar occupied their current home in Aman. Morgoth remained in Endor. Seeking his overthrow, the Valar—in an act that presaged the mobilization that began the War of Wrath—assembled the first host of Maïar. This army drove the Black Enemy into his refuge at Utumno in the north of Middle-earth, but they failed to bring about his surrender.

A long period of uneasy peace followed. For a while, Arda was illuminated only by starlight, but eventually the Two Trees sprouted and gave their light to the World. The Count of Time began. The Dwarves were created, and then the Elves awoke and started to ex¬plore the East. Soon thereafter, the Seven Fathers of the Dwarves arose.

The Battle of Powers

All the while, Morgoth plotted his conquest. He conceived the race of Orcs from captured Elves, and created the trolls in mockery of Ents. His armies grew in the breeding pits deep beneath the earth. Eventually, his minions delved a new fortress in Endor's Far North, founding Angband. From this lair, the Black Enemy's lieutenant Sauron threatened those regions that served as the gateway from Aman into Middle-earth. Morgoth prepared to enslave the Elves and armed his hordes in Utumno.

It was at that bleak moment that the army of the Maïar returned to Endor. Led by the Maïa Eönwë and the Vala Tulkas, this Host of Valinor swept across Middle-earth, protecting the Elvenhome and driving the Black Enemy into Utumno once again. This time, however, the Fallen Vala did not escape justice; his hold was broken and razed. Captured and chained, Morgoth was imprisoned in Aman. The over¬whelming army of the Maïar prevailed in its first test of arms.

Settlement in Valinor

In the safe years that followed, the Elves began their Great Journey westward, and many reached Aman. Others settled in the West of Endor. It was there, in Beleriand in the early First Age, that the Maïa Melian met and married the Elf-lord Elwë (Elu Thingol). Together, they founded the Kingdom of Doriath.

Few of the other Maïar—save those that served the Black Enemy—remained in Middle-earth. Those that did were like Goldberry, Nature-spirits bound to Endor itself. The majority of Maïar stayed in Valinor in Aman under the lordship of the Valar. There, they formed the middle strata of a society that included the Vanyar Elves.

Morgoth's Repentance and the Long Night

After three ages in imprisonment, Morgoth was pardoned. Peace ended soon thereafter. Not long after his release into Aman, the Black Enemy struck against the Ainur once again, this time in conjunc¬tion with

the demon Ungoliant. Poisoning the Two Trees and drain¬ing the Wells of Arda, the Evil Vala and his unspeakable companion threw the World into Darkness. Thus, began the Long Night.

Taking Fëanor's Silmarils, Morgoth stole away to Angband in Middle-earth and joined his surviving minions. The Fallen Maïa Sauron and the Balrogs awaited their lord's return. Upon his arrival, they strengthened his kingdom, carving new delving deep into En¬dor's bowels. With the refuse of their toil, the Black Enemy raised the triad of peaks called Thangorodrim (S. "Mountains of Tyranny").

Morgoth's armies quickly multiplied, and soon he made war on the Elves of Beleriand. Once again, downfallen Maïa lords led his hordes to battle. The doom of the Sindar neared as events in Aman laid the foundation for their rescue.

The Creation of the Sun and the Moon

Two events intervened to halt the onslaught of the forces of Evil. First, the greater part of the Noldor began their march back to Middle-earth in order to reclaim the Silmarils and avenge the slay¬ing of their King. Secondly, the Valar chose two Maïar to journey into the heavens and restore light to Arda.

With the last Silver Flower of Telperion and the sole remaining Golden Fruit of Laurelin, the Valar rescued the essence of the Light of the Two Trees. Placing them in vessels, they sought to create new lamps to illuminate the World, and so created the Moon (Isil) and the Sun (Anar). Two Maïar—Arien, the Queen of Fire-spirits, and Tilion the Hunter—came forth to guide them into the sky and toward them in the Heavens. As they rose, daylight once again graced Arda and Morgoth's host was stunned and in disarray.

The Last Days of the First Age

After the ascension of the Sun and the Moon, none of the Maïar—save Melian—actively campaigned against Morgoth's forces un¬til the very end of the First Age. Instead, the burden of the wars ver¬sus the Great Evil fell upon the Elves and their allies, the Edain. The struggle raged for centuries. With the death of Thingol and the depar¬ture of Melian, however—after five major campaigns—Morgoth was prepared to launch the final blow against the Free Peoples of Middle-earth. The Elves appealed to the Valar for aid against the Black Enemy.

Once again, the Host of Valinor sallied forth from Aman. Led by Manwë's Herald Eönwë, the army of the Maïar was the greatest force ever assembled. Sweeping into Endor from the Northwest, they fell upon Angband and decimated Morgoth's seemingly invincible horde of Orcs, Trolls, Dragons, Fell Beasts, and Men. Maïa fought Maïa as the servants of the Valar smote the Balrogs in the Great Battle.

This War of Wrath marked the last time that the Maïar intervened so directly in the affairs of Endor. It was a cataclysmic event, ending in the complete destruction of northwest Middle-earth. Vast regions slipped into the sea amidst the engulfing thunder. Morgoth was cap-tured and shackled in his own Iron Crown. His highest Maïa ser¬vant, Sauron, humbled himself before the victorious Eönwë.

With the War of Wrath, the Black Enemy was cast into the Void outside Eä, and the First Age ended. The cause of Darkness was set back; however, at the same time, the Valar's direct guardianship over Endor ended. A new era began as those of Aman retreated from the affairs of Eru's Children. Still, they remained responsible for the Balance of Things, but their methods changed.

The Maïar in the Second Age

In return for the Edain's loyalty to the Elves and the cause of Freedom, the Lords of Aman called upon the Maïa Ossë to raise a great island continent which would serve as the new home of High Men. Ossë cleared the waters of the central Belegaer and summoned the land from beneath the surface, thus creating Númenór.

Númenór (S. "Andor;" W. "Westernesse") prospered and gave birth to a flowering of Mannish culture. Its inhabitants developed under the guidance of their Elven friends, creating a wonderous Kingdom. Their ships returned to explore the coasts of Endor and to teach their less fortunate kinsmen. In time, though, Númenór might fostered hubris. Explorations became colonization and then conquests. The gifted became proud.

About thirty-three centuries after its settlement, Númenór reached the apogee of its power under the rule of Ar-Pharazôn. His armies challenged Sauron's dominion in Endor and captured the Dark Lord of Mordor. But the keepers became captives, as the smooth tongue of the Lord of the Rings wove gentle deceptions and preyed upon Númenórean pride.

Eventually, Sauron's plots corrupted Andor, culminating in the Great Armament. Believing that mere residence in the Undying Lands would confer immortality for Men, Ar-Pharazôn launched an awesome fleet in hopes of conquering Aman. The High Men of Númenór defied the age-old Ban of the Valar, which decreed that Mortals should not set foot in the Immortal homelands.

The Maïar and Their Adoption of Form

The Mortal Lands exert an even more physically-oriented force than Aman. Life in Middle-earth is tied to spirits which are completely interwoven with form. After all, Endor was the birthplace of Eru's Children and remains their home. The land reflects the nature of the Free Peoples, all of whom require bodies. (Even the immortal Elves require form.) Although they are perhaps only transient residents in Middle-earth, they are Children of Arda.

The Maïar are not of Arda; instead, they entered Eä as caretakers—servants of the higher guardians, the Valar. Yet Maïa spirits, while originally free, can become entombed in form. In every physical act of creation outside the scheme conceived by Eru, a part of the creator is tied to the physical world; and this rule holds true for Eru's Children and the Ainur alike. All the Fallen Ainur gradually became tied to their bodies. As they sought to manipulate the World they were entrusted with guarding and cultivating, they became a part of that world and suffered its weaknesses. Nowhere was the danger greater than in Endor. This change occurred in Morgoth himself, as well as his Maïa underlings—notably Sauron and the host of Balrogs. Tom Bombadil and Goldberry also became rooted in form (as well as wedded to a specific area in Middle-earth). Later, it affected the Istari.

The Immortality of the Maïa Soul

All Ainur are immortal, of course, and the destruction of their form merely serves to sever their spirit from their corporeal bodies. Without a body, however, a Maïa cannot affect the physical world, except in some cases indirectly. In the time that it takes a Maïa to reassume form, he is effectively apart from Arda and outside the concerns of Eru's Children.

This breach of faith, this act of defiance, spelled the end of Númenór. Realizing that their wardship over Arda had failed, the Valar temporarily laid down their guardianship and called upon Eru to right the

Balance of Things. Eru intervened and, in the Change of the World, Númenór was swept into the tumultuous maelstrom, perishing beneath the waves of the Belegaer.

Aman was removed from Arda in the Change, and new lands and seas were formed. Middle-earth was forever sundered from the Un¬dying Lands as Arda was reformed. From this time onward, Aman could only be reached by traveling the elusive Straight Way across the Bent Seas.

The Maïar Called Istari

With the Change of the World, the Maïar became further removed from life in Endor. Travel between Middle-earth and Aman all but halted, except for those Elves who longed for the Light of the lands undying. Nevertheless, the Valar and their Maïa servants remained protectors of the Balance of Things. With the rise of Sauron in the Third Age, Darkness once again threatened to enslave all of Middle-earth.

Manwë chose indirect means to combat the threat posed by the Evil One. Selecting trusted Maïar from the Order of the Wise—the Istari—the Vala King hoped to send emissaries to Endor who might unite the Free Peoples and spur them to overthrow the Lord of the Rings. Thus, five Maïar set out to combat the greatest of their brethren, the fallen Sauron. Disguised as old men, these Wizards entered Middle-earth around T.A. 1000.

Only one of the five remained true to his quest. Four of the Wise became tied to Endor through their adopted bodies, eventually fall¬ing prey to their emotions and sliding away from their appointed mis¬sion. Gandalf (Olorin), wisest of the Maïar, prevailed over tempta¬tion and pride and ultimately fostered the alliance that defeated the Dark Lord.

Despite the fact that Maïa, like all beings, could succumb to the frailties of the flesh, Gandalf the Grey remained purposeful. He helped to ensure that the Balance of Things was maintained without intervening beyond the point of employing his power only to com¬bat an equal or greater threat. The Grey Istar fought Sauron and his minions, and sacrificed his body in the struggle against the Balrog of Moria, one of the fallen Maïa Fire-spirits. In the end, the One Ring was destroyed and the Dark Lord's spirit, unable to reassume form, passed from Arda.

With Saruman's death and Gandalf's departure at the end of the Third Age, three Wizards remained in Middle-earth. Like the Maïa Nature-spirits that inhabited the land, and like the Maïa demons locked deep beneath its soil, these Maïar stayed away from their home in Aman. As the years passed, they became more tied to their form and gradually changed, remaining Maïa in spirit but losing much of the strength of their origin. Their fate explains much about the Maïar's desire to remain apart from Eru's Mortal Children.

Maïa Nature

As Ainur, the Maïar are essentially immortal spirits, souls that are originally fully severable from any form they might adopt. Their bodies, while not required, enable them to interact in Arda, for a physical being is essential to a complete experience in a physical world. Even while at home in Valinor, the Maïar maintain form, walking among their Elven compatriots.

This was the case with Sauron. The Dark Lord's form was destroyed twice in the Second Age, and each time he was unable to bring his power to bear upon Middle-earth until he could take a new form. With the destruction of the One Ring, his physical link to Arda was shattered, and he could never again assume a body. Accordingly, the Lord of the Rings passed out of the World. His soul did not die; it was simply incapable of affecting or remaining in Arda.

The Spirit's Effect on Maïa Form

When a Maïa takes a form, it reflects the nature of his soul. His metaphysical spirit invariably colors his physical body. Some elemen¬tal Maïar become manifestations of their one-dimensional character. Fire- and Water-spirits, for instance, take forms which display their elemental essence. Arien and the Balrogs—all Fire-spirits—adopted fiery variations of form, the former pure and the latter corrupted. The Water-spirits such as Ossë, Uinen, and Goldberry took more gen¬tle, "liquid" forms which embodied the character of their watery association.



Tom Bombadil

Evil affects form, just as it perverts the spirit. Thus, the corrupt Maïar inevitably find themselves tied to a hideous body. Even Sauron, strongest of the Maïar, eventually became unable to adopt a beautiful or pleasing form. Weakened by the loss of his Ruling Ring, as well as the death of his third body in the Downfall of Númenór, the Dark Lord never again assumed a fair-seeming guise. Throughout the Third Age, his body was an unveiled manifestation of his inner self—his soul—just as the Balrogs' bodies reflected their character.

Saruman the Wizard experienced a similar slide. As he fell from grace, he became tied to his body, a form which declined as his essence was debased. With the diminishing of his power, his body aged rapidly until it became enfeebled. When he was murdered by Gríma Wormtongue, his form was a pale shadow of its

earlier incarnation. This decline mirrored the weakening of his spirit which, by the time of his body's death, was too weak to reassume form. Saruman, like Sauron, passed from Arda.

The Maïa Spirit's Ties to Physical Creation

When Eru gave the Valar guardianship over Arda, the Maïar assumed the role of executing his vision. It was their job to imple¬ment the details of the scheme for the World, assisting the Valar in the process of creation. This mandate defined the Maïar's presence in Ea.

Creations outside this scheme, however, were not contemplated or condoned. Thus, Maïar who sought to make things on their own required more effort and, in a sense, were forced to put more energy into their labors. In each creative act, a part of their spirit was im¬parted to their legacy. Maïar like Sauron, who sought to craft powerful things of their own vision, instilled much of their inherent essence and strength into their creations. The One Ring, for example, em¬bodied a tremendous part of the Dark Lord's soul. While it preserved and accentuated the Evil One's strength, he was crippled without it; and the further the Ring and its master were apart, the weaker the Lord of Mordor became.

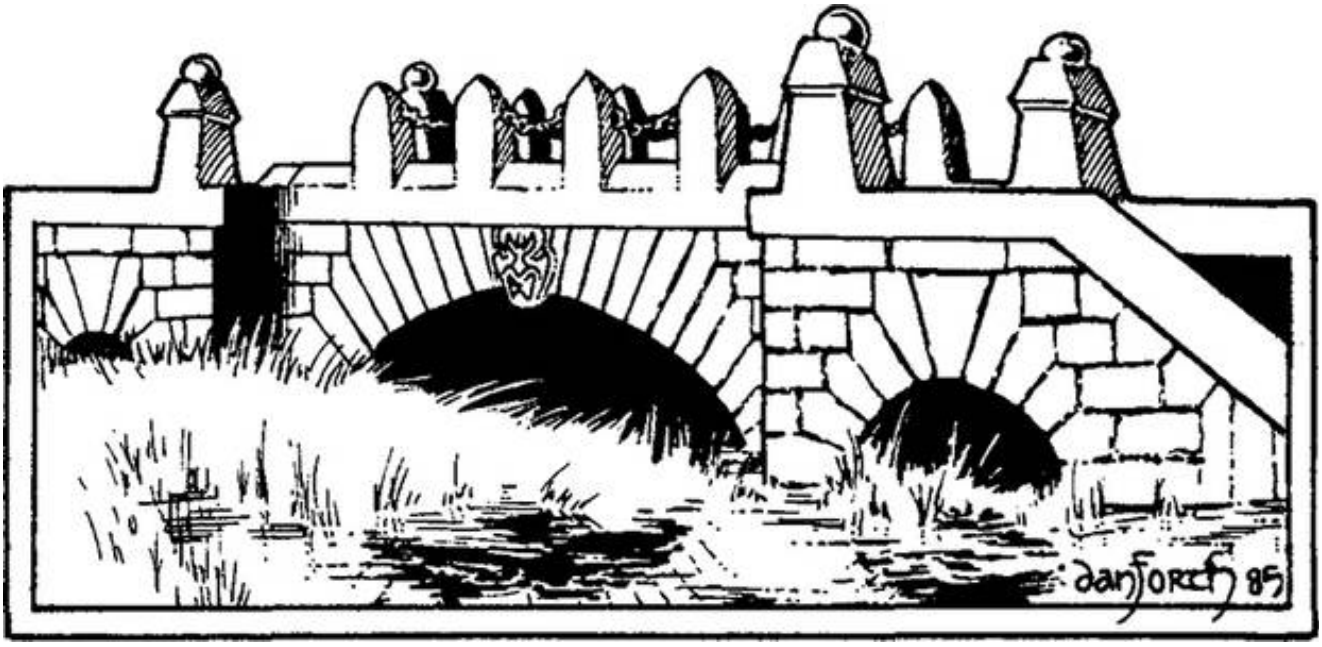
Fallen Maïar—those acting independently of Eru's scheme and the Valar's guidance—gradually diminished in spirit. Just as they slowly became tied to their adopted form, their creative acts sapped their inner strength. This process was accelerated in areas outside Aman, where the Light of the Valar lent power to all around them. With the fall of Morgoth, the diminution of the corrupt Maïar was further hastened, since they could no longer draw on the awesome spirit of the Black Enemy.

Saruman's tale illustrates this decline. As he deviated from his given mission, he enjoyed less help from above. Then, as he utterly aban¬doned the quest and decided to create his own host, his decline began. The more effort he expended, the weaker his spirit became.

The Maïar's Use of Power

Maïar restraint was also exemplified in their selected use of power. Those who adhered to Eru's vision deployed their magic selectively, in accordance with the Balance of Things. They abided by the scheme born out of the Song of the Ainur. Their role defined, these Maïar executed their goals carefully, always knowing that their great strength harbored the potential for vast abuse. Even a well-meaning enchant¬ment could produce uncontemplated and adverse effects.

Other Maïar, of course, did not care to restrain their obviously superior talents. The Fallen sought to dominate lesser beings and create their own visions. The misled or confused—such as the wayward Wizards—endeavored to achieve their own goals, often believing they were right. In either case, grim results followed, and the Balance of Things was upset.



Nowhere was the Balance as precarious as it was in Endor. Ever aware of the dangers of intervening in the affairs of Eru's Children, the Valar were reluctant to send the Maïar into Middle-earth. Such missions were rare. They justified the embassy of the Istari in the Third Age on the grounds that their enemy, Sauron, was also a Maïa. As always, the Lords of Valinor ascribed to the rule that power should be used only to combat like power.

Gandalf maintained his commitment to the unwritten law gover¬ning a Maïa's use of power in Endor. His displays of magical strength were tempered with restraint and never involved any enchantments beyond those minimally appropriate for the given situation. The other Wizards, particularly Saruman and Alatar, proved less reluctant to exercise their skills overtly.

> ***GM NOTE**: See 7.2 for more information regarding the use of magical power in Middle-earth. Generally, the rule of thumb for playing with Maïa characters in Endor is simple: a Maïa loyal to the Valar who sent him or condoned his visit will always employ the minimum of power necessary to complete his mission. Subtlety is at a premium. Of course, renegade Maïar like Sauron or the Balrogs rarely concerned themselves with the Balance of Things, and they did as they pleased. Their only concern was being discovered before they were assured absolute success.*

Maïa Sub-Groups

Eru conceived of the Maïar as a varied lot, as diverse as the spirits found in any race. Their souls manifested themselves in many ways. Some were embodiments of aspects of the World they helped shape and tend, the spiritual essence of the elements which compose the foundation of Arda. Others were akin to less tangible aspects of Eru's conception, such as manifestations of feelings or other features of character or mind. Many represented general themes found in nature

The General Powers of Maïa Characters

With the exception of the Valar, the Maïar are the greatest living powers in Ea. Their strength reflects their Ainu origin.

While each Maïa is unique, of course, certain common elements bind the Maïar. They are all naturally incorporeal spirits with enchanted qualities, beings with awesome in-dividual power. As shown in the tale of the Balrog of Moria, even a lesser Maïa is considerably stronger than an individual from the ranks of Middle-earth's Free Peoples. Sauron, one of the greatest Maïar, nearly dominated the whole of Endor.

The following are guidelines which provide a breakdown of general powers or attributes common to all Maïar. We suggest that a GM use them when employing Maïa characters in an FRP game.

Critical strikes · Unless otherwise noted, critical strikes against a Maïa are rolled on the Large Creature Critical Strike Tables. This applies to both physical attacks and spells. (Use MERP CT-10 and CT-11 or Arms Law 8.14 and Spell Law 10.85.)
Death of form · When a Maïa is "killed," only his form is slain. In such case, the Maïa's soul immediately departs from Middle-earth and either (i) returns to Aman or, (ii) as in the case of Fallen Maïar (e.g., Balrogs), dissipates. Maïar returning to Aman may take a new form, but they will not return to Endor without specific leave of the Valar. If granted, this might take some time (say 1–1000 years); however, a Maïa with a specific mission (e.g., Gandalf) might return very quickly (say in 1–10 days). Fallen Maïar do not enjoy Eru's support, and their death might signal the permanent depar¬ture of their presence from Middle-earth. Saruman suffered this fate. Sauron's Ruling Ring tied him to Endor and enabl¬ed the Dark Lord to reassume form despite his status as a renegade Maïa (see 7.2).
Vitality of form · The Maïar, despite being saddled with an adopted body, can utilize their form to its uppermost limits. For instance, even though the five Wizards shrouded themselves as old Men, their vigor and physical aptitude rivaled those of the stoutest and most youthful Warriors of the Mannish races. Maïar do not suffer from penalties associated with age, nor do they weary easily. They require no sleep per se, only a minimum amount of meditative rest (e.g., 4 hrs for Maïa in Mannish form, 2 hrs in Elvish form, 3 hrs in Dwarvish form, 5 hrs in Hobbitish form, etc.).
Form and mind · With the adoption of form, a Maïa also takes on the thoughts and emotions associated with the body. The Wizards, for instance, suffered from the desires and fears of Men, for they guised themselves as Men. They also understood the concept of mortality and the emotions associated with aging, even though they themselves were im¬mortal. A Maïa taking Dwarvish form, then, might suffer from a more materialistic and more conservative outlook.
Spell-casting · Unless otherwise stated, the ranges, ef¬fect radii, and effect diameters of spells cast by Maïar are doubled. A spell that normally has a "touch" range has a range of 5′ in the hands of a Maïa. These rules do not, however, apply to spells imbedded in an item and cast by a Maïa.
Power Points · References to Maïa power points in Sec¬tion 5.2 do not include the effect of their spell enhancing items (e.g., PP multipliers). These include only inherent capabilities based on the Maïa's relevant stats, which are calculated differently than those of Eru's Children. Where the Maïa's stat is 102 or more, the PPs per level equal 3 + (stat—101). For instance, a Maïa with a relevant stat of 107 would have 9 PPs/lvl, while an Elf or Man with a 107 stat would only have 6 PPs/lvl

The Elemental Maïar

The elemental Maïar incarnated fire, water, earth, light, and air. Arien and the Balrogs were the most famous of the Fire-spirits, while Ossë, Uinen, the River-woman, and Goldberry were the best known of the Water-spirits. Ilmarë embodied light and Iarwain Ben-adar—Tom Bombadil—was an Earth-spirit tied to the heart of Middle-earth.

Like all Maïar, each Elemental Maïa served a Vala of like spirit. Those of the air owed allegiance to Manwë, just as those of light looked to Varda as their patron and high mistress. Water-spirits paid homage to Ulmo,

the Earth-spirits to Yavanna or Aulë, and the Fire spirits to Varda or Morgoth.

The Thematic Maïar

A less clear association holds true for most of the Maïar, since the elements are better defined and easier to distinguish than the more elusive natural themes. Maïar like Sauron and Saruman represented crafts and often focused on the development of inanimate objects. The incarnation of the servants of the Smith Aulë (who embodied the non-living earth) are intertwined in the relationship between material objects and the living. Those who serve Aulë's wife Yavan¬na tend the Olvar: the flora, the living earth.

The other Maïar are associated with similarly general themes col¬ored by their fealty. Oromë's vassals—particularly Tilion—ex¬emplify their master's essence and concern themselves with the rela¬tionship between Eru's Children and the other Kelvar (living things that move). Their concerns revolve around herding, hunting, and animal-taming, as well as forestry.

The servants of Oromë's spouse, Vána the Ever-young, deal with the affairs of youth and renewal—the spring of life. The Maïar pledg¬ed to Mandos dwell on death and the twilight of life. Those Maïar who follow Oromë's sister, Nessa the Dancer, are incarnations of wildness. Nessa's husband, Tulkas, rules over a group of Maïar associated with the strength of body and spirit, and most notably the bonds between individuals, such as loyalty. Estë's gentle people heal things, while the Maïar of Vairë (wife of Mandos) maintain the fabric of Fate. Pity, hope, and forgiveness, and the related emotions of despair and suffering are the province of Nienna's Maïar.

Sub-groups of the Maïar societies lie within, or cross, the boun¬daries of these exalted groupings. Of these orders, the most renowned is that of the Heren Istarion, the Order of Wizards. Except for the enemies, members of this Maïa sub-society had the most direct in¬fluence on the events that shaped the later history of Middle-earth.

Maïa Character Glossary



Aiwendil

Aiwendil was a servant of Yavanna who went to Middle-earth as one of the Istari. He never returned. A lover of plants and lesser beasts—particularly birds—he cared little for politics or societal norms and was considered rather odd by his fellow Maïar. (For more about Aiwendil see the Radagast entry under "Wizards.")

Alatar

Alatar was the greatest of Oromë's people. He knew much about enchantments and the wilds and learned a great deal about the East of Middle-earth from his mentor the Huntsman of the Valar. After his departure from Valinor as one of the Istari, Alatar settled in Middle-earth and never returned to Aman. (For more on Alatar see his entry under "Wizards.")

Arien

Lvl: 325. Race: Maïa (Fire Spirit). Profession: Ranger/Astrologer. Home: Menel, the Heavens of Ea. Aka: The Golden Fire; Mistress of the Sun; Sun Guide; Sky Fire.

RM Stats: St-99; Qu-118; Em-100; In-120; Pr-120; Ag-110; Co-100; Me-99; Re-98; SD-110. MERP Stats: St-99; Ag-115; Co-100; Ig-98; It-120; Pr-120. Appearance: 120.

Arien was a servant of Vána, a Fire Spirit of considerable power. Unlike most of her peers (i.e., those who would become the Balrogs), she resisted Morgoth's deception and remained true to Eru and her mistress.

In the earliest days Arien tended the golden flowers in Vána's gardens. She was fascinated by their golden color—a hue which seemed to exemplify her own essence—and she carefully watered them with the nourishing dew from the great tree Laurelin (Golden Tree). Arien's devotion to the Tree of Gold and Vána's precious flowers channeled her inner wildness, her burning passions.

With the death of the Golden Tree at the hands of Morgoth and Ungoliant, Arien grieved for a long time. Sorrow wounded her, but she stayed with her task, knowing that her care was critical lest the garden wither, and not realizing that her greatest mission lay ahead.

The last fruit of the Golden Tree was saved by Yavanna and the Smith Aulë constructed a vessel to hold its light. Blessed by Manwë and given power by Varda, the vessel became Anar—the Sun—the golden lamp which the Noldor called Vasa (Q. "Consumer"). Anar was the younger counterpart of Isil, the vessel which held the silvery light of the last flower of Telperion (Silver Tree).

The Valar selected Arien to guide Anar across the sky. Her strength was such that she could withstand the trials of the unending mission, and her fiery essence provided her with immunity from the great heat. Arien could brave any fire. So, she abandoned her bright form and took to the sky to guide the Day Star.

The form Arien adopted in Valinor was that of a beautiful, but tempestuous woman, one whose eyes glowed so brightly as to hurt those of the Elves who gazed upon them.

Arien's Special Form

Like Tilion, Arien shed her corporeal form and committed herself to the heavens. She remains there, guiding the Sun's seemingly endless journey.

Balrog of Moria

Lvl: 36 (60). Race: Maïa (Balrog). Profession: Warrior/Fighter. Home: Angband in northern Middle-earth; later the Underdeeps far beneath the Misty Mountains; still later, Moria. Aka: Durin's Bane; the Terror; the Balrog; the Evil Lord in Moria.

RM Stats: St-120; Qu-101; Em-72; In-100; Pr-120; Ag-99; Co-102; Me-97; Re-96; SD-96. MERP Stats: St-120; Ag-99; Co-102; Ig-97; It-100; Pr-120. Appearance: 04.

The Balrog of Moria was truly a fitting legacy of Morgoth's great Evil. A fallen Maia, he was a Fire Spirit recruited into the fold of Darkness long before history began. He served in Morgoth's armies during the wars of the First Age and, with the fall of Thangorodrim in the Great Battle, he was one of the few Balrogs to escape destruction.



The Balrog of Moria

Living in the Underdeeps below the Misty Mountains throughout the Second Age and for nearly two millennia of the Third Age, this heinous creature bided its time as a prisoner of the earth. Moria's Dwarves uncovered him in T.A. 1980 during their search for mithril. The Balrog quickly slew two Dwarven Kings—Durin VI and his son and successor Náin I—and gathered an army of Orcs and other dark denizens, which drove Durin's Folk from their precious city (T.A. 1981). Later (T.A. 2989-94), when Balin's Company attempted to refound Khazad-dûm, they encountered the Balrog and his host. The Dwarves were once again vanquished.

Their deaths were not avenged until the Fellowship of the Ring entered Moria in early T.A. 3019. There, the Balrog confronted the party of the Ring-bearer and was challenged by Gandalf the Grey Wizard. After ten days of personal combat, Gandalf slew the Balrog, but the Wizard himself perished (only to be resurrected as Gandalf the White).

Durin's Bane instilled dread in the heart of anything that stood before him, which was befitting a Demon whose might exceeded that of a Dragon. His presence always commanded fear. Ensconced in a changing shadow, enshrouded in magic fire, the Balrog of Moria was typical of the Demons of Might; but he was far more powerful than anyone in Endor, save only his fellow Maïar and the highest of the Firstborns' Lords.

The Balrog enjoyed formidable powers, although he was forever tied to his ugly, 18′ tall form. He could fly, albeit clumsily, as he did from Thangorodrim at the end the First Age. His terror could stay those before him, and he was a master of thoughts and an enchanter of souls. Bearing his fiery sword and whip—enruned weapons too large for lesser beings—he could strike virtually simultaneously, and with the

vengeance of two lordly warriors. Immune to heat and one with fire, he reveled in the steaming, infernal places deep below Endor's surface.

The Balrog's Principal Items

Whip (Awakening Death) · (S. "Cuivigurth") +30 giant, flaming Whip of black Ogamur; range 36 feet; weighs 24 pounds. Whip is on fire only when held by the Balrog, and only when the Demon is also on fire.
Sword (Light Cleaver) · (S. "Calris") + 30 giant, flaming Sword (treat as 2-hander) of black Eog; weighs 18 lbs. Sword is on fire only when held by the Balrog, and only when Demon is also on fire.
The Balrog's Special Powers

Size · Treat the Balrog as a huge creature. Attacks against him which yield a critical strike roll require use of (Super) Large Creature Critical Strike Table (Arms Law at 8.15; MERP at CT-10).
Body · Treat the Demon's skin as Plate armor (AT 20) with an inherent DB of +30. His huge hands and fiery shroud give him the ability to strike without weapons using a +180 OB Huge Bash or a +120 OB Huge Grapple. (All regular crits accompanied by Heat criticals of same severity lvl.)
Strength · Enables the Balrog to toss any pole arm up to 100′ without range penalty, striking with a +120 OB. He can throw rocks (up to 100 lbs) up to 200′ with a +120 OB, yielding a Large Fall/Crush attack.
Flight · The Fire Demon can fly up to 240 feet per round, but he takes 1–5 rounds to develop lift and take to the air. He is also a cumbersome flyer. The first round of flight he can move up to 60′; during the second round he can move up to 120′; the third round he can move up to 180′; and the fourth and following rounds he can move up to his maximum of 240′.
Immolation · As a Fire Spirit, the Balrog is immune to fire and can immolate at will, even in mid-round. When completely immersed (not doused) in water, however, his flames go out, leaving his slimy surface exposed. When he is not on fire, his Presence drops to 102, his Constitution drops to 100, and he does not deliver any Heat criticals.
Presence · Anyone coming within sight of the Balrog makes a RR versus an 18th level Fear spell. With a RR failure of 01–50, the victim flees in fear for 1–10 minutes. If the RR failure is 51–100, the victim is frozen in place (stunned and unable to move or parry) for 1–10 rounds. Should they fail by 101 +, they die of fright. Note that victims get a +10 bonus if the Demon is not in flames.
Domination · The Balrog can direct his gaze upon any one individual (within 300′) in order to dominate the poor fool. If the Balrog is not aflame, or if the victim covers his eyes and head, the attack is as an 18th level directed spell. Otherwise, the victim must make a RR versus the Demon's 36th level attack. A RR failure of 01–50 leaves the victim in the Balrog's control until he makes a successful RR. The victim gets a RR each round the Balrog does not concentrate on him or command him. A RR failure of 51–75 leaves the victim in a coma for 1–10 days, while a failure of 76+ kills the prey by shattering his mind and soul.
Spells · 300 PP. Base spell OB is 36; Directed spell OB is 72. The Demon can cast spells within a 300′ radius. He possesses the ability to use any up to 100th level off the Fire Law (RM or MERP Mage), Detection Mastery (MERP Open Channeling), Dark Contacts (RM Evil Magician), or Detecting Ways (RM Open Essence) lists.

Tom Bombadil

Lvl: 360. Race: Maïa (Earth Spirit). Profession: Animist. Home: Old Forest of Eriador. Aka: Iarwain Ben-adar (S. "Oldest (Fatherless) Father"); Orald (N. "Very Old"); Forn (Kh. "The Ancient"); The First; Master Tom; Old Tom.

RM Stats: St-90; Qu-120; Em-110; In-120; Pr-98; Ag-120; Co-110; Me-120; Re-90; SD-98. MERP Stats: St-90; Ag-120; Co-110; Ig-105; It-120; Pr-98. Appearance: 85.

The oldest of the Maïar in Endor, Tom Bombadil was the first Maïa to enter Ea. Originally the chief of Yavanna's people, he was a powerful Earth Spirit. Yavanna made him the caretaker of the Wild Wood that once covered most of Middle-earth, but his wardship eventually took on an unplanned character.

As the years passed, Master Tom became increasingly rooted to the land, and his spirit became tied to the ever-shrinking Forest. Thus, much of his original Ainu character gradually disappeared. His contacts to Yavanna waned and he saw less and less of his friend Oromë. He married the Water Spirit Goldberry, however, and enjoyed strong relations with the Ents (S. "Onodrim") and Elves of the woods.

By the late Third Age, little remained of Tom's once-glorious forest domain. Only the small enclave in central Eriador reflected the original nature of its essence. In a sense, this evolution paralleled the maturation of Middle-earth and the waning of the old ways associated with the Elder Days. Tom Bombadil, the very embodiment of ancient Endor, retreated from the world accordingly, his spirit following the path of his beloved wood.

Within the confines of the Old Forest, Tom Bombadil's power was absolute. His soul, married to the land, was as strong as the earth he represented. No spells could harm; no charms could seduce him. Master Tom went his own way, singing and dancing according to the ageless rhythm of the Wild Wood. Innocent, he knew little of the nature of Evil, and cared less about events outside his ward. Tom did not suffer malice or injustice well, however, and he was never above intervening in order to aid a creature in need.

The Oldest One lived in a quaint cottage nestled in the upper Dingle Valley, not far from where River Withywindle tumbled into the eastern reaches of the Old Forest Valley. There, he resided with Goldberry, the beautiful daughter of the River Woman.

Tom's spirit became tied to its fana and, like the Balrogs and fallen Wizards, he eventually lost the ability to shun his form. Although he could merge with the wind or trees, his powers were but a faint suggestion of his original incarnation.

Short, stout, red-faced, and buoyant, Master Tom was a merry fellow who favored bright clothes and joyous celebration. Always active, his hopping strides and simple poems colored life in all the quarters of the otherwise grim forest, almost as if Old Tom retained all the youth lost by the trees over the long years. He had a long brown beard and sparkling eyes and looked much like a large, happy Dwarf; but even the Hobbits knew better. His battered, pointed hat with its blue feather, his blue coat, and his large, ever-clean yellow boots betrayed his friendly personality and shattered any illusions regarding his association with normal folk. Good of heart and hospitable, he was the consummate host, although few dared visit him in the haunted wood.

Tom Bombadil's Principal Item

Staff (Old Stave) · A simple, grey, willow staff. A +100 tool, it is also a + 18 spell adder. Staff enables the wielder to communicate with any plant (within a range equal to 1′ x wielder's lvl). The plant will respond according to its gift of spirit, but the wielder can always ascertain the exact nature of the plant and its feelings.

Tom Bombadil's Special Powers

Healing · Tom Bombadil can heal the ills of any plant within 360′ by merely concentrating upon it, and he can heal the ills of any animal by placing his hands upon the target and concentrating.
Strength of Form · Within the confines of the Old Forest, treat Tom Bombadil as a Super Large Creature (see MERP Tables CT-10 and CT-11 or RM/Arms Law Table 8.15 and RM/Spell Law Table 10.85). Outside the Old Forest, treat him as a Large Creature (like normal Maïar).
Strength of Spirit · Within the confines of the Old Forest, Tom cannot be affected by spells.
Wind-running · If he concentrates, Tom can merge with the air and run on the wind at a rate up to (i) 360 miles per hour with the wind, or (ii) 180 miles per hour against the wind. This power can only be used within 36 miles of the edge of the Old Forest.
Merging · Tom can concentrate and merge with any tree in the Old Forest, becoming virtually invulnerable and undetectable.
Lore · Tom can look at any plant or touch any rock and ascertain its nature and origin.

Ward of the Old Forest · Within the confines of the Old Forest bounds (regardless of the wood's size), Tom Bombadil can simultaneously sense any Presence. When concentrating, he can hear and smell anything in the wood in the direction he faces (within a 90° arc).
Spells · 7,920 PP. Base spell OB is 180; directed spell OB is 360. Tom Bombadil can use all Animist, Opening Channeling and Ranger lists (MERP), and all Cleric lists and Closed Channeling lists (RM).

Curumo

Curumo was a servant of Aulë and was one of the most intelligent and resourceful Maïar. Chosen as chief of the order of Istari, he was the first of the five Wizards to enter Middle-earth. Unfortunately, he never returned. (For more on Curumo see the Saruman entry under "Wizards.")

Eönwë

Lvl: 350. Race: Maia. Profession: Warrior/Fighter. Home: Valinor. Aka: The Herald of the Valar; Captain of the Host; Squire of Manwë.

RM Stats: St-118; Qu-119; Em-97; In-101 Pr-110; Ag-120; Co-105; Me-96; Re-99; SD-100. MERP Stats: St-118; Ag-120; Co-105; Ig-97; It-101; Pr-110. Appearance: 113.

Eönwë was the herald of the Valar, their messenger and standard bearer. He was also the great commander who was traditionally chosen as warlord of the Host of the Valar (the greatest army in Arda). His generalship in the attack on Morgoth's citadel in Thangorodrim helped the allied army of Men, Elves, and Maïar destroy the greatest horde ever to serve the cause of Darkness.

No one in Arda, even among the Valar, was mightier in arms than Eönwë. Tulkas was far stronger and Oromë a better bowman, but the Herald was the consummate warrior. It was he who taught the Edain how to use weaponry.

Eönwë was more than a mere fighter, however. He served as Judge of the Eldar in the War of Wrath at the end of the First Age. The Herald was also a leader, a counselor, a teacher, and most of all Manwë's trusted aide—the Maïa entrusted with the keeping of the two Silmarils wrested from Morgoth's Iron Crown. No Maïa stood above him.

Eönwë's Special Powers

Armsmanship · Eönwë is a master of weaponry and melee combat. To him, all weapons are similar. Additionally, attacks against his rear are treated as flank attacks, while those against his flanks yield no bonus for the attacking foe. "Stun" results against Eönwë are halved (rounding up), and "stun no parry" results against him are reduced to mere "stun" results.
Voice · Eönwë can speak or sing with a virtually unparalleled range. His calls can reach as far away as a hundred miles, with a clarity akin to a cry from a hundred feet.
Eönwë's Principal Items

Sword (Quettamacil) · (Q. "Word-sword") +70 holy broadsword which strikes as a two-hand sword. Made of enchanted white steel, it glows upon command, or near any appointed individual (only one foe can be appointed at a time, and wielder must know the foe). When seeking a foe, the sword glows within a range in feet equal to the wielder's level, growing brighter as it gets closer to the foe. Once a day the wielder can speak a one-word command and a Quenya symbol of the word will appear on the blade. The symbol will remain on the blade until the same wielder speaks, at which time the sword will perform the one-word command—but only for a period up to a number of rounds equal to the wielder's level. For example, if the symbol is a one-word label for a given spell, the wielder can employ the spell instantly upon command. Only one symbol can occupy the blade at a given time.

Manwë's Standard · A 14′ long enchanted, +50, blue steel spear which, when thrown, becomes encased in lightning. Any critical strike the thrower delivers is accompanied by an electricity critical of equal level. The standard has three times the range of a normal spear (with appropriately scaled range penalties), and it returns to the wielder one round after being thrown. When held in hand, a pennant bearing the symbol of Manwë magically appears. This 7′ long twin-tailed flag flutters in the lightest of breezes. A single white star dominates its pure, sky-blue field.

Goldberry

Lvl: 150. Race: Maia. Profession: Animist (Bard). Home: The Old Forest in Eriador, in Middle-earth. Aka: the River-daughter; the Water Spirit; Lady of the Old Forest.

RM Stats: St-98; Qu-103; Em-100; In-100; Pr-102; Ag-110; Co-100; Me-99; Re-99; SD-97. MERP Stats: St-98; Ag-110; Co-100; Ig-101; It-100; Pr-102. Appearance: 109.

Goldberry was a Water Spirit, and therefore a servant of Ulmo. The enchanted daughter of the River-woman, she was of the essence akin to (albeit lesser than) the Maïa Uinen. Her golden hair, gently musical voice, free spirit, and lithe form endowed her with an aura of beautiful innocence. Flowers adorned her misty, translucent raiment, belying her inner power. The only clues to her strength and origin were subtle or beyond notice: the way she ran like the wind, or danced on the water, or slept in hollows beneath cold pools.

Goldberry's presence in Middle-earth is tied to the extremely ancient woodland of the Old Forest, a remnant of the woods that covered most of Eriador and Rhovanion as early as the beginning of history. Her spouse—Tom Bombadil—was the first (and therefore oldest) resident of Middle-earth; her mother—the mysterious River-woman—was the very essence of the River Withywindle, the ageless stream that knifed through the dark reaches of the Old Forest. In a sense, then, Goldberry was a daughter of Uinen, and she was a fitting wife for Master Tom.

Goldberry's Special Powers

Water · form—Goldberry can breathe with equal ease in water or in air. Freshwater animals will not attack her and, when she is immersed in running water, she will heal 2–20 hits per round.
Spells · 450 PP. Base spell OB is 75; directed spell OB is 150. Goldberry knows all the spells on the Water Law list, as well as all Open Channeling, Bard, and Animist spells (MERP); and (for RM) she knows all Closed Channeling and Closed Mentalist lists.

Gothmog

Lvl: 100 (160). Race: Maïa (Balrog). Profession: Warrior/Fighter. Home: Angband in northern Middle-earth. Aka: Hateful Enemy (Sindarin); Kosomoko or Kosomot (Quenya); King of the Valaraukar (Balrog King); Chief of the Demons of Might; Warlord of Angband; Son of Morgoth; Scion of Fluithuin; Fëanor's Bane; Fingon's Bane; Fire Lord.

RM Stats: St-118; Qu-103; Em-90; In-102; Pr-120; Ag-116; Co-110; Me-98; Re-100; SD-97. MERP Stats: St-118; Ag-109; Co-110; Ig-99; It-102; Pr-120. Appearance: 02.

Gothmog, the Hateful Enemy, was the most powerful of the Fire Spirits seduced by Morgoth. Of Morgoth's servants, only Sauron stood higher in the fold of Evil. Gothmog was Chief of the Balrogs and the Warlord of the Host of Angband. Through his cohort of Balrogs, he directed Morgoth's battle armies during the dramatic campaigns at the end of the Third Age.

Cruel beyond measure and forever tied to Darkness, Gothmog became eternally rooted in a hideous form. Truly a Demon of Might, he stood almost twenty feet tall. Fire encased his strongly-muscled frame whenever he called himself to flame, and a shadowy, wing-like umbra surrounded his upper body. A changing mist swelled about him, providing a steaming shroud which occasionally cleared to reveal Gothmog's awful visage.

Gothmog's power matched the terror invoked by his form. As a Maïa of considerable strength, he was capable of manipulating lesser spirits: instilling fear, commanding minds, and the like. The strongest of the Fire Spirits excepting Arien, he relished flames and could pervert them to his bidding. His fire spells were renowned.

Gothmog's reputation as a warrior, though, exceeded his image as an enchanter. He was, like all Balrogs, a brutal, physical Demon who thought nothing of challenging the greatest of foes. Gothmog mortally wounded Fëanor, slew the High King Fingon, and killed the Elf-lord Ecthelion of the Fountain, but the Lord of the Balrogs himself perished at the hands of Ecthelion.

Gothmog's Principal Items

Whip (Fire-speaker) · (S. "Pedonor") +40 giant, flaming Whip of black Ogamur; range 42 feet; weighs 30 pounds. Whip is on fire only when held by Gothmog, and only when Gothmog is also on fire.
Sword (Sudden Doom) · (S. "Bragolamarth") +40 giant, flaming Sword (treat as 2-hander) of black Eog; weighs 18 lbs. Sword is on fire only when held by Gothmog, and only when Gothmog is also on fire.
Mace (Commander of Spirits) · (S. "Urgon;" Q. "Feagon") Symbol of Balrog overlordship. +30 Mace; weighs 18 lbs; strikes as Battle-axe (all crits = concussion). Mace can be thrown up to 100′ without OB penalty and will return to wielder's hand the following round.

Gothmog's Special Powers

Size · Treat Gothmog as a huge creature. Attacks against him which yield a critical strike roll require use of (Super) Large Creature Critical Strike Table (Arms Law at 8.15; MERP at CT-10).
Body · Treat Gothmog's skin as Plate armor (AT 20) with an inherent DB of 75. His huge hands and fiery shroud give him the ability to strike without weapons using a +200 OB Huge Bash or a +180 OB Huge Grapple. (All regular crits accompanied by Heat criticals of same severity lvl.)
Strength · Enables Gothmog to toss any pole arm up to 100′ without range penalty, striking with a + 150 OB. He can throw rocks (up to 100 lbs) up to 300′ with a +120 OB, yielding a Large Fall/Crush attack.
Flight · Gothmog can fly up to 240 feet per round, but he takes 1–5 rounds to develop lift and take to the air. He is also a cumbersome flyer. The first round of flight he can move up to 60′; during the second round he can move up to 120′; the third round he can move up to 180′; and the fourth and following rounds he can move up to his maximum of 240′.
Immolation · As a Fire Spirit, Gothmog is immune to fire and can immolate at will, even in mid-round. When completely immersed (not doused) in water, however, his flames go out, leaving his slimy surface exposed. When he is not on fire, his Presence drops to 110, his Constitution drops to 103, and he does not deliver any Heat criticals.
Fire-wielding · Gothmog can concentrate on any fire within 300′, causing it to move or spread in any desired direction up to 100′ per round (within his range).
Presence · Anyone coming within sight of Gothmog makes a RR versus a 25th level Fear spell. With a RR failure of 01–50, the victim flees in fear for 1–10 minutes. If the RR failure is 51–100, the victim is frozen in place (stunned and unable to move or parry) for 1–10 rounds. Should they fail by 101 +, they die of fright. Note that victims get a +10 bonus if the Demon is not in flames.
Domination · Gothmog can direct his gaze upon any one individual (within 300′) in order to dominate the poor fool. If the Balrog King is not aflame, or if the victim covers his eyes and head, the attack is as a 25th level directed spell. Otherwise, the victim must make a RR versus the Demon's 50th level attack. A RR failure of 01–50 leaves the victim in the Balrog's control until he makes a successful RR. The victim gets a RR each round Gothmog does not concentrate on him or command him. A RR failure of 51–75 leaves the victim in a coma for 1–10 days, while a failure of 76+ kills the prey by shattering his mind and soul.

Spells · 300 PP. Base spell OB is 50; directed spell OB is 100. Gothmog can cast spells within a 300′ radius. He possesses the ability to use any spells up to 100th level off the Fire Law (RM or MERP Mage), Detection Mastery (MERP Open Channeling), Dark Contacts (RM Evil Magician), or Detecting Ways (RM Open Essence) lists.

Ilmarë

Lvl: 350. Race: Maia. Profession: Ranger (Lay Healer). Home: Valinor. Aka: Handmaid of Varda; Chief of the Maïer.

RM Stats: St-95; Qu-96; Em-102; In-100; Pr-119; Ag-100; Co-119; Me-100; Re-97; SD-119. MERP Stats: St-95; Ag-100; Co-119; Ig-98; It-100; Pr-119. Appearance: 113.

Ilmarë was the counterpart of Eönwë, and was highest among the Maïer (female Maïar). As Varda's handmaid, she was the greatest of the Vala Queen's people. Thus, she embodied her Mistress' compassion, discipline, and presence. She could hear things beyond the reach of the keenest ears and her healing powers rivaled those of anyone in Arda. Like Varda, she loved all creatures, even those captured by Evil.

Ilmarë's Special Powers

Healing · Ilmarë can heal through normal means, or she can transfer injuries from others to her own body (e.g., like a RM Healer). In the latter case, she can entirely and instantly relieve others of their infirmities by simply touching them (a number whose cumulative levels are less than or equal to Ilmarë's). Then she can heal the absorbed damage at a rate equal to the cumulative number of levels of those she relieved. She can raise the lifeless, "lifegiving" so long as they have died within 350 rounds (58 minutes, 20 seconds).
Spells · 7700 PP. Base spell OB is 175; directed spell OB is 175. Ilmarë can use all Opening Channeling and Ranger lists (MERP), and all Closed Channeling, Open and Closed Mentalism, and Lay Healer lists (RM).
Ilmarë's Principal Item

Healing Stone · A simple, 7″ diameter, rough hewn stone composed of enchanted adamant. When touched, it cures any disease and purifies any poisonous substances found in one's body. Holder can touch another and diagnose any ill, mental or physical, as well as ascertaining the cure.

Lungorthin

Lvl: 90 (120). Race: Maïa (Balrog). Profession: Warrior/Fighter. Home: Angband in northern Middle-earth. Aka: White-demon; White-fire; Morgoth's Thane; Lord of Morgoth's Guard.

RM Stats: St-117; Qu-102; Em-90; In-100; Pr-118; Ag-115; Co-109; Me-97; Re-99; SD-100. MERP Stats: St-117; Ag-108; Co-109; Ig-98; It-100; Pr-118. Appearance: 03.

Like Gothmog, Lungorthin is a Balrog—a Demon of Might—a Spirit of Fire seduced by Morgoth in the Beginning Days. He is a renegade Maïa forever tied to his hideous body. Unlike his awful brethren, however, Lungorthin's slimy, fire-encased form was whitish, and the flames that shrouded him had a colorless, almost pure quality. His presence was the most disarming of any of the Valaraukar save that of Gothmog.

Morgoth entrusted Lungorthin with the infamous position of Master of his Guard in the citadel beneath Thangorodrim (S. "Mountains of Tyranny"), making him answerable only to Sauron, Gothmog, and (of course) the Black Enemy himself. The White Balrog's actual home was deep in the seemingly endless tunneling, but he spent most of his time beside his master, in Morgoth's hellish throne room.

Lungorthin's flaming sword, the size of a two-hand blade, glowed with a pure white fire that transformed mist to steam and cut armor as if it were rude fabric. His 30′ long white Ogamur whip produced a similar

fire. With it, the Balrog could reach foes hiding around corners or tucked into nooks with stunning skill, tearing the unfortunate victims apart with wide, fiery sweeps or dissecting them in short, stinging snaps.

Lungorthin's Principal Items

Whip (Fire-loop) · (S. "Lognor") +35 giant, flaming Whip of white Ogamur; range 40 feet; weighs 28 pounds. Whip is on fire only when held by Lungorthin, and only when Lungorthin is also on fire.
Sword (White-cleaver) · (S. "Nimrist") + 35 giant, flaming Sword (treat as 2-hander) of white Eog; weighs 18 lbs. Sword emits a "colorless" fire, but only when held by Lungorthin, and only when Lungorthin is also on fire.
Mace (Descending Doom) · (S. "Undamarth") Symbol of Lungorthin's position as Guard Lord. +20 white Eog Mace; weighs 16 lbs; strikes as Battle-axe (all crits = concussion).
Lungorthin's Special Powers

Size · Treat Lungorthin as a huge creature. Attacks against him which yield a critical strike roll require use of (Super) Large Creature Critical Strike Table (Arms Law at 8.15; MERP at CT-10).
Body · Treat Lungorthin's skin as Plate armor (AT 20) with an inherent DB of 65. His huge hands and fiery shroud give him the ability to strike without weapons using a +190 OB Huge Bash or a +150 OB Huge Grapple. (All regular crits accompanied by Heat criticals of same severity lvl.)
Strength · Enables Lungorthin to toss any pole arm up to 100′ without range penalty, striking with a + 130 OB. He can throw rocks (up to 100 lbs) up to 300′ with a +120 OB, yielding a Large Fall/Crush attack.
Flight · Lungorthin can fly up to 240 feet per round, but he takes 1–5 rounds to develop lift and take to the air. He is also a cumbersome flyer. The first round of flight he can move up to 60′; during the second round he can move up to 120′; the third round he can move up to 180′; and the fourth and following rounds he can move up to his maximum of 240′.
Immolation · As a Fire Spirit, Lungorthin is immune to fire and can immolate at will, even in mid-round. When completely immersed (not doused) in water, however, his flames go out, leaving his slimy surface exposed. When he is not on fire, his Presence drops to 106, his Constitution drops to 102, and he does not deliver any Heat criticals.
Presence · Anyone coming within sight of Lungorthin makes a RR versus a 22nd level Fear spell. With a RR failure of 01–50, the victim flees in fear for 1–10 minutes. If the RR failure is 51–100, the victim is frozen in place (stunned and unable to move or parry) for 1–10 rounds. Should they fail by 101 +, they die of fright. Note that victims get a +10 bonus if the Demon is not in flames.
Domination · Lungorthin can direct his gaze upon any one individual (within 300′) in order to dominate the poor fool. If he is not aflame, or if the victim covers his eyes and head, the attack is as a 22nd level directed spell. Otherwise, the victim must make a RR versus the Demon's 45th level attack. A RR failure of 01–50 leaves the victim in the Balrog's control until he makes a successful RR. The victim gets a RR each round Lungorthin does not concentrate on him or command him. A RR failure of 51–75 leaves the victim in a coma for 1–10 days, while a failure of 76+ kills the prey by shattering his mind and soul.
Spells · 270 PP. Base spell OB is 45; directed spell OB is 90. Lungorthin can cast spells within a 300′ radius. He possesses the ability to use any spells up to 90th level off the Fire Law (RM or MERP Mage), Detection Mastery (MERP Open Channeling), Dark Contacts (RM Evil Magician), or Detecting Ways (RM Open Essence) lists.

Lúthien

Lúthien was the stunning daughter of the Sindar King Elwë (Thingol) and the Maïa Melian. Although half Maia, she was reared as one of the Eldar and died a mortal alongside her Adan lover Beren. She was an accomplished enchantress and the most beautiful of Eru's Children, a powerful bardic singer who bested Sauron and fooled almighty Morgoth. Called Twilight-maiden (S. "Tinúviel") by Beren, Lúthien was the mother of Dior and ancestor of the Lords of Númenór. (Since Lúthien died a mortal, details of her character and stats are also included in Lords of Middle-earth, vol. 2, "Men.")

Melian

Lvl: 275. Race: Maia. Profession: Bard. Home: Originally Valinor; later Beleriand in northwestern Endor; after F.A. Valinor again. Aka: Melyanna (Quenya); Gift of Love; Dear Gift; Queen of Doriath.

RM Stats: St-97; Qu-102; Em-119; In-100; Pr-120; Ag-103; Co-97; Me-118; Re-98; SD-97. MERP Stats: St-97; Ag-103; Co-97; Ig-108; It-100; Pr-120. Appearance: 119.

Melian was unique among the Maïer, for she wed one of the Eldar. As wife of the Sinda Elwë (Elu Thingol), King of Doriath in First Age Beleriand, Melian was tied to an exceptionally beautiful "human" form. She responded to the great dangers to the north by weaving a girdle of enchantment within which Elwë could found a kingdom (Doriath) protected from the onslaughts of Morgoth's armies. Despite her efforts, however, Doriath succumbed to less obvious dangers: passion and greed. Elwë was not felled by the Black Enemy's minions; rather, he was killed by Dwarves in the struggle for a Silmaril.

After Elwë's death, Melian returned to the gardens of Lórien (Dream-land) in Valinor, abandoning her Endorin form. There, she tended the flowers of her Mistress Vána and the pools of Estë, wife of Irmo (Lord of Lórien). Her bloodlines forever touched Middle-earth, however, for Melian was the mother of Lúthien and the ancestor of Elrond and Elros.

Melian's considerable powers enabled her to protect a huge area against a host of dangerous foes. She was a master of protective enchantments and blessings and was undoubtedly one of the greatest singers ever to walk in Endor. Melian even taught Nightingales to sing, as evidenced by the flocks that followed her wherever she went. A lover of nature and enamored of beauty and emotion, she was the empathetic protectress of Men and lesser beasts.

Melian's Special Powers

Girdling · Melian has the power to extend her presence, creating a girdle, or presence-wall, with a diameter equal to as much as 1 mile per level (i.e., 275 miles). This girdle requires a number of power points equal to 20x the girdle's diameter (e.g., an area with a diameter of 150 miles requires 3000 PP/day). Within this region, Melian can sense the number and basic nature of the presences whenever she concentrates. Anyone crossing the girdle's borders must make a RR versus a 68th lvl Channeling (MERP) or Mentalism (RM) attack. Failure of 01–50 results in the victim being unable to cross the barrier for 1–10 days; failure of 51–100 results in the victim being unable to cross the barrier for 1–10 years; and failure of 101 + results in the victim being unable to cross the barrier for 1–10 decades.
Song · weaving—Melian can use her voice to create any sound within the range of any animal found in Middle-earth and, while singing, she can communicate with any creature.
Domination · Melian can direct her gaze upon any one individual (within a range of 275′) in order to dominate him. The victim must make a RR versus a 68th level Channeling (MERP) or Mentalism (RM) attack. Failure results in the victim being under Melian's control until the victim makes a successful RR. Whenever the victim leaves Melian's Girdle (see above) or the 275′ radius effect area—whichever is greater—or whenever Melian stops concentrating, the victim receives one RR per round.
Spells · 6050 PP. Base spell OB is 137; directed spell OB is 275. Melian knows all Bard lists and Open Channeling lists (MERP) and all Open and Closed Mentalism lists (RM).
Melian's Principal Items

Amulet of Dreams · Composed of a grey diamond nestled in a simple silver and black Ithilnaur setting, the amulet was a gift of Lórien. When placed upon the forehead of another, it enables the wearer to read (and visualize) the other's last thoughts (the visions for a number of minutes equal to wearer's level)—even if the other person is dead.
Wood Ring · A gracefully carved, grey wood ring. Wearer may touch any plant and see from that plant's vantage point everything that has occurred in the most recent past within the area (for a period equal to one-minute x wearer's level).

Olórin

Olórin was the wisest of the Maïar and the only Istar to return from the quest to Middle-earth. A servant of Manwë, he knew much about many things. Most of all, he understood compassion, for he spent much of his time in the House of Nienna, the Vala best versed in ways of pity, healing, and most of all hope. (For more about Olórin see the Gandalf entry under "Wizards" below.)

Ossë

Lvl: 325. Race: Maïa (Water Spirit). Profession: Animist/Sorcerer. Home: Valinor, the coastal seas, or river estuaries. Aka: Gaerys (S. "Breaking Sea"); The Singer; Once Dark; the Unpredictable; Lord of Coastal Waters.

RM Stats: St-112; Qu-103; Em-118; In-118; Pr-115; Ag-100; Co-90; Me-90; Re-90; SD-19. MERP Stats: St-112; Ag-100; Co-90; Ig-90; It-118; Pr-115. Appearance: 104.

Ossë and his spouse Uinen were the greatest servants of Ulmo and, among the Children of Eru, the best known of the Maïar. Their spirits ran through the waters that wash the shores of Endor.

Ossë was the greatest singer ever to grace Middle-earth, and it was he who taught the Teleri how to sing. He also instructed them in the skills of shipmaking, a legacy embraced by the great Círdan.

Ossë's fondness for the Teleri was strong, as was all his deep passion. Loyal and fiery, he was the most capricious of the Maïar. His loves and hates were strong; he was always moody and often violent. The coastal seas that formed his domain reflected Ossë's changing character, for they were consistent only in their untrustworthiness.

It was not surprising then, that Morgoth sought to sway Ossë in the early days of Ea. By offering Ossë Ulmo's lordship over all the waters, the Black Enemy hoped to find an ally capable of ridding Arda of the seas. Morgoth hated and feared the sea and labored long to seduce Ulmo's vassal; but Ossë's beloved, Uinen, intervened and foiled the fallen Vala's plot. Although Ossë had flirted with Evil and fallen from grace, Uinen convinced the Valar to pardon him, and her spouse returned to Ulmo's fold.

Ossë learned his lesson, of course, but he could never remake his character. He remained fickle, and the waters that strike Endor's coasts retained their ever-threatening nature. However, the seas seemed, they could change in the blink of an eye, bringing doom and stealing lives and property.

Ossë's most notable deed took place in the early Second Age. With the war against Morgoth over, the Valar sought to reward the Edain—the noble Men who had aided the Elven cause. The Lords of Aman resolved to give the Edain a home, and they called upon Ossë to raise a blessed island from the deeps of the Great Sea. This he did, and so Númenór arose, to be established by Aulë, and blessed by the folk of Aman. It was tragic that this grand creation returned to the sea only thirty-three centuries later.

Ossë's Special Powers

Water · form—Ossë can move and breathe with equal ease on land or water. He can merge with waves and travel as fast as the currents will carry him.
Song-weaving · Like Melian, Ossë can use his voice to create any sound within the range of any animal found in Middle-earth and, while singing, he can communicate with any creature.
Isle-moving · With the consent of Ulmo, Ossë can move or raise to create any island with a radius of less than or equal to 325 miles (i.e., 1-mile x Ossë's level). When an island is raised it takes Ossë one day per radius mile to accomplish the deed and it requires all of his PP. To move an island, it requires all Ossë's PP and a period equal to one day per 100 miles the isle is moved.

Water · weaving—Ossë has absolute control of all water within a range of 325 feet (i.e., 1′ x Ossë's lvl). He can also create waves of up to 325 feet in height across any water surface in which he resides, within a range of 325 miles.
Spells · 6825 PP. Base spell OB is 162; directed spell OB is 325. Ossë knows all Bard lists, all Mage lists, Open Channeling and Open Essence lists (MERP), and all Sorcerer lists and Closed Channeling and Essence lists (RM).

Salmar

Lvl: 200. Race: Maïa (Water Spirit). Profession: Bard/Alchemist. Home: Valinor or the open seas. Aka: (Q. "Dwelling of the Spreading Light"); The Horn-maker.

RM Stats: St-101; Qu-90; Em-116; In-90; Pr-101; Ag-103; Co-100; Me-110; Re-108; SD-95. MERP Stats: St-101; Ag-103; Co-100; Ig-109; It-90; Pr-101. Appearance: 104.

Salmar came to Arda with the Vala Ulmo and dwelled in or by the seas. Like Ossë and Uinen, Salmar served Ulmo, albeit in a different manner. He was not a guardian of waters; rather he was a maker of things. As one of Ulmo's people, Salmar was gifted in song and made great music, and so he applied his craft-skills to the creation of enchanted instruments.

Salmar's greatest triumph was undoubtedly the Ulumúri, the Horns of Ulmo—the most wondrous musical instruments ever produced. Those who heard a song produced by the Ulumúri never forgot the sound.

Gentle and always smiling, Salmar was a fast friend of the valiant and mighty Vala, Tulkas. Some legends even say that he fought beside Tulkas at the (mythical) Battle of the Valley of Willows (S. "Dagor Nan-tathren") by the Sirion in Beleriand, although later tales say Tulkas fought alone. Whatever the case, Salmar was both a friend of the Eldar and a powerful ally in any struggle.

Salmar's Special Powers

Water-form · Like Ossë and Uinen, Salmar can move and breathe with equal ease on land or water. He can merge with waves and travel as fast as the currents will carry him.
Water-weaving · Salmar has absolute control of all water within a range of 200 feet (i.e., l' x Salmar's lvl).
Spells · 2400 PP. Base spell OB is 100; directed spell OB is 200. Salmar knows all Bard lists, all Mage lists, and all Open Essence lists (MERP), and all Alchemist lists and Closed Essence lists (RM).
Salmar's Principal Items

Forge and Tools · Salmar's submarine smithy contains an enchanted forge and tools which enable him to create items at 20x the normal rate for a smith or alchemist.

Sauron

Sauron was originally chief among Aulë's people. Before entering Eä, however, Morgoth seduced him, and his name became infamous among the Maïar. His downfall at the end of the Third Age of Middle-earth is described in the saga entitled The Lord of the Rings. (Since Sauron is classified as a fallen Maïa of particular note, he is described in the Section entitled 'The Great Enemies." See his entry at Section 7.2.)

Tilion

Lvl: 315. Race: Maia. Profession: Ranger/Astrologer. Home: Menel (the Heavens of Ed). Aka: (Q. "Horned"); Moon-steer; Silver Fire; Night-fire;

RM Stats: St-101; Qu-116; Em-107; In-119; Pr-114; Ag-108; Co-99; Me-98; Re-97; SD-39. MERP Stats: St-101; Ag-108; Co-99; Ig-97; It-119; Pr-114. Appearance: 117.

Tilion is the Moon's guide. Like his fiery (and mightier) counterpart Arien, he is a permanent resident of the heavens.

Originally, however, Tilion was a huntsman—a servant of the Vala Hunter Oromë. His love for things silver was legend and he carried Telpelúva (Q. "Silver Bow"; S. "Cúceleb"), the silvery bow which was second only to Oromë's own Coirehwesta (Q. "Awakening Breeze"; S. "Echuiwest"). Few among the Ainur were surprised when, following the poisoning of the White Tree Telperion by Ungoliant, Tilion petitioned the Valar to give him wardship of the vessel that contained the tree's last silver flower. Constructed by Aulë, this precious, silvery vessel, or lamp, was called Isil—the Moon—and was the companion to the golden Anar, the Sun.

The Vala Varda granted Tilion his wish. He forsook his body and carried the silver lamp into the sky. So, the Moon became the older of the two lamps of the sky; and, for a time, the world was lit only by Isil's then-powerful moonlight. Then, it was joined by the Sun Anar.

Varda planned for Isil to rise in the West as Anar rose in the East. Each day, the two would always be aloft. They would pass, never joining, at midday. Their first passing marked the beginning of time.

Tilion, however, proved unsuited to this unwavering discipline. His course wandered, his speed erratic, and he became enamored of Anar's beautiful fires. Ultimately, he attempted to join with Arien, but the heat of the Sun was too much for Tilion. He turned away, but not before the vessel of the Moon was scorched. From that point onward, Isil shone with but half its original brightness. The Elves gave it the name Rana, the Wanderer.

Yet, fortune came of Tilion's misstep. Where no night had existed, where the light of the stars had been obscured by the brilliance of the twin lamps, there had been no appointed time of rest. Tilion's calamity foreshadowed a call for change by the Valar Lórien and Estë, who prayed that Varda reconceive the ways of the heavens. Varda concurred and so she created night, the time of the Moon's changing half-light. Nighttime and daytime divided the day ever after. To this day, Tilion guides the lamp that lights the night.

Tilion's Special Nature

Like Arien, Tilion has abandoned his corporeal form, and now he never leaves the Moon.

Tilion's Principal Item

Silver Bow · (Q. "Telpelúva;" S. "Cúceleb") A +70 holy Long Bow with three times the normal range (calculate penalties accordingly). It can be fired every round without penalty, twice in a round at -35 per firing, or three times in a round at -70 per firing (i.e., as a +0 bow). Seven feet long, made of silvery wood, wrapped in silver filigree, and inlaid in mithril, it is priceless.

Uinen

Lvl: 325. Race: Maïa (Water Spirit). Profession: Animist/Sorcerer. Home: Valinor or wherever fresh water lies. Aka: (S. "Everwater"); The Calm; Mistress of Still Waters; Thirst Slaker; Ossë's Saviour.

RM Stats: St-103; Qu-100; Em-120; In-117; Pr-114; Ag-112; Co-92; Me-90; Re-90; SD-97. MERP Stats: St-103; Ag-112; Co-92; Ig-90; It-117; Pr-114. Appearance: 105.

Uinen, or "Everwater," is one of the two high servants of the Vala Ulmo. She is the spouse of Ossë and, save him, she is the best known of the Maïar. Calm and quiet, Uinen is the spirit of friendly waters. Her restraint and inner peace stand in stark contrast to Ossë's capricious ways.

Uinen resides in fresh water, but her power, like Ossë's, extends whenever water stands or flows—even deep below the earth. She is the protectress and shepherd of this precious gift.

Uinen's most notable deed occurred in the early days, before history. When Ossë succumbed to the soothing temptations and awesome power of Morgoth, Uinen restrained him. Aided and spurred onward by the prayers of the Smith Aulë, she overcame the Black Enemy's seduction. Uinen rescued her spouse and successfully obtained his pardon from the Valar. Few acts of love and faith ever matched this sacrifice.

Uinen's Special Powers

Form · Although Uinen can take an exceptionally fair form, it has an elusive, liquid quality. While extreme heat and cold affect her body, as do magic weapons, she is immune to normal solid objects and obstacles. She can breathe in water or air with equal ease.
Water-weaving · Uinen has absolute control over all water within 300′. She can manipulate it to create, among other things, the effects of any spell on the Mage's Water Law list. So long as she concentrates, she can utilize and maintain any and all spells, although she can only initially employ one spell per round.
Lordship among Water-beasts · Uinen will not be attacked by beasts who live in water.
Spells · 6825 PP. Base spell OB is 162; directed spell OB is 325. Uinen knows the Water Law spell list, all Animist lists, all Open Essence lists, and all Open Channeling lists (MERP), and all Sorcerer lists, and Closed Channeling and Essence lists (RM).
Uinen's Principal Items

Uinen's Cup · Composed of translucent milky-white Laen and inlaid with adamant, this small (12″ x 12″ x 9″) chalice weighs fifty pounds. When set upon a surface, it will—upon command—produce an endless stream of pure fresh water (cool or lukewarm). Thus, it serves as a sort of mobile spring, its waters unparalleled for their taste and clarity.
Uinen's Ring · When worn and waved over a liquid (volume = to 1-gallon x wearer's level), the ring purifies the liquid—ridding it of all poisons or disease. The ring is usable a number of times per day equal to wearer's level.

Maïa Characters List

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Arien	325	406	No/4	165	N	N	285WE	Fire*	85	Maïa (Fire Spirit) Ranger/Astrologer, servant of Vána.
Balrog	36 (66)	420	Pl/20	90	N	(A/L)	275 th&wh*	120pa/ro	50	Maïa (Fire Spirit) Warrior/Fighter, Balrog of Moria.
Eönwë	350	875	Pl/20	295	Y50	A/L	995bs*	800sp*	135	Maïa Warrior/Fighter, herald of the Valar, Captain of the Host.
Goldberry	150	188	No/4	110+	N	N	155WE	185WE	85	Maïa (Water Spirit) Animist (Bard), servant of Ulmo.
Gothmog	100 (160)	666	Pl/20	115	N	(A/L)	455 th&wh*	405ma*	95	Maïa (Fire Spirit) Warrior/Fighter, Chief of the Balrogs.
Ilmarë	350	665	No/4	85+	N	N	225WE	230WE	55	Maïa Ranger (Lay Healer), highest female Maïa, servant of Varda.
Lungorthin	90 (120)	566	Pl/20	100	N	(A/L)	415 th&wh*	325pa/ro	80	Maïa (Fire Spirit) Warrior/Fighter, Lord of Morgoth's Guard.
Melian	275	288	No/4	105+	N	N	235WE	245WE	70	Maïa Bard, servant of Vána, wife of Elwë.
Ossë	325	358	No/4	110+	N	N	325WE	325WE	55	Maïa Animist (Sorcerer), servant of Ulmo, husband of Uinen.
Salmar	200	250	No/4	95+	N	N	215WE	215WE	70	Maïa Bard (Alchemist), servant of Ulmo, friend of Tulkas.
Tilion	315	378	No/4	155	N	N	330WE	535lb*	95	Maïa Ranger (Astrologer), servant of Oromë, Moon-steer.
Tom Bombadil	360	630	No/4	175+	N	N	385qs	335WE	155	Maïa (Earth Spirit) Animist, guardian of the Old Forest.
Uinen	325	358	No/4	125+	N	N	295WE	295WE	115	Maïa Animist (Sorcerer), servant of Ulmo, wife of Ossë.

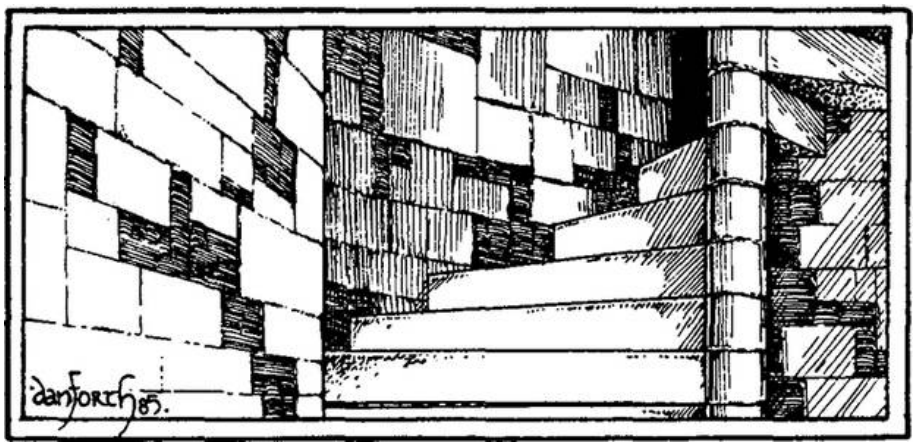
The Wizards (Istari)



The Order of Wizards (Q. “Heren Istarion”) is a select group of Maïar drawn from the ranks of various Maïa peoples. Thematic spirits, the Wizards produced teachers and diplomats whose power was more generalized than that of their elemental brethren. Their numbers are unknown, although the five that came to Endor were all counted as “Chiefs” among the Order. Saruman the White Messenger was the master of the Istari (S. “Ithryn”), as well as being the foremost of those sent to contest Sauron’s might.

The Five Emissaries of the Valar

The five chiefs sent to Middle-earth were as varied as their background. Saruman—the first to be chosen and first to enter Endor—was a master craftsman and the leader of Aulë’s people. His position and skills mirrored those of the foe he was chosen to combat, for Sauron had served the Smith of the Valar in the same capacity before their entry into Ea. Saruman’s appointment was, in part, based on the fact that the White Wizard shared enough of the Dark Lord’s background to enable him to understand his enemy. In addition, Saruman’s cleverness was legend. It was hardly surprising that the Chief of the Order was chosen to lead an embassy compos¬ed of five of its members.



Within this hierarchy, Gandalf enjoyed a lesser status than Saruman, despite the fact that among the whole of the Maïar, the Grey Wizard was the wisest. Quiet and humble, sympathetic and forgiving, Gandalf’s nature hardly resembled that of the White Messenger. He was, instead, an able representative of Manwë’s

peo¬ple, one who bore the backing of the King of the Valar. The Grey Messenger embodied the special qualities which endeared him to the Free Peoples among whom he worked, and enabled him to rise above the flaws of the flesh. When he commanded Gandalf to go to Middle-earth, Manwë understood a great deal about the trials the Istari would face.

Varda also perceived the Grey Wizard's gifts. When Gandalf was selected as the third of the five emissaries, she stated to all present—most notably Saruman—that, although the Grey was chosen after two others (Saruman and Alatar), he would not go to Endor as "the third." In a sense then, Gandalf was accorded a somewhat independent position.

The fact that he was not paired with another Istar emphasized this role. Yavanna persuaded Saruman to take Radagast as a companion, despite the Valar' initial plan to send only three of the Wise. Alatar took Pallando along as the fifth of their number. Gandalf, on the other hand, went alone. As Fate would have it, his destiny remained apart from those of his four brothers.

The Wizards' Roots

Just as the character of Saruman and Gandalf differed, so too did the other three Istari who accompanied them. This diversity lent them strength. Alatar, the second Istar chosen, served Oromë, and he knew much of Endor's eastern lands. He was also endowed with Oromë's wild qualities, as well as his patron's fondness for beasts. Pallando followed Mandos, and he was imbued with a seer's gifts. Radagast the Brown served Yavanna, and cared little for speaking folk.

An overview of the five messengers' associations follows:

Name	Color	Patron Vala	Vala's Association
Saruman	White	Aulë	Non-living earth (crafts)
Gandalf	Grey	Manwë	Air (sky, wisdom, empathy)
Alatar	Blue (Lt)*	Oromë	Nature (Kelvar, forests)
Pallando	Blue (Dk)*	Mandos	Earth (passing, souls)
Radagast	Brown	Yavanna	Living earth (Olvar)

* Alatar and Pallando both wore sea-blue, although Pallando's garb had a darker shade.

The Goal of the Wizards' Embassy

The five Istari chosen for the embassy to Middle-earth had one goal: to combat Sauron and his Shadow. In assigning these Maïar to intervene, the Valar relied on their rarely-exercised right to correct imbalances in Endor that had been brought on by acts of those who were not indigenous to that continent. Middle-earth was, as the scheme dictated, the province of the Free Peoples. An Ainu such as the Dark Lord was an intrusion outside the conception prescribed by Eru.

Since Sauron was a Maïa, then, the Valar felt justified in contesting his might. Nonetheless, they instructed the Wizards to work as subtly as possible. The Istari's goal was to unite and work with the Free Peoples, not to dominate them. It was an embassy aimed at counsel¬ing and providing support to Eru's Children. The Valar required restraint and precluded the tools of force and fear. Power, they dic¬tated, could only be used in this context, and only as absolutely necessary. Overt enchantments and unbridled actions, no matter how well-meaning, were forbidden. Such a rule was in keeping with the Holy Ones' belief that the Ainur should remain physically apart from the Middle Land.

A Note on Using Istari in Your Fantasy Game

Should you use an Istar character in your FRP game, keep in mind the original goals of their mission. The rules govern¬ing the Wizards* embassy to Middle-earth serve as guidelines for an Istar, and even the fallen Istari pay some attention to the Valar* edicts. A fallen Wizard will still act subtly, gathering power and utilizing force quietly—at least until he feels he is unassailable.

Also pay particular attention to Section 5.12, especially the comments on the development of a Maïa's ties to an adopted form and the effects of a Maïa's use of power outside his mandate. As noted, these effects are magnified (accentuated and accelerated) the further a Maïa travels away from Aman.

The Guises of the Emissaries

In order to accomplish their mission, the Wizards adopted forms consistent with their purpose. They sought to gain the trust of the Free Peoples by dealing with them as equals. Trust and persuasion were their methods of influence, not dictates or coercion. Despite the dangers tied to corporeal form, the Istari had to risk weakening their strength in order to succeed. The guises they chose, then, reflected their goals. As slightly worn old Men they projected a gen¬tle, unassuming image which had nothing to do with force or terror. Their forms promoted feelings of peace and a belief that they were both experienced and wise.

Since the Wizards were cloaked as Men, aging only very slowly, their form eventually created a problem. With each passing genera¬tion, it became apparent—at least among those they dealt with fre¬quently—that they were not mortal. Their bodies aged too slowly to be those of mortal Men. Thus, after a time, Men perceived the emissaries as Elves. Yet, even this view created questions, and the Wizards' presence often confused and disturbed those they were sent to aid. In the end, just as it took a special spirit to restrain the use of Maïa power, it took gifted Men, Dwarves, and Elves to under-stand the help offered.

A Note on Istari Experience Levels

The experience levels assigned to the Istari are based on their form and the setting in which they operated. To begin with, their quest involved use of only a modest amount power, for they had but one real foe and their prescribed methods involved only persuasion. In addition, Endor in the Third Age counted relatively few mighty lords when compared to the Middle-earth of the Elder Days. The level of strength they required reflected a balance based on this lessened level of power.

Of course, their role as Men reinforced this restraint, since Men were individually weaker in body and magic than the other Free Peoples. The Istari were intended to communicate with Middle-earth's peoples, and their correspondingly low experience levels insured that they would not inadvertently cast fear into the hearts of their intended allies.

More importantly, the Wizards were not "rooted" in Middle-earth like the Children of Eru. As Maïar, their power diminished the further they traveled from Aman and, unlike Sauron, they had no item of power which tied them to the Middle Land.

Accordingly, we have assigned each I star a dual experience level, the higher part of which is only one third the intrinsic level of his spirit. Their form and level in Aman, then, follows this pattern:

Istar	Level in Endor*	Level in Aman (Actual Level)
Alatar	40 (80)	240
Gandalf (Grey)	40 (80)	240
Gandalf (White)	50 (120)	360
Pallando	40 (60)	180
Radagast	40 (60)	180
Saruman	50 (100)	300

* For dual level notations, the first number indicates the Istar's attack level. The second (parenthetical) number indicates the Istar's base level, which is used for calculating all other capabilities (e.g., RRs).

(For more on the Wizards' capabilities, see the material on General Powers of the Maïa Characters following section 5.12.)

Wizards (Istari) Character Glossary

Alatar

Lvl: 40 (80). Race: Maia (Istar). Profession: Animist/Ranger. Home: Originally Valinor; now in eastern Endor. Aka: The (Greater) Blue; Radiant Garland (Alatar - Quenya); Bearer of the Root; the Old Hunter; Lord of Trees; Ntondo Colindo (Quenya); Thondocolin or Helaman (Sindarin).

RM Stats: St-98; Qu-103; Em-100; In-100; Pr-102; Ag-110; Co-100; Me-99; Re-99; SD-97. MERP Stats: St-98; Ag-110; Co-100; Ig-101; It-100; Pr-102. Appearance: 103.

Senior of the two "Blue Wizards" (Ithryn Luin), Alatar was a brilliant and aggressive emissary from Valinor. (Pallando, once his friend and companion, is a lesser Istar.) The Vala Oromë chose Alatar to journey to the original homelands of Elves and Men, just as the Huntsman did in the First Age. Thus, his interests rooted in the East of Middle-earth but, like Saruman, he had grander visions.

Alatar's inherent power was considerable, for his peers were mighty. He was third in the hierarchy of the Istari (beneath Saruman and Gandalf) and, like his slightly more senior brethren, Alatar was a peer of Sauron. No Maia stood higher in the eyes of Oromë's people.

Alatar's character was in keeping with his origin as a servant of the Huntsman. He was agile and rode exceptionally well, always enjoying the ways of nature. No Istar rivaled his physical skills. The cool hues of the sky and rich landscape — blues and greens — colored his garb and the Elven long bow was his favored weapon. He was outgoing, but he preferred the quiet of the forest and the company of trees.

Alatar stood 6′7″ and presented an image of grace. His long, hooded blue robes shone in the moonlight, while their dark green lining suggested the comfort of a cool moss bed on a warm summer day. Of course, in keeping with his Order's chosen guise, Alatar appeared as an old man; but the fire in his eye, the strength of his voice, and the easy boldness of his movements betrayed his Maia agelessness. Unlike Gandalf, he walked erect, for he shirked the burdens of the world in favor of his own designs.



Alatar's fate in Middle-earth paralleled those of all his brethren, save only Gandalf. Bound to the land by his assumed body, he succumbed to the weaknesses of the flesh: desire and fear, exhilaration and weariness, pride and jealousy. His tale was familiar; his goals gradually changed and he became enamored of power. No longer bound by his Oath to forego might except to combat might and right the Balance of Things, Alatar embarked on his own mission. His kingdom in the East grew as Sauron's waned; his quiet machinations threatened the very Balance he was entrusted to protect.

Alatar's Principal Items

Robes of Aman · Aka: Robes of Loil. Blue outside; green inside. Fashioned in Valinor, they provide him protection as AT 12 (-30) but do not encumber his movements. Hood acts as helm. When worn normally (blue side out), he has a + 50 bonus when hiding in rain, water, or simply against the sky. The robes will reverse 1 round following command, showing the green side, which gives him a + 50 hiding bonus when he attempts to conceal himself in foliage.
Boots of Tracelessness · Blue, they leave no boot prints and make no noise.
Blue Bow · +50 magic Long Bow, it cannot break in normal usage. Fumbles only on unmodified attack roll of 01.
Ancient Root · (E Throng.) x5 PP enhancer. +25 to holder's DB and RR. +25 to all spell rolls. This slightly gnarled, 5′ long, magic white staff is actually a living tree root which, when planted in the ground, will become a 100′ tall tree beside or around its holder. Tree becomes staff upon command.
Alatar's Special Powers

Denial of Vision · An enchanted blue-green tattoo, shaped as a tree, adorns the middle of Alatar's left palm. Normally invisible, this magic symbol appears when Alatar waves his hand. All who face the symbol

within 100′ must make an RR or turn away for 1-10 rounds. Victims failing their RR only remember seeing an old man; they hold no recollections of detail.
Spells · 240PP. Base spell OB is 40; directed spell OB is 80. Alatar knows all Ranger and Animist lists, and all Open Channeling lists (MERP), and all Cleric lists to 5th lvl, and all Closed Channeling lists (RM).

Gandalf

The Grey

Lvl: 35 (70); later 40 (80). Race: Maia (Istar). Profession: Magician/Mage. Home: Originally Valinor; now in northwestern Endor. Aka: Elf of the Wand (Gandalf = Eriadoran Northman); Mithrandir (Sindarin); The Grey Wanderer, Dreamer, or Grey Pilgrim (Westron); Tharkun (Khuzdul); Icanus or Oldrin (Quenya).

RM Stats: St-96; Qu-100; Em-102; In-101; Pr-100; Ag-99; Co-102; Me-100; Re-99; SD-103. MERP Stats: St-96; Ag-99; Co-102; Ig-100; It-101; Pr-100. Appearance: 100.

It is a tribute to Manwë that, despite Gandalf being the sole Istar to carry through on his quest, the mission of the Wizards was fulfilled. It is an even greater testimony to Gandalf s unique qualities. He never ran from his responsibility and always remained a friend of the Free Peoples, even when doom was at hand.



The Elves loved him so much as to entrust him with one of the Three Elven Rings — Narya, the Red Ring of Fire. Círdan conferred the great ring upon him soon after the Grey Wizard's arrival in Endor.

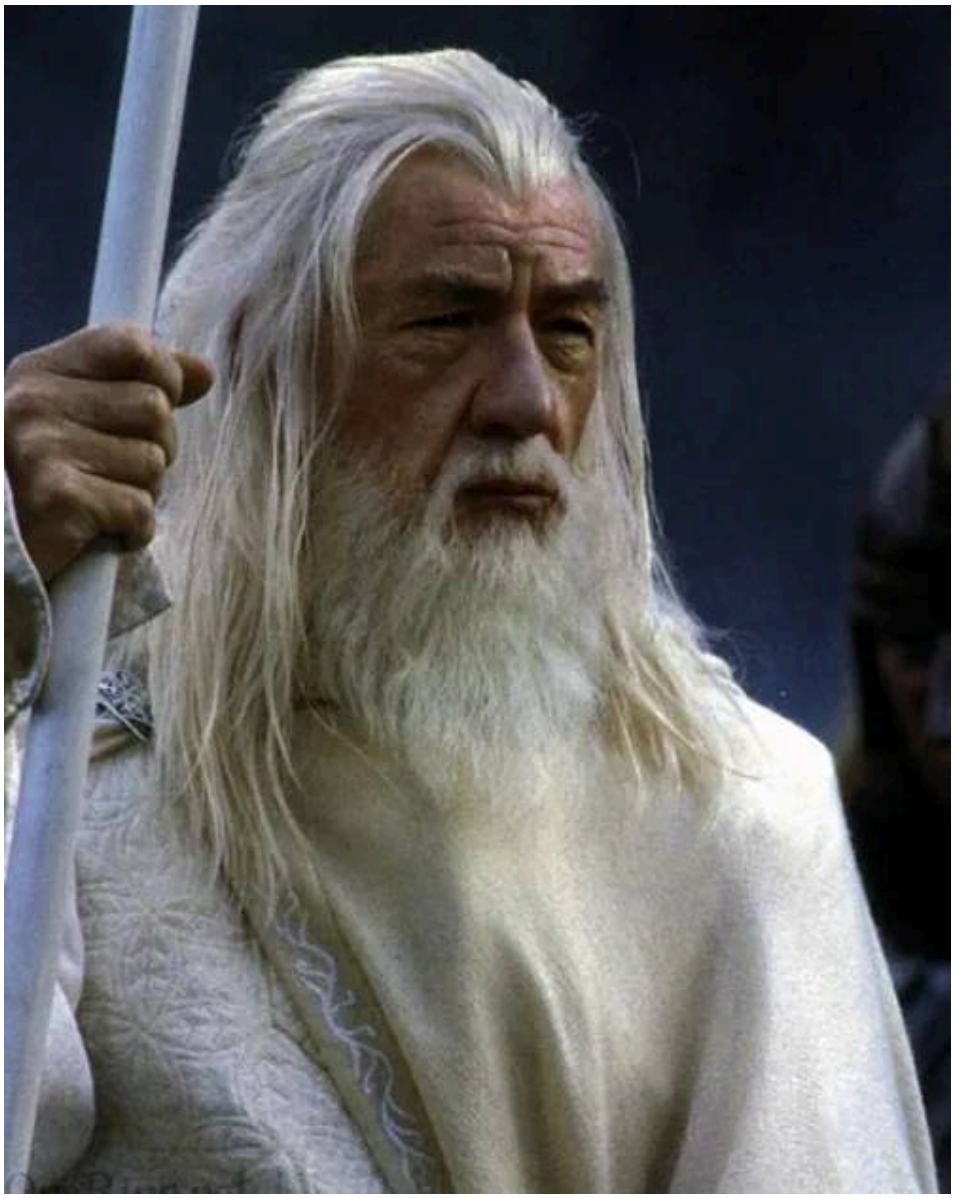
The Elves' faith in Gandalf was rewarded, of course, but not without sacrifice. Gandalf the Grey's adopted body was as vulnerable as those of "other Men" and the Wizard perished in the struggle against the Balrog at Moria. Yet, his spirit, his true self, survived.

The White

Lvl: 50 (120). Race: Maia (Istar). Profession: Magician/Mage. Home: Originally Valinor; now in northwestern Endor. Aka: The White; Glosrandir; etc.

RM Stats: St-96; Qu-100; Em-110; In-108; Pr-105; Ag-99; Co-102; Me-99; Re-101; SD-103. MERP Stats: St-96; Ag-99; Co-102; Ig-110; It-101; Pr-105. Appearance: 108.

Of all the five Istari, Gandalf had the greatest feeling for the dangers and burdens of their mission. Manwë chose the Grey Wizard despite Gandalf's misgivings about his own ability. It was not surprising then that, unlike Saruman and Alatar, Gandalf chose to go to Middle-earth without taking a lesser companion. (Saruman chose Radagast, while Alatar selected Pallando). Gandalf came last and walked alone.



Gandalf's purposeful independence and tremendous self-discipline led him to journey tirelessly and without want of accolades or reward. He never settled in any one place, nor did he accumulate wealth; thus the label "Grey Pilgrim'' His possessions remained few. Gandalf always remained an emissary of the Valar and never permitted worldly ways to sway his actions. Despite the urges inherent in his adopted form, he resisted pride and avoided the hunger for power. The Grey Wizard exhibited emotions, and his posture and gait spoke of his burden, but his true fire always burned deep.

Gandalf labored through his allies, but he never relied on servants or minions. Rather than using others, he worked with those he befriended, imposing on them only what was necessary to save them and accomplish

his appointed mission. His alliances were strong, his friendships intensely powerful, for others reciprocated. The Eldar, in particular, accorded him great love and paramount respect.

Gandalf enjoyed tremendous inherent power, that befitting a servant of Manwë and Varda. Although the shortest of the five Wizards (at 6′4″), outwardly the oldest (he always had grey hair), and second (behind Saruman) in the hierarchy of the Istari, Círdan the Shipwright believed Olórin to be the strongest; and this may be true for, unlike Saruman, Gandalf never aspired to lead as master and so may have yielded to the White Messenger's desire to lead their Order. Whatever the case, Gandalf's inner strength - his self control - was greater than that of his brethren, and he was counted by the Valar as the wisest of their servants.

Like the other Wizards, Gandalf's character reflected that of his master. Manwë's humility, flexibility, and tremendous restraint were evident in Gandalf. Compassionate and aware of others' needs, he adapted to — rather than dominated — situations. The Grey Pilgrim favored persuasion over power.

Although practical, insightful, and versatile, Gandalf still exhibited a bit of Manwë's naivete regarding Evil. Just as Morgoth fooled Manwë, Saruman's acts stunned Gandalf. The sheer magnitude of Saruman's transformation surprised the Grey Wanderer, despite Gandalf's cool suspicions. Nonetheless, Gandalf dealt with Evil better than his compatriots, for he never turned away from it altogether, nor did he delve into its meaning or its dark ways.

The hand of the Valar intervened after the "death" of the Grey Wizard. Following his return as the White, Gandalf's "body" was intrinsically resistant to all normal elements or attacks (e.g., weather and normal weapons). His spirit resided in a unique, white-haired incarnation. He defended as AT 20 (-60) and used the "Large Creature" critical strike table.

Gandalf the Grey's Principal Items

Robes of Aman · Grey outside and inside. Fashioned in Valinor, they provide him protection as AT 12 (-30) but do not encumber his movements. Blue-grey hat acts as helm.
Glamdring (Foe-hammer) · +30 magic Elven Broadsword made of the mithril alloy Ithilnaur (Moon-fire). It is an Orc-slaying holy weapon which glows cold blue around Orcs (dim within 1000′; and very bright within 100′). Fumbles only on unmodified attack roll of 01.
Staff · x9 PP enhancer. + 30 to holder's DB and spell rolls. A small crystal globe nestles in the tip of this slightly gnarled, 6′ long, magic oak staff. Gandalf's attack spells (e.g., his fire balls) spring forth from this recessed orb. The globe glows any brightness or color on mental command (as a 10 mile Beacon or a 300′ Utter light spell).

Narya (Red Ring of Fire)

One of the Three Elven Rings of Power created by Celebrimbor and the Smiths of Eregion. Composed of a large, orb-like ruby placed in a seemingly delicate, red-gold setting. The ruby "glows" like fire, but the ring is invisible to all but Sauron and the Bearer of the One Ring. Narya's specific powers:

Wearer can cast an unlimited number of Fire Law (fire-based) spells (up to 50th lvl);
Wearer can cast an unlimited number of Closed Channeling Lore spells (up to 50th lvl);
Wearer can deploy continuous Unpresence and Nondetect spells from the Mystic Base Hiding list;
Wearer can deploy continuous Mentalist Base Inner Wall spells;
Wearer's RR is doubled when resisting detection by the Dark Lord;
Wearer can deploy a continuous Prayer spell which adds + 30 to any RRs (including morale-related rolls) and maneuver rolls made by friends within 30′ of, or within sight of (whichever is greater), the wearer.
Wearer has continuous Firearmor,
Regenerates 3 hits/rd for wearer or anyone wearer touches;
Wearer cannot be stunned; and
Wearer has a +30 bonus to DB.

Generally, Narya has the power to rekindle the fire of Men's hearts, for it embodies the Secret Fire. In a sense, it is the incarnation of the passion for life and freedom — the antithesis of the darkness that subdued Men in the grim days of the War of the Ring. Narya, then, was the ideal tool for Gandalf. (With the destruction of the One and the end of his quest, Narya loses its power and becomes visible.)

Gandalf the Grey's Special Powers

Empathy · Gandalf has the ability to understand the feelings of others with whom he converses, just as if he were raised one of their kind.
Spells · 05PP; later 210PP. Base spell OB is 40; directed spell OB is 80. Gandalf knows all Mage lists, and all Open Essence lists to 20th lvl (MERP), and all Closed Essence lists to 20th lvl, and the Mentalist Mind Speech and Seer Mind Vision lists (RM).
Gandalf the White's Principal Items

As above except for the Robes of Aman.

White Robes · White outside; silver-white inside. Fashioned by the Lady Galadriel, they are beautiful and durable, but unenchanted.
Gandalf the White's Special Powers

As above, except for the following.

Spells · 360PP. Base spell OB is 60; directed spell OB is 120. In addition to the Grey's spells, Gandalf the White knows the Mentalist Brilliance list and the Astrologer Way of the Voice list to 20th lvl (RM). His Hand of Fire True spell has a range of 3000′; his Firebolt OB is +90.
See ICE's Rangers of the North 36-38. Read Hob 17-20, 26, 29, 100, 184, 258, 265, 280-86; LotRI 32, 45, 47-72, 75, 102, 289-429, 432-521; LotRII 46, 86, 125-70, 183, 188-262, 353; LotRIII 19-52, 86, 100, 125-26, 259, 277-88, 303-04, 308-10, 317-41, 368, 383-84, 418, 447-48, 455-56, 459, 460.

Pallando

Pallando stood 6′6″ and walked with a powerful and tireless stride. He had indigo eyes and black hair. Like Gandalf, Pallando travelled far and wide; but unlike the Grey Pilgrim, the lesser Blue Wizard eventually fell away from his mission and settled among those who would follow his word.



Pallando's word eventually became quite terrifying for, as in keeping with Námo's people, Pallando was capable of dealing with death and darkness. This lent strength to his selection as one of the Istari, but it eventually became his downfall. As Sauron's dominion over the East shrank away, Pallando's presence grew. Strangely, it was Alatar who became his chief rival.

Pallando's Principal Items

Robes of Aman · Sea-blue outside; dark blue inside. Made in Valinor, they provide wearer with protection as Chain/AT 12 (-30), but they do not encumber his movements. His hood serves as a helm; his sleeves act as greaves.
Black Staff · This 6′ long black, yew staff is a x5 PP device. Provides +20 bonus to holder's DB and RR. +20 to all spell rolls.
Earring of Souls · Earring made of a deep black laen orb stores the souls taken by his Ring of Soul-taking (see below). Stores up to six souls (limit 40 total levels). Souls (spirits) are released upon command and, if Pallando touches a spiritless object or body with his hand, they can be united with a form. If they are released without taking a form (i.e., Pallando touches nothing with his hand), the spirit dissipates at a rate of 1 rd/lvl of spirit.
Ring of Soul-taking · Ring made of iron and set with a black laen orb. When wearer points ring at victim and concentrates, victim must make RR vs. Channeling. (Target of 41st level or higher is immune.) Failure results in victim's spirit (soul) being separated from his body. If wearer also wears Earring of Souls, the spirit is immediately conveyed to the Earring; however, if the Earring has no room for the spirit (i.e., it is

“full”), the spirit simply dissipates. (See Earring above.) The Ring of Soul-taking can be used offensively in conjunction with Earring. When wearer concentrates and the spirit fails an RR vs. Channeling, wearer can burn the spirit as a Lightning Bolt (Range + OB = spirit’s lvl x 5), thereby consuming the spirit.
Pallando’s Special Powers

Doom-seeing · Pallando can touch any creature and, assuming it fails its RR, read its future for the next sixty days (i.e., 1 day x his lvl). The images are as clear as the target’s mental state.
Spells · 360PP. Base spell OB is +40; directed spell OB is + 60. Pallando knows all Ranger and Animist spell lists and all Open Channeling lists (MERP), and all Closed Channeling and Seer lists (RM).

Radagast

Lvl: 40 (60). Race: Maia (Istar). Profession: Animist. Home: Originally Valinor; now in western Mirkwood in Rhovanion. Aka: The Brown; The Joyful Guest (Radagast = Rhovanion Northman); Bird Lover; Aiwendil (Quenya); Bird Tamer, the Fool, or the Simple (by Saruman).

RM Stats: St-100; Qu-100; Em-102; In-104; Pr-101; Ag-100; Co-103; Me-97; Re-96; SD-80. MERP Stats: St-100; Ag-100; Co-103; Ig-96; It-104; Pr-101. Appearance: 101.

The last to be chosen for the journey to Endor, Radagast the Brown was the weakest of the five Istari. Yavanna chose him as a guardian of the Olvar (plants), counting on the Brown Wizard to look after interests which might escape the attention of the other Istari.



Unfortunately, Radagast became so committed to this trust that he became too concerned with the Olvar. His thirst for plant and animal lore drove him further and further away from his intended path. Enamored of the wilds of Middle-earth, he eventually lost sight of his quest. He simply settled down at his home at Rhosgobel, tending to flowers, looking after the trees and beasts of the Anduin Valley and the neighboring forest, and keeping birds. Radagast looked to birds as his favored companions.

Saruman reluctantly took Radagast as his companion upon Yavanna's request. This boded poorly; from the outset, the chief Istar never respected his compatriot. The White Wizard was the first Istar to set foot in Endor and, although Radagast soon joined him, Saruman never mentioned the Brown Wizard's landing. Later, as Saruman himself fell from grace and abandoned his embassy, he began to use Radagast as a dupe. Radagast played the part well.

Although apparently unconcerned with politics and the ways of speaking folk, Radagast remained faithful to his heritage. His failure was never rooted in pride or a thirst for power; rather, well-meaning passions born out of his adopted form spurred him to seek, and eventually embrace, Endor's "lesser creatures'' As his love for the Olvar and lesser Kelvar grew, the Brown Wizard retreated from the drama and complexities unfolding around him, spending more and more time tied to Rhosgobel. He appeared increasingly naive.

Radagast nonetheless served a purpose. His stewardship in western Mirkwood helped stay the spread of Evil out of Dol Guldur, and his call to his friends (the beasts) spread word of the impending War of the Ring and led to Gandalf's release from imprisonment at Orthanc.

Radagast had fine, brown hair and stood 6′5″, but he walked with a curious gait and often slouched. His joviality, apparent simplicity, and unhurried homebound ways belied his true strength. As a Wizard, he was a master of shapes and hues, and knew much about manipulating plants and beasts. Radagast could be a formidable foe, whatever his relative shortcomings.

Radagast's Principal Items

Robes of Aman · Brown outside and inside. Fashioned in Valinor, they provide him protection as AT 12 (-30) but do not encumber his movements. Brown hood acts as helm.
Staff · 6′5″ hickory staff is a x8 PP multiplier. +20 to wielder's DB, RRs, and all spell rolls.
Wood-sword · (S. "Erivagil") +30 Holy Sword made of enchanted, silvery wood. It is hard as steel. "Slays" Orcs and Men, but cannot be used against living plants or non-speaking animals (e.g., it will harm a Troll but it will not hurt a Cat).
Radagast's Special Powers

Bird-speech · Radagast can understand or communicate with any bird, and he can ascertain the bird's deepest feelings and mental images as if the bird were an extension of himself. In other words, the visions Radagast sees through the bird's mind are not limited by the bird's mental shortcomings; rather, they are dependent on the Brown Wizard's mind.
Spells · 240PP. Base spell OB is +40; directed spell OB is + 60. Radagast knows all Ranger and Animist spell lists and all Open Channeling lists (MERP), and all Closed Channeling and Cleric lists (RM).
See ICE's Southern Mirkwood 27-28, 55. Read Hob 121; LotRI 336-37, 339-42.

Saruman

The White (before T.A. 2953)

Lvl: 50 (100). Race: Maia (Istar). Profession: Alchemist/Astrologer. Home: Originally Valinor; now in Endor, usually in the Northwest. Aka: Curumo (Quenya); Curunír (Sindarin); Lan; Man of Skill; the White; the Wise; the Ring-expert; the Chief Wizard.

RM Stats: St-90; Qu-100; Em-102; In-110; Pr-115; Ag-98; Co-101; Me-101; Re-100; SD-85. MERP Stats: St-90; Ag-98; Co-101; Ig-109; It-110; Pr-101. Appearance: 109.

Saruman (Curumo) was the Chief of the Order of Wizards (S. "Heren Ithryn"), and the greatest of the Maïar who served the Vala Aulë. (Sauron, who was once one of Aulë's People, was no longer a servant of the Smith). Sable-haired and smooth-tongued, he was a master of diplomacy; cunning and wise, he was a brilliant scholar who quickly mastered mechanical devices and the ways of alchemy. The White Wizard aptly suited his title as "the Man of Skill''

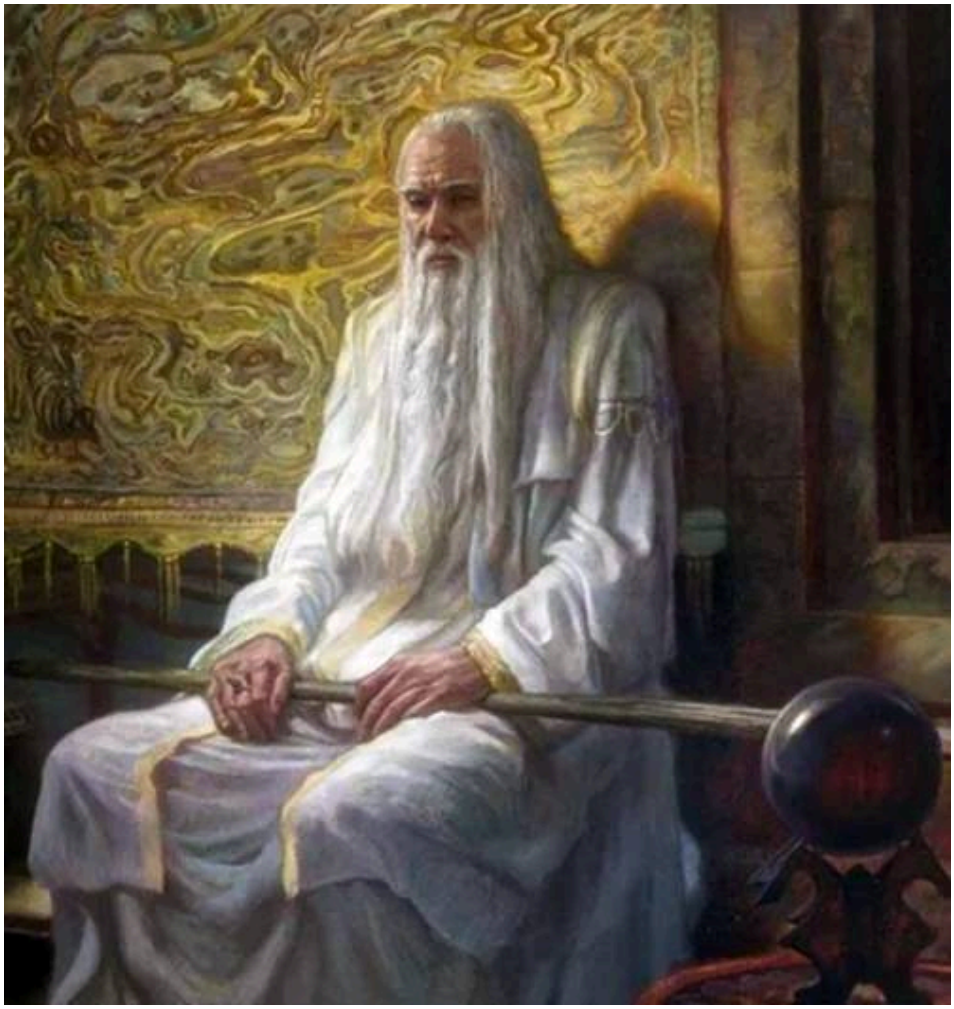


Saruman traveled extensively his first 1400 years in Endor, studying his enemies and researching their tools and methods. In T.A. 2463 the White Council rewarded his expertise by appointing him head of their group. Following this time, Saruman's transformation slowly surfaced. His decline accelerated when he settled at Orthanc in the vale renamed the Nan Curunír in T.A. 2759. Tempted by the Seeing-stone (Palantír) that resided in the tower, he assured his own doom for, although Saruman was a master of minds, he proved no match for Sauron of Mordor. The Lord of the Rings took hold of the White Wizard's mind.

The Many-colored (T.A. 2953-3018)

Saruman renounced his guardianship over Orthanc in T.A. 2953, claiming the fortress and the surrounding valley as his own. He began gathering an army of Orcs, Wolves, Wargs, and evil Men, and transformed the once-placid Wizard's Vale (Nan Curunír) into a fortified realm of mines and factories.

At this time Saruman's hair gradually turned white, but his robes — which he had rewoven — took on a subtle, many-colored aura, the hues of fine, multi-colored thread. The symbolic transformation accompanied a very real change, for Saruman the Many Colored dedicated himself to nothing less than dominion over Middle-earth.



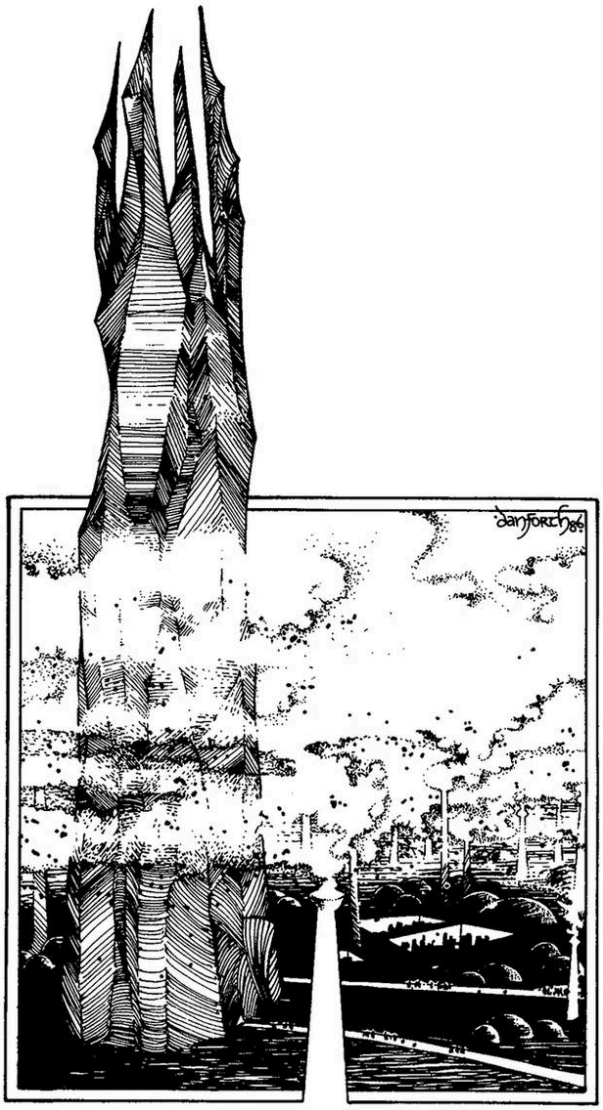
Lvl: 50 (100). Race: Maia (Istar). Profession: Alchemist/Astrologer. Home: Originally Valinor; now at Orthanc in Isengard (Angrenost), at the southern end of the Misty Mountains. Aka: Curumo (Quenya); Curunír (Sindarin); Man of Skill; the Many-colored; the White Hand; the Ring-maker (by himself); Sharkey (by his minions).

RM Stats: St-90; Qu-100; Em-102; In-101; Pr-103; Ag-98; Co-101; Me-101; Re-100; SD-75. MERP Stats: St-90; Ag-98; Co-101; Ig-101; It-101; Pr-103. Appearance: 110.

Sharkey (T.A. 3019-20)

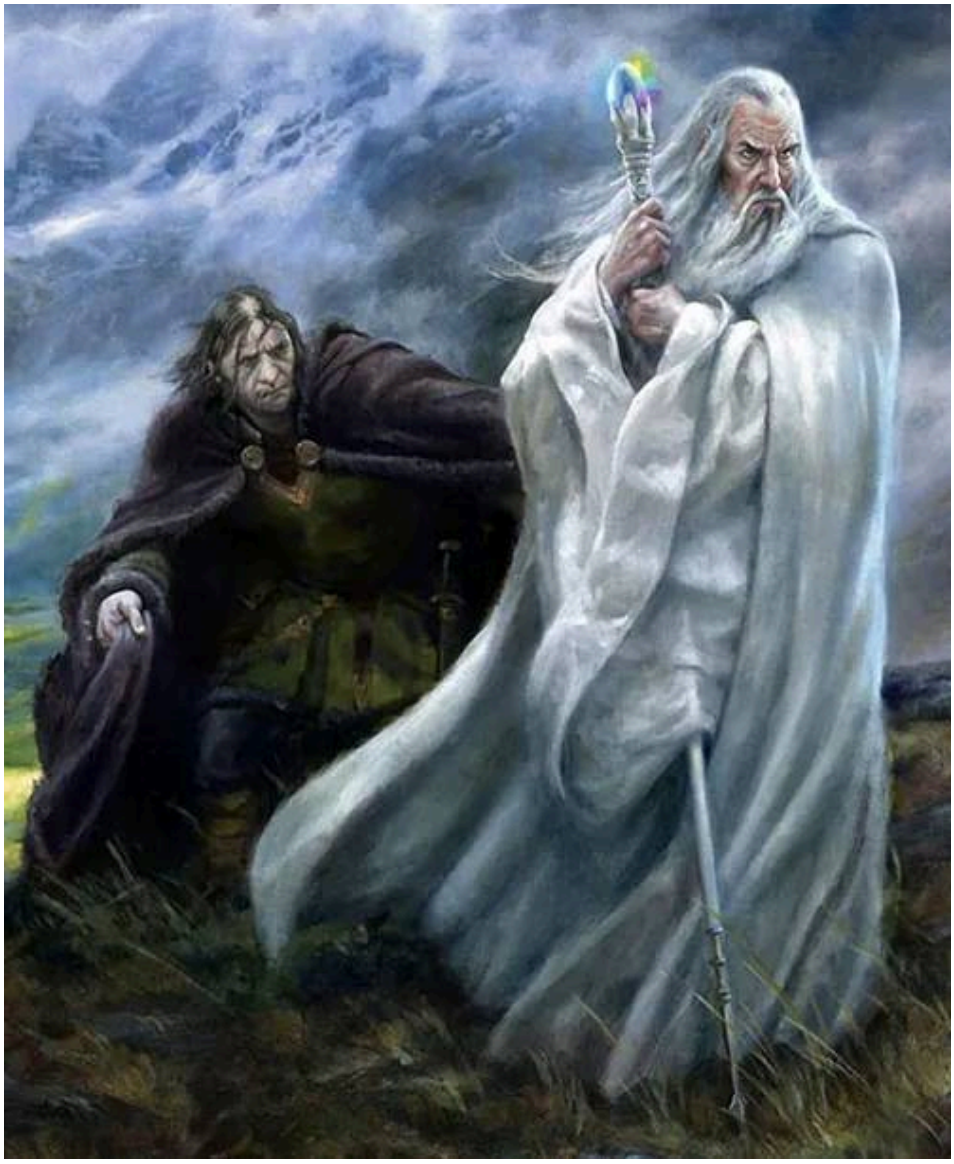
Lvl: 12 (50). Race: Maia (Istar). Profession: Alchemist/Astrologer. Home: Originally Valinor; now in the Shire in Eriador. Aka: Curumo (Quenya); Curunír (Sindarin); Old Man; the Downfallen Wizard; Sharkey (by his minions and the Shire-folk).

RM Stats: St-89; Qu-91; Em-99; In-100; Pr-99; Ag-90; Co-90; Me-99; Re-99; SD-25. MERP Stats: St-89; Ag-90; Co-90; Ig-99; It-100; Pr-99. Appearance: 89.



Orthanc

Saruman's encounters with the Palantír confused and twisted the White Wizard, leading him to believe that, by serving the Dark Lord, Saruman could stave off his own inevitable defeat. In helping bring about a new order based on Men to the world, Saruman believed he could gain Sauron's favor. Then, by finding the One Ring, Saruman hoped to supplant the Dark Lord as master of Middle-earth.



Saruman's connection to Aulë proved significant. As a servant of the Smith of the Valar, he inherited the characteristic fascination about creating things and fashioning unique objects. He shared this trait with Sauron, as well as Aulë's Children — the Dwarves. Unfortunately, those having such a predilection often succumbed to intense materialism, losing sight of the spiritual side of the Balance. Others' cares and needs retreat from their minds. Saruman fell into this trap and gradually became more concerned about making and gathering things than he was about fulfilling his quest.

6′7″ tall and strong of build, Saruman was undoubtedly the most imposing of the Istari. He was slightly bigger than the lithe Alatar and carried himself in a self-assured and rather lordly manner. Confident, he was always at ease among the most powerful of figures, although he initially betrayed no real arrogance or false pride. He was rather aloof, however, and others confided in him because of his great knowledge and skill and not because of any emotional bond.

Saruman's minions in Orthanc called him Sharkey. During the struggle against Rohan and the Ents of Fangorn (at the time of the War of the Ring), virtually all of them perished; but some, the chief being Gríma Wormtongue, fled northwestward with the Wizard after the fall of Isengard. The majority of Saruman's creations perished during the debacle and the Istar was drained. Weakened by the loss, he aged quickly during the last days of the Dark Lord. The Chief Wizard was little more than a pale and sickly image of his former self.

After a brief reign of terror in the Shire, Sharkey met an inglorious end at the hand of Wormtongue. His spirit worn and tied to his adopted form, his body slain, Saruman passed from Endor altogether. (He was the first Istar to "leave'').

Saruman the White's Principal Items

Robes of Aman · White outside and inside. Fashioned in Valinor, they provide him protection as AT 12 (-30) but do not encumber his movements. White hood acts as helm.
Staff · 6′6″ white, Mallorn staff is a x10 PP multiplier. + 30 to wielder's DB, RRs, and Base Alchemist spell rolls; +20 to all other spell rolls. Continuous Protections True spell for holder.
Ring · Mithril. Stores 10 spells/day. Provides immunity from fire and cold and gives wearer a +20 DB. Doubles damage of fire spells cast through it, and allows wearer to detect illusions (e.g., gives wearer an RR). Wearer has +20 RR versus detection spells.
White-sword · (S. "Glosovagil") +30 Holy Sword made of enchanted mithril alloy. The symbols on its blade are only visible under moonlight. Sword will not harm Dwarves.
Saruman the White's Special Powers

Craft and Item Lore · Saruman the White can examine any non-organic solid object and discern its basic composition, probable origin, worth, and approximate power, as well as the techniques involved in shaping the object.
Spells · 50 PP; later 300 PP. Base spell OB is +40; directed spell OB is +80. After T.A. 2500, his base spell OB is +50; directed spell OB is +100. Saruman the White knows the Light Law and Fire Law spell lists, all Bard lists, and all Open Essence and Channeling lists (MERP), and all Closed Channeling and Essence, and all Alchemist and Astrologer lists (RM).
Saruman the Many-colored's and Sharkey's Principal Items

As Saruman the White, except for the following.

Multi-colored Robes · Appear white, outside and inside, until they move; then they glisten with many colors. Rewoven and colored Robes of Aman, they provide him protection as AT 12 (-50) but do not encumber his movements. Multi-colored hood acts as helm. Those who gaze upon the Robes must make an initial RR versus 5th level Essence; failure results in a fixation upon the colors for 1-20 rounds.
Ring of Angrenost · A +5 Alchemist's spell adder. Iron, inlaid with gold and silver, it enables wearer to produce results from Base Alchemist spells in 10% of the normally required time. Objects produced with aid if the Ring have an inherent +10 bonus.
Saruman the Many-Colored's Special Powers

As above except for the following.

Spells · 300 PP. Base spell OB is +50; directed spell OB is +100. Saruman the Many Colored knows the Light Law and Fire Law spell lists, all Bard lists, and all Open Essence and Channeling lists (MERP), and all Closed Channeling and Essence, Evil Magician lists, and all Alchemist and Astrologer lists (RM).
Sharkey's Special Powers

As above except for the following.

Spells · 2 PP. Base spell OB is + 6; directed spell OB is +12. Sharkey knows the Light Law and Fire Law spell lists, all Bard lists, and all Open Essence and Channeling lists (MERP), and all Closed Channeling and Essence, and all Alchemist and Astrologer lists (RM).
See ICE's Isengard 27, 46, 47; Riders of Rohan 35, 61; Rangers of the North 32-33, 55. Read LotRI 78, 337-44; LotRII 21-242, 97-300, 322-25, 340,367; LotRIII 351-74; etc.

Istari Characters List

Name	Notes
Alatar	Maïa (Istar) Ranger (Animist), senior of the two “Blue” Wizards.
Gandalf (1)	Maïa (Istar) Mage/Magician, upon arrival in Middle-earth.
Gandalf (2)	Gandalf the Grey during the beginning of the War of the Rings.
Gandalf (3)	Gandalf the White, after his battle with the Balrog.
Pallando	Maïa (Istar) Ranger (Animist), lesser of the two “Blue” Wizards.
Radagast	Maïa (Istar) Animist, the “Brown” Wizard, guardian of plants.
Saruman (1)	Maïa (Istar) Mage/Alchemist (Astrologer), the “White” Wizard.
Saruman (2)	The “Many-colored”, after his fall from grace, T.A. 2953-3018.
Saruman (3)	Sharkey, Saruman after his fall from power, T.A. 3019-3020.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M
Alatar	40(80)	190	RL/12	115	N	(A/L)	195qs	240lb	95
Gandalf (1)	35(70)	200	RL/12	120+	N	(A/L)	140bs*	15sp/da	45
Gandalf (2)	40(80)	200	RL/12	120+	N	(A/L)	180bs*	15sp/da	45
Gandalf (3)	50(120)	300	Pl/20	150+	N	(A/L)	220bs*	15sp/da	55
Pallando	40(60)	180	RL/12	90	N	(A/L)	185qs	180lb	45
Radagast	40(60)	210	RL/12	90	N	(A/L)	150qs/bs*	100da	45
Saruman (1)	50(100)	200	RL/12	110+	N	(A/L)	100bs	25sp	45
Saruman (2)	50(100)	200	RL/12	130+	N	(A/L)	100bs	25sp	45
Saruman (3)	50(12)	90	No/2	40	N	N	100bs	25sp	20

The Elves



The Elves, or Firstborn, were the first of Eru's Children to awaken. Born under the stars before the ascension of the Moon and the Sun, they retain a special love for light and an inner spirit endowed with unique gifts. They call themselves the Quendi, or "Speakers," for they were the first to utter words; and, even now, no race understands language and song like the Firstborn. Fair and fine featured, brilliant and proud, immortal and strong, tall and agile, they are the most blessed of the Free Peoples. Yet, despite their gifts, they a cursed race — one burdened by the Hand of Fate.

An Overview of Elves

Like the other Free Peoples, such as Men and Dwarves, the Elves have many branches and many figures of note. Their tale is one of long migrations, prideful wars, and grand achievements. It includes many players.

Elven History



The divisions and sub-divisions of the various Elven kindreds are complex, and at times even convoluted. In this section the basic migrations and divisions will be described, as well as the actual kindreds as they existed in the Second and Third Ages of Middle-earth.

The Awakening of the Firstborn

In the early years of the world, before the Sun and the Moon first rose, the Elves, the "First-born", awoke under the stars on the shores of Cuiviénen, a large bay in the inland sea of Helcar in eastern Middle-earth. They lived in the twilight world, far from the light of Valinor, for many years before one of the Valar — Oromë the Huntsman — discovered them. The Valar loved Eru's newborn creations and wished to bring them to the light of Aman, the Undying Lands to save them from Morgoth and the evil that he was already bringing into Middle-earth. Morgoth, the greatest of the Valar who had turned away from his brethren before the beginning of creation, now hated the Elves because they were cherished by the others. He sent out his shadowy servants and captured many of them in the darkness. Unable to create life himself, he tortured and perverted the Elves he imprisoned, and from this corrupt stock bred Orcs.

The First Sundering

It was at the summons of the Valar that the Elves first divided. At first, the Elves were afraid to leave their home under the stars, but three of their kind journeyed to Valinor with Oromë to see for themselves the glory of the Undying Lands. These were Ingwë, Finwë, and Elwë, who later became kings. When they returned, filled with the light of Aman, many of the Elves heeded their stirring words and followed the Valar west.

But not all the Elves wished to leave their native land. Some had come to love the starlight of Middle-earth and chose to stay behind. Those Elves who declined to follow the Valar became known as the Avari ("Unwilling"), and they became the lesser Silvan Elves. They were by far the most plentiful of the Elves, and, despite harassment by the Black Enemy, spread through eastern as well as much of western Middle-earth.

Those who followed the summons of the Valar and undertook the Great Journey westward to Aman became known as the Eldar. And yet, still some lingered along the road or turned back, or were lost. But those Elves who completed the long and difficult journey were made greater by their stay in the Undying Lands, and forever after their descendants held that pure light in their eyes.

The Great Journey of the Eldar

The Eldar were those who made the great journey to live in the Blessed land of Aman. There were three Kindreds: the Vanyar, Noldor and Teleri. The Eldar came to the Uttermost West via an unusual mode of transportation: The Island Tol Eressëa, which, moved by the power of the sea-Vala Ulmo, made two trips from Middle-earth to the Undying Lands. The first trip carried the Vanyar and Noldor; the second carried the Teleri ("hindmost") who had lingered on the long road and missed the first island voyage.

The Teleri were also divided, however. There were three groups, led by the brothers Olwë and Elwë, and another Teleri, Lenwë. When they reached the vales of Anduin, Lenwë and his people turned away from the journey and remained in Middle-earth. They became the Nandor and vanished for many years. Also, on the trip Elwë (who had been an original ambassador to the Undying Lands) met Melian the Maia and fell into a trance of love. While he was lost, most of his group went over the sea on the isle with Olwë's people. Elwë at last awoke, and eventually set up a realm in Beleriand with his Maïar wife Melian. As ruler of this land, he went by the name Elu Thingol (King Greycloak). The rest of the Teleri, however, went westward, living on the isle of Tol Eressëa, in sight of Valinor. The Maia Ossë taught them the art of shipbuilding and they

were ever after the greatest shipwrights and sailors in all Middle-earth. They sailed to the coast of Aman where they built the beautiful city and wharves of Alqualondë.

The Teleri were also considered the fairest singers in all Middle-earth (rivaling the Vanyar) and called themselves the Lindar. This name related later to one of the titles of the "Golden Wood," Laurelindórenan.

The Nandor ("Those who turn back"), though technically of the Teleri and so the Eldar, are an exception, since they never traveled to the Undying Lands, and so did not see the light of the Trees. Therefore, they were referred to as Moriquendi ("Dark Elves"). Some eventually went on to settle in Ossiriand, but most remained east of the Misty Mountains, spreading through the forested lands there. These later came under the rulership of the Sindarin King Thranduil in Mirkwood and, of course, Galadriel in Lórien.

The Vanyar's Settlement

Fairest of the Eldar, and known as the Fair Elves, the Vanyar were the most beloved of the Valar. They were the first of the three kindred to set forth on the Great Journey and the first to arrive in the Undying Lands (Aman), led by their king, Ingwë. Together with the Noldor, they built and lived for a long time in the fair city of Tirion. Sometime later, however, they moved further westward through the gap in the Pelóri (Q. "Mountains of Defense"), and there they made their permanent home.

Only once did the Vanyar ever leave Valinor, and that was to aid the Ainur in battle against the Black Enemy. When the evil Vala was at last defeated, the Fair Elves marched back to their home in victory. There is no record of a Vanya ever again leaving the Blessed Land of Aman.

The Noldor's Settlement

The Second Kindred of the Calaquendi, both in size and in order of arrival in Aman, the Noldor were also called the Deep Elves. Finwë was their king. They were the most skilled in crafts and lore of the Immortals, the most fiery of spirit, proud and curious. It was Fëanor the Noldo who made the Silmarils, and because of his unwillingness to surrender them, doomed his kindred to a hopeless war against Morgoth to recover the stolen gems, and later to exile from Aman. When the Black Enemy made away with the Silmarils and fled with them to Endor, the Noldor attempted to pursue him over the water by stealing the great boats of the Teleri. The Teleri resisted, and the Noldor, in their desperation, slew a great many of the defending shipbuilders to win the boats. But great was the anger of the Valar that Elf would slay Elf. A storm swallowed many of those stolen boats and the surviving Noldor landed on the shores of Endor only to be met by one of the Valar who doomed them to exile from Aman forever for their hideous crime, the Kinslaying. The Noldor had seen the light of the two trees, but lived out their days in Middle-earth as exiles.

It is perhaps doubly sad and ironic that Fëanor's grandson Celebrimbor was seduced by Morgoth's servant Sauron even as Fëanor was corrupted by the evil Vala's deceptive words. Twice did the Noldor put all of Middle-earth in peril because of their insatiable desire for knowledge.

The Sindar and the Second Sundering

The original Sindar are believed to be those Teleri who waited for their leader Elwë (Thingol), and the Nandor who traveled as far west as Beleriand. The two groups mixed together and became the Sindar, and although they were perhaps more noble than the original Avari ("The Unwilling"), the Sindar were still Moriquendi, for they never reached the shores of Aman. Their homeland was the realm of Doriath in

Beleriand, ruled by Thingol and Melian. Although merely Moriquendi, the Sindar gained great wisdom under the tutelage of Melian the Maia and her husband, who was Calaquendi, having once been to Valinor, and so they became known as the Grey Elves. The Sindar spoke Sindarin, and originated the written script Cirth. With the fall of Beleriand, the surviving Sindar migrated eastward, some remaining in Lindon, while others traveled to live with the Noldor in Eregion, or, east of the Misty Mountains, in Lórien and Mirkwood.

Elven Nature



Before going into the details of Elven physiology, it is perhaps worthwhile to comment on the sociology of this powerful race and how they are sometimes erroneously perceived.

Though the mists of time may eventually blur understanding of the nature of the Firstborn, it remains clear during this period that they were not simply a collection of ethereal beings who lived in utopian societies where there were no laws, no social structures or other such mundane organizational boundaries. Indeed, it seems that only the Silvan Elves (and to a lesser extent, a number of the Moriquendi Teleri) even desired this sort of existence, who in fact generally lived in realms ruled by Sindar or Eldar kings, as was typical of Elven hierarchies. The Sindar lived in kingdoms as well, but it was the Noldor more than any other kindred who sought order and design in all facets of their lives. They had governments (usually monarchies) and frequently elaborate guilds and brotherhoods. Families tended to rule not only realms but the guilds within them in a dynastic fashion.

Familial and Geographic Divisions

There were two different hierarchies among the Elven peoples: that of geographical location, and that of family or kindred. The accompanying chart should help to clarify the distinctions of the divisions.

The Calaquendi (“Light Elves”) traveled to the Undying Lands and saw the Light of Aman, the light of the Two Trees. This classification includes all descendants, for the Light permeated the very being of the Firstborn and left with them an internal light which they carried with them forever. Sometimes, a visible aura shone about a Light Elf.

The Moriquendi (“Dark Elves”) never made the journey to Aman, or stopped along the way, failing to achieve their destination. There is also a third division, the Sindar (“Grey Ones”), who traveled as far as the western shores of Middle-earth and stopped there. However, they lived in Doriath under King Thingol (Elwë) and the Maia Melian. Thus, they achieved greater wisdom and understanding than the Moriquendi, yet did not personally witness the Light as did the Calaquendi. They were in between; the Elves of twilight.

Paralleling this geographic distinction is that of race. All of the Vanyar, Noldor and Teleri were considered the Eldar ("People of the Stars") even though some Teleri groups did not complete the journey (specifically the Sindar and Nandor). Those Elves who were not Eldar were, by definition, Silvan.

Language

When the First-born awoke on the shores of Cuiviénen, with them awoke language in Middle-earth. It is the Elves—or, appropriately, the Quendi ("Speakers") as they called themselves—who taught all other races and creatures' language, each after its fashion. When the Eldar went West, however, they encountered the Valinorian Tongue of Aman, and adopted it for their own. Indeed, this may have occurred as early as the return of Ingwë, Elwë and Finwë from Aman with Oromë the Vala. This became the pure tongue Quenya. The many Silvan tribes still in Middle-earth, though influenced by Quenya initially, diverged and changed with the flows of the world, and the original Elven speech became fractured and rusticated by myriad dialects. By the Second and Third Ages, The Silvan and Eldarin tongues had become so divergent that the two had no common ground. When Silvan Elves lived with Sindar or Noldor, they invariably learned Sindarin and used it except when exclusively among their own kind. The Silvan Elves of Lórien, for example, spoke Sindarin, but with an accent, harkening to their Greenwood Silvan origins.

The Sindar knew Quenya, but adapted it for their own use, creating a language less formal and more practical for everyday writing and conversation, a language that became known as Sindarin. Thingol, their king, banned the use of Quenya among his people after the Kinslaying, and with the passing of the years, even the Noldor came to use Sindarin as their common tongue, reserving Quenya as a formal, ritualistic language.

The Tengwar were the first written letters ever devised, invented by the Noldorin poet Rumil of Tirion. The pure version of the Tengwar was known and used only in the Undying Lands. Fëanor later adapted and revised this alphabet, and the Fëanorean Tengwar attained much more widespread use, both in the Undying Lands and in Middle-earth. Both of these written alphabets were cursive, meaning that they were designed to be joined, written in flowing strokes as with a pen. They were somewhat impractical for engraving, but the Great Smiths in Eregion—and Sauron himself—were up to the task. Sauron's inscription inside the One Ring was engraved in cursive Tengwar.

Much later the Sindarin Bard Daeron invented the runes called the Certhas Daeron ("Cirth" or "Letters" of Daeron). These were much more angular and suited to stonework. The Dwarves of Moria particularly loved this writing style and adopted it as their own.

Religion

Religion in any organized sense was unknown to the Elves, especially the Eldar, who knew the Valar more as esteemed and revered teachers than actual deities. Virtually all Elves worshiped Eru Ilúvatar ("The One") as the creator of all things: the earth, the Valar, Elves and Men. (Dwarves, created by Aulë, are thought of differently.) In this way, they saw themselves on equal, though perhaps different, standing with all other beings. Worship of Eru was very informal, however, involving no specific temple or other structure more elaborate than an open garden. The Elves worshiped Eru for the beauty of his creation. They celebrated the light of the stars or the sound of falling water, the sweetness of fruit or the luminescence of gems from deep within the earth. With song they rejoiced in the magnificence of Eä, for music was the Essence of Arda.

This is not to say that the Elven societies were devoid of ritual. In a world where oaths were not empty promises but calls to the Valar themselves, ritual played an important role. With song and chant the Elves wielded the Essence, weaving spells of great power and subtlety. Within the guilds and other groups, there was a great deal of ceremony, and among the Noldor social formalities were often observed with an impassioned zeal.

Elven communities, like any community, required economic support; again, they were not idyllic communities where there was no need for work. Elves gardened, mined, built, cooked, and generally labored even as did mortals in their society. It is true, though, that the Elves had different mental capabilities, and even the most odious labor did not weigh on them at all. Perhaps it was because of their ability to "walk as if in a waking dream" which gave them a reputation of being free of care and responsibility.

Physical Characteristics

Although basically similar in appearance to mortal men in many ways, Elves had several important, if subtle, differences.

As a race, they were taller than most humans (save the high Edain) though in general tended to be less heavy of build. The males generally ranged in height from 6′ to 6′10″, and in weight from 160 to 250 pounds, respectively. The women of the Elves were usually between 5′6″ and 6′2″, and were also slim. Although to some this race might have appeared fragile, Elves were generally just as strong as any human warrior. The Eldarin Lords, in fact, were muscular of build and unquestionably the most physically powerful individuals in Middle-earth.

Elves had less body hair than humans, and Elven men had no facial hair, as a rule. Highly resistant to extremes of natural heat and cold, their clothing was worn for decoration, camouflage, or, perhaps, modesty. With their fine features and unmarred, perfect skin, Elves were invariably more handsome in appearance than their mortal brethren.

Their senses were extremely keen, especially sight and hearing. Elves were able to see on a clear starlit night as well as if it were full daylight. In what a man would have called "pitch blackness," an Elf could still see a few feet. Some of the Elves, the Eldar, could hear into each other's minds, without the necessity of speech, and all Elves could hear sounds that humans could not.

Elves did not need sleep to rest their bodies as did Men and Dwarves; instead, for a few hours each night, they entered a sort of trance, a waking dream during which they meditated upon the beauty of Eä or in which they recalled happy times earlier in their long lives. Gimli the Dwarf made this observation as the Fellowship left Lórien.

> *"…Elves may see things otherwise. Indeed, I have heard that for them memory is more like to the waking world than to a dream. Not so for Dwarves."*
>
> *(LotRI 490).*

Perhaps most remarkable was the fact that Elves did not age or grow old, and their bodies were immune to all disease and infection. They were virtually immortal unless slain in battle. Should an Elf be killed, his soul was transported to the Halls of Mandos in Valinor where, after a period of waiting his body was

reincarnated and he was free to live in the Undying Lands—though forbidden to return to Middle-earth until the end of the world.

Elves healed quickly and they showed no scars, although they could not regenerate severely damaged organs or body parts. Their bodies matured through a slightly longer adolescence than mortals, and at full maturity the aging process stopped. Only in the depths of their eyes could one perhaps feel a glimmering of the true age of the greater Elves, and only those Elves upon whom the weight of Middle-earth lay heavy. The lesser kindred, even after thousands of years, looked like beautiful, carefree youths.

The most subtle of all the characteristics of the Elves was the aura that bathed each of the Calaquendi. Those who had seen the light of the Two Trees in Aman carried with them a reflection of that splendor, like an afterglow of that first illumination, now forever darkened through the evil of Morgoth. This aura was not necessarily obvious, but the lesser beings of Middle-earth could sense it, a shimmer dancing on the edge of their vision.

Elven Sub-Groups



The Vanyar

The Vanyar had golden hair and fair skin, with eyes of clear blue or violet. They were the tallest and most beautiful of the Elves, beloved of the Valar. Ingwë was their king, and as such he was King of all the Elves. Their musical skills were unsurpassed, except perhaps by the Lindar (Teleri) who learned the art of song from the Maia Ossë. The Vanyar spoke pure Quenya, the original tongue of the Eldar, which was in fact the Elvish version of Valinorean, the mental language of the Valar.

The Noldor

In appearance the Noldor had hair of dark brown to raven-black, fair skin, and dark brown or grey eyes—with one exception: the children of Finwë, King of the Noldor, and Indis of the Vanyar. Their sons, Fingolfin and Finarfin, both had hair of gold like their mother, and the trait was passed to their offspring as well. This included, of course, Galadriel, the daughter of Finarfin.

The Noldor were a noble and courageous race, who behaved with dignity and heroism, even under their Doom. Most of these kindred were of substantial build. Some of the greatest warriors of the First Age were Noldor Lords, some of whom were able to hold their own in single combat with a Valaraukar (Balrog), a

great demon of Morgoth. Fingolfin, son of Finwë and Indis, was accounted the greatest warrior in all of Endor, surpassing all the other Elves and Men.

Another one of the great Noldor warriors was Glorfindel, of the house of Finarfin, who lived in Elrond's House in the Third Age. Below is an excerpt from LotR where Gandalf, in Rivendell, is explaining to Frodo what happened at the Ford when the Hobbit briefly put on the One Ring, and Glorfindel stood against the Riders:

"…those who have dwelt in the Blessed Realm live at once in both worlds, and against both the Seen and Unseen they have great power."

"I thought that I saw a white figure that shone and did not grow dim like the others. Was that Glorfindel then?"

"Yes, you saw him for a moment as he is upon the other side: one of the mighty of the First-born. He is an Elf-lord of a house of princes." (LotRI)

The Noldor spoke Quenya amongst themselves and with the Vanyar in Aman, but the vast majority in Middle-earth adopted Sindarin as their everyday tongue, preserving Quenya as much as possible as a ritual language for specific occasions. Most were also able to communicate in most of the western Silvan dialects.

The Teleri

The third group of the Calaquendi had sandy, blond or light brown hair and grey or hazel eyes. In general, they were more of a mix of types than the Noldor or Vanyar. They were also, of course, larger kindred, with greater opportunity for diversity. The true Calaquendi Teleri, who lived on Eressëa, tended to be taller and stronger, with the distinctive High-Elven bearing and aura.

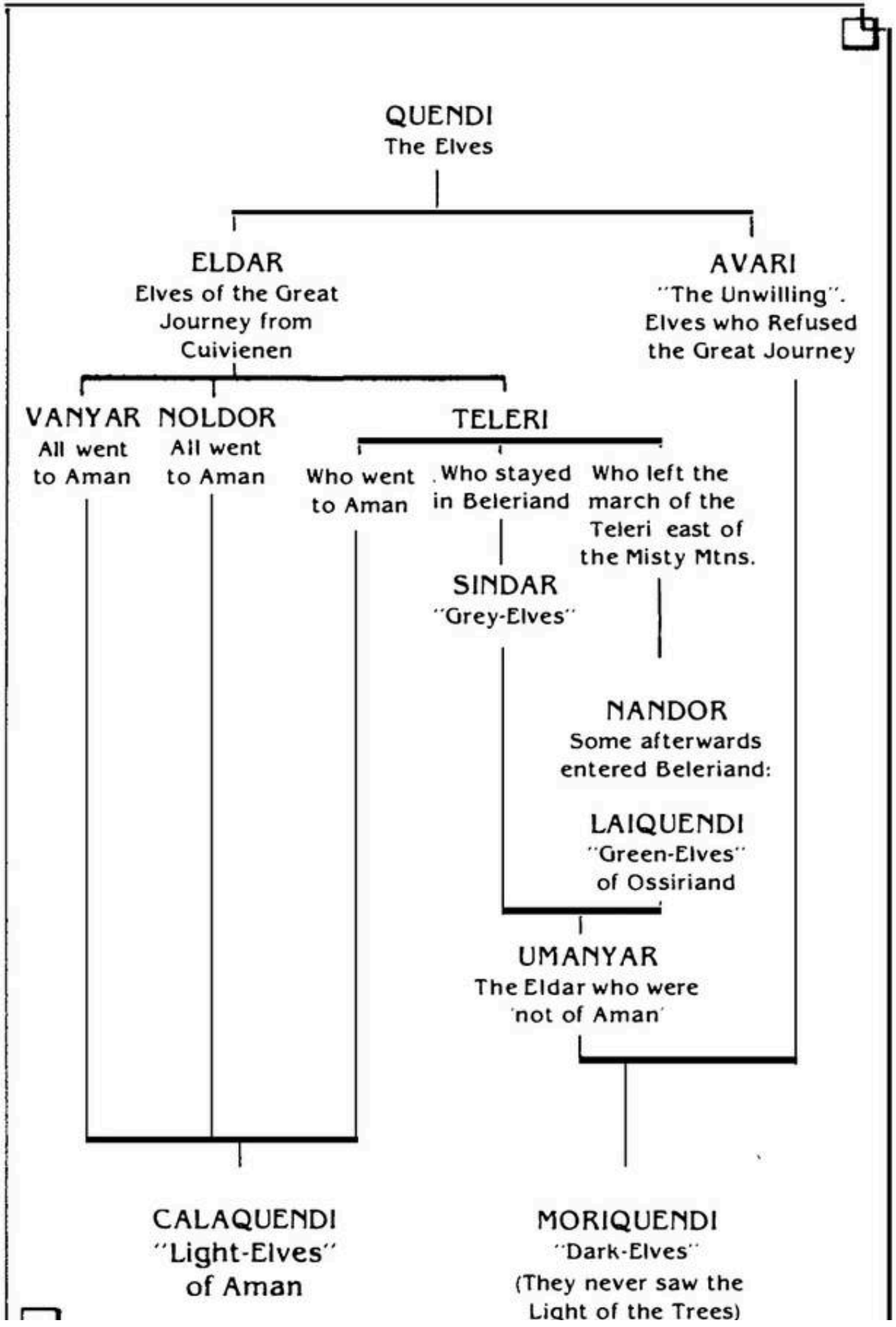
The Sindar and Nandor

Less tall and lordly than the Eldarin kindred, these Elves were nevertheless more noble than the Avari. All tended to be slender, possessing a wiry strength and great agility. Physically they resembled the Teleri, being an offshoot of that group, though they lacked the aura of the Calaquendi, having not seen the Light of Aman. Most, because of their preference for spending extended periods of time outdoors, had darker, lightly tanned skin. Not surprisingly, this group spoke Sindarin almost exclusively.

The Avari Moriquendi

These were the Silvan Elves, most rustic of the Kindred, and most plentiful. They were similar in appearance to the Sindar groups, but slightly lesser in stature, with darker hair (generally chestnut to dark brown) and eyes. Spread throughout Middle-earth, they spoke their own tongues amongst themselves, but when living with the higher kindred invariably adopted Sindarin. The Silvan Elves were also known as the Wood-Elves, for they lived in the woods, forests, and mountains of Middle-earth.

The Classification of Elven Groups


QUENDI
The Elves
ELDAR
Elves of the Great Journey from Cuivienen
AVARI
"The Unwilling". Elves who Refused the Great Journey
VANYAR
All went to Aman
NOLDOR
All went to Aman
TELERI
Who went to Aman
Who stayed in Beleriand
Who left the march of the Teleri east of the Misty Mtns.
SINDAR
"Grey-Elves"
NANDOR
Some afterwards entered Beleriand:
LAIQUENDI
"Green-Elves" of Ossiriand
UMANYAR
The Eldar who were 'not of Aman'
CALAQUENDI
"Light-Elves" of Aman
MORIQUENDI
"Dark-Elves"
(They never saw the Light of the Trees)



The Classification of Elven Groups

There are two ways to classify the noble Quendi, for their history states that they were twice sundered. The first separation of their people produced the Eldar and Avari: the “People of the Stars” who made the Great Journey toward the Light of Aman, and the “Refusers” who remained in the East of Middle-earth. From the Avari, came the Silvan Elves of lore, who constitute most of Middle-earth’s Elven peoples. The Eldar produced the three great kindreds of the Vanyar, Noldor, and Teleri, many of whom now reside in the Undy¬ing Lands.

It was the Eldar who produced the second sundering. Dividing before they left the shores of Middle-earth, the Teleri produced three sub-groups that never emigrated to Aman and never saw the enchanted light of the Valar’s Blessed Realm. They, like the Avari, are called Moriquendi, “Dark Elves” Their brothers who went west into Aman are called the Calaquendi, or “Light Elves”.

The Calaquendi includes the Vanyar, Noldor, and Teleri of the Undying Lands — together with the Noldor who returned to Endor — while the Sindar and Avari of Middle-earth are counted as Moriquendi. Thus, as noted, there are two ways to classify the Quendi: (1) the Avari versus the Eldar; and (2) the Moriquendi versus the Calaquendi. The follow¬ing tree illustrates their relationship:

Elven Character Glossary



A Note Regarding the Elven Character Descriptions

Sections 6.2 and 6.3 describe Elves covered in ICE's Middle-earth role playing game products. Most entries are based directly on the characters created by J.R.R. Tolkien. Those character names marked with an *, however, indicate entries based on characters developed by ICE for game use. These characters were not invented by, or used by, Professor Tolkien. Nonetheless, they provide variety and should help you understand some of the elements required when developing your own high-level characters.

Aegnor (I)

Lvl: 90. Race: Noldo. Profession: Warrior/Fighter. Home: Slopes of Dorthonion. Aka: (S. "Fell-fire"; Q. "Aikanáro").

RM Stats: Co-102; SD-90; Ag-104; Me-91; Re-100; St-103; Qu-104; Pr-100; In-94; Em-96. **MERP Stats**: Ag-104; Co-102; Ig-96; In-94; Pr-100; St-103. Appearance: 91.

Aegnor was the fourth of the five children of Finarfin and Eärwen, the others being Finrod, Orodreth, Angrod, and Galadriel. Despite their father's return to Valinor following the Prophecy of the North, he and his brothers remained caught up in Doom of the Noldor and continued on to Middle-earth in pursuit of Morgoth and the Silmarils. Aegnor's friendship for the sons of Fingolfin tied him to this sad quest, during which he perished. Although less reckless and aggressive than the sons of Fëanor or Fingolfin, he nevertheless embodied the Noldo qualities of pride, bravery, and curiosity.

Upon returning to Endor, Aegnor settled on the slopes of Dorthonion with Angrod. This they held in fife from Finrod, to whom they swore allegiance. Because these grassy, windswept hills lay along the northernmost point of the line of defense against Morgoth, the brothers lived amidst an omnipresent danger. It was hardly surprising that they were among the first to fall in the Fourth Battle (Battle of Sudden Flame; S. "Dagor Bragollach") against the Black Enemy.

Aegnor was a prince of the Noldor. Extremely tall (7′0″), he enjoyed a warrior's build and the fair features of the House of Finarfin. His blond hair sparkled in the moonlight and his blue eyes gleamed in the heat of battle.

Aegnor's Principal Items

High Elven Sword (Terecris) · (S. "Troll-cleaver") A +50 Galvorn broadsword, it strikes as a two-handed sword which delivers twice the normal concussion hits. It uses the broadsword's fumble range, and is a Holy Sword which yields an Impact critical in addition to any other critical strike result. Bearer receives a constant Haste or Alkar (lvl 30, of Light's Way list) spell for up to 10 minutes (60 rnds) a day.
Aegnor's Special Powers

Spells · 270 PP. x6 PP multiplier. Knows all Open Mentalist lists to 30th lvl.
Aegnor's Lesser Items of Note

Helmet is a x6 PP multiplier which allows the wearer to cast Mentalist spells and negates 50% head crits (roll of 01–50);
+40 full shield.

> *Read Sil 61,84,120,150-1,305–6,314,362.*

Aegnor (II)

Lvl: 30. Race: Noldor. Profession: Mage/Alchemist (Fighter). Home: Beleriand; Ost-in-Edhil. Aka: (S. "Fell-fire"); Lord Smith of Mirdaithrond.

RM Stats: St-101; Qu-98; Em-97; In-72; Pr-99; Ag-99; Co-100; Me-87; Re-84; SD-67. **MERP Stats**: St-101; Ag-99; Co-100; Ig-86; It-72; Pr-99. Appearance: 96.

Aegnor was an associate of Celebrimbor since their years together in Nargothrond, and though not the most adept at delicate operations, he is a master of fires and furnaces. A Lord Forger, he supervised all smelting operations at the Mirdaithrond ("Halls of the Jewelsmiths") in Ost-in-Edhil. In fact, he designed most of the forges and smelting facilities. Although generally a good-natured and patient man, he had no time for Annatar, the "Lord of Gifts," and never shared his most powerful forging secrets.

An impressive figure, Aegnor was 6′10″ tall, and very strong of build. His hair was dark brown, and his eyes so dark blue as to be almost violet.

Aegnor's Principal Items

Broadsword (Morgurth) · (S. "Black Death"), a Galvorn broadsword +40, it cannot be fumbled, and should Aegnor's opponent try to parry, there is a 50% chance their weapon is cut in half (magical items may receive a bonus).
Bracelets · Of amber Laen, one is +3 PP, the other x3. They can both be used simultaneously, and both must be worn for either to work. They also confer complete protection from all heat, electricity and cold to the hands and lower arms.
Aegnor's Special Powers

Spells · 60 (+3) PP. +3/x3 items. Knows all Base Alchemist lists to 30th level, also Mentalist Solid, Liquid, Gas Manipulation list to 20th level, Magician Base Fire Law list to 20th.
Aegnor's Lesser Items of Note

Armor mithril chain;
+30 longbow;
Complete set of forging Tools which double speed of all work;
Collar continuous Fire/Ice Armor;
Ring gold with blue diamond, which casts Invisibility True 3x/day.
See ICE's Lórien 23,33, 56.

Amarië

Lvl: 105. Race: Vanya. Profession: Animist/Cleric (Astrologer, Healer). Home: Aman (the Undying Lands).

RM Stats: Co-97; SD-100; Ag-100; Me-103; Re-101; St-94; Qu-99; Pr-105; In-104; Em-104. **MERP Stats**: Ag-100; Co-97; Ig-102; In-104; Pr-105; St-94. Appearance: 108.

An Elda maiden of the Vanyar, Amarië was Finrod's beloved. Nonetheless, she remained in the Undying Lands when Finrod went into exile in Middle-earth, awaiting his return from the wars against Morgoth.

Amarië was breathtakingly beautiful, and possessed long, rich blonde hair and unusual deep emerald green eyes.

Amarië's Principal Items

Staff (Cameste) · (S. "Estë's Hand") A x10 PP multiplier suited to all realms and professions, it provides wielder with continuous Protections True, Bladeturn V, and Deflect V spells and eliminates recovery time for all healing, lifegiving, and restoration spells.
Robes of Light · Protect as RL (AT 12) with +60 DB, negate 50% of criticals to the body (roll 01–50), and provide a constant Alkar spell.
Amarië's Special Powers

Spells · 525 PP. x10 PP item. Knows all base Astrologer, Healer, and Cleric lists to 50th lvl, and all Open and Closed Channeling lists to 50th lvl. Knows Mentalism Cloaking, Damage Resistance, and Self-Healing to 50th lvl.
Amarië's Lesser Items of Note

+50 dagger has 10x normal range and enables wielder to cast Absolution Pure spell when it delivers a critical strike;
Ring enables wielder to cast up to 300 PP/day of spells from Healer lists;
Headband protects as full helm, negates 50% of head crits (roll 01–50), and enables wearer to cast Commune True spell 3x/day.

> *Read Sil 130.*

Amras

Lvl: 70. Race: Noldo. Profession: Ranger. Home: East Beleriand.

RM Stats: Co-105; SD-84; Ag-104; Me-89; Re-100; St-102; Qu-101; Pr-94; In-105; Em-99. **MERP Stats**: Ag-104; Co-105; Ig-100; In-105; Pr-94; St-102. Appearance: 97.

A Noldorin Elf of the House of Fëanor, Amras was virtually a mirror image of his twin brother Amrod. Together, they were the youngest of Fëanor's seven sons. Like their brothers, they both swore the awful Oath of Fëanor and both fell prey to its Doom.

Amras was a superb hunter who, like Amrod, possessed a milder temperament than was normal for his line. Unfortunately, however, his Fëanorian passions and pride still ran very deep. When his brothers Maedhros and Maglor attacked the Sindar in Falsas in hope of recovering Beren's Silmaril, Amras joined them in the assault on the Havens of Sirion. There, he died beside his twin.

The brothers were unusually tall (7′0″) as was normally the case of the great Noldorin princes, and were nobly handsome with blonde hair and blue eyes, looking much like the Vanyar.

Amras's Principal Items

Long Bow (Aracu) · (S. "Noble Bow") +60 long bow of Orc- and Troll-slaying which fumbles only on roll of 01 and has 2x the normal range. Wielder can fire 2 arrows/round with no OB penalty.
Amras's Special Powers

Spells · 350 PP. x7 PP multiplier. Knows all Ranger lists to 50th lvl; knows Detection Mastery list to 25th lvl, Concussion's Ways list to 25th lvl, Blood Law list to 20th lvl, and Lore list to 20th lvl.
Amras's Lesser Items of Note

Medallion which is an x7 PP multiplier for Ranger spells (may also cast 50 PP/day from Herb Mastery);
Cloak which casts Alkar and No Sense spells up 3x/day;
Boots which provide +40 maneuver bonus and permit wearer to cast spells from Lofty Movement list (up to 10th level) up to 10x/day.

> *Read Sil 60,83,124,142,153,247,305.*

Amrod

Amrod was a Noldorin Elf of the House of Fëanor. The twin brother of Amras, he was one of Fëanor youngest and most even-tempered sons. (See "Amras" description above for more details.)

Amroth

Lvl: 35. Race: Silvan. Profession: Warrior/Fighter. Home: Dol Amroth, Lórien on Cerin Amroth.

RM Stats: Co-102; SD-84; Ag-100; Me-99; Re-87; St-101; Qu-101; Pr-97; In-94; Em-99. **MERP Stats**: Ag-101; Co-102; Ig-90; In-94; Pr-97; St-101. Appearance: 91.

Amroth, son of Amdir, was a Silvan Elf-king noted for the founding of the port of Dol Amroth on the western shores of Belfalas (in Gondor). A great seaman and architect, he was a brilliant engineer and scholar with an emotional character. His passionate, compulsive love for the Elf-maiden Nimrodel led to his unfortunate death in T.A. 1981.

Amroth ruled the Kingdom of Lórien, following his father's death at the end of the Second Age. His long reign was generally peaceful but, in T.A. 1981, it abruptly ended. The appearance of a Balrog in Moria caused his beloved Nimrodel to flee the Kingdom and, although torn by his loyalty to his people, Amroth followed her flight.

When Amroth found her beneath the eaves of Fangorn Forest, she refused to return to the Golden Wood. Instead, the two decided to depart for Aman, where they hoped to marry. They elected to leave from Edhellond near Dol Amroth. Tragically, Nimrodel went ahead but was delayed and, when Amroth arrived at the Haven, he saw but one ship. The Elf-king waited for his love until the autumn winds rose and the weather worsened. Then, one stormy night — while Amroth slept on the ship — the vessel came untied in the high waves. Sundered from the shore, Amroth leaped into the roaring sea and tried to swim back to land, only to perish in the maelstrom. His vain attempt became legend, but nothing is known of the fate of the maiden for whom he died.

A warrior and a noble, Amroth was taller than his Silvan kin (6′6″), although his sandy hair and blue eyes were characteristic of his line.

Amroth's Special Powers

Spells · 35 PP. x5 PP multiplier. Knows Earth Law list to 20th lvl and Nature's Ways list to 10th lvl.

Amroth's Lesser Items of Note

Crystal drawing table provides +50 bonus when drawing or designing;
Intelligent mithril trowel permits wielder to use Earth Law list to 20th lvl;
Armband permits use of Nature's Ways list to 10th lvl;
Ring is a x5 PP multiplier;
Holy broadsword provides +30 OB;
Full shield provides +30 DB and enables wielder to cast up 60 PP/day worth of spells from Light's Way list (up to 30th lvl);
Long bow is +30; plate armor is AT Pl/20 (+30 DB) and reduces armor maneuver penalties by 25;
Lute provides +25 bonus for all seduction attempts accompanied by song.
See ICE's Lórien 25, 57. Read LotRI 441–42,454; LotRIII 181,506.

Angrod

Lvl: 95. Race: Noldo. Profession: Warrior/Fighter. Home: Dorthonion. Aka: (S. "Iron Champion"; Q. "Angarato").

RM Stats: Co-103; SD-94; Ag-104; Me-99; Re-100; St-105; Qu-103; Pr-101; In-90; Em-90. **MERP Stats**: Ag-104; Co-103; Ig-96; In-90; Pr-101; St-105. Appearance: 90.

Angrod was the third of the five children of Finarfin and Eärwen, the others being Finrod, Orodreth, Aegnor, and Galadriel. Because of his friendship with Fingon, he returned to Middle-earth with his brother Aegnor. There, they joined with Fingon and the hosts of Fëanor in the pursuit of Morgoth and the Silmarils.

Although somewhat reckless and aggressive like Aegnor, Angrod was truthful, and provided King Elwë (the Lord of Doriath) the full story of the Noldorin Rebellion. This act endeared him to the otherwise embittered Sinda monarch, and the two maintained a distant relationship despite Elwë's disdain for the Noldor.

Angrod later settled on the slopes of Dorthonion with his brother Aegnor. Together they ruled their frontier fief as vassals of Finrod and provided a bulwark against invasions out of Angband. Caught in the slaughter of the Fourth Battle with the Black Enemy, he fell alongside his brother amidst the flame and carnage that engulfed their land.

A great warrior and a descendant of Finarfin, Angrod was quite tall (7′2″) and noble in bearing. His physical attributes were typical of his lineage and, like all of Finarfin's line, he had blue eyes and blond hair and resembled a Vanya.

Angrod's Principal Items

War-flail (Beleg Camangren) · (S. "Mighty Hands of Iron") This +50, twin-chained, red Eog flail is a holy weapon that can be wielded in one hand. It fumbles only on a roll of 01, and delivers 2x normal hits, as well as yielding an additional Impact critical (same severity) whenever it delivers a critical strike.
Angrod's Special Powers

Spells · 195 PP. x6 PP multiplier. Knows all Open Mentalist lists to 30th lvl.
Angrod's Lesser Items of Note

Helmet is x6 PP multiplier which allows wearer to cast Mentalist spells, and negates 50% head crits (roll 01–50);
Armor is AT Ch/15 (+50 DB) and provides continuous Alkar spell upon concentration;
+50 long bow permits 2 attacks/rd without OB penalty.

> *Read Sil 61,84,111-12,120,128-29,150,151,305-6,356.*

Annael

Lvl: 50. Race: Sinda. Profession: Bard/Monk. Home: Mithrim.

RM Stats: Co-94; SD-103; Ag-99; Me-89; Re-97; St-99; Qu-102; Pr-74; ln-94; Em-103. **MERP Stats**: Ag-99; Co-94; Ig-103; ln-94; Pr-74; St-99. Appearance: 78.

Annael was a Sindarin Elf who hid with others of his kind in Androth, the caves of Mithrim. He became the foster father of Tuor. Subtle, compassionate, and above all rugged, Annael lived an ascetic life, being a fugitive in a relatively desolate area.

Annael was a classic Sinda and had sandy hair and grey eyes. However, in keeping with his storied destiny, he stood taller (6′7″) than the average Grey Elf.

Annael's Principal Item

Monk's Tunic · Enchanted tunic serves as AT RL/12 (+40 DB) and provides wearer the ability to change his skin and clothing color to suit surroundings, and gives a +50 bonus for stalking and hiding maneuvers.
Annael's Special Powers

Spells · 200 PP. x5 PP multiplier. Knows all Monk base lists to 30th lvl. Knows Essence Hand, Unbarring Ways, Essence's Perceptions, Physical Enhancement, Lesser Illusions, Detecting Ways, and Elemental Shields lists to 10th lvl.
Dodging · Annael's DB is normally +175 (includes +75 Adrenal Defense), but it is +225 when he uses Dodging spells.
Annael's Lesser Items of Note

Bracers provide +40 OB to Martial Arts attacks, maneuvers, spell attack resistance rolls;
+25 Kynac strikes as +40 rapier, and can be thrown 500′ with no OB penalty (it returns to thrower's hand following rd.);
Headband is x5 Essence PP multiplier which protects as a full helm and negates 10% of head critical (roll 01–10);
Belt provides wearer with use of Landing True spell 5x/day.

> *Read Sil 238.*

Aranwë

Lvl: 40. Race: Noldo. Profession: Mage/Magician. Home: Gondolin.

RM Stats: Co-74; SD-101; Ag-89; Me-102; Re-104; St-59; Qu-94; Pr-84; In-102; Em-104. **MERP Stats**: Ag-89; Co-74; Ig-104; In-102; Pr-84; St-59. Appearance: 86.

The father of Voronwë and a friend of Tuor, Aranwë was a devoted servant of the Vala Ulmo. He was a skilled mage, who was well-studied in the Laws of Water.

Aranwë's Special Powers

Spells · 200 PP. +7 spell adder. Knows Wind Law and Water Law lists to 50th lvl, all other Mage lists to 30th lvl, and all Open and Closed Essence lists to 20th lvl.
Aranwë's Lesser Items of Note

Belt is weather proof, is a +7 Essence spell adder, and provide +30 bonus to DB and RRs;
Short sword +45 OB;
Staff of Storms permits wielder to cast up to 100 PP/day of spells from Water Law, Wind Law, or Light Law lists (up to 20th lvl);
Boots of Water-running permit wearer to run on water for 5 minutes (30 rnds) per day;
Amulet of Water Breathing permits wearer to breathe under water up to 1 hr./day.

> *Read Sil 239.*

Ardana*

Lvl: 40. Race: Noldo. Profession: Mage/Astrologer. Home: Mûmakan. Aka: (S. "Noble Taker"?); Aradana (S. "Lady of the Land"); The Lady.

RM Stats: St-81; Qu-99; Em-69; ln-100; Pr-101; Ag-100; Co-96; Me-97; Re-98; SD-99. **MERP Stats**: St-81; Ag-100; Co-96; Ig-90; It-100; Pr-101. Appearance: 99.

A beautiful Eldarin woman, and former follower of Varda, Ardana left Aman with her Noldo kindred, ostensibly to recover the Silmarils. But Ardana wished only to go to Middle-earth and rule a land of her own under the stars. She did not mourn the passing of the Two Trees, for they obscured Varda's lights. It was not long before the Black Enemy's servants discovered her and twisted her mind to a dark path. When the Sun and Moon arose — clearly machinations of the Valar to blot out the stars — her allegiance to Melkor was complete. Morgoth sent her out to discover a way to bring down the Lights when he himself failed. South she travelled, where she met Morthaur and a plan was forged, along with a dark alliance to rival any in Middle-earth in later ages.

Ardana's Principal Items

Scepter · Three-foot-long with an ebony handle and mithril head, strikes as a +30 mace. Unholy weapon, casts Darkness 500′ radius at will, fires Shockbolt +20, 4x a day with 2x concussion hits.
Circlet · Of mithril, it creates a continuous Mirrormind, acts as a x6 Astrologer PP enhancer, protects the head as a full helm.
Enchanted Card Deck · Master Ardan Deck, containing images of all the members of the Court. Usable as communication devices. With her Master deck, Ardana can cut in (or listen in) on all other interactions (except the Male Fëatur's illicit use).
Ardana's Special Powers

Spells · 120 PP. x6 PP item. All Base Astrologer lists to 30th level, Channeling Weather Ways list to 30th and Barrier Law list to 10th; Mentalist Solid Manipulation, Cloaking to 30th, Liquid Manipulation, Gas Manipulation to 20th.
Ardana's Lesser Items of Note

Surcoat which is +60 to DB, black gossamer sewn with tiny diamonds like a starfield;
Black cloak which casts invisibility at will;
Ring, mithril with a black diamond, allows use of the Dark Channels list to 30th level.
See ICE's Court of Ardor II, 16–17, etc.

Ardûval*

Lvl: 34. Race: Noldo. Profession: Mage/Astrologer. Home: Menelcarca, Mûmakan. Aka: (S. "Lord of the Heights"?); The Astrologer; Arael (S. "Lord of the Stars").

RM Stats: St-86; Qu-99; Em-89; In-100; Pr-102; Ag-97; Co-98; Me-97; Re-98; SD-95. **MERP Stats**: St-86; Ag-97; Co-98; Ig-98; It-100; Pr-102. Appearance: 104.

Charming and yet somewhat reclusive, Ardûval was solitary master of the lofty Ardan observatory Menelcarca (S. "Fang of the Heavens"). He served faithfully the Dark cause, his accomplishments including the corruption of the Starseer Conclave. Legends tell that the Menelcarca, situated upon a lone, sheer mountain, was so high that Ardûval could actually talk to Morgoth in the Void. There is no basis for such ideas, however.

In appearance, Ardûval was 6′6″ tall, slender, with curly brown hair and pale blue eyes.

Ardûval's Principal Items

Pendant · A 1″ diameter crystal orb with a tiny pentagram etched within. It is a x4 Astrologer PP enhancer, allows free use of Mentalist Brilliance to 30th level, and creates an enhanced Aura at a thought, providing +30 to DB.
Enchanted Card Deck · Ardan Deck, see Ardor p. 25 for details.
Ardûval's Special Powers

Spells · 102 PP. x4 item. All Base Astrologer lists to 30th lvl; Channeling Barrier law list to 10th; Mentalist Telekinesis, Movement, Mind's Door, and Cloaking lists to 10th lvl.
Ardûval's Lesser Items of Note

Belt creates a defensive barrier which adds 40 to DB;
Ring which allows Ardûval to teleport instantly to Menelcarca from anywhere;
Headband which protects the head as a full helm;
Bracelet, creates a shield adding 30 to DB vs attack spells;
Dagger which is +25 and can be thrown as far as 100′ with no subtraction, delivering an electricity critical in addition to any other, and returns to Ardûval instantly;
Cloak casts invisibility at will, and will change color, adds 50 to hiding.
See ICE's Court of Ardor 17, 22, 42–43.

Aredhel

Lvl: 70. Race: Noldo. Profession: Ranger. Home: Nevrast, Gondolin, and then in Nan Elmoth. Aka: (S. "Noble Elf"); Aredhel the White; Ar-Feiniel (S. "White Lady").

RM Stats: Co-101; SD-87; Ag-100; Me-101; Re-98; St-99; Qu-100; Pr-103; In-105; Em-101. **MERP Stats**: Ag-100; Co-101; Ig-100; In-105; Pr-103; St-99. Appearance: 108.

Aredhel was the sister of Turgon. The Noldo daughter of Fingolfin, she was the Elf-king's youngest child and only daughter. Hers was an unsettled life.



She lived in the hidden city of Gondolin during her youth, but loved to ride and hunt in the wild. Adventure stirred her soul. Her restless spirit prompted her journey afield, where she met and fell in love with the smith Eöl. Beautiful and possessed of a haunting charm, Aredhel captured Eöl's fiery heart and they married. Their union produced the traitorous Maeglin, the jealous heir of Turgon. Unfortunately, it also resulted in Aredhel's early death.

Eöl proved to be crazed and, as Maeglin grew, Aredhel became closer to her son. When she fled from Eöl and tried to establish her son's claim to the throne of Gondolin, Eöl followed her. Quarreling before

Turgon's royal seat, the incensed Eöl fired a poisoned dart at Maeglin, but Aredhel interposed herself in the missile's path. She died from the wound, and fell before her kin in the halls of youth.

Aredhel was tall (6′5″), had dark hair, and possessed a pale, translucent complexion. She wore only silver or white, earning the name Ar-Feiniel, the White Lady.

Aredhel's Special Powers

Spells · 350 PP. x6 PP multiplier. Knows all Ranger base lists to 50th lvl, five Open Channeling lists to 10th lvl.

Aredhel's Lesser Items of Note

Locket is x6 (Channeling) PP multiplier;
Long bow +60 OB, can be fired 2x/rd. without penalty and each arrow delivers 2x usual hits;
Short sword +45 green Laen blade yields 3x usual hits and slays canines;
Armor is AT RL/12 (+50 DB);
Cloak provides +30 bonus for hiding and swimming maneuvers;
Boots enable wearer to use either Limb-running, Sand-running, or Stone-running spell for up to 10 minutes (60 rnds) per day;
Hood provides +30 bonus to perception rolls and protects wearer's head as a full helm.

> *Read Sil 60–61, 131-38, 305, 358.*

Arminas

Lvl: 35. Race: Noldo. Profession: Warrior/Fighter. Home: Dorthonion; later Falas. Aka: (S. "Royal Tower").

RM Stats: Co-104; SD-98; Ag-102; Me-101; Re-70; St-105; Qu-101; Pr-94; In-45; Em-97. **MERP Stats**: Ag-102; Co-104; Ig-70; In-45; Pr-94; St-105. Appearance: 93.

Arminas was a Noldo warrior who followed Angrod before the latter's death in the Battle of Sudden Flame (the Fourth Battle against Morgoth). He later dwelt with the Sinda shipwright Círdan in the Havens of Sirion in Falas. From there, Arminas (accompanied by Gelmir) carried a vital warning from the Vala Ulmo to the Noldor at Nargothrond. This dispatch was unfortunately unheeded by Turin, leading to the disaster at the Battle of Tumhalad.

As suggested by his name, Arminas was a stalwart fighter whose tremendous strength enabled him to hold his ground against most foes. His loyalty, dependability, and determination made him a fine herald and a superb messenger. He was also a great rider who, while not particularly brilliant, possessed an excellent memory.

Arminas's Special Powers

Spells · 70 PP. x2 PP multiplier. Knows Essence's Perceptions, Physical Enhancement, and Elemental Shields lists to 5th lvl.

Arminas's Lesser Items of Note

War Hammer +35, glows faint blue within 1000′ (and bright blue within 100′) of Orcs, delivers 2x usual hits, and yields an Impact crit (of same severity) in addition to any critical strike;
Armor is AT Pl/20 (+35 DB) and has a minimum maneuver penalty of -0;
Full shield +35;
Saddle provides +20 to riding maneuvers;
Long bow +30, fires silently.

> *Read Sil 212.*

Arwen

Lvl: 15. Race: Half-elf. Profession: Bard. Home: for nearly 3000 years in Imladris, then Gondor, finally Lórien. Aka: (S. "Royal Maiden"), Evenstar (Q. "Undomiel"); Daughter of Twilight.

RM Stats: Co-90; SD-94; Ag-99; Me-101; Re-97; St-84; Qu-102; Pr-105; In-100; Em-100. **MERP Stats**: Ag-99; Co-90; Ig-100; In-100; Pr-105; St-84. Appearance: 104.



Arwen

Arwen was the beautiful Eldarin daughter of Elrond and Celebrían. Born in T.A. 241, she lived with her family in Rivendell (S. "Imladris") throughout her early life, until after the War of the Ring. When she married Aragorn in T.A. 3019 (after a 39-year engagement), she was over twenty-seven hundred years old.

Arwen moved to Minas Tirith in Gondor following her wedding, and she lived there as Queen until her husband's death in F.A. 120. She then retreated to Lórien, where she spent her last months. Upon her passing in the winter of F.A. 121, she was buried on the Cerin Amroth, where she and Aragorn had pledged their love some 162 years before.

Like her father Elrond and her uncle Elros, Arwen had the choice of life accorded to all Half-elves (S. "Peredhil"). She could live and die as a mortal human or she could select the course of the immortal Firstborn. After marrying Aragorn, she chose his fate, and thus became mortal. Arwen gave Aragorn a

number of children, including one son, and together they enjoyed many golden years before sharing the "gift of death"

Arwen was known for her glowingly dark beauty, which was reminiscent of her ancestor Lúthien. Because of this exquisite countenance and her sublime nature (and the waning of the Elves' presence in Endor), she was known as the Evening Star of her people.

Arwen's Principal Item

Elven Cloak (Imladagollo) · (S. "Cloak of the Deep Valley") This hooded, grey-green cloak provides wearer with a +50 bonus for hiding and stalking maneuvers and enables wearer a +100 bonus for climbing, acrobatics, or landing maneuvers.
Crown of Arwen · This delicate, mithril symbol is shaped like a leafy wreath. It is a x6 (Mentalism/Channeling) PP multiplier which negates 60% of head criticals (roll 01–60) and acts as a full helm (without impeding spell-casting).
Arwen's Special Powers

Spells · 45 PP, x6 PP multiplier. Knows all Bard base lists to 10th lvl; knows five Open Mentalism lists to 10th lvl.
Arwen's Lesser Items of Note

Long-knife acts as a +45 Holy rapier which yields a 20th level Sleep spell whenever it delivers a critical strike (1 rd. per 10 RR failure);
Royal gowns are non-encumbering and serve as AT RL/12 (+35 DB) and provide wearer with +25 bonus for all moving maneuvers).

> *Read LotRI 299–300,303,307,313,486; LotRIII 56,150,300,310,312,421–428,456.*

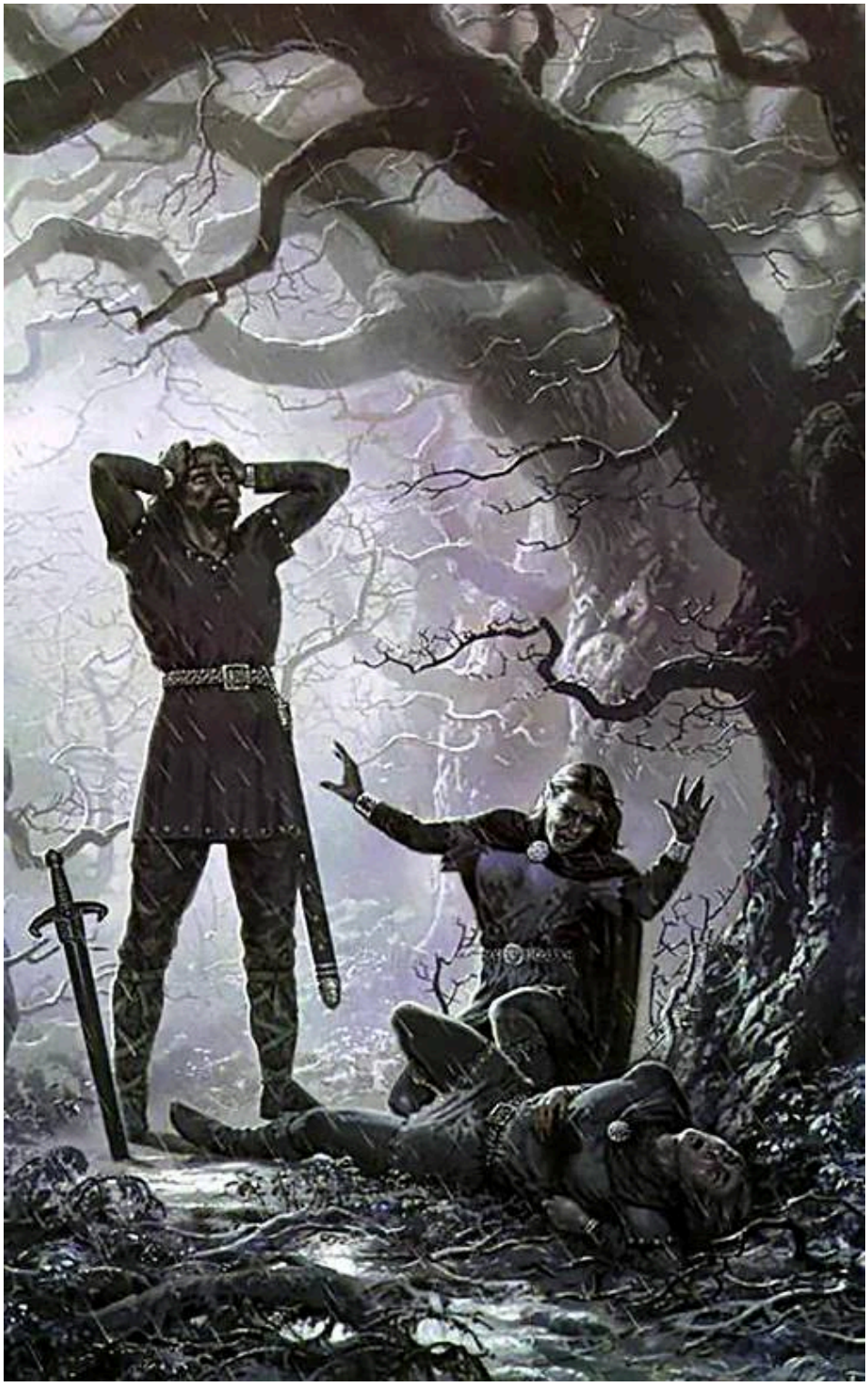
Beleg

Lvl: 75. Race: Sinda. Profession: Warrior/Fighter. Home: Doriath. Aka: (S. "Mighty"), Beleg Cúthalion (S. "Mighty Strongbow"), the Bow.

RM Stats: Co-104; SD-90; Ag-108; Me-84; Re-87; St-104; Qu-106; Pr-103; In-92; Em-89. **MERP Stats**: Ag-108; Co-104; Ig-89; In-92; Pr-103; St-104. Appearance: 89.

Beleg was a Sindarin warrior and woodsman, and chief of the march wardens of Doriath. He was, perhaps, the finest Elvish archer to ever draw a bow.

His deeds befitted this legend. He fought alongside the Edain in their early struggles against Morgoth's Orcs, and later he helped the Western Army in the futile struggle at the Fifth Battle against the Black Enemy (Battle of Unnumbered Tears). When the Demon-wolf Carcharoth ravaged Doriath, he aided his lord Elwë and stood beside the dying Beren.



Beleg was a fast friend of the Adan bandit Turin Turambar, who shared Beleg's love for adventure. Together, they campaigned along the northern frontier, clearing much of the region of marauding Orcs. However, when Turin was captured by Orcs, Beleg met his end. The mighty bowman sought to rescue his Mannish friend, but Turin — mistaking his ally for an Orc hiding in the darkness — cut down Beleg with the Elven warrior's own weapon (the great sword Anglachel).

Beleg's Principal Items

Sword (Anglachel) · (S. "Iron-flame") The great, black Galvorn two-handed sword made by Eöl. The spiteful smith gave it to Elwë in return for a land grant, but Elwë's wife Melian claimed that the blade was

cursed with its maker's malice. Beleg later acquired it from the arms stores at Menegroth. Anglachel is a +90 two-handed weapon that performs like a bastard sword. It may be wielded with 1 hand with a -20 OB penalty. The Galvorn blade treats a foe's armor (but Galvorn and Ithilnaur) as if he had none (i.e., AT 1). An Unholy weapon, it also delivers an extra Heat and an extra Slash critical (of one less severity lvl) in addition to any critical strike it yields. Hit results are 2x normal. Although the sword is intelligent, it is mute. Its subtle, malicious evil can be tied to the hate its maker's hate. The sword will attempt to cast a 40th lvl Friend slayer Curse spell (Curses list, lvl 25) on its owner/wielder 1x/day. It is the mate of Anguirel, stolen by Maeglin from his own father.
Bow (Belthronding) · Beleg's great black yew bow. A +88 holy weapon, it may fire 2 arrows/rd. without penalty and has 10x normal long bow range. It only fumbles on a 01, and neither its stock or string will break. Only a person with a +40 or more strength bonus can string it, however. Yields 3x normal hits and delivers an Impact critical (of two less severity levels) whenever it yields a critical strike result.
Beleg's Lesser Items of Note

Sword +50 Orc and Troll-slaying sword, used prior to obtaining Anglachel;
Armor is AT Pl/20 (+50 DB) which wears as if wearer had no armor;
Cloak provides +50 bonus for all hiding maneuvers.

> *Read Sil 190,225-6,230,243-8,251-7,278.*

Berúthiel

Lvl: 27. Race: Sinda. Profession: Mage/Sorcerer. Home: Osgiliath. Aka: (S. "Maiden Queen"); Witch of Osgiliath; Cat-mistress; Daughter of the Queen; Black Queen; the Exiled Queen.

RM Stats: Co-66; SD-93; Ag-96; Me-100; Re-100; St-58; Qu-100; Pr-102; In-101; Em-101. **MERP Stats**: Ag-96; Co-66; Ig-101; In-101; Pr-102; St-58. Appearance: 103.

Berúthiel was the Sinda queen of Tarannon, the 12th King of Gondor (T.A. 830–913). Notorious for her bitter, self-imposed isolation in the royal tower at Osgiliath, she was an unfortunate choice for Queen.

Tarannon was initially infatuated by her strange beauty, but he later grew to hate her presence. Increasingly unloved, she shied away from her spouse and began to pursue sinister forms of magic. Only her brood of foul but faithful Cats (nine black; one white) enjoyed her trust.

Berúthiel's subjects reviled her so much that they consciously destroyed virtually every record referring to her rule. She was accused of being a Witch in the service of Darkness, and Gondor's ills were frequently tied to her supposed enchantments.

As the years passed, tales of Berúthiel's hate multiplied. Gondorians spoke of how she hated the sounds and smell of the sea, as well as the home Tarannon built for her. Ascetic, she abhorred color and adornment, preferring to wear only simple black and silver garb. Her bare chambers followed a similar color scheme, which suggested the image of a mausoleum. Her only decor, a host of tormented sculptures, filled the private gardens of the palace she despised.

Berúthiel was also rather frightening, for she conversed with her cats, and read their minds and perceptions. Using them as eyes and ears, the Queen terrorized her numerous enemies. Eventually, no one in Gondor dared touch one of the little beasts, and they frequently cursed whenever they happened to see one.

It was not surprising that Tarannon died as Gondor's first childless King; nor was it considered extreme when he placed his wife and her heinous pets alone upon a ship, setting the adrift in the Bay of Belfalas.

The end seemed oddly fitting, as Berúthiel was last seen sailing south past Umbar "under a sickle moon, with a cat at the masthead and another as a figure-head on the prow"

Berúthiel's Principal Items

Robes of the Black Moon · AT No/1, they give wearer a +33 bonus to his DB and all RR's.
Cat-skull Necklace · +33 DB. x6 (Sorcerer) PP multiplier which multiplies ranges for familiars by x 66. Enables wearer to simultaneously maintain nine cat familiars.
Dagger (Little Claw) · Strikes as a +33 Short Sword which yields 2x usual hits (and 4x bleeding hits). Tied to an enchanted and demonic Cat-creature, any hits the dagger yields increase the beast's hit allowance by a like amount. Wielder can summon the Cat-demon with 1–10 rnds concentration, but the 10th lvl Demon must fail its RR in order for summoner to control it. (Failure to control it means Demon will attack summoner on roll of 01–50.) If summoned, it fights as a Tiger for 2–20 rds.
Panther Boots · +33 bonus to all maneuvers, and allows wearer to fast sprint on all non-glassy solid surfaces at any angle up to vertical. Imbedded Landing spell can be cast 2x/day.
The Cat's Cloak · invisibility 3x daily, doubles hearing, +33 to perception attempts, wearer may dialogue with all feline beasts, +33 hiding maneuvers.
Berúthiel's Special Powers

Spells · 1 PP. x6 PP multiplier. Knows all Sorcerer base lists to 20th lvl. Knows Gate Mastery, Spirit Mastery, Lofty Movements, Nature' Law, and Nature's Guises lists to 20th lvl. Knows five evil Channeling and/or Essence lists to 10th lvl, six Open Essence or Open Channeling lists to 10th level, and three Closed Essence or Closed Channeling to 10th lvl.

> *Read LotRI 405; UT 401-2.*

Bladorthin

Lvl: 26. Race: Sinda. Profession: Scout/Rogue. Home: Dol Amroth; later Edhellond.

RM Stats: Co-97; SD-65; Ag-100; Me-80; Re-99; St-103; Qu-101; Pr-89; In-95; Em-78. **MERP Stats**: Ag-100; Co-97; Ig-99; In-95; Pr-89; St-103. Appearance: 83.

King called "The Great" because of his ominous size and great strength, and the great weapons and armor he commissioned for his soldiers. However, he was an overly cunning king, seldom speaking or acting without ulterior motives. Some denied his lineage claiming various sorts of nefarious falsification or substitution. His actions and obsessions with the thieving arts did little to allay this perception. His assassination is generally thought to have come from within his own realm, possibly his own bodyguards who were probably more noble than he.

Bladorthin was a lover of the spear, having spent over much time in training both for combat and throwing, and also designing and commissioning especially well made or magical spears. The last spears commissioned were from the Dwarves of Erebor, "each had a thrice-forged head and their shafts were inlaid with cunning gold, but they were never delivered or paid for"

Bladorthin's Special Powers

Spells · 26 PP. x2 PP multiplier. Knows Cloaking, Attack Avoidance, Brilliance, and Illusions to 5th lvl.
Bladorthin's Lesser Items of Note

Galvorn Tipped Spear +45 (triple concussion hits, 5x ranges, does additional Cold crits, user can also make a second attack each round with the butt of the spear against the same target as a quarter staff),
Armor (AT:Pl/19 DB: +30, silenced, encumbers as AT:Ch/14),

Cloak of Stealth (+30 DB, S/H +30),
Boots of Litheness (+20 on moving and adrenal maneuvers, silenced, +15 S/H),
+25 lock picks.

> *Read Hob 220*

Cambragol*

Lvl: 35. Race: Noldo. Profession: Warrior/Monk. Home: Valinor, later Beleriand, then finally Mirisgroth, in the Mûmakan. Aka: (S. "Sudden Hand"); Karol Dekdarion; The Monk.

RM Stats: St-100; Qu-101; Em-99; In-89; Pr-101; Ag-100; Co-99; Me-91; Re-88; SD-99. **MERP Stats**: St-100; Ag-100; Co-99; Ig-95; It-89; Pr-101. Appearance: 102.

One of the most cruel Elves to ever live, Cambragol went with his Noldo brethren to recover the Silmarils, but Endor only awakened his lust for power. He was quickly seduced by Morgoth and became one of Sauron's lieutenants.

There can be little doubt that Cambragol assassinated Drul Chaurka, his predecessor ruler of Mirisgroth. The Monk consolidated his position in a manner which would have made the Black Enemy proud. One of the most physically powerful of the Noldor, Cambragol utilized and corrupted the unarmed combat skills he originally learned from Tulkas. He turned killing into a brutal art.

The Monk, being of the house of Finrod, had golden-blond curly hair and blue eyes. Tall and muscular of build, Cambragol was a truly imposing presence.

Cambragol's Principal Items

Bracers · (of Dekdarion), four (2 ankle, 2 wrist) bands of gold, which add +30 to the following: all Strikes, Sweeps and Throws, maneuvers, DB, RR's vs spells. They allow the wearer to parry melee and missile attacks with equal ease.
Enchanted Card Deck · Ardan Deck, see Ardor p. 25 for details.
Cambragol's Special Powers

Spells · 70 PP. x3 item. Cambragol knows all the Monk Base lists to 30th lvl; Essence Hand, Essence Perceptions, and Unbarring Ways lists to 10th.
Cambragol's Lesser Items of Note

Kynac which is +25 (strikes as a +40 rapier) and can be thrown up to 200′ without distance penalty, returns instantly;
Headband which protects as a helm and is a x3 pp enhancer;
Robes, none encumbering, will cast Invisibility 1x/rnd;
Belt casts Fly 3x/day, Landing True as needed.
See ICE's Court of Ardor 17, 23, 44–45.

Camring*

Lvl: 34. Race: Noldo. Profession: Animist/Healer. Home: Beleriand; then Aurax-Dûr in Mûmakan. Aka: (S. "Chill Hand").

RM Stats: St-95; Qu-99; Em-99; In-101; Pr-97; Ag-98; Co-101; Me-98; Re-67; SD-56. **MERP Stats**: St-95; Ag-98; Co-101; Ig-65; It-101; Pr-97. Appearance: 94.

A reluctant member of the Court of Ardor, Camring was a Healer bound by Ardana's charisma and a hopeless love for Morelen, her daughter. He remained almost exclusively at Aurax-Dûr, healing the wounded.

Camring was of average height and powerfully built — though he fought only when absolutely necessary to defend himself. He had dark brown eyes and short black hair.

Camring's Principal Items

Pendant (of Lirana) · a 2″ diameter flat topaz in gold setting, it allowed the casting of Lifekeeping, also allows channeling of healing spells as far away as 100′.
Enchanted Card Deck · Ardan Deck, see Ardor p. 25 for details.
Ring · Yellow sapphire in gold, it is a x5 PP enhancer, allows wearer to administer any herb without the usual preparation; also serves as locator for other Court members to Teleport to Camring in an emergency.
Camring's Special Powers

Spells · 102 PP. x5 PP item. Knows all Base Healer lists to 30th lvl; Channeling Concussion's Ways, Calm Spirits lists to 20th; Nerve Law, Muscle Law, Organ Law, Bone Law, Blood Law lists to 25th, Purification to 10th.
Camring's Lesser Items of Note

Sword of defense, adds 30 to DB, will "dance" to defend him should he be stunned (or worse);
Headband acts as a helm and allows underwater breathing;
Shield which casts either Bladeturn or Deflection lx/rnd, and +20 vs directed spells;
Cloak which casts Invisibility lx/rnd, and 300′ Long Door 3x/day;
Sandals of Water Running.

Caranthir

Lvl: 65. Race: Noldo. Profession: Scout/Rogue. Home: Thargelion (the easternmost part of Beleriand), then to the region of Beleriand of Amras and Amrad, after Nirnaeth Arnoediad in Ossiriand. Aka: The Dark.

RM Stats: Co-104; SD-60; Ag-107; Me-72; Re-90; St-106; Qu-107; Pr-100; In-98; Em-88 **MERP Stats**: Ag-107; Co-104; Ig-90; In-98; Pr-100; St-106. Appearance: 96.

A Noldorin prince, the fourth son of Fëanor. Of all the sons of Fëanor he was the quickest to anger, the most harsh in retaliation of real or supposed affronts, a poor judge of character, and one prone to misunderstandings and missed opportunities. Exemplary in this regard is his underrating of the valor of the Edain and so indirectly increasing the losses of the Haladin; or his unreasoned hatred of the sons of Finarfin thus causing much discord between the Noldor and King Thingol. Naturally, he had quickly taken the awful Oath of Fëanor.

Caranthir was the first Elf to encounter the Dwarves, who at that time were beyond the Ered Luin in the cities of Nogrod and Belegost. As a result of this early encounter, all future trade between the Dwarves and Elves passed through Caranthir's hands, making him and his people very wealthy.

Caranthir was responsible for guarding the difficult eastern front against Morgoth. After the collapse of the front in the Dagor Bragollach, Caranthir then dwelt with his brothers Amras and Amrod. He fought valiantly in the Nirnaeth Arnoediad and was wounded; however, it was Caranthir's allies under Uldor the Accursed, the non-Edain Men of the East, who betrayed the Eldar that day and caused the terrible defeat.

Afterwards, Caranthir with his other most unwise brethren (Curufin and Celegorm) lived a restless, homeless, and destructive life in Beleriand. All three were killed when they assaulted the Menegroth in an attempt to steal the Silmaril fighting against Thingol's heir Dior.

Caranthir's Principal Items

Sword (Caranlhach) · (S. "red leaping flame") +50 red Laen broadsword, does additional heat crits, Firebolt 5x hits +50 5x/daily, Haste X 3/day.
Crossbow (Cubeleg) · (S. "sudden bow") +30 light crossbow, reloads itself (fires every round with no penalty), may be held and fired with one hand, does double concussion hits.
Caranthir's Special Powers

Spells · 195 PP. x5 PP multiplier. Knows Item Lore, Cloaking, Brilliance, Self-Healing, Sense Mastery, and Movement lists to 5th lvl.
Caranthir's Lesser Items of Note

Armor (AT: Pl/20 DB: +45, silent, and unencumbering),
Cloak (+30 DB, +30 hiding, constant Landing True, Leaping 5x/daily),
Full shield +30 (unencumbering),
Helmet (x5 PP Mentalism, permits casting of Mentalism spells, negates 50% of head crits).
Read: Sil 60, 83, 112-13, 124, 145-46, 153, 157, 192-93, 195, 236, 305. See ICE's Court of Ardor 17, 20, 37.

Celebrían

Lvl: 35. Race: Sinda/Noldo. Profession: Bard/Seer. Home: Lórien, Imladris.

RM Stats: Co-80; SD-102; Ag-97; Me-101; Re-98; St-78; Qu-88; Pr-102; In-100; Em-99. **MERP Stats**: Ag-97; Co-80; Ig-100; In-99; Pr-102; St-78. Appearance: 102.

A true Eldarin lady, Celebrían is the only child (apparently) of Celeborn and Galadriel, the wife of Elrond, and the mother of Elladan, Elrohir, and Arwen Evenstar.

Tragically, Celebrían travelling party was ambushed on a trip from Imladris to Lórien and overwhelmed by Orcs of the Misty Mountains. Though she was rescued fairly soon by her sons and healed of poisoned wounds by Elrond, she suffered so that she became weary of Middle-earth and sailed over the Sea within a year.

Celebrían was gentle, peaceful, kind and quiet. Naturally, from her lineage she is noble in bearing, tall (6′5″) and blonde. But she does not care for things of violence: weapons or armor or war. Nor does she carry herself with the arrogance or pride of so many in her family. Rather she is meek and unobtrusive. She delights in children, hearth and home, family, gardens, and things of quiet beauty. Often, in the evenings, she delights in taking walks or swimming in the ponds and streams of blessed Imladris.

Celebrían Special Powers

Spells · 70 PP. x7 PP multiplier. Knows all Seer base lists to 30th lvl, all Open and Closed Mentalism to 20th lvl.
Celebrían Lesser Items of Note

Silver or white gowns (+30 DB, +20 moving maneuvers, +25 S/H),
+30 silver Laen dagger,
x7 PP Mentalism golden rod (non-attack spells do not fumble, store 3 spells up to 20th level, Seer spells ranges multiplied x5, Displacement III 3x/daily).
Important Dates

T.A. 100 marries Elrond, T.A. 2509 captured and tormented by Orcs, T.A. 2510 leaves for the Undying Lands.

Read: LotR 300, 486; LotRIII 401, 456, 459

Celeborn

Lvl: 40. Race: Teleri (Sinda). Profession: Warrior/Fighter. Home: Doriath in Beleriand; Lórien.

RM Stats: St-100; Qu-101; Em-82; In-96; Pr-100; Ag-99; Co-101; Me-96; Re-97; SD-95. **MERP Stats**: St-100; Ag-99; Co-101; Ig-96; It-96; Pr-100. Appearance: 100.

A kinsman of Elu Thingol ("Greycloak"), Celeborn was a Sinda of royal blood. He met Galadriel when she came to Doriath in the First Age to learn from Melian the Maia. There they lived together until that land was overrun, and they fled eastward over the Blue Mountains.

After the fall of Beleriand, he and Galadriel went east of the Blue Mountains and established the realm of Eregion. With his wife he ruled Eregion until Celebrimbor led a bloodless uprising against them. But when Galadriel went to Lórinand, Celeborn remained behind in Eregion, refusing to pass through the Dwarven-city. He remained there for many years, living in a fortified country house, taking no part in the affairs of Ost-in-Edhil.

Galadriel, disappointed but no doubt unsurprised by this turn of events, led a contingent of her followers east, passing through Moria into Lórinand.

Although Celeborn's history is not as illustrious as Galadriel's, he is accounted wise, even among the Eldar, having lived for many thousands of years and seen many things both good and evil.

Celeborn's Special Items

Long Sword · Ithilnaur alloy, +45, Of Slaying Orcs.
Mithril Plate · Ithilnaur alloy protects as full plate: AT 20 (-30) but wears as AT 13.
Longbow · +30 to hit, fires every round without penalty, strung with Elf-hair (will not break), 2x normal range.
Ring · gold, set with an emerald, +30 to DB.

> *Read LotR 1457, etc., 458-62, etc. LotR II 54–55, 88. LotR III 309-25. See ICE's Lórien, 27–28, 56.*

Celebrimbor

Lvl: 50(65). Race: High Noldo. Profession: Mage/Alchemist (Fighter). Home: Originally Beleriand, Nargothrond, then Eregion until his death in S.A 1697. Aka: (S. "Silver Fist"; Q. "Telperinquar".

RM Stats: St-99; Qu-100; Em-101; In-90; Pr-100; Ag-101; Co-98; Me-99; Re-94; SD-76. **MERP Stats**: St-99; Ag-101; Co-98; Ig-85; It-97; Pr-100. Appearance: 100

Among the greatest of the Noldorin Elves, Celebrimbor (S. "Hand of Silver") the Smith was born and lived his early life in Nargothrond, and studied the ways of his grandfather, Fëanor ("Spirit of Fire"). When the War of the Jewels ended, he, with many of his fellows, went eastward over the Blue Mountains. There they founded the realm of Eregion, and he established the Gwaith-i-Mírdain.



Celebrimbor is arguably the second-greatest smith in the history of Middle-earth, surpassed only by Fëanor, who created the Silmarils and the Palantíri. Although Celebrimbor never lived himself in the Undying Lands, he spent many years in Beleriand working with the most illustrious Eldarin smiths, honing his skills. He also has Fëanor's fiery spirit.

A tall Noldo (6′8″), Celebrimbor is also very strong with a large bone structure, giving him a commanding presence. His hair is dark brown; his eyes are a dark, silvery grey. His glance can be as sharp as knives, but often his eyes hold a distant softness, an almost wistful look. It is a poorly kept secret that he loves the lady

Galadriel. As a token of his affection, Celebrimbor forged for her a second Elessar ("Elf-stone"), a powerful item which has the power to stay the wearying effects of time.

In manner the master Smith is soft-spoken, but he has a deserved reputation for impatience with others. Few pupils are bright enough to follow his instruction, and those who are not he has no time to coddle. Celebrimbor is also a basically secretive person; he only shared his techniques of ring making with Annatar grudgingly and in return for considerable knowledge from the Lord of Gifts. Unfortunately for the Smith, Sauron the Maia probably learned more from his mind than Celebrimbor might have guessed. Neither could have achieved as much without the other, but Sauron's efforts — though effective — lacked the subtlety of the Elven works. In the end Celebrimbor was taken by Sauron while desperately defending the gates of his beloved Guild-hall. The Dark Lord tortured him to death trying without success to learn the hiding places of the Three Elven Rings.

Celebrimbor's Principal Items

Lesser Elven Ring · of mithril with a clear gem, +33 to DB, Invisibility once/round, adds 33 to RR's against all realms of Power, acts as a x9 PP enhancer (both may be used), will Haste the wearer at will.
Broadsword (Súlhelka) · (Q. "Icy Wind") A clear Laen (enchanted glass) broadsword with an edge of Eog, +45, it is highly intelligent and empathic, acts as a Holy weapon. It is able to Long Door, instantly appearing in Celebrimbor's hand from as far as 100 miles away. Of Cold, it gives off a chilling mist and delivers a Cold Critical equal in severity to any other critical given. It gives 3x damage to creatures of fire. The wielder is immune to all cold. Súlhelka is also capable of summoning 3x per day the Uttercold, which appears as a stream of blue-white energy, firing from the tip of the sword. It is considered Channeling because of the unusual nature of the power. Items which normally protect the wearer from cold have no effect. The Uttercold may take one of three forms: Transform up to 10,000 cubic feet of water to ice in one round. Deliver a 100′ radius Cold Ball, centered up to 300′ away with no range subtraction and a base +30, x6 concussion hits. Fire the Icy Wind, the concentrated power of the sword aimed at a single target up to 600′ away. Using the Ice Bolt table, it has no range subtraction, a base +90, and delivers x9 damage.
Mithril Chain · improved Ithilnaur alloy protects as full plate (AT 20, +30 to DB) but wears as AT 13.
Amulet · Highly intelligent, it can analyze any material or alloy within 30 feet, stores (and can cast) up to three 10th-level Essence spells/day, and adds +33 to all forging operations.
Celebrimbor's Special Powers

Spells · 350 PP. x9 PP item. Celebrimbor knows all Base Alchemist lists to 50th lvl, as well as the Base Magician Light Law, Wind Law, Ice Law, and Fire Law lists, to 20th. He has all Open and Closed Essence lists to 20th, except Invisibility, Delving Ways, Unbarring Ways, and Elemental Shields, which he has to 50th lvl. Celebrimbor also possesses many researched Alchemy spells beyond the scope of the usual lists.
Celebrimbor's Lesser Items of Note

Composite Bow of Dír-wood and Shaalk, +45 to hit, fires every round without penalty, strung with elf-hair (will not break);
Bowguard of fine leather and Shaalk, +20 to all bowfire, -2 to chance of fumble;
Gloves of Eog and Shaalk which confer total protection of hands and arms from heat, electricity and cold, natural or magical, and allow wearer to work as if not wearing gloves (non-encumbering);
Face shield of Laen, Shaalk and other elements, provides total protection of face and neck from heat, light, electricity and cold, natural or magical (will darken to protect eyes from bright light);
Circlet of mithril and adamant, protects as a full helm, and also has a 50% chance of negating any head or neck critical.

Celegorm

Lvl: 65. Race: Noldo. Profession: Scout/Rogue (Ranger, Animist). Home: Aglon and Himlad, Nargothrond, Ossiriand. Aka: the Fair, the Huntsman of the Noldor.

RM Stats: Co-106; Sd-70; Ag-107; Me-80; Re-90; St-106; Qu-106; Pr-103; In-106; Em-78. **MERP Stats**: Ag-107; Co-106; Ig-88; In-106; Pr-103; St-106. Appearance: 104.

Celegorm was a Noldorin prince, the third son of Fëanor. He was very fair to behold. He was accounted among the close followers of the Vala Oromë and became the most wood-crafty of all the Noldorin Elves. He was also — initially at least — valiant, for he played a heroic part in the first battle against Angband. Additionally, Celegorm was the master of the great hound Huan.

However, it was Celegorm and his closest friend and ally Curufin who were most severely affected by the Oath of Fëanor. They became cunning and evil, greedy and proud. Both became unable to tell friend from foe. Huan left Celegorm to aid Beren and Lúthien, twice even frustrating Celegorm's attempts to abduct Lúthien, and helping her to escape when the twisted Celegorm finally succeeded. Celegorm's greatest evil was done when he attempted to steal the Nauglamír Silmaril in Menegroth. There Celegorm was slain by Dior, Thingol's heir.

Celegorm's Principal Items

Bow (Aracu) · (S. "noble bow") +60, fumbles only on a 1, can fire 2 arrows/rnd with no penalty, ranges 2x normal, arrows fired are "of slaying" Trolls and Orcs.

Celegorm's Special Powers

Spells · 390 PP. x6 PP multiplier. Knows all Ranger base lists to 50th lvl, knows all Animist base lists to 20th lvl.

Celegorm's Lesser Items of Note

Talisman (x6 PP Channeling; +30 to DB, hiding, and moving maneuvers),
Armor (AT:RL/12 DB: +50, unencumbering, no penalties),
Gloves: +40 (acrobatics, tumbling, climbing, and swimming maneuvers);
Boots (constant Limb-running, Sand-running, Stone-running),
Cloak & hood +30 (perception rolls, hiding, negate 50% head crits, protect head as full helm);
Broadsword +45 (green Laen, triple concussion hits, of slaying carnivores, Orcs, and Trolls);
Full shield +35 (green Laen, floats in water, unencumbering).

> *Read Sil 60, 62, 83, 107, 123, 152, 169-70, 172-73, 176-77, 192-93, 195, 236, 305*

Círdan

Lvl: 60. Race: Sinda. Profession: Animist/Cleric. Home: Falas, the Isle of Balar, Grey Havens, the Undying Lands. Aka: (S. "ship maker").

RM Stats: Co-96; SD-103; Ag-99; Me-106; Re-103; St-96; Qu-102; Pr-101; In-108; Em-98. **MERP Stats**: Ag-99; Co-96; Ig-103; In-108; Pr-101; St-96. Appearance: 96.



Círdan

One of the wisest and most heroic in spirit of all the Elves. Círdan was an Elf of the Teleri, of the family of the Sindar. He stayed in Middle-earth on the shores of the Falas at the urging of the Maia Ossë. Círdan and his people were thus called the Falathrim ("coast dwellers"). Círdan was both a great mariner and shipwright.

Círdan avoided all of the terrible quarrels between the Noldor and Sindar. He was close to Elwë and Finrod. Most often he guarded the coasts from any naval assault issued from Angband. He was on the field of battle at least once when he led a seaborne force to relieve Fingon dangerously beleaguered in Hithlum. He was entrusted with the Elvish ring of power Narya the Great, the Ring of Fire (later given by him to Gandalf). Círdan was in the host with Gil-galad at the side of the last King of Lindon, and sorrowed as Gil-galad fell to Sauron.



In the First Age, Círdan dwelt in the Falas until it was overrun. Then he remained hidden with his people on the Isle of Balar. During the Second and Third Ages Círdan was Lord of the Grey Havens, where he supervised the construction of many great ships. At the end he sailed west himself on the last ship to leave Endor.

Círdan was tall (7′4″). He has a most unusual physical trait for an Elf in that by the end of the Third Age he began to look old and grew a long white beard. He was a member of the White Council and was revered for his legendary wisdom. His ships were among the finest ever built, white in color.

Círdan's Principal Items

Armor (Gaerennon) · (S. "sea armor" or "sea cloak") AT:Ch/16 DB: +45, mithril and blue Laen, no maneuver penalties, unencumbering, floats in water).
Bracers (Ossanna) · (S. "gift of Ossë"), white Eog and mithril bracers, Alkar at will, x8 PP all realms, +30 on all ship and water maneuvers, allows use of Water Law to 50th and Liquid Alteration (Mystic base spell list) to 30th lvl.
Sphere (Gaergil) · (S. "sea star") clear Laen sphere (F diameter), +50 Navigation rolls, casts Weather Mastery at 100th level using the caster's PP).
Ring (Sulrostur) · (S. "master of wind and foam"), mithril ring with a large star sapphire: may independently control the "wind in the sails" of up to 1 mph/lvl for up to 1 ship/lvl. Ships must be visibly seen.
Ring (Narya the Great) · the Elven Ring of Fire, through the Second Age until T.A. 1000. For stats see the Article on Gandalf.
Círdan's Special Powers

Spells · 420 PP. x8 PP multiplier. Knows all Cleric and Animist base lists to 50th lvl, all Open and Closed Channeling lists to 20th lvl.
Círdan's Lesser Items of Note

Full shield +35 (unencumbers, floats in water);
War Hammer +45 (Ithilnaur, floats in water, does additional Impact and Unbalancing crits, if used to parry and the parry strikes casts a 30th level Weapon Slayer),
Heavy crossbow +35 (floats in water, may be fired every round without penalty).

> *Read Sil 58, 92, 96, 120, 128, 196, 212, 244, 246, 247, 254, 298, 299, 300, 304; LotRI 315, 320; LotRIII 383-84, 396, 397*

Curubor*

Lvl: 24. Race: Noldo. Profession: Scout/Rogue. Home: Mirisgroth. Aka: (S. "Clever Hands"); Persuvious.

RM Stats: St-101; Qu-101; Em-78; In-64; Pr-96; Ag-100; Co-99; Me-89; Re-85; SD-96. **MERP Stats**: St-101; Ag-101; Co-99; Ig-90; It-64; Pr-96. Appearance: 93.

Serving the Monk in Mirisgroth, Curubor's position in the Court of Ardor was primarily as a consultant on various devices and installations. Second only to Morthaur in his understanding of mechanical contrivances such as elaborate traps and locks, he was constantly in demand.

Curubor stood 6′5″ tall, with the classic Noldorin black hair and brown eyes.

Curubor's Principal Items

Enchanted Card Deck · Ardan Deck, see Ardor p. 25 for details.
Curubor's Lesser Items of Note

Long Kynac +30, mithril/Eog alloy;
Main gauche, +30, can parry up to three foes simultaneously;
Kynac +30, 150′ throwing range without penalty;
Longbow compact, +25.

Curufin

Lvl: 75. Race: Noldo. Profession: Mage/Alchemist (Rogue). Home: born in Valinor, then went to Middle-earth: dwelt in Himlad with Celegorm before the Dagor Bragollach, then Nargothrond, then Menegroth.

Aka: the Crafty.

RM Stats: Co-100; SD-50; Ag-104; Me-100; Re-107; St-103; Qu-105; Pr-101; In-94; Em-108. **MERP Stats**: Ag-104; Co-100; Ig-108; In-94; Pr-101; St-103. Appearance: 100.



Curufin

Curufin was the fifth son of Fëanor and most like him in skill and disposition. Next to his father, he was the greatest craftsman of all the Noldor and could have been a great help to his kin. He was also known as a wonderful rider. However, he was the most evil of the Noldor, being overwhelmed with ruthlessness, arrogance, pride, and the terrible Oath of Fëanor. The extent of his crimes was great: with Celegorm he twice attempted to abduct and imprison Lúthien herself; they dominated the councils of Nargothrond and drove out the rightful king Finrod; they finally succeeded in capturing Lúthien but Huan the hound of Valinor set her free and the two went to aid Beren. In their most foul act they attacked Menegroth to take the Silmaril committing more murders in the process. They were both slain by Dior.

Curufin's Principal Items

Knife (Angrist) · (S. "Iron Cutter") +75 Black Eog dagger made by Telchar of Nogrod, cuts iron easily, 4x concussion hits, raise criticals one degree (A becomes B, B becomes C, etc., E becomes E plus A), bleeding hits are doubled in severity. This dagger was eventually taken from Curufin by Beren.
Longknife (Durcarak) · (S. "Dark Fang") +45 black Eog dagger, hits as a broadsword (2x concussion hits), Slaying vs Elves, casts Speed 3x/daily. Curufin uses this dagger after he loses Angrist.
Lesser Elven Ring · +33 DB, invisibility once/rnd, +33 levels to RR's vs all realms of power, x9 PP enhancer.
Tabard (Naramba) · (Q. "Fire-shield") a sleeveless tunic for alchemy and other exercises identical to Fëanor's. Naramba is cunningly woven of fine cloth as well as Shaalk and Laen filaments. The garb acts as AT:Pl/20 DB: +66 and gives total protection from heat, electricity, or cold, magical or non- magical. The tunic also allows free use of the Fire Law list to 50th lvl. Its natural color is a soft, shimmering grey, but when defending against attack (it does so automatically) it becomes a brilliant reflective silvery field enveloping Curufin's entire body (treat as Alkar). The tunic does not encumber at all.
Bracelets · Also identical to Fëanor's, they are matched wrist guards of mithril, Shaalk and Laen, protecting the hands and arms from the elements in the same manner as the Naramba.
Alchemy Tools · +50; forge, bellows, etc.

Amulet · blood ruby set in mithril/Laen, highly intelligent, can analyze any material or alloy within 33 feet, +33 to all forging operations, can store (and cast) up to 6 20th-level Essence spells, if the wearer concentrates the amulet may attempt to absorb any spell attack thrown at the wearer (50th level to resist) and pass the power points of the spell to the wearer and let him know what spell was thrown.
Curufin's Special Powers

Spells · 525 PP. x9 PP multiplier. Knows all Alchemist base lists to 50th (and some beyond), knows all open and closed Essence to 50th lvl, knows Fire Law and Wind Law to 50th lvl.

> *Read Sil 60, 83, 123, 152, 169-70, 172-73, 176-77, 192-93, 195, 236, 305.*

Daeron

Lvl: 90. Race: Sinda. Profession: Bard/Mystic (Bard). Home: Doriath, eastern Middle-earth. Aka: (S. "Shadowed").

RM Stats: Co-87; SD-96; Ag-104; Me-103; Re-101; St-88; Qu-102; Pr-109; In-97; Em-107. **MERP Stats**: Ag-104; Co-87; Ig-102; In-97; Pr-109; St-88. Appearance: 103.

Daeron was a Sindarin Elf and is considered to have been the greatest of all Elvish minstrels. He was the loremaster and bard of King Thingol. Daeron fell deeply in love with Lúthien, and twice betrayed her to Thingol in the matter of Beren. When Lúthien finally escaped Hirilorn, Daeron wandered off in despair to seek her. Eventually he came to Eastern Middle-earth where for many, many years he sang his love and loss of Lúthien. Daeron finally disappeared in the knowledge and history of the Elves and his fate is entirely unknown. Perhaps he later dwelt for a time at Lond Daer, the ruins at the mouth of the Greyflood river, marked on some maps of Middle-earth.

Daeron may be assumed to have been an extremely passionate, deft, and skillful individual as no one compares with him musically in Middle-earth. His melodies were inspired by Lúthien's beauty. Further to his credit is his reworking of the ancient Grey-elven runic alphabet. This writing, the Cirth, is probably the oldest form of common writing in Middle-earth as it was widely used by the other races.

Daeron's Principal Items

Harp (Tinculin) · (S. "Dream Harp" or "Dream Lute") x9 PP for Mentalism, +1/lvl to Bard base spell attack rolls (maximum of 40), Bard spells with duration of concentration last 1 rnd/lvl, Bard spell ranges increased x10.
Cloak (Daecollo) · (S. "Shadow Cloak"), +50 to DB, S/H, moving maneuvers.
Daeron's Special Powers

Spells · 540 PP. x9 PP multiplier. Knows all Bard base lists to 50th lvl, 3 Mystic Base lists (Confusing Ways, Hiding, Mystical Change) to 50th lvl, 5 Open or Closed Mentalism or Essence lists.
Daeron's Lesser Items of Note

Rapier +45 (mithril, when it inflicts a critical result it casts Sleep spell at level 30, sleep for 1 rnd/10% failure, double bleeding results);
Armor (AT:Pl/17 DB: +50, encumbers as AT:RL/9, silent);
Kynac +25 (hits as +40 rapier, 3x normal concussion hits, returns to thrower the following round).

> *Read Sil 95, 113, 166, 172, 183, 357; LotRIII 493.*

Denethor

Lvl: 45. Race: Sinda. Profession: Warrior/Fighter. Home: Ossiriand.

RM Stats: Co-101; SD-98; Ag-103; Me-90; Re-92; St-104; Qu-104; Pr-102; In-93; Em-88. **MERP Stats**: Ag-103; Co-101; Ig-92; In-93; Pr-102; St-104. Appearance: 93.

Denethor was a Sindarin Elf-lord, of the Laiquendi of the Nandor. He was the son of Lenwë who forsook the main Teleri host and left with his following into parts unknown. As the Eastern Lands became more perilous, Denethor led the remaining Elves across the Ered Luin into Beleriand. He was reacquainted with the Sindar and was given Ossiriand to dwell in, the Land of Seven Rivers.

Denethor and the Laiquendi provided some desperately needed help for their allies in the First Battle of Beleriand, but he and his people died in battle in a legendary heroic stand. Such was inevitable in view of the Laiquendi's lightness of armor and weaponry, the iron weapons of the Orcs, and the vast numbers of the enemy which assailed them on Amon Ereb.

Denethor's Special Powers

Spells · 45 PP. x3 PP multiplier. Knows Nature's Law to 10th lvl, Lofty Movements and Weather Ways to 5th lvl.

Denethor's Lesser Items of Note

Armor (AT:SL/8 DB: +30, does not encumber, no penalties);
3 javelins +25 (Mallorn, Haste X 3/day, double concussion damage);
Short bow +25 (Mallorn, fires 2 arrows/rnd with no penalty);
Normal shield +20.

Dior

Lvl: 100. Race: Half-elf. Profession: Bard/Magician (Fighter). Home: Tol Galen, Doriath lvl, Menegroth. Aka: AraneI (S. "The Beautiful"), Eluchil (S. "Thingol's Heir").

RM Stats: Co-105; SD-88; Ag-106; Me-95; Re-99; St-107; Qu-107; Pr-105; In-90; Em-104. **MERP Stats**: Ag-106; Co-107; Ig-104; In-90; Pr-105; St-107. Appearance: 106.

The son of Beren and Lúthien, Dior was extremely beautiful, having the blood of three great races within him: Maïar, Edain, and Eldar. He was Thingol's heir. After Lúthien died the second time, the Nauglamír came to Dior. Inevitably, he was unable to resist its beauty, and wore it with the Silmaril. With the Nauglamír and Silmaril about him he was the most beautiful of all the children of Eru. Those who coveted the Silmaril who dared not to take it from Lúthien now moved against Menegroth. Thus, came no less than three sons of Fëanor: Celegorm, Curufin, and Caranthir. Dior's great might in combat and in magic is demonstrated in the outcome of the tragic battle for he slew all three Noldorin princes but was also slain himself.

Dior had married a kinswoman of Thingol named Nimloth and conceived three children by her: Eluréd, Elurin, and Elwing the White. Dior himself was tall (7′8″) and had the fair complexion and silver hair of his father.

Dior's Special Powers

Spells · 500 PP. x8 PP multiplier. Knows all Magician base lists to 50th lvl, all Open and Closed Essence to 20th lvl.

Dior's Lesser Items of Note

Armor (AT: Pl/20 DB: +60, unencumbering, constant Alkar, permits Essence casting with no penalties);
Full Shield +45 (mithril and Laen, floats and dances to defend wielder);
Two handed sword +60 (may be wielded with one hand, triple concussion hits, Holy, additional Impact and Unbalancing criticals, when wielded with two hands does 5x concussion damage and slays weapons or shields at 30th level);
Three daggers +45 (mithril and Laen, hit as swords, use long bow ranges, may Long Door back to wielder's hand within 5000′, causes additional Cold and Unbalancing criticals);
Ring (emerald adamant and gold Laen, x8 PP any realm, point of return for daggers, gives control of shield, store 3 spells/day simultaneously of any level).

Important Dates

Born in the late 5th Century 1.A., died very early in the 6th Century 1.A.

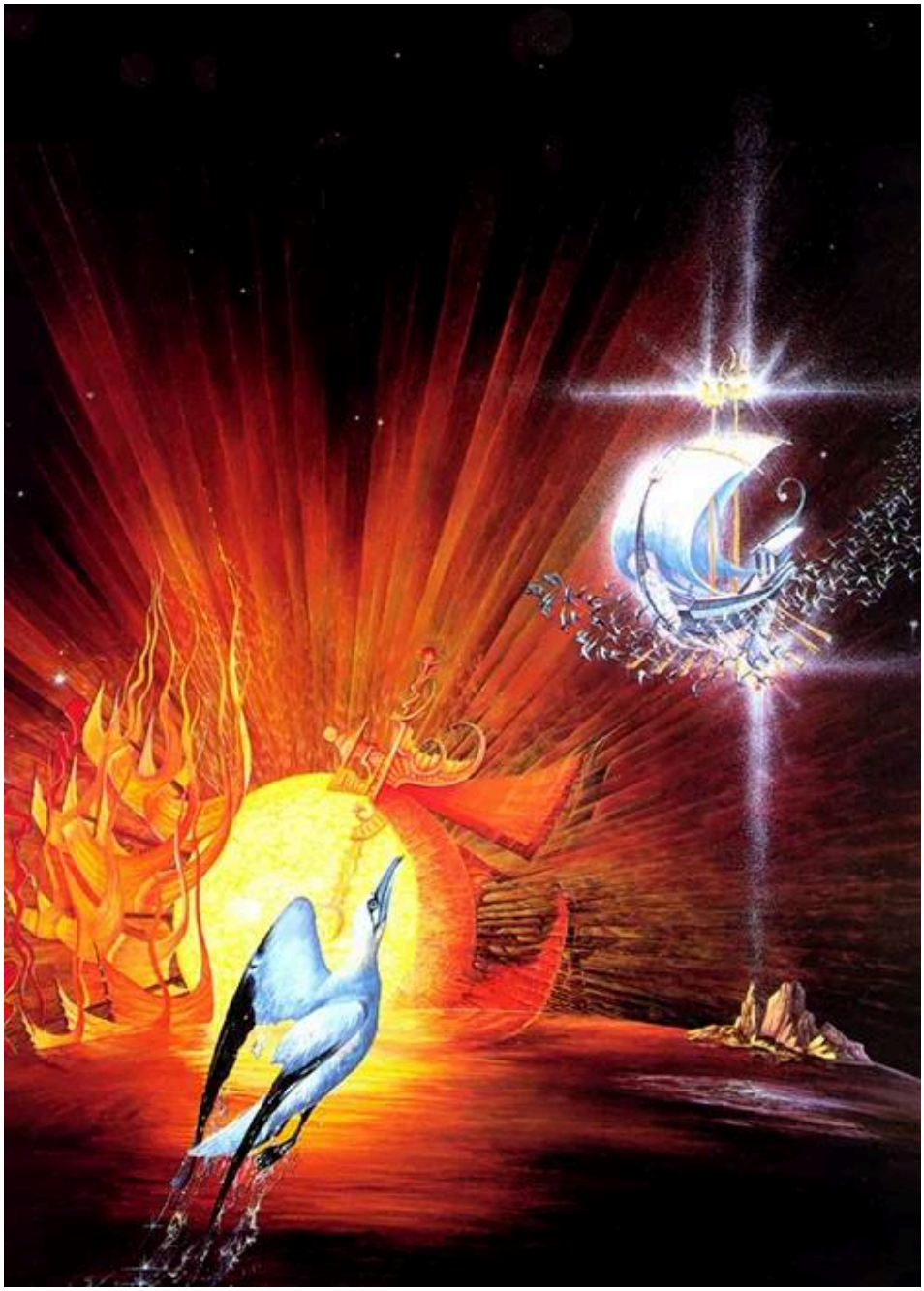
> *Read Sil 188, 234, 235-36; LotRI 261.*

Eärendil

Lvl: 100. Race: Noldo/Adan. Profession: Warrior/Fighter. Home: Gondolin, finally the Heavens. Aka. (Q. "Lover of the Sea").

RM Stats: St-102; Qu-101; Em-105; In-105; Pr-104; Ag-102; Co-103; Me-100; Re-100; SD-105. **MERP Stats**: St-102; Ag-102; Co-103; Ig-100; It-105; Pr-104. Appearance: 105.

Eärendil, the son of Tuor and Idril (daughter of Turgon), escaped the sack of Gondolin to marry Elwing (daughter of Dior, who was the son of Beren and Lúthien). With the aid of one of the Silmarils given to him by Elwing, he sailed to Aman to plead with the Valar for aid against Morgoth. Manwë found sympathy, and gathered the Ainur for a last march into Endor to cast down the Black Enemy. In the end, Eärendil, was destined to ride in a great ship forever across the sky, the Silmaril bound on his brow. For the War of Wrath, he came down to do battle with the dragons of Thangorodrim and slew Ancalagon, lord of the Winged Drakes. His line continued in the persons of Elrond and Elros.



Eärendil's Principal Items

Bow (Cuthalion) · ("Strong Bow") +90 Elven Longbow, it was the instrument of Ancalagon's demise. Holy, it had triple the normal range and no distance subtractions. It was reputedly fashioned of Mallorn wood.
Silmaril · When borne by Eärendil the Silmaril was absolved of its injurious qualities (perhaps by the grace of Varda). All of the powers of the Channeling Light's Way list, Mentalist Brilliance list, Astrologer Starlights, and Essence Light Law (and beyond) are at the disposal of this wielder of the Silmaril. It burned away the mists which guarded the Undying Lands, allowing Eärendil to find Aman.

> *Read Sil 122, 177, 298–300, 302, 304-9, 312, 315, 319-22, 325, 334, 341, 345, 348, 354.*

Eärwen

Lvl: 115. Race: Teler. Profession: Animist (Astrologer). Home: Tirion. Aka: (Q. "Sea-lady").

RM Stats: Co-96; SD-101; Ag-102; Me-100; Re-99; St-98; Qu-103; Pr-104; In-105; Em-103. **MERP Stats**: Ag-102; Co-96; Ig-103; In-105; Pr-104; St-98. Appearance: 103.

An Elda of the Teleri, she was the daughter of Olwë and wife to Finarfin (a Noldo). She bore Finarfin five children: Finrod, Orodreth, Angrod, Aegnor, and Galadriel. Eärwen was the niece of Elwë Thingol and so through her the children could claim kinship with Thingol Greycloak.

Eärwen's Principal Items

Robes of Aman · naturally silvery-white in color, protect as AT: Pl/20 DB: +30, Cast Mystic Base spell Displacement V at a thought, add 100 to hiding (chameleon properties), makes wearer impervious to all heat or cold.
Staff of Light · (Mallorn, golden mithril, and an adamant ruby), xl2 PP any profession, acts as a spear +88 (Holy, additional Heat, Electric, and Unbalancing criticals), casts Lightning Bolt 18x/day (+88, 8x concussion hits).
Crown (Alquanna) · (Q. "Swan's Gift"), wreath crown made of twigs from the Two trees and swan plumes, wearer may take the form of a giant swan for 88 hours/week, +45 DB, constant Alkar, protects head as a full helm, negates 50% of head criticals, casts Swimming True (Lvl 11 Moving Ways) for 8 hours/day.
Eärwen's Special Powers

Spells · 575 PP. xl2 PP multiplier. Knows all Astrologer base lists to 50th lvl, all Open and Closed Channeling and Mentalism lists to 20th level.

> *Read Sil 60, 111, 305, 306.*

Ecthelion (of the Fountain)

Lvl: 50. Race: Noldo. Profession: Warrior/Fighter. Home: Gondolin.

RM Stats: Co-107; SD-106; Ag-104; Me-94; Re-93; St-109; Qu-104; Pr-102; In-99; Em-90. **MERP Stats**: Ag-104; Co-107; lg-93; In-99; Pr-103; St-109. Appearance: 101.

Ecthelion was tremendously strong and stalwart, outdone only by the greatest kings and princes among the Elves. Likewise, his courage and strength of will were such that he could stand before Gothmog. He was tall (7′3″) but was most distinguished by a herculean physique uncommon among the Elves.

A mighty warrior, Ecthelion was a captain of Gondolin, the guardian of the innermost gate, and one of Turgon's two chief lieutenants. However, he is best remembered for the remarkable feat of slaying Gothmog, the Lord of the Balrogs, in single combat. In that contest Ecthelion also died.

Ecthelion's Principal Items

Helm (Elmirthol) · (S. "Helm of the Star Jewel"), a mithril full helm with an adamant diamond set upon a silver spike, mithril, constant Alkar, negates 50% of head crits, wearer cannot be stunned, transparent blue Laen faceplate, casts Commune True x/day.
Armor (Rilennon) · (S. "Brilliant Armor"), AT: Pl/20 DB: +88, unencumbering, all shining mithril, constant Utterlight V, wearer cannot fumble maneuvers, acts as True Armor (Elemental Shields lvl 50).
Cloak (Celebcollo) · (S. "Silver Cloak"), +44 to DB and maneuvers, constant Displacement III, Haste X 3 x/day.

Battle Axe (Kirrauko) · (S. "Demon Cleaver"), +50 2-handed Battle Axe, of slaying minions of Morgoth (demons, Orcs, Trolls, dragons, undead), Holy, additional Electric and Unbalancing criticals.
Shield (Tinmirthalion) · (S. "Shield of Sparkling Jewels"), full shield +45, floats before wielder to protect, weapon striking shield must save vs a 20th level weapon slaying, casts Spell Bending True 5x/day.
Ecthelion's Special Powers

Spells · 100 PP. x3 PP multiplier. Knows Detection Mastery, Light's Way, Purification, and Concussion's Ways to 10th lvl.
Ecthelion's Lesser Item of Note

Dagger +30 (5x/ranges).

> *Read Sil 194, 239, 242; UT 46, 50–51, 55–56.*

Edrahil

Lvl: 70. Race: Noldo. Profession: Warrior/Fighter. Home: Nargothrond.

RM Stats: Co-103; SD-95; Ag-102; Me-90; Re-103; St-104; Qu-101; Pr-100; In-98; Em-96. **MERP Stats**: Ag-102; Co-103; Ig-103; In-98; Pr-100; St-104. Appearance: 99.

An Elf of Nargothrond, Edrahil was the leader of the loyalists who refused to forsake their allegiance to King Finrod Felagund. Edrahil very perceptively persuaded Finrod to turn his crown and throne over to Orodreth (his own brother) instead of simply casting the authority away. Then he and ten others accompanied Finrod as he went with Beren and Lúthien on the quest of the Silmaril. Of his later fate nothing is known except that he probably perished with Finrod in the pits of Sauron, Tol-in-Gaurhoth.

Edrahil's Lesser Items of Note

Armor (AT: Pl/20 DB. +45, minimum penalty only 20);
War hammer +45;
Full shield +30;
Light cross-bow (may fire every round without penalty).

> *Read Sil 170, 172, 174.*

Elemmírë

Lvl: 90. Race: Vanya. Profession: Bard (Seer). Home: Aman. Aka: (Q. "Star-jewel").

RM Stats: Co-88; SD-106; Ag-98; Me-107; Re-106; St-84; Qu-89; Pr-107; In-106; Em-102. **MERP Stats**: Ag-98; Co-88; Ig-107; In-106; Pr-107; St-84. Appearance: 106.

An Elda of the Vanyar, this minstrel wrote the Aldudénië known to all the Eldar. The song laments the grievous tale of the destruction of the Two Trees by Morgoth and Ungoliant.

Elemmírë's Special Powers

Spells · 540 PP. xl2 PP multiplier. Knows all Seer and Bard base lists to 50th level, all Open and Closed Mentalism lists to 50th level.
Elemmírë's Lesser Items of Note

Robes of Aman (AT: Pl/20 DB: +30, hiding +100, Displacement V);
Cloak of Mists (+33 DB, maneuvers, silence at will),;
Dagger +35 (casts 50th level Sleep spell when it delivers a critical, for 1 rnd/10% failure);
Harp (x12 PP Mentalism, Cast Shifting, Mind's Door, and Movement lists to 50th level using the wielder's power points).

> *Read Sil 76.*

Elenwë

Lvl: 65. Race: Vanya. Profession: Animist/Astrologer. Home: Tirion, Gondolin.

RM Stats: Co-80; SD-103; Ag-90; Me-104; Re-98; St-78; Qu-88; Pr-106; In-106; Em-99. **MERP Stats**: Ag-90; Co-80; Ig-98; In-106; Pr-106; St-78. Appearance: 105.

An Elda of the Vanyar, Elenwë was the wife of Turgon and the mother of Idril. She perished during the terrible Crossing of the Helcaraxë.

Elenwë's Special Powers

Spells · 390 PP. x7 PP multiplier. Knows all Astrologer base lists to 50th lvl, all Open Channeling and Mentalism lists to 10th lvl, all Open Channeling and Mentalism lists to 20th lvl.
Elenwë's Lesser Items of Note

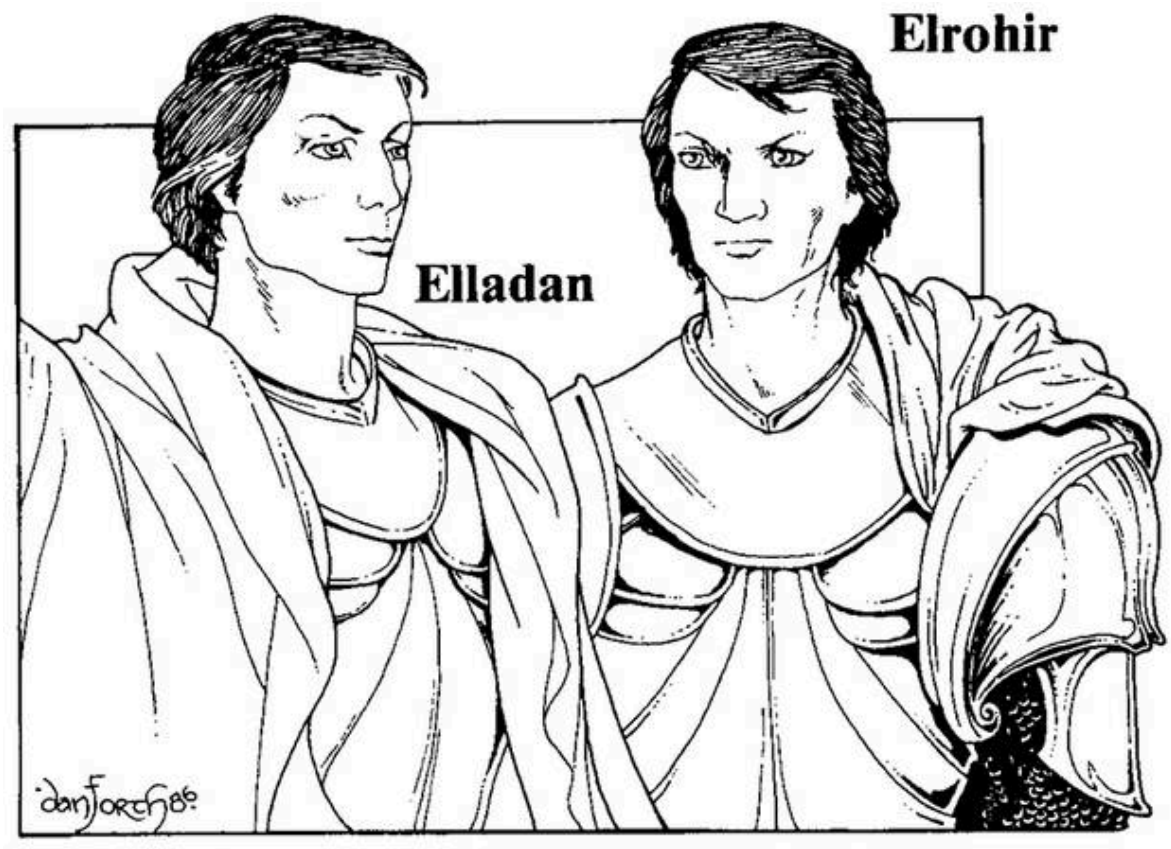
Robes of Meditation (x7 PP any realm, +30 DB, either +50 S&H or Alkar at will);
Jeweled Headband (mithril and star-jewels, +30 DB, x7 ranges on Astrologer information and communication spells, wearer heals 3 pts/min outside under a star-lit night sky);
Bright Staff (+50 OB, allows free use of Light's Way and Repulsions lists to 50th using wielder's power points).

> *Read Sil 90, 136.*

Elladan

Lvl: 25. Race: Half-elf. Profession: Ranger. Home: Imladris, and away on many campaigns. Aka: (S. "Elf-man").

RM Stats: Co-98; SD-100; Ag-102; Me-97; Re-100; St-101; Qu-102; Pr-98; In-103; Em-94. **MERP Stats**: Ag-102; Co-98; Ig-98; In-103; Pr-98; St-101. Appearance: 99.



Elladan & Elrohir

Elladan was one of the twin sons of Elrond and Celebrían (the other being Elrohir). Like his brother, he swore vengeance against all Orcs when Celebrían was captured and held. The brothers succeeded in rescuing their mother but never forgot her suffering and hunted Orcs relentlessly thenceforth.

Elladan and Elrohir demonstrated their thoroughly heroic and wise characters often in the War of the Ring. They rode to the north with the Dúnedain to aid Aragorn; they accompanied him through the Paths of the Dead, and fought their way to Pelargir. They sailed from there with the host of Lebennin and Langstrand and arrived at a critical time during the battle of the Pelennor Fields.

In addition to these mighty exploits, both were permitted to sit in on the councils of the Lords of the West and may have even been considered lords themselves.

The brothers were Half-elves and so had the same choice as that of Elros and Elrond: human life and mortality, or Elvish life with immortality. They eventually chose to remain with the Dúnedain into the Fourth Age after Elrond had departed over the sea, choosing mortality along with their sister Arwen.

Elladan and Elrohir's Principal Items

Swords · Gurthdur (S. "Death of the Dark;' Elladan's) and Gordur (S. "Dread of the Dark" Elrohir's), sister swords, +20 mithril, of slaying Orcs and Trolls, glows cold blue in vicinity of Orcs (dim within 100′; very bright within 100′); casts Haste X on wielder 3x/day.
Bows · Cubragol (S. "Sudden Bow", Elladan's) and Cucaran (S. "Red Bow" Elrohir's), sister bows, tasarung and Ogamur +25 bows, fire every round with no penalty, all ranges are tripled, concussion hits are doubled, silent.
Cloaks (Menelcollo) · (S. "Cloaks of the Sky") add 30 to DB, continuous Landing True, Great Leap 5x/daily, normally sky blue but change color to that of surroundings if desired (+50 hiding), cloaks allow gliding from heights (drop 100′/rnd and sail 100′/rnd) as often as desired (requires a high point to drop from).
Elladan and Elrohir's Special Powers

Spells · 100 PP. x4 PP multiplier. Knows all Ranger base lists to 20th and 4 Open Channeling to 10th lvl.
Elladan and Elrohir's Lesser Items of Note

Plate armor of deep blue steel and mithril (AT:Pl/20 DB: +20, has only a 20 minimum maneuver penalty); Ring (x4 PP. can move without leaving footprints or sounds continuously).

> *Read LotR I 39, 300; LotRIII 60, 389, 456, 468.*

Elrohir

(S. "Star-rider") Twin brother of Elladan. Same stats and equipment.

Elrond

Lvl: 65(85). Race: Elda/Adan/Maia. Profession: Animist/Cleric (Bard, Lay Healer, Fighter). Home: Originally Beleriand, then Lindon in the Second Age until around 1693-97, when he established Imladris ("Rivendell"). Aka: (S. "Star Dome").

RM Stats: St-98; Qu-100; Em-100; In-101; Pr-102; Ag-99; Co-102; Me-102; Re-101; SD-93. **MERP Stats**: St-98; Ag-99; Co-102; Ig-101; It-101; Pr-102. Appearance: 105



Elrond

Elrond and his brother Elros were the first of the Peredhil ("Half-elven"), the sons of Eärendil the mariner and Elwing the White. Technically, however, they were a mixture of Maia, Eldarin, and High Edain, being descended from Melian and Thingol, Beren and Lúthien. Because of their mixed immortal and mortal

lineage, the Valar gave Elrond and Elros the choice: to be immortal as the Elves, or to eventually die as men do, the soul departing to a place only Mandos knows. Elrond chose to live as the Firstborn, the endless, ageless life of the Elves.

Elrond served as Gil-galad's herald, both in Beleriand and in the early days of the Second Age, when the latter became King of Lindon. Soon after the beginning of the War of the Elves and Sauron, Gil-galad sent Elrond with a force to aid Celebrimbor. The Dark Lord, enraged that the Noldor were not enslaved by the One Ring, assaulted Eregion and laid siege to Ost-in-Edhil, planning to recover the rings by force. Elrond was not able to save Eregion, but retreated with a number of survivors to a narrow valley along the western side of the Misty Mountains. It was at that time (c. S.A. 1697) that he founded Imladris, the Last Homely House. This refuge, though not a fortress, became a safe haven for Elves and Edain alike for the rest of the Second and the Third Age.



In the War of the Last Alliance, Elrond again went to war by Gil-galad's side, and saw him fall (along with Anarion and Elendil of the Edain) before Sauron. The Alliance was victorious, however, and Elrond was able to rescue the Mightiest of the Three Elven Rings: Vilya, ring of the Firmament. This conflict brought to a close the Second Age.

The Third Age brought much joy and sorrow to Elrond personally, for it saw the birth of his daughter Arwen and twin sons Elladan and Elrohir. But in 2509 his wife Celebrían was ambushed and struck by a poison dart by orcs in the Misty Mountains. Her sons quickly rescued her and Elrond healed her wounds, but she lost the desire to live in Middle-earth. Soon afterwards she took ship to the West.

It was at Rivendell that Aragorn was raised, learning from the greatest Loremaster alive. Elrond could be demanding, however: though he loved Aragorn, he would not allow his daughter to marry any man less than the King of both Arnor and Gondor.

Elrond's influence was also felt at the end of the Age, of course, when he sheltered Frodo. He also presided over the Council where the fate of the One Ring was decided, his wisdom being sorely needed at that time of crisis.

Vilya (Ring of Air)

Mightiest of the Three Elven Rings of Power, it was given to him by Gil-galad just before his departure as co-general of the Last Alliance of Men and Elves against Sauron. As long as Sauron did not possess the One, the holders of the Elven Rings were left free to utilize them to the fullest.

It certainly seems that, despite Rivendell's location in a narrow valley with a concealed entry, it is amazing that the place remained hidden for so long. Sauron's servants were scouring the countryside and yet seemed unable to penetrate the veil about Imladris. Indeed, Rivendell and Lórien held a special, elusive status in Sauron's mind. Surely, he must have been aware of them — and perhaps even suspected that an Elven Ring was at work, yet the Three were so powerful that the Dark Lord was unable to act upon his suspicions.

Vilya's specific powers

Continuous Mystic Base Unpresence; Nondetect spells; Mentalist Inner Wall. These spells can also be enacted with a radius to shield an entire area.
Doubles Resistance level of wearer when resisting the Dark Lord's detection powers.
User may employ a continuous Prayer spell (RR and maneuver bonus) adding +30 to all friends within 30′ or in sight.
+33 to Constitution Bonus and to Defensive Bonus.
Allows wearer free use of the Mentalist lists Gas Manipulation, Solid Manipulation, and Liquid Manipulation to 60th level. Ranges variable but usually 10–100 x normal range listed. For example, Elrond could control the river in Rivendell, and the weather in the entire valley.
All healing done by wearer has one third normal recovery time, and recovery is always complete (with a few exceptions).
Wearer (or whomever he touches) regenerates at the rate of 10 hits/rnd.
Wearer cannot be stunned.
Vilya acts as a x9 PP Enhancer (any profession).
Perhaps more than the other two rings, Vilya is of healing and strengthening. Nenya shielded a land of complete repose — almost retreat; Narya kindled hearts to action. It was in Rivendell where Vilya abode that decisions were made, actions planned. In appearance Vilya is a ring of pure gold set with a large, clear blue sapphire.

Elrond's Principal Items

Sword (Helkaluinë) · (Q. "Shining Blue Ice") +50 broadsword forged in Beleriand, of Ithilnaur with a gleaming edge of clear blue Laen (enchanted glass). It — like many of the weapons made at this time — glimmers with a chill blue light when near Orcs (dimly along the edges within 1000′; bright within 100′). It is also a Holy weapon, Of Slaying Orcs and all creatures of Fire. Helkaluinë is also a weapon of coldfire, giving off an intense cold when desired by its wielder, delivering a Cold Critical whenever another crit is indicated. The sword cannot be fumbled when used by an Elf, and will Haste its wielder at a thought.
Mantle of Doriath · Woven by his ancestress Melian, it is a great cloak of grey cloth which confers the following powers to the wearer at will: Displacement V, Invisibility True, Deflections V, and Blur.

Circlet · Acts as a full helm, also has a 50% chance of simply annulling any head critical. Wearer has continuous Unpresence.
Armor · Fine Ithilnaur chain armor which provided protection equal to AT 18 (-30) but was virtually unencumbering.
Elrond's Special Powers

Healing · The Master of Rivendell had powers which transcend some of the concepts and restrictions in the spell lists. Utilizing the unique combination of Lay Healer and Clerical Healing skills, Elrond was able to perform feats of restoration without equal in Middle-earth.
Spells · 2340 PP. x9 PP item. Elrond knows all Open and Closed Channeling and Mentalism lists to 50th level; he also has at his disposal the Base Bard and Cleric lists to 50th level.
Elrond's Lesser Items of Note

Silver Harp which adds +30 to all Bardic Songs, is always in tune;
Elven Longbow which is +35 and has triple the normal range.

Eluréd

Lvl: 5. Race: Half-elf. Profession: Warrior/Fighter. Home: Menegroth. Aka: (S. "Elu's heir").

RM Stats: Co-103; SD-90; Ag-104; Me-90; Re-96; St-105; Qu-105; Pr-103; In-92; Em-102. **MERP Stats**: Ag-104; Co-103; Ig-96; In-92; Pr-103; St-105. Appearance: 101.

Eldarin boy-child of Dior and Nimloth. Following the assault of the sons of Fëanor on Menegroth he was abandoned with his brother Elurín by the servants of Celegorm. Neither child was heard from again.

Eluréd's Lesser Items of Note

+15 short sword, short bow, target shield, and breastplate (AT:Pl/17).

> *Read Sil 234, 236–237*

Elurín

Lvl: 3. Race: Half elf. Profession: Warrior/Fighter. Home: Menegroth. Aka: (S. "Elu's remembrance").

RM Stats: Co-101; SD-96; Ag-106; Me-90; Re-98; St-103; Qu-106; Pr-101; In-95; Em-100. **MERP Stats**: Ag-106; Co-101; Ig-98; In-95; Pr-101; St-103. Appearance: 100.

Younger Eldarin boy-child of Dior and Nimloth. Following the assault of the sons of Fëanor on Menegroth he was abandoned with his brother Eluréd by the servants of Celegorm. Neither child was heard from again.

Elurín Lesser Items of Note

+5 short sword and short bow.
Also uses target shield and breastplate (AT: Pl/17).

> *Read Sil 234, 236-37*

Elwë Singollo

Lvl: 50 (120) Race: Sinda. Profession: Warrior/Fighter. Home: first Doriath in Beleriand, then the cave palace Menegroth by the enchanted river Esgalduin. Aka: originally Sindacollo, Thingol (S. “Greycloak”).

RM Stats: Co-103; SD-104; Ag-107; Me-100; Re-103; St-107; Qu-107; Pr-105; In-102; Em-105. **MERP Stats**: Ag-107; Co-103; Ig-105; In-102; Pr-105; St-107. Appearance: 101.



Elwë Singollo

Elwë was the King of the Teleri, the third and last yet most populous of the families of Elves. He was also considered the High King of the Elves east of the sea. Though he loved Valinor his fate became inextricably bound to Middle-earth for he became enchanted with love for Melian the Maia. While he wandered love-struck through the forests of Middle-earth, his brother Olwë led the Teleri over the sea. A few who did not think Elwë dead remained. When he found these, he remained with them and renounced ever returning to the Undying Lands.

Melian took human form, married Elwë, and bore him the lovely daughter Lúthien Tinúviel. For many years he ruled Doriath by his own great wisdom and the tremendous guidance and foresight of Melian.

Suspicion developed between the Noldor and Elwë when the Noldor did not recognize Elwë’s high kingship — and so his order not to interfere in the affairs of the Teleri. Elwë would have nothing to do with the House of Fëanor after the kinslaying, forbade the use of Quenya in his realm, and would not permit any Edain to enter the kingdom. Thus, his domain prospered for many years.

Elwë’s doom came about because he attempted to prevent the marriage of Lúthien to the heroic Adan Beren by demanding a Silmaril as the bride-price. However, after great and terrible adventure, Beren remarkably obtained a Silmaril and brought it to Elwë. Thus, Elwë’s doom was sealed. He managed to hold off the hosts of Fëanor but he could not hold off the beauty of the jewel which entrapped him. When he set

the Silmaril in the Nauglamír (a Dwarvish present received from Húrin) and displayed it before those with less resistance to its beauty than he, the Dwarves coveting the Silmaril slew him.

Elwë was considered a Calaquendi because he was the only Sinda to have seen the two trees. He was the tallest of Eru's children, stretching to an unprecedented 8′2″. He had beautiful silver hair. He was usually cautious and wise, but he could be very proud and angry when he encountered injustice.

Elwë's Principal Items

Sword (Aranrûth) · (Q. "King's Wrath") the great broadsword of Elwë in Doriath and later of the Kings of Númenór. It was perhaps of Dwarvish manufacture by the smiths of Nogrod. It is red Eog; OB +77; does additional Heat criticals; slaying vs Balrogs, Trolls, goblins, Wargs, undead, and dragons; it is highly intelligent; speaks all Elvish and Dwarvish tongues; does triple concussion hits; any armor it strikes is treated as AT1 (skin).
Necklace (Nauglamír) · (S. "Dwarf Necklace") is inestimably costly, set with many precious and heavy gems. However, it is enchanted, does not encumber, wears lightly and comfortably, and raises the wearer's Pr mod by 50, and gives constant Alkar. When burdened with the Silmaril, the wearer's Pr mod increases by +125. However, Noldor and Dwarves who see it must also resist a 400th level PASSION aura or strive to obtain it even at the risk of near certain death.
Crown (The Gift of Melian) · Elwë's crown, +10 Essence spell adder, may cast Essence spells while wearing armor with no penalty, and gives him the ability to cast the base Magician lists and the open and closed Essence lists to 50th level (using his own Essence Power Points), protects head as a full helm, negates 50% of head criticals.
Elwë's Special Powers

Spells · 600 PP. +10 spells item, all Open, Closed, and Base Magician Essence lists to 50th lvl.
Elwë's Lesser Items of Note

Armor (AT:Pl/20 DB: +50, unencumbering),
Long bow +50 (2 arrows/rnd with no penalty),
Full shield +50.
Important Dates

Died circa 1.A. 505.

> *Read Sil 52–53, 55–56, 58, 91–97, 111, 121, 127-29, 143-44, 157, 166-68, 172, 183-86, 188, 189, 190, 199, 201-02, 227, 231-33; LotRI 260, 261; LotRIII 388.*

Elwing

Lvl: 50. Race: Half-elf. Profession: Animist. Home: Menegroth in Doriath, Arvernien, Aman, the White Tower on Belegaer. Aka: (S. "Star-spray"), Elwing the White.

RM Stats: Co-87; SD-104; Ag-96; Me-103; Re-103; St-84; Qu-99; Pr-103; In-105; Em-100. **MERP Stats**: Ag-96; Co-87; Ig-103; In-105; Pr-103; St-84. Appearance: 113.

The daughter of Dior and Nimloth, Elwing remarkably escaped during the attack on Menegroth by the sons of Fëanor (unlike her brothers Eluréd and Elurín who were both lost). She got away with the Nauglamír and its Silmaril, and eventually married Eärendil and bore him the two sons Elrond and Elros.

When the sons of Fëanor came after the Silmaril at Elwing's home in Arvernien, she cast herself with the Silmaril into the sea, being willing to sacrifice herself rather than let the stone come into evil hands. Ulmo

saved her, however, turning her into a bird. Reunited with Eärendil, they won through the Shadowy Seas, and while Eärendil spoke to the Valar, Elwing persuaded the Teleri to sail the ships of the Host of Valinor.

Elwing was the first to make the choice of the Half-elven, and decided to remain with the Firstborn. She apparently could speak with birds and was considered their patron, especially the birds of the Sea.

Elwing's Special Powers

Spells · 250 PP. x7 PP multiplier. Knows all Base Animist to 30th lvl, all Open and Closed Channeling to 20th lvl, all Ranger base lists to 10th lvl.
Elwing's Lesser Items of Note

Robes of Foam (AT:RL/12 DB: +60, +30 all moving maneuvers, +50 S/H maneuvers),
Staff x7 PP for Channeling (+45 OB, may be wielded with one hand, calm or sleep given at will on a critical result),
Wreath of Plumes (made of the feathers of sea-birds, protects wearer's head like a full helm, Alkar at will, negates 50% of all head crits, wearer may take the form of a giant sea-bird and fly at 350′/rnd for 8 hrs./day).
Read: Sil 122, 178, 291-3, 302, 304-10, 315.

Eöl

Lvl: 65. Race: Teler. Profession: Mage/Alchemist (Rogue). Home: the woods of Nan Elmoth. Aka: the Dark Elf.

RM Stats: Co-100; SD-45; Ag-103; Me-105; Re-106; St-101; Qu-90; Pr-70; In-106; Em-108. **MERP Stats**: Ag-103; Co-100; Ig-108; In-106; Pr-70; St-101. Appearance: 99.

Eöl is accounted the most skilled of all the Sindarin smiths, and the greatest Elven smith of all time with the exception of Fëanor and Celebrimbor. Eöl is best known for his creation of the superlative metal Galvorn and the forging of the black swords Anglachel and Anguirel (see articles on Beleg and Maeglin for descriptions and stats of the swords).

Eöl's personal history is grim and tragic, and likewise the fruit which he brought upon the world. He was gloomy and aloof, scarcely caring for his own people, and having no fondness at all for any other Elves. He also created the cursed swords, conceived his traitorous son Maeglin, and he murdered his wife Aredhel in the culmination of a long fit of madness. For this crime he was hurled off the cliff Caragdûr to his death.

He was tall (7′6″) and exceptionally skilled in learning. He was closest of all the Elves to the Dwarves — from whom — he learned his incomparable skill at his craft.

Eöl's Principal Items

Sword (Fuinrauko) · (Q. "gloomy demon"), +75 two-handed sword; black Eog with edges, hilt-guard, and decor of Galvorn; Holy (actually unholy); may be thrown using javelin ranges; triple concussion damage (does 5x concussion hits when thrown); "Dances" — will fight for up to 13 rounds by itself (or until it receives a "knocked down" result) using the OB of its wielder with the sword, treat sword as AT:Pl/20 DB: +100, can Long Door to Eöl's hand at his mental command up to 666 miles away.
The Smith's Ring · x10 PP enhancer for Essence; constant True Armor (Elemental Shields lvl 50); skin is AT:No/4 DB: +44; wearer may work in heat, cold, or electric forges without bodily protection.
Complete smithy and tools · all of Galvorn, Laen, mithril, Eog, or tipped with adamant (+50 to all smithing or crafting maneuvers).
Helm (Thinthol) · (Q. "The Grey Helmet"), made of Galvorn with a grey Laen face-shield (instantly tints to protect eyes from any bright light), makes head, neck and face immune to any elemental damages, weapons which strike the protected areas must save vs a 50th level Weapon Slaying or be destroyed, does not interfere with spell casting.

Shield (Gûlthalion) · (Q. "Mageshield"), wall shield +50, of Galvorn, floats to defend wielder, may be ridden as a boat by 1 person (250′/rnd), may be flown (600′/rnd) up to 3x/day.

Eöl's Special Powers

Spells · 455 PP. x10 PP multiplier. Knows all base Alchemy lists to 65th; knows Rune Mastery, Unbarring Ways, Detecting Ways, Elemental Shields, Delving Ways, Spell Enhancement, Gate Mastery, Dark Contacts, and Dark Summons to 50th; knows all other Open and Closed Essence lists to 20th lvl.

Important Dates

Executed sometime in 1.A. 4th century.

Erestor

Lvl: 40. Race: Noldo. Profession: Animist/Seer. Home: Rivendell (Imladris).

RM Stats: Co-77; SD-102; Ag-80; Me-101; Re-103; St-70; Qu-82; Pr-102; In-99; Em-98. **MERP Stats**: Ag-80; Co-77; Ig-103; In-99; Pr-102; St-70. Appearance: 100.

A Noldo of Rivendell; Elrond's chief counselor.

Erestor's Special Powers

Spells · 80 PP. x5 PP multiplier. Knows all base Seer lists to 30th lvl, all Open and Closed Mentalism to 20th lvl.

> *Note: If given the opportunity, Erestor usually casts True Aura and Displacement III before combat.*

Erestor's Lesser Items of Note

Staff (Mallorn and crystal sphere, x5 PP enhancer for Mentalism, allows caster to cast Open or Closed Mentalist spells at l/3 rnd normal cost),
Broadsword +25 (grey Laen, casts Paralyze 1 5x/day),
Full shield +20.

> *Read LotR I 315.*

Fëanor

Lvl: 130. Race: Noldo. Profession: Mage/Alchemist (Magician, Fighter). Home: Aman, in Middle-earth on many campaigns. Aka: (S. "Spirit of Fire"); birthname is Curufinwë.

RM Stats: Co-101; SD-66; Ag-110; Me-110; Re-110; St-103; Qu-105; Pr-108; In-88; Em-112. **MERP Stats**: Ag-110; Co-101; Ig-112; In-88; Pr-107; St-103. Appearance: 105.

A great and terrible Noldorin prince, Fëanor was the eldest son of Finwë and the only son of Finwë's first wife Miriel. Fëanor was the mightiest and most accomplished of the Noldor, and in some ways the greatest of the Children of Eru. From the beginning he was a prodigy of unprecedented skill and formidable intellect, having phenomenal innate gifts of mind and hand, and the passion for an active and aggressive development of those gifts.

In terms of his creations, none could rival him, for he was the greatest smith, craftsman, and alchemist in history. He was first instructed by his father-in-law Mahtan and then by Aulë himself. To his credit is the

creation of the Fëanorian lamps, the Palantíri, the adapted Tengwar alphabet, and the art of fabricating gems and crystals. His greatest creation was the crystalline substance Silima which could capture and then continually radiate energy. From that he created the priceless jewels, the Silmarils, which preserved the only remaining radiance of the Two Trees.



It is difficult to fully express Fëanor's influence on the history of Ea. When Morgoth killed the Two Trees, stole the Silmarils, and then slew Fëanor's father Finwë, against the command of the Valar Fëanor resolved to return to Middle-earth in revenge of Morgoth and the recovery of the Silmarils. This he vowed to do by the terrible Oath of Fëanor which he swore by his own life and the existence of the greatest of the Valar. All of his seven sons swore the Oath with him and a great number of other Noldor as well. And so, most of the Noldor returned to Middle-earth because of Fëanor and his wrath.

Fëanor was not known for his wisdom, for in his excessive pride and anger he instigated the Kinslaying at Alqualondë and the desertion of Fingolfin in Araman, and many other terrible crimes.

Fëanor was finally mortally wounded in Dor Daedeloth when he was overwhelmed by Balrogs after his reckless pursuit of an Orcish army.

Fëanor was tall (7′6″), with coal black hair, piercing eyes, and an aggressive demeanor. He had married Nerdanel who bore him seven sons: Maedhros, Maglor, Celegorm, Caranthir, Curufin, Amras, and Amrod. Nerdanel restrained to some degree the excesses of Fëanor's great passion, his spirit of fire.

Fëanor's Principal Items

Sword (Ancaruin) · (S. "Jaws of Red Flame"), +88 two-handed sword, hilts of golden mithril and adamant ruby; blade of mithril, and red Eog. Holy, highly intelligent, telepathic, able to Long Door 333 miles to Fëanor at his mental call, Haste at Will, may be thrown 1000′ with no penalties. Caster may immolate at will: cannot be stunned or stunned unable to parry, acts as Fire Armor and Lightening Armor, anyone within 5′ takes a C class Heat critical. Of Heat: the sword flames when wielded, does an additional Heat critical, and triple concussion hits.
Tabard (Naramba) · (Q. "Fire-shield") a sleeveless tunic for alchemy and other exercises. Naramba is cunningly woven of fine cloth as well as Shaalk and Laen filaments. The garb acts as AT:Pl/20 DB: +66 and gives total protection from heat, electricity, or cold, magical or non-magical. The tunic also allows free use of the Fire Law list to 50th lvl. Its natural color is a soft, shimmering grey, but when defending against attack (it does so automatically) it becomes a brilliant reflective silvery field enveloping Fëanor's entire body (treat as Alkar). The tunic does not encumber at all.
Bracelets · They are matched wrist guards of mithril, Shaalk and Laen, protecting the hands and arms from the elements in the same manner as the Naramba. Curufin has an identical garb.
Clothes (Silimacollo) · (S. "Cloak of Silima"), shimmering silvery-whe hood robe worn at all times when Fëanor is not doing craft work. It protects as AT:Pl/20 DB: +88, constant Alkar, Utterlight X at will, any spell cast at wearer must save vs a 100th level Dispel or it has no effect and the power points are added to wearer's own (may not exceed his normal maximum).
Ring of Fire · Gold mithril and clear Laen with a large adamant ruby, xl2 PP any realm, caster may use any spell on the Self-Healing list using his own power points (this trait causes the caster to glow with a deep orange aura when it is used), all fire spells cast by the wielder are x5 hits, x5 range, and 5x area or volume (for area effect spells only).
Boots (Talruin) · (S. "Feet of Flame"), winged boots, made of wonderfully worked golden mithril plate and chain: Landing True 6000′, Wall-running, Limb-running, Water-running, Wind-running, Flip I at will. All Fly spells are at double speed. Negate 50% of leg and foot crits.
Circlet · Of mithril and ruby adamant. Protects as a full helm, negates 50% of head crits, Displacement V 5x/day, continuous Presence spell.
Amulet · Constant Resistance True, store 5 spells any level, completely analyze any material within 50 feet.
Lab · (in Aman) full of priceless jewels, metal, chemical, etc. working tools, vessels, forges, etc. of enchanted materials (adds +65 to all smithing and crafting work).
Fëanor's Special Powers

Perception · With his incredible Empathy, Fëanor could innately sense the existence and realm of a spell, the category of spell used, the presence of a magical item, or a magic-using being or person to 100′.
Spells · 1170 PP. xl2 PP multiplier. Knows all base Magician and Alchemist base lists to 50th (Fire Law, Light Law, Enchanting Ways, Imbedding, and Inorganic Skills to 100th), knows all Essence base lists to 20th lvl, all Open and Closed Essence lists to 50th lvl.

> *Read Sil 60–72, 75, 78–79, 82–90, 98, 106-07, 305, 355; LotRII 258, 260; LotRIII 388, 493; UT 23, 76, 229-33, 235-36, 248, 146, 251, 22, 51, 154.*

Fëatur (I)*

Lvl: 36. Race: Noldo. Profession: Mage/Mentalist. Home: Valinor; Beleriand; Angband; Angkirya in the Mûmakan. Aka: (S. "Lord Spirit"/"Lord of Spirits"?); Heruthulë (Q. "Spirit Master"); The Illusionist.

RM Stats: St-100; Qu-101; Em-99; In-86; Pr-101; Ag-100; Co-99; Me-99; Re-96; SD-87. **MERP Stats**: St-100; Ag-100; Co-99; Ig-97; It-86; Pr-101. Appearance: 103.

By his name alone one can guess that Fëatur was close to the Fëanturi, the Valar Námo (Mandos) and Irmo (Lórien). For many years he (and his sister, see below) were pupils of these two, and gained great insights into the ways of Spirits. Born of the House of Finrod, both were graced with golden-blond hair, and unusual amber eyes.

It was not long, however, before the fair twins were lured by the guile of Morgoth. They, along with many others, fell to his charms — as did many of the Maïar. Fëanor was the greatest to listen to Melkor, but he was so strong-willed and proud that, while he was corrupted, he did not become a truly evil slave of the Black Enemy.

Fëatur fled to Angband with Morgoth and the Silmarils, but soon regretted his decision. He slipped away and took the Helcaraxë crossing alone. But the way was closed. Lost on the grinding ice of the far north he prayed to Manwë for forgiveness. The Lord of the Valar allowed Fëatur to enter, and forgave him for his evil deeds. Mandos suggested that Fëatur might yet have a mission to fulfill in Endor, and the Male twin was sent back to try to undo his wrongs.

Fëatur's Principal Items

Pendant · Crystal orb on a gold chain, allows free use on Mentalist Brilliance to 30th lvl, x5 mentalist PP enhancer, creates enhanced Blur effect (+30 to DB).
Enchanted Card Deck · Ardan Deck, see Ardor p. 25 for details.
Ring · Made by Aulë, invisible while worn, it protects Fëatur's mind, and allows him to manipulate the Enchanted Ardan Cards.
Fëatur's Special Powers

Spells · 108 PP. x5 item. Knows all Base Mystic to 30th lvl; Mentalist Mind Mastery, Telekinesis, Damage Resistance to 20th; Mind's Door to 30th; Cloaking, Movement lists to 25th lvl.
Fëatur's Lesser Items of Note

Kynac +25;
+40 rapier;
Headband protects as a helm and continuous Mirrormind.
See ICE's Court of Ardor 17, 29–30.

Fëatur (II)*

(See Fëatur I for stats and references; the Female twin is a Bard/Mystic, while her brother is a Bard/Mentalist).

Identical in almost every way to her brother, Fëatur differed only in that her service of evil never wavered. As Morgoth's page she dwelt within the very halls of Thangorodrim, and became an integral member of the Ardan Council when the Black Enemy charged his most trusted servants with the destruction of the Sun and Moon.

Fëatur's Principal Items

Pendant · Crystal orb on a gold chain, allows free use on Mentalist Brilliance to 30th lvl, x5 mentalist PP enhancer, creates enhanced Blur effect (+30 to DB).
Enchanted Card Deck · Ardan Deck, see Ardor p. 25 for details.
Fëatur's Special Powers

Spells · Knows all Base Mystic to 30th lvl; Mentalist Telekinesis, Sense Mastery, Lofty Bridge, Unbarring Ways, Rapid Ways to 20th; Evil Mentalist Mind Death, Mind Disease to 20th.
See ICE's Court of Ardor 17, 21, 40–41.

Fendomë*

Lvl: 35. Race: Noldo. Profession: Mage/Alchemist. Home: Valinor, Beleriand, Ost-in-Edhil. Aka: (S. "Dusk's Door").

RM Stats: St-94; Qu-99; Em-96; In-82; Pr-98; Ag-100; Co-98; Me-79; Re-81; SD-87. **MERP Stats**: St-94; Ag-100; Co-98; Ig-85; It-82; Pr-98. Appearance: 96.

The Warden and one of the Lords of Mírdaithrond, Fendomë was a master smith during the heyday of Eregion. Quiet and methodical, he lacks the burning passion of many of his kindred — perhaps extinguished by guilt over his rash acts as a youth. He was one of the most vocal proponents of the pursuit of Morgoth. In Ost-in-Edhil he befriended Galadriel and shared her suspicion of Annatar. Their warnings fell, unfortunately, on deaf ears.

Fendomë in many ways exemplifies the Noldo appearance: grey eyes, coal black hair, and a strong build.

Fendomë's Special Powers

Spells · 70 PP. x5 item. Knows all base Alchemist lists to 30th lvl; Closed Essence to 10th lvl.
Fendomë's Lesser Items of Note

Sword, Ithilnaur, +30;
Earring, x5 Alchemist PP;
Boots of water/mist-running;
Javelin, +30 and can be thrown 300′ with no range penalty.

Finarfin

Lvl: 125. Race: Noldo. Profession: Warrior/Fighter (Paladin). Home: Araman, Eldamar. Aka: Finarphir.

RM Stats: Co-107; SD-103; Ag-107; Me-94; Re-96; St-107; Qu-106; Pr-109; In-102; Em-92. **MERP Stats**: Ag-107; Co-107; Ig-96; In-102; Pr-109; St-107. Appearance: 108.

Finarfin was a Noldorin prince, the youngest son of Finwë. His mother was the Vanyar maiden Indis, therefore Finarfin was brother to Fingolfin and half-brother to Fëanor. He was the wisest and fairest of Finwë's children. He tried to remain apart from the disputes of the Noldor and only reluctantly joined in the pursuit of Morgoth. He was deterred by the Kinslaying and the Doom of Mandos. Finarfin forsook Fëanor's march into exile and repented of rebellion against the Valar, leading many of his people back to dwell with the Valar. He was forgiven and allowed to dwell in Tirion forever afterwards. Finarfin was the commander of his people in the Great Battle.

Finarfin married Eärwen and produced five children, all noteworthy: Finrod, Orodreth, Angrod, Aegnor, and Galadriel.

Because Finarfin's mother was of the Vanyar, and because Finarfin dwelt often with the Vanyar, both he and his descendants were blonde and fair, being more like Vanyar than Noldor. Naturally, Finarfin was very

tall (7′5″).

Finarfin's Principal Items

Sword (Ainacrist) · (S. "Holy Sword"), +75 broadsword, white Eog, hits as a two-handed sword doing triple concussion hits, Haste X 5x/day, wielder does not fumble and cannot be stunned.
Helm (Tholthoron) · (S. "Eagle Helm"), golden mithril helm with a flying eagle as a crest, light blue Laen faceplate: +50 to visual perception rolls, wearer may transform into a giant eagle 1x/day, negates 50% of head crits, +50 on moving maneuvers, Landing True 10,000′.
Armor (Arennon) · (S. "High Armor"), AT:Pl/20 DB: +75, all of white Eog plates, wearer resists all spells at +75, acts as True Armor (Lvl 50 Elemental Shields), maneuver penalties reduced to 0, constant Alkar.
Shield (Sulthalion) · (S. "Shield of the Wind"), full shield +50, of clear Laen, mithril, and white Eog. May deflect directed spells 3x/rnd (attacking spell must save vs a 50th level spell or be effected as Spell Bending True), Cast 100 PP/day from Wind Law (to lvl 25), may be thrown as a +75 battle axe 1500′, flies back to wielder in one round.
Finarfin's Special Powers

Spells · 500 PP. x6 PP multiplier. Knows Purification, Concussion's Ways, Blood Law, Bone Law, Organ Law, Muscle Law, Nerve Law, Life Mastery, and Calm Spirits lists to 10th lvl.
Finarfin's Lesser Item of Note

Ring (x6 PP for Channeling, triples rate of healing spells, summons a giant eagle to 100 miles).

> *Read Sil 60, 83, 84, 85, 88, 176, 251, 305, 306.*

Finculin*

Lvl: 20. Race: Noldo. Profession: Mage/Alchemist. Home: Ost-in-Edhil. Aka: (S. ("Hair of Golden-red").

RM Stats: St-99; Qu-100; Em-89; In-88; Pr-100; Ag-99; Co-98; Me-75; Re-81; SD-60. **MERP Stats**: St-99; Ag-99; Co-98; Ig-80; It-88; Pr-100. Appearance: 101.

Curious, passionate, impatient and prideful, Finculin shared many traits with his ancestor Fëanor. A youthful member of the Gwaith-i-Mírdain, the Smith proved himself to be very skilled, attracting the praise of his uncle Celebrimbor — and the Lord of Lists, Annatar. Eager to learn, Finculin swiftly fell into Annatar's trap and became a useful (if unwitting) tool of the disguised Dark Lord. Although Finculin was not "corrupted", he abandoned all interests except Smithing, obsessed with his craft.

Finculin's Principal Items

Sword (Dagnirdraug) · (S. "Wolfs Bane") An Ithilnaur short sword, +30, which glows near Wolves and Wargs; Of Slaying those creatures.
Ring · Mithril and topaz, it is a x5 PP enhancer, casts Alkar 3x/day, heals wearer 3 hits/rnd, adds 30 to all RR's vs Essence.
Finculin's Special Powers

Spells · 20 PP. x5 item. Knows all Alchemist Base lists to 20th lvl; Essence Lofty Bridge, Unbarring Ways, Essence Hand to 10th.
Finculin's Lesser Items of Note

Mithril Chain;
Bow +25 composite;
Tools +20 set of forging tools.
See ICE's Lórien 23, 53–54, 56.

Finduilas

Lvl: 20. Race: Noldo. Profession: Bard. Home: Nargothrond. Aka: Faelivrin.

RM Stats: Co-76; SD-80; Ag-96; Me-98; Re-90; St-60; Qu-89; Pr-105; In-100; Em-101. **MERP Stats**: Ag-96; Co-76; Ig-101; In-100; Pr-105; St-60. Appearance: 102.

Finduilas was a Noldorin princess and daughter of Orodreth who was the brother of Finrod and the son of Finarfin. She was the beloved of Gwindor but Finduilas fell in love with Turin when he came to Nargothrond. Gwindor lovingly released her from her commitment to him but bound Turin to be Finduilas' protector. Turin failed in this due to the deception of Glaurung. He was off to Dor-lómin after Morwen and Nienor when Finduilas was captured by Orcs during the assault on Nargothrond. She was murdered by her captors when the Haladin ambushed them at the Crossings of Teiglin. Finduilas was buried at Haudh-en-Elleth.

Finduilas's Special Powers

Spells · 60 PP. x5 PP multiplier. Knows all Bard lists to 20th lvl, knows 5 Open Mentalist lists to 5th lvl.

> *Note: Finduilas will cast a True Aura spell if she has the opportunity.*

Finduilas's Lesser Items of Note

Harp (small and played with a bow, x5 PP enhancer for Bards);
Short sword +35 (grey Laen, casts a 20th lvl Sleep spell when a critical is inflicted for 1 rnd/10% failure);
Dancer's garb and cape (AT:No/3 DB: +33, casts True Aura 3x/day).

> *Read Sil 209, 210-11, 213, 214, 216, 225, 305.*

Fingolfin

Lvl: 135. Race: Noldo. Profession: Warrior/Fighter. Home: Araman, Helcaraxë, Hithlum. Aka: King of the North.

RM Stats: Co-110; SD-100; Ag-109; Me-96; Re-99; St-111; Qu-110; Pr-107; In-104; Em-94. **MERP Stats**: Ag-109; Co-110; Ig-99; In-104; Pr-107; St-110. Appearance: 107.

A great Noldorin prince, Fingolfin was the second son of Finwë; his mother was Indis. He was the strongest, most valiant of all the Noldo warriors. He was perceptive, wise and forgiving, as shown by his temperate response to an insult and attack by Fëanor.

He was given the high kingship by Maedhros after the death of Fëanor. Fingolfin was a great tactician, perceiving the infinite strength of Angband against assault, and laid the foundation for the defensive Elvish siege line.



His finish is the stuff of legends and song, for he died in single combat, the greatest champion of good against the greatest force of evil. It came about after the Dagor Bragollach forced the retreat of Fingolfin and all his forces. Fingolfin perceived the defeat of the Noldor on every front and understood the irresistible and unbreakable might of Morgoth's hordes. Finally, in a rage of despair Fingolfin charged alone across the burning plains of Ard-galen all the way to the very gate of Angband. There he called out Morgoth to single combat. Though there could only be one result from such a battle (his own death), he avoided the earthshaking assaults of the deadly mace Grond long enough to wound the Vala Morgoth no less than 7 times.

Fingolfin had the look of eagles, a natural mighty hero among heroes with a shrewd tactical mind and natural gifts of leadership. He was blonde like the Vanyar, extremely tall (7′7″), and with an almost herculean physique.

Fingolfin's Principal Items

Sword (Ringil) · (S. "Chill Star"), +88 two-handed sword, made of white Eog, mithril, clear Laen, and adamant sapphires. It is Holy and "of Cold", doing additional Cold criticals and quadruple concussion damage. It is also "of Will": the wielder cannot be stunned, stunned unable to parry, made afraid, charmed, or possessed, and will never fumble. It "Slays" armor and shields at lvl 100 (enchanted items get a RR based on their level of enchantment). It casts constant Haste when drawn from the scabbard as well as a constant Utterlight V. It may cast up to 200 PP/day from Ice Law (up to level 20) with all spells having ranges, radii, and hits multiplied x5.
Armor (Belegennon) · (S. "Armor of Might"), AT:Pl/20 DB: +88, all white Eog and mithril, constant Displacement III, negates 50% of all criticals to the wearer, unencumbering, constant Alkar.
Cloak (Collothalion) · (S. "Cloak of Shields"), great animated cloak with woven filaments of Shaalk and Ogamur, highly intelligent. It continually whips and blows around the wearer during combat able to defend him as a wall shield +50.
Fingolfin's Special Powers

Spells · 675 PP. x4 PP multiplier. Knows all Open and Closed Channeling lists to 10th lvl.
Fingolfin's Lesser Items of Note

Long Bow +75 (triple concussion damage, fire 2 arrows/rnd with no penalty, requires strength of 104 to draw or string).

> *Read Sil 60, 69–71, 75, 83–90, 100, 108-09, 111, 113, 115, 119, 121, 143, 147, 150, 152, 154, 305.*

Fingon

Lvl: 120. Race: Noldo. Profession: Warrior/Fighter. Home: Eldamar, Dor-lómin, Mithrim. Aka: (S. "Golden-haired Commander"); the Valiant; Findakáno.

RM Stats: Co-108; SD-92; Ag-110; Me-90; Re-94; St-109; Qu-108; Pr-106; ln-96; Em-99. **MERP Stats**: Ag-110; Co-108; Ig-94; In-96; Pr-106; St-109. Appearance: 105.

A Noldorin prince, Fingon was the eldest son of Fingolfin, father of Gil-galad, and High King of the Noldor from 1.A. 455–473. In Eldamar he was very close to Maedhros, Angrod, and Aegnor, and he was one of the ones who favored the pursuit of Morgoth and the Silmarils (even though his relationship with Fëanor was not strong). Fingon led the hosts of Fingolfin in the Kinslaying.



Fingon took it upon himself to end the division between the House of Fëanor and the others of the Noldor. So, he summoned Thorondor and together they flew to the cliff of Thangorodrim and rescued Maedhros from his bondage there. For this act especially, but also for his strength and courage Fingon was called the Valiant.

Fingon was unfortunately slain by Balrogs in the Nirnaeth Arnoediad. He was succeeded as High King by his brother Turgon.

Fingon was blonde after the nature of his family, tall (7′4″), strongly built and a powerful fighter.

Fingon's Special Powers

Spells · 720 PP. x4 PP multiplier. Knows all Open and Closed Mentalism lists to 10th lvl.

Fingon's Lesser Items of Note

Broadsword +75 (of cold or fire: doing either an additional Heat or Cold critical, x5 concussion hits, constant Haste, Firebolt or Icebolt +50 x5 hits range 500′ 5x/day);

Armor (AT:Pl/20 DB: +75, unencumbering, repairs itself in 24 hrs., throws 50 PP day from Self-Healing),
Long bow +60 (triple concussion damage, fire 2 arrows/rnd no penalty, of slaying Orcs, Trolls, and lycanthropes);
Full shield +50 (repairs itself, flies 500′ to hand of wielder at a thought, unencumbering).

Finrod

Lvl: 115. Race: Noldo. Profession: Bard (Fighter). Home: Eldamar, Tol Sirion, Minas Tirith, Nargothrond. Aka: (S. “Golden-haired Champion”); (S. “Hair-eminent one”), Felagund (S. “Cave Hewer”); Lord of the Caves; Master of Caves, Nóm, the Faithful, Friend of Men, Findaráto.

RM Stats: Co-107; SD-102; Ag-106; Me-108; Re-108; St-105; Qu-104; Pr-105; In-102; Em-99. **MERP Stats**: Ag-106; Co-107; Ig-108; In-102; Pr-105; St-105. Appearance: 106.

Great Noldorin prince Finrod was the eldest offspring and son of Finarfin. His brothers were Orodreth, Angror, and Aegnor. His sister was Galadriel. He is known as the great friend of Beren.

Finrod was renowned for not only his great strength and power, but also for his wisdom, justice, loyalty, and for his unmatched brilliance as an architect.

Finrod joined the quest for the Silmarils only reluctantly and suffered the separation of his beloved Amarië of the Vanyar, who remained behind in Aman. He was one of the leaders of the host of Fingolfin.

He first settled in Beleriand and built the remarkable fortress city of Minas Tirith. Then he was guided by Ulmo to find the Caverns of Narog and there built the legendary Elven cave palaces of Nargothrond, capitol of the largest Noldorin realm in Beleriand.

Finrod was the first of the Eldar to encounter the Edain and he taught them in Beleriand. He was rescued from Orcs in the Dagor Bragollach by Beren to whom Finrod gave the Ring of Barahir as a pledge of aid to his house.

Beren later requested Finrod’s help in the Silmaril quest. So Finrod died and repayed the debt battling Sauron in songs of power. He was imprisoned in his own Minas Tirith dungeons and was slain by a Werewolf.

Finrod was tall (7′4″), blonde as was common for his house. He was truly one of the most noble of the Noldor and so carried himself.

Finrod’s Special Powers

Spells · 460 PP. x6 PP multiplier. Knows all Bard lists to 50th lvl, knows all Open and Closed Mentalism to 20th lvl.

Finrod’s Lesser Items of Note

Broadsword +60 (Laen with white Eog edges, double concussion hits, of light: on a critical target receives a point blank +50 lightning bolt, 5x/daily can throw Lightning Bolt +50 x5 hits to 500′; may throw 100 PP/day up to 20th from Light’s Way, Light Law, or Light Molding),
Full shield +50 (clear Laen and mithril rim, does not encumber, may be ridden on water or air 200′/rnd),
Armor (AT:Pl/20 DB: +60, unencumbering, no penalties, Displacement III constant);
Headband, of Galvorn and mithril (x6 PP Mentalism, constant Alkar, allows Mentalism casting, negates 50% head crits, may become an ornate mithril full helm at a thought);
Laen drawing table & tools (+50 math and architecture maneuvers);
Hammer dulcimer w/hammers (Mallorn and Tasarang with golden mithril fittings, Songs lists attacks at +30, durations and ranges are doubled).

> *Read Sil 61, 73, 85, 90, 109, 114, 120-21, 124, 128-30, 140-43, 151-52, 169-72, 174, 175-76, 305, 306, 356, 358; LotRIII 453, 506.*

Finwë

Lvl: 140. Race: Noldo. Profession: Animist/Cleric (Animist, Astrologer). Home: Aman, Tirion, Formenos.

RM Stats: Co-106; SD-106; Ag-110; Me-110; Re-108; St-106; Qu-106; Pr-110; ln-110; Em-108. **MERP Stats**: Ag-110; Co-106; Ig-108; In-110; Pr-110; St-106. Appearance: 109.



Finwë

Finwë was the first High King of the Noldor and one of the four greatest Elves who led the Eldar on the Great Journey out of Middle-earth in the beginning (the others were Ingwë, Olwë, and Elwë). He was the father of Fëanor by Míriel of the Noldor, and after her death the father of Fingolfin and Finarfin by Indis of the Vanyar. Fëanor opposed the second marriage and there was strife because of it for many years, yet Finwë loved Fëanor more than any of his other kin.

When Fëanor was exiled and went to his fortress Formenos, Finwë himself accompanied him. So it was that when Morgoth stole the Silmarils from Fëanor's armory, Finwë was slain by Morgoth defending the home and treasury of his son. Even though Finwë was untouched by the shame that was to come upon his house in years ahead, he perished for the same cause as two of his sons: Fëanor and Fingolfin. Like them he was slain by Morgoth for reason of the Silmarils. Following Finwë's death, his heart was taken by Orcs but was later recaptured by Turgon (his grandson) and encased in gold by him. This relic was called the Scarlet Heart and is the emblem of the king's folk in Gondolin.

Finwë was majestic in appearance, very tall (7′8″), having long black hair and grey eyes soft with wisdom and love. He was known for his unsurpassed wisdom, concern for good, and his calming influence on the rash Noldor.

Finwë's Principal Items

Staff (Aldatar) · (Q. "Father of Staves"), xl2 PP for any realm, formed of braided limbs of the Two Trees, wielder protected by constant Resistance True and Protections True, +100 in melee, hits as a mounted lance 5x damage giving Crush, Impact, and Unbalancing Criticals. At will the wielder may desire a target that has been struck to suffer the attack of a +50 point blank fireball (only the target and his gear suffers this blast).
Crown (Aglarthol) · (Q. "Crown of Glory"), crown of golden mithril, Laen, precious stones. The center prominent stone is a sapphire Fëanorian lamp which shines on its own (+10 DB). Wearer is immune to fear, stun, charm, control, or possession. Crown negates 50% of head crits. On any head strike the weapon must save vs a 50th level Weapon Slayer spell.
Boots (Nimril Palande) · (Q. "Brilliant White Boots of Travel"), beautiful white boots which come to mid-thigh, they are studded with 88 large diamonds. They may cast any Running spell off the Lofty Movements list at will. All maneuvers are +50.
Finwë's Special Powers

Spells · 1120 PP. xl2 PP multiplier. Knows base Cleric lists to 100th lvl, knows Animist and Astrologer base lists to 50th lvl, knows all Open and Closed Channeling lists to 50th lvl.

> *Read Sil 52–53, 60–62, 63–65, 69–72, 75, 79, 305.*

Galadriel

Lvl: 60(90). Race: High Noldo. Profession: Mage/Seer (Mystic). Home: Undying Lands; Beleriand (in Doriath); Eregion; Imladris; I Arien; Lebennin. Aka: Alatariel, Artanis, Nerwen; also called Lady of the Noldor, Lady of the Golden Wood, and the White Lady.

RM Stats: St-95; Qu-101; Em-101; In-100; Pr-102; Ag-100; Co-100; Me-94; Re-96; SD-98. **MERP Stats**: St-95; Ag-100; Co-100; Ig-97; It-100; Pr-102. Appearance: 105.

The daughter of Finarfin, Galadriel was generally considered to be the equal of Fëanor, superior to him in many ways. Born in the Undying Lands, the daughter of Finarfin and Eärwen of Alqualondë, she grew to be very tall (6′4″), in height comparable to her brothers. She was also strong-willed, and competitive. The Eldar enjoyed athletic games as well as mental exercise, and Galadriel proved again and again that she was the equal of any of the Noldor Lords in depth of thought as well as athletic ability.

One of the leaders of the Noldor living in Tirion in the Undying Lands, she went with her brethren to fight in the hopeless war against Morgoth. It was in Beleriand, in the guarded realm of Doriath, that she met her future husband Celeborn. Although she took no oaths, she — like the rest of the Deep Elves — suffered the Ban of the Valar and was forbidden to return to Aman after the war. At that time, however, Galadriel had no desire to return, having become enamored with the wide lands of Middle-earth, and she desired a realm of her own to rule.

So, it was for many ages of the world that Galadriel remained in Middle-earth, and the land was bettered by her presence. Finally, however, by the end of the Third Age she grew weary of the world. Because of her deeds against Sauron, and most especially her refusal to accept the One Ring when it was freely offered, the Ban was lifted and she sailed into the Uttermost West with the other Ringbearers.

Galadriel's Principal Items

Nenya (White Ring of Water)

Of all the twenty Rings of power only the Three Elven Rings, forged by Celebrimbor alone, are unsullied by the evil hand of the Dark Lord. In appearance Nenya was an elegant, delicate band of mithril holding a clear, multifaceted gem of adamant, a crystalline material of great beauty and harder than diamond.

Nenya's specific powers

Continuous Mystic Base Hiding Unpresence; Nondetect; Mentalist Inner Wall. Doubles RR level of wearer when resisting the Dark Lord's detection powers. These spells can also be enacted with a radius to shield an entire area.
Continuous Aura of Misfeel and Confusion. This power is most effective when the ring has been in one place for an extended period of time, and the wielder is associated with that place. Radius is a function of the wearer's level and intrinsic power. In Nenya's case, Galadriel was able to bring all of central Lórien within the protective borders.
Continuous Prayer (RR and maneuver bonus): +30 to all friends within a 30′ radius.
+33 to Constitution Bonus and Defensive Bonus.
Allows wearer to freely employ all Mentalist Brilliance, Gas Manipulation, and Liquid Manipulation Lists to user's level. Ranges variable but usually 10–100 x normal range listed.
User Regenerates 3 hits/rnd upon himself or anyone they touch.
Wearer cannot be stunned.
Acts as a x9 PP Enhancer (any profession).
Like all true artifacts, Nenya's power is a function of its wielder. The Elven Rings were made to aid their wearer in learning, healing and understanding, not only for him or her, but those around them. They had the power to hold off the Shadow, and in fact keep at bay the decays of Time itself. Each ring was the center of an Elven haven where the passage of days is not felt, Time flows in strange ways. This was especially true in Lórien, where Galadriel held sway.

The Mirror of Galadriel** · A Seer focus device, it enhances the range and scope of the Seer spells in the Future Visions, Past Visions, and True Perception lists, often combining them into a series of visions. Manipulated with caution and skill, it is a very powerful aid, with virtually unlimited range in time and distance. However, as with all items of such power, it is perilous, especially when used by someone unfamiliar with it. In such cases, the Mirror will show swift, fleeting visions, of past present and future, often far away. The images often are drawn from the viewer's subconscious, and can be misleading if taken too literally.

The Elessar** · (given in the Second Age by Galadriel to Celebrían, then to Arwen, then entrusted to Galadriel to be given to Aragorn in mid TA 3019). In appearance the Elessar is a brooch in the form of an eagle with spread wings, set with a large oval emerald.

Specific Powers

Continuous Clerical Base: Prayer
x6 PP Enhancer (any profession)
Preservation True: a power beyond the norm; it is similar in nature and effect to the power of the Three Elven Rings (though not nearly as powerful): Time seems to pass slowly within the area under the influence of the Elessar; living things do not die, and age at a very reduced rate. This power, like that of the Three, is highly the function of the intrinsic might of the wielder.
Long Knife (Tintelpë)** · (Q. "Silver Spark"), +33, uses the broadsword table. It glows with a blue light near Servants of Morgoth/Sauron, is Of Slaying Orcs, Evil Clerics Magicians and Sorcerers, delivers a Cold critical (of same severity as any other given), will cast Lightning Bolt 300′ 3x/day, and is a Holy weapon.

Galadriel's Special Powers

Spells · Galadriel possesses all Seer and Mystic Base Lists to 50th level. She also has the Mentalist Base list Mind Speech to 20th level, the following Open and Closed Mentalist lists to 50th: Brilliance, Awareness, Illusions, Spell Resistance, Mind Mastery, Telekinesis, Mind's Door, Movement, and the following Lay Healer Base lists to 20th: Muscle mastery, Concussion Mastery, Bone Mastery, Blood Mastery, Nerve and Organ Mastery.

Galadriel's' Other Items of Note

Robes of Aman · Woven in the Light of the Trees, these robes are naturally silvery-white in color, but can change to any color or mottling at the wearer's thought, adding 100 to hiding. They also cast Mystic Base Displacement V at a thought, provide wearer with AT 20, additional -30 to DB, and wearer is impervious to all heat and cold.

Longbow · +33, double normal range, can be fired twice per round without penalty, and all arrows fired from the bow are Holy.

Galdor

Lvl: 28. Race: Sinda. Profession: Animist. Home: Grey Havens.

RM Stats: Co-92; SD-101; Ag-90; Me-99; Re-100; St-84; Qu-94; Pr-97; In-101; Em-98. **MERP Stats**: Ag-90; Co-92; Ig-100; In-101; Pr-97; St-84. Appearance: 98.

Galdor was the messenger from Círdan to the Council of Elrond. Thus, it may be assumed that he was a Sindarin Elf. It was he who asked for proofs of the identity of the One Ring and also requested news of any advice from Saruman. At that point he was informed by Gandalf that Saruman had misled them.

It may be assumed that Círdan chose Galdor for the errand because of Galdor's astute mental faculties and wisdom, his knowledge of the people of the Grey Havens, and a good relationship with Círdan personally.

Galdor's Special Powers

Spells · 84 PP. x5 PP multiplier. Knows all Animist base lists to 25th lvl, 12 Open and Closed lists to 20th lvl.

Galdor's Lesser Items of Note

Armor (AT:RL/12 DB: +30, sea drake skin, wearer may swim as fast as he may run, may breathe underwater);
Glaive (large mithril blade on a Mallorn staff, x5 PP Channeling, polearm +25, acts as a normal shield, casts Sudden Light 4x/day);
Elven cloak (+50 to S/H maneuvers);
Elven boots (silent step, +30 to moving maneuvers, may cast 20 PP/daily from Lofty Movements to level 10).

Important Dates · Attended the Council of Elrond in T.A. 3018.

> *Read LotR I 315, 327-28.*

Galion

Lvl: 14. Race: Silvan. Profession: Bard. Home: Mirkwood (the Woodland Realm).

RM Stats: Co-80; SD-63; Ag-94; Me-97; Re-81; St-86; Qu-90; Pr-98; In-79; Em-87. **MERP Stats**: Ag-94; Co-80; Ig-81; In-79; Pr-98; St-86. Appearance: 97.

Galion was the long time Silvan butler of King Thranduil. A dedicated under-achiever, Galion's notorious wine-bibbing and his careless partying with Thranduil's chief guard permitted Bilbo and his company to escape.

Galion's Special Powers

Spells · 14 PP. x3 PP multiplier. Knows all Bard base lists to 10th lvl, knows 5 Open lists to 5th lvl.
Galion's Lesser Items of Note

Armor (AT:Ch/13 DB: +20);
Target Shield +20;
Short sword +25 (additional Electrical crits one degree less);
Two 2 daggers +15 (casts 15th level Sleep when delivers a crit 3x/daily);
Lute x3 PP Bard (+10 on Bard base attack spell rolls, durations of spells cast with lute are doubled).

> *Read H 173-76.*

Gelmir

Lvl: 55. Race: Noldo. Profession: Ranger. Home: Nargothrond.

RM Stats: Co-99; SD-96; Ag-101; Me-94; Re-92; St-102; Qu-101; Pr-98; ln-101; Em-98. **MERP Stats**: Ag-101; Co-99; Ig-98; In-101; Pr-98; St-102. Appearance: 99.

A noble Noldo from Nargothrond, Gelmir was the son of Guilin and the brother of Gwindor. He was captured by Morgoth during the Dagor Bragollach and blinded. Later he was tortured, mutilated, and slain before the walls of Barad Eithel. This terrible fate motived the mad charge of his brother against Angband.

Gelmir's Special Powers

Spells · 165 PP. x3 PP multiplier. Knows all Ranger base lists to 25th lvl. All Open Channeling lists to 20th lvl.
Important Dates

Died 1.A. 473.

> *Read Sil 188, 191.*

Gil-galad

Lvl: 100. Race: Noldo. Profession: Warrior/Fighter (Astrologer). Home: Born in Hithlum, then living in the Havens, then as a fugitive to the Isle of Balar, then serving as lord of Lindon. Aka: (S. "Star of Radiance"), originally Ereinion (S. "Son of Kings"), then Gil-galad Ereinion.

RM Stats: Co-100; SD-104; Ag-103; Me-105; Re-106; St-102; Qu-104; Pr-105; In-107; Em-105. **MERP Stats**: Ag-103; Co-100; Ig-105; In-107; Pr-105; St-102. Appearance: 105.



Gil-galad

Gil-galad was a great and wise leader, the last of the Noldorin high kings. He was from a line of powerful rulers: the son of Fingon, who was the son of Fingolfin, who was the son of Finwë.

Though he was born before the Dagor Bragollach, he was saved by his father by being sent to dwell with Círdan the shipwright in the Havens of Falas. He escaped also the sack of the Havens to the Isle of Balar. Following the deaths of Fingon and Turgon he became High King of the Noldor. When Celeborn departed Harlindon the remaining Grey-elves also joined themselves to Gil-galad.

Only Gil-galad and his people were undeceived by Sauron's mask of friendship in the 6th century S.A. He foresaw Sauron's deceiving the Elven-smiths of Eregion. When Sauron openly assaulted Eregion Gil-galad sent reinforcements, which allowed the defenders to hold out longer. With the aid of Tar-Minastir, eleventh king of Númenór Sauron was defeated and driven out of the west. When Sauron again rose to power, Gil-galad renewed the alliance with the surviving Númenóreans and defeated Sauron again in the Wars of the Last Alliance. Gil-galad, however, also passed away in the final battle falling in single combat with Sauron. Had it not been for the survival of the One Ring because of the short-sightedness of Isildur, the victory over Sauron would have been complete.



Gil-galad is one of Middle-earth's history's greatest, noblest, most honorable, and most consistent leaders. His realm of Lindon was the longest lasting Elven kingdom in Middle-earth. He was extremely wise, perceptive, and a faultless judge of character and intent. Physically he had the remarkable physique of the greatest Noldorin princes (7′6″), the fair golden hair found in his august lineage, and the penetrating blue eyes of the Vanyar.

Gil-galad's Principal Items

The Great Spear (Aeglos) · (S. "Snow Point" or "Icicle"), made of pure white Eog, +88 OB, Holy, triple concussion criticals, additional Cold and Impact criticals. Protects the wielder vs any cold and the draining power of undead. It can cast the following spells 3x/daily each, 2/rnd, at 50th level of ability: Bladeturn I, Ice Bolt (5x hits), Regeneration V, Unpain 50%, and Resistance True. Aeglos with Gil-galad was destroyed by Sauron's Gauntlet of Slaying on the slopes of Orodruin. But Gil-galad's fatal contest with Sauron permit-ted Elendil to strike Sauron down.
The Ring of Air (Vilya) · (see article on Elrond).

Robes of Aman · naturally silver-white, they change to any desired coloring and/or mottling, adding 100 to hiding, cast Displacement V at a thought, AT:Pl/20 DB: +88.
The White Crown · woven from sprigs of the White Tree, x10 PP all professions, maintain concentration spells without concentration for 1 rnd/lvl, protects as a full helm, negates 50% of head criticals.
The Veil of Lindon · a cape with the same coloring properties as Gil-galad's Robes of Aman, can cast Alkar at will, swirls to defend its wearer like a full shield +50.
Gil-galad's Special Powers

Spells · 600 PP. x10 PP multiplier. Knows all base Astrologer lists to 50th lvl, all Open and Closed Channeling and Mentalism lists to 20th lvl.

> *Note: DB includes Alkar from Veil of Lindon. DB rises to 340 with Bladeturn or Deflect.*

Important Dates

S.A. 3434 defeated Sauron in the Battle of Dagorlad. S.A. 3441 with Elendil overthrew Sauron but was burned to death by Sauron's heat.

> *Read Sil 154, 196, 244, 247, 254, 267, 286, 287, 290, 292, 293-94, 305; LotRI 83, 250, 257, 319–320, 332; LotRIII 389, 452, 453-55; R 65.*

Glorfindel (I)

Lvl: 50. Race: Noldo. Profession: Warrior/Fighter. Home: Aman, later Gondolin. Aka. (Q. "Golden-haired one").

RM Stats: St-103; Qu-102; Em-98; In-99; Pr-103; Ag-100; Co-101; Me-99 Re-100; SD-104. **MERP Stats**: St-103; Ag-100; Co-101; Ig-99; It-99; Pr-103. Appearance: 104.

A valiant captain of the guard in Gondolin, Glorfindel escaped the sack of the city and aided in Tuor and Idril's flight. The party was attacked by an evil force led by a Balrog, however, and Glorfindel engaged the demon in single combat while the others escaped. Both the Elf-lord and the Balrog fell to their death. Glorfindel was of the house of Finarfin, and lord of the House of the Golden Flower.

Glorfindel's Principal Items

Sword (Calninque) · (Q. "White Cleaving") A two-handed sword, +60, it was of clear Laen with an edge of white Eog. Calninque was Holy and Of Slaying demons. The wielder is Hasted whenever he draws the weapon, and immune to all heat and cold.
Surcoat · a sleeveless overgarment of white cloth, it protected as AT 20 (DB +30) while not encumbering.
Glorfindel's Lesser Items of Note

Shield: +30, of steel and white Eog;
Bow of power, with a 3x range and 2x normal concussion hits.

> *Read Sil 237, 301-2.*

Glorfindel (II)

Lvl: 50. Race: Noldo (House of Finarfin). Profession: Warrior (Bard)/Fighter (Mentalist). Home: Aman; Beleriand; Eregion; Imladris. Aka: (S. “Golden-haired”).

RM Stats: St-102; Qu-102; Em-94; In-91; Pr-102; Ag-101; Co-101; Me-92; Re-89; SD-98. **MERP Stats**: St-102; Ag-101; Co-101; Ig-91; It-91; Pr-102. Appearance: 104.



Glorfindel

Though not to be confused with another Glorfindel — a Lieutenant of Turgon in Gondolin, head of the House of the Golden Flower — this Glorfindel is a Noldorin Prince of great strength and lineage, chief of the Guardians of Rivendell. He may indeed be a descendant of that other Glorfindel. Not least among his accomplishments was no doubt instructing Aragorn in the ways of combat. He departed the Undying lands with his brethren (though somewhat reluctantly) fought valiantly against Morgoth, and survived the downfall of Eregion and the War of the Elves and Sauron. He led a force in the Last Alliance of Men and Elves, as well as commanding the Elven army which defeated Angmar in the Battle of Fornost (TA 1975). Few of his kind remained in Middle-earth by the end of the Third Age.

Not only strong, Glorfindel was accounted one of the Wise, and was a member of the Council of Elrond. He sailed into the West with the Ringbearers at the end of the Third Age.

In appearance Glorfindel was tall (6′10″) and strong, with clear, bright blue eyes and golden hair.

Glorfindel’s Principal Items

Sword (Macilromen) · (Sunrise Sword) A lightweight two-handed sword, Macilromen has a blade of golden alloy with a huge topaz orb in the pommel. It is a +45 weapon which, when drawn, acts as the Astrologer spell Aura Blaze, except Blinding attack is to all within 30′, and the 25 penalty to all attackers is continuous as long as the sword is drawn. Orcs suffer a -30 penalty to their RR's and are at -50 when attacking Glorfindel. Glorfindel's comrades within 30′ gain +30 to all RR's (including morale). The sword also confers Firearmor to its wielder, cannot be fumbled if held by an Elf, is a Holy weapon, and delivers 3x normal concussion hits. Wielder is also Hasted at will, and is able to parry even missile weapons.
Boots · Elven boots which confer all of the Ranger Running spells upon the wearer, as well as silent movement, Traceless Passing and +50 to climbing.
Tabard · White, with the emblem of his house on the breast. The tunic provides protection as AT 17 (-30) but does not encumber.
Lorgl-în (Gold-gleam) · A lesser Elven ring made by Celebrimbor before the great Rings were made with Annatar's "help", it is gold with a yellow topaz. Lorgl-în grants the wearer +30 to his DB, regenerates him at the rate of 3 hits/rnd, is a x6 Mentalism PP enhancer, and will cast Invisibility 6x a day.
Glorfindel's Special Powers

Healing · Like many of the greater Elves who lived in Aman, Glorfindel possessed some limited intrinsic healing powers, as if he knew the Channeling Purifications and Concussion's Ways lists to 10th level.
Spells · 1200 PP. x6 PP item. Glorfindel knows Mentalist base Mind Speech and Presence lists to 10th lvl, Brilliance to 20th lvl, Mind Mastery, and Cloaking to 10th lvl.
Glorfindel's Lesser Items of Note

Cloak which adds 50 to hiding bonuses;
Circlet which acts as a full helm;
Bracelets which protect the lower arms as greaves and prevent wrist/forearm criticals 60% of the time.

> *Read LotR I 280–286, 293-99, 315, 348-61; LotR III, 309.*

Gorthaur

Lvl: 35. Race: Noldo. Profession: Animist/Evil Cleric. Home: Beleriand; Aurax-Dûr, in the Mûmakan. Aka: (S. "The Abominable"; "Dread Abomination" (not to be confused with the Maïa Sauron); Morlin (S. "Quiet Darkness"); The High Priest; Amaru, god of Mûmakan.

RM Stats: St-98; Qu-100; Em-89; In-101; Pr-100; Ag-100; Co-99; Me-88; Re-82; SD-89. **MERP Stats**: St-98; Ag-100; Co-99; Ig-86; It-101; Pr-100. Appearance: 89.

A shadowy figure in the Court of Ardor, Gorthaur spend much of his time either in his dark cavern or abroad acting as Amaru. He never wavered from his dedication to the Mission; although perhaps he was at times less than wholly enthusiastic.

Of average build, Gorthaur was fairly tall (6′8″) with brown hair and hazel eyes.

Gorthaur's Principal Items

Scepter (Rod of Umaran) · 3′ long rod of ebony with gold head and fittings; strikes as a mace +30; is Of Slaying nonevil users of Channeling, also Unholy and delivers additional Electricity critical. Multiplies range of Weather Ways spells x10 and all Lightning Call strikes are x5 concussion hits.
Enchanted Card Deck · Ardan Deck, see Ardor p. 25 for details.
Gorthaur's Special Powers

Spells · 105 PP. x6 Evil Clericism item. Knows Base Clerical Summons, Communal Ways, Life Mastery, Protections lists to 30th; Evil Base Channeling Dark Channels, Dark Lore, Curses lists to 30th; Weather Ways, Light's Way, Barrier Law, Lofty Movements, Locating Ways lists to 20th.

Gorthaur's Lesser Items of Note

Armor blue leather, protects as AT 15 (-20), encumbers as AT 6;
Shield blue Laen, weightless, +25 to frontal DB, Spell Shield True;
Collar casts Returning, Re-returning 1x/day each;
Ring x6 PP enhancer.

Huinen*

Lvl: 33. Race: Noldo. Profession: Mage/Seer. Home: Ceber Fanuin, in Southern Mirkwood. Aka: S. "Eyes of Gloom".

RM Stats: St-76; Qu-98; Em-87; ln-89; Pr-101; Ag-100; Co-89; Me-98; Re-97; SD-96. **MERP Stats**: St-76; Ag-100; Co-89; Ig-98; It-89; Pr-101. Appearance: 100 (though usually lower).

A resident of Southern Mirkwood in the Third Age, Huinen attempted to hold back the Shadow, at least in his part of the forest. His origins are mysterious, though it is likely that he is descended from the Exiles of Aman, doomed to remain in Middle-earth until he has paid for the oath of his fathers.

Huinen's nature is also rather strange, to the point that most of his associates (few though there were) figured him to be insane. Radical personality shifts accompanied bizarre disguises and journeys, although this may have just been a ruse to lull servants of the Dark Lord into complacency.

In appearance the master of Ceber Fanuin was 6′10″ tall, slender of build, with black curly hair, shot with white streaks. His hazel eyes seemed to change color randomly.

Huinen's Principal Items

Ring (Paurnen) · (S. "Water Fist") A ring of blue Laen unadorned except for a delicate inscription on the inside which reads, in Sindarin: "The wrath of water". The ring will fire waterbolts, 100′ range, as often as 3x per day. It also allows the wearer to walk on water and mists as if on dry land. The ring can create a mist about the wearer, adding 30 to his DB.
Orb of Seeing · A one-foot diameter orb set in a small table, it rests in a high tower in Ceber Fanuin. In addition to being a x6 PP enhancer, it allows a Seer to cast spells (in any list he already knows) 20 levels higher than he normally would.
Huinen's Special Powers

Spells · 99 PP. x6 PP item. Knows 3 Seer lists to 30th level, 3 to 20th level, 10 Mentalists Open and Closed lists to 10th.
Huinen's Lesser Items of Note

Headband protects as a full helm;
Cloak of protection, adds 30 to DB, and 60 to all Stalking/Hiding maneuvers;
Dagger of Ithilnaur alloy, acts as a short sword +20.

> *Read ICE's Southern Mirkwood 48–50, 55.*

Idril Celebrindal

Lvl: 40. Race: Noldo. Profession: Bard/Mentalist. Home: Gondolin until its fall, then Arvernien. Aka: S. "Sparkling Brilliant Silver-foot".

RM Stats: St-96; Qu-104; Em-101; In-100; Pr-104; Ag-110; Co-100; Me-100; Re-98; SD-99. **MERP Stats**:

St-96; Ag-110; Co-100; Ig-99; It-100; Pr-104. Appearance: 105.

Idril was the daughter of Turgon, King of Gondolin, and she suffered the unwelcome attentions of Maeglin until his bitter fall with the downfall of Gondolin. With the help of Glorfindel, she escaped with her husband — the lordly Adan Tuor — and her son by him: Eärendil the Mariner.

Idril lived with Tuor for many years in Arvernien, until the man grew old, and they sailed together into the West. Whether they arrived at last in Aman is not known. Her son went on to play a crucial role in the history of Ea.

Idril's Principal Items

Tiara · x8 PP enhancer, it was a delicate item of mithril and diamonds. It also provided Idril with a permanent Mirrormind spell vs all mental attacks and intrusions.

Idril's Special Powers

Spells · 200 PP. x8 PP enhancer. Knows all Mentalist Bae lists to 30th lvl; all Open and Closed Lists to 20th lvl.

Idril's Lesser Items of Note

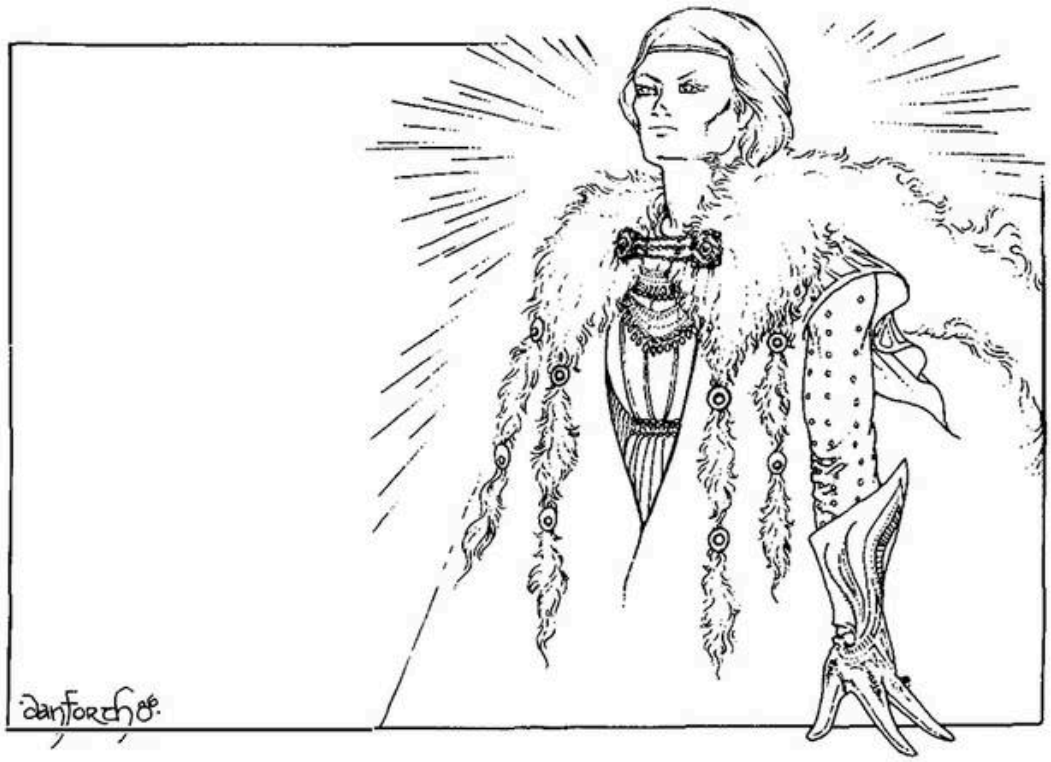
Cloak which casts a misty aura, providing wearer with a +50 to DB;
Tunic which protects as AT 17 (+30 to DB) but does not encumber.

> *Read Sil 151, 160, 163, 165-66, 296–300, 303-4, 308, 315, 322.*

Ingwë

Lvl: 150 Race: Vanya. Profession: Bard (Fighter, Cleric, Animist, Astrologer, Magician, Illusionist, Mentalist, Seer, Lay Healer, Mystic). Home: the Halls of Manwë and Varda on the mountain of Taniquetil (Oiolossë) in Aman.

RM Stats: Co-105; SD-105; Ag-109; Me-107; Re-107; St-110; Qu-109; Pr-120; In-110; Em-107. **MERP Stats**: Ag-109; Co-105; Ig-107; In-110; Pr-120; St-110. Appearance: 120.



Ingwë

Ingwë is the greatest of Elves, being king of the Vanyar, and High King of the Eldar. He is revered for his awesome power, his imminent wisdom, and the glory to be forever in the light of Manwë, closest to Eru. As such he has transcended in knowledge and power any of the Elves and is in some ways greater than the Maïar. Ingwë led the first of the Eldar, i.e., the Vanyar, to Aman following their awakening. He was therefore the leader of the first company, and unlike so many of his fellows, did not tarry for any reason on the way. Thus, Ingwë was the first Elf to ever set foot on Aman. The High King never returned again to Middle-earth except for the single occasion when he commanded the army of the Vanyar who, along with the Valar themselves, drove Morgoth out forever, destroyed almost all of his foul armies, and ruined both Thangorodrim and Angband.

Ingwë far exceeds normal and natural limitations. Having dwelt in the music and wisdom of Aman for all the ages, he is among the Elves greatest in wisdom and master of almost every profession and skill.

Ingwë is tall (7′4″) and has long golden-blond hair and golden amber eyes. His skin is a rich golden hue.

Ingwë's Principal Items and Powers

The Gift of Manwë · a brilliant cloak of white and gold. Allows flight at 888′/rnd for 16 hours each day; summons and commands up to 8 great eagles within a range of 88 miles; allows unlimited use of Light Law, Wind Law, and Water Law to 50th level.
The Gift of Varda · a beautiful suspended medallion, xl6 PP for all professions, wearer cannot be stunned, possessed or controlled, and is immune to Fear.
The Gift of Yavanna · beautiful white, green, and gold boots which cause 1 plant to spring fully mature in each footstep according to the wearer's desire: fruit trees, nut trees, Ul-Naza, Culkas, Hugburtun, Mirenna, Oiolossë, Vulcurax, Ankii, or Splayfoot. Usually the beautiful little white or yellow flowers called Simbelmyne (or alfirin or uilos or evermind) fill Ingwë's steps.
The Gift of Námo · beautiful white and gold gloves. They allow free use of the Repulsions list up to 2 spells per round to level 50. Additionally, the wearer may magically bury all the bodies of the goodly dead within 888′ by waving both hands and singing.

The Gift of Nienna · innate ability to touch the "mind" of an Elf by touching his/her face. Any Elf afflicted with mental disease, control, or great sorrow may be instantly healed to well-being, health, and peace.
The Gift of Estë · a ring of mithril and multi-colored Laen jewels which gives instant Lifekeeping and return to Aman at the feet of Varda on any fatal injury.
The Gift of Tulkas · a beautiful clear white adamant two-handed sword, +88, allows the wielder to make up to 8 full attacks and 8 full parries each round. On a critical result the wielder may choose to give either 8x normal concussion damage, slaying criticals, or a value of 88 on the critical hit roll (50% chance). The sword does not encumber and will return to Ingwë's hand instantly on mental command from up to 888 miles away. Wielder (or wearer) is naturally AT:Pl/20 DB: +88 and takes criticals on the large creature table.
The Gift of Friends · (from Oromë, Nessa, Vairë, and Vána): a wreath crown woven from the twigs of the Two Trees: Telperion and Laurelin. The radiance of the crown acts as a Bless V spell to all allies within 888′. It also permits friendship, healing, command, and summons of all natural animals within 888′.
Ingwë's Special Powers

Presence · Sitting in the light of Manwë, Ingwë radiates the absorbed Glory and so has a super-natural presence of 120. This presence causes a constant AWE effect to a radius of 8000′, and the more modest constant power of Alkar. All within the AWE radius and in line of sight must save versus a 50th level spell attack or either Panic (if evil) or kneel in obedient submission (if good) unless Ingwë intentionally represses the Light Within. (Some extremely powerful evil beings may be able to protect their troops from Ingwë's AWE.) Ingwë has never returned to Middle-earth except for the Great Battle, so it is incredibly unlikely that he would ever do so again — at least without the direct encouragement of Manwë or Varda. However, if he did, after a period of 888 days, his Presence would drop to its "mere" natural value of 110 and the innate abilities would be lost until another 888 days had been spent in the Presence of Manwë.
Resistance · Ingwë is immune to spell attacks by anyone except the Valar (unless he wills otherwise).
Spells · 1350 PP. xl6 PP multiplier. Knows all base lists of Cleric, Animist, Astrologer, Magician, Illusionist, Mentalist, Seer, Lay Healer, Mystic to 50th level. Has all Open and Closed Spell lists to 50th lvl.
Criticals · Resolve criticals on Ingwë on the "Large Creature" tables.

Khelekar*

Lvl: 33. Race: Noldo. Profession: Mage/Seer. Home: Taurang. Aka: (Q./Si. "Hard as Ice"); The Scholar.

RM Stats: St-86; Qu-100; Em-67; In-89; Pr-100; Ag-96; Co-90; Me-98; Re-101; SD-97. **MERP Stats**: St-86; Ag-96; Co-90; Ig-97; It-89; Pr-100. Appearance: 90.

Khelekar is as cold as his name implies, with biting dry wit and no patience for ignorance. The Scholar of the Court is ever in Taurclax's shadow, serving him and the Court faithfully until its dissolution.

Striking and bizarre in appearance, Khelekar is 6′8″ tall and very slender, with snow-white hair and pale grey eyes. He regularly wears voluminous black robes.

Khelekar's Special Powers

Spells · 99 PP. x5 item. Knows all Base Seer to 30th lvl; Mentalist Mind Mastery, Mind's Door, Sense Mastery, Brilliance, Cloaking, Attack Avoidance, Movement to 20th; Evil Base Mentalist Mind Death to 20th lvl.
Khelekar's Lesser Items of Note

Sword · A short sword +30, black alloy, Of Slaying Elves.
Enchanted Card Deck · Ardan Deck, see Ardor p. 25 for details.
See ICE's Court of Ardor 17, 20.

Klaen*

Lvl: 22. Race: Noldo/Sinda. Profession: Bard. Home: Aurax-Dûr (as a youth); Tumlinde in the Mûmakan. Aka: (Q./Si. "Shining Still Lake").

RM Stats: St-99; Qu-101; Em-84; In-96; Pr-102; Ag-100; Co-99; Me-99; Re-89; SD-86 **MERP Stats**: St-99; Ag-100; Co-99; Ig-96; It-96; Pr-102. Appearance: 102.

A member of the Guild of Elements (an organization in southern Middle-earth whose purpose was to combat the evil Court of Ardor) Klaen travelled the region seeking information with which to combat the Ardan Court. He was actually the illegitimate son of Gorthaur, his mother a prisoner in Aurax-Dûr. Klaen swore to avenge the crime against his mother and slay Gorthaur.

Reputedly an extremely handsome and charming individual, Klaen was frequently able to elicit information from otherwise unwilling targets. He was of average height (6′6″), slender build, had the sandy hair of his Sindarin ancestors and almost hypnotic blue eyes.

Klaen's Principal Items

Broadsword (Blade of Inaril) · mithril broadsword +30, Of Slaying Orcs and Dark Priests, glows near either; very intelligent.
Collar of Vallir · creates defensive field over wearer as if he were wearing full plate (AT 20) with no encumbrance.
Klaen's Special Powers

Spells · 440 PP. x5 PP enhancer. Knows all Bardic Base lists to 20th lvl; Mentalist Mind Mastery, Mind's Door, Self- healing, Brilliance, Cloaking, Anticipations, Damage Resistance, Delving lists to 10th.
Klaen's Lesser Items of Note

Ring casts Haste X lx/day, also x5 Bardic PP enhancer, allows access to Closed Mentalist lists by Bards; Orb of the Guild of Elements, crystal sphere in chain, allows contact with any of the other four orbs of the Guild.
See ICE's Court of Ardor 28–29.

Laurrë Menelrana*

Lvl: 33. Race: Noldo. Profession: Warrior/Fighter. Home: Beleriand, then Tumlinde, in the Mûmakan. Aka: S. "Golden Wanderer of the Heavens".

RM Stats: St-101; Qu-100; Em-85; In-98; Pr-100; Ag-99; Co-100; Me-82; Re-94; SD-96. **MERP Stats**: St-101; Ag-99; Co-100; Ig-93; It-98; Pr-100. Appearance: 101.

Descended from the line of Finrod, Laurrë inherited leadership of the Guild from his father, who founded it early in the Years of the Sun. Chrys Menelrana founded the Guild of Elements to thwart any minions of darkness which might spring up in the south. He created many artifacts — strange and powerful items which were made utilizing skills long lost to Middle-earth. Laurrë took over the Guild when Chrys departed for the Undying lands in S.A. 500, and supervised it until it completed its usefulness. The Noldo Prince possessed a certain naivety which on more than one occasion nearly cost him his life. He was never able to clearly predict the actions of the Court — an organization of evil. Only with the help of Fëatur was he able to act effectively.

Laurrë was somewhat short in stature (6′4″) but lacked nothing in skill and strength as a warrior. His gold hair and blue eyes harkened more to the Vanyar than Noldor.

Laurrë's Principal Items

Sword (Kirlhach) · (S. "Cleaving Leaping-flame") a sword of changing (could become a dagger/broadsword/2-handed sword at a thought) and +30 Laen blade, it was Holy and was not only a flaming sword, but also fired a stream of flame as a x5 Firebolt\ provides heat/cold immunity, intelligent, cats Haste X, Stun Relief III.
Laurrë's Special Powers

Spells · 98 PP. x3 item. Knows Channeling Light's Way, Purifications, Barrier Law; Concussion's Ways Lists to 5th lvl.
Laurrë's Lesser Items of Note

Armor mithril scales, light but strong: AT 17 (-40);
Orb of the Guild of Elements, crystal sphere in chain, allows contact with any of the other four orbs of the Guild;
Circlet, protects as helm, adds +30 to RR's vs Mentalism.
See ICE's Court of Ardor 26–28.

Legolas

Lvl: 8. Race: Sinda. Profession: Warrior/Fighter. Home: Northern Mirkwood.

RM Stats: St-98; Qu-99; Em-92; In-94; Pr-81; Ag-100; Co-91; Me-92; Re-95; SD-72. **MERP Stats**: St-98; Ag-100; Co-91; Ig-90; It-94; Pr-81. Appearance: 93.

Legolas was the son of Thranduil, the Elven-king of Northern Mirkwood. He was Thranduil's emissary to the Council of Elrond, and was one of the Nine Walkers on the Quest to destroy the One Ring. He retired to the shores of Lebennin, and eventually sailed into the West.

Legolas' Principal Items

Bow · Of quickness, it fires 3x every two rounds, and is +30 to hit.
Shield · Of Concealment, it gives off a shadowy aura adding +25 to hiding attempts.
Legolas' Lesser Items of Note

Boots Of silence;
Long Knife +20 to hit, strikes as a short sword.

> *Read LotRI 315, 335-56, 361, 366, etc.*

See ICE's Northern Mirkwood, 43.

Lenwë

Lvl: 75. Race: Nando. Profession: Warrior/Fighter. Home: Cuiviénen, later Wilder land east of the Misty Mountains.

RM Stats: St-105; Qu-104; Em-102; In-101; Pr-103; Ag-105; Co-102; Me-101; Re-100; SD-98. **MERP Stats**: St-105; Ag-105; Co-102; Ig-100; It-101; Pr-103. Appearance: 103.

One of the first generation, Lenwë led a group of the Teleri later known as the Nandor. Therefore, although he was of the Eldar (those who embarked on the Great Journey) he was a Moriquendi ("Dark Elves") who

never saw the light of the Trees. Lenwë's people tarried east of the Misty Mountains, and it is their people who later formed the base populations of the Greenwood and Lórien. Lenwë's final fate is not known.

Lenwë's Principal Items

Bow · An elven longbow, +45, double normal range, with all arrows fired from it considered Holy.
Sword · A broadsword of wood with an edge of green Laen, +20, Hastes wielder at will. The sword will not harm plants, trees or animals (unless such are under the power of Evil).
Lenwë's Lesser Items of Note

Cloak which is +60 to hiding;
Boots which allow traceless passing, all Ranger Running spells.

> *Read Sil 56, 108.*

Linsûl*

Lvl: 27. Race: Sinda. Profession: Bard. Home: Naurlindol. Aka: (S. "Wind-Song"); The Harper.

RM Stats: St-86; Qu-100; Em-78; In-93; Pr-101; Ag-99; Co-98; Me-98; Re-82; SD-90. **MERP Stats**: St-86; Ag-99; Co-98; Ig-94; It-93; Pr-101. Appearance: 101.

Linsûl and Klaen (q.v.), both Bards, had a mutual respect/attraction, perhaps because of their allegiance to opposing sides in the scheme of southern Middle-earth. Linsûl herself was a powerful spellcaster, more than a match for most of her targets. She served Rilia at Naurlindol, but was most frequently abroad, gathering information for the Court.

Linsûl had red-blonde hair and deep blue eyes. Standing a statuesque 6′0″ tall, she attracted attention wherever she went (when she wanted to, that is).

Linsûl's Principal Items

Harp · x4 PP enhancer, allows use of Slaying Song 1x/day; allows silent casting of Bardic spells.
Enchanted Card Deck · Ardan Deck, see Ardor p. 25 for details.
Linsûl's Special Powers

Spells · 324 PP. x4 item. Knows all Bard lists to 25th, Mentalist Brilliance, Cloaking, Attack Avoidance, Delving, Illusions to 10th.
Linsûl's Lesser Items of Note

Long Kynac, +25, flames, casts Firebolt 3x/day;
Earrings, one of which is highly intelligent and able to translate any language;
Ring provides immunity from all heat and flame.
See ICE's Court of Ardor 19–20.

Lúthien

Lvl: 150. Race: Sinda-Maïa. Profession: Bard (Illusionist, Lay Healer, Mystic). Home: Originally in Thingol's kingdom of Doriath, then with Beren in Tol Galen. Aka: Tinúviel.

RM Stats: Co-99; SD-105; Ag-106; Me-105; Re-109; St-99; Qu-106; Pr-115; In-106; Em-109. **MERP Stats**: Ag-106; Co-99; Ig-109; In-106; Pr-115; St-99. Appearance: 125.

Lúthien was the most beautiful of all of the children of Eru, and with the Nauglamír (see article on Thingol) was considered the most beautiful sight outside of Valinor. But her might is also truly astonishing. For in her veins ran the blood of Valar, Maïar, and the Elven High-king Thingol. Her lineage was, quite simply, the most noble in all of Middle-earth history. In addition, from both her ancestral gifts and her long training under her Maia mother Melian, Lúthien achieved power in magic second to none: her singing charmed no less than Morgoth and Mandos, and enchanted both Sauron and Morgoth. It was she who made Beren's acquisition of a Silmaril from the Iron Crown of Morgoth possible. And it was she who healed Beren's wounds. She overcame Sauron and freed her beloved Beren. Her name Tinúviel comes from the beauty of her singing.

Lúthien can be presumed to be tall (6′6″), having the beauty of angels, fair haired, with sparkling blue eyes, and the flowing gossamer garb of a quintessential dancer.

Lúthien's Principal Items

Mother's Gift · a wreath of ever-beautiful flowers about Lúthien's head, x10 PP multiplier for all professions, maintain concentration spells without concentration for 1 rnd/lvl, protects the head as a full helm, negates 50% of head criticals.
The Sash of Yavanna · constant Displacement V, DB +88, wearer can become translucent (subtract 50 from all Perception rolls trying to find her).
The Veil of Daeron · a lightweight dancer's garb, deflects attacks as AT 20 and adds +100 to spell resistance rolls.
The Dagger of the Dancer · blue mithril, +88, hits as a battle axe doing double concussion hits, throw 8000′ with no penalty, instant Long Door return to hand, does additional Impact and Puncture criticals. If used to full parry, may also cast Deflections For Blade turn V.
Lúthien's Special Powers

Spells · 1350 PP. x10 PP multiplier. Knows all base Illusionist, Mystic, Bard, and Lay Healer lists to 50th level, knows all Open and Closed Essence and Mentalist lists to 50th level.

> *Note: Lúthien's DB will increase to 230 with the Nauglamír and to 280 with the Silmaril (but with the Silmaril opponent's also get a +40 OB due to lust). This may be further increased by some spells.*

> *Read Sil 91, 123, 148, 165-88, 198, 234-36, 306, 307; LotR I 258-61; LotR III 388.*

Lyrin*

Lvl: 35. Race: Noldo. Profession: Warrior/Monk. Home: Geshaan.

RM Stats: St-100; Qu-100; Em-100; In-87; Pr-100; Ag-101; Co-100; Me-73; Re-84; SD-89. **MERP Stats**: St-100; Ag-101; Co-100; Ig-82; It-87; Pr-100. Appearance: 100.

The only member of the "Three" of Ty-Ar-Rana to survive into the Second Age, Lyrin was apparently a Noldo, but may have in fact been (at least partially) of the Nando race which founded the ancient Order. A consummate unarmed warrior, he was the least intellectual of the Three and wandered for many years without guidance before meeting Laurrë and rejoining the Guild.

6′7″ tall with dark skin, emerald green eyes and unusual red-brown hair, Lyrin bore the same familial signs as his brethren of Ty-Ar-Rana, but little resemblance to the Noldor.

Lyrin's Principal Items

Earrings of Lyrin · x6 PP enhancers (for Monks), create an aura providing a 30 bonus to DB, and will Haste the wearer at will.
Lyrin's Special Powers

Spells · 630 PP. x6 item. Knows all Monk lists to 30th lvl.
Lyrin's Lesser Items of Note

Bracers, +30 to all Martial Arts attacks;
Orb of the Guild of Elements, crystal sphere in chain, allows contact with any of the other four orbs of the Guild;
Cloak, will turn wearer invisible at will.
See ICE's Court of Ardor 26–28.

Maedhros

Lvl: 105. Race: Noldo. Profession: Warrior/Fighter. Home: born and reared in Eldamar, he then went to Middle-earth: he first battled in many regions, then he was shackled to the face of Thangorodrim, then built and dwelt in the great fortress Himring guarding the March of Maedhros, and finally with Himring taken he wandered homeless. Aka: the Tall.

RM Stats: Co-108; SD-90; Ag-110; Me-95; Re-100; St-108; Qu-110; Pr-104; In-95; Em-98. **MERP Stats**: Ag-110; Co-108; Ig-98; In-95; Pr-104; St-108. Appearance: 104.

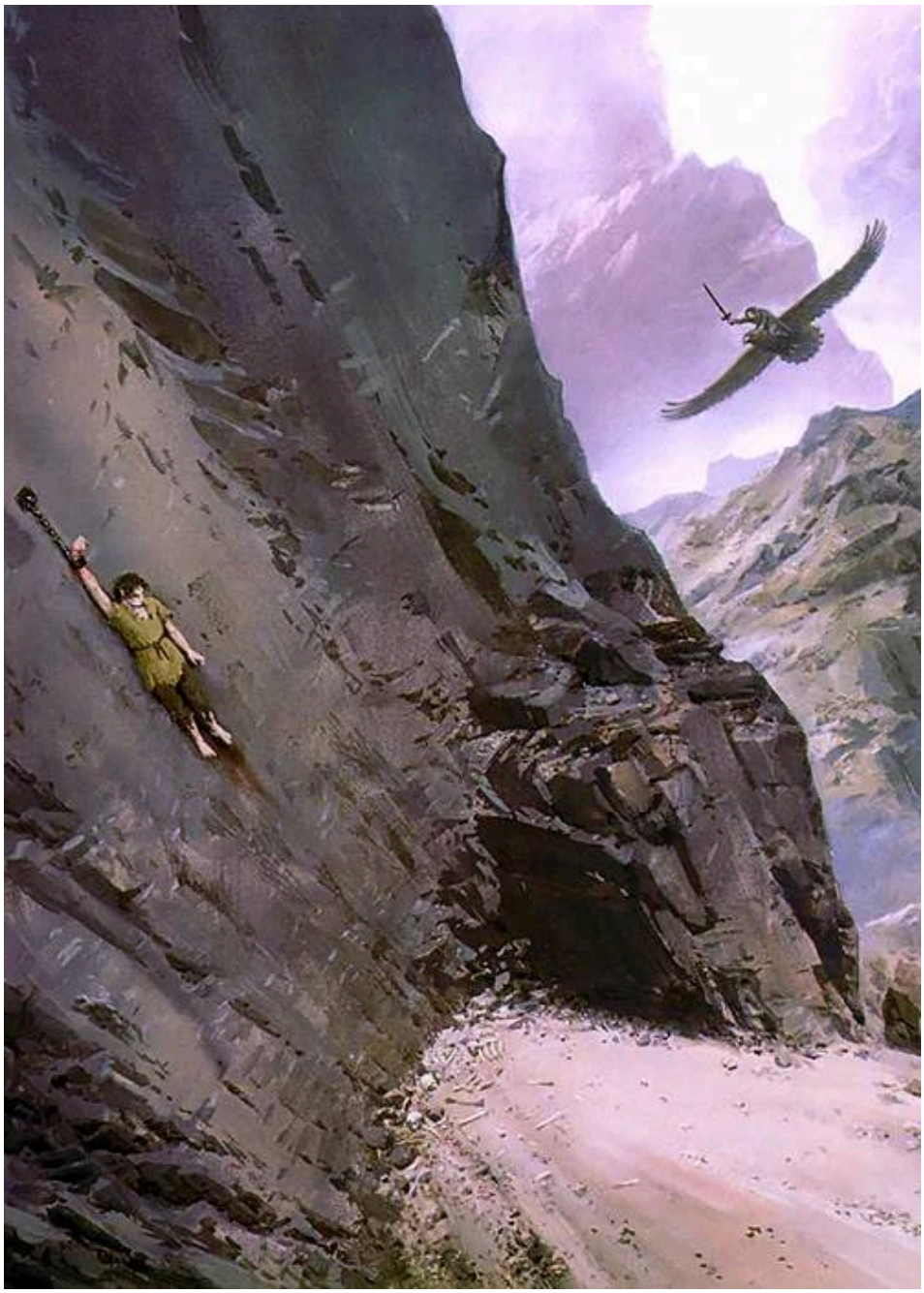


Maedhros

The eldest son of Fëanor, Maedhros the Tall was one of the greatest of all the Elven warriors. He was from the very first passionately given to the terrible Oath of his father and thereby committed many terrible and grievous acts. He was, however, the best and most temperate of all Fëanor's sons, with the single exception of Maglor. Though fully given to the foolish pursuit of Morgoth and the Silmarils, Maedhros constantly opposed or regretted the great acts of violence committed against others of Eru's children. Maedhros was a patient ruler, guarding the March of Maedhros for many years, and also striving to curb the arrogance of his brothers.

One of the most significant events in his life was his capture by Balrogs (in an emissary company from Morgoth). He was then shackled by his right wrist to the sheer face of Thangorodrim by a hell — wrought

and unbreakable band of iron. He was rescued by Thorondor the greatest of eagles and Fingon ("the Valiant") but suffered the severance of his right hand. Ever after this, his spirit burned with greater fierceness, and he wielded his great sword with his left hand even more deadly than before.



Maedhros finally did steal a Silmaril, but finding that it burned his hand because of his many sins and the great flow of blood he had shed, he cast himself in despair and regret with the Silmaril into a deep chasm and found there, it is supposed, an unknown grave.

Maedhros would have been simple to recognize, being accounted tall even among the Noldorin princes (7′8″), perhaps surpassed only by Elwë. He had the fair hair and sapphire eyes so striking in his family. The absence of his right hand, the skill of his mighty sword, and the Alkar of his grim but noble visage marked him as one of the truly notable figures in Middle-earth.

Maedhros's Principal Items

Sword (Silmaruth) · (S. "Fury of the Silmarils") his sword, probably made by Fëanor. The broadsword is red Laen with an Eog edge, +75, does triple concussion hits, does additional Heat and Slash criticals, casts continuous Haste on its bearer when wielded.
A Hand (Camaedhros) · (S. "Hand of Maedhros") a prosthetic Eog right hand. It is initially white but mystically begins to be stained by the blood of his battles. While Maedhros is not comfortable to wear the hand all the time or to wield his sword with it, it is mighty in battle: acts as a +50 normal shield, intelligent, can cast Deflect I or Bladeturn I each round (each spell cast 16 times daily), and may attempt to crush anything in its grasp: either a LGr attack (OB +150), or a 30th level attack on an inanimate item (e.g., swords, etc.).
Armor (Heruannon) · ("Prince's Armor") AT:Pl/20 DB: +75, Displacement III, continuous Alkar, negates 30% of body crits, cast Stun Relief III (Body Renewal Lvl 9) at will.
Maedhros's Special Powers

Spells · 525 PP. x5 PP multiplier. Knows all Open Mentalist lists to 10th lvl.

> *Note: Displacement III, DB becomes 250 when using Deflect or Bladeturn.*

Maedhros's Lesser Items of Note

Long bow (+50, double concussion hits, additional Impact crits);
Golden mithril crown (x5 PP Mentalism, protects head as full helm, negates 50% head crits adds 50 to spell resistance rolls).

> *Read Sil 60, 83, 90, 108, 110-11, 112, 115, 116, 119, 122, 124, 152-53, 157, 188-90, 192-93, 195, 236-37, 246-47, 250, 252-54, 305.*

Maeglin

Lvl: 40. Race: Noldo/Teler. Profession: Bard/Alchemist (Fighter). Home: Nan Elmoth, later Gondolin. Aka: S. "Sharp Glance''; London (Q. "Son of Twilight", the name his mother gave him).

RM Stats: St-101; Qu-102; Em-100; In-98; Pr-103; Ag-101; Co-101; Me-100; Re-99; SD-96. **MERP Stats**: St-101; Ag-101; Co-101; Ig-98; It-98; Pr-103. Appearance: 100.

The son and only child of Eöl the Smith and Aredhel, Maeglin was a secretive Elf who lusted for power — more power even than the Princedom of Gondolin. His father was an evil, jealous and spiteful Grey Elf, and these "qualities" were apparently carried on to his son. Maeglin's mother Aredhel, sister of Turgon the King of Gondolin, was a willful woman. She defied her brother by departing the secret valley of Gondolin, and eventually marrying the reclusive Eöl. She remained with him for many years, bearing their child, but at last she could no longer bear Eöl's company, fleeing with Maeglin to Gondolin. Eöl followed. In an ensuing argument in Gondolin Eöl murdered his wife accidentally — the attack intended for his ungrateful son. Eöl was slain and the orphaned Maeglin adopted by Turgon. He prospered for many years, but when he was captured in battle by Morgoth's minions, he proved unworthy. Realizing that he would never become King of Gondolin (his adopted father Turgon never having named him true heir), he betrayed the location of the secret valley to Morgoth's forces. He was slain in the sack of the city. The Noldor curse his name.

Maeglin's Principal Items

Sword (Anguirel) · (S. "Living Star-iron") One of two fabulous blades made by Eöl (the other being Anglachel), Anguirel was stolen from its maker by Maeglin. Of the shiny black meteoric iron Galvorn, it

was +100, and cleaves normal metals with ease. All armor but Ithilnaur, Eog and Galvorn (or other powerful enchanted armor) is useless: target is AT 1. Anguirel was an intelligent blade and has many other powers as well — though it does not "speak" as such. Whenever it is drawn, all in sight are affected by a 30th level spell of Loathing. Those who fail a RR wish to slay the wielder. For Eöl, it could not be fumbled — though in Maeglin's hands there was an additional +1 chance of fumbling. It was essentially a bastard sword, and so could be used one-handed at -20. In any case its effect is that of a two-handed blade, and it will Haste the user at a thought. All spells directed at the wielder must resist versus 60th level or fail (wielder's spells are unaffected). The sword also delivers a Slash critical in addition to any other indicated.
Armor · Also made by Eöl, Maeglin's armor is of the strange metal Galvorn. It protects as AT 20 (DB +60) yet encumbers as AT 13.
Shield · A full shield +30, it is of smoky Laen with an edge of Galvorn, and hovers to protect the wielder.
Maeglin's Special Powers

Sight · Maeglin was extremely perceptive and was able to read the thoughts of unguarded minds in his sight as if he were using the Seer Mind Visions list to 20th lvl.
Voice · Maeglin's voice was renowned for its power and his persuasiveness. Treat this power as if he were utilizing the Astrologer list Way of the Voice to 15th lvl.
Spells · 120 PP. 6x PP item. Knows all Alchemist base lists to 50th lvl.
Maeglin's Lesser Items of Note

Composite Bow which is +45, of an unusual laminate of Ogamur, Shaalk, Galvorn and wood;
Ring +30 to DB and a x6 PP enhancer;
Cloak +30 to DB, +90 to hiding.

> *Read Sil 104, 159-66, 192, 237, 247, 297-9.*

Maglor

Lvl: 85. Race: Noldo. Profession: Bard (Fighter). Home: Aman, later Beleriand. Aka: (S. "Golden Hand").

RM Stats: St-106; Qu-110; Em-99; In-96; Pr-110; Ag-111; Co-107; Me-96; Re-102; SD-96. **MERP Stats**: St-106; Ag-111; Co-107; Ig-99; It-96; Pr-110. Appearance: 108.

The Oath of Fëanor bound Maglor throughout his life and eventually brought about a bitter death. Fëanor's second son and one of the first to swear the Oath, Maglor went with his brothers and father to recover the Silmarils. His realm in Beleriand was one of the first to fall to Morgoth's forces (through no fault of his own) and afterwards he travelled with his closest sibling, Maedhros.

Although not an evil or violent being by nature, the oath drove Maglor. With his brother he captured the young Elrond and Elros (though they did not mistreat their prisoners), but the two proved unable to ransom a Silmaril from Elwing their mother. In the end, desperate, they stole the other two from the Host of the Valar (who recently wrested them from Morgoth). But Maglor was unable to bear the pain of the gem and the crimes it had driven him to commit, and cast his Silmaril into the ocean. He was never heard from again, although it is said that he wanders the hidden shores of Middle-earth, singing laments for the lost glory of the Noldor.

Maglor was a great Bard, composer of some of the greatest songs in history — including the Noldolantë, the basis for the Silmarillion.

Maglor's Principal Items

Sword (Silmanainië) · (Q. "Lament of the Silmarils") +75 broadsword, identical in design to Maedhros's sword, also made by Fëanor. Silmanainië differed in that it was made of blue Eog, delivered additional Cold

and Impact criticals. It also hasted the wielder and delivered triple concussion hits.
Armor · Truly unusual armor consisting of many layers of Shaalk and white Eog, it protects as 20 (-75) and encumbers as At 13. It also protects Maglor from all Evil spells.
Lute · Triples range of all Bardic Controlling Songs and Sound Control spells; allows silent casting of Bardic spells.
Maglor's Special Powers

Spells · 680 PP. x9 PP item. Knows all Bard base lists to 50th lvl, all Mentalist Open and Closed lists to 30th lvl.
Maglor's Lesser Items of Note

Cloak +30 to DB, +60 to hiding, protects from heat and cold;
Earring of mithril and ruby, x9 PP enhancer.

> *Read Sil 63, 93, 98, 133, 135, 138, 148, 167, 184, 222, 236, 305-6, 310, 313-4.*

Morthaur*

Lvl: 40. Race: Noldo. Profession: Mage/Magician. Home: Beleriand, then Ardinaak. Aka: (S. "Black Bondage"); The Lord; Vornocollo (Q. "Cloak of Darkness").

RM Stats: St-94; Qu-100; Em-100; In-89; Pr-99; Ag-99; Co-93; Me-99; Re-101; SD-96. **MERP Stats**: St-94; Ag-99; Co-93; Ig-99; It-89; Pr-99. Appearance: 95.

Chief engineer of the plan to bring down the Sun and Moon, Morthaur was more of a planner than implementor. He rarely left the Citadel of Ardor, preferring to lurk in the certain safety it provided. An original Noldo rebel, he almost immediately fell to Morgoth's offers of power and realms in the south.

Of average height with black hair, he invariably chose black for his garments.

Morthaur's Principal Items

Special Ardan Amulet · (see Ardor 18).
Enchanted Card Deck · Ardan Deck, see Ardor p. 25 for details.
Morthaur's Special Powers

Spells · 600 PP. x5 PP item. Knows all Magician Base lists to 30th; virtually all other Essence lists to 30th. See ICE's Court of Ardor 17–18.

Nimrodel

Lvl: 25. Race: Taurdhel (Silvan). Profession: Bard/Mystic. Home: Lórien (east of the Misty Mountains). Aka. (S. "Lady of the White Cave").

RM Stats: St-93; Qu-100; Em-73; In-90; Pr-101; Ag-97; Co-89; Me-81; Re-80; SD-67. **MERP Stats**: St-93; Ag-97; Co-89; Ig-85; It-90; Pr-101. Appearance: 104.

One of the saddest legends in Middle-earth surrounds the parting of the lovers Amroth and Nimrodel. Though a Silvan Elf, Nimrodel was accounted more beautiful than many of the Eldar. Amroth loved her dearly, but she would not marry him, instead living alone near the river in Lórien, to which she gave her name. Then came the Terror from Khazad-dûm in T.A. 1981, and, unable to bear the horrible wrath of the Balrog in Moria, she fled southwards to the eaves of Fangorn. Amroth was loath to depart his realm and leave it without a king (he had no heir) in a time of crisis, but his love for Nimrodel drove him. He found

her there, barred from entering Fangorn by the Huorns. Amroth begged her to return, but she refused. At last she agreed to marry him if he would take her to a place of peace — the Uttermost West.

He somehow came to the bay ahead of her, and there found that all but one ship had set sail for the West. That last ship was about to depart, for the autumn winds were coming, and storms in the bay were sometimes too much even for Elven-ships. But Amroth convinced the captain to wait, hoping that Nimrodel would come. A month passed, and the weather grew steadily worse. There was no sign or word from Nimrodel. At last, one stormy night the ship tore loose from its moorings and headed out to sea. Amroth, who had been living on the ship, awoke in a panic, and rushed out onto the deck. The shore was fast receding. Unable to bear leaving his love, he dove into the sea, determined to swim back to shore. He was never seen again. Of the final fate of Nimrodel nothing is known.

Nimrodel's Principal Items

Longbow · +20, it has triple the normal range and cannot be fumbled.
Necklace · x5 PP enhancer, it provides a misty aura, adding 60 to Nimrodel's DB.
Nimrodel's Special Powers

Spells · 75 PP. x5 PP item. Knows all Mystic Base lists to 25th lvl; all Mentalist Open and Closed lists to 10th lvl.

> *Read UT 240-3, 246, 248, 255, 257, 261, 316; LotRI 439-42, LotR III 119, 181. See ICE's Lórien 25, 57.*

Olwë

Lvl: 135. Race: Teleri. Profession: Warrior/Fighter. Home: Cuiviénen, the coast of Beleriand, Tol Eressëa, and finally Alqualondë on the shores of Eldamar.

RM Stats: St-104; Qu-106; Em-105; In-103; Pr-106; Ag-108; Co-103; Me-103; Re-103; SD-103. **MERP Stats**: St-104; Ag-108; Co-103; Ig-103; It-103; Pr-106. Appearance: 105.

Olwë was the younger brother of Elwë (Thingol Greycloak), and leader of the second Host of the Teleri. When Elwë vanished in Beleriand during the Great Journey, Olwë became King of the Teleri, and led nearly all of his people to Aman in the second crossing. The Teleri settled on Tol Eressëa — learning the art of shipbuilding from the Maia Ossë — before settling on the shores of Eldamar and building the fair port of Alqualondë.

Olwë's people suffered the cruel attack of the Noldor and the theft of their ships, and never forgot the heinous crimes of Fëanor's people. When the Valar sailed to overthrow Morgoth for the last time, the Teleri reluctantly agreed to transport the Vala Host, but they remained with their ships, aloof from battle. Olwë himself never returned to Middle-earth.

Olwë's Principal Items

Crown of the Teleri · clear Laen and mithril crown, protects as a full helm and negates all head/neck criticals; adds +50 to DB, allows wearer use of the Channeling list Weather Ways to 50th lvl.
Scepter · Strikes as a mace +50, it delivers an additional Lightning critical.
Olwë's Lesser Items of Note

Cloak, +30 to DB, it also adds +90 to hiding;
Boots which insure solid footing on any wood surface (such as the deck of a ship), +40 to climbing.

> *Read UT 229, 232-4; Sil 54-8, 60-1, 63-5, 97–100, 107, 130, 152.*

Orrerë*

Lvl: 17. Race: Noldo. Profession: Mage/Alchemist. Home: Ost-in-Edhil. Aka: (S. "Lonely Heart").

RM Stats: St-85; Qu-100; Em-99; In-76; Pr-97; Ag-98; Co-89; Me-87; Re-90; SD-67. **MERP Stats**: St-85; Ag-98; Co-89; Ig-85; It-76; Pr-97. Appearance: 93.

A friend of Finculin's (q.v.) in the Gwaith-i-Mírdain, Orrerë and the other smith grew apart when Annatar began to monopolize Finculin's time. Orrerë, a brilliant smith himself, began to turn inward and create items of a disturbing, almost tortured beauty. He was most likely killed in the attack on Ost-in-Edhil, but his final fate is not known for certain.

Orrerë was of average height, with short brown hair and grey eyes.

Orrerë's Principal Items

Dagger · Ithilnaur. +30, throw and return 100′ with no range subtraction, strikes as a short sword, Of Slaying Orcs.
Orrerë's Special Powers

Spells · 170 PP. x5 item. Knows all Alchemist Base lists to 20th lvl, also Unbarring Ways, Lofty Bridge, Invisibility to 10th lvl.
Orrerë's Lesser Items of Note

Robes, non-encumbering, which add 60 to DB and Hiding maneuvers;
Earring of black sapphire which is a x5 PP enhancer;
Ring, black opal set in mithril, which allows Orrerë to Merge True 3x/day.
See ICE's Lórien .32, 51–53, 56.

Rana *

Lvl: 36. Race: Sinda. Profession: Animist/Healer. Home: Tumlindë. Aka: (S. "Wanderer").

> *Note: not to be confused with the Sun, sometimes referred to as Rana.*

RM Stats: St-99; Qu-100; Em-97; In-100; Pr-96; Ag-98; Co-101; Me-92; Re-79; SD-65. **MERP Stats**: St-99; Ag-98; Co-101; Ig-90; It-100; Pr-96. Appearance: 94.

A Healer serving the Guild of Elements in southern Middle-earth, Rana's job was crucial and frequently an almost overwhelming one. His attitude was invariably positive, however — to the point where some wondered if he was indeed sane. He was apparently somewhat naive (or perhaps dull-witted). Healing seemed to come naturally to him, and perhaps it reinforces the idea that those of simple mind are closest to the Valar.

Of Sindarin descent, Rana was unusually tall (6′8″) with dark curly hair and eyes.

Rana's Principal Items

Bracelet · mithril with wood and green Laen inlay; x5 PP enhancer, heals 1 hit/rnd, heals 1 hit/rnd bleeding.

Broadsword · +25 mithril with green Laen edge; glows within 300′ of Orcs, trolls, Evil priests, Of Slaying Orcs.
Rana's Special Powers

Spells · 108 PP. x5 PP item. Knows all Healer Base lists to 30th; Channeling Blood, Bone, Organ, Muscle, Nerve Laws, Purification, Spell Defense to 20th lvl; Concussion's Ways, Weather Ways, Lofty Movements to 30th; Light's Way to 25th.
Rana's Lesser Items of Note

Armor, Green dragonskin protects as AT 15 (-20);
Elven longbow +25;
Cloak, casts Invisibility 5x/day;
Orb of the Guild of Elements, crystal sphere in chain, allows contact with any of the other four orbs of the Guild.
See ICE's Court of Ardor 28–29.

Rilia*

Lvl: 33. Race: Noldo. Profession: Mage/Sorceress. Home: Naurlindol. Aka: S. "Brilliant Void"; The Sorceress.

RM Stats: St-68; Qu-100; Em-99; In-99; Pr-94; Ag-100; Co-87; Me-95; Re-98; SD-85. **MERP Stats**: St-68; Ag-100; Co-87; Ig-96; It-99; Pr-94. Appearance: 99.

As fiery of temper as her realm might imply, Rilia was both demanding and impatient. She ruled Naurlindol with confidence, daring even to send Sauron of Mordor away. Rilia served the Court of Ardor well throughout its long existence.

Rilia had a wild mane of dark red hair (rare among the Noldor) and tawny eyes.

Rilia's Principal Items

Staff · grey wood, +30 to all fire attack spells, x5 PP enhancer, absorbs all enemies' Essence spells when held forth aflame (will flame on command, also rendering wielder immune to heat and cold), allows free use of Fire Law, becomes a +25 broadsword on command.
Enchanted Card Deck · Ardan Deck, see Ardor p. 25 for details.
Rilia's Special Powers

Spells · 66 PP. x5 PP item. Knows all base Sorcerer to 30th lvl, (Fire Law to 30th), Essence Invisible Ways, Rapid Ways, Unbarring Ways to 10th, Lofty Bridge, Shield mastery, Spirit Mastery to 20th lvl.
See ICE's Court of Ardor 17, 19, 26, 36, 49.

Sûlherok*

Lvl: 26. Race: Teleri. Profession: Warrior/Fighter. Home: Tirgoroth. Aka: (S. "Lord of Steeds of the Wind"); The Messenger.

RM Stats: St-99; Qu-101; Em-46; In-87; Pr-99; Ag-101; Co-100; Me-94; Re-92; SD-89. **MERP Stats**: St-99; Ag-101; Co-100; Ig-93; It-87; Pr-99. Appearance: 98.

Valkrist's aide at Tirgoroth and the Messenger of the Ardan Court, Sûlherok distinguished himself most by managing to stay out of the squabbles which continually rent the organization. Constantly forced to be the bearer of bad tidings, he somehow managed to avoid retribution.

Of Sindarin descent, Sûlherok was also a master rider of the great birds of Tirgoroth. He had long, sandy hair and hazel eyes.

Sûlherok's Principal Items

Broadsword · mithril +20, it delivers an Electricity critical, also gives an "A" Elec, crit to opponent who parries with a metal weapon; chance weapon is destroyed.
Enchanted Card Deck · Ardan Deck, see Ardor p. 25 for details.
Sûlherok's Lesser Items of Note

Crossbow, +20, auto-reload every round, 2x heavy crossbow range, 2x concussion hits;
Ring, casts Haste V 1x/day.
See ICE's Court of Ardor 18, 22, 43.

Taurclax*

Lvl: 31. Race: Teleri. Profession: Animist. Home: Taurang. Aka: (S. "Fang of the Wood").

RM Stats: St-80; Qu-101; Em-95; In-100; Pr-98; Ag-99; Co-95; Me-96; Re-83; SD-94. **MERP Stats**: St-80; Ag-99; Co-95; Ig-90; It-100; Pr-98. Appearance: 90.

Mysterious and shadowy, Taurclax managed to keep abreast of the Court of Ardor's affairs without revealing his identity as a spy for Sauron of Mordor. Residing in the cruel fortress of Taurang ("Iron Tree") Taurclax held an entire forest region in terror. He escaped the eventual downfall of the Court and his final fate remains unknown.

Taurclax was of average height and build, with brown hair and green eyes.

Taurclax's Principal Items

Ring · Of treeform, allows wearer to become a large tree instantly, and live off the soil for an indefinite period. Wearer remains fully aware of events around him as if he still possessed his human senses.
Sceptre · Of Windmastery, this item is a +20 mace also allows the holder free use of the Wind mastery spell.
Enchanted Card Deck · Ardan Deck, see Ardor p. 25 for details.
Taurclax's Special Powers

Spells · 93 PP. x5 item.
Taurclax's Lesser Items of Note

Helm, of mithril, acts as x5 PP enhancer for Animists, allows wearer to breathe water or any (even poisonous) gas without harm, and see underwater as if through clear air;
Bracer, Organic Turning True, all (primarily) organic weapons (e.g. arrows, clubs) used against caster are at -100.
See ICE's Court of Ardor 17, 21, 38.

Thranduil

Lvl: 33. Race: Sinda. Profession: Warrior/Fighter (Animist, Magician). Home: South Lindon until the mid-Second Age; Northern Mirkwood. Aka. (S. "Halls of Star-shadow.")

RM Stats: St-98; Qu-99; Em-97; In-95; Pr-96; Ag-100; Co-96; Me-93; Re-91; SD-84. **MERP Stats**: St-98; Ag-100; Co-96; Ig-92; It-95; Pr-96. Appearance: 98.

A kinsman of Celeborn, Thranduil travelled with him eastward out of Lindon in the early Second Age, helping to found Hollin. The animosity of the Dwarves of Moria was too much for him, however (the Naugrim especially hating the Sindar — remembering Doriath). He and many of his kin went east over the Misty Mountains and founded a realm in Greenwood the Great. Many of the rustic Silvan tribes gathered

under his guidance, and he became the Elven-king of the wood. Great mansions were delved, and Thranduil made the place secure.

After the first thousand years of the Third Age an evil power grew in the southern reaches of the forest and slowly grew to overtake nearly the entire wood. Greenwood became Mirkwood, and it was all Thranduil and his people could do to maintain their own borders in the far northern areas. The tale of Thranduil's encounter with Dwarves in the late Third Age is told elsewhere, but in the end the meeting proved enriching for him.

Thranduil sent his son Legolas to the Council of Elrond, and in this way contributed to the Fellowship. His Elves also aided the men of Dale in repelling Sauronic forces during the War of the Ring.

Thranduil's Principal Items

Sword · Broadsword, +45, Of Slaying Trolls and Great Spiders. Fumbles only on an unmodified 1.
Bow · Elven Longbow +45; fires at twice normal speed; all arrows shot from it are Of Slaying Orcs.
Thranduil's Special Powers

Spells · 66 PP. x3 multiplier. Knows Animist Base Nature's Protection, Plant Mastery, and Nature's Movement lists to 10th lvl; Illusionist Base Guises, Illusion Mastery, and Light Molding lists to 10th lvl; Essence Lofty Bridge, Invisible Ways lists to 10th lvl.
Thranduil's Lesser Items of Note

Ring x3 PP enhancer, adds +20 to all bow attacks, reduces chance of fumble by 2;
Boots of Limb-running;
Helm which adds 50 to all hiding attempts by creating shadows all around.

> *Read UT 243-4, 252, 256-60, 272, 276, 279-83, 338, 342-4, 353; Sil 371; Hob 152, 165-66, 167-69, LotR I 315, etc. See ICE's Northern Mirkwood, 43.*

Turgon

Lvl: 85. Race: Noldo. Profession: Warrior/Fighter (Bard). Home: Aman, later Gondolin. Aka. (S. "Stone Master").

RM Stats: St-103; Qu-104; Em-102; In-99; Pr-101; Ag-102; Co-100; Me-101; Re-99; SD-98. **MERP Stats**: St-103; Ag-102; Co-100; Ig-99; It-99; Pr-101. Appearance: 103.

Turgon was the younger of Fingolfin's two sons, and left the Undying Lands with the rebellion. Turgon was one of the most farsighted of the Noldor, however, and soon after his arrival in Middle-earth he divorced himself from the suicidal assaults of Fëanor.



A brilliant architect, Turgon dreamed of creating a city to remind him of Tirion, the fairest of all the Elven cities in Aman. Ulmo the Vala came to him and showed Turgon a hidden valley, and so the idea of Gondolin in the Vale of Tumladen was born. In the end Turgon's secret city was betrayed by his sister's evil son Maeglin, and Turgon himself was killed in the sacking. Fortunately, his daughter Idril (q.v.) and her son Eärendil escaped, however.

Turgon's Principal Items

Sword (Ondomacil) · (Q. "Sword of Stone") +60 sword of pale blue marble with an edge of clear Laen (enchanted glass). It will haste the wielder at will, and allows holder to Merge True with any stone.
Sword (Glamdring) · (Q. "Foe-hammer") see Gandalf, page 43.
Armor · Ithilnaur alloy, protects as AT Pl/20 (DB +70).
Turgon's Special Powers

Spells · 340 PP. x4 PP item. Because of Turgon's affinity for stone, he knows the Mentalist Solid Manipulation list to 30th lvl, as well as the Bard lists Sound Control and Item Lore list to 20th lvl.

Turgon's Lesser Items of Note

Ring of stone which is a x4 PP enhancer;
Cloak which adds 30 to DB and allows wearer to Fly 3x/day;
Bow +45, any arrows fired from which are Flaming (if desired);
Full shield +30.

> *Read UT 18, 22, 24, 26–30, 32, 33–40, 42-3, 45, 47, 49–56, 63, 66, 146, 160-1, 235, 249, 400; Sil 64, 93, 100-2, 133, 135, 140-1 149-51 155-7 160, 163-5, 186, 191-3, 221, 231-2, 234-7, 240, 247, 281-2, 294–300, 302, 308, 315.*

Valglin (I)*

Lvl: 23. Race: Avari Moriquendi. Profession: Scout/Thief. Home: Naurlindol. Aka: (S. "Gleam of Power").

RM Stats: St-89; Qu-100; Em-81; In-96; Pr-79; Ag-101; Co-93; Me-95; Re-99; SD-94. **MERP Stats**: St-89; Ag-101; Co-93; Ig-97; It-96; Pr-79. Appearance: 89.

A quiet, even-tempered Elf, Valglin served the Court of Ardor from Naurlindol, often cooling the Sorceress' outbursts. She frequently went of espionage missions, utilizing her skills to infiltrate strongholds of the Court's enemies.

Unusually small, even for a Silvan Elf, (5′2″), Valglin had brown hair and eyes. Her size and unobtrusive appearance often worked to her advantage.

Valglin's Principal Items

Spectacles · wearer has the ability to see through up to 2′ of stone or wood, 1′ of metal; ideal for examining lock or trap mechanisms. Spectacles add at least +50 to most lock or trap devices.
Enchanted Card Deck · Ardan Deck, see Ardor p. 25 for details.
Valglin's Special Powers

Spells · 23 PP. Knows Unbarring Ways, Physical Enhancement Lists to 5th lvl.
Valglin's Lesser Items of Note

Belt, casts Blur, Shadow, contains pockets, +30 lockpick kit;
Boots, add +30 to climbing;
Long Kynac, +25;
Kynacs, four +10 for throwing.
See ICE's Court of Ardor 17, 19.

Valkrist*

Lvl: 35. Race: Noldo/Adan. Profession: Warrior/Fighter. Home: Tirgoroth. Aka: (S. "Powerful Cleaver"); The Lord of Arms.

RM Stats: St-102; Qu-100; Em-89; In-83; Pr-96; Ag-101; Co-100; Me-64; Re-78; SD-85. **MERP Stats**: St-102; Ag-101; Co-100; Ig-83; It-83; Pr-96. Appearance: 95.

One of the greatest warriors in Middle-earth (save the great Princes of the Noldor and Vanyar), Valkrist ruled Tirgoroth in southern Middle-earth, serving on the Ardan Council. Valkrist was consistent in his allegiance, if nothing else.

Hugely built, 6′10″ tall, Valkrist was a truly dominating presence. He inherited the Noldorin features, dark brown hair and blue eyes.

Valkrist's Principal Items

Sword (Ilkiran) · +30 Laen blade of changing, of Cold, fires Cold Bolt +50 3x/day, 4x concussion hits.
Enchanted Card Deck · Ardan Deck, see Ardor p. 25 for details.
Valkrist's Lesser Items of Note

Armor, mithril plate, At 20 (-30), encumbers as 15;
Surcoat, continuous Fire, Lightning, Ice Armor;
Shield, clear Laen, weightless, +20, mentally controlled, allowing owner to use a 2-handed weapon and still shield parry.
See ICE's Court of Ardor 17, 22–23, 43.

Valmorgûl*

Lvl: 36. Race: Noldo. Profession: Mage/Sorcerer. Home: Ardinaak. Aka: (S. "Lord of Black Sorcery"); The Magician; The Sage of Tantûrak; The Warden of the Citadel.

RM Stats: St-96; Qu-101; Em-100; In-100; Pr-100; Ag-99; Co-98; Me-88; Re-86; SD-85. **MERP Stats**: St-96; Ag-99; Co-98; Ig-88; It-100; Pr-100. Appearance: 86.

As Warden of the Citadel of Ardor, Valmorgûl was responsible for security in the Tower. He was also a member of the Ardan Council, and often dominated that group by sheer force of will. Valmorgûl held Morthaur in contempt, and made it clear that he felt he should rule the organization. It was the Magician who was often responsible for the internal schisms. After the First Age Valmorgûl wore an artificial Laen (enchanted glass) arm — his real arm was lost in combat with the Elf-lord Chrys Menelrana.

The Magician stood 6′8″ tall, with blond hair and flashing blue eyes.

Valmorgûl's Principal Items

Arm · of red Laen and fully operational, the arm makes the user immune to heat and fire, allows him to cast Firebolts 300′ up to 6x a day, flames on command, strikes as a mace +30.
Master Octagon Amulet · See Ardor p 18 for details.
Enchanted Card Deck · Ardan Deck, see Ardor p. 25 for details.
Valmorgûl's Special Powers

Spells · 108 PP. x6 Sorcerer PP item. Knows all Base Sorcerer to 30th lvl, Evil Base Essence Matter Disruption to 25th lvl, Evil Channeling Dark Channels to 30th lvl, Essence Lofty Bridge, Spirit Mastery, Unbarring Ways, to 20th lvl, Channeling Barrier Law, Lofty Movements to 20th lvl.
Valmorgûl's Lesser Items of Note

Ring, gold with ruby, x6 PP for Sorcerer.
See ICE's Court of Ardor 17, 18, 32–33.

Yavëkamba*

Lvl: 27. Race: Noldo. Profession: Lay Healer. Home: Angkirya. Aka: (Q. "Fruitful Hand").

RM Stats: St-82; Qu-100; Em-94; In-93; Pr-100; Ag-100; Co-98; Me-94; Re-87; SD-99. **MERP Stats**: St-82; Ag-100; Co-98; Ig-91; It-93; Pr-100. Appearance: 90.

Shy and quiet, Yavëkamba rarely left Angkirya where she served Fëatur. She was a traitor to the Court,

being loyal only to the male Fëatur (q.v.) and aware of his conversion.

Darkly beautiful, Yavëkamba had long, straight black hair and brown eyes.

Yavëkamba's Special Powers

Spells · 81 PP. x5 PP item. Knows All Base Lay Healer to 25th lvl, Mentalist Damage Resistance, Self-Healing, Mind's Door, Movement, Mind Mastery, Solid Manipulation, Gas Manipulation, Liquid Manipulation, Speed to 20th lvl.

Yavëkamba's Lesser Items of Note

Enchanted Card Deck, Ardan Deck, see Ardor p. 25 for details;
Cloak, very full and hooded, allows wearer to cast Invisibility over herself and a patient;
Surgical kit very sophisticated halves recovery time and guarantees complete recovery (in the hands of a skilled Lay Healer);
Cup which, when filled with water can "brew" any herb instantly (eliminating preparation);
Pendant, x5 PP enhancer, free use of Brilliance list to 25th lvl.
See ICE's Court of Ardor.

Elven Characters List

A list of all the known Elves from Middle-Earth.

Name	Race	Profession	Notes
Aegnor (I)	Noldo	Warrior/Fighter	Son of Finarfin
Aegnor (II)	Noldo	Mage/Alchemist	A master smith of Ost-in-Edhil
Amarië	Vanya	Animist/Cleric (Healer/Astrologer)	
Amras	Noldo	Ranger	Fëanor's son and Amrod's twin
Amrod	Noldo	Ranger	Fëanor's son and Amras' twin
Amroth	Sinda	Warrior/Fighter	King of Lórien (early reign)
Amroth	Noldo	Warrior/Fighter	King of Lórien (late reign)
Angrod	Noldo	Warrior/Fighter	Son of Finarfin
Annael	Sinda	Bard/Monk	Foster father of Tuor
Aranwë	Noldo	Mage/Magician	Servant of Ulmo
Ardana	Noldo	Mage/Astrologer	Court of Ardor
Ardûval	Noldo	Mage/Astrologer	Court of Ardor
Aredhel	Noldo	Ranger	Daughter of Fingolfin
Arminas	Noldo	Warrior/Fighter	Herald and messenger
Arwen	Half-elf	Bard	Daughter of Elrond
Beleg	Sinda	Warrior/Fighter	Chief of the march-wardens of Doriath
Berúthiel	Sinda	Mage/Sorcerer	Wife of Tarannon (the King of Gondor)
Bladorthin	Sinda	Scout/Rogue	Lord at Dol Amroth and Edhellond
Cambragol	Noldo	Warrior/Monk	Court of Ardor
Camring	Noldo	Animist/Healer	Court of Ardor
Caranthir	Noldo	Scout/Rogue	Fourth son of Fëanor
Celebrían	Sinda	Bard/Seer	Wife of Elrond
Celeborn	Sinda (Teleri)	Warrior/Fighter	Galadriel'S husband
Celebrimbor	Noldo	Mage/Alchemist (Fighter)	A master smith of Ost-in-Edhil
Celegorm	Noldo	Scout/Rogue (Ranger)	Third son of Fëanor
Círdan (1)	Sinda	Animist	Lord of the Grey Havens (early reign)
Círdan (2)	Sinda	Animist/Cleric	Lord of the Grey Havens (late reign)
Curubor	Noldo	Scout/Rogue	Court of Ardor
Curufin	Noldo	Mage/Animist	Fifth son of Fëanor
Daeron	Sinda	Bard/Mystic (Bard)	Loremaster and bard of Elwë
Denethor	Sinda	Warrior/Fighter	Of the Laiquendi of the Nandor
Dior	Half-elf (Maïa/Elda/Edain)	Bard/Magician (Fighter)	.
Eärendil	Half-elf	Warrior/Fighter	Son of Tuor and Idril
Eärwen	Sinda	Animist (Astrologer)	Wife of Finarfin
Ecthelion	Noldo	Warrior/Fighter	Captain of Gondolin
Edrahil	Noldo	Warrior/Fighter	Lord at Nargothrond

Name	Race	Profession	Notes
Elemmírë	Vanya	Bard (Seer)	Author of the Aldudénië
Elenwë	Vanya	Animist/Astrologer	Wife of Turgon
Elladan	Half-elf	Ranger	Son of Elrond and Elrohir's twin
Elrohir	Half-elf	Ranger	Son of Elrond and Elladan's twin
Elrond	Half-elf	Animist/Cleric (Bard Lay Healer)	.
Eluréd	Half-elf	Warrior/Fighter	Son of Dior
Elurín	Half-elf	Warrior/Fighter	Son of Dior
Elwë	Sinda	Warrior/Fighter	King of the Teleri
Elwing	Half-elf	Animist	Daughter of Dior
Eöl	Sinda	Mage/Alchemist (Rogue)	Greatest Sindarin smith
Erestor	Noldo	Animist/Seer	Elrond'S chief counselor
Fëanor	Noldo	Mage/Alchemist (Fighter)	Eldest son of Finwë
Fëatur (I)	Noldo	Mage/Mentalist	Guild of Elements
Fëatur (II)	Noldo	Mage/Mystic	Court of Ardor
Fendomë	Noldo	Mage/Alchemist	A master smith of Ost-in-Edhil
Finarfin	Noldo	Warrior/Fighter	Youngest son of Finwë
Finculin	Noldo	Mage/Alchemist	A master smith of Ost-in-Edhil
Finduilas	Noldo	Bard	Daughter of Orodreth
Fingolfin	Noldo	Warrior/Fighter	Second son of Finwë
Fingon	Noldo	Warrior/Fighter	Eldest son of Fingolfin
Finrod	Noldo	Bard (Fighter)	Eldest son of Finarfin
Finwë	Noldo	Animist/Cleric (Astrologer)	High King of the Noldor
Galadriel	Noldo	Bard/Mystic (Seer)	Queen of Lórien
Galdor	Sinda	Animist	Círdan's messenger to Council of Elrond
Galion	Silvan	Bard	Thranduil'S butler
Gelmir	Noldo	Ranger of Nargothrond	Brother of Gwindor
Gil-galad	Noldo	Warrior/Fighter	Last off the High Kings of the Noldor
Glorfindel (I)	Noldo	Warrior/Fighter	Captain of the Guard in Gondolin
Glorfindel (II)	Noldo	Warrior/Fighter (Mentalist)	Chief guardian of Rivendell
Gorthaur	Noldo	Animist/Evil Cleric	Court of Ardor
Huinen	Noldo	Mage/Seer	Master of Ceber Fanuin in Mirkwood
Idril	Noldo	Bard/Mentalist	Turgon'S daughter
Ingwë	Noldo	Bard (see text)	High King of all the Elves
Khelekar	Sinda	Mage/Seer	Court of Ardor
Klaen	Noldo-Sinda	.	.
Laurre	Noldo	Warrior/Fighter	Guild of Elements

Name	Race	Profession	Notes
Legolas (1)	Sinda	Warrior/Fighter	A young Legolas around TA 1640
Legolas (2)	Sinda	Warrior/Fighter	At the time of *LOTR*
Lenwë	Nando	Warrior/Fighter	Leader of the Nandor
Linsûl	Sinda	Bard	Court of Ardor
Lúthien	Sinda-Maïa	Bard (see text)	Daughter of Elwë and Melian
Lyrin	Noldo	Warrior/Monk	Guild of Elements
Maedhros	Noldo	Warrior/Fighter	Eldest son of Fëanor
Maeglin	Noldo	Bard/Alchemist (Fighter)	Son of Eöl
Maglor	Noldo	Bard (Fighter)	Second son of Fëanor
Morthaur	Noldo	Mage/Magician	Court of Ardor
Nimrodel	Silvan (Taurdhel)	Bard/Mystic	Betrothed of Amroth
Olwë	Teleri	Warrior/Fighter	King of the Teleri
Orrerë	Noldo	Mage/Alchemist	A master smith of Ost-in-Edhil
Rana	Sinda	Animist/Healer	Guild of Elements
Rilia	Noldo	Mage/Sorcerer	Court of Ardor
Sûlherok	Sinda	Warrior/Fighter	Court of Ardor
Taurclax	Sinda	Animist	Court of Ardor
Thranduil	Sinda	Warrior/Fighter (Animist Magician)	.
Turgon	Noldo	Warrior/Fighter (Bard)	Second son of Fingolfin
Valglin (I)	Silvan	Scout/Thief	Court of Ardor
Valkrist	Half-elf	Warrior/Fighter	Court of Ardor
Valmorgûl	Noldo	Mage/Sorcerer	Court of Ardor
Yavëkamba	Noldo	Animist/Lay Healer	Court of Ardor

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M
Aegnor (I)	90	225	Pl/20	150	Y40	A/L	380th*	350lb*	50
Aegnor (II)	30	175	Ch/20	90	Y20	A/L	200bs*	160lb	40
Amarië	105	200	RL/12	150+	N	A/L	150da*	160da*	50
Amras	70	215	RL/12	95	N	A/L	260th	310lb*	60
Amrod	70	215	RL/12	95	N	A/L	260th	310lb*	60
Amroth	32	155	Ch/17	100	Y20	A/L	190bs/th	130lb	35
Amroth	40	165	Pl/20	130	Y30	A/L	245bs	200lb	45
Angrod	95	235	Ch/15	130	N	A/L	395fl*	360lb*	50
Annael	50	155	RL/12	175+	N	A/L	225HMA*	250ky*	80
Aranwë	40	100	No/1	55	N	N	120ss	50da	30
Ardana	40	100	No/1	115+	N	N	120ma*	60lb	50
Ardûval	34	120	No/1	120+	N	N	120da*	100da*	40
Aredhel	70	205	RL/12	105	N	A/L	200ss*	255lb*	60
Arminas	35	170	Pl/20	140	Y35	A/L	255wh*	245lb	50
Arwen	15	90	RL/12	95+	N	A/L	160rp*	135ky	50
Beleg	75	225	Pl/20	125	N	A/L	415th*	415lb*	85
Berúthiel	27	120	No/1	101+	N	N	105ss*	40da	68
Bladorthin	26	150	Pl/19	90	N	A/L	235sp*	225sp*	35
Cambragol	35	150	No/1	155+	N	N	160HMA	220ky*	50
Camring	34	160	No/1	85+	Y20	N	140bs	—	45
Caranthir	65	190	Pl/20	195	Y30	A/L	300bs*	2801cb*	75
Celebrían	35	130	No/1	60+	N	N	105da	60da	35
Celeborn	40	155	Pl/20	135	Y15	A/L	24 lbs*	200lb	30
Celebrimbor	50 (65)	180	Pl/20	153+	Y30	A/L	210bs*	160cb*	55
Celegorm	65	185	Pl/12	210	Y35	A/L	265bs*	310lb*	85
Círdan (1)	60	120	No/1	100	Y20	N	120sp	90lb	35
Círdan (2)	70	160	Ch/16	160	Y35	A/L	190wh*	185hcb	40
Curubor	24	150	Ch/15	50	N	A/L	180lk/mg*	200ky*	40
Curufin	75	145	Pl/20	170+	N	A/L	225da*	100da*	60
Daeron	90	190	Pl/17	145+	N	N	225rp*	220ky*	50
Denethor	45	160	SL/8	120	Y20	A/L	265ja*	275sb*	60
Dior	100	255	Pl/20	225+	Y45	A/L	425th*	410da*	70
Eärendil	100	245	Pl/20	140	Y30	A/L	395bs	440lb*	50
Eärwen	115	200	Pl/20	150+	N	A/L	240sp*	120sp*	45
Ecthelion	50	225	Pl/20	280	Y45	A/L	315ba*	265da	70
Edrahil	70	225	Pl/20	140	Y30	A/L	335wh	320lcb	30
Elemmírë	90	190	Pl/20	103+	N	A/L	175da*	70da*	45
Elenwë	65	135	No/2	90	N	N	140qs	—	30
Elladan	25	150	Pl/20	120	Y15	A/L	170bs	165lb*	25
Elrohir	25	150	Pl/20	120	Y15	A/L	170bs	165lb*	25

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M
Elrond	65 (85)	230	Pl/18	143+	Y25	A/L	268bs*	250lb*	35
Eluréd	5	70	Pl/17	115	Y	N	140ss	100sb	50
Elurín	3	50	Pl/17	80	Y	N	99ss	109sb	60
Elwë	50 (120)	340	Pl/20	195+	Y50	A/L	350bs*	320lb*	80
Elwing	50	175	RL/12	105	N	A/L	145qs*	50da	65
Eöl	65	115	No/4	144+	Y50	N	300th*	225th*	50
Erestor	40	95	Ch/14	85+	Y20	A/L	115bs	—	10
Fëanor	130	250	Pl/20	180+	N	A/L	510th*	510th*	95
Fëatur (I)	36	130	No/1	120+	N	N	130HMA	120ky	50
Fëatur (II)	35	100	No/1	105+	N	N	135lk	115ky	50
Fendomë	35	170	Ch/17	90+	Y20	N	150bs	150ja*	40
Finarfin	125	275	Pl/20	240+	Y50	A/L	490th*	490ba*	85
Finculin	20	160	Ch/17	60+	N	N	170ss*	180cb	35
Finduilas	20	85	No/3	68+	N	N	145ss*	130ss*	40
Fingolfin	135	300	Pl/20	303	Y50	A/L	565th*	545lb*	95
Fingon	120	275	Pl/20	250	Y50	A/L	495bs*	485lb*	90
Finrod	115	250	Pl/20	215	Y50	A/L	450bs*	440lb*	80
Finwë	140	370	Pl/20	220+	N	A/L	350qs*	—	100
Galadriel	60 (90)	185	Pl/20	150	Y	N	170bs	190lb	55
Galdor	28	100	RL/12	75	Y	A/L	115pa	60lb	30
Galion	14	85	Ch/13	70+	Y20	N	110ss*	105da*	15
Gelmir	55	195	Pl/20	170	Y30	A/L	275th	240lb	45
Gil-galad	100	225	Pl/20	240+	Y50	A/L	430sp*	340sp*	65
Glorfindel (I)	50	220	Pl/20	135	Y30	L	306th*	256lb*	50
Glorfindel (II)	50	225	Pl/17	110+	N	A	291th*	265lb*	45
Gorthaur	35	125	Ch/15	100	Y25	A/L	130ma*	—	40
Huinen	33	112	No/1	100+	N	N	100da*	—	45
Idril	40	135	Pl/17	140+	N	N	140da	165lb	100
Ingwë	150	500	Pl/20*	173+	N	A/L	570th*	455th*	95
Khelekar	33	80	No/1	85+	N	N	110ss*	70ky	40
Klaen	22	100	Pl/20	55+	N	A/L	120bs*	130lb	50
Laurre	33	150	Pl/17	110	Y20	N	220bs/th*	190lb	35
Legolas (1)	8	94	Ch/13	50	Y10	N	90bs	125lb	35
Legolas (2)	28	148	Ch/13	70	Y10	N	205bs	240lb*	45
Lenwë	75	315	Ch/13	120	Y20	N	33lbs	356lb	70
Linsûl	27	100	No/1	80	N	N	110lk	120lb	40
Lúthien	150	400	Pl/20	180+	N	A/L	390da*	410da*	100
Lyrin	35	150	No/1	150+	N	N	150HMA	200ik	55
Maedhros	105	240	Pl/20	240+	Y50	A/L	460bs*	440lb*	95

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M
Maeglin	40	165	Pl/20	225+	Y30	A/L	266bs*	195lb	55
Maglor	85	205	Pl/20	250+	Y30	A/L	33lbs*	286lb	105
Morthaur	40	120	No/2	95+	N	N	140bs	70lb	45
Nimrodel	25	110	No/1	35+	N	N	80da	140lb	35
Olwë	135	395	Pl/20	180+	N	A/L	353ma*	328lb	95
Orrerë	17	150	No/1	100+	N	N	150da*	180da*	45
Rana	36	150	Ch/15	90	Y20	A/L	120bs*	100lb	30
Rilia	33	110	No/I	110+	N	N	100ky	60ky	50
Sûlherok	26	150	Pl/20	100	Y20	A/L	210bs	200hcb	40
Taurclax	31	130	No/1	80+	N	N	120ma	140cb	40
Thranduil	33	175	Pl/18	95	Y20	A/L	242bs*	247lb*	45
Turgon	85	245	Pl/20	215+	Y30	A/L	380bs*	365lb*	60
Valglin (I)	23	100	No/1	100	N	N	150lk	110ky	50
Valkrist	35	180	Pl/20	115	Y20	A/L	260bs/th	200cb	35
Valmorgûl	36	120	No/1	120+	N	N	180lk	—	45
Yavëkamba	27	80	No/1	105	Y25	N	100lk	—	50

Elven Short Description Glossary

Aldan · Lvl: 18. (S. “Tree-wright”). A Sinda Warrior/Fighter, Aldan was master of the Craftsmen’s Glade in Lórien. See Lórien 57.
Amdír · Lvl: 35 Aka. Malgalad (S. “Radiant Gold”) A Sindarin Elf, Father of Amroth. Amdír ruled Lórien from SA 1780 until the end of the Second age, when he was killed in the Battle of Dagorlad. Read UT 240, 243-44, 258; See Lórien 23, 57.
Ardaron · Lvl: 20. (S. “Forest Lord”); Lord of the Suit of Orbs. Ardaron was a Noldo Mentalist in the Court of Ardor; his home was in Angkirya, in the Mûmakan region. See Ardor 24.
Arduin · Lvl: 9. (S. “River Lord”); Herald of the Suit of Orbs. Arduin was a Tauredhel (Silvan) Seer of the Court of Ardor. He resided in Menelcarca. See Ardor 24.
Ariel · Lvl: 15. (S. “Maiden of the Stars”). Ariel was a Noldo Animist/Lay Healer who lived in Ost-in-Edhil in the Second Age. See Lórien 37, 56.
Arien · Lvl: 17. (S. “Maiden of Sunlight”). A Tauredhel (Silvan) Mage/Seer, Arien served Huinen in Southern Mirkwood, though she was actually a spy for the Necromancer. See Lórien 48-50, 57.
Arvairë · Lvl: 15. (S. “High Weaver”). Mistress of the Weaver’s Glade in Lórien, Arvairë was a Sinda Scout/Thief. See Lórien 57.



Brethil · Lvl: 16. (S. "Silver Birch"). A Noldo Animist, Brethil lived in Ost-in-Edhil in the Second Age. See Lórien 37, 56.
Camthalion · Lvl: 17. (S. "Hand of Strength"). A Tauredhel (Silvan) Warrior/Fighter, Camthalion lived in the Wood-elves' realm and was assistant to Ohtar (q.v.), lord of the town of Celebannon. See Northern Mirkwood 35-36, 42.
Carihir · Lvl: 18. (S. "Red River"). A Sinda Warrior/Rogue, Carihir was the head of the Boatmen's Glade in Lórien. See Lórien 57.
Carnil · Lvl: 20. (S. "Red Point" the name of a "star"). A Noldo Animist, Carnil made some of the finest wines in Middle-earth. His Vineyards were just north of Ost-in-Edhil in the Second Age. See Lórien 40-42, 56.
Celedhring · Lvl: 40. (S. "Chilling Silver"). A Noldo Mage/Alchemist seduced to evil. He served the Necromancer (Sauron) in Dol Guldur. See Southern Mirkwood 41-42, 55.
Daníros · Lvl: 12. (S. "Man of Foam"). A Noldo Scout/Rogue, Daníros was a famous brewer in Ost-in-Edhil in the Second Age. See Lórien 37, 56.
Elendor · Lvl: 16. (S. "Lady of Stars"); Lady of the Suit of Swords, Elendor was a Noldo Warrior/Fighter in the Court of Ardor who made her home in Tirgoroth. See Ardor 24.
Fanar · Lvl: 20. (S. "Cloudy"). A Nando Warrior/Fighter, Fanar served as the master of the Guardian's glade in Lórien. See Lórien 57.
Fanari · Lvl: 15 A Noldo of Ost-in-Edhil, Fanari was a Mage/Alchemist associated with the Gwaith-i-Mírdain, though he primarily functioned as an herbalist. See Lórien 23, 56.
Fëatur (III) · Lvl: 8. (S. "Master of Spirits"); Arevorn (S. "Lord Black-heart"); Trevor Arain. A Peredhil (Dúnadan/Noldo) Mage/Mystic, Fëatur was a highwayman in Eriador in the Third Age. He was said to have been a bully. Rumors that he was in fact the male Fëatur twin from Ardor (in some sort of reincarnation) have no basis in fact.
Galador · Lvl: 20. (S. "Lord of Trees"). Galador was the first Prince and Lord of Dol Amroth. As the son of Mithrellas (an Elf) and the Númenórean Imrazôr, he was of the Peredhil.
Gilmith · Lvl: 18. Sister of Galador (q.v.). She was of the Peredhil, daughter of the Elven-maid Mithrellas and the Númenórean Imrazôr.
Gildor Inglorion · Lvl: 30. (S. "Starlord") A Noldo of the House of Finrod, Gildor was a resident of Rivendell until the sailing of the Ringbearers, with whom he went over the Sea.
Haldir · Lvl: 10. (S. "Tall Watcher"). A Tauredhel (Silvan) Warrior/Fighter, a Guardian on Lórien's borders. He guided the Fellowship to Caras Galadhon. Read LotRI 445-64, 479-81, 496; LotR II, 273; See Lórien 57.
Heladil · Lvl: 8. (S. "Pointed Glass"). A Sinda Warrior/Fighter, Heladil lived in Northern Mirkwood. He was a nephew of Thranduil. See Northern Mirk wood 35-36, 42.

Hiradur · Lvl: 15. A shipwright in Ost-in-Edhil in the Second Age, Hiradur was a Noldo Warrior/Fighter. See Lórien 37, 56.
Ivren · Lvl: 9. (S. "Waterfall"). Specifically, a river and waterfall near the river Narog. Ivren was a Tauredhel (Silvan) Animist and mistress of the Baker's Glade in Lórien. See Lórien 57.
Kheglin · Lvl: 17. (S. "Glass-gleam" from Kheled-glin). A Noldo Mage/Alchemist in Ost-in-Edhil in the Second Age, he was a jewelsmith and glassblower by profession. See Lórien 36, 56.
Mablung · Lvl: 60 (S. "Heavy Hand"). A Sindarin Elf, Mablung lived in Doriath and served King Thingol (Elwë) as Captain of the Guard there. He was a powerful warrior who died defending Menegroth against the Dwarves. Read Sil 133, 224-6, 230, 244, 267-9, 277-8, 284, 289-90.
Miriel · Lvl: 80. Aka: Serindé (because of her embroidery) First wife of Finwë (q.v.), Miriel was a Queen of the Noldor in the Undying Lands. She bore but one child: Fëanor, and the effort so drained her that she grew weary of life soon afterwards. Miriel went to Lórien in Aman and her soul departed. Read Sil 63, 67-8, 75.
Mornaur · Lvl: 19. (S. "Black Fire"); Lord of the Suit of Staves. Mornaur, a Noldo Mage in the Court of Ardor in southern Middle-earth, spent his time in Ithilkir. See Ardor 24.
Nerdanel · Lvl: 65. A Noldorin woman, Nerdanel was the wife of Fëanor. Her strong and stable character served for a time to moderate Fëanor's behavior, but in the end, she left him. She refused to join the Rebellion of the Noldor, remaining in Aman. Nerdanel bore seven sons: Maedhros, Maglor, Celegorm, Curufin, Caranthir, Amrod and Amras. Read Sil 69, 71, 75.
Ohtar · Lvl: 21. (S. "Warrior"). A Sinda Warrior/Fighter, Ohtar was lord of the town of Celebannon along the River Running. See Northern Mirkwood 35-36, 42.
Orophin (I) · Lvl: 17. (S. "Mountain?"). A Noldo Bard/Seer in Ost-in-Edhil in the Second Age, he was early seduced to Annatar's side, becoming his apprentice in many things. See Lórien 37, 56.
Orophin (II) · Lvl: 6. (S. "Mountain?"). Orophin is a Guardian of Lórien in the Third Age, a Tauredhel (Silvan) Elf Warrior/Fighter. Read LotR I 445, 448; See Lórien 36, 56.
Palandor · Lvl: 8. Aka: "Far Lord"; Herald of the Suit of Staves. A Teleri Mentalist, Palandor remained primarily at Ithilkir as part of the Court of Ardor. See Ardor 24.
Ragnor · Lvl: 12. Ragnor, a Noldo Warrior/Rogue, was a Baker in Ost-in-Edhil in the Second Age. See Lórien 36, 56.
Ringlin · Lvl: 20. (S. "Chilling Glance"). Huinen's assistant (q.v.), Ringlin is a Noldo Mage/Mystic living in Southern Mirkwood during much of the Third Age. See Lórien 48-50, 57.
Rumil (I) · Lvl: 90. A Noldo of Tirion in Aman, Rumil was a well-known Bard who not only composed the Ainulindalë, but created the Tengwar ("letters") — the earliest known system of writing. Read Sil 67-8.
Rumil (II) · Lvl: 13. A Tauredhel (Silvan) Animist, Rumil lived in Ost-in-Edhil in the Second Age. See Lórien 37, 56.
Rumil (III) · Lvl: 7. A Guardian of Lórien in the Third Age, Rumil was a Warrior/Fighter and brother of Haldir. Read LotR I 445; See Lórien 56.
Saeros · Lvl: 40. A Nando, Saeros was a Seer and counsellor to Thingol in Doriath. His most notable deed, unfortunately, was to antagonize Turin (of whom he was jealous) at a dinner until Turin hurled a goblet at him and injured the Seer. The next day Turin defeated him in combat and Saeros fell off a cliff and died. Turin, fearing retribution from Thingol, fled. See Sil 244.
Sarkarxe · Lvl: 8. (S. "Stone Jaws"); Herald of the Suit of Helms. Sarkarxe, a Sinda Ranger, lived originally in Beleriand, but was lured away by Taurclax (q.v.), and spent the remainder of his life in Taurang in the Mûmakan. He was a lesser member of the Court of Ardor. See Ardor 24.
Silion · Lvl: 15. (S. "Offspring of the Moon"); Lady of the Suit of Helms. Silion, a Noldo Cleric serving the Court of Ardor, lives in Taurang, in the Mûmakan region. See Ardor 24.
Sirnaur · Lvl: 15. Aka: "Fire Flows"; Lady of the Suit of Staves. Sirnaur makes her home in the volcanic fortress of Naurlindol, a citadel of the Court of Ardor. She is a Noldo Mage. See Ardor 24.
Sûldun · Lvl: 20. (S. "Valley of Winds"); Lord of the Suit of Swords. A Noldo Warrior/Fighter, Sûldun serves the Court of Ardor from Tirgoroth. See Ardor 24.
Taurion · Lvl: 19. (S. "Son of the Forest"); Lord of the Suit of Helms. Taurion, a Tauredhel (Silvan) Cleric, lives in Aurax-Dûr, an Ardan Citadel. See Ardor 24.

Taurnil · Lvl: 20. (S. “Lover of Trees”). Taurnil was a Sindarin Animist/Ranger, and master of the Woodsmen’s Glade in Lórien.
Thalos · Lvl: 16. (S. “Strong Fortress”). A Noldo Cleric/Healer, Thalos lived in Ost-in-Edhil in the Second Age. See Lórien 56.
Thingol Greycloak · See Elwë Sindacollo.
Tirial · Lvl: 16. (S. “Watch-woman”); Lady of the Suit of Orbs. A Noldo woman, Tirial is a Warrior Monk, and serves the Court of Ardor. Her home is Angkirya. See Ardor 24.
Turlindë · Lvl: 16. (S. “Song Master”). A Nando Bard, Turlindë was master of the Minstrel’s Glade in Lórien. See Lórien 57.
Vairesûl · Lvl: 10. (S. “Wind Weaver”); Herald of the Suit of Swords. A Sindar Warrior/Fighter, Vairesûl was lured away from Beleriand by Valkrist to serve the Court of Ardor. She now lives at Tirgoroth. See Ardor 24.
Valandor · Lvl: 11. (S. “Strong Man”); Knight of the Suit of Orbs. Valandor, a Nando Warrior Monk, Serves Fëatur in Angkirya, a hold of the Ardan Court. See Ardor 24.
Valglin (11) · Lvl: 20. (S. “Gleam (as of the eyes) of Power”). Valglin lived in Ost-in-Edhil in the Second Age. He was a Noldo Bard/Astrologer, reputedly driven insane by Annatar. See Lórien 36, 53, 56.
Vallin · Lvl: 13. (S. “Powerful Song”); Knight of the Suit of Helms. A Sinda Warrior/Fighter, Vallin serves the Court of Ardor and lives at Aurax-Dûr. See Ardor 24.
Valnaur · Lvl: 11. (S. “Flame of Power”); Knight of the Suit of Staves. A Tauredhel (Silvan) Warrior/Fighter, Valnaur is captain of the guard at Naurlindol, a citadel of Ardor. See Ardor 24.
Valsul · Lvl: 12. (S. “Strong Wind”); Knight of the Suit of Swords. Valsul is a Tauredhel (Silvan) Elf serving the Court of Ardor. He lives at Mirisgroth. See Ardor 24.
Voronwe · Lvl: 40. (Q. “Steadfast”). Voronwe, a great Noldo of Gondolin, rode on the last ship sent by Turgon to seek aid from the Valar. Their mission failed, and, on the return trip the ship was wrecked. Ulmo rescued Voronwe and brought him ashore — to meet Tuor.

ELVES — SHORT DESCRIPTIONS

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Aldan	18	125	No/1	30	N	N	100ss	120lb	45	Sinda Warrior/Fighter, Master of the Lórien Craftsmen.
Amdír	35	160	Ch/17	80	Y	A/L	180th	140lb	30	Sinda Warrior/Fighter, King of Lórien S.A. 1780 — 3441.
Ardaron	20	80	No/1	90+	N	N	110HMA	50lb	40	Noldo Mage/Mentalist, Lord of Orbs (Court of Ardor).
Arðuin	9	50	No/2	50+	N	N	50da	—	35	Silvan Mage/Seer, Herald of Orbs (Court of Ardor).
Ariel	15	90	No/1	30+	N	N	—	90lb	35	Noldo Animist/Lay Healer of Ost-in-Edhil in S.A.
Arien	17	80	No/1	70+	N	N	80da	—	40	Silvan Mage/Seer, assistant to Huinen.
Arvairé	15	120	No/1	35	N	N	80da	120lb	35	Sinda Scout/Thief, Mistress of the Lórien Weavers.
Brethil	16	125	No/1	35+	N	N	80da	90lb	35	Noldo Animist (Herbalist) of Ost-in-Edhil in S.A.
Camthalion	17	120	Pl/17	60	Y10	A/L	140bs	155lb	30	Silvan Warrior/Fighter, Ohtar's second in command.
Carihir	18	150	No/1	60	Y	N	120ss	150bcb	40	Sinda Warrior/Rogue, Master of the Lórien Boatmen.
Carnil	20	160	Ch/17	75	Y10	N	150ss	120cb	25	Noldo Animist, a Vintner/Brewer of Ost-in-Edhil.
Celedhring	40	120	No/1	50+	N	N	75ma	—	40	Noldo Mage/Alchemist, a master smith of Dol Guldur.
Dana	15	90	No/4	80+	N	N	120ma*	90ma*	30	Half-elf Mage/Magician, Lord of Dawn-water's Edge.
Daniros	12	130	Ch/17	65	Y	N	115bs	90lb	30	Noldo Scout/Rogue, famous brewer of Ost-in-Edhil in S.A.
Darien	13+	65+	Pl/20	50+	N	(A/L)	100da+	50da+	25	Half-elf Mage/Illusionist, Dragonlord (eastern Middle-earth).
Elendor	16	125	Pl/17	70	Y10	N	160bs	160cb	35	Noldo Warrior/Fighter, Lady of Swords (Court of Ardor).
Elor	15	100	Pl/17	80+	Y10	N	160sp*	150lb	30	Half-elf Bard (the Once Dark), scribe and loremaster.
Fanar	20	180	No/1	100	N	N	190bs	200lb	45	Nando Warrior/Fighter, Master of the the Lórien Guardians.
Fanari	15	110	No/1	30+	N	N	90da	80lb	40	Noldo Mage/Alchemist, an herbalist of Ost-in-Edhil.
Featur (III)	8	70	No/1	70+	N	N	75da	—	35	Half-elf Mage/Mystic, a highwayman in Eriador in T.A.
Galador	20	145	Pl/17	105	Y20	N	191ss	180lb	35	Half-elf Warrior/Fighter, first Lord of Dol Amroth.
Gilmith	18	95	No/1	55+	N	N	96ss	106lb	35	Half-elf Bard, sister of Galador.
Gildor Inglorion	30	185	Pl/17	120	Y20	N	180bs	190lb	45	Noldo Ranger of the House of Finrod, resident of Rivendell.
Haldir	10	124	No/1	40	N	N	120ss	170lb	40	Silvan(Taurdhel) Warrior/Fighter, Guardian of Lórien in T.A.
Heladil	8	91	Ch/13	50	Y10	N	95bs	120lb	35	Sinda Warrior/Fighter, nephew of Thranduil.
Hiradur	15	125	RL/12	40	Y	N	120bs	100bcb	35	Noldo Warrior/Fighter, shipwright in Ost-in-Edhil in S.A.
Ivren	9	96	No/1	25+	N	N	60da	80sb	25	Taurdhel (Silvan) Animist, Mistress of the Lórien Bakers.
Jaixé	19	110	Pl/17	130+	N	N	180bs	220cb	45	Silvan Scout/Thief, master thief and assassin.
Khelgin	17	150	Pl/20	95+	Y20	A/L	160bs	120cb	25	Noldo Mage/Alchemist, jewelsmith/glassworker, Ost-in-Edhil S.A.
Mablung	60	195	Pl/20	130	Y30	A/L	335bs	300lb	55	Sinda Warrior/Fighter, Captain of Elwé's Guard in Doriath.
Miriel	80	160	No/1	95+	N	N	155da	85lb	65	Noldo Bard/Seer,Finwé's 1st wife, Feanor's mother.
Mornaur	19	70	No/2	110+	N	N	80da	40da	45	Noldo Mage/Magician, Lord of Swords (Court of Ardor).
Nerdanel	65	125	No/1	120	N	N	140da	110lb	75	Noldo Animist/Cleric (Healer), Feanor's wife.
Ohtar	21	130	Pl/17	65	Y10	A/L	145bs	160lb	35	Sinda Warrior/Fighter, Master of Celebannon in Mirkwood.
Orophin (I)	17	123	No/2	90+	N	N	90da*	—	40	Noldo Bard/Seer of Ost-in-Edhil in S.A., Annatar's appeentice.
Orophin (II)	6	85	No/1	20	N	N	85ss	120lb	45	Silvan(Taurdhel) Warrior/Fighter, Guardian of Lórien in T.A.
Palandor	8	65	No/2	100+	N	N	30da	—	40	Sinda Mage/Magician, Herald of Swords (Court of Ardor).
Ragnor	12	120	No/1	30	N	N	80ma	—	30	Noldo Warrior/Rogue, a baker in Ost-in-Edhil in S.A.
Ringlin	20	120	No/1	90+	N	N	100da	40da	50	Noldo Mage/Mystic, assistant to Huinen.
Rúmil (I)	90	175	Pl/17	100+	N	N	210bs	210lb	65	Noldo Bard, composed the Ainulindalé, created the Tengwar.
Rúmil (II)	13	102	No/1	20+	N	N	80da	100lb	35	Silvan Animist (Herbalist) of Ost-in-Edhil in S.A.
Rúmil (III)	7	96	No/1	30	N	N	90ss	110lb	45	Silvan(Taurdhel) Warrior/Fighter, Guardian of Lórien in T.A.
Saeros	40	140	No/1	75+	N	N	125da	110lb	55	Nando Bard/Seer, Elwé's counsellor in Doriath.
Sarkarsé	8	80	No/1	70	Y10	N	100ma	90lcb	35	Sinda Ranger, Herald of Helms (Court of Ardor).
Silion	15	100	No/2	70	Y10	N	80ma	50lcb	30	Noldo Animist/Evil Cleric, Lady of Helms (Court of Ardor).
Sirnaur	15	65	No/2	100+	N	N	60da	15da	35	Noldo Mage/Magician, Lady of Swords (Court of Ardor).
Suldun	20	150	Pl/17	75	Y10	N	180bs	160cb	40	Noldo Warrior/Fighter, Lord of Swords (Court of Ardor).
Taurion	19	110	No/2	70	Y10	N	100ma	80lcb	30	Silvan Animist/Evil Cleric, Lord of Helms (Court of Ardor).
Taurnil	20	115	No/1	40+	N	N	110ma	130lb	45	Sinda Animist/Ranger, Master of the Lórien Woodsmen.
Thalos	16	130	No/1	30+	N	N	100ma	—	40	Noldo Animist/Healer (Cleric) of Ost-in-Edhil in S.A.
Tirial	16	100	No/1	120	N	N	120HMA	160lk	45	Noldo Warrior/Warrior Monk, Lady of Orbs (Court of Ardor).
Turlindé	16	112	No/1	60+	N	N	90bs	110da*	45	Nando Bard, Master of the Lórien Minstrels.
Vairesûl	10	110	Pl/17	70	Y10	N	120bs	100cb	35	Sinda Warrior/Fighter, Herald of Swords (Court of Ardor).
Valandor	11	100	No/1	100	N	N	100HMA	120lk	45	Sinda Warrior/Warrior Monk, Knight of Orbs (Court of Ardor).
Valglin (II)	20	110	No/2	115+	Y	N	80da	—	40	Noldo Bard/Astrologer of Ost-in-Edhil.
Vallin	13	140	Ch/14	80	Y10	A/L	160ma	140lcb	20	Sinda Warrior/Fighter, Knight of Helms (Court of Ardor).
Valnaur	11	100	No/1	70	N	N	120bs	100cb	40	Silvan Warrior/Fighter, Knight of Swords (Court of Ardor).
Valsûl	12	120	Pl/17	70	Y10	N	140bs	100cb	30	Silvan Warrior/Fighter, Knight of Swords (Court of Ardor).
Voronwé	40	195	Pl/20	155	Y35	A/L	295bs	255lb	50	Noldo Warrior/Fighter of Gondolin, messenger to the Valar.

The Great Enemies



Three figures in the history of Middle-earth stand out as the most powerful of the Enemies who plagued the peace of Eru's Children: Morgoth, Sauron and Ungoliant.

The Great Enemies Characters List

The statistics of the Great Enemies in their different incarnations.

Name	Notes
Morgoth	Vala (Fallen) Mage/Alchemist (Sorcerer), The Great Enemy.
Sauron (1)	Maïa (Fallen) Mage/Sorcerer (All Lists). Sauron before the One Ring was made (approx, before S.A. 1600).
Sauron (2)	Sauron in hiding without the One Ring (approx. T.A. 1-2941).
Sauron (3)	Sauron revealed without the One Ring (approx. T.A. 2941-3019).
Sauron (4)	Sauron with the One Ring (approx. S.A. 1600-3441).
Ungoliant (1)	A Spirit of the Void, the incarnation of Darkness. Ungoliant before she drained the Wells of Varda.
Ungoliant (2)	Ungoliant after she drained the Wells of Varda.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M
Morgoth	500	1500	Pl/20	285+	N	A/L	666fl*	666sp*	175
Sauron (1)	240	500	Pl/20	150+	N	N	200bs/ma	180lb	60
Sauron (2)	120 (240)	600	Pl/20	200+	N	A/L	250bs/ma	200lb	60
Sauron (3)	180 (240)	600	Pl/20	200+	N	A/L	250bs/ma	200lb	60
Sauron (4)	360	600	Pl/20	200+	N	A/L	310bs/ma	260lb	60
Ungoliant (1)	450	1238	Pl/20	275+	N	(A/L)	450HPi*	—	235
Ungoliant (2)	500	1625	Pl/20	325+	N	(A/L)	520HPi*	—	285

Morgoth



Morgoth / Melkor

Lvl: 500. Race: Vala (Exalted but Fallen). Profession: Mage/Alchemist (Sorcerer). Home: Utumno in northern Endor; later Thangorodrim in Angband (in northwest Endor); still later the Timeless Void. Aka: (S. “Black Enemy” or “Dark Enemy”; Q. “Mornagodo”); Melkor (Q. “He Who Arises in Might”; S. “Belegur”); Great Death (S. “Belegurth”); Bauglir (S. “Constrainer”); Úmahal (Kh. “Unmaker”)

RM Stats: St-135; Qu-120; Em-150; In-150; Pr- 150; Ag-140; Co-135; Me-125; Re-150; SD-99. MERP Stats: St-135; Ag-140; Co-135; Ig-137; It-150; Pr-150. Appearance: 01.

No enemy was greater than Morgoth, the rebellious Vala. An Ainu, he originated before the creation of Eä, and his talents were more formidable than those accorded any other being. Out of his revolt came the desire that gave birth to Evil, and indeed Morgoth was Evil incarnate.

Originally, Morgoth was Melkor, “He Who Arises in Might” The greatest of the Ainur, his power was beyond measure. But even in the beginning, he was not King, for he was never close to (his Maker) Eru’s thought. Instead, he shared power with the less powerful but more disciplined Manwë; and thus, began the rebellion.

The Desire that Began Evil

Eru’s vision gave the Ainur the themes that would combine to form the Great Music of Creation. In turn, the Ainur sang and eventually melded their themes into the harmonious music that produced Ea. Only one voice created discord, that of Melkor, for the high Ainu sought his own way, his own creations. Never able to submit to the One’s conception—and thus create within the prescribed scheme—Melkor forged his own theme. This was the origin of Evil.

Whether Eru ever conceived of Evil or not is beyond knowledge. Only the One knows. His renegade, however, was truly unique and clearly offered the possibility for dissonance. Unlike the other Ainur who would compose the Valar, his myriad powers were quite general and no focus came out of his being until he renounced his birthright. Melkor was also one of fifteen Valar, the other fourteen comprising a balance of seven males and seven females. This strange role, whatever its destiny was to be, proved unstable.

It was desire, though, that bore the seeds of Melkor's revolt. The Exalted Ainu burned with a passion to control his own Fate and desired to make things according to his own thought. He hoped to tap the Fires Eternal; he wished to be the one Lord. Thus, his fall was inevitable, for only a single vision could rule Existence; and Melkor, for all his might, was not the One.

The Rebellion

Like the Smith Aulë, Melkor above all wanted to make things. He basked in the glory surrounding creation and loved his thought above all others. Unlike Aulë, however, Morgoth openly broke from Eru's plan. Upon entering Eä as a Vala, he embarked upon his own course, and the Powers were sundered.

The other Valar worked to shape the World and the Heavens according to the symmetry ordered by Eru, but Melkor opposed their labors. Renouncing his loyalty to his Maker, he sought to be Maker of the new creation. As his brethren built, he destroyed, and the Battle of the Powers began. It was a terrible war which doomed Eru's vision for all time. Melkor brought down the Two Lamps that lit Arda and obliterated the Vala home in the fair lake of Almaren. The World was remade amidst chaos and destruction. In the end, though, the Valar prevailed. Melkor was imprisoned in the Halls of Mandos for many ages.

Even incarcerated, however, Melkor's unrelenting might manifested itself. His constant and clever pretensions persuaded his captors of his repentance and Manwë, forever forgiving, pardoned his awful brother. This unfortunate act, however inevitable, initiated the saga of the War of the Great Jewels.

Released from the Halls of Mandos, Morgoth returned to Valinor. There, he encountered Fëanor's Silmarils, and he began plotting their seizure. Fëanor resisted his plan, revealing the Might One's veil of deceit, so the Enemy fled into the shadowy wilds of southern Aman.

Although the Valar placed a great watch around the bounds of the Blessed Realm, Melkor returned to exact his revenge and take the Great Jewels. Accompanied by Ungoliant—the unspeakable Spirit of the Void—he crossed into Valinor unnoticed and assailed the Two Trees that gave light to the land. He and the spidery Ungoliant killed the Trees and despoiled the green upon which they grew. Ungoliant then extracted the dews from Varda's wells. Once again, Melkor cast the World into darkness. From this time onward, he was known as Morgoth, the "Black Enemy."

As he and his frightening ally fled northward within a shroud of impenetrable darkness, Morgoth slew Finwë, the High King of the Noldor, and stole the Silmarils the Noldo Lord fought so hard to protect. The Black Enemy escaped to Endor with his prize, and with the vengeance he had longed for during the ages he languished in prison.

After breaking with Ungoliant over the possession of the Jewels, Morgoth reestablished himself in Angband in northwestern Endor. There, he implanted the Silmarils in his Iron Crown and set about the building of a new Kingdom. He embarked upon the breeding of creatures to serve his horrible needs and spread his domination east and southward. Soon thereafter, the Black Enemy began the long struggle with the Elves of Beleriand that decided the fate of the Silmarils and, ultimately, the destiny of Middle-earth.

Morgoth nearly prevailed, but quest of Eärendil succeeded in unleashing the wrath of the Valar. Confronted by the Host of Valinor, Morgoth was once again vanquished and captured. His crown was reworked into the shackles that bound him when he was cast into the Timeless Void. Unable to return on his own, Morgoth's spirit finally passed from Ea.

Morgoth’s Nature

Morgoth’s passions were many and mighty, and they conjured all that would be Evil. His unending and insatiable want was never stayed while he remained in Arda. With each triumph, each acquisition, he strived for more. Eventually, however, he became tied to the World, weakening with each creation as labored over the course of time. His Iron Crown embodied much of this might—and it would have enabled him to stay in Eä despite the destruction of his body—but after his rebellion, Morgoth never gained any inherent power.

Morgoth’s Minions

The Black Enemy’s most fundamental desire, of course, was to create life. Yet, he never could, for the Imperishable Flame burns only within Eru, and life abides only with the leave of the One. Even the birth of Aulë’s Dwarves can be traced to Eru’s forgiving thought. Morgoth was always frustrated in his endeavor to find and wield the fire that kindles the spirit and sparks life.

Still, Morgoth held the power to pervert that which was, and his breeding pits produced the races of Orcs, Trolls, Wargs, and Dragons, as well as a host of foul denizens which still haunt the depths of the Earth. He seduced the Fire Spirits and twisted their souls, yielding the awful Demons of Might—the Balrogs. On a still grander scale, he implanted the seeds of pride and despair that changed the very outlook of life.

Morgoth’s Works

Morgoth was a master of many aspects of Eä, but above all he enjoyed a command of crafts and material things. He was, after all, closest in mind and character to Aulë. Like the Lord of the Earth, he understood and manipulated Arda’s substances. He erected the Iron Mountains to guard his Kingdom, and he raised the Misty Mountains in hope of stopping Oromë’s attempt to rescue the Elves of Cuiviénen. Morgoth delved the endless Halls of Utumno and Angband and carved the hideous citadel of Thangorodrim. And, just as Aulë molded the surface of Arda according to Eru’s vision, Morgoth remade it to suit his own desires.

Morgoth’s transgressions are too great to mention, although a few are most notable. His wars cost countless lives and incalculable damage and twice ended in utter cataclysm. He hated Light and thus brought down Illuin and Ormal, the Two Lamps that lit the World in the early First Age. Toppling the peaks that supported them, he felled the greatest mountains ever to grace Endor. Later, he smote the Two Trees and contrived, along with Ungoliant, the draining of the Wells of Varda. He even assailed the Moon, failing only because his strength betrayed him as he rose into the Heavens.

Morgoth’s Legacy

His most heinous crime, however, was the legacy of Evil. Morgoth’s incarnation left a bequest that included a legion of wars, numerous twisted races, and a host of monsters. All the ills borne by such figures as the Balrog of Moria and Sauron of Mordor can be traced to his ire. Worst of all, though, he left the World with the painful sin that shall vex Eä until the end of the Count of Time.

The Black Enemy's Form

Morgoth's huge fana was dark and exceedingly strong. Contrived to invoke fear, it burned with a visible and undying rage which betrayed his bottomless ire. No image before or since has ever been so terrible.

Morgoth's Principal Items

Mace (Grond) · (Q. "Excavator") +250 Hammer of the Underworld. A huge black Eog mace. 10′ long, it weighs 200 lbs and strikes as a flail. Each critical strike is accompanied by 1–10 impact criticals of equal severity, plus a Cracks Call spell (Mage, Earth Law list).
Spear (Gebir Melkor) · (Q. "Melkor's Stake") A 21′ long enchanted, +200 black steel spear inlaid with red Ithilnaur. Its range is 2000′ (without range penalty), and it always returns to the wielder instantly after striking. Any critical strike the thrower delivers is accompanied by a 25th level Absolution Pure spell attack (Evil Cleric, Dark Channels list at 20th). RR failure results in target's spirit being torn from his body. (It can only be returned by Lifegiving.)
Ring (Corómorna) · (Q. "Black Ring") A simple unadorned, black mithril band. Ring can change the dreams/desires of any target within 500′ who fails a RR. The ring is usable 5x/day and affects the victim for 5 days x amount of RR failure.
Armor (Red-black Plate) · Unencumbering enchanted black Ithilnaur scale armor. It glows red with a continuous Aura spell (Open Channeling, Light's Way list, 3rd lvl). Treat as plate (AT 20) with a DB of + 50.
Forge and Tools · Morgoth's mountain smithy is adjacent to his Mansions. It contains an enchanted forge and tools which enable him to create items at 50x the normal rate for a smith or alchemist.

The Iron Crown of Morgoth

A simple, black iron crown inlaid with black Ithilnaur (which gleams white by moonlight or firelight), and adorned with the three Silmarils (later simply two). The symbol of his lordship over Arda, the Crown is Morgoth's greatest creation. Its properties include:

Its Jewels can glow to any degree desired by the wearer, even attaining a brightness normally ascribed to stars. In such case all within 500′ must make a RR versus a 250th Essence attack, with failure resulting in blindness;
The Jewels' inherent aura is so beautiful that all who come with 500′ of the Crown must make a RR versus a 130th lvl (Fëanor's lvl) attack. RR failure results in victim being stunned and unable to parry for a number rounds equal to RR failure.
Anyone touching a Jewel receives a "D" Heat critical each round he maintains contact, all results of which are applicable to that part of the body that touches the Jewel (e.g., a back burn might be applied to the victim's hand or lips);
Wearer receives a + 50 bonus for all activity;
x20 PP multiplier that enables wearer to simultaneously concentrate on twenty different spells (their cumulative lvl not to exceed 1000);
Crown will magically adjust to the wearer's head size;
Intelligent and inherently 75th lvl, the crown will expand to fall from the wearer's head whenever it feels the wearer is unsuitable;
Irresistibly Evil, it enhances any desire the wearer might have and, in time, anyone will succumb to their own inner feelings;
Strong, the crown cannot broken unless it is heated in the fires in which it was made (see forge below);
Of fire, the wearer can immolate at will, becoming engulfed in a flame which strikes all within 5′ with the equivalent of a +50 Fireball each round.
Of darkness, the wearer can become a "shadow" at will, operating with a +50 hiding bonus at night or in darkness;

Wearer's spells, physical attacks, and maneuvers cannot fail.

Morgoth's Special Powers

Vision · Morgoth can see perfectly, at night or day, as far as the horizon. He can note every detail, as if he were at the point he upon which he dwells, and his gaze penetrates the darkest of clouds, excepting that which is a void (e.g., one of Ungoliant's shrouds).
Voice · Morgoth can speak in any voice he desires, to anyone within his sight.
Hearing and Smelling · Morgoth can hear and smell perfectly, regardless of condition, as far as the horizon.
Ward of Iron · When Morgoth is in Utumno or Thangorodrim, his presence is extended out to form a ward with a diameter equal to 50 miles. Within this region, Morgoth can sense the number and basic nature of the presences whenever he concentrates.
Authority · Morgoth can direct his voice or sight upon any one individual (within a range of 500′) in order to dominate him. The victim must make a RR versus a 250th level Channeling (MERP) or Mentalism (RM) attack. Failure results in the victim being under Morgoth's control until the victim makes a successful RR. Whenever the victim leaves the 500′ radius effect area—or whenever Morgoth stops concentrating—the victim receives one RR per round.
Earth-weaving · Morgoth has absolute control of all inorganic material which is affixed to or part of the earth within a range of 500 miles (i.e., 1-mile x Morgoth's lvl). He need only concentrate in order to move and mold the earth, although such movement must be (i) continuous and (ii) confined to a speed which does not exceed 1 mile per hour. It also requires a # of PP equal to # cubic miles of material x10 distance moved (in miles).
Earth-lore · Morgoth knows about the origin and properties of all inorganic substances.
Cloud-weaving · Morgoth has absolute control over all light within 500′ of his person, as well as all the light within the confines of his ward (see the Ward of Iron above).
Breeding · Morgoth can alter, through the process of domination and breeding, the physical structure of any race. The victim receives a RR versus a 25th lvl Essence attack, with failure resulting in a change to the victim's offspring (before their birth). The prospective offspring will normally change to suit the victim's own inner fears, but Morgoth's needs will inevitably affect the result.
Spells · 26,000 PP. Base spell OB is 250; directed spell OB is 500. Morgoth knows all spell lists.

Sauron



Sauron, “the Abhorred”

Lvl: 180 (240); 360 with the One Ring. Race: Maia (Fallen). Profession: Mage/Sorcerer/Alchemist. Home: Originally Angband in northern Endor; later Mordor. Aka: Thauron (Q. “the Abhorred”); Gorthaur (S. “the Cruel”); Annatar (S. “Lord of Gifts”); Artano (Q. “High Smith”); Aulendil (Q. “Servant of Aulë”); the Deceiver; the Abominable; the Lord of Mordor; the Lord of the Dark Tower; the Dark Lord; the Black One; the Black Master; the Black Hand; the Shadow; the Unnamed; the Eye; the Red Eye; the Evil Eye; the Eye of Barad-dûr; the Lidless Eye; the Nameless Eye; the Nameless One; the Evil One; the Ring-lord; the Ring-maker; Lord of the Rings; etc.

RM Stats: St-100; Qu-100; Em-90; In-100; Pr-120 (200); Ag-101; Co-110; Me-102; Re-101; SD-99. MERP Stats: St-110; Ag-101; Co-110; Ig-102; It-100; Pr-120. Appearance: 02.

Sauron, “the Abhorred,” was seduced by Morgoth before the making of Arda. He was the greatest of Aulë’s People and the most powerful of the Maïar, save (perhaps) Eönwë and Ilmarë. Skilled in all crafts and a master of diplomacy, he proved a formidable servant of the Black Enemy. Until Morgoth’s fall, Sauron was his only lieutenant.

Sauron’s Tale

Sauron held the realm of Angband during the Black Enemy’s stay in the hellish hold of Utumno. Later, during the wars against Beleriand, he directed the forces of Evil whenever Morgoth was otherwise preoccupied. With the breaking of the siege of Angband, the Host of Darkness took the offensive against their Elven enemies, and it was Sauron who guided the army that ravaged West Beleriand. He imprisoned and slew Finrod and his Elves and dueled Lúthien and the Vala wolfhound Huan. Nonetheless, he could not match strength with the Host of the Valar. With the fall of Morgoth at the end of the First Age, he surrendered to Eönwë to stand trial in Valinor.

Sauron repented, but his pride betrayed him. Before facing the Valar in Aman, he fled and hid in the far reaches of Endor. Five centuries passed before he reappeared. He arose as heir to Morgoth’s claim as King of Men and began to seduce selected Mannish groups soon thereafter. By S.A. 1000 he acquired enough

strength to take and fortify Mordor. The Black Land became his home, the place to which he always returned.

Sauron traveled to Eregion around S.A. 1200. Disguised as Annatar, the "Lord of Gifts" he befriended the Noldor smiths of Ost-in-Edhil. His ploy worked, for Annatar's smooth manner and fair seeming incarnation swayed his hosts. Only Galadriel remained untouched by his diplomacy. Nonetheless, a similar journey to Lindon failed when the Noldor King Gil-galad turned him away, wisely mistrusting the pretender.

During the next three hundred and eighty-one years (S.A. 1200–1580), Annatar instructed Jewel-smiths of Eregion in the ways of Ring-making. Annatar's aid proved great, for with the knowledge that Aulë and Morgoth bestowed upon Sauron, the Lord of Gifts taught the Elves new methods of forging metals and jewels.

In keeping with his subtle plan, Sauron sought to manipulate his hosts during his stay. Dissent in Eregion accompanied Annatar's presence, growing with the passing decades. By 1350, the Smiths openly rebelled against the rule of the Noldo Galadriel and the Teler Celeborn. Twenty-five years later the two lords renounced their wardship over Ost-in-Edhil.

Annatar's help enabled the great Smiths, led by Celebrimbor, to devise the Rings of Power. Actual forging began around S.A. 1500—under the ever-watchful eye of the Dark Lord. Eighty years later, Annatar slipped back into Mordor and started forging the One Ruling Ring in the fires of Mount Doom (S. "Orodruin"). His plot against the Elves neared completion when Celebrimbor completed the Three Rings between S.A. 1580 and 1590. Only ten more years passed before he finished the One Ring, a device designed to control all the other Rings of Power.

In S.A. 1600, the Dark Lord believed that victory was at hand, but Celebrimbor and his compatriots realized their folly before it was too late. Instead of using the Three Rings, the Elves secluded them. Sauron grew furious and demanded that they be handed over; however, his pleas fell on deaf ears. Celebrimbor sought out Galadriel in Lórien and gave her Nenya, one of the Three Rings, that same year.

With the Elven refusal, Sauron resolved to destroy his foes using overt and overwhelming force. In S.A. 1693 the War Against the Elves began. The armies of Mordor took Calenardhon (later Rohan), marched into southern Eriador, and assaulted Eregion by 1697. The Dwarves closed Moria. Sauron's minions slew Celebrimbor and Ost- in-Edhil fell, the survivors fleeing to Lórien, Lindon, or Rivendell. Gil-galad, King of Lindon and High King of the Noldor, prepared his land in defense as all of Eriador fell under the yoke of the Lord of the Rings (S.A. 1699).

Sauron's forces reached the River Lhûn by 1700, but a surprise awaited him. A Dúnadan army from Númenór stood beside the Elven host defending Lindon. Led by Gil-galad, the Elves and Dúnedain crushed the Dark Lord's warriors, driving the survivors eastward. Eriador was reclaimed, forcing Sauron to fortify the Gap of Isen (later Rohan). So, the Evil One turned his attentions eastward, in search of new recruits for his host.

During the long stalemate that followed the Battle of Lindon, Sauron looked to the Dwarves and the Men of the East as allies. Having possession of the sixteen remaining Rings of Power, he gave them to the Kings of the seven Dwarven Houses and to nine Mannish lords. His ploy to enslave the two races worked, but only in part, since the Dwarves (S. "Naugrim") were unlike any other folk.

As creations of Aulë (whom Sauron once served), the Dwarves reacted differently than the Dark Lord had expected. The Seven Rings magnified the already-considerable Dwarven pride and greed; however, they failed to confer immortality on the Naugrim, nor did they enable Sauron to control the ring-wearers. While the Dwarf-lords used the Seven Rings to uncover new caches of wealth, the Evil One realized his failure and condemned their race.

The Nine Rings worked better, and around S.A. 2251 the nine Ringwraiths (BS. "Nazgûl"; S. "Úlairi") first appeared. Enslaved by their rings and controlled by the One Ring, they proved to be loyal servants of the Lord of Mordor. Three were Black Númenóreans, others corrupted Kings from elsewhere in Endor.

The appearance of the Nazgûl coincided with a social rebellion in Númenór. Sauron's carefully deployed diplomacy preyed upon the weaknesses of Men, and the Númenóreans, although strong, proved no exception. Dúnadan pride began to show as King Tar-Atanamir took the throne. Respect for the Valar waned as suspicions and jealousies directed toward the immortal Elves rose. Nationalism and racism gradually replaced respect for others, the Eldar in particular. During the centuries after S.A. 2200, the Númenóreans began to colonize and exploit Middle-earth. Dúnadan fleets brought warriors and regents rather than teachers and envoys.

The now-haughty Dúnedain began to openly dispute Sauron's claim as King of Men. Their coastal holdings along the shores of Endor began to take on a new character; the Men of Númenór fortified their havens and prepared to challenge the Dark Lord militarily. Then, in S.A. 3261, the inevitable occurred; the Númenórean army under King Ar-Pharazôn landed at Umbar, intending to invade Mordor and put an end to Sauron's pretensions.

The wily Dark Lord preempted these plans, however. Surrendering without a fight, Sauron was taken to Númenór as a prisoner the next year. His imprisonment sealed the Númenórean doom. Between S.A. 3262 and 3310, the Evil One successfully convinced his captors of his worth as an advisor and, playing upon their pride, convinced them of their invincibility and misplaced destiny.

Sauron's counsel quickly corrupted Númenór. Elements of the outwardly unreligious society began to worship Darkness, sacrificing to Morgoth and building temples in honor of the Black Enemy. People abandoned things considered Elven and persecutions against the Faithful—those who remained respectful of the Eldar and Valar—reached a feverish level. Ar-Pharazôn eventually concluded that the immortality and apparent superiority of Elves was not inherent to the race; rather, it was their residence in Aman that conferred unending life.

In 3310 the Númenórean King ordered the Great Armament. Nine years later, the greatest fleet ever seen in Arda assailed the eastern shore of Aman. Defying the Ban of the Valar—the law against mortal Men setting foot in the Undying Lands—Ar-Pharazôn sought to defeat the Elves and establish dominion over Aman. Númenórean hubris, spawned by success and fed by Sauron's soothing words, invited the destruction of the proud Dúnedain.

Swift and tragic retribution accompanied the Númenórean fleet's arrival in Aman. Laying down their guardianship, the Valar called upon Eru to right the wrong and enforce the Ban. Eru responded by opening a chasm in the Great Sea between Aman and Númenór. Ar-Pharazôn's fleet was swept eastward into the cataclysmic tumult, to be swallowed. Their great island home sank beneath the unyielding waves. The Downfall of Númenór was complete.

Only the small collection of the Faithful who heeded the warnings of doom survived the Downfall; the rest of the Dúnedain in Númenór perished. The Dúnedain of Endor no longer had a homeland. Those of Umbar and other southern and eastern havens, the so-called Black Númenóreans, turned away from their heritage. Others invited the Faithful survivors to rebuild the glory of old Númenór. In response, Elendil the Tall led the fleet of the surviving Faithful to Middle-earth to join their isolated brethren. Gathering with the Faithful of Lindon and Pelargir (on the Anduin), they began to carve out a new life, founding the Kingdoms in Exile: Arnor and Gondor.

Sauron also survived the Downfall, but his handsome body was destroyed in the wake of the flood. Still, the Evil One's power enabled him to 'take shape" again, an act crucial to his involvement with those of Endor.

As a Maia he always remained a spirit without need of a form; but like Morgoth, Sauron sought to rule Middle-earth, and in order to interact on a physical level he needed a body. Physical tools, including a corporeal form and all its trappings, were prerequisites to his dominion. At first, he could assume his necessary form by taking any shape he desired. With his envelopment in the Downfall of Númenór in S.A. 3319, however, he lost the strength to take a fair-seeming form. Sauron required a certain sturdiness of spirit to complete this transition and after his "death" in the crushing Downfall, he was never the same. Part of the Dark Lord perished with Númenór.

Nonetheless, Sauron survived and rearose in Mordor within a few years. The Evil One marshaled his forces and eradicated the vestiges of the Númenórean vigil. By S.A. 3429, he was able to wage war again, and in that year his armies struck westward at the young Dúnadan Kingdom of Gondor. His host took Minas Ithil and destroyed the White Tree, symbol of the Dúnedain; but Sauron was ultimately vanquished. The army of the Last Alliance of Elves and Men defeated him at the Battle of Dagorlad five years later and then besieged the Dark Lord in Barad-dûr. The Dark Tower fell in S.A. 3441, and in the ensuing combat Sauron slew both the Elven High King Gil-galad and the Dúnadan King Elendil. As his father fell, though, Elendil's son Isildur deftly sliced off Sauron's ring finger. The Dark Lord's spirit retreated, overthrown and without the One Ring that lay before the victorious Isildur.

Sauron never again wore the Ruling Ring. Although Isildur died at the hands of Orcs but two years later, the Dark Lord's minions failed to recover the prize. As he struggled through the brambles and rushes in hope of escape, the Dúnedain King lost the Ring in the fens by the confluence of the rivers Gladden and Anduin. The One Ring rested at the bottom of a muddy pool until recovered by the Hobbit Déagol in T.A. 2463.

Soon after his discovery, Déagol was murdered by his cousin Sméagol (Gollum). Sméagol sought the Ring and, in killing his kin, began a saga that saw the One in the hands of Hobbits until it perished. Sméagol, then Bilbo, and then Frodo bore Sauron's great prize before its doom.

Without the One Ring, which embodied much of his essence, Sauron regained his strength very slowly. It took him one thousand years to recompose his spirit, take a new form, and manifest himself again in Middle-earth.

In the winter of T.A. 1050, Sauron entered Dol Guldur and took up residence as "the Necromancer." This volcanic cinder cone, called Amon Lane (S. "Naked Hill") by the Elves of nearby Lórien, rose out of the hilly landscape of southern Mirkwood. A secluded height rife with delvings that reached into the Underdeeps below the earth, it was an ideal refuge. The Nazgûl prepared this hold for their master's return. There, he remained secluded and invisible for well over a millennium. All the ills that plagued Southern Rhovanion during his stay could be traced to the hold in the Naked Hill, but no one—not even the Wise—realized the gravity of the peril.

Even the Wizards believed the Necromancer to be an insidious legacy of the downfallen Lord of the Rings. Their fears and suspicions yielded a number of disturbing answers, but no one perceived that Sauron of Mordor had indeed rearisen from the ashes of his defeat at the hands of the Last Alliance. The Dark Lord's guise as the "Necromancer" served to hide his nature and true purpose for many lifetimes, for his subtle mastery of Evil brought destruction without openly tying him to the sources. His hand, his Eye, was everywhere, and yet always unseen.

While at Dol Guldur, Sauron slowly reconstituted his awesome power, constantly restraining himself from any obvious outbursts of irresistible horror. Adopting the One, red Lidless Eye as his symbol and focus of form, Sauron bided his time. He acted solely through his agents, notably the wicked Ringwraiths.

Soon after taking his place in Dol Guldur, Sauron empowered the greatest of the Nazgûl to go further north and establish a realm to contest and ultimately destroy the Dúnedain's North Kingdom of Arnor. The Lord of the nine Nazgûl became the Witch-king of Angmar, while six of the other eight Ringwraiths went to the East or South to do the Dark Lord's bidding. Two Nazgûl remained by Sauron's side in Dol Guldur as aides—messengers and envoys who spread his word. Of that pair, Sauron named Khamûl the Easterling, the second of the Nine, to stand as Keeper of Dol Guldur.

Sauron's plan to crush Arnor succeeded. Sundered into three successor states (Arthedain, Cardolan, and Rhudaur) in T.A. 861, the Dúnadan North Kingdom was dis-unified and vulnerable when the Witch-king established Angmar in T.A. 1300. The Lord of the Nazgûl overran Rhudaur and Cardolan by 1409, reducing both states and isolating the Dúnedain of Arthedain. Then, after nearly six hundred more years of fighting, the Witch-king achieved his goal. His host of Angmarim swept across Arthedain in 1974-75.

As Arvedui—Arthedain's last King—fled northward and perished in the icy waters of the Bay of Forochel, a fleet from Gondor led by Eärnur landed in Lindon. Although too late to rescue Arvedui, the Gondorians joined with the remnants of the Arthadan Army and decimated the Angmarim at the Battle of Fornost. The victors chased the Witch-king into the Ettenmoors, where he vanished. Both Angmar and Arthedain passed into history as lost kingdoms.

Sauron succeeded in his quest to destroy the North Kingdom, enabling him to turn all his attentions on the South Kingdom of Gondor. The Witch-king returned to Mordor and, after twenty years of preparation, gathered the other Ringwraiths for an attack on Gondor's easternmost city, Minas Ithil. Two years later (T.A. 2002), the besieging army forced their way into the city. It fell together with its Seeing-stone (Palantír) and was renamed Minas Morgul. In the year T.A. 2050, the Witch-king slew Eärnur in a challenge duel outside the gates of Minas Morgul, ending the line of Gondor's Kings.

Sauron still directed his forces in secret from his lair in Dol Guldur. Searching for the lost One Ring, he preferred not to reveal himself until his power was unmatchable. The Dark Lord kept the guise of the Necromancer until Gandalf threatened to uncover his ruse in T.A. 2063. Slyly, the Dark Lord fled to the East. Quiet settled in the West as the Watchful Peace began. During this era, the Ringwraiths remained in silent repose at Minas Morgul while their master marshaled his strength among the Easterlings.

With the return of the strengthened Sauron to Dol Guldur in T.A. 2460, the Watchful Peace ended. Orcs multiplied and wars followed, all fostered by the Evil One. The ensuing years saw Sauron's power grow. By the time Gandalf confirmed his identity as the Necromancer (2850), he was nearly ready to unleash his final onslaught. Confident of his might, despite the absence of his Ruling Ring, Sauron returned to Mordor in T.A. 2941. Ten years later he revealed his presence and declared himself the Lord of Middle-earth.

The Dark Lord rebuilt Barad-dûr and renewed his search for the One Ring upon returning to the Black Land, but he hastened the course of armament. Knowing of its recovery, he fought time. Although he sent out his greatest servants—the Ringwraiths—in search of his prize, he was unsure of its fate. The Dark Lord realized that as long as the One Ring existed and was not employed by another, he was unassailable; but, in the hands of a foe, the Ruling Ring endangered his dominion.

Still, few had the strength to control the incredible power embodied in the Ring. After all, part of Sauron himself coursed through the One. It was also utterly Evil and unsuited to the nature of many of his foes. The greatest threat was the fallen White Wizard Saruman, who was then lord of Isengard. Like Sauron, he knew of the Ring's reappearance. Saruman's servants scoured the land far and wide for its location, but to no avail. Frustrated, the White Wizard turned to Isengard's Seeing-stone in T.A. 3000 in hopes that he could wrest precious knowledge from the Dark Lord. Sauron proved too great a match for Saruman,

however, and ensnared the Wizard's probing mind. Thus, the Evil One's principal rival fell under the spell of Darkness.

Sauron never suspected that the bearer of the One Ring would choose to destroy it rather than wield it for himself. The Dark Lord believed that even the good-hearted would attempt to use it, if for no other purpose then to defeat him. In doing so, the Ring would reveal them and enslave them, giving Sauron—its master—a chance to overcome the danger. This assumption doomed him.

The War of the Ring raged as the Fellowship made its way toward Mordor in late 3018 and early 3019. One of Sauron's armies began the awesome assault on Gondor by assailing Osgiliath, the virtually—abandoned capital that commanded the Anduin crossing between the Black Land and Minas Tirith. While the Company relaxed in Rivendell, the Ringwraiths returned from their hunt for the One Ring, rejoined their Master, and prepared for the final thrust against the West.

Khamûl the Easterling directed the two armies that struck from Dol Guldur, and the Witch-king led the frontal assault against the gates of Minas Tirith. Overwhelming as these hosts seemed, however, the main body of Sauron's minions remained in Mordor. No array fielded by the West could match its might.

However, the War of the Ring was not decided on the field of battle. The victory over Darkness at Pelennor Fields bought time, but it did not end the danger. Only the destruction of the One Ring could stay Sauron's triumph. This was an act the Dark Lord never contemplated. Despite all his power, and his talents as a master of minds and a manipulator of emotion, the Dark Lord did not understand the nature of innocent and unwavering good. He directed his attentions outward, never looking in his own Black Land for the Hobbit that bore his doom.

When Frodo and Gollum returned the One Ring to the fires of the Crack of Doom—where the Ring was made and could be unmade—Sauron's empire collapsed. All that Sauron built with the One was destroyed. The other Rings of Power lost all strength, leaving the Ringwraiths lifeless; and fear and dread settled in the hearts of the Evil One's minions. Leaderless and broken, the armies of Darkness fled or were quickly vanquished. Barad-dûr perished, for its seemingly indestructible foundation had been enchanted by the Ring.

Sauron, of course, passed from Arda, unable to maintain any form. Too much of his essence died with the One Ring. In every act of creation, a part of the maker is left in his work, and this was true of the Ruling Ring as well; thus, the downfall of the Lord of the Rings.

The Nature of the Lord of the Rings

Sauron was of both this and the "shadow world" and is therefore wholly in neither. He appeared as an inexplicably elusive image, with a black and mottled "surface" which burned with an intense but often invisible fire. The flaming Eye, however, was ever-present, either in mind or in the viewer's clear, unbelieving vision.

The Abhorrent One remained a servant of the Darkness that is the gift of his master Morgoth/Although he worshipped himself, Sauron was the embodiment of the Black Enemy's legacy. Morgoth remained the Dark Lord's mentor and master, for Morgoth was Evil incarnate. Even imprisoned in the Void outside Eä, the Black Enemy survived in the Evil he invented. Sauron and his followers, and those they dominated, worshipped this Evil in myriad ways. Fear of the power of Darkness, of course, stood as the ultimate incentive, spawning a reverence of Evil and its incarnations. Sauron promulgated overwhelming terror, and his thralls saw no other choice. Sheer strength and cunning deception enabled the Lord of the Rings to prey on the souls of Free Peoples and remold whole societies.

In building his kingdom of awful ire, Sauron carefully selected capable instruments of terror. His armies included countless Men, Orcs, and Trolls. However, just as Morgoth once molded peoples into mockeries of Eru's children, Sauron sought to develop new warrior stock. Like his master the Black Enemy, he could not create life; but through breeding, the manipulation of minds and souls, and selective spawning the Dark Lord forged three new subject races: the Uruk-hai (BS. "Orc-people"), the Olog-hai (BS. "Troll-people"), and the Furolog-hai (BS. "Half-troll People"). These creatures could reason and operate in daylight, overcoming the principal flaws of their precursors.

The Evil One fed on misery and the unbridled anticipations of pain and suffering which gripped his countless victims. His agents used sheer force and silvery ploys to achieve Sauron's goals in many ways; although the ends are one and the same, the overseer was rarely revealed. Through his minions, he strangled nations and crippled cultures all over Middle-earth: in the East and South his whip was greatest, but the Dark Lord plagued the West as well. There, the legacy of his most-hated foes remained intact, and there he planned his final, climactic gesture.

Sauron's Nine Ringwraiths

The nine Nazgûl acted as extensions of Sauron's vile will; they served as his "hands" The Nine did the Dark Lord's bidding, fearing only him, for it was Sauron who enslaved them with the Nine Rings of Power, and it was he who gave them "life' immortal. Without Sauron, the Ringwraiths had no focus, and without the power born by the Nine Rings Sauron held, they could not live.

The Nazgûl's power, even before their corruption, was considerable. With their enslavement it grew. Their roots reached back to the Second Age, when they reigned as mighty Kings of Men, enabling them to draw on experience beyond the reach of other Men. With their submission to the Dark Lord, they became immortal, acquiring their skills over centuries. Yet, like Sauron, they existed in both this world and the realm of the shadows, but wholly in neither.

Whatever the Nazgûl gained, they possessed because of some loss. The Ringwraiths were immortal and undying, and yet they spoke as those who saw death and perpetually suffered through their last throes of life. Their tone caused the hardiest men to cringe or flee, but it was as much the shrill call of suffering as it was the cry of warning. The Nine enjoyed 'dark-sight' and their sense of smell empowered them to find things which would be invisible to others; however, they were virtually blind. Great and terrible beasts followed their call, but they trusted nothing and counted no one as a friend. Armies of men died for them, but they never stepped without Sauron's favor. Normal weapons or spells could not affect the Ringwraiths; yet at the same time, they turned away from the commonplace: water, natural fires, and the name of the Vala Varda (Elbereth).

Of course, the Nazgûl's ties to the One Ring provided their greatest vulnerability. All the Rings of Power lost strength when the One was destroyed at the end of the Third Age, making the Nine Rings of Men mere jewels. This change removed the enchantment that gave continuing life to the Ringwraiths; and so, with Sauron's fall, the Nine passed into oblivion. (See Lords of Middle-earth, Volume 2, 'Men' for more on the nine Nazgûl.)

Sauron's Special Powers

Domination · With his One Eye, Sauron can dominate any number of individuals, the sum of whose levels are less than or equal to the Dark Lord's level. He can assert this power even through a Seeing-stone. All whom he effectively gazes upon must make a RR versus a 120th level attack, lest they fall under the Lord of

the Ring's absolute control. Whenever Sauron breaks his concentration, victims get a RR; however, this domination lasts until the victim makes a successful RR, and so the effect may be indefinite.
Presence · Anyone coming within actual (as opposed to aided) sight of the Dark Lord must make a RR versus a 60th Fear spell. With a RR failure of 01–50, the victim flees in fear for 1–10 minutes. If the RR failure is 51–100, the victim is frozen in place (stunned and unable to move or parry) for 01–10 rounds. Should they fail by 101+, they die of fright. (Note victims use their Presence stat bonus and get a position bonus like that given in melee combat: e.g., +35 from behind.)
Form · Sauron cannot be touched by normal weapons. Treat him as a 'Large' creature for purposes of critical strikes. Attacks against him which yield a critical strike roll require use of the Large Creature Critical Strike Table {Arms Law at 8.14; MERP at CT-10).
Spirit · Unless the One Ring is destroyed, Sauron's spirit—his soul or essence—remains in Eä even upon the death of his body. In other words, as long as the One Ring exists, only his form can be slain. With the death of his body, however, Sauron cannot take another form for 2–2000 years.

Note: Roll two sets three of dice and add them together to get the sum of years his spirit needs to regain form. For each roll, use three percentile dice: one die representing the hundreds, one die representing the tens, and the third representing the ones digits. The result is a number between 2 and 2000.

Spells · T.A. 1–2459: 1200 PP; T.A. 2460 onward 4800 PP. Sauron can use all spell lists up to his level. In addition, he can simultaneously concentrate on a number of targets or spells equal to his level (total of spell lvls not to exceed Sauron's lvl).

Sauron's Principal Items

The Shadow Mace · +60 black, Ithilnaur mace which glows red when within 300′ of an Elf. In the hands of anyone but Sauron, the mace is -30. The mace becomes instantly invisible whenever the wielder concentrates this desire.
The Black Sword · (S. "Mormegil" Q. "Mormacil") Not to be confused with Turin's nickname Mormegil or his sword Gurthang, this is a +45 black, Ithilnaur, Elf-slaying broadsword. Enchanted and unbreakable (except against Eog), it cannot be fumbled. If a critical strike is yielded and wielder so desires, it also delivers a Heat or Cold critical strike of equal severity.
The Gauntlet of Slaying · Aka: "Narsil's Bane" A black steel and dragonskin glove. Treat as a +15 mace or as a +10 shield. Should Sauron successfully parry a foe's weapon (i.e., the foe delivers no damage), the Dark Lord may attempt to grab the weapon. In such case, the weapon must resist versus a 50th level attack or it is destroyed. Weapons resist at the level of their wielder (+1 lvl/+5 bonus); however, magical weapons resist at a level equal to 20th lvl plus their wielder's lvl.
The Black Scale · Unencumbering black dragonskin and black Ithilnaur scale armor. Treat as plate (AT 20) with a DB of +80.

The One Ring

Aka "the Ruling Ring;" the "One;" the "Ring" A seemingly normal gold band, the One Ring will adjust to the wearer's ring size or, if it so desires, it will expand to fall from the wearer's finger whenever the ring feels the wearer is unsuitable (see below). The One's hidden inscription glows when the Ring is placed in a fire. In Black Speech it reads:

> *"Ash nazg durbabatuluk, ash nazg gimbatul, Ash nazg thrakatuluk agh burzum is hi krimpatul"*

The translation reads:

> *"One Ring to rule the all, One Ring to find them, One Ring to bring them all and in the darkness bind them."*

The One is a x18 PP spell multiplier which requires training equal to 600 days minus wearer's level, lest the effects of its use be random or at the whim of the Ring. In addition, unless the wearer exerts control over the One, the Ruling Ring will act according to its own bidding—for it views a weaker wearer as unsuitable. Only Sauron, its maker, has absolute control; the One resists others as if it were 60th level. Since it is a part of Sauron's essence, it is irrevocably and irresistibly Evil. It enhances any desire the wearer might have—particularly the want for power. In time, anyone will succumb to their own inner feelings.

A Ring-wearer is invisible, although Sauron can be visible at will. The One also allows wearer to control or resist any device made with the Ring's aid (e.g., the traps of Barad-dûr), with mere concentration on the wearer's part. Ring controls all wearers of the Nine Rings of Power regardless of range, etc., although this power requires complete mastery of the One Ring permits wearer to cast spells at three times normal range or against any target wearer can see (even when the sighting is aided by some device), whichever is greater. Ring-wearer's spells, physical attacks, and maneuvers cannot fail.

The Ruling Ring cannot be destroyed except in the fires of Orodruin (S. "Mount Doom"), where it was made.

Ungoliant - Queen of the Unlight



Statistics
Lvl: 450 (500 after draining the Wells of Varda). Race: Spirit of the Void. Profession: Sorcerer. Home: Originally Avathar in southeastern Aman; later the mountain wilds of Northwest Middle-earth. Aka: (S. “Great Spider”); Îavarauko (Q. “Demon of the Void”); the Ever—hungry; Queen of the Unlight (Q. “Úcalatári”); the Unlight (Q. “Úcal”).

Before Draining the Wells of Varda

RM Stats: St-130; Qu-130; Em-140; In-140; Pr-140; Ag-140; Co-130; Me-99; Re-99; SD-20. MERP Stats: St-130; Ag-140; Co-130; Ig-99; It-140; Pr-140. Appearance: 02.

After Draining the Wells of Varda

RM Stats: St-140; Qu-140; Em-150; In-150; Pr-150; Ag-150; Co-140; Me-99; Re-99; SD-20. MERP Stats: St-140; Ag-150; Co-140; Ig-99; It-150; Pr-150. Appearance: 01.



Ungoliant - Queen of the Unlight

Ungoliant was a Spirit of the Void, the incarnation of Darkness, and the embodiment of Destruction. Her relationship to the Ainur was unknown, although her origin was outside Ea. Ever-hungry and consumed with a thirst for light and the fire that sparks spirits, Ungoliant fed on any life she could capture or subdue. In fact, legends say that in the end, for want of other prey, she devoured herself.

Morgoth first encountered Ungoliant in the dark wilderness of Avathar, within the shadow of the Pelóri Mountains of southeastern Aman. She was a unique spirit whose form resembled that of an ever-changing,

spider-shaped cloud. Utterly black and featureless, she moved like a swiftly gliding void passing across the land.

Joining with the Unlight in an uneasy alliance, the Black Enemy convinced the Demon to accompany him into Valinor, and there attack the Two Trees. Hungry for the spirit of the Great Light of the Trees—which saturated the dews that filled the Wells of Varda—Ungoliant gladly aided Morgoth's attack. She spun enchanted webs, creating a bridge over the high mountain wall that guarded the Kingdom of the Valar. Silently, the two Enemies entered the Realm of the Powers.

Morgoth and his spidery companion climbed the Green Mound upon which stood the precious trees called Telperion and Laurelin. Using his spear, the Black Enemy struck into the heart of each trunk, puncturing the glistening bark of the light-giving Trees. Their sap spilled upon the grassy carpet. Ungoliant quickly sucked the splendid fluid off the ground, and turned upon the wounded Trees. Extracting the last drops of their essence, the Spirit of the Void poisoned the Two Trees with her black Venom of Death. She blackened the green hill with a cloud of befouling waste. Crowning her perverse crime, Ungoliant then drained the dew from the Wells of Varda.

Increased in might by the Light she consumed, the demon-spider spun a Web of Unlight which guarded her journey northward with Morgoth. The two Great Enemies used the impenetrable cloud to reach the Noldo Treasury at Formenos unscathed. There, Morgoth slew the Noldorin King (Finwë) and stole the wealth of his kindred. Pursued by Tulkas and the Host of Oromë, the evil thieves slipped away, again using Ungoliant's enchanted Web to cover their movements. The Valar were unable to close, and Ungoliant and Morgoth crossed the grinding ice of the northern seas unscathed, entering Endor beneath the starry skies of the Long Night.

Never satiated, the demon's increased power merely multiplied her greed. She confronted her erstwhile ally upon reaching Middle-earth and demanded the treasure Morgoth had wrested from the Noldor. The Black Enemy attempted to appease her restless hunger by feeding her gems, but this only served to make her stronger and thirstier.

Appalled, the rebellious Vala realized his plight and summoned his Balrog servants in hope of dissuading any further demands. Ungoliant was unimpressed and assailed the Black Enemy when he refused to relinquish the three stolen Silmarils.

Together with the aid provided by his fiery Balrogs, Morgoth's might prevailed. Ungoliant retreated into the wilds of Middle-earth. She made her home in the Valley of Dreadful Death (S. "Nan Dungor-theb") on the northern edge of Beleriand, eating all that lived in the vale and the surrounding hills. Mating with some of her monstrous prey, she gave birth to the race of demon-spiders that would haunt Endor for ages to come. (One of her descendants, Shelob the Great, played a special part in the saga of Sauron's fall.)

Ungoliant later migrated southward in search of more sustenance. She passed from history's view soon thereafter, but her hideous legend and heinous legacy still stir fear.

Ungoliant's Special Powers

Smell · Ungoliant can smell perfectly, regardless of condition, as far as the horizon. She can sense every detail of every scent, as if she were at the point at which it was made.
Web of Unlight · When Ungoliant spins a cloud or Web of Unlight, no light of any kind can penetrate its bounds. The web's range/radius can be as large as 45 miles. Within its confines, everything is utterly dark, although Ungoliant can sense the number and basic nature of the presences whenever she concentrates. Creatures who rely on sight, operate at -100 inside the cloud.

Dark-weaving · Ungoliant has absolute control over all darkness (absence of light) within a range of 1′ x her level. She can use these weavings as pathways to swing upon or move across (like the threads of a spider's silk).
Black Beak · Ungoliant can drain the Fire of Life from any spirit she touches. Using a shadowy, beak-like form, she can strike with a +450 Huge Beak Attack (see MERP Tables CST-2 and AT-5 or RM/Claw Law Table 11.11). Then she can employ her proboscis-like tongue to reduce all of the victim's stats at a rate of 10 pts per round. In such case, the victim receives a RR versus a 45th level Essence attack each round. Success enables victim to resist draining and attempt a maneuver.
Strength of Form · Ungoliant's shadowy spider-like fana (form) gives her inherent plate armor; it serves as AT Pl/20 (-100). For resolving Critical Strikes, treat her as a Super Large Creature and subtract 20 from rolls on the Critical Strike Tables (MERP Tables CT-10 and CT-11 or RM/Arms Law Table 8.15 and RM/Spell Law Table 10.85).
Spells · 18,900 PP. Base spell OB is 225; directed spell OB is 450. Ungoliant can use all the Mage lists and all Open Channeling and Open Essence lists (MERP), and all Sorcerer lists, and all Closed Channeling and Closed Essence lists (RM).

Ungoliant's Special Powers After Draining the Wells of Varda

As above, except the following.

Attacks and effects · Her 45th lvl attacks become 50th lvl; her 450′ ranges become 500′; her +450 OB becomes a +520 OB; her 45-mile ranges become 50-mile ranges; etc.
Spells · 26,000 PP. Base spell OB is 250; directed spell OB is 500. Ungoliant can use all the Mage lists and all Open Channeling and Open Essence lists (MERP), and all Sorcerer lists, and all Closed Channeling and Closed Essence lists (RM).

High Level Characters



Using High Level Characters

Just as Eru prescribed a Balance of Things in Arda, most Gamemasters attempt to instill a balance of play in their role play¬ing games. There is undoubtedly more drama, and more fun, in a situation where the outcome is frequently in doubt. Poor play balance inevitably produces foregone conclusions, leaving players with an un¬fulfilling sense of futility.

Few things upset play balance like the improper use of high level characters — individuals who dominate the course of action, leav¬ing the players with few alternatives and too much or too little hope. This is particularly true for role playing games set in Third and Fourth Age Middle-earth, a land where relatively few high level individuals live.

The following two sections will help a Gamemaster decide when and how to use powerful characters in a Middle-earth role playing adventure or campaign.



Selecting High Level Characters

As its title states, LOME describes "lords," individuals of substan¬tial power and/or impact in Middle-earth's history. These characters are provided in order to give the Gamemaster some thorough background information, but they also serve as a framework for judg¬ing the appropriate level of power for characters of various races, numerous locations, and different temporal settings.

You may, of course, wish to use the characters from LOME as par-ticipants. This can be a rather delicate endeavor. In such case, take into account the following guidelines:

1. **The later the setting, the less powerful the actors** · ICE's Middle-earth products are designed for games set in the Third and Fourth Ages of Endor, eras in which the number and strength of the continent's powerful individuals were con-siderably lower than they were in the First and Second Ages. The further one goes back in the history of Middle-earth, the stronger the characters. Select high level characters accordingly. For instance, a Fourth Age setting in a given locale might be dominated by a few 11th level figures, while the same place in the Second Age might have been ruled by a dozen or more 20th level characters. The reasons for this situation are many, but the primary factor is that the original fathers of the various Free Peoples were exceedingly strong. The further the line evolves away from these individuals, the weaker the average member of the population. This is particularly the case with races other than Men (although this rule holds very true for the Dúnedain).
2. **The Valar rarely come to Middle-earth** · The Powers of Aman make few visits to Endor and, after the Change of the World near the end of the Second Age, this rule becomes stronger. Vala characters prefer to manifest themselves in¬directly, either through Maia emissaries (e.g., the Wizards), via natural forces (e.g., freak storms), or through dreams (e.g., Elbereth's "visitations" to Elves).
3. **The Vanyar confine themselves to Aman** · The line of the Vanyar Elves historically stayed out of Middle-earth once they settled in the Undying Lands.
4. **As time passes, there are fewer Elves in Endor** · There are many reasons for the slow but steady Elven exodus from Middle-earth. Many Elves long "for the sea," or for the glories of Aman. Others weary of Endor (or even Arda) and either depart for the Undying Lands or die. Still others seek their loved ones across the Great Sea.
5. **More conspicuous individuals attract attention and often danger** · A certain percentage of powerful individuals in¬variably die at the hands of rivals. The ranks of the power¬ful are pruned from within, and often at a faster rate than the influx of new powers can adequately replace.

Keep these factors in mind when determining the type, number, and strength of the powerful characters in your game.

Balancing The Use Of Powerful Characters

Middle-earth is a rich and varied place in which to adventure; but, like any well-developed world, it has been carefully crafted. It is also a modest setting, with relatively few extremely potent inhabitants. The vast majority of its peoples and creatures are low level, and on¬ly a few gifted and lucky figures ever reach 11th level. Fewer still ex¬ceed 20th level. Therefore, a Gamemaster must exercise prudent plan¬ning and a good deal of restraint when adding any of the characters found in LOME.

The following tips will help a Gamemaster maintain play balance while utilizing high level characters in his game.

1. **Those who serve Eru, serve his Balance** · The powerful servants of Eru subscribe to a code similar to that of the Order of Wizards (see Section 5.14). Overt power is used on¬ly in defiance of the Balance, for even well-meaning force can disrupt the Nature of Things. Thus, the loyal and Maiar who come to Endor deliberately restrain themselves. They attempt to work with, rather than dominate, lesser folk. Most of all, they avoid drawing attention to themselves out of con¬cern for inflicting fear upon others and out of need to avoid the watchful eye of any opposition. (Note how the Istari's levels are characterized according to a dual scheme, with their offensive powers only about half to two thirds of their defen¬sive capabilities.)
2. **Even the most powerful of Elves is bound by Fate** · Fate grips the lives of the immortals to a much greater degree than it affects Men. The Elves of Middle-earth, for instance, fre¬quently find themselves drawn to some unswerving doom. Thus, even a powerful Elf's life may run its course toward a particular end, regardless of the Elf's attempts to divert Fate. The details of his destiny may not be dictated, but the result might be unavoidable. A Gamemaster can use this fac¬tor to preordain certain "balancing" results for Elves of great power, especially in the case of Elven Non-player Characters.
3. **Even when they do come to Middle-earth, Vala and Maia characters adopt form** (i.e., their fana) · When entering the very "material" setting of the world of Eru's Children, the otherwise incorporeal Ainur take forms. This means that they must suffer from some of the weaknesses inherent in their adopted bodies (e.g., emotions like greed and jealousy). As a result, the Ainur who operate in Middle-earth act at a reduc¬ed level of effectiveness. (See Section 5.12 and note how the Istari's levels were reduced when the Wizards took forms and entered Endor.)
4. **Strength deteriorates over time** · Even among the immortals, the use of power can drain an individual over time. This is particularly true of renegade Maia and Vala characters who use massive amounts of power outside the context of Eru's thought. Unsanctioned and unrestrained, these out¬bursts of energy sap strength, making the character more and more dependent on outer means of support (e.g., items of his own creation). The loss of power may be enough to pre¬vent an otherwise incorporeal spirit from changing form. So, a powerful figure who has been around for a long time may well be weakened during his long stay.

5. **Power attracts power** · Powerful individuals tend to con-centrate, either to unite their strength, or to combat one another for control. This means that high level characters often impact only indirectly in most areas. In addition, a display of power may attract opposition from other well- endowed figures and can be unwise. For instance, Sauron no doubt enslaved or eliminated most of his significant opposi¬tion in many areas of Middle-earth. Thus, the powerful often hide their strengths.

These hints provide the Gamemaster with some reasons why high level characters might not operate at their peak of power. This means that there are some built-in checks implicit in any Middle-earth set¬ting. A Gamemaster need not feel compelled to avoid powerful characters simply because of their potential impact.

Generating High Level Characters

High level characters invariably produce a significant affect on the game's setting and situation, so it is important to make sure that they are reasonably well detailed. At the very least, the Gamemaster should develop the character's (1) stats; (2) background and personality; (3) skill and level bonuses; and (4) equipment.

Stats

High level characters are bound by normal stat generation guidelines (see MERP Section 3.1 or RM/ChL Section 2.0), although two other considerations should be taken into account. First, high level characters generally have better-than-average stats, since high stats give an adventurer a much higher probability of surviving for a long time. Second, characters sometimes attain high levels because of their racial makeup, as in the case of Vala and Maia characters. These groups may have some inherent stat bonuses (e.g., Elves) or they may have across the board additions to the stats themselves. For instance, we suggest that Vala characters receive a + 50 addition to some or all of their stats (as we have done in LOME). Maia stats should be increased by +25.

> *Example: Where a Man's stat is 97, a Maia would receive a 122. A Vala character would then have a stat of 147. (See Section 3.4 for bonuses based on stats, including stats above 102.)*

Background And Personality

A character's background colors his outlook and provides "depth" to his personality. For Player Characters, a background facilitates both role playing and the adoption of clear goals.

High level characters, of course, tend to have a long and/or ex¬citing past which demands some sort of documentation. The most important points to consider when designing a background are (a) race; (b) culture; (c) place, environment, and circumstances of birth; (d) childhood and adolescent experiences; (e) family orientation; and (f) adult experiences.

Once a character's background has been outlined, address his per-sonality, keeping in mind that the background should have some bear¬ing on your choices, Get a general picture first, determining certain

pertinent features of the character's makeup. For example, note whether he is surly or jovial, optimistic or pessimistic, generous or mean, withdrawn or outgoing, stable or unstable, bold or full of doubt, cautious or incautious, etc. Then, play with the specifics, such as preferences and prejudices, loves and fears, strange mannerisms, and so on.

Equipment And Magic Items

One of the key elements in creating a character is determining the character's equipment and magic items. This becomes especially im-portant for high level characters because they normally have had the time and opportunity to accumulate quite a few items. In most cases, the GM can assume that the character has access to most normal, non-magic equipment.

The best and often the easiest way to generate a character's magic items is for the GM to create and assign the items based upon the nature of the specific character. There is no substitute for a GM's creative mind and his feel for play balance in his game. In this sec¬tion, we provide several options to aid a GM in generating a high level character's magic items.

Option 1 ▸ Use existing tables for generating magic items: MERP Table CGT-2; RM/ChL&CaL Table 15.73; and RM/Creatures & Treasures Sections 3.0.

Option 2 ▸ Assign existing items from your or someone else's game or items described in commercial products: MERP Part III, RM/C&T Section 3.0, any of ICE's Middle-earth Modules, etc.

Option 3 ▸ Use the Equipment Generation Chart provided below to determine the base characteristics of a character's items.

Equipment Generation Chart

This chart provides a tool and guidelines for aiding a GM in assigning magic items to a high level character. Remember that all magic items in a game must be allocated with care: it is very easy for magic items to become over-rare or over-abundant. One way to maintain this balance in magic items is to use this chart to make sure that the quantity and quality of the character's items do not fall below or rise above a certain level.

For use with this chart, the GM may modify a character's level due for special factors such as: + 5 to +10 for the Eldar, Maiar, Istari, etc.; -5 to -10 for Orcs, primitive men, etc.; +5 to +20 for special rank or position (e.g., kings, generals, rich characters, shamans, etc.). Additionally, the GM may wish to make a roll (1-100) and then add the following to the character's level to be used on this chart: (roll - 50) / 5, rounding down.

Once a character's level for this chart has been determined, the GM should refer to the the section of the chart corresponding to the character's race. The item characteristics given in the chart are very general and should be fleshed out by the GM based upon the character's nature.

Common Men

PR	Item Characteristics
41-50	+30 bonuses; x6-x8 spell item; special traits; an artifact.
30-40	+20 armor/shield; +25 other bonuses; x5-x6 spell items; special traits.
20-29	+15/+20 bonuses; +5or +6 (with special traits) or x3-x5 spell items; other items with special traits/spells; might have a single +30 item but few others.
13-19	+10/+15 bonuses; x2-x4 or +4 or +5 spell items; +10 item of slaying; spell casting items should be appropriate to level.
6-12	+5/+10 bonuses; x2-x3 or +3 or +4 spell items; might have a single item of great ability (e.g., +15/+20 item, an Orc- slaying weapon, etc.).
4-5	+5 bonuses; x2 or +2 or +3 spell items; if spell casting or special items are owned their powers/durations should be reduced.
0-3	+0 bonuses; x2 or +1 or +2 spell items; perhaps a single +5/+10 item.

Elves and Special (like Istari)

PR	Item Characteristics
61-70	+30 to +50 bonuses; x8 to x9 spell items; artifacts.
51-60	+25 to +45 bonuses; x7 to x8 spell items; artifacts; may possess a great number of very potent items.
36-50	+20 to +40 bonuses; x5 to x7 spell items; items may possess potent special traits.
21-35	+15 to +35 bonuses; x4 to x6 or +7 to +8 spell items; some items may possess potent special traits.
17-20	+15 to +30; x3-x5 or +6 or +7 spell items; items may possess special traits (e.g., slaying Orcs, returning, etc.).
12-16	+10 to +25 bonuses; x3-x4 or +4 to +5 spell items (with special traits); may possess a single very powerful item and very few others.
7-11	+5 to +20 bonuses; x2-x4 or +3 to +5 spell items; may possess 2 or 3 special items.
0-6	+0 to +10 bonuses; x2-x3 or +1 to +4 spell items.

Dwarves

PR	Item Characteristics
30-50	+20 to +30 bonuses; special traits certain; several po¬tent items.
21-29	+15 to +30 bonuses; some special traits; if many items are held they usually will be in the +15 to +20 range.
16-20	+10 to +20 bonuses; one or two item with special traits.
11-15	+10 to +15 bonuses; one item with special traits.
7-10	+5 to +15 bonuses; mostly weapons and armor.
0-6	+0 to +10 bonuses; mostly weapons and armor.

Hobbits

PR	Item Characteristics
9-12	Rare individuals; +15 to +20 bonuses; some potent items; slight chance of a single item of great value, power or danger.
6-8	Powerful for Hobbits; a couple of +10 items; slight chance
of a	single item of great value, power or danger.
3-5	One or two +5 items; slight chance of a single item of great value, power or danger.
0-2	Perhaps one +5 item; slight chance of a single item of great value, power or danger.

Trolls, Half-Orcs, and Orcs (well equipped or rare individuals)

PR	Item Characteristics
12-20	+10 to +20 bonuses.
9-11	+10 to +15 bonuses.
7-8	+5 to +10 bonuses.
5-6	+5 bonuses.
0-4	+0 bonuses.

Orcs (Regular Tribe)

PR	Item Characteristics
14-16	+10 to +15 bonuses; almost always the major leader; will usually have one favorite item and then a number of items of lesser power; Sometimes the favored item is a +10 item of great power.
10-13	+10 bonuses; often have several lesser items.
6-9	+5 bonuses; Orc spell casters are very rare but will often have some special item (e.g., x3 spell item, protective devices, etc.).
0-6	+0 bonuses; very rare spell casters might possess a spell adder.

Skill And Level Bonuses

Since high level characters necessarily take a great deal of effort to generate, we provide the following chart covering typical skill and level bonuses.

Skill Bonuses Based Level Chart

This chart provides level bonuses based upon the amount of a character's level bonus: +0/lvl, +l/lvl, +2/lvlor + 3/lvl (see MERP Section 2.4 and Table BT-6, and RM/ChL&CaL Section 4.0, Section 5.21, Section 14.22 and Table 15.72). After 20th level this chart assumes that the " + 1/lvl" bonuses only increase at a rate of + .25/lvl, the " + 2/lvl" bonuses increase at a rate of +.5/lvl, and the " + 3/lvl" bonuses increase at a rate of + 1/lvl. These increases may vary depen¬ding upon the optional rules used by a specific GM (e.g., +0/lvl above 20th level for " +1/lvl" and " + 2/lvl" bonuses).

This chart also provides skill rank bonuses based upon the average number of "ranks/lvl" developed by a character: "2 ranks/lvl", "1 rank/lvl", or a rank evey two levels (i.e., ".5 rank/lvl"). These bonuses assume a +5/rank bonus for ranks 1-10, +2/rank for ranks 11-20, + l/rank for ranks 21-30, and +.5/rank for every rank over 30. See MERP Section 2.31 and Table BT-4, and RM/ChL&CaL Section 3.1 and Table 15.22.

Converting Fantasy Hero

Fantasy Hero (FH) from Hero Games is part of the Hero System family of role playing products. It uses a significantly different com¬bat and spell system from those found in MERP and Rolemaster. The conversion of characters and creatures from one system to the other requires some mathematics but, if you play MERP or Fantasy Hero, the task should not present a great obstacle.

Skills And Skill Bonuses

MERP skills can be translated to Fantasy Hero skills by simply comparing the name of the skill. Bonuses may be converted by using the following conversion guideline: + 10 MERP bonus = + 1 FH bonus

Stats (characteristics)

The MERP/RM system uses percentile values (1-100) to describe a character's stats (characteristics). FH uses an open- ended system with most values falling in the 5-20 range. We suggest the following conversion guideline:

MERP stat = FH stat x 5

FH stat = MERP stat / 5 (with a minimum value of 8)

MERP/RM	Fantasy Hero
ST (Strength)	STR (Strength)
AG (Agility)	DEX (Dexterity)
CO (Constitution)	CON (Constitution),BODY
IG (Intelligence)	INT (Intelligence)
IT (Intuition)	EGO (Ego)
PR (Presence)	PRE (Presence)
AP (Appearance)	COM (Comeliness)
QU (Quickness)	DEX (Dexterity)
RE (Reasoning)	INT (Intelligence)
ME (Memory)	INT (Intelligence)
EM (Empathy)	EGO (Ego)

Thus, a MERP character with a stat value from 01 to 42 would have an 8 value for his Fantasy Hero characteristic. The following con¬version table shows how MERP/RM stats and Fantasy Hero stats relate.

When two MERP/RM stats correspond to one FH stat (i.e., DEX, 1NT, and EGO), use the highest stat. Average FH STR and BODY to obtain the equivalent MERP/RM CO.

Spell Conversion

There is no room here to list each of the spell lists and the myriad spell descriptions found in MERP/RM, nor is there space to demonstrate how to construct Fantasy Hero spells which correspond to them. The easiest approach is to use the following guideline to relate MERP/RM spell lists "learned/picked" to FH spell-caster Character Points spent on spell construction:

1 MERP/RM spell list "learned/picked" = 10 to 15 FH Character Points

Note the common themes of the character's spell lists and spells (e.g., "fire" in the Fire Law list) should be retained when converting.

Creature Conversion

Use following equivalences as guidelines for creature conversion:

MERP/RM	Fantasy Hero
Offensive Bonus (OB)/15	OCV
Offensive Bonus (OB)/10	Damage Class
Defensive Bonus (DB)/7	DCV
Armor Type (AT)/2	resistant ED and PD
Armor Type (AT) x2	total ED and PD
Base Movement Rate/10	Move in inches per phase
Hits/10	BODY (min. 10)

When two FH stats are given for one relation (e.g., ED and PD for Armor Type), average them before converting to MERP/RM. When there are two relations given for one MERP/RMcharacteristic (e.g., OB and AT), calculate both resulting values and then average them for the final value.

Miscellaneous



Character skills tables

Level	LEVEL BONUSES 3/lvl	2/lvl	1/lvl	SKILL BONUSES 2 ranks /lvl	1 rank /lvl	.5 rank /lvl
0	0	0	0	10	5	0
1	3	2	1	20	10	5
2	6	4	2	30	15	5
3	9	6	3	40	20	10
4	12	8	4	50	25	10
5	15	10	5	54	30	15
6	18	12	6	58	35	15
7	21	14	7	62	40	20
8	24	16	8	66	45	20
9	27	18	9	70	50	25
10	30	20	10	72	52	25
11	33	22	11	74	54	30
12	36	24	12	76	56	30
13	39	26	13	78	58	35
14	42	28	14	80	60	35
15	45	30	15	81	62	40
16	48	32	16	82	64	40
17	51	34	17	83	66	45
18	54	36	18	84	68	45
19	57	38	19	85	70	50
20	60	40	20	86	71	50
21	61	40	20	87	72	52
22	62	41	20	88	73	52
23	63	41	20	89	74	54
24	64	42	21	90	75	54
25	65	42	21	91	76	56
26	66	43	21	92	77	56
27	67	43	21	93	78	58
28	68	44	22	94	79	58
29	69	44	22	95	80	60
30	70	45	22	96	80	60

Level	LEVEL BONUSES 3/lvl	2/lvl	1/lvl	SKILL BONUSES 2 ranks /lvl	1 rank /lvl	.5 rank /lvl
31	71	45	22	97	81	62
32	72	46	23	98	81	62
33	73	46	23	99	82	64
34	74	47	23	100	82	64
35	75	47	23	101	83	66
36	76	48	24	102	83	66
37	77	48	24	103	84	68
38	78	49	24	104	84	68
39	79	49	24	105	85	70
40	80	50	25	106	85	70
41	81	50	25	107	86	71
42	82	51	25	108	86	71
43	83	51	25	109	87	72
44	84	52	26	110	87	72
45	85	52	26	111	88	73
46	86	53	26	112	88	73
47	87	53	26	113	89	74
48	88	54	27	114	89	74
49	89	54	27	115	90	75
50	90	55	27	116	90	75
51	91	55	27	117	91	76
52	92	56	28	118	91	76
53	93	56	28	119	92	77
54	94	57	28	120	92	77
55	95	57	28	121	93	78
56	96	58	29	122	93	78
57	97	58	29	123	94	79
58	98	59	29	124	94	79
59	99	59	29	125	95	80
60	100	60	30	126	95	80
60+	+1 /lvl	+.5 /lvl	+.25 /lvl	+1 /lvl	+.5 /lvl	+.25 /lvl

Character skills table

> ***Notes**: Dashes (—) under an individual's skill indicate that he/she has chosen no actual "picks" in that area. It is entirely possible, however, that the individual's stat and/or level bonuse would still give that individual a bonus for that skill.*

Skill abbreviations are as follows:

CL Climb; SW Swim; RI Ride; DI Disarm Trap; PL Pick Lock; S/H Stalk/Hide; PE Perception; RU Runes; SW Staves/Wands; CH Channeling; DS Directed Spells; AM Ambush; LI Linguistics; AM Adrenal Moves; AD Adrenal Defense; MAT Martial Arts Stk; MAW Martial Arts S/T; AB Acrobatics; AC Acting; AD Administration; AT Animal Training; AP Appraisal; AR Architecture; AG Athletic Games; CV Caving; CH Chemistry; CN Contortions; CO Cookery; CR Crafting; DA Dance; DP Diplomacy; DV Diving; FS Falsification; FA First Aid; FL Fletching; FO Foraging; FR Frenzy; GA Gambling; HE Herding; LE Leadership; LW Leather-working; MA Mathematics; MD Meditation; MU Music; NV Navigation; PS Public-speaking; RM Rope Mastery; SA Sailing; SE Seduction; SG Signaling; SI Singing; SK Skiing; SH Smithing; SM Spell-mastery; SG Star-gazing; SC Stone-carving; ST Strategy/Tactics; SU Subduing; TK Tracking; TD Trading; TP Trap-building; TY Trickery; TM Tumbling; WW Weather-watching; WC Wood-carving.

Directed Spells are calculated (for the Elves) based on the assumption of using the Level Bonus Table, Character Campaign Law pg 65.

* under "Linguistics" indicates not a specific proficiency, but the number of languages known.

* under "Linguistics" indicates that the individual knows all languages in Ea.

t refers to the four incarnations of Sauron:

I: before the One Ring was made (previous to SA 1600);
II: Sauron after the One Ring was taken from him, and while as the "Necromancer" (TA 1 — 2941);
III: Still without the One Ring, but revealed as Lord of Mordor (TA 2941-3019):
IV: Sauron while in possession of the One Ring (SA 1600 — 3441).

NAME	SKILL																													
	CL	SW	RI	DI	PL	S/H	PE	RU	SW	CH	DS	AM	LI	AM	AD	MAT	AW	AB	AC	AD	AT	AP	AR	AG	CV	CH	CN	CO	CR	DA	DP	DV
THE ISTARI																																
Alatar	150	90	118	65	—	106	122	136	136	122	80	—	25*	—	—	—	—	—	84	62	102	10	25	—	68	124	—	88	104	—	70	—
Gandalf (G)	101	72	97	80	80	100	111	96	96	120	80	—	20*	—	—	—	—	—	61	40	—	—	—	—	65	90	—	—	—	—	86	—
(W)	101	72	97	80	80	100	126	111	111	150	120	—	20*	—	—	—	—	—	76	55	—	—	—	—	80	105	—	—	—	—	101	—
Pallando	105	91	86	76	91	146	111	95	85	90	60	15	18*	—	—	—	—	71	86	96	81	—	45	—	—	86	—	56	61	—	91	—
Radagast	61	66	76	—	—	91	94	50	76	70	60	—	22*	—	—	—	—	—	—	—	126	—	—	—	89	65	—	88	51	—	—	—
Saruman (W)	46	30	71	100	91	89	105	115	115	90	100	—	25*	—	—	—	—	—	95	110	—	15	56	—	—	110	—	91	106	—	116	—
(C)	46	30	71	110	101	99	105	115	115	90	100	15	25*	—	—	—	—	—	95	115	—	30	56	—	—	115	—	91	126	—	121	—
THE MAIAR																																
Arien	—	—	—	—	—	—	150	—	—	200	150	—	10*	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	100	—	125
Balrog	102	93	—	—	—	—	83	46	56	—	72	—	5*	—	—	—	—	—	—	—	—	—	—	120	—	—	—	—	—	—	—	73
Eönwë	200	200	200	—	—	—	225	—	—	—	—	—	**	100	200	400	400	300	—	—	—	—	—	200	—	—	100	—	—	100	—	150
Goldberry	150	250	—	—	—	150	150	100	100	100	150	—	30*	100	50	—	—	100	—	—	—	—	—	—	—	—	100	150	100	200	00	100
Gothmog	205	145	—	—	—	—	165	85	96	—	100	—	10*	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	125
Ilmare	—	100	—	—	—	—	175	175	175	250	175	—	40*	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	100	100	—
Lungorthin	190	115	—	—	—	—	140	—	—	—	90	—	8*	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Melian	125	125	100	—	—	200	200	225	225	150	275	—	35*	—	—	—	—	—	100	125	80	—	—	—	—	—	—	—	125	150	200	—
Ossë	100	500	—	—	—	300	250	—	—	200	325	—	50*	—	—	—	—	100	100	—	—	—	—	200	—	—	—	—	200	175	150	325
Salmar	100	350	—	—	—	200	150	200	200	150	200	—	35*	100	—	100	100	150	—	—	—	—	100	100	50	—	100	—	200	100	—	200
Tilion	—	—	200	—	—	100	150	—	—	—	—	—	15*	—	—	—	—	—	—	—	—	—	150	—	—	—	—	—	—	100	—	75
Tom Bombadil	180	180	180	—	—	360	360	—	180	180	360	90	**	90	90	90	90	180	180	—	180	135	90	180	90	90	180	90	180	180	90	90
Uinen	100	500	—	—	—	250	275	165	165	200	325	—	30*	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	180	180	325
THE GREAT ENEMIES																																
Morgoth	250	—	—	—	—	250	250	250	250	500	500	—	50*	—	—	—	—	—	125	250	—	—	250	—	250	250	—	—	250	—	500	—
Sauron 1†	120	—	90	120	120	240	120	240	240	240	240	30	**	—	—	90	90	—	240	120	—	—	120	—	—	120	—	90	180	—	180	—
II	120	—	—	—	—	120	120	120	120	120	120	—	**	—	—	—	—	—	120	120	—	—	180	—	—	120	—	90	180	—	120	—
III	120	—	—	—	—	—	180	180	180	180	180	—	**	—	—	120	120	—	120	240	—	—	240	—	—	180	—	90	180	—	90	—
IV	120	—	—	—	—	360	360	360	360	360	360	90	**	—	—	180	180	—	240	180	—	—	180	—	—	120	—	90	180	—	120	—
Ungoliant (450)	450	—	—	—	—	450	225	—	—	225	450	100	—	—	—	—	—	—	—	—	—	—	—	—	225	—	225	—	—	—	—	—
(500)	500	—	—	—	—	500	250	—	—	250	500	100	—	—	—	—	—	—	—	—	—	—	—	—	250	—	250	—	—	—	—	—
THE VALAR																																
Aulë	485	242	—	485	485	—	242	242	242	485	485	—	**	—	—	—	—	242	—	—	—	485	485	—	485	242	—	—	485	242	—	—
Estë	—	225	—	—	—	—	225	225	225	450	450	—	**	—	—	—	—	—	—	—	—	—	—	—	—	450	—	450	—	225	450	—
Irmo	—	—	—	—	—	425	425	212	212	425	425	—	**	—	—	—	—	—	212	—	—	—	—	—	—	—	—	—	—	212	425	—
Manwë	—	—	—	—	—	500	500	500	500	500	500	—	**	—	250	—	—	—	—	250	—	—	—	—	—	—	—	—	—	250	500	—
Namo	—	—	—	—	—	237	475	475	475	475	475	—	**	—	—	—	—	—	237	237	—	—	—	—	—	—	—	—	—	—	237	—
Nessa	200	200	—	—	—	100	200	200	200	400	400	—	**	400	200	—	—	400	—	—	—	—	—	200	—	—	400	—	—	400	—	100
Nienna	—	—	—	—	—	—	237	237	237	475	475	—	**	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	237	—
Oromë	240	240	480	—	—	240	240	120	120	240	240	—	**	240	240	—	—	120	120	—	480	—	—	120	240	—	—	—	—	120	240	—
Tulkas	450	225	225	—	—	—	225	—	—	225	—	450	**	450	300	450	450	450	—	—	—	—	—	225	—	—	450	—	—	225	—	225
Ulmo	—	490	—	—	—	490	245	245	245	490	490	—	**	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	490
Vairë	—	—	—	—	—	—	215	430	430	430	430	—	**	—	—	—	—	—	215	107	—	215	—	—	—	—	—	—	215	—	—	—
Vána	—	212	425	—	—	212	212	212	212	425	425	—	**	—	—	—	—	106	—	—	430	—	—	106	—	—	212	—	—	212	—	106
Varda	—	—	—	—	—	250	500	500	500	500	500	—	**	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	250	500	—
Yavanna	242	242	121	—	—	121	242	242	242	485	485	—	**	—	—	—	—	—	121	—	—	121	121	—	242	121	—	—	242	242	242	—

Character skills table

Skill																											Name
FS	FA	FL	FO	FR	GA	HE	LE	LW	MA	MD	MU	NV	PS	RM	SA	SE	SG	SI	SK	SH	SM	SG	SC	ST	SU	TK	TD	TP	TY	TM	WW	WC	
																																	THE ISTARI
—	80	—	90	—	—	—	110	—	86	124	—	100	130	—	—	100	92	—	—	—	114	97	—	81	89	66	—	—	68	—	122	—	Alatar
—	105	—	111	—	—	—	106	—	71	95	51	85	114	45	69	45	81	51	31	62	106	81	—	116	—	57	—	—	—	—	81	35	Gandalf (G)
—	105	—	111	—	—	—	126	—	71	115	51	85	134	45	69	55	81	51	41	62	126	91	—	136	—	57	—	—	—	—	81	35	(W)
81	61	75	96	—	—	71	85	58	64	116	63	78	65	55	73	82	70	65	81	71	92	75	—	83	78	88	—	65	50	—	76	50	Pallando
—	51	65	116	—	—	95	35	72	—	84	71	48	41	86	—	—	85	45	37	—	85	68	—	—	—	105	—	—	—	—	86	74	Radagast
105	—	—	—	—	—	—	96	—	85	101	—	—	135	—	—	131	89	46	87	116	111	115	56	100	—	—	—	—	96	—	95	40	Saruman (W)
115	—	—	—	—	—	—	106	—	95	106	—	—	145	—	—	136	89	46	87	120	114	115	56	100	—	—	—	—	101	—	97	43	(C)
																																	THE MAIAR
—	—	—	—	—	—	—	—	—	—	100	150	200	—	—	100	—	—	150	—	—	150	200	—	—	—	—	—	—	—	—	200	—	Arien
—	—	—	—	102	—	—	93	36	—	—	—	—	40	—	—	—	—	—	—	61	45	—	—	84	40	—	—	—	—	—	—	—	Balrog
—	200	225	—	300	—	—	400	—	—	300	200	300	400	—	200	225	250	300	200	150	—	200	—	400	400	250	—	—	—	300	200	—	Eönwe
—	150	200	250	—	—	150	—	150	—	150	200	150	100	100	200	150	—	200	—	—	100	150	—	—	—	150	—	—	—	100	150	50	Goldberry
—	—	—	—	154	—	—	164	76	—	—	—	—	90	—	—	—	—	—	—	91	81	—	—	112	80	—	—	—	—	—	—	—	Gothmog
—	300	—	150	—	—	—	—	—	—	200	150	—	—	—	—	150	100	200	100	—	200	200	—	—	—	—	—	—	—	—	—	—	Ilmare
—	—	—	—	130	—	—	83	50	—	—	—	—	—	—	—	—	—	—	—	76	65	—	—	94	70	—	—	—	—	—	—	—	Lungorthin
—	225	—	—	—	—	—	200	150	150	275	150	—	175	150	—	250	100	250	125	—	150	175	—	—	—	—	—	—	—	—	175	—	Melian
—	—	—	—	200	—	—	225	—	—	200	400	325	325	—	325	275	150	500	—	—	175	—	—	200	175	—	—	—	—	—	325	—	Osse
—	—	—	—	100	—	—	—	—	—	100	150	150	100	—	100	100	—	120	—	—	125	—	—	—	150	—	—	—	—	150	100	—	Salmar
—	—	150	—	150	—	—	100	—	—	150	100	285	—	—	—	150	150	100	—	—	—	175	—	—	150	—	—	—	—	—	175	—	Tilion
—	180	—	360	—	—	360	120	180	—	120	180	—	90	90	—	180	—	240	120	—	180	120	—	—	—	180	—	—	180	180	180	180	Tom Bombadil
—	225	—	—	—	—	250	200	—	—	200	225	325	225	—	225	325	100	225	—	—	250	275	—	—	200	—	—	—	—	—	225	—	Uinen
																																	THE ENEMIES
500	—	—	—	—	—	—	250	—	250	—	250	250	250	—	—	—	—	—	—	500	500	—	250	500	250	—	—	250	500	—	—	—	Morgoth
180	—	—	—	—	—	—	180	—	120	120	120	90	240	—	—	240	90	90	90	240	180	—	180	180	180	—	—	—	240	—	120	120	Sauron I*
180	—	—	—	—	—	—	120	—	120	120	—	90	180	—	—	—	90	—	—	240	120	—	180	240	210	—	—	—	180	—	120	120	II
180	—	—	—	—	—	—	180	—	145	120	—	90	180	—	—	—	90	—	—	240	180	—	180	240	210	—	—	—	180	—	150	120	III
240	—	—	—	—	—	—	360	—	180	240	—	90	360	—	—	360	90	90	90	360	360	—	180	240	240	—	—	—	360	—	180	120	IV
—	—	—	225	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	225	100	—	—	—	450	—	—	450	—	—	—	Ungoliant (450)
—	—	—	250	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	300	100	—	—	—	500	—	—	500	—	—	—	(500)
																																	THE VALAR
242	—	242	—	242	—	—	242	485	242	485	242	—	242	485	—	242	242	242	—	485	242	121	485	—	—	—	—	485	—	—	—	485	Aulë
—	450	—	—	—	—	—	225	—	—	450	225	—	225	—	—	225	—	225	—	—	225	225	—	—	—	—	—	—	—	—	—	—	Este
—	212	—	—	—	—	212	212	—	—	425	212	—	212	—	106	425	—	212	106	—	212	212	—	—	—	—	—	—	—	—	106	—	Irmo
—	—	—	—	—	—	400	500	—	—	500	250	—	750	—	—	250	250	350	250	—	500	400	—	—	—	—	—	—	—	—	750	—	Manwe
—	—	—	—	—	—	375	237	—	—	475	237	—	475	—	—	—	—	337	—	—	337	337	—	—	237	—	—	—	—	—	237	—	Námo
—	200	—	200	—	—	200	—	—	—	400	200	—	200	—	—	200	200	375	—	—	200	200	—	—	—	—	—	—	—	200	200	—	Nessa
—	—	—	—	—	—	—	—	—	—	475	237	—	—	—	—	—	—	237	—	—	237	237	—	—	—	—	—	—	—	—	—	—	Nienna
—	—	480	240	240	—	360	360	—	—	480	240	240	360	—	—	240	240	240	240	—	240	240	—	480	480	480	—	—	—	—	360	—	Oromë
—	—	—	—	450	—	—	225	—	—	450	225	—	225	—	—	225	225	225	225	—	225	225	—	450	450	450	—	—	—	450	—	—	Tulkas
—	—	—	—	—	—	390	300	—	—	490	245	490	490	—	490	—	245	245	—	—	245	245	—	—	—	245	—	—	—	—	490	—	Ulmo
—	—	215	—	—	—	—	—	215	—	430	215	—	—	215	—	215	215	215	—	—	215	215	—	—	—	—	—	—	—	—	—	—	Vairë
—	212	—	425	—	—	325	212	—	—	425	232	—	212	—	—	212	212	312	—	—	212	212	—	—	—	212	—	—	—	—	212	—	Vána
—	200	—	—	—	—	200	500	—	—	500	350	500	500	—	500	500	500	350	250	—	500	750	—	—	—	—	—	—	—	—	500	—	Varda
—	242	—	485	—	—	485	242	—	—	485	242	242	242	—	242	242	242	242	—	—	242	242	—	—	—	445	—	—	—	—	445	—	Yavanna

Character skills table

NAME	CL	SW	RI	DI	PL	S/H	PE	RU	SW	CH	DS	AM	LI	AM	AD	MAT	AW	AB	AC	AD	AT	AP	AR	AG	CV	CH	CN	CO	CR	DA	DP	DV
THE ELVES																																
Aegnor (I)	120	81	67	—	—	112	121	—	—	—	—	20	15*	80	30	—	—	60	80	50	—	—	—	60	—	—	—	—	—	—	—	—
Aegnor (II)	60	60	40	30	50	90	90	60	80	—	50	—	12*	—	—	—	—	—	45	50	—	65	110	—	—	60	—	—	116	—	38	—
Amarië	81	91	91	—	—	—	127	127	132	102	88	—	3*	—	—	—	—	—	—	—	—	—	—	91	—	—	—	—	81	127	87	52
Amras	145	115	95	83	83	135	145	—	63	68	—	22	11*	100	50	80	80	95	78	—	—	—	—	125	—	—	—	—	—	90	—	80
Amrod	135	105	105	93	93	145	145	—	73	—	—	30	14*	90	50	90	70	85	83	—	—	—	—	115	55	—	78	—	—	105	—	—
Amroth	35	50	—	—	—	—	65	—	—	—	50	3	15*	—	—	—	—	40	—	65	—	—	101	65	—	—	—	—	—	45	—	—
Angrod	157	107	92	80	96	132	130	—	—	—	45	30	18*	100	60	80	80	112	87	—	—	—	—	85	—	—	—	—	—	55	48	57
Annael	96	76	—	81	80	110	97	—	—	—	40	24	15*	85	50	65	75	92	43	—	—	—	—	60	75	—	65	75	—	—	—	—
Aranwë	76	85	95	—	—	—	95	95	101	—	95	—	18*	—	—	—	—	—	45	—	—	—	—	—	—	—	—	—	—	—	—	—
Ardana	—	—	—	—	—	80	95	85	85	70	95	—	14*	—	20	—	—	—	60	45	—	—	—	—	—	—	—	—	72	—	82	—
Ardûval	45	30	—	—	—	80	92	82	87	70	70	—	16*	—	30	—	—	—	72	45	—	37	57	—	—	35	—	—	—	—	92	—
Aredhel	125	115	105	—	—	125	110	40	65	—	—	10	19*	80	50	90	75	83	78	—	35	—	—	—	—	—	—	—	—	68	—	—
Arminas	101	91	116	86	71	106	93	—	—	—	—	10	8*	60	50	50	—	45	—	—	45	—	—	93	—	—	—	—	—	50	—	—
Arwen	60	75	60	—	—	110	96	85	76	—	15	—	16*	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	45	90	—	—
Beleg	168	123	148	—	—	113	103	—	—	—	—	15	12*	90	90	113	93	88	47	—	—	—	—	—	—	—	—	—	—	—	—	—
Berithiel	—	20	—	—	—	45	95	87	92	—	82	—	8*	—	—	—	—	—	—	45	103	—	—	—	—	—	—	—	—	—	—	—
Bladorthin	45	65	30	—	—	—	—	—	—	—	—	15	8*	60	—	—	—	—	82	78	—	—	—	—	—	—	—	—	—	—	92	—
Cambragol	80	66	—	45	51	100	40	—	—	—	—	15	11*	100	80	130	130	82	42	57	—	—	41	82	—	30	67	—	—	—	—	35
Camring	—	65	—	—	—	—	92	52	62	45	—	—	9*	—	—	—	—	—	—	—	—	—	—	—	—	67	—	72	—	—	—	—
Caranthir	116	98	108	88	83	121	101	—	—	—	—	20	16*	80	40	—	—	50	—	—	—	81	—	—	—	—	—	—	—	—	—	—
Celebrían	56	71	81	—	—	61	91	106	85	—	45	—	21*	—	—	—	—	—	60	30	68	—	—	—	—	—	—	98	101	98	83	—
Celeborn	60	71	89	—	—	111	96	—	—	—	—	—	14*	—	—	—	—	—	—	80	—	—	—	50	—	—	—	—	—	—	45	—
Celebrimbor	65	70	42	136	121	85	106	90	96	—	80	—	25*	—	—	—	—	—	—	110	—	100	120	—	—	80	—	—	146	—	80	—
Celegorm	98	88	103	—	—	118	131	45	55	—	—	16	13*	90	40	—	—	50	—	70	—	—	—	—	—	—	—	—	45	—	—	—
Círdan	80	136	101	—	—	86	106	91	80	—	60	—	29*	60	—	—	—	80	86	105	—	90	115	—	—	—	—	—	136	—	100	105
Curubor	150	60	—	105	120	120	80	—	—	—	—	35	7*	55	50	—	—	75	54	—	—	—	—	—	35	—	64	35	—	—	—	—
Curufin	83	73	183	218	233	118	113	198	208	—	92	10	18*	—	—	—	—	—	94	118	—	141	136	—	—	98	88	—	186	—	—	—
Daeron	86	80	—	—	—	180	165	150	175	—	90	—	**	—	—	—	—	60	185	—	—	170	—	—	—	—	—	—	—	145	118	—
Denethor	115	94	98	—	—	110	95	—	—	—	—	10	8*	90	60	—	—	45	—	—	—	—	—	90	35	—	—	—	—	—	69	—
Dior	100	115	90	—	—	120	145	160	155	—	195	—	18*	50	—	—	—	30	125	98	—	—	78	—	100	—	—	—	80	110	106	—
Eärendil	85	110	68	—	—	130	110	—	—	—	—	20	17*	90	—	—	—	90	78	—	—	—	—	70	—	—	—	—	—	75	100	80
Eärwen	—	122	92	—	—	180	180	140	130	—	110	—	26*	—	—	—	—	—	130	—	—	125	—	—	—	—	—	—	—	140	120	—
Ecthelion	90	80	95	—	—	110	120	—	—	—	—	19	10*	65	—	60	45	60	60	75	—	—	—	95	—	—	—	—	—	40	—	—
Edrahil	120	110	96	—	—	150	145	—	—	—	—	24	15*	60	—	80	80	76	45	80	—	—	—	80	95	—	70	—	—	—	125	—
Elemmírë	—	100	100	—	—	200	225	150	150	—	125	—	40*	—	—	—	—	120	200	100	—	180	80	145	100	—	170	124	170	260	210	150
Elenwë	—	—	98	—	—	131	126	88	98	—	20	—	30*	—	—	—	—	—	165	—	—	—	—	—	—	—	—	—	—	145	—	—
Elladan	91	86	101	86	42	111	96	—	65	—	—	12	16*	80	—	65	—	40	35	—	30	—	—	80	68	—	—	—	—	—	—	—
Elrohir	81	91	96	35	91	106	105	45	—	—	—	16	13*	60	—	—	60	60	67	—	—	—	—	70	50	—	—	—	—	—	—	—
Elrond	98	108	103	68	73	130	151	126	116	—	125	20	45*	80	50	90	90	60	131	126	—	116	101	81	—	—	—	—	95	85	130	—
Eluréd	70	70	65	—	—	55	—	—	—	—	—	2	3*	—	—	—	—	—	—	—	—	—	—	40	25	—	—	—	—	—	—	—
Elurín	45	60	50	—	—	45	—	—	—	—	—	1	4*	—	—	—	—	—	—	—	—	—	—	35	20	—	—	—	—	—	—	—
Elwë	165	100	100	—	—	135	126	—	—	—	—	25	13*	—	—	—	—	—	96	121	—	111	125	—	135	—	—	—	88	56	60	—
Elwing	150	175	200	—	—	185	190	135	120	—	50	—	25*	—	—	—	—	90	100	—	135	—	—	—	80	—	—	—	—	115	140	126
Eöl	80	40	60	110	125	160	180	98	98	—	—	22	6*	—	—	—	—	—	—	—	—	145	70	—	—	—	—	—	190	—	—	—
Erestor	40	50	80	—	—	85	112	88	85	—	—	—	21*	—	—	—	—	—	85	75	—	60	—	—	—	—	—	—	—	—	96	—
Fëanor	180	100	180	245	255	190	205	285	285	—	200	35	30*	150	50	120	130	155	90	85	—	300	280	160	160	200	—	—	400	—	60	—
Fëatur (I)	80	67	—	—	—	100	110	83	83	28	95	10	16*	70	30	50	—	45	122	67	—	—	—	—	—	—	45	—	—	30	66	—
Fëatur (II)	—	30	—	—	—	100	90	66	66	—	95	20	14*	—	30	—	—	—	72	45	—	—	—	—	—	—	—	40	—	—	30	—
Fendomë	—	40	—	50	90	80	80	70	80	—	50	—	12*	—	—	—	—	—	—	60	—	78	80	—	—	—	—	—	111	—	—	—
Finarfin	240	240	150	—	—	200	215	125	135	—	—	20	21*	—	—	—	90	130	90	100	—	—	—	120	80	—	—	—	—	65	110	90
Finculin	—	20	—	—	70	60	80	90	80	—	40	—	7*	—	—	—	—	60	50	—	—	47	60	45	—	—	—	—	70	—	—	—
Finduilas	50	65	100	—	—	95	110	120	90	—	50	12	9*	—	—	—	—	—	—	—	—	98	—	45	75	—	—	—	—	135	60	75
Fingolfin	240	190	210	—	—	175	200	145	145	—	—	36	16*	140	—	145	130	160	100	150	—	90	—	120	—	—	—	—	—	140	190	75
Fingon	215	215	225	—	—	185	140	115	115	—	—	30	20*	150	—	—	—	220	140	120	—	—	—	160	—	—	100	—	—	—	—	115
Finrod	200	200	180	—	—	195	210	165	165	—	—	30	21*	150	—	—	—	180	120	100	—	—	245	150	205	—	—	—	—	185	130	105
Finwë	265	265	190	—	—	—	240	225	240	—	210	—	40*	160	50	150	150	180	—	200	—	—	—	200	—	—	—	—	200	175	200	170
Galadriel	96	102	80	—	—	120	156	111	121	90	90	—	35*	—	50	—	—	—	70	100	—	—	60	130	—	—	—	60	81	76	132	60
Galdor	120	120	65	—	—	150	135	100	100	—	70	—	26*	—	—	—	—	—	80	60	—	—	—	—	—	—	—	—	—	—	80	85
Galion	60	80	65	—	—	70	80	65	65	—	—	—	5*	—	—	—	—	—	—	—	—	—	—	—	50	—	—	—	—	—	—	35
Gelmir	120	90	100	85	80	130	110	70	70	—	—	20	16*	80	—	—	—	80	95	—	—	—	—	90	50	—	80	—	—	40	—	60
Gil-galad	200	180	170	—	—	200	210	170	150	—	110	—	30*	100	50	150	150	110	100	180	—	—	165	150	—	—	—	—	—	140	165	120
Glorfindel (I)	110	100	106	66	76	121	116	86	56	—	—	—	14*	100	—	90	70	70	100	90	—	—	—	110	50	—	—	—	—	70	60	80
Glorfindel (II)	120	90	136	56	76	131	126	76	56	—	—	—	23*	100	—	80	80	80	80	70	—	—	—	91	50	—	—	—	—	86	111	81
Gorthaur	46	66	—	—	—	89	70	80	82	96	95	—	14*	—	—	—	—	—	56	76	—	—	—	—	—	—	—	—	—	—	70	—
Huinen	52	67	—	—	—	119	121	83	72	—	98	—	24*	50	—	—	—	—	110	53	—	—	73	—	—	—	—	—	—	45	43	16
Idril	80	76	96	—	—	112	126	88	76	—	80	—	12*	—	—	—	—	—	90	—	—	—	—	60	—	—	—	—	—	80	91	66
Ingwë	300	300	300	—	—	—	300	300	300	300	300	—	**	300	—	300	300	300	300	300	—	—	—	300	—	—	300	—	—	300	300	300
Khelekar	—	20	—	—	—	60	50	72	62	—	85	10	22*	—	—	—	—	—	62	67	—	—	—	—	—	—	—	—	—	—	52	—
Klaen	90	65	—	60	60	90	50	45	45	—	85	5	25*	50	—	—	—	40	107	—	25	60	—	50	—	—	40	—	—	82	77	65
Laurrë	100	45	50	—	—	120	90	—	—	—	85	12	16*	70	—	—	—	45	60	—	—	—	—	40	—	—	—	—	—	—	—	—
Legolas	50	35	60	—	—	86	76	—	—	—	—	—	8*	—	—	—	—	25	—	—	—	—	—	20	—	—	—	—	—	40	—	—
Lenwë	94	84	104	—	—	121	116	84	94	—	—	—	11*	80	—	—	—	90	—	—	—	—	—	54	—	—	40	—	—	114	—	—
Linsûl	100	40	30	35	50	100	60	58	58	—	80	8	21*	50	—	—	—	35	88	—	—	78	—	—	—	—	67	—	—	48	—	—
Lyrin	75	50	—	—	—	100	60	—	—	—	20	10	20*	100	80	150	150	110	—	—	—	—	—	120	—	—	90	—	—	95	—	60
Maedhros	195	187	175	—	—	160	187	91	91	—	—	—	16*	140	—	120	120	100	150	70	—	—	—	120	—	—	—	—	137	94	147	—
Maeglin	116	85	76	111	116	126	146	81	76	—	—	24	9*	71	—	—	—	45	86	—	—	136	—	—	—	—	—	—	136	—	—	—
Maglor	140	126	111	—	—	120	131	96	93	—	97	12	21*	89	—	90	70	65	121	—	—	127	65	55	—	—	—	—	—	121	162	—
Morthaur	—	—	—	—	—	80	85	96	106	81	70	—	8*	—	—	—	—	—	45	87	—	—	60	—	—	—	—	—	65	—	—	—
Nimrodel	60	45	50	—	—	58	70	40	35	—	50	—	12*	—	—	—	—	—	35	—	—	—	—	—	—	—	—	—	—	—	—	—
Obwë	190	235	210	—	—	237	241	186	182	—	—	—	17*	110	—	—	—	60	190	156	—	—	170	140	—	—	—	—	145	120	181	210
Orrerë	60	70	50	—	70	80	90	75	60	—	60	—	9*	—	—	—	—	60	70	—	—	47	87	35	—	—	—	—	61	25	—	—
Rána	50	45	30	—	—	25	50	58	68	73	—	—	9*	—	—	—	—	—	—	—	30	—	—	35	—	60	—	45	—	25	—	—
Rilia	—	—	—	—	—	—	60	82	72	—	125	—	7*	—	—	—	—	—	37	67	—	—	45	—	—	—	—	—	—	—	50	—
Sólherok	60	35	80	—	—	45	60	—	—	—	—	12	6*	60	—	—	—	60	—	—	20	—	—	—	—	—	—	—	—	—	92	—
Taurclax	45	40	30	—	—	70	71	81	81	—	90	—	19*	—	—	—	—	—	67	71	—	—	—	—	—	—	—	56	—	—	—	—
Thranduil	119	82	96	—	—	105	95	87	87	—	40	—	13*	50	—	—	—	—	90	110	—	—	93	—	96	—	—	—	—	—	65	—
Turgon	140	125	123	—	—	138	164	120	120	—	—	—	21*	80	—	—	—	60	—	160	—	87	170	—	50	—	—	—	84	78	90	59
Valgin (I)	130	45	—	140	170	130	90	15	20	—	—	45	5*	60	—	—	—	51	—	—	—	60	—	—	30	—	—	45	—	—	—	40
Valkrist	65	40	90	—	—	70	50	—	—	—	—	—	8*	80	—	—	—	45	30	61	50	—	—	65	—	—	—	—	—	—	56	87
Valmorgúl	68	35	—	—	—	90	85	92	102	87	100	—	28*	—	—	—	—	—	67	57	—	—	—	—	—	—	—	—	60	—	10	—
Yavëkamba	—	40	—	—	—	—	82	58	68	—	85	—	11*	—	—	—	—	—	78	—	—	—	—	—	—	36	—	61	—	—	—	—

Character skills table

Skill																													Name
FS	FA	FL	FO	FR	GA	HE	LE	LW	MA	MD	MU	NV	PS	RM	SA	SE	SG	SI	SK	SH	SM	SG	SC	ST	SU	TK	TD	TP	TY	TM	WW	WC	
																																	THE ELVES
—	32	46	67	81	45	—	82	—	—	—	77	84	91	—	42	85	31	86	34	—	—	60	—	68	112	87	—	—	—	—	64	—	Aegnor (I)
40	21	58	—	—	—	—	24	67	81	—	40	—	—	42	—	40	—	71	—	100	35	—	64	—	—	—	—	—	—	—	—	86	Aegnor (II)
—	132	—	—	—	—	—	—	—	—	112	120	—	—	—	—	90	—	115	80	—	88	75	—	—	—	—	—	—	—	—	70	—	Amarië
—	110	80	116	96	50	—	70	—	—	—	85	45	—	—	—	60	84	99	65	—	—	48	—	121	110	136	—	—	—	—	89	—	Amras
—	100	90	111	85	62	—	73	—	—	—	95	39	—	—	—	60	71	86	90	—	—	60	—	111	130	134	—	—	—	—	85	—	Amrod
—	—	—	—	—	—	—	95	—	—	45	39	—	60	—	—	84	—	85	—	—	—	43	—	—	—	—	—	—	—	—	28	—	Amroth
—	—	48	130	117	24	—	91	—	—	—	112	105	95	—	—	77	—	82	—	—	—	30	—	130	125	110	—	—	—	—	—	—	Angrod
—	96	45	120	—	—	—	86	—	—	80	73	—	—	—	—	—	—	55	—	—	—	—	—	—	—	60	—	—	—	—	92	—	Annael
—	—	—	—	—	—	—	—	—	84	96	70	—	—	—	—	—	50	60	—	—	101	67	—	—	—	—	—	—	—	—	81	—	Aranwë
—	—	—	—	—	—	—	95	—	—	80	65	—	68	—	—	80	—	65	—	—	85	96	—	—	—	—	—	—	64	—	68	—	Ardana
48	—	—	—	—	—	—	—	—	84	74	62	—	—	—	—	102	—	32	—	—	43	91	—	—	—	—	—	—	45	—	49	—	Ardûval
—	56	—	60	—	—	—	—	49	—	80	93	—	—	—	—	120	40	91	—	—	78	45	—	—	—	—	—	—	81	—	43	—	Aredhel
—	45	—	60	80	—	—	89	—	—	—	34	—	64	—	—	82	65	82	56	—	—	42	—	85	102	95	—	—	—	—	—	—	Arminas
—	65	—	—	—	—	—	—	—	—	85	73	—	—	—	—	95	—	101	79	—	—	89	—	—	—	—	—	—	—	—	—	—	Arwen
—	—	112	125	140	—	—	140	80	—	95	83	88	135	—	112	130	126	101	85	—	—	—	—	96	100	95	—	—	—	—	85	—	**Beleg**
83	—	—	—	—	—	—	—	42	41	—	—	—	—	—	—	—	90	—	—	—	92	65	—	—	—	—	—	—	86	—	69	—	Berúthiel
65	—	—	—	—	—	—	49	—	25	—	—	65	72	—	78	—	—	—	—	50	—	—	—	20	64	—	60	—	80	—	—	—	Bladorthin
92	—	—	—	95	—	—	55	—	80	91	46	74	85	—	77	102	98	54	35	—	—	—	—	116	121	—	—	—	—	—	—	—	Cambragol
—	92	—	—	—	—	—	—	—	—	85	45	—	—	—	—	62	—	50	—	—	—	—	—	—	—	—	—	—	—	—	—	—	Camring
45	—	62	—	116	—	—	80	—	—	—	—	—	101	—	—	80	—	—	—	—	—	—	—	121	100	94	—	—	—	—	94	—	Carambir
—	95	—	—	—	—	—	—	—	—	102	106	—	—	—	—	80	—	101	85	—	75	94	—	—	—	—	—	—	—	—	83	—	Celebrían
—	—	—	—	89	—	—	85	—	—	84	75	100	85	81	106	50	89	45	60	—	—	78	—	—	91	85	—	—	—	—	72	45	Celeborn
35	—	121	—	81	—	—	96	111	106	95	87	—	95	116	—	95	—	50	84	146	85	58	131	114	95	—	101	106	—	—	—	139	Celebrimbor
80	—	—	—	115	—	—	112	—	—	85	67	89	99	54	66	131	95	85	50	—	—	—	—	124	125	118	—	—	104	—	—	—	Celegorm
—	112	95	65	—	—	—	136	85	91	105	100	136	113	95	143	101	111	95	80	—	105	108	—	118	—	—	—	—	—	—	129	119	Círdan
—	—	—	—	110	—	—	—	—	—	—	85	95	68	—	67	86	75	80	96	—	—	50	—	86	91	98	—	120	103	—	—	—	Curubor
110	—	—	—	—	—	—	—	160	155	—	—	—	—	121	—	—	115	—	—	176	112	—	150	96	90	—	125	145	118	—	—	144	Curufin
90	—	—	—	—	—	—	—	—	95	120	184	—	145	—	—	153	—	192	87	—	75	110	—	—	—	—	—	—	—	—	—	—	Daeron
—	—	118	105	90	—	85	96	64	—	87	94	—	60	—	—	85	—	94	43	—	—	—	—	—	80	95	—	—	—	—	94	54	Denethor
—	145	120	—	130	—	—	145	—	80	142	167	—	150	—	—	170	131	129	—	—	95	—	—	101	125	—	85	—	—	—	—	—	Dior
—	100	—	—	—	—	—	—	—	—	120	130	175	96	154	180	120	141	120	—	—	—	120	—	—	120	—	—	—	—	—	165	—	Eärendil
—	90	—	—	—	—	—	—	—	—	180	175	—	—	—	—	150	—	180	—	—	150	165	—	—	—	—	—	—	—	—	—	—	Eärwen
—	—	—	—	110	—	—	105	—	—	—	80	—	84	—	—	—	54	—	—	—	—	—	—	95	102	—	—	—	—	—	—	—	Ecthelion
—	—	—	—	120	—	—	124	—	—	—	95	—	92	—	—	90	95	84	—	—	—	—	—	103	112	—	—	—	—	—	—	—	Edrahil
—	—	—	—	—	—	—	—	—	—	—	200	—	—	—	—	185	—	210	—	—	163	151	—	—	—	—	—	—	—	—	—	—	Elemmírë
—	—	—	—	—	—	—	—	—	—	121	135	—	97	—	—	98	—	141	—	—	115	122	—	—	—	—	—	—	—	—	96	—	Elenwë
—	85	65	92	65	—	12	80	68	50	90	112	65	—	45	30	82	90	110	75	—	—	55	—	80	95	100	—	—	—	—	60	35	Elladan
—	75	75	96	55	—	15	80	71	65	89	105	55	—	55	40	76	90	105	83	—	—	45	—	74	95	76	—	—	—	—	55	40	Elrohir
—	150	—	90	—	—	—	145	80	95	135	142	65	130	—	—	100	115	120	95	—	140	138	—	125	130	—	—	—	—	—	126	—	Elrond
—	—	—	25	20	—	—	—	—	—	—	15	—	—	—	—	—	—	30	—	—	—	—	—	—	20	—	—	—	—	—	—	—	Eluréd
—	—	—	—	30	—	—	—	—	—	10	30	—	—	—	—	—	—	25	—	—	—	—	—	—	30	—	—	—	—	—	—	—	Elurín
—	—	—	—	130	—	—	150	—	—	125	130	—	145	—	—	110	—	120	—	—	100	125	—	121	130	—	—	—	—	—	—	—	Elwë
—	90	—	120	—	—	80	—	—	—	75	120	135	125	80	95	145	150	160	—	—	80	110	—	—	—	—	—	—	—	—	110	—	Elwing
100	—	95	125	120	—	—	—	160	125	—	—	—	—	100	—	125	—	—	—	180	—	—	170	—	90	150	145	132	—	—	—	160	**Eol**
—	—	—	—	—	—	—	111	—	105	100	95	—	85	—	—	—	—	68	—	—	98	103	—	65	—	—	—	—	—	—	86	—	Erestor
100	—	265	—	235	150	—	261	225	260	190	230	—	280	250	—	210	245	195	95	310	206	158	286	232	250	236	250	285	—	—	—	275	Feanor
90	—	—	—	—	—	—	84	—	66	70	55	—	42	—	—	112	92	86	35	—	70	81	—	75	80	—	—	—	—	—	—	—	Featur (I)
80	—	—	—	—	—	—	65	—	45	70	—	—	65	—	—	112	80	—	45	—	81	60	—	80	75	—	—	—	67	—	—	—	Féatur (II)
—	—	—	—	—	—	—	45	70	61	50	64	—	40	—	35	30	70	64	—	101	45	62	—	—	—	—	—	—	—	—	—	—	Fendomë
—	145	—	—	190	—	—	205	—	—	181	175	—	175	—	—	165	—	160	120	—	—	—	—	180	200	170	—	—	—	—	—	—	Finarfin
—	—	—	—	—	—	—	62	45	80	35	60	—	52	—	—	85	—	45	—	60	—	25	—	—	—	—	—	—	30	—	25	—	Finculin
—	—	—	—	—	—	—	—	—	—	65	96	—	81	—	—	91	—	86	—	—	35	25	—	—	—	—	—	—	—	—	—	—	Finduilas
—	—	152	—	200	—	—	235	—	—	195	180	85	175	—	80	150	145	135	140	—	—	121	—	200	220	186	—	—	—	190	150	—	Fingolfin
—	205	172	145	210	—	—	200	—	—	180	165	90	160	—	73	141	130	123	112	—	—	111	—	190	205	155	—	—	—	—	90	—	Fingon
—	190	145	110	195	—	—	182	110	95	125	170	113	150	90	145	125	145	140	80	—	—	80	—	148	190	150	—	—	—	—	—	—	Finrod
—	200	210	195	240	—	100	281	85	90	145	241	—	250	—	—	160	—	250	90	—	169	180	—	120	230	—	—	—	—	—	200	—	Finwë
—	145	90	120	—	—	100	131	45	85	121	126	97	114	68	—	106	—	116	45	—	92	109	—	96	85	—	—	—	65	—	88	46	**Galadriel**
—	—	65	—	—	—	—	82	45	84	82	77	96	80	—	116	—	91	67	—	—	—	98	—	—	—	—	—	—	—	—	102	—	Galdor
—	—	—	—	—	42	—	—	52	—	—	41	—	—	—	—	—	—	45	—	—	—	—	—	—	—	—	—	—	—	—	—	25	Galion
—	105	65	—	110	—	—	90	—	—	50	65	—	—	—	—	—	—	70	—	—	—	—	—	88	—	—	—	—	—	—	—	—	Gelmir
—	125	110	—	160	—	—	200	—	—	165	140	120	152	—	98	112	146	125	97	—	85	112	—	185	180	—	130	—	—	—	122	—	Gil-galad
—	90	65	—	100	—	—	92	—	—	—	104	—	81	—	—	74	—	80	54	—	—	93	—	102	112	94	—	—	—	74	82	—	Glorfindel (I)
—	106	70	83	80	—	—	84	—	—	—	91	—	72	—	—	85	—	—	65	—	—	88	—	108	115	92	—	—	—	85	106	35	Glorfindel (II)
90	—	—	—	—	—	—	103	—	80	—	—	68	91	—	—	75	55	—	—	—	60	—	—	85	—	—	—	—	76	—	80	—	Gorthaur
112	86	—	—	—	—	—	97	—	82	91	33	—	—	—	—	89	—	45	20	—	54	—	—	62	102	115	—	—	85	—	92	26	Huinen
—	60	—	—	—	—	—	—	—	—	90	126	—	89	—	—	112	95	131	—	—	65	90	—	—	—	—	—	—	83	—	69	—	Idril
—	300	300	300	300	—	300	300	300	—	300	300	300	300	300	300	300	300	300	300	—	300	300	—	300	300	300	300	—	—	300	300	—	**Ingwë**
101	—	—	—	—	—	—	—	—	94	96	—	—	—	—	—	—	84	—	—	—	68	91	—	97	85	—	—	—	102	—	84	—	Khelekar
58	62	—	74	80	81	—	—	32	40	55	104	—	85	—	—	102	68	105	45	—	35	25	—	—	70	—	—	—	42	—	—	—	Klaen
—	45	—	—	105	—	—	85	—	—	45	62	—	—	—	—	58	51	32	21	—	—	50	—	80	94	—	—	—	—	—	35	—	Laurre
—	—	58	61	—	—	—	—	—	—	—	65	—	—	50	—	—	—	62	—	—	—	35	—	—	40	61	—	—	—	—	48	—	Legolas
—	105	96	86	—	—	90	103	68	—	92	145	—	96	—	—	98	—	150	—	—	—	106	—	—	108	92	—	—	—	—	106	—	Lenwë
80	—	—	—	—	56	—	—	—	—	—	123	—	—	—	—	108	54	127	25	—	—	45	—	—	96	—	—	—	82	—	—	—	Lintûl
—	110	—	105	100	—	—	—	—	—	90	85	—	—	—	—	80	92	95	—	—	—	—	—	—	105	—	—	—	—	90	85	—	Lyrin
—	90	80	105	145	—	—	180	70	—	140	90	76	120	—	—	120	86	112	68	—	—	90	—	130	180	163	—	—	—	—	84	—	**Maedhros**
98	—	104	—	—	—	—	—	130	94	—	—	—	—	—	—	125	95	—	—	135	—	—	121	93	104	—	98	—	105	—	45	120	Maeglin
—	80	45	96	125	—	—	140	—	—	120	170	—	130	—	60	165	86	172	74	—	98	102	—	—	100	—	85	—	—	—	—	—	Maglor
110	—	—	—	—	—	—	90	—	115	—	—	—	94	—	—	—	—	—	—	—	105	—	—	95	—	—	—	—	—	—	—	—	Morthaur
—	—	—	70	—	—	—	—	45	—	72	108	—	—	—	—	81	—	116	—	—	90	60	—	—	—	—	—	—	—	—	45	—	Nimrodel
—	—	—	—	180	—	—	235	—	105	118	175	240	—	105	230	192	—	241	—	—	—	150	—	158	152	—	—	—	—	—	195	120	Olwë
45	—	60	—	—	—	—	—	76	55	70	30	—	—	—	35	45	—	30	25	103	—	45	—	—	—	—	—	—	—	—	—	—	Orrerë
—	132	—	80	—	—	—	—	—	—	92	45	—	—	—	—	—	—	35	25	—	60	75	—	—	90	40	—	—	—	—	90	—	Rána
—	—	—	—	—	—	—	105	—	56	—	—	—	—	—	—	110	65	—	—	—	85	45	—	72	—	—	—	—	64	—	—	35	Rilia
—	—	—	—	75	—	—	—	—	—	—	53	72	—	—	—	50	—	45	—	—	—	71	—	—	90	—	—	—	—	—	65	—	Sûlherok
80	—	—	90	—	—	—	85	—	—	—	—	—	—	—	—	—	90	—	—	—	75	62	—	92	—	—	—	—	65	—	86	—	Tauriax
—	45	90	102	80	—	—	105	68	—	90	95	—	80	—	—	—	80	102	—	—	—	74	—	104	100	98	110	—	—	—	90	—	Thranduil
—	125	110	—	145	—	—	161	—	100	112	120	86	114	—	—	125	—	111	—	—	45	90	45	130	100	104	—	—	—	—	83	—	Turgon
45	—	—	68	—	—	—	—	35	60	—	—	35	—	68	—	—	82	—	—	—	—	—	—	—	90	85	—	143	74	60	—	—	Valglin (I)
—	45	38	—	125	—	—	102	—	—	—	—	85	—	—	—	85	90	—	65	—	—	55	—	94	125	68	—	—	—	—	90	—	Valkrist
91	—	—	—	104	—	—	77	—	80	—	—	45	59	—	—	102	—	—	—	50	92	75	—	105	110	—	—	—	—	—	—	—	Valmorgül
—	113	—	—	—	—	—	—	—	—	85	60	—	—	—	—	—	—	86	—	—	—	82	—	—	—	—	—	—	—	—	45	—	Yavëkamba

Character skills table

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