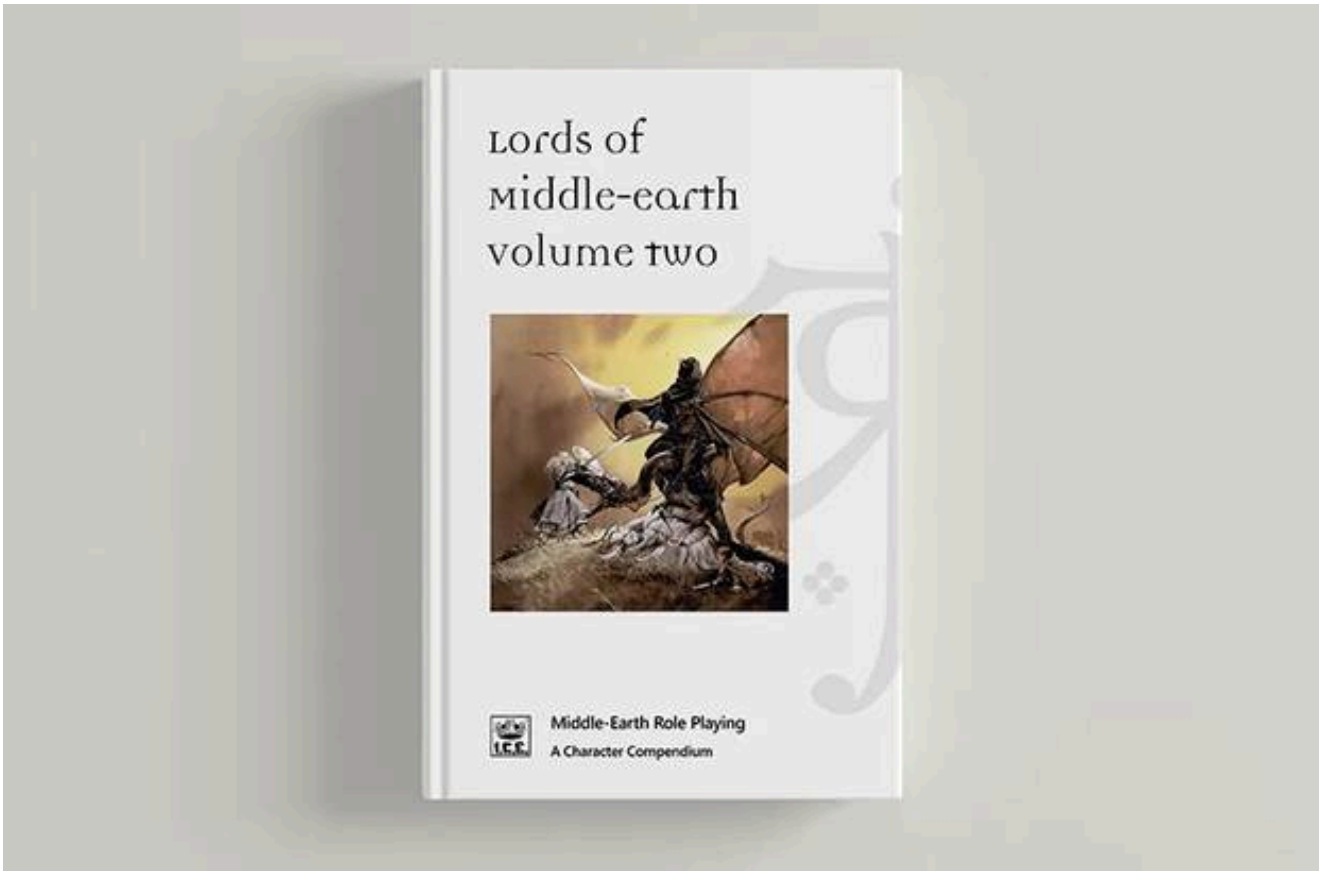
The Mannish Races



How would you like to debate Gríma Wormtongue or challenge the strength of Ar-Pharazôn? Could you outride Théoden or withstand the presence of the Witch-king of Angmar? Have you ever felt the need to seek the aid of an Easterling Chieftain? Now you can at least try.

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This is the second of three volumes in the Lords of Middle-earth series. Volume One covers Elves, Maïar, Valar, and the "Great Enemies," while the 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 Two describes the Secondborn, the second race to enter Tolkien's world, the Men. Mortal, they dominate the later history of Middle-earth, and their influence increasingly colors the nature of life in Endor. Their power grows with each passing Age.

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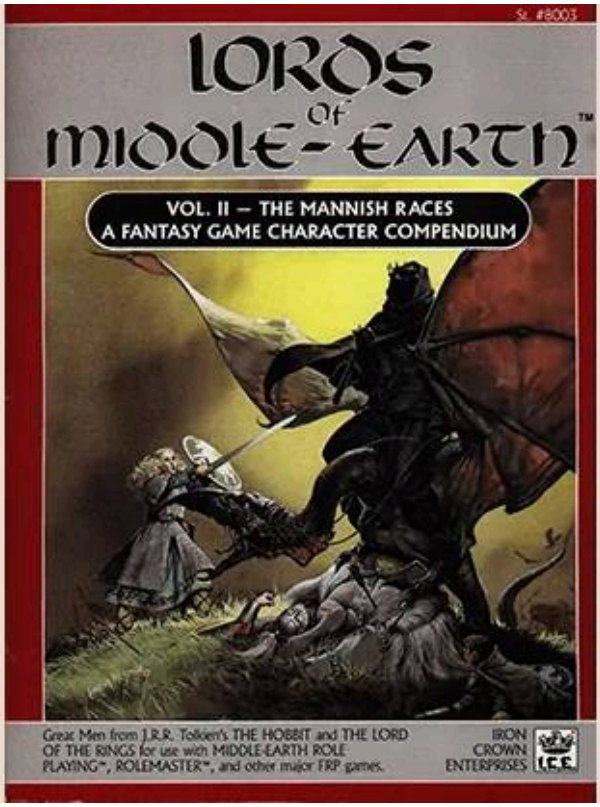
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LORDS OF MIDDLE-EARTH™
VOL. II – THE MANNISH RACES
A FANTASY GAME CHARACTER COMPENDIUM
Great Men from J.R.R. Tolkien's THE HOBBIT and THE LORD OF THE RINGS for use with MIDDLE-EARTH ROLE PLAYING™, ROLEMASTER™, and other major FRP games.
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LORDS OF MIDDLE-EARTH™
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Inside you'll find:
• NINE NAZGÛL, the Witch-king of Angmar and the other Kings who accepted Sauron's Rings of power and became evil Ringwraiths.
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• NUMENOREANS, Lords like Elros and Ar-Pharazôn, powerful ancestors of Endor's Dúnedain, the great sea-farers, colonizers, and conquerors
• GREAT FIGURES FROM THE WEST, including Théoden, Eomer, Éowyn, and Wormtongue from Rohan, Bard from Lake-town, and the enemies like Wulf and The Mouth of Sauron
This volume describes the Secondborn, the second race to enter Tolkien's world, the Men. Mortal, they dominate the later history of Middle-earth, and their influence increasingly colors the nature of life in Endor. Each is described in 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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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:

1. 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;

2. Race Sections: Sections describing the general character and principal individuals of the races covered by this work; and
3. High Level Character Generation: 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:

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

Rolemaster Skills in LOMEII

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

Abbr.	Name	Carac.	Type
Sed	Seduction	EM/PR	Secondary Skill
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.

Men



Aka: The Secondborn; the Younger Children; the Children of the Sun; Mortals (Q. "Fírimar"); Atani (sing. Atan); Hildor (Q. "Followers"); Apanónar(Q. "After-born"); Engwar (Q. "Sickly"); the Usurpers; the Strangers; the Inscrutable; the Self- cursed; the Heavy-handed; the Night-fearers; etc.

> *"At the first rising of the Sun the Younger Children of Ilúvatar awoke in the land of Hildorien in the eastward regions of Middle-earth; but the first Sun arose in the West, and the opening eyes of Men were turned towards it, and their feet as they wandered over the Earth for the most part strayed that way." (Sil, p. 119.)*

An Overview of Man

The Elves (Quendi), who were the Firstborn, called Men the Atani, or Secondborn, or the Apanónar, the After-born. They also named them the Children of the Sun; for, to the Elves, the Sun itself was a new star in the age-old sky, and Men awoke in the light of its birth. Mankind was always most comforted by the great orb's golden rays. For that reason, Men also earned the appellation Night-fearers, since they trembled in the gentle starlight which set Elves and Orcs most at ease.

The greater lore of the Elves sometimes counted Men as the Hildor, the Followers (although this more properly refers to those who entered Beleriand). After their first, short generation in Arda, however, the Quendi perceived the Secondborn's strange and weak nature. Thus, Men were deemed Engwar, the Sickly; and Fírimar, the Mortals. In time, the passing of unkind Men, unkind deeds, and unkind circumstances gave birth to other names: The Strangers, the Usurpers, the Self-cursed, and the Heavy-handed. They were also called the Inscrutable.

The Nature of Men

Called the Younger Children of Eru, or the Secondborn, Men were created after the noble Elves. They appeared to be the least of Eru's intelligent creations, for their spirits embodied much less strength than those of the Ainur (i.e., the Valar and Maïar) and, in contrast to Elves and Dwarves, they were short-lived

and vulnerable to all the hardships of life: disease, poison, and the weather. Men bore the memories of their many struggles not only in their minds and hearts, but also in the scars on their bodies. In form and face, they lacked the great beauty of the Eldar and enjoyed nothing of the glory of the Calaquendi. Compared to the great magics, cultures, skills, and refinements of the Elves and Dwarves, the works of Men seemed pitiable and primitive.

Yet, for all this, they were the best loved by Eru. He made them alone at the first rising of the Sun. No Vala shared in their birth, no Eldar beheld their creation, and no Maia represented them as their special patron. And He gave to them a unique gift, first thought by their immortal older brothers, the Elves, to be a curse: death. Men died as a matter of course, without violence, without calamity, simply by the passing of years and the wearing-out of their bodies.

Death was Eru's blessing, though, for it left Men unshackled by fate and destiny — as were the Elves, who often suffered from the burden of a preordained doom. The Firstborn, while immortal of body, wearied in spirit over the course of ages, but the spirits of the Secondborn burned with a passion for life and a need to savor each precious moment. No undying Elf could understand the desperate but energetic nature of mortal Men.

Most importantly, Eru's gift created a mystery that shrouded the most fundamental aspect of the nature of Men: their eternal destiny. The ultimate fate of a Man's spirit was unknown, even to the Valar (save Námo). Men did not, at the end of their brief lifespans, come to dwell in the Undying Lands of Aman. Instead, their souls passed beyond Arda, finding eternity cradled in the welcoming arms of the One. The Secondborn resided with and in Eru, rather than walking in the lesser glory of the Valar. Such is the great Gift of Death, Eru's bequest to His Younger Children.

A Brief History of Men

The first of Men, the Elder Lords, the friends of Quendi and Ulmo, were called Atanatári; the Fathers of Men. They awoke with the Sun in eastern Middle-earth, during the Second Spring of Arda, and their coming signaled a change in Arda. The Years of the Sun burned with a bright light and passed quickly. Life abounded — rising, aging, changing, and dying as never before—and Endor's air grew heavy with a sense of birth and rebirth. The unhurried, placid Years of the Trees became a gentle memory, and the Long Night that gripped the world ended in the splendid dawn.

Arda and the First Sunrise

During the Sunless Year that followed the death of the Two Trees of Valinor, only Ulmo, the capricious master of the waters, kept watch on the Middle Land. He gleaned knowledge from the oceans that surrounded Endor's shores, and the waters that ran through and beneath its fields. This knowledge came to Aman and the other Valar, but their thoughts turned away from Middle-earth. They left the proud, cursed Noldor to their doom.

As the Sun first crossed the sky above Middle-earth, the Valar resided in Aman, behind the sheer mountain walls of Pelóri. They guarded their land from the ravages of their fallen brother, Morgoth. Leaving a sleepless watch at Calacirya, the only unclosed pass into Aman, they shut the Undying Lands to all but those Faithful Elves who were capable of crossing the bewitching storms and shadows of the Great Sea between Endor and Arda. The Powers entrusted with Arda's wardship neglected their

appointed cause, while the Black Enemy extended his terror in Middle-earth. Noldor courage stood as the only obstacle to Morgoth's victory. There was little hope beneath the first sunrise.

The Birth of Man

It was then that Mankind awoke in number. Gathering in Hildorien (Q. "Land of the Followers")—beneath the eastern face of the Mountains of the Wind and beside the cool waters of the Encircling Sea— they rose from their short slumber. No Vala or Elf beheld their wakening, for their coming was the thought and the pleasure of their Father Eru. He smiled down on his Younger Children, alone and joyful, knowing that their birth brought new hope. Men marked a new beginning, one which was not tied to the destiny that rang in the Song of Creation, but to bound to Him alone.

As the Sun journeyed westward, most Men turned their eyes inland and followed the beacon of the day star. They went into the West through the great passes to the north and south of the Orosúli, taking countless tracks and trails through the forests, over the hills and across the grasslands of eastern Endor. Their tribes moved, multiplied, and settled, laying claim to Middle-earth.

No Vala came to guide Men out of Hildorien, as did Oromë for the Eldar. The Powers never summoned the Secondborn to Valinor, for they were as yet unknowing, and Aman remained the domain of the undying. Instead, Men walked on their own.

Henceforth most Men never knew of the real nature of the Valar, and never shared the close bond that bound the Eldar to the Lords of Aman. Just as Men were initially hidden from the Ainur, the Powers remained beyond the knowledge of the Secondborn, and those that encountered the hand of the Powers suspected their purpose and feared their presence.

However, Ulmo cared for the Younger Children and sought to guide the counsel and understanding of his King, Manwë. The Ocean Lord also spoke to Men, conversing through the waters: in streams and floods and by the sea. Still, before the Secondborn met the Elves, they could hardly understand Ulmo's voice, or discern his impassioned message.

The First Encounters With the Avari

It was inevitable, though, that Men would meet the Quendi, for the Elves lived throughout Middle-earth, and numerous groups of Avari (Q, "Refusers") resided in the East, Men marveled at the Firstborn, who looked much like themselves but possessed a fine culture and spoke with words rather than communicating by simple gestures. Although they initially shied away from the knowing Quendi, many of the Younger Children discovered and mastered speech, and some Men even befriended their teachers. Wild Men, on the other hand, shunned the Firstborn and made war on their brethren. Morgoth seduced many of their tribes, since fear and superstition guided their ways.

Of those who did develop a friendship with the Elves, most de-vised their own cultures and founded their own realms. Some began to use their new-found knowledge to exploit or subjugate less fortunate peoples; such is the way with Men. Others learned of the tales of the Eldar and the Great Journey and resolved to trace the route of the three Elda kindreds. Their adventurous spirit led the way to the first sundering of the Secondborn.

The First Sundering of Men

This split amongst the Hildor occurred between the Lintador and the Aravador: the "swift" groups who went into the Far West and entered Beleriand, and the "slow" races who settled in other areas of Middle-earth or migrated into the West after the Elder Days. Among the Lintador, were the Edain, the Arhûnedain (the ancient Easterlings) or (later) Arhûnerim, and the Drúedain (the Woses or Drûgs). Aravador peoples included, among others, the Avarim (later Avaredain) or Womaw, the Hamerim (Southrons), the Momerim (Northrons), the Talatherim (Plainsmen or later Easterlings), and the Linerim (eastern Lake-peoples).

Led by the Edain, the Lintador traveled northwestward, across the wide grasslands, through Rhûn, and beyond the Anduin. Traveling apart and ahead of the others, the Edain reached Eriador after three centuries. For a time, they settled in the rich hills of what would later be Arnor. Then, after prospering near Nenuial, Balan took the First House of the Edain over the Blue Mountains (S. "Ered Luin") and into fair Beleriand.

The Meeting of the Men and the Eldar

Balan's Edain entered Beleriand during the Long Peace that followed the third war between the Elves and Morgoth, the Glorious Battle (S. "Dagor Aglareb"). It was then that they encountered the Noldo King of Nargothrond, Finrod Felagund. Finrod became the first of the Eldar to behold the Younger Children of Eru. He befriended and taught these Men, who were of the First House of the Edain; and he developed a special rapport with their leader, the great Chieftain Balan, who was later called Bëor the Old.

The Three Houses of the Edain

Of the Edain or Atani, the Second-born "Elf-friends," there were three great families. The First House comprised the people of Balan, later called Bëor. The Second House was called the Haladin, and they differed in speech and life from the House of Bëor. Yet, they waited in the valleys on the eastern slopes for Balan's couriers to send them word concerning what they would find west of Ered Luin. A year passed before they followed their brethren over the mountains.

The Third House counted the greatest numbers of the three Adan Kindreds, clans who paid homage to a mighty Chieftain called Marach. Though the Third House had begun the journey westward before the House of Balan, their numbers had slowed them, for they were careful to stay together. They arrived in Beleriand two years after the first meeting of the Eldar and the Edain.

Together, the Men of the Three Houses were called Atani (sing. "Atan"), the "Second People," in the lore of Valinor. The Sindar of Beleriand named them by their own tongue, calling them the Edain (sing. "Adan"), and that name only speaks of Men whose blood comes from the three Kindreds of the Elf-friends.

The End of the First Age

In the years that followed, many young and eager Edain took up service in the armies of the Elda Kings. Adan sympathies aligned against Morgoth, providing the Black Enemy with a new and vigorous adversary. Although individually weak by Elda standards, Men fought hard and many — like Barahir, Beren, Huor, Húrin, Tuor, and Turin — distinguished themselves as great heroes.

The Edain were not the only Men to enter Beleriand, however. A small group of Woses, or Drúedain, lived among the people of the Second House. They remained apart from the fighting that raged across Beleriand; but, the two huge tribes of the Swarthy Easterlings, or Arhûnedain, that arrived soon afterwards, became embroiled in the struggle. Most enlisted in the armies of Morgoth, and were known thereafter as the Arhûnerim. Beor's valiant Clan was the only exception, for they chose to ally with the Eldar and fought on behalf of the Free Peoples.

During the dark days that concluded the First Age, the three Houses of the Edain suffered dearly. Some, like the thousand members of the First House led by Bereg, simply left Beleriand; others perished in the fighting or struggled to survive in the wilds. The Easterlings were virtually annihilated in the Fifth Battle, the last conflict before the climactic War of Wrath.

The War of Wrath, or Final Battle, ended the First Age. Morgoth was overthrown by the Host of the Valar and Arda was changed. Except for Lindon, all of Beleriand perished beneath the Great Sea. Out of the awful turmoil, the Elder Days passed and the Dark Years began.

The Second Age

The uncertain years of the Second Age saw a gradual change in the character of Middle-earth. Although many Elves, including a large number of Eldar, resided in Endor, Men began to assert themselves. Most remained ignorant and worked hard to survive, of course, but others prospered.

Of these, the Edain enjoyed the greatest glory. Settling Númenór (aka Westernesse or Andor) — the island continent that the Valar created in the midst of the Great Sea west of Middle-earth — the majority of the Edain developed a brilliant culture which was largely based on Elda teachings. They became known as the Númenóreans or the Dúnedain, the Edain of the West. In time, they sailed eastward to Endor, bringing their knowledge back to their brethren who lived near the shores.

Just before the first Dúnadan ships dropped anchor off the coasts of Middle-earth, a new Power began to stir. Sauron, Morgoth's lieutenant, began to take shape again and over the course of the latter half of the first millennium S.A. returned to Endor. Around S.A. 1000, he occupied Mordor and began work on the Dark Tower. He then began laying plans for the conquest of the continent.

While no Men in Middle-earth possessed the knowledge and strength to defeat the Dark Lord, the Men of Westernesse challenged his rise. As the Númenóreans* power grew they began to exploit their less blessed brethren. They built a great empire and colonized much of Endor; they made war on many peoples. As their might grew, their ambitions followed and, like Sauron, the Lords of Númenór began to style themselves as the Kings of Men.

Sauron forged the One Ring around S.A. 1600, and captured the souls of nine mortal Men during the centuries that followed. They became his undying Ringwraiths, his most heinous servants. Three were fallen Númenóreans, an indication of the relative might of the Dúnedain.

Indeed, Sauron perceived the Edain of Númenór as his greatest threat, for their expansion forced him to yield the coastal regions of Middle-earth to their hegemony. Númenórean influence along the shores was preeminent. The Lord of the Rings fought the Dúnedain three times over the course of the Second Age. Númenórean intervention forced his defeat in his War Against the Elves (S.A. 1693-1700). Then, in S.A. 3262, he was forced to surrender before the might of Ar-Pharazôn. He was bound and taken to the Blessed Isle as a prisoner.

Sauron's capitulation signaled the beginning of the end of Númenór. Already corrupt, the Dúnedain of Westernesse quickly fell under the Dark Lord's influence. He played on their fears of death and convinced Ar-Pharazôn to attempt the conquest of the Undying Lands of Aman. Seeking immortality, the Númenóreans built the Great Armament, all the time believing that the mere possession of Aman conferred undying life. Their greed, hubris, and lack of faith doomed their Kingdom. As they set foot in the Undying Lands in S.A. 3319, the Valar laid down their Guardian-ship and called upon Eru to rebalance Arda. The One created a cataclysm and the Great Sea swallowed Númenór. Ar-Pharazôn and his invasion army were engulfed and destroyed.

Aside from Sauron, the Faithful Elf-friends were the only survivors of Númenór's Downfall (A. "Akallabêth"). Sailing back to Middle-earth, they founded the Kingdoms in Exile: Amor and Gondor. These Dúnadan realms, although modest by Númenórean standards, proved to be the greatest Mannish Kingdoms in Endor. As a result, they quickly came in conflict with the Dark Lord.

The third struggle between Sauron and the Dúnedain ended the Second Age. Allying with the Eldar of Middle-earth, the Dúnedain of Amor and Gondor forged the Last Alliance of Elves and Men and vanquished the Evil One in a war which cost Sauron the One Ring. The Alliance lost both its leaders, but the Evil One was forced out of Endor.

The Third Age

The dawn of the Third Age saw Men freed from the yoke of Númenórean domination and absolved of the Shadow spawned by the Lord of the Rings. Although still ignorant, they were free, and Mannish societies began to assert themselves more independently. They built new realms and expanded their holdings, warring amongst themselves. There was a mixing of races, reducing old distinctions and creating others.

As a result, the Third Age saw a great decline in the presence of non-Mannish races in Middle-earth. The Eldar departed in unprecedented numbers, while the Dwarves hid themselves or became nomadic folk. Hobbits migrated westward into the Shire of Eriador, finding comfort in their innocuous domain.

The Dúnedain continued their preeminence among Men. The sons of Isildur ruled the Northern Kingdom of Amor, while the sons of Isildur's brother, Anárion, ruled the Southern Kingdom of Gondor. In the East and South, successors to the old Númenórean overlords carved out their own kingdoms, dominating so-called lesser Men.

Other Men, scattered throughout the world, appeared from the heart of the continent, the region once ruled by Sauron. Having had little or no exposure to the Dúnedain in Ages past, the Balchoth, Wainriders, and other Easterlings came from beyond the Sea of Rhûn to confront Gondor. Others came from the South, among them Haradrim, Black Númenóreans, and the Variags of Khand (who are accounted the most vicious Men in the world). But the Dúnedain remained strong and defeated all of their enemies.

Not all Men warred against the Dúnedain. Hiding in the forests, reclusive and shy, were the Woses — the Drúedain of old. These mystical, inscrutable, and strange people were capable of remarkable feats of hiding, nature lore, and magic, but they were overall very primitive in tongue and habit. These were shy but hardy folk, exceptionally hospitable to strangers. But they were not quick to form close bonds, and they remained increasingly hesitant about entering into the affairs of others.

In the grasslands and plateau country of south-central Endor dwelt more peaceable Horseman tribes: the Chey and the Ahar peoples. Their ancestors were the Talatherim (Plainsmen or later Easterlings) of the First and Second Ages, the same kindred who gave birth to their neighbors to the south, the surprisingly civilized mercantile races like the Shay and Chy. Many of their cities were early colonies of Númenór,

port and crossroad towns that formed the foundation for the nations of the Bulchyades, Clyan, Olyas Kriis, and Codya.

In the Farthest South dwelt the myriad peoples of the Mûmakan main, many of whom suffered in the struggle between Sauron, the Númenóreans, and cults loyal to Morgoth's ancient legacy. Most descended from the Hamerim (Southron), folk that produced the Haradrim and contributed to the blood of the Variags. They included the tall, graceful Kirani, the Tuktani, and the violent Mûmakani. Others, like the Hathorians, were alien cultures that had arrived with the Men of Númenór.

Descendants of the Avarim or Avaredain, the Womaw, dominated much of the Farthest East. They had been heavily influenced by the Avari and, like the Edain, were counted as Elf-friends (albeit by the Moriquendi). From the homeland in northeast Endor, these seafaring folks extended their domain throughout isles and along the coasts washed by the waters of the Encircling Sea. Linerim, the Lake-peoples, resided to their west, along the inland flanks of the great mountain ranges of the East.

Northrons lived in the Far North. The offspring of the ancient kindred of the Mornerim, many of whom had died in Morgoth's Wars, they remained very distinct and quite apart from other Men. They counted, among other peoples, the Lossoth of Forochel. Their scattered, nomadic clans ruled the icy wastes, an example of how Men came to occupy the whole of Middle-earth. Indeed, by the beginning of the Third Age, they were but one of hundreds of Mannish communities, both Common Men and those derived from the early fathers of the Elf-friends, that scattered to the four comers of Endor.

The Struggle Against Sauron

With the rise of Sauron in the middle of the Third Age, most of these peoples would struggle under the Shadow. Many succumbed to their own weaknesses — fear, greed, superstition, or pride — while others resisted and were conquered by force of arms. Clever plots and overt force brought the majority of Middle-earth under the rule of the Lord of the Rings. His Nazgûl, the nine undead Mannish Kings who acted as his most powerful agents, carved the continent into their own fiefs.

One such Evil arose far in the North. Sauron's great lieutenant, the first of the Nazgûl, grew in power in the lean and frigid lands of Angmar. He built an evil army of Orcs and creatures, the Ettenmoors Hillmen, and far-travelled Easterlings. With these hordes he warred on Amor, laying waste to the Dúnadan Kingdom. Although Angmar itself was finally broken, only a remnant of the northern Dúnedain—the noble Rangers of the North—remained to oppose the Evil One's will. The southern Dúnedain, the Men of Gondor, appeared alone in their struggle against the Dark Lord.

As the Witch-king worked in the North a constant flow of evil barbarians swept from the South and East against Gondor. Again, there were Haradrim, Easterlings, and Variags; and to their numbers were added the Dunlendings. The Nazgûl came forth from Mordor and seized the great tower of Minas Ithil from the Gondorians. The wondrous citadel-city that stood guard over Mordor was renamed Minas Morgul, the Tower of Black Sorcery.

Against this swelling threat, though, Gondor found new allies. The Rohirrim of Rohan, the Woodmen and Beornings of Mirkwood, the Bardings of Dale, all came to the Dúnedain's aid to fight back the evil tide sweeping their lands.

This was the setting for the War of the Ring, where Sauron with all his might attempted to wrest the Ring of Power from the Hobbits of the Shire, who by their innocence and courage eventually destroyed it The Istar (Wizard) Gandalf paved the way for the Free Peoples' victory, removing many foes. The One King,

hidden for centuries from Sauron's machinations, was revealed and he prevailed against the Dark Armies. Sauron and his Empire of the Shadow were destroyed, marking the end of the Third Age.

The Fourth Age, the Age of Men

The return of the King brought Aragorn, son of Arathorn to the throne of both Gondor and Amor. Named Elessar, he was the true heir of Isildur, and the King of all the Dúnedain. He made the final union of the royal Mannish blood and the Elvish, for he married Arwen Undomiel, the daughter of Elrond Half-elven. They ruled together until Fourth Age 120, when he died, old and full of years.

King Elessar, by wisdom and strength, made peace with the Easterlings and the Haradrim, and under his hand began the Fourth Age: The Time of the Dominion of Men. The Dúnedain had drawn from the Elves that which was truly noble and great: love, beauty, knowledge and lore. They passed it on to their descendants.

But their victory over the Dark Years had been foreseen by Eru and He had indeed made them with that design. In purpose they were to be His and His alone. In form they were to be the ones who could endure; over whom Destiny could not make absolute claim; in whom ran the cycles of life; for whom was promised the joy and hope of eternity with Eru. Even the Valar are awed and now sing of the gifts given by the Father to Men.

Mannish Character Glossary



Since there are so many notable individuals in the lore of Middle-earth, we have chosen a limited selection of characters to focus on in great detail. The remaining characters are described more briefly in Section 4.3. Those discussed in this section are particularly notable because they are exceptional examples of Men who held particular, and varied, roles in the history of their people. Others in similar roles can be measured by them.

> *Note: Characters denoted with an * are purely ICE creations.*

Aldarion (Tar-)

Lvl: 60. Race: Dúnadan (Númenórean). Profession: Fighter/Ranger. Home: Andúnië and Armenelos in Númenór. Aka: "Tree-lord" "Tar-Aldarion" the Great Captain, the Mariner King, Anardil, Anardilya, Founder of the Guild of Venturers.

RM Stats: St-100; Qu-91; Em-90; In-100; Pr-92; Ag-98; Co-90; Me-56; Re-76; Sd-39. **MERP Stats**: St-100; Ag-98; Co-90; Ig-66; In-100; Pr-92. Appearance: 99.

Skill Bonuses: Climb100, Swim165, Ride150, Perc140, S&W123, Chan90, Amb15, MAst148, Acro90, Admin110, Arch113, Craf165, Div193, FAid113, For165, Lead120, Nav231, PSp78, RMas65, Sail239, Star195, Subd80, Track157, Wea203, Tac85, Stra60.

The sixth King of Númenór (r. S.A. 883-1075), Aldarion, was born in S.A. 700. The only son and eldest child of Tar-Meneldur, he delighted in the wisdom of the Eldar and loved the woodlands, forests, and bays of Númenór. His curiosity and wanderlust, however, led him to spend most of his time away from the Blessed Isle. Proud, bold, and thrill-seeking, Aldarion's greatest joy was to sail the seas and explore the lands beyond the horizons. On these journeys he met and became friends with Gil-galad and Círdan, who taught him the greater secrets of ship construction.

He returned home to Númenór a year before Tar-Elendil passed the scepter to his father, Tar-Meneldur. During this time, he formed the great Guild of the Venturers and the hardiest and most skillful voyagers joined. They created ever-grander vessels and desired ever-greater sojourns, and it was not long before

they became bored with sailing short distances. The Venturers sought new challenges and tired of traveling under lesser commanders, so Aldarion was compelled to lead them into the unknown.

By this time, Aldarion had gained great renown as a ship-builder and sailor and wrote many journals of his travels and accounts of the lands he explored. His works became indispensable guides for the Dúnedain who followed in his wake.

Unfortunately, Aldarion's penchant for travel kept him away from his family for years at a time. Month, even years, passed before they received word. A shadow of worry and anguish robbed his household of happiness. His father attempted to restrain him by bringing to mind his many obligations, for Aldarion was destined to become King, and it was his duty to produce an heir.

But Aldarion built greater ships, and his Men became known as the Uinendili, the lovers of Uinen, the Maia of the inner seas. The Uinendili grew in number and reputation. And Tar-Meneldur began to restrain Aldarion, forbidding further cutting of lumber for ships. Finally. Tar-Meneldur forbade Aldarion to travel anymore, declaring him to be the King's Heir. And for a while there was peace between them.

Finally, his mother Almarian found a beautiful woman to be Aldarion's bride: Erendis, daughter of Beregar of the house of Bëor. Erendis was graceful, dark, and slender, a prize among women. She fell in love with Aldarion; but he could only hear the call of the sea.

Aldarion set out again, this time for six years. On his return, though, his father showed only anger, despite the fact that he bore fabulous gifts. Tar-Meneldur became disquieted against his son, and Aldarion remained out of his presence at the Court. Although he enjoyed his mother's support, as well as the love of the Númenórean people, his estrangement kept him away from Armenelos. Instead, he stayed on his ship Eämbar in the anchorage he built at Tol Uinen (at Rómenna), keeping time in the company of the Venturers. There, he resolved to build the greatest vessel ever constructed by Men, Palarran, or "Far Wanderer."

When Palarran was completed Aldarion decided to set out again. His father would not bless his going or return but Erendis did, and in that moment Aldarion returned her love. His heart finally captured, he hastened his return. He brought many gifts, especially a great diamond for Erendis. Still, Meneldur scoffed at his son and challenged Aldarion to declare his intentions toward the woman who loved him so dearly.

Aldarion refused, instead treating Erendis with coolness. He would not change his plans or his feelings. His father ordered him to stay home, but he would hear none of such nonsense. With winter's end, he set sail again, this time for the harbor called Vinyalondë (Q. "New Haven"), which he had founded in Endor at the mouth of the Gwathló.

Tar-Meneldur reacted to the rebuke with utter disdain, for it smacked of rebellion. The King ordered the shipyards of Rómenna closed and shut the Guild house of the Venturers. A moratorium was placed on tree-cutting. So, it was for five years, until Aldarion returned again. This time he arrived home with two ships he had fashioned in Middle-earth, and all his vessels were laden with lumber from Eriador. Many rejoiced, but no welcome came from the King.

Embittered by the steps his father had taken, Aldarion felt the sea call again. He saw no peace in Númenór. Leaving later the same year, he took three ships and the best of his men and started out on a voyage that lasted fourteen years. By the time he came home, few believed him to be alive. Erendis had gone away.

Aldarion did not pursue her, but after some years she came back. After much wooing, for Erendis no longer trusted him, they were engaged atop the Meneltarma. For fifteen years Aldarion had stayed in

Númenór. Now with his bride-to-be he had been engaged more than three years. However, the day came when the Venturers prevailed on Aldarion and called him back to the sea and his building of ships. He wrestled hard with the sea-longing and finally broke under it, and left again for six years.

When he returned, even the Queen seemed cool, and the hearts of the Dúnedain had turned against Aldarion and his glorious Venturers. Erendis was ill, and many felt that the Mariner had mistreated her. Aldarion reflected and reawakened his heart. The next spring, he married Erendis.

It was a glorious time, for even the Eldar sent a ship of embassy, bearing gifts and good will. Two years later (S.A. 873), Erendis bore Aldarion a daughter, Ancalimë, but in the eighth year he completed the building of his greatest vessel. It was like a floating castle, with masts like towers. Many called it Turuphonto, the Wooden Whale, but Aldarion named it Hirilondë, the Haven-finder.

Aldarion was gone for three years rather than the two he had promised. Finally, Erendis' love broke and she became bitter. The great passion that kept her loyal throughout her youth turned against Aldarion, and the two were never again kind to one another. Erendis raised her daughter, Ancalimë, with a stubborn will and tried to drive her to detest all men. Moving back to the Westland s, she retreated from her husband's memory.

When Aldarion returned, he discovered Erendis' departure and rode to her house near Emerië. There, Erendis forced him to eat and sleep apart from her, and Aldarion became enraged. Unfortunately, his pride and anger prevented him from admitting any wrong; instead, he shamed his wife, ignoring her before Ancalimë. Erendis watched as he answered his daughter's query regarding his identity, and a deep hurt gripped her spirit when Aldarion failed to declare himself her father. Their love was forever gone, and Erendis bore no more children. For the first time, only a daughter was left to continue the Kingly line of Elros.

While Aldarion was away in the White House of Erendis, his father received a letter from Gil-galad. Not knowing of the Prince's estrangement, the Elf-king of Lindon had given Eldarion a message for Tar-Meneldur informing him that he had long valued Aldarion's visits. Gil-galad noted that, in all Aldarion's voyages, the Mariner had been helping the Elves resist the machinations of an Evil Power that was growing in Endor. Unbeknownst to Aldarion, who believed the foe to be ireful Men, the Elf-lord realized that the enemy was far more dangerous. Gil-galad wrote that it was actually an ancient servant of Morgoth, although at that time he did not know it was Sauron. He concluded by asking his Númenórean counterpart to work with Aldarion in order to assist the peoples of Middle-earth.

Tar-Meneldur suddenly understood that his son had been needed in Endor, and that the Elves would require further aid from the Dúnedain. This saddened him, for he knew that his feud with Aldarion had blinded him to this need. It was a requirement that he had long ignored, for he never saw Númenór's role as being one of a protector.

Reflecting on his own age, his ignorance, his troubled relations with his heir, and the fact that he could not in good conscience commit his people to safeguarding the Endoreans, Tar-Meneldur resigned his Kingship. In S.A. 883 he proclaimed Aldarion King and retired to Andúnië. He died there in S.A. 942.

So, the Mariner became Tar-Aldarion. He prepared the fleets of Númenór for the evil to come for, unlike father, he had no qualms about involving himself in the affairs of those across the Belegaer. Unburdened by his family (from whom he lived apart), Tar—Aldarion used his reign to build ships and fill them with men. Westernesse was prepared for the war that would not come until another six centuries passed. It was said:

> *"Aldarion was too late, or too early, too late: for the power that hated Númenór had already woken. Too early: for the time was not yet ripe for Númenór to show its power or come back into battle for the world." (UT p. 206).*

In the early years of his armament, the new King decided to punish his wife and, at the same time, resolve the question concerning the identity of the future King. Breaking with the ancient Adan custom of patrilineal succession, he named his daughter as heir. Thus, he enacted a formal law for the royal house:

> *"… that the eldest child of the King, whether man or woman, should receive the scepter."*

> *(LotRIII p. 391; UT p. 208.)*

In S.A. 1075, after ruling 192 years, Tar-Aldarion surrendered the scepter. He left Númenór again in 1098, leaving his strange and strong-willed daughter Ancalimë as Númenór's first Ruling Queen. Fittingly, on his last voyage to Middle-earth, he died.

Aldarion's Principle Items

> *Note: The following items became hereditary possessions of the Kings of Númenór. Note that the original items are listed under Elros.*

Rod of the Venturers · (Scepter of the Sea-lords) Symbol of the High-captain of the Uinendili of Númenór, the Guild of Venturers. It was fashioned of mithril, a rod three feet long designed to resemble a stalk or branch. At the tip was a beautifully made flower with five tall petals. Set within the flower, on tall stamens, were five glittering white adamants. The scepter shimmered with a silvery light, and conferred upon its holder a True Aura. It also allowed free use of the Base Mage Wind Law (MERP) or the Mentalist list Gas Manipulation (RM).
Hammer (Aratocam) · (Q. "Captain's Hand") A gift of the Eldar, the hammer is a +45 pearl-inlaid Ithilnaur weapon. It floats in water and does additional Impact and Crush criticals (of one level less in severity) in addition to any other it yields. If parried, the parrying item must make a RR versus 21st lvl, failure resulting in the item being broken.
Ring (Sulrosendil) · (S. "Friend of Sea and Foam") A sister-ring to that worn by Círdan of Lindon. It permits the wearer to independently control the "wind in the sails" up to 1 mph/lvl for up to 1 ship/lvl. All ships must be in sight.
Armor (Rosennon) · (S. "Foam Armor" or "Foam Cloak") Again a gift from Círdan, this +45 blue Laen inlaid Ithilnaur chainmail is unencumbering and floats in water, yet it protects as AT Ch/16.

Aldarion's Special Powers

Spells · 200 PP. x6 PP multiplier ring for all realms. Aldarion knows all Ranger base lists to 30th level, and all open and closed Channeling lists to 10th.

Aldarion's Lesser Items of Note

Full Shield · +30, blue steel and silver mithril, floats in water; Short sword: +25, silver mithril blade and gold mithril basket hilt, hits as two-handed sword, 50′ throwing range; bow of power, hollow steel, floats, 3x range and 2x concussion hits.
Read: LotRIII 390, 391; UT 168, 171, 173–206, 208-9, 212-17, 219-20, 224-5, 227, 236, 239, 253, 263-5, 284, 386, 401.

Anárion

Lvl: 45. Race: High Man. Profession: Warrior/Fighter. Home: Númenór, Minas Anor in Anórien of Gondor. Aka: "Lord of the Sun."

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

Skill Bonuses: Climb132, Swim132, Ride122, S&H60, Perc90, Amb34, AMov127, MAst180, MAsw165, Acro135, Admin147, AthG135, Dance78, Dipl80, Div102, FAid60, Flet122, For100, Fren112, Lead147, Med75, Mus70, Nav99, PSp147, Sail120, Sing103, S&T172, Subd168, TrapB127, Trick88.

Anárion was the younger son of Elendil and the brother of Isildur. Like them, he was born and raised in Númenór, and he was counted among "the Faithful" that escaped before the deluge called the Akallabêth (Ad. "Downfall") in S.A. 3319. A year later, while at Pelargir on the Anduin, Isildur and Anárion founded the South Kingdom of Gondor (S. "Land of Stone"), one of the two Kingdoms in Exile. They reigned over Gondor as joint Kings while their father ruled Amor in the North. Elendil remained the High-king of both lands, however, for they were as one land in the eyes of the founding Dúnedain.

In S. A. 3429, Sauron's armies came out of Mordor and overran Ithilien. The Men of Gondor fell back across the Anduin and repelled the enemy's advance beyond the eastern bank of the Great River. Leaving Anárion in charge of the defense, Isildur went north to Amor in Eriador in hope of mustering aid. Meanwhile, his younger brother directed a valiant, even brilliant war for the next four years. Anárion received no help until the Army of the Last Alliance of Men and Elves arrived in S. A. 3434, but he stayed in the storm and prevented the Witch-king from crushing the South Kingdom as it stood alone.

With the appearance of the relief army led by Elendil and the Elf-lord Gil-galad of Lindon, Anárion's Gondorian forces joined with the host from Eriador. The Free Peoples pushed over the Anduin and marched toward the gates of Mordor. They met and vanquished the Dark Lord's minions at Dagorlad and entered the Black Land later the same year. The taking of Barad-dûr, however, was not so easy, and the Last Alliance was forced to settle into a long siege (S.A. 3434-41). Less than a year before the end of the besiegement, while directing a small force attempting to assault a sally-gate, Anárion was killed. An unknown defender cast a rock from the battlements of the Dark Tower and hit the Dúnadan King in the head. The stone crushed his helm and broke his skull.

Barad-dûr fell a year later and, although Sauron slew both Elendil and Gil-galad on the slopes of the Orodruin, the Last Alliance prevailed. Anárion's brother, Isildur, cut the One Ring from the Evil One's hand, forcing the Dark Lord to dissipate and leave Middle-earth. This act ended the war, and concluded the Second Age.

Isildur succeeded Elendil as High-king of Amor and Gondor, but he spent the first two years after the war in the South Kingdom. Then, in S.A. 2, he resolved to head north to his father's capital at Annúminas. In so doing, he placed Gondor in the hands of his nephew, Meneldil. Meneldil, the fourth child and eldest

son of Anárion, had been born in S.A. 3318, and was the last Man (who survived the Downfall) to be born in Númenór. He was Gondor's third King and, from his reign onward, all of the Kings of Gondor traced their lineage back to Anárion.

Anárion's reign, albeit brief, left its mark. Besides co-founding the South Kingdom, he built Minas Anor (S. "Tower of the Sun"), which was used as a summer retreat for the Court and later became the capital. He established the royal fief of Anórien which, like his citadel, was named for him and remained the province of the Kings. Most important, his blood ran through the line of Gondor's monarchs until it ended in T.A. 2050.

Anárion's Principle Items

> *Note: The following items, save the Crown-helm, are hereditary possessions of the Kings of Gondor. See Isildur s description for the helm that becomes the Gondorian crown. They are all lost when King Eärnur disappears in TA. 2050.*

Crown-helm · (Helm of Anárion) +40 gold—and ivory—inlaid black Ithilnaur (mithril alloy) helmet of a Karma design, shaped like a stylized fish with a prominent ridge of whitish scales. It also adds +40 to all of wearer's RRs. A x6 (Channeling) PP multiplier, it serves as one of the two Crowns of Gondor.
Mace · (Mace of Anárion) +40 mithril-inlaid Eog Holy Mace topped with an inset aquamarine. The gem glows upon wielder's mental command and, depending on the level of concentration, can emit a bright beam that shines as far as 1000′ x wielder's level. The mace is a slaying-weapon when used against Sea-drakes, Kraken, or Fell-turtles.
Shield · (Shield of Anárion) +40 gold and silver-inlaid black Ithilnaur shield. Set atop the black metal field, the silver inlay forms the symbol of Gondor: The White Tree and the Seven Stars. The shield can be faced in the direction of an attacking spell, in which case the attacking spell caster must make a RR versus the shield-bearer's level. RR failure means that the spell reverse direction, affecting the caster. This works on spells which the shield-bearer would not otherwise be able to resist (e.g., fireballs, illusions, etc.).

Anárion's Special Powers

Spells · 135 PP. Directed spell OB is +35. Anárion knows all the Open Channeling lists to 10th level (MERP), and all the Base Cleric lists to 5th lvl (RM).
Read LotRI 319, 320; LotRIII 394, 401; Sil 272, 280, 291, 293, 294; UT 215, 279, 408.

Ancalimë (Tar-)

Lvl: 30. Race: Dúnadan (Númenórean). Profession: Animist/Astrologer. Home: Númenór (Emerië, Andúnië), Aka: (Q. "Long Light"), Emerwen, the Princess; Shepherdess, Lady of Andúnië.

RM Stats: St-77; Qu-92; Em-99; In-103; Pr-102; Ag-96; Co-85; Me-103; Re-101; Sd-90. **MERP Stats**: St-77; Ag-96; Co-85; Ig-99; In-103; Pr-102. Appearance: 103.

Skill Bonuses: Climb130; Swim130, Ride155, S&H60, Perc159, Rune145, S&W145, Chan180, DSp85, AMov88, Admin142, AnimT153, Appr120, Cook165, Dance95, Dipl80, Div130, FAid105, ForG180, Gamb138, Herd173, Lead122, Math120, Med143, Mus110, PSp128, Sing138, Star206, S&T115, Track145, Trick75, Wea170.

Tar-Ancalimë is distinguished as the first Ruling Queen of Númenór (r. S.A. 1075–1280), as well as the second longest reigning Númenórean monarch. (Only Elros' 410 years reign exceeded her 205 years on the throne.). She was the only child of her father, Tar-Aldarion ("the Mariner King"), and her mother, Erendis. It was during her succession in S.A. 1075 that the law was made that the scepter of Númenór could be passed to an inheriting daughter. Prior to that time, the Dúnedain followed Adan custom, which cited patrilineal descent.

Ancalimë was an exceptionally proud and strong-willed individual, a result of being raised by her bitter and iron-willed mother. Erendis, finally and completely irritated by her husband's frequent and very long absences, attempted to raise her daughter as a man—hater. She almost totally succeeded Although Ancalimë shed any prejudice against men, she never married for love.

Whatever her feelings toward marriage, Ancalimë remained a stubborn, quiet, and private individual. She was overall a good Queen, extremely intelligent, resourceful, and only somewhat aloof and strange. The era of her reign was morally uncomfortable. Sometimes she could be quite petty and vengeful. After her father's death, she abandoned all his policies including a complete cessation of aid to Gil-galad.

She remained unwed for many years, and only married Hallacar (son of Hallatan) in order to spite Soronto, who had pressed her to resign. Unfortunately, after the birth of her son Anárion, there was strife between Ancalimë and Hallacar, and this affected their child. Nonetheless, she comfortably passed him the scepter in S.A. 1280. She died five years later, having lived five hundred and twelve years (S.A. 873-1285).

Ancalimë's Principle Items

> *Note: Ancalimë uses most of the hereditary items of the Kings of Númenór (See the article on Elros.), The exceptions are noted below. They, in turn, also become hereditary items of Westernesse's monarchs.*

Tiara (Hirilgalad) · (S. "Lady's Light") A beautiful +35 magic tiara, the symbol of Ancalimë's sovereignty, worn instead of the more masculine hereditary crown. The tiara is made of braided gold, silver mithrils, and blue laens. It bears adamant, diamonds, and sapphires. Weightless, it in no way impedes wearer's spell casting ability. Stunning, wearer can concentrate and make it glow with a brilliant aura which adds +70 to any of wearer's attempts (e.g., attack or maneuver rolls) to persuade or control targets (within 100′).
Rod Scepter (Gebirelda) · (S. "Stake of the Stars") +40 three- and one-half long foot rod made of enchanted black oak surrounded by braided branches from a Mallorn tree. The rod is a x7 PP, and strikes as either a quarterstaff, a mace, or a flail (depending on wielder's last command). Unbreakable, it will bend and return to its usual form if it strikes too hard an object. A magical symbol of authority, it can (up to 7x/day) be held up and, with concentration the wielder, used to stun (for 1–10 rds) all viewers within 100′ feet who fail a RR versus wielder's level.

Ancalimë's Special Powers

Spells · 128 PP. Tar-Ancalimë possesses all Animist Base and Open Channeling lists to 20th lvl (MERP), and all Astrologer base lists to 20th lvl (except for Holy Vision and Far Voice to 25th), and thirteen Closed Channeling or Mentalism lists to 10th level (RM).
Read LotRIII 390, 391, 410, 453; UT 190-5, 197-8, 202-4, 206-9, 211-12, 217, 219-20, 225.

Angamaitë

Lvl: 29. Race: Corsair. Profession: Scout/Rogue. Home: Umbar. Aka: "Iron Hand."

RM Stats: St-98; Qu-100; Em-89; In-88; Pr-97; Ag-103; Co-92; Me-85; Re-90; Sd-86. **MERP Stats**: St-98; Ag-103; Co-92; Ig-89; In-88; Pr-97. Appearance: 100.

Skill Bonuses: Climb166, Swim266, Ride130, S&H161, Perc117, Amb15, AMov109, Acro119, Act85, Admin87, AthG119, Cont114, Dipl60, Div134, Fals101, Gamb106, Lead87, Nav77, PSp65, RMas90, Sail116, Sed126, S&T118, Subd160, TrapB108, Trick134, Tumb155.

Angamaitë was the great-grandson of Castamir the Usurper, the cruel and arrogant rebel King who ruled Gondor from T.A. 1437 until T.A. 1447. He was the older brother of Sangahyando (Q. "Throng-cleaver") and the eldest son of Castamaitë the Corsair (the grandson of Castamir).

A Corsair Lord and Ranger, Angamaitë was born in Umbar in T.A. 1551. Since his family was originally from Pelargir, however, his upbringing was largely rooted in Gondorian culture. He and his brother were the two most powerful figures in Umbar's rich oligarchy, and they were both exceptional Sea-captains. Angamaitë's exploits in the Bay of Belfalas and along the coasts to the south brought him great wealth and enabled him to erect a huge fortress (Barad Caranond) beside the river channel that swept along Umbar's southern edge. His castle dominated the southern quarters of the city, just as Sangahyando's did in the northern districts.

In T.A. 1634, Angamaitë and Sangahyando launched their greatest raid. Gathering most of their allies' warships in the Nen Umbar, they sailed northward and struck the southern coasts of Gondor. They bottled up the Royal Fleet in Pelargir and slew King Minardil when he attempted to break through their blockade. Then, they ravaged the seaside areas of Belfalas, Lebennin, and Ithilien. Pelargir never fell and the Corsairs never reached the rich lands of Anórien, but the damage they inflicted on the South Kingdom was considerable. Both Angamaitë and Sangahyando returned home as heroes, having avenged the defeat suffered by the Corsairs' ancestors in T.A. 1448. Two years later, however, a rival oligarch murdered Angamaitë's brother, and in T.A. 1666 Angamaitë was slain by his youngest wife.

Angamaitë's Principle Items

Chain and Greaves · +20 unencumbering red chainmail shirt, AT Ch/14. It floats in water.
Cloak · Cloak changes color upon command. Adds +40 to all Stalk/Hide maneuvers, and +20 to all other moving maneuvers, including swimming.
Scimitar · +15, it carries up to 10 doses of poison (Angamaitë prefers Acaana). Poison is injected with each critical strike, but dose is used with each strike. Sword may be thrown up to 100′ without penalty of range, in which case it returns to thrower's hand in 1 rd.
Light Crossbow · +15, it reloads itself (i.e., it may be fired every round without penalty). It may be wielded and fired with one hand.
Lockpicks and Trap Disarming Kit · +20 to all lock picking and trap disarming maneuvers, it fits in a rod which looks like a scroll-holder.
Read LotRIII 407; Sil 457. See ICE's Sea-lords of Gondor 10.

Aragorn II

Lvl: 36. Race: Dúnadan. Profession: Ranger. Home: Eriador and various other places in northwestern Middle-earth. Aka: "Royal Tree" Elessar, Elessar Telcontar, Strider, the Elfstone, King of Arnor and

Gondor, first King of the Reunited Kingdom, the Heir of Isildur, Estel, Thorongil, the Renewer, Longshanks, Wingfoot,

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

Skill Bonuses: Climb193, Swim193, Ride196, DTrap133, PLock116, S&H115, Perc152, Rune100, S&W100, Chan105, Amb36, AMov93, Acro93, Act100, Admin92, AnimT100, Appr82, AthG93, Cave175, Cont92, Dance98, Dipl100, Div160, Fals105, FAid113, Flet110, For170, Fren88, Lead130, Math82, Med103, Nav92, PSp100, RMas88, Sail110, Sed100, Sig158, Sing105; Ski160, Star170, S&T117, Subd118, Track167, Trad92, TrapB167, Trick104, Tumb85, Wea175, Wood93.

Sixteenth and last Chieftain of the Dúnadan Rangers of the North (T.A. 2933–3019), Aragorn II also the first King of the Reunited Kingdom: Amor and Gondor (T.A. 3019-F.A. 120). Aragorn is one of the most significant figures in the late history of Middle-earth: on him rested and were fulfilled many of the hopes of Middle-earth's good peoples.

Because Sauron so greatly desired to destroy this last of Isildur's line, Elrond raised Aragorn II secretly in Rivendell under the name of Estel, not even revealing to him his lineage until the age of twenty. He was born in Rivendell in T.A. 2931, only two years after the death of his father, Arathorn II. His mother, Gilraen the Fair, returned to her ancestral home near Annúminas in T.A. 2954.

It was then that Aragorn II then went into the Wild and warred against Sauron and his minions in many secretive ways for seventy years. During this time, he also learned a great deal concerning the customs and skills of the peoples of Endor. He became the hardiest and wisest Man of his day. During this time of wandering he gave himself the name Strider, and secretly served Thengel of Rohan and Ecthelion of Gondor. The Gondorians called him Thorongil (S. "Eagle of the Star") because of the Rangers' silvery star which he wore upon his breast. From Gondor, he raided the fleet of the Corsairs of Umbar and succeeded in destroying a large portion of their navy (T.A. 2980).

When he finally met Gandalf in T.A. 2956, the two became close friends. At Gandalf's request, Aragorn II searched for Gollum off-and-on for thirteen years until he found and captured him (T.A. 3017). The following year brought the beginning of the War of the Rings. He was then introduced to Frodo and the other three Hobbits of the Company while in Bree, assisting them greatly on their journey to Imladris (Rivendell). During their dangerous encounter with the Nazgûl atop Amon Sûl (Weathertop), he successfully forced the Ringwraiths into retreat.

After participating in the Council of Elrond at Rivendell, Aragorn became one of the Nine of the Fellowship of the Ring. He led the Company after Gandalf fell while battling the Balrog in Khazad-dûm.

During the War of the Ring (T.A. 3018-19), Aragorn also was a commander in the defense of the Homburg, where he met and became good friends with Corner. Later, accompanied by Rangers, Gimli the Dwarf, and Legolas the Elf, Aragorn II walked the Paths of the Dead. Acting as the Heir of Isildur, he commanded the Dead to follow his leadership, and with their aid he defeated the Corsairs at Pelargir and captured their great fleet. Using their black ships, he brought a large contingent of soldiers up the Anduin and arrived just in time to turn the tide of the Battle of the Pelennor Fields at Minas Tirith. Later, he was declared Captain of the West and led the army of the Free Peoples at the Battle of Morannon.

Following the great and terrible War of the Ring, Aragorn II was recognized and crowned King of the Reunited Kingdoms. As Elessar Telcontar, he was declared Lord of the Western Lands. He married Arwen, the beautiful daughter of Elrond, and they produced one son: Eldarion, and a number of daughters.

During his reign, he re-extended the borders of the combined realm (Amor and Gondor), and established peace and prosperity which had been long forgotten.

Elessar ruled with terrific justice, foresight, and wisdom until his death in the 120th year of the Fourth Age. In him, the nobility of the Númenóreans was finally seen restored. He fittingly bore the blade Andúril (Q. "Flame of the West"), which was reforged from the shards of Narsil (Q. "Red-white Flame").

Aragorn II's Principle Items

> *Note: Aragorn II bears the hereditary items of the Chieftains of the Rangers of the North. Additionally, he bears the following items.*

Andúril · +50 Holy Broadsword, will flame on command: Burns Hot, delivers extra heat criticals of equal severity, and is "of slaying" against Orcs, or Burns Cold: delivers extra cold criticals of equal severity, and is "of slaying" against Undead.
Star of Elendil · (S. "Elendilmir") Jewel presented to Aragorn II by Galadriel in T.A. 3019. Confers continuous Open Channeling Spell Defense list Area Protection II spell (MERP) or Clerical Base Prayer spell (RM) on wearer. x6 PP enhancer.
Mithril Mail · +35 black Ithilnaur chainmail. Encumbers only as a chain shirt AT Ch/14, but protects like half-plate (AT Pl/19). Use dates from reign as King Elessar.
Cloak of Calacirya · +30 Cloak adds to DB and Stalking/Hiding maneuvers. (It was worn by Aragorn II prior to his coronation.)
Crown of the Reunited Kingdoms · (mithril inlaid with gold) +10 to DB. Receptacle for the Star of Elendil to be set in the brow.
Ring of Barahir · 70th lvl Ring of Dragon-warding, which was given to him as his birthright by Elrond. It is a x6 PP enhancer. If held before a Dragon, the Drake must make a RR, failure resulting in the beast returning home for an indefinite period (e.g., 1–100 months or years).
War Helm · +15 helm of gold inlaid with mithril. It serves as a receptacle for the Star of Elendil (which sits in the brow).

Aragorn II's Lesser Items of Note

Before Aragorn was given the Star of Elendil, he wore a plain bone ring which was a x4 (Channeling) PP enhancer.

Aragorn II's Special Powers

Spells · 180 PP. Knows all Ranger Base lists to 20th lvl and all Animist Base lists to 10th lvl (MERP), and all Closed Channeling healing lists to 10th lvl (RM). After the War of the Ring, he knows ten Open Channeling lists to 10th lvl (MERP), and seven Closed Channeling lists to 5th lvl (RM).
Read LotRI 91, 231, 233, 313, 324, 332-33, 365, 387, 486; LotRII 47, 254-55; LotRIII 150-52, 169-80, 284, 302, 394, 417-18, 420-28, 438, 461, 462; Sil 303. See ICE's Rangers of the North 31, 35.

Beorn

Lvl: 28. Race: Northman (Beorning). Profession: Ranger. Home: Muidwe Beorn near Carrock. Aka: "Warrior;" Bear-man, Bear-lord.

RM Stats: St-101; Qu-96; Em-99; In-100; Pr-91; Ag-99; Co-100; Me-79; Re-67; SD-90. **MERP Stats**: St-101; Ag-99; Co-100; Ig-73; It-100; Pr-91. Appearance: 74.

Skill Bonuses: Climb70, Swim80, Ride60, DTrap35, PLock25, S&H100, Perc100, Chan50, Amb21, Li4, AMov80, ADef60, BDev18, Acro40, AnimT100, Cave35, Cont30, Cook84, Dance80, Div45, FAid60, Flet30, For85, Fren100, Herd80, Med60, Mus50, Nav75, RMas30, Row25, Sig75, Sing45, Ski50, Smith40, Star70, Subd50, Track100, Trad45, TrapB35, Tumb30, WeaW65, Wood75, Craf100.

A Northman Lord of the Beijabar (Beornings), Beorn was the first of the three enchanted Frathagaman (Chieftains) of the great Cult of the Bear (Rh. "Bairakyn"). He was a powerful Shape-changer (Rh. "Skuiftlaikar") who transformed into a Great-bear during rituals, battle, or other times of frenzy or need. A true berserker, Beorn hated Orcs and went into a vengeful rage when-ever he encountered them. He slew the Orc-lord Bolg and helped turn the tide at the Battle of Five Armies in T.A. 2941.

Beorn's kinsmen protected the trade routes between Eriador and northern Rhovanion and kept watch over the Misty Mountain passes and the crossings over the upper Anduin (exacting only modest tolls). They communicated using a number of subtle, wilderness symbols and the Waildyth speech, a language imbued with a host of Nature-signals. This enabled them to maintain a low profile, which was essential in light of their small, scattered numbers.

Fiery and suspicious of strangers, Beorn was difficult to approach. He never forgot a kindness, however, and cherished the few folks he actually befriended. Like his brethren, he preferred the company of beasts. Beorn lived in a comfortable wood Long-house at his modest manor, Muidwe Beorn, in the eastern Anduin Valley. His fenced yard accommodated a host of animal friends, many of whom resided with the warm Northman, performing chores on behalf of his peculiar community. The manor lay in a strategic nook between the western edge of Mirkwood and the Carrock.

Beorn's Principal Items

Collar · x5 PP multiplier, it is a simple-looking leather collar, enchanted so that it grows and shrinks with wearer's form.

Beorn's Special Powers

Spells · 84 PP. Base spell OB is 20, directed spell OB is 15. Beorn knows all the Base Animist lists to 20th lvl and all the Open Channeling lists to 10th level (MERP), and all the Closed Channeling lists to 20th lvl (RM).
Shape-change · Beorn can transform into a huge lord Bear, which he does during certain rituals or in order to travel quickly and surreptitiously. He has limited control over the transformation (roll of 06–100), occasionally turning into a Bear when in a frenzy (on roll of 01–05, whether he wants to or not). He can also do it as part of certain rituals.
Regeneration · While in Bear-shape, Beorn heals at a rate 5 hits/md, and reduces bleeding damage the equivalent of 1 hit/rnd (e.g., after one round a 3 hit/rnd bleeding wound only bleeds at a rate of 2 hits, after 2 rnds it only bleeds at a rate of 1 hit, and on the third round it is closed). Whenever Beorn changes form, his body heals damage in accordance with the given form's inherent strengths.
Read Hob 117-36, 274, 278, LotRI 301. See ICE's Southern Mirkwood 15, 19–20; Northern Mirkwood 49, 52; Goblin-gate and Eagle's Eyrie 8.

Beren

Lvl: 90. Race: Adan (Dúnadan). Profession: Scout/Rogue. Home: Beleriand. Aka: Erchamion (Q. "One-hand"); Camlost (S. "Empty-handed").

RM Stats: St-100; Qu-96; Em-101; In-100; Pr-99; Ag-101; Co-98; Me-69; Re-90; SD-101. **MERP Stats**: St-101; Ag-101; Co-98; Ig-80; It-100; Pr-99. Appearance: 99.

Skill Bonuses: Climb90, Swim100, Ride80, DTrap60, PLock90, S&H120, Perc130, Amb45, Li5, AMov75, ADef60, BDev30, Acro50, AnimT30, Cave80, Cont45, Cook80, Dance75, Div40, FAid80, Flet45, For110, Fren60, Med60, Mus60, Nav90, RMas40, Row30, Sig120, Sing40, Ski75, Smith30, Star90, Subd100, Track100, Trad45, TrapB90, Tumb60, WeaW80, Wood65, Craf40, Stra80, Tac120.

Noblest son of Barahir, and indeed of all the sons of the Edain in the Elder Days, Beren Erchamion was a Rogue Chieftain and later Lord of the First Adan House. He received the distinction of being the only Man ever to return from death. When his father was betrayed and died at the hands of Orcs, Beren avenged the slaying and recovered the enchanted Ring of Barahir (Finrod's gift to his father). He was the only survivor of Barahir's outlaw band, but he continued to fight Morgoth's terror by carrying on in Dorthonion in a single-handed guerilla campaign that lasted four years. His head-price rivaled that of the Elf-king Fingon by the time Sauron drove him out of Morgoth's territory.

During his flight southward from Dorthonion, he crossed the Mountains of Terror and fought the foul Giant Spiders spawned by the Darkness of Ungoliant (see LOME I). He took refuge in the hidden forest of Neldoreth in Doriath, where he wandered for a time before meeting the Elf-maiden Lúthien. Lúthien, the daughter of the Maia Melian and Elwë Sindacollo (Thingol Greycloak), was the most beautiful of Eru's Children and Beren fell in love with her. She reciprocated, and the two pledged their love by the river Esgalduin.

Sorrow, hardship, loyalty and enduring love marked their lives together. When Elwë discovered their love and angrily demanded a Silmaril as a bride-price for his daughter's hand, Beren went north into Angband. He was captured and imprisoned at Thangorodrim, but Lúthien rescued him by entering the most dangerous place in Endor—Morgoth's throne chamber. She danced for the Black Enemy, placing an enchantment upon him that, together with the weight of the Iron Crown, put him to sleep. Saving Beren, the two recovered one of the three Silmarils set into the Crown.

Beren hoped to it deliver to Lúthien's father, but tragedy intervened. As they made their escape, Carcharoth the Demon-wolf attacked Beren and consumed the hand that held the Silmaril. Beren and Lúthien escaped with the aid of the Great Eagles, but the Rogue was known thereafter as Erchamion, the "One-handed."

Beren retrieved the Jewel during the Hunting of the Wolf. He and Huan, the Hound the Valar, engaged the deranged Carcharoth in Doriath and slew the fell creature. Carcharoth killed Huan and mortally wounded Beren, however, leaving the Adan with little time. Although he returned to the Court of Elwë and delivered the bride-price he pledged, he fell at the moment he completed the Quest of the Silmaril. Lúthien held Beren in her aims as he died.

In her sorrow, Lúthien followed her beloved in death. As an immortal (half Elf, half Maia), however, she went to the Halls of Mandos in farthest Aman, sundered from Beren. Her love was so strong that she petitioned Námo for mortality, so that she could join Beren. Eru granted her wish and the two became reborn as mortals by the Grace of the Valar. They lived their lives out quietly in Beleriand, raising a son, Dior Eluchíl.

Despite the harshness of his early life, Beren remained a compassionate fellow. He was a great friend of animals and refused to partake of flesh.

Beren's Principal Items

Knife (Angrist) · (S. "Iron Cutter") +75 black Eog dagger made by Telchar of Nogrod. It cuts iron easily (even Valinorean Iron, of which Morgoth's Iron Crown was made), and delivers 4x the usual concussion hits and raises critical strikes by one degree (i.e., A becomes B, B becomes C, etc.; E becomes E plus A, etc.). Bleeding hits are doubled in severity. Originally in Curufin's possession, Beren took it and used it on his quest to secure the Jewels. The blade snapped when Beren attempted to cut a second Silmaril from the Iron Crown.
Sword (Aedring) · ("Fell Hammer") +45 Ithilnaur (mithril alloy) Bastard Sword. Like many enchanted Elvish blades, it glowed near Morgoth's creations. Beautifully made, it had no other powers.

Beren's Special Powers

Spells · 210 PP. Directed spell OB is 60. Beren knows all the Base Animist and Open Channeling lists to 10th lvl and all the Base Ranger lists to 5th lvl (MERP) and all the Base Healer lists to 5th lvl (RM).
Read Sil 727, 772, 777, 187, 195–229, 290-91, 381-82; LotRI 258-61; LotRII 408; LotRIII 281, 388, 400, 453, 507; UT 57–58, 63, 74, 77, 79, 84, 116, 157, 161, 171.

Boromir II

Lvl: 20. Race: Dúnadan. Profession: Warrior/Fighter. Home: Minas Tirith in Gondor. Aka: "Jeweled Hand."

RM Stats: St-101; Qu-93; Em-68; In-87; Pr-93; Ag-97; Co-98; Me-78; Re-69; SD-45. **MERP Stats**: St-101; Ag-97; Co-98; Ig-74; It-87; Pr-93. Appearance: 92.

Skill Bonuses: Climb65, Swim50, Ride82, S&H55, Perc70, Amb10, Li4, *AMov50, MASt60, Acro40, Act25, Dance30, Div40, FAid45, Flet35, For40, Fren50, PSp35, Row25, Sail15, Sed60, Subd66, Track30, Tumb30, Ath50, Dipl15.

A proud, handsome Dúnadan Warrior, Boromir was the eldest son and heir of Denethor II, the last Ruling Steward of Gondor. He lived from T.A. 2978 through T.A. 3019. His mother, Finduilas (who died when he was only ten), was the eldest daughter of Adrahil II of Dol Amroth, and his younger brother was Faramir the Ranger. As Captain of Gondor's armies, he cared little for Court life, instead preferring the heat of battle, and he never married. Boromir was a true warlord, brave and delighting in the skills of arms.

A prophetic dream (which he shared with Faramir) drove Boromir to leave his command and journey north to Rivendell during the early days of the War of the Ring. There, he joined Elrond's Council and then the Company, becoming part of the Fellowship of the Ring. When the Fellowship camped at Amon Hen by the Anduin, he fell under the spell of the One Ring and attempted to seize it from Frodo on behalf of the Men of Gondor. Although he repented, his rash act caused the Hobbit to leave the party and journey alone to Mordor. Boromir died of an arrow wound while defending Merry and Pippin during the Orc attack that occulted soon after Frodo's departure. His brother Faramir then became Denethor's heir.

Boromir's Principal Items

Sword · ("Mighty Blade") A long sword, in design very similar to Andúril but of less lineage, it is a +30 Steel alloy weapon, finely made.

Horn · Made of the horn of a Kine of Araw, killed by Vorondil. It was inlaid with silver and passed down through the Stewards. It was broken when the Orcs killed Boromir, but the pieces were recovered and brought to Denethor.
Shield · A +25 shield rimmed with steel and made of a very light but strong wood.
Helm · An heirloom of the family, this lightweight helm protected from head criticals 25% of the time (roll 01–25) and protected as a full helm.

Castamir

Lvl: 30. Race: Dúnadan (Corsair). Profession: Ranger. Home: Pelargir Aka: The Usurper.

RM Stats: St-93; Qu-96; Em-58; In-96; Pr-94; Ag-95, Co-89, Me-76; Re-88; SD-80. **MERP Stats**: St-93; Ag-95; Co-89; Ig-83; It-96; Pr-94. Appearance: 90.

Skill Bonuses: Climb70, Swim92, Ride30, Perc80, Amb5, Li6, AMov50, MASt70, Acro45, Act52, Div66, FAid20, Gamb60, Math45, Nav88, PSp60, RMas78, Row70, Sail102, Sed55, Sig60, Star64, WeaW80, Admin50, Stra58, Tac75.

Castamir of Pelargir was born in T.A. 1274, the same year Vidumavi gave birth to his cousin, Prince Eldacar. His father, Calimir, was the son of Prince Calimehtar, the younger brother of King Minalcar (Rómendacil II). His mother was Lady Arthíriel from Dol Amroth. Thus, Castamir possessed a pure Dúnadan ancestry of noble blood.

Calimir was one of the wealthiest landowners in Lebennin, and doted on his son throughout Castamir's childhood. He encouraged young Castamir to be proud, independent, and daring. More importantly, he kept his son by his side during his frequent sea voyages, hoping that Castamir would someday follow in his calling. A powerful Captain, Calimir succeeded Calimehtar as the commander of the Royal Fleet during the early years of King Valacar's reign, and he wanted to keep the exalted office in the hands of his family.

Castamir enjoyed life on the seas and proved to be an exceptional seaman. He had little trouble mastering the skills that Calimir taught him, and when he came of age, he received a ship. In the years that followed, he distinguished himself as one of the greatest Captains Gondor ever produced.

Castamir's father and grandfather cultivated a large number of friends and patronized numerous influential institutions in Ithilien and Lebennin, providing their family with a strong base of political support. This enabled them to control local affairs and ensure their plan to maintain control of Gondor's navy. They believed that the South Kingdom was first and foremost a sea-power, since Gondor was an offspring of fair Númenór and Elendil's people had come from the sea. As the Gondorian Kings turned their attention to their northern and eastern frontiers, Castamir's kinsmen felt both concerned and slighted. In their anger, they noted that the decline of Gondor's fortunes began with the death of Ciryaher (Hyarmendacil I), the last of the Ship-kings, in T.A. 1141.

Like many of the coastal folk, Castamir's associates were concerned about the security of seaborne trade and the expansion of their markets. They also disliked the idea of their taxes fueling wars which provided them with few tangible returns. The ports of southern levied tolls and duties that comprised a disproportionately large part of the royal income, and the Sea-lords expected a considerable return for their contributions.

Royal policy was at odds with many of the southerner's demands. The Court looked upon subject folk as allies and the King refused to exploit them in the same manner that the Sea-lords privately abused the

peoples of Harad. While the Captains of Pelargir looked at the realm in an imperial light, the nobility in Osgiliath retained the view that Gondor was a just Kingdom.

The ascension of Valacar in T.A. 1366 raised additional concerns about royal views. Vidumavi, Valacar's wife, was a North-man woman, and Valacar's heir possessed Northman blood. Given the separation of races in southern Gondor, and the powerful and pure Dúnadan aristocracy of the area, the Lords of the South reacted to the prospect of a part-Northman King with horror. Queen Vidumavi's death in T.A. 1374 did little to reassure them about the longevity of future monarchs born of Valacar's line.

When Castamir succeeded his father as Lord-captain of the Fleet and Lord of Lebennin in T.A. 1384, the schism between the northern and southern parts of the Kingdom was growing into a gulf. The Army—which, like the Court, was based in Osgiliath—no longer received the cooperation it expected from the fleet, and a full-fledged rivalry had developed between the services. Taxes from the sea coast regions frequently stayed in local coffers, rather than flowing north to the King's Treasury. The political situation in Gondor was strained, and the relatively passive administration of Valacar did little to stifle the crisis.

Castamir, on the other hand, promoted the discord. A popular leader because of his fiercely local loyalties and near-legendary seamanship, he enjoyed widespread support in the South. Even the patriotic citizens of Dor-en-Emil appeared somewhat divided regarding their support for the Crown. The stage was set for civil war.

In T.A. 1432, the last year of Valacar's reign, a rebellion broke out in Linhir, Pelargir, Fanuilond, Methir, and Tir Ethraid. Royal authorities attempting to collect taxes and control the minting of money were rewarded with riots. As troops arrived to suppress the agitators, fighting erupted. Although Valacar responded by calling up the levy, the local citizenry refused to serve his cause and lobbied for a new King. Ironically, Valacar died and Eldacar, his son, came to the throne.

The coronation of Eldacar infuriated the already rebellious Sea-lords and polarized support for Castamir. Castamir's lineage provided him with a viable, if somewhat strained, claim to the throne, and his might grew with each passing day. With full control of the Royal Fleet, he held the upper hand. He began mobilizing, and the bloody Kin-strife (T.A. 1432-47) began.

From the very outset of his reign, Eldacar's forces were too far-flung and too few to contest the rebels, so the new King established a defensive line along the River Erui. It held for nearly a year but, in T.A. 1433, Castamir's fleet sailed up the Anduin and landed armies in Ithilien and Anórien. The rebels surrounded and besieged Osgiliath. The King's days appeared numbered.

In T.A. 1437, Osgiliath fell. Eldacar fought valiantly to defend the capital, but the attackers put the city to flame. The great Tower of the Stone fell into the Anduin, and the Master Palantír was lost in the river. The King was forced flee north to find assistance for his cause.

Castamir captured and executed Eldacar's eldest son, Ornendil, and had himself crowned King of Gondor. He had successfully ruined Osgiliath and slain many of the South Kingdom's best warriors. Above all, he had usurped the throne. The people of Gondor's northern provinces wept; the citizens of the maritime regions rejoiced.

Castamir proved to be a haughty and insensitive King. He favored his supporters in the South and neglected the needs of the people who had aided his rival. Worse, he brutally suppressed those who dared disagree with his ambitious plans for reordering the Kingdom. Osgiliath remained largely ruined, while the Usurper completed plans to remove the Court to Pelargir.

Eldacar had his own plans, however, and after ten years of exile, he stormed out of the north at the head of an army composed of Northman and loyal Dúnadan warriors from Gondor's garrisons in Rhovanion.

Castamir went south to raise a trustworthy force to contest Eldacar's invasion. The tide turned.

The people of Calenardhon, Anórien, and Forithilien welcomed Eldacar's arrival and flocked to his side. His army grew as he moved through Gondor's northern provinces, drawing men from local militias and guard units. Retired soldiers left their farms to march for his cause, and soon his legion outnumbered Castamir's defenders.

Counting on his professional troops and the advantage of defense, Castamir marched north to meet Eldacar at the Crossings of Erui. Unfortunately, though, he never counted on the swiftness of his opponent's Northman cavalry; so, when he arrived at the ford, the heights were already occupied. Eldacar's army crossed the river unimpeded and met the Usurper's southerners on open ground. In the battle that followed, Eldacar slew Castamir in a sword duel, and the dying King's army retired to the safety of Pelargir's walls. Eldacar was once again King of Gondor.

Castamir left an awful legacy, however. Led by the Usurper's son, Castaher, his army survived a brief siege in Pelargir and took to the ships. Seizing most of the Gondorian fleet, they sailed down the Anduin and fled the South Kingdom. Eldacar had no navy with which to pursue them, and the rebel leaders escaped. They conquered Umbar in early T.A. 1448 and founded the Corsair state. Thus, began a new rivalry.

Features

Castamir stood 6′6″ tall and carried himself with a regal gait. He had deep black hair, pale grey eyes, and strong, sharp features. His large, flat nose suggested his remote Adan heritage. Like the rest of his House, he favored dark blue pants and a sea-green shirt emblazoned with the family symbol, a silver Númenórean Swan-ship on a white pentagonal field.

Family

Castamir's wife, Mûrabêth, escaped the Kin-strife with Castaher. She bore Castamir's only daughter, Castariel, on the voyage to Umbar. Castaher, their eldest son, became a leading figure in the Corsair state.

Castamir's Principal Items —

Ring (Knight-captain's Ring) · +3 spell adder.
Sword · +25 Shortsword.
Spear · +20 Lebethron spear with an Ithilnaur point. Weapon returns to wielder one round after being thrown.
Dagger · +5 gold inlaid Man-slaying Assassin's Knife (which will not affect anyone of Dúnadan blood).
Armor · Breastplate (Pl/17), which is unencumbering (treat as AT No/1).
Helm · Of Navigating, the helm adds +50 to all of wearer's navigating/orienteering maneuvers.

Castamir's Special Abilities

Spells · 60 PP. 4–20 directed spell OB Knows two Ranger Base Lists to 30th lvl, two Ranger Base lists to 20th lvl, and four Open Channeling lists to 10th lvl (MERP), and one Closed Channeling list to 5th lvl (RM).
Read LotRIII 395, 406. See ICE's Havens of Gondor 6, 8, 10; Sea-lords of Gondor 10, 60.

Demik Dral*

Lvl: 28. Race: Lochan Woman. Profession: Bard. Home: Brôd and later Tarsa (both in Lochas Drús in southeastern Endor). Aka: Hionvor of Lochas Drús (Woman); the Reformer; the Twice-lived; the Brôdan Restorer; the Steel-king; the Conqueror.

RM Stats: St-98; Qu-100; Em-94; In-84; Pr-93; Ag-97; Co-91; Me-78; Re-92; SD-74. **MERP Stats**: St-98; Ag-97; Co-91; Ig-85; It-84; Pr-93. Appearance: 88.

Skill Bonuses: Climb65, Swim80, Ride80, DTrap65, PLock75, S&H75, Perc80, Rune60, S&W80, Chan30, Amb8, Li6*, AMov35, ADef35, MASt20, MASw25, BDev14, Acro25, Act65, AnimT45, Cave25, Cook55, Dance35, Div40, FAid50, For80, Herd25, Math35, Med60, Mus84, Nav74, PSp68, RMas30, Row45, Sail40, Sed30, Sig66, Sing72, SpMas35, Star65, Subd25, Track77, Trad74, TrapB35, Trick30, Tumb30, WeaW66, Wood45, Admin80, Ath45, Dipl72, Stra84, Tac84.

The second and oldest surviving son of the Brôdan Bram (Br. "Lord;" Wm. "Hion"), Demik Dral proved to be the greatest warrior Brôd ever produced. He was also an able leader, a superb warlord, and a shrewd politician. These traits enabled him to refound the empire of his forefathers, and reestablish stability among the peoples of southeastern Endor. His legacy of unity, peace, and prosperity lasted until the coming of the Shadow in T.A. 1617.

Demik was born at Tana in T.A. 1107. He was heir to the lordship of nearby Brôd, a small, upland kingdom that once formed the western portion of the core territories of the great empire of Lochas Drús. His father ruled the kingdom, but the Dral family coveted the realm of Lochas to the east, and Demik grew up swearing that he would see a Dral on the Lochan throne before he died. This passion guided his life.

The Drals traced their ancestry back to the Hionvor Oervik Dral (S.A. 3461-T.A. 27). Exiled less than a month after Oervik's suicide, they fled to the loyal citadel at Brôd. There, they began a long and painful residence among the cool foothills of the Ered Gwaen (S. "Mountains of the Wind;" Q. "Orosulo"). They ruled Lochas Drús for an astounding 1120 years before their departure, and the painful memories of their ignominious overthrow burned deep in their hearts.

Demik Dral avenged the crime and returned Dral rule to the Lochan capital of Tarsa in T.A. 1148. Capitalizing on the civil strife arising out of Vrak Tanuk's challenge to the Lochan Hionvor, he turned eastward after ten years of expanding Brôdan rule along the flanks of the Yellow Mountains. Leading a combined army of Brôdan and subject Tanan, Nay, and Waalar warriors, he joined Vrak Tanuk's rebels south of Ruseva and crushed the remnants of Lochas' embattled army at Hothac Smew. A week later, Demik Dral became the new Hionvor of a reunited empire.

Features

Demik Dral stood 6′4″ tall and enjoyed a powerful build. He had grey-green eyes, straight black hair, and the fair features of his ancient Womaw ancestors. Rarely in public without his deep-green mail armor, he fondly played the role of a warrior-prince throughout his life. This feeling was reinforced by his rather sentimental attachment to his Brôdan roots.

Demik always wore a surcoat (the "Robes of Olyas") emblazoned with the silver orb of Lochas Drús, a symbol set upon a four-part field representing the regions (Wm. "Hiom") of the Kingdom: purple for Locha; deep blue for Brôd; red for Ka'ish; and green for Prorse. Each part of the field consisted of a

colored wedge, and the four wedges came to a point at the center of the field (behind the orb). Thus, Demik's surcoat was divided into four distinctly colored portions, as befitting the reuniter of the empire.

A tough, soft-spoken figure, Demik nonetheless possessed a persuasive and forceful demeanor. He commanded attention, and more than once defeated a seemingly intransigent foe with his pointed glare. In a sense, he was the embodiment of an able Warrior-king.

Family

Demik's wife Oerlis gave birth to nine children: Demis, Womis, Woma II, Oerva, Vrakis, Demik II, Oervis, Brôda, and Vomis.

Demik's Principal Items

Changing-lance · ("Lathe of Moak") +30 lance made of clear Laen and grey Lebethron. Upon command, the weapon can become a dagger, a spear, a two-hand sword, or a broadsword. When thrown, it suffers no range penalties. The user can concentrate and make it glow, and the weapon can serve as a projected light with a range of 100′. In addition, the user can concentrate (up to 4x/day) and detect the location of curses, working spells, or Dragons within a range of 400′.
Omba · ("Whistling Star") +30 enchanted steel throwing-cross (analogous to a throwing-star) which attacks as a flail, but yields Slashing critical strikes.
Boots · ("Boots of Yark Balka") Boots which double wearer's leaping ability, and enable wearer to Wind-run for up to 8 minutes per day.
Robes · ("Robes of Olyas") Magically unencumbering robes which, when worn over armor, add +15 to wearer's DB.
Armor · ("Woma's Mail") +15 deep green chainmail, which wears like soft leather and greaves (AT SL/6), but protects as half-plate (AT Pl/19). The mail has a dull finish and adds +25 to any hiding maneuvers made in vegetation or under shadowy conditions.

Demik's Special Powers

Spells · 28 PP. Directed spell OB is 10. Demik knows one Open Essence lists to 10th level and two to 5th level (MERP), and three Closed Essence lists to 5th lvl (RM).
Spell-casting · Demik can utter magical Ssoylasi (Wm. "Dragon-speech") "Words" associated with spells (i.e., spell names), casting any such spell in only 1 rnd—without the need to use gestures and without regard to his garb or burdens.

Denethor II

Lvl: 27. Race: Dúnadan. Profession: Bard/Seer. Home: Minas Tirith in Gondor. Aka: "Water Torrent."

RM Stats: St-94; Qu-91; Em-89; In-93; Pr-101; Ag-98; Co-96; Me-94; Re-95; SD-86. **MERP Stats**: St-94; Ag-98; Co-96; Ig-95; It-93; Pr-101. Appearance: 84.

Skill Bonuses: Climb25, Swim30, Ride45, S&H50, Perc72, Rune40, S&W30, Lil2*, Act88, Fals45, FAid20, Math68, Med90, Sig50, SpMas40, Star54, Trick66, Admin68, Dipl45, Stra50, Tac67.

Denethor II was the twenty-sixth and last Ruling Steward of Gondor (T.A. 2935–3019). Indeed, he was a lordly ruler, as Pippin noted:

> *"Denethor looked indeed much more like a great wizard than Gandalf did, more kingly, beautiful, and powerful; and older." (LotRIII, p. 32)*

He wanted to send Faramir to the North rather than Boromir, perhaps for seeing the peril to his overly proud heir. And Denethor became embittered in his later years, angry at the (he felt) inferior role of the Stewards: to hold the throne only until the return of the true King. He wanted Boromir to rule.

Although Denethor was able to use the Palantír of Minas Tirith by right, and while he learned much to Gondor's profit, it proved tiring to him. He was not of the line of Elendil, and the Seeing—stone aged him prematurely. Worse, Sauron was able to manipulate the images in the stone to a limited extent, reinforcing Denethor's feeling that the West was doomed. His mind was burdened with an unbreakable gloom.

Denethor was a wise and strong-willed man. Nonetheless, the draining effect of the powerful Palantír, combined with the machinations of Sauron and the death of his beloved eldest son, were enough to drive him over the brink of sanity. In the end he took his own life in the funeral pyre he built to cremate himself and Faramir.

Denethor's Principal Items

Sword · ("Steward's Blade") +35 gleaming mithril broadsword with fine inlays. If the wielder opts to parry, the sword's bonus is doubled (for DB only).
Ring · x5 Channeling/Mentalism PP multiplier, the ring can be used by any profession employing Mentalism-related spells. It is a mithril band with a white gem.
Armor · +40 shimmering mithril mail (treat as AT Pl/17) which encumbers as leather (treat as AT SL/5).

Denethor's Special Abilities

Spells · 108 PP. Knows all Bard Base lists to 10th level (MERP), and all Seer Base Lists to 20th level, Future Visions and True Perception lists to 25th level; and Closed Mentalist Mind Mastery, Sense Mastery Spell Resistance and Anticipations lists to 10th level (RM).
Palantír · Denethor was able—by right—to use the Palantír of Minas Tirith. It was part of the nature of the Seeing-stones as a gift from Fëanor that only the heirs of Elendil and their designated aides were "authorized" to use the Palantíri. Saruman and Sauron were able to use their Stones because of their power and nature, but it was much more difficult for them. It was because of this (and his strong will) that Denethor was able to retain his independent will against the Dark Lord, while Saruman was ensnared.
Read LotRI 330-31; LotRIII 27, 28–29, 115, 121-23, 153-62, 395-96, 417-19; UT 338, 399, 403, 405-09, 411-13.

Eärendil

Before the Voyage

Lvl: 90. Race: Adan (Peredhil). Profession: Warrior/Fighter. Home: Gondolin. Aka: "Sea Lover"; Eärendil, the Mariner.

RM Stats: St-100; Qu-96; Em-100; In-95; Pr-89; Ag-92; Co-98; Me-90; Re-95; SD-101. **MERP Stats**: St-100; Ag-92; Co-98; Ig-92; It-95; Pr-89. Appearance: 105.

Skill Bonuses: Climb80, Swim100, Ride68, S&H110, Perc100, Amb20, Li16, AMov85, Acro85, Act73, Dance72, Div75, FAid90, Med110, Mus100, Nav165, PSp91, RMas129, Row120, Saill60, Sed110, Sig121, Sing110, Star100, Sub80, WeaW120, Ath60, Dipl95.

After the Voyage

Lvl: 100. Race: Adan (Peredhil). Profession: Warrior. Home: The Heavens. Aka: "Bright Eärendil; Eärendil the Blessed.

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.

Skill Bonuses: Climb:85, Swim110, Ride88, S&H130, Perc110, Amb20, Li17, AMov90, Acro90, Act78, Dance75, Div80, FAid100, Med120, Musi30, Navl75, PSp96, RMas154, Row135, Sail180, Sed120, Sigl41, Sing120, Starl20, Subd120, WeaW160, Ath70, Dipl100.

Eärendil, the son of Tuor and Idril (daughter of Turgon), escaped the sack of Gondolin and married Elwing. She was the daughter of Dior, the son of Beren and Lúthien; and out of her union with Eärendil, she bore two Peredhil sons: Elrond and Elros.

Then, with the aid of one of the Silmarils given to him by Elwing, Eärendil 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 across 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.

Eärendil's Principal Items —

Bow (Cuthalion) · ("Strong Bow") +90 Elven Long—bow, the instrument of Ancalagon the Black's demise. Holy, it had triple the normal range and suffered no range penalties. An enchanted Dragon-slaying weapon, it was fashioned of Mallorn wood.
Silmaril · When borne by Eärendil, the Silmaril was absolved of its injurious qualities 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 the wielder. The Jewel burned away the mists which guarded the Undying Lands, allowing Eärendil to find Aman.
Read UT 52, 55, 146, 171, 192, 199, 218, 249, 251. Sil 122, 177, 298–300, 302, 304-9, 312, 315, 319-22, 325, 334, 341, 345, 348, 354; LotRI 308-12; LotRIII 389. See ICE's LOMEI 65, 71, 110-11.

Eldacar

Lvl: 31. Race: Dúnadan (Lesser). Profession: Ranger. Home: Buhr Widu in the East Bight of Mirkwood; later Osgiliath in Gondor. Aka: "Red Elf"; Vinyatharya.

RM Stats: St-98; Qu-90; Em-92; In-94; Pr-77; Ag-97; Co-99; Me-76; Re-89; SD-90, **MERP Stats**: St-98; Ag-97; Co-99; Ig-83; It-94; Pr-77. Appearance: 83.

Skill Bonuses: Climb65, Swim55, Ride70, DTrap30, PLock20, S&H70, Perc60, Rune50, S&W45, Chan55, Amb8, Li5, AMov45, ADef30, BDev15, Acro20, Act20, AnimT40, Cave40, Cont20, Cook60, Dance45,

FAid40, Flet35, For80, Herd35, Math20, Med15, Mus20, Nav75, PSp30, Row35, Sig60, Sing25, Ski20, Smith25, SpMas35, Star55, Subd25, Track70, Trad75, TrapB40, Trick40, Tumb35, WeaW55, Wood60, Admin40, Craf30, Dipl75, Stra60, Tac50.

Eldacar of Gondor was the son of King Valacar and Vidumavi, the daughter of the Northman King Vidugavia of Rhovanion. The twenty-first King of the Land of Stone, he was the first Gondorian monarch whose blood was not purely Dúnadan. His mother died at a relatively young age, for she was a Northman, and many saw her passing as a sign that weak blood ran through Eldacar's veins.

Valacar, Eldacar's father, married Vidumavi after residing in Rhovanion with Vidugavia's people. Valacar served as an ambassador for King Minalcar (Eldacar's grandfather) and, like Minalcar, favored incorporation of the Northman and their territory (called "Dor Rhûnen" in Gondor) into the South Kingdom. This disturbed many Dúnedain, for they feared that Gondor would weaken if it failed to remain "pure" and true to its Dúnadan heritage. Amor's sundering, then memorable because of Cardolan's recent collapse, reminded the Edain of the dangers they confronted.

Eldacar's ascension to the throne in T.A. 1432 sparked civil unrest among the disgruntled seafaring residents of Lebennin and South Ithilien, some of whom were already in open rebellion over the policies of Valacar and his father Minalcar (Rómendacil II). The tensions erupted into the bloody Kin-strife, pitting the rebels of the South—championed by the Sea-lords of Pelargir—against the loyal Dúnedain and Northmen of Gondor's northern regions.

Castamir, Eldacar's cousin and the High-captain of Pelargir (see 4.2), led the rebel forces and attacked the capital at Osgiliath. Eldacar fled to his mother's home at Buhr Widu in Rhovanion after his enemies set fire to the city in T.A. 1437, enabling Castamir to seize the throne of Gondor. The Usurper's warriors burned Osgiliath, and no one took the care to rescue its precious Seeing—stone, the Master Palantír. Castamir executed Eldacar's son and heir, Ornendil.

Eldacar gathered his Northman allies and marched southward out of Rhovanion in T.A. 1447. Entering Calenardhon and then Anórien, he gathered the loyal Dúnedain of the northern territories and marched toward Gondor's heartland. Many warriors flocked to Eldacar's side, for Castamir showed favoritism toward the Sea-lords of the South and proved to be a cruel and unpopular King. Castamir retreated to Pelargir, assembled a loyal army, and met Eldacar at the Crossing of Erui. Eldacar slew his rival and the Usurper's army fled toward Pelargir. After a year-long siege, the surviving rebels took most of the ships in the Garth and sailed down the Anduin to safety. They conquered Umbar and founded the Corsair state (T.A. 1448).

Eldacar's second stay on the throne lasted until T.A. 1490. Although fair and well-liked, he presided over a wounded realm. He was forced to invite many Northmen south in order to replenish the losses of the Kin-strife, and the nature of Gondor's population changed during the later days of his reign. Castamir's greatest fear, the widespread mixing of Dúnadan and non Dúnadan blood, was in large part due to his own act of usurpation.

Features

King Eldacar stood 6′5″ tall. His strong, muscular frame suggested his rural youth, and his blue eyes, straight sandy hair, and fair features alluded to his Northman ancestry. Although his Dúnadan blood predominated, Eldacar's subjects looked upon him wonder, for he was unlike any prior King. He was, however, careful to remind others that he was first and foremost a Gondorian, and he rarely campaigned

without his black and silver mail armor. Regardless of his other garb, Eldacar always wore a black shirt or surcoat emblazoned with the White Tree, the symbol of the South Kingdom.

A vigorous and outgoing fellow, Eldacar maintained a jovial demeanor rooted in the manners common to Rhovanion. He enjoyed singing, hunting, and telling stories and, despite the Kin-strife and the tragic loss of his eldest son, he avoided bitterness and recriminations.

Family

Eldacar's wife Armíriel was born in Calmirië (later Aldburg) in Calenardhon (later Rohan). She was a Dúnadan but reputedly had some Northman blood, like her husband. She had seven children. The eldest was Ornendil; however, with his death, Aldamir became Eldacar's heir.

Eldacar's Principal Items

Battle-lance · ("Vidugavia's Needle") +25 enchanted lance that treats all non-magic armor (except AT Pl/17–20) as if it were nothing more than robes (AT No/2).
Great Axe · ("Castamir's Bane") +30 magic, gold—inlaid Battle-axe. If the axe strikes a shield, the shield must make a RR vs axe wielder's lvl. Failure means that the shield is broken.
Boots · ("Greenwood Boots") Boots which, with wearer's concentration, leave no footprints. They permit wearer to walk silently in the woods, and they add +25 to wearer's Stalking maneuver rolls (regardless of locale).
Armor · ("Valacar's Mail") +15 magic black chainmail, with white links woven in the breast area and fanning the symbol of the White Tree. Anyone striking wearer in the breast must make a RR, with failure resulting in striker receiving the same damage that wearer receives.

Eldacar's Special Powers

Spells · 31 PP. Directed spell OB is 15. Eldacar knows five Base Ranger lists to 20th level and three Open Channeling lists to 10th level (MERP), and three Closed Channeling lists to 5th lvl (RM).
Read LotRIII 395, 405-07, 457. See ICE's Sea-lords of Gondor 9, 10.

Elendil

Lvl: 60, Race: Dúnadan (Númenórean). Profession: Warrior/Fighter. Home: Númenór; then Arnor. Aka: The Tall; the Faithful.

RM Stats: St-103; Qu-100; Em-101; In-104; Pr-104; Ag-102; Co-101; Me-99; Re-98; SD-103. **MERP Stats**: St-103; Ag-102; Co-101; Ig-98; It-104; Pr-104. Appearance: 100.

Skill Bonuses: Climb80, Swim83, Ride88, S&H90, Perc110, Li13, AMov80, MASt98, MASw70, BDev110, Acro90, Act90, Dance75, Div80, FAid65, Flet40, For50, Fren35, Math52, Med80, Mus50, Nav90, PSp110, Sail90, Sed85, Sig86, Sing54, Ski35, Star45, Subd90, Track50, Trad84, WeaW50, Admin88, Arch50, Ath72, Dipl90, Stra75, Tac84.

Elendil was the only son of Amandil of Andúnië, last lord of the Faithful of Westernesse. Warned of the impending destruction of Númenór, he and his two sons—Isildur and Anárion—led the remaining Faithful eastward in three ships across the sea to Endor. They saved the seven Palantíri, the great Seeing-stones, as well as the magnificent Silver Rod of Andúnië. Through Isildur's courage, they also preserved

the line of the White Tree, for Elendil's elder son stole a fruit of Nimloth before they set sail for Middle-earth.

In the wild seas that resulted from the Akallabêth (Ad. "Down-fall") of Númenór, Elendil's ship was driven northward toward Eriador. His sons were swept south to the Bay of Belfalas. Elendil founded Amor and built the beautiful capital city of Annúminas by Lake Evendim (S. "Nenuial"), while Anárion and Isildur founded Gondor. Although his sons jointly ruled the South Kingdom, Elendil was in fact High-King of both realms from their origin in S.A. 3320 until his death in S.A. 3441.

Sauron, convalescing in Mordor from the loss of his fair form in the cataclysm that engulfed Númenór, soon learned that his hated enemy Elendil was setting up a Dúnadan realm on the very borders of the Black Land. Enraged, he gathered his forces and struck Gondor in S.A. 3429. Ithilien was lost but, while Anárion defended the Anduin, Isildur went north to gather Amor's forces. Elendil sought aid from Gil-galad the High Elven-king, and together they formed the Last Alliance of Elves and Men against Sauron. The war raged from S. A. 3429 until S.A. 3441, but in the end the Free Peoples vanquished the Dark Lord's minions. During the last battle upon the slopes of Orodruin, the Dark Lord engaged Gil-galad and Elendil in single combat. The Evil One slew both Lords and destroyed their mighty weapons; but at the same time, Isildur—always brave if impetuous—rushed forward and cut the One Ring from Sauron's hand. Without the Ring, the Dark Lord's form dissipated. The surviving leaders—Isildur, Círdan, and Elrond—retreated to try to rebuild their devastated lands.

Elendil was no doubt an intimidating presence. He stood well over seven feet in height, and bore the legendary sword Narsil.

Elendil's Principal Items

> *Note: Elendil the Tall was the High-king of the Kingdoms in Exile, and the first King of Arnor. His items are heirlooms of both Arnor and the United Kingdoms.*

Silver Rod of Andúnië · (Scepter of Annúminas) 4–50 scepter fashioned of plain, unadorned silver, but carved with a spiral of Tengwar letters depicting the history of Tuor and Indris and the Prophecy of Húor. Although only 49″ long, it is a Holy weapon that strikes as a flail. Victims struck by the weapon must make a RR versus wielder's level. Failure of 01–50 results in victim being completely subdued and immobilized for 1–100 minutes; failure of 51–100 results in victim falling unconscious for 1–100 hours; and failure of 101+ results in victim dying instantly, his bones dissolving to dust. The symbol of the Lords of Andúnië and Andustar, it survived the Downfall to become the oldest Dúnadan heirloom in Endor. It served as the Scepter of Amor and the most exalted possession of the Reunited Kingdom.
Sword (Narsil) · (S. "Flame of the West") 4–60 Holy sword, flames on command with the following powers: when it Burns Hot, it is an Orc-slaying weapon that delivers a Heat Critical (of equal severity) in addition to any normal critical strike; when it Burns Cold, it is an Undead-slaying weapon that delivers a Cold Critical (of equal severity) in addition to any normal critical strike.
Armor · 4–70 full plate made of Ithilnaur and inlaid with silver. It protects as AT Pl/20, but encumbers wearer as if it was AT Ch/14.
Shield · 4–45 full shield of mithril and Laen, it is weightless and unencumbering
Ring · 4–30 to DB.
Helm · Full helm, protects against head and neck criticals 60% of the time (i.e., on roll of 01–60).

Elendil's Special Abilities

Palantír · As the rightful heir of Elros', Elendil, his heirs, and his designates are the Permitted users of the Palantíri. They are, in a way, pre-attuned to their use.
Read UT 171, 215, 219, 224, 227, 271-2, 274, 277-8, 280, 282, 286, 304-5, 255, 279, 304, 308-9, 408-9; Sil 337, 340-42, 346, 360-61, 362, 364-65; LotRI 83, 319, 320; LotRII 363; LotRIII 303, 391, 392-93, 394.

Elros

Lvl: 70. Race: Adan (Peredhil). Profession: Mage/Mystic (Warrior/Fighter). Home: Originally Beleriand; later Númenór Aka: "Star-foam"; Tar-Minyatur (Q. "First Master").

RM Stats: St-102; Qu-101; Em-102; In-102; Pr-102; Ag-100; Co-101; Me-97; Re-95; SD-99. **MERP Stats**: St-102; Ag-100; Co-101; Ig-96; It-99; Pr-102. Appearance: 103.

Skill Bonuses: Climb89, Swim90, Ride85, DTrap70, PLock45, S&H115, Perc120, Rune80, S&W90, Chan70, Amb20, Li20, AMov80, MASt90, Acro70, Act65, Dance72, Div66, Flet55, For42, Fren80, Gamb43, Math65, Med110, Mus85, Nav90, Row40, Sail85, Sed100, Sig80, Sing84, Ski60, Smith80, SpMas70, Star90, Subd75, Track40, Trad50, Trick54, Tumb35, WeaW80, Admin95, Appr15, Arch65, Ath70, Dipl95, Stra65, Tac78.

Elros was the brother of Elrond, and the son of Eärendil and Elwing. As such, he was of Peredhil, or "Half-elven," blood. He was given the choice of immortality or the "Gift of Death," just like Elrond. Unlike his brother, however, Elros chose mortality and joined the ranks of Mortal Men.

Elros became the High-king of the Edain. His people were victorious during the waning days of the First Age and, for their valiance during the wars against Morgoth, the Valar granted them a special prize. They received the blessed isle of Númenór, which rose out of the Great Sea, west of Endor and east of the Undying Lands. Their new home was just within sight of Eressëa, and lay on the edge of the Light of Aman.

As the Adan Lord, Elros took the title of Tar-Minyatur and became the first King of Númenór, building his fabulous palace and tower at Armenelos. Because of his deeds and lineage, the Valar granted Elros a long life, over 500 years. His descendants were the Kings of Númenór and its successor Kingdoms: Amor and Gondor.

Elros' Principal Items

> *Note: Elros is the first King of Númenór, and his items are the hereditary property of his successors. Note that the Scepter of Númenór, symbol of his lordship, is rarely used in battle. Elros never used it, save in ceremonies.*

Scepter of Númenór · (Scepter of Armenelos) +70 scepter fashioned of plain, unadorned gold, but carved with a spiral of Tengwar letters depicting the history of Eärendil and the founding of Númenór. Although only 49″ long, it is a Holy weapon that strikes as a flail. Victims struck by the weapon must make a RR versus wielder's level. Failure of 01–50 results in victim being completely subdued and immobilized for 1–100 minutes; failure of 51–100 results in victim falling unconscious for 1–100 hours; and failure of 101+ results in victim dying instantly, his bones dissolving to dust.

Crown-helm · (Helm of Kings) +70 silver- and adamant-inlaid blue Ithilnaur (mithril alloy) helmet of a Karma design, shaped like a stylized fish with a prominent ridge of silvery scales. It also adds +70 to all of wearer's RRs. It serves as the Crown-helm of Westernesse,
Sword · (Aranrûth, "Foam-cleaver") +60 clear Laen sword, fires +60 Waterbolts 6x per day (600 feet range).
Shield · ("Sea-wind") +30 shield fashioned to resemble a sail. It has the unusual ability to transform into a real sail of any size, such as to replace a damaged sail on a ship. In sail-form, it can be raised and manipulated by the owner at a thought.
Armor · +40 mithril chain which protects as AT Pl/20, but does not in any way encumber the wearer. It also possesses an enchanted buoyancy, thus floating in water.
Staff · x7 Mage/Mystic PP multiplier, it also allows the wielder to cast any spell from the Mystical Change list without preparation or PP cost. The staff is a weightless, 6-foot-long rod of clear Laen which can be made invisible with a round's concentration (the owner always knows where it is, however).
Amulet · ("Eye of the Mystic") Allows the wearer to see through ("resist") any Illusion or Trick (enchanted or not, visual, aural or otherwise). Wearer receives a RR at 30 levels above his own.

Elros' Special Abilities

Spells · 280 PP. Knows all Base Mage lists to 10th level and Open Essence lists to 10th lvl (MERP), and all Base Mystic lists to 50th level, all Open and Closed Magician and Mentalist lists to 20th lvl, and the Magician Base Water Law list to 50th level (RM).
Read UT 52, 169, 171, 208, 217-18, 220, 225; Sil 304, 305, 308, 315, 322, 379, 380, 381, 407; LotRIII 389-90, 453.

Eríbhen Da Moigh*

Lvl: 20. Race: Dunlending. Profession: Animist. Home: Tulach Boghain near Larach Duhnnan in Dunland. Aka: Mhaigh na Boghain (Dunael); Targ-Mhaigh (Dunael); High Shaman; Ghost Shaman; the Hillwalker.

RM Stats: St-67; Qu-38; Em-93; In-100; Pr-76; Ag-100; Co-86; Me-95; Re-96; SD-90. **MERP Stats**: St-67; Ag-100; Co-86; Ig-95; It-100; Pr-76. Appearance: 48.

Skill Bonuses: Climb91, Swim45, Ride40, DTrap35, PLock50, S&H82, Perc78, Rune84, S&W90 Chan74, Amb5, Li4, AMov20, ADef15, BDev10, Acro30, Act68, AnimT50, Cave72, Cook40, Dance35, Div30, FAid55, For74, Herd64, Math30, Med54, Mus40, Nav40, PSp35, RMas55, Sig64, Sing45, SpMas50, Star68, Subd10, Track75, Trad35, TrapB50, Trick45, WeaW66, Wood45, Ath45, Craf35, Dipl30, Stra54, Tac45.

Eríbhen the Young was the granddaughter of Dema, the long— lived Priestess of Dunland's famous Healer's Hall. Unlike her famous ancestor, however, she shunned the healing arts in favor of more spectacular incantations. Eríbhen was always fascinated with the ancient black arts, especially powers related to the dead or undead, and longed to rule the Ghosts that haunted the dreams of her people. Her parents died before she was born, since she was delivered after they perished in a rock slide, and their departure may have led to her adopted quest.

By the age often, Eríbhen was well on her way to becoming one of the most powerful Shamen the folk of Dunland ever knew. She studied under the aging Priest Ruil in the Misty Mountains, and it was he who gave her the great staff called "Ghostbane." From that time onward her legend grew.

In T.A., 1698 Eríbhen fostered a brief but bloody resurgence of the Dark Worship among the Dunlending clans of eastern and southern Dunland. Ghosts plagued the night, casting fear into the common herders, and the age-old practice of ritual sacrifice resumed in many areas. Priests made pilgrimages to the

Tulach Boghain (Du. “Ghost Hill”), where Eríbhen lived alone in a lodging cut into a great rock. Hoping to remove the curse, the Dunmen listened to the Priestess’ preaching.

Eríbhen spoke of war and coaxed the Priests to frenzy. In turn, the Priests returned to their Chieftains and pressed for action against the Dunlendings’ supposed enemies. Some clans followed Eríbhen’s word and armed themselves for a struggle against neighboring Gondorians and Eriadain; others resisted the call, preferring to remain independent and live in relative peace. A civil war followed that winter, and Eríbhen’s supporters drove westward through the crisp snows. They crushed many clan-holds and seized the great center of Larach Duhnnan in the spring of T.A. 1697. More victories followed, until resistance among the Dunmen of southern Eriador ended.

After consolidating her hold over Dunland with the appointment of her ally Ulf Dilan as the High-chief, Eríbhen turned her attentions to the farmers and fishermen of the surrounding lowlands. Dunnish armies struck out of the hills in the middle of T.A. 1698, ravaging Eriadan hamlets as far north as Tharbad. Later that same year, Ulf Dilan assembled an elite war host—including three dozen chariots—and headed south into the Gondorian province of Calenardhon (Rohan). King Tarondor of Gondor ordered an army westward to reinforce the garrison as Ostiras (at what would later be known as Helm’s Deep). Although Calenardhon’s people were few, the South Kingdom valued both of them and their rich land, and Tarondor resolved that they should be saved from the Dunlending invasion.

Fortune soon smiled on Gondor, for a captured Dunman gave Calciramir, the Captain of Ostiras, sufficient information for an ambush. Calciramir’s troops force marched northward and caught Ulf’s Dunlendings as they attempted to cross the Isen Fords. Ulf Dilan died in a hail of spears as his chariot awkwardly maneuvered through the swift shallows. His army was swept away.

Her champion gone, Eríbhen quickly lost influence. The Dunnish clans sundered and the High Priestess returned to isolation in T.A. 1699.

Features

Eríbhen was large for a woman of the Dunnish race. She weighed 140 pounds and stood 5′8″ tall, and could intimidate most of the male fighters she encountered as a youth. Her confrontations, however, were rare, since she chose to be a loner at an early age. Eríbhen enjoyed long, solitary hikes and climbs in the mountains east of her homeland, developing a quiet, agile manner.

A modest amount of Elven blood flowed through Eríbhen’s veins, so she aged slowly and retained her youthful features well into her elder years. No grey graced her red-brown hair, and her brown eyes and ruddy cheeks remained full of color and sparkle—even at an advanced age. This ever-young quality gave her her name.

Although an Animist and Shaman of great renown, Eríbhen avoided wealth and dressed simply. She never wore the bright plaids and checks that tickled the tastes of her countrymen; instead, she wore plain grey robes and never adorned herself with jewelry. The only outer sign of Eríbhen’s station, aside from her bearing, was the elegant, gnarled staff she carried throughout her adult life.

Eríbhen never married, nor did she offer the world any children.

Eríbhen’s Principal Items

Staff · (“Ghostbane”) This intricately carved, gnarled white staff is made of enchanted bleached chestnut. It serves as a +7 (Channeling) spell adder, and enables the wielder to control any Ghosts within 100′ who

fail their RR (versus wielder's lvl). Ghostbane is traditionally used by the High Priestess of Tulach Boghain and serves as a +25 Ghost-slaying quarterstaff when wielded as a weapon.
Dagger · ("Bloodrunner") +30 long knife which strikes as a short sword. When thrown, it is merely a +10 weapon.
Robes · ("Mountain Robes") These unencumbering robes protect the wearer as if she were wearing soft leather armor (AT SL/8). The wearer receives a +20 bonus for any climbing or balance maneuvers.

Eríbhen's Special Powers

Spells · 60 PP. Base spell OB is 20; directed spell OB is 15. Eríbhen knows all the Base Animist lists to 20th lvl and all the Open Channeling lists to 10th level (MERP), and all the Closed Channeling lists to 20th lvl (RM).
Shadow-sight · Eríbhen can see Ghosts, Wraiths, and other denizens (e.g., Undead) of the Shadow-world as if they were normally visible.
Maneuvering Without Sight** · Eríbhen can maneuver normally, regardless of whether she sees or not (e.g., she can make unimpaired climbing maneuvers in complete darkness or with her eyes closed).

Faramir

Lvl: 24. Race: Dúnadan Profession: Ranger, Home: Minas Tirith; later Ithilien.

RM Stats: St-96; Qu-99; Em-98; In-101; Pr-93; Ag-99; Co-92; Me-88; Re-86; SD-89. **MERP Stats**: St-96; Ag-99; Co-92; Ig-87; It-101; Pr-93. Appearance: 94.

Skill Bonuses: Climb86, Swim75, Ride81, DTrap68, S&H105, Perc98, Rune30, S&W45, Amb15, Li7, AMov70, MASt85, MASw75, BDev185, Acro70, Act50, AnimT62, Cave50, Cont35, Cook62, Dance48, Div58, FAid74, Flet60, For85, Med45, Row40, Sail62, Sig60, Sing35, Ski45, Star45, Subd85, Track120, Tumb50, WeaW84, Wood35, Admin30, Dipl52, Strat61, Tac76.

The younger son of Denethor II, Faramir suffered the fate of being a child unable to please his father. Denethor clearly favored Boromir, doting on his Firstborn while expressing displeasure with everything Faramir did.

A gentle man by nature, Faramir was nevertheless a brave warrior and born leader of Men. He fled his father's court, seeking purpose in the forests and hills of Ithilien. There, with a band of Rangers, he orchestrated ambushes and reconnaissance missions to learn about Sauron's troop placements. In this he was very successful, but his location proved fateful for an even more important purpose. During the War of the Ring, he came upon a tired and disoriented Frodo in the woods, and was able to provide the Hobbit and his halfling companion Sam with needed lodging, supplies, and counsel. The antithesis of his older brother, Faramir refused knowledge of the Ruling Ring, realizing its inherent evil nature.

Faramir led the retreat from Osgiliath to Minas Tirith, and was attacked by a Nazgûl out of the sky. Only by Aragorn's healing powers was he returned to health. During his convalescence he met and fell in love with the injured Éowyn. They later married, and she moved to Gondor when the High King Elessar: granted Faramir the titles of Prince of Ithilien and Lord of Emyn Amen.

Faramir's Principal Items

Sword · ("Forest-blade") A beautiful sword, +30, with a blade of green-tinted steel and hilts of Lebethron wood. Although a powerful Orc-slaying weapon, it will not harm flora.
Bow · +25 longbow.

Cloak · ("Wood-shadow") Grey-green cloak which adds +40 to hiding maneuvers made in the forest or deep foliage.
Bracelet · A finely made wrist ornament composed of links of green-tinted metal, inlaid with dark wood. The bracelet is a x4 PP multiplier for Rangers and Animists. Also allows the wearer to use the Ranger Spell Nature's Awareness 500′ at will without use of PP's (caster must still pause and concentrate).

Faramir's Special Abilities

Spells · 96 PP. Knows all Ranger Base Lists to 20th lvl, and the Animist/Open Channeling Purification, Concussion s Way, and Weather Ways lists to 10th (MERP); and the Closed Channeling Blood Law list to 5th lvl (RM).
Read LotRII 336; LotRIII 101, 114-15, 153-62, 171-73, 292-303, 315, 396, 419, 462; UT 344, 397, 399, 408, 413.

Ghân-Buri-Ghân

Lvl: 20. Race: Drúadan (Wose). Profession: Ranger. Home: Drúadan Forest, northwest of Minas Tirith.

RM Stats: St-98; Qu-95; Em-63; In-93; Pr-71; Ag-100; Co-100; Me-80; Re-97; SD-79. **MERP Stats**: St-98; Ag-100; Co-100; Ig-88; It-93; Pr-71. Appearance: 62.

Skill Bonuses: Climb130, Swim30(130), Ride25(130), S&H122, Perc72, S&W25, Chan80, Amb16, Li3, BDev124, Acro45, Cook35, FAid40, Flet68, For80, LWork62, Med60, Sig76, Star61, Track88, WeaW77, Wood45, Admin45, Stra50, Tac70.

The Chieftain of the Woses (Drúedain or Drûgs) during the War of the Ring, Ghân proved to be a forgiving Man and a valuable ally. Despite the age-old hatred his reclusive people held for the Rohirrim, he agreed to lead the Riders of Rohan through their woodland realm, enabling them to avoid the Orc army that awaited them on the West Road. In gratitude, King Théoden of Rohan gave the Drúadan Forest to the Woses forever, promising that they would no longer be hunted by the Rohirrim (as they had in the past).

Ghân's Principal Items

Amulet · Animist necklet, x3 Channeling PP multiplier.
Blowpipe · +20, 2x normal range.
Shortbow · +20.

Ghân's Special Abilities

Spells · 60 PP. Ghân knows all Ranger Base lists to 20th level and all Animist Base Lists to 10th level.
Read LotRIII 129-33, 313; UT 382-85. See ICE's Riders of Rohan 57, 61.

Gríma Wormtongue

Lvl: 8. Race: Rohir/Dunlending. Profession: Bard. Home: Meduseld in Edoras in Rohan; later Orthanc. Aka: "Bitter-spoken;" Wormtongue.

RM Stats: St-78; Qu-96; Em-63; In-77; Pr-98; Ag-100; Co-65; Me-65; Re-88; SD-67. **MERP Stats**: St-78; Ag-100; Co-65; Ig- 77; It-77; Pr-98. Appearance: 71.

Skill Bonuses: Climb45, Swim40, Ride50, DTrap35, S&H88, Perc67, Act75, Li4, BDev4, Act77, Fals30, Mus25, Sed68, Track44, Trick58, Dipl77, Tac25.

Gríma was born in T.A. 2984. He was the son of Gálmód, the dour advisor to King Théoden. Although a commoner of Rohan, he was raised in the Meduseld in Edoras, for his father's station made him a virtual member of the King's household. After Gálmod died, Gríma inherited his position.

Gríma proved to be clever and deceitful, eventually seizing control of King Théoden's attentions. It is not clear when he entered the service of Saruman, but he became the agent of the White Wizard before the outbreak of the War of the Ring, leaking Rohan's secrets to Orthanc while poisoning Théoden with lies and disinformation. Although Éomer and others challenged his assertions, Wormtongue successfully fended off their protestations and eventually isolated them from the King's ear.

Gríma's betrayal was simply explained. In his own twisted mind, he desired Théoden's niece, Éowyn, and the White Wizard promised to deliver her to Wormtongue when Rohan capitulated. Gandalf shattered those plans, however, when he arrived in time to heal the King and unmask Gríma and his treachery.

The Counselor fled to his master in Isengard, only to be trapped soon afterwards by the siege of the Ents. Ironically, Gríma later cast a stone out of Orthanc, aimed at Gandalf. It missed, and turned out to be nothing less than one of the Palantíri: The Seeing Stone of Orthanc.

Saruman and his aide escaped the ruin of Isengard, moving north to the Shire where Gríma finally rebelled against his master's rough treatment, stabbing the (now nearly powerless) Wizard in the back. Wormtongue in turn was lynched by Hobbits (T.A. 3019).

Gríma's Principal Items

Ring · x3 PP multiplier for Bards, of gold.
Sword · +15 short sword.

Gríma's Special Abilities

Spells · 16 PP. Knows all Bard Base lists to 10th level and two Open Essence lists to 10th level (MERP), and Open Mentalism Attack Avoidance, Detections, and Illusions to 5th level (RM).
Read LotRII 148-51, 158-60; LotRIII 232-24, 369-70; UT 340, 345-47. See ICE's Riders of Rohan 7, 38, 61.

Húor

Lvl: 93. Race: Adan of the Third House. Profession: Warrior/ Fighter. Home: Brethil; later Gondolin; finally, Dor-lómin.

RM Stats: St-102; Qu-103; Em-99; In-97; Pr-101; Ag-103; Co-102; Me-95; Re-93; SD-100. **MERP Stats**: St-102; Ag-103; Co- 102; Ig-94; It-97; Pr-101. Appearance: 96.

Skill Bonuses: Climb120, Swim110, Ride135, DTrap70, PLock85, S&H135, Perc142, Amb35, Li15, AMov100, ADef30, MASt120, MASw110, BDev150, Acro80, Act50, AnimT70, Cave45, Cont62, Cook38, Dance80, Div64, FAid90, Flet80, For96, Fren80, Gamb30, Sail70, Sed65, Sig74, Sing60, Ski45, Subd110, Track110, Trad42, TrapB50, Trick40, Tumb80, WeaW56, Ath85, Stra70, Tac68.

The younger brother of Húrin, Húor was a valiant fighter and a friend of the Elves. He was the brave son of Galdor and Hareth, and but a mere youth when he joined his brother to fight the Orcs. Ulmo himself rescued them from the clutches of the Black Enemy's minions, and they made their way into the secret

land of Gondolin — the first mortals to see the Hidden Realm. Turgon accepted them and a great alliance was forged.

At his brother's side, Húor lead a section of the army of Hithlum in the Nirnaeth Arnoediad (Q. "Battle of Tears Unnumbered"). He predicted the salvation of the Elves and Men by Eärendil, and managed to convince Turgon to retreat into Gondolin. While covering his ally's withdrawal, he struck in the eye by a poisoned Orc-arrow and died.

Húor's Principal Items

Sword (Orcring) · ("Goblin-chill") The mate of Orcruin (see below), it is a +90 white Eog sword with an edge of gleaming, clear Laen. The edge shone with an eerie blue light and grew intensely cold and frosty when near Orcs (range 300′). When it struck an Orc and dealt a critical, it also delivered a Cold critical of equal severity. Upon command, the sword smoked with a chill mist and could be ordered to fire a stream of intense cold up to 3x per day (treat as Firebolt; range 300′; using Cold crits).
Cloak · ("Shadow") Full, hooded cloak of dark grey cloth, it provided warmth but was lightweight and unencumbering. It also adds +70 to wearers hiding bonus.
Boots · ("Winged-feet") Tall boots of soft grey leather which allow the wearer to move silently and walk without leaving any trace of footprint. They also add +30 to Climbing maneuvers.
Read UT 17-18, 22, 29, 57-8, 65, 68, 146, 161. Sil 151, 177, 190-92, 232, 237, 381, 382.

Húrin

Lvl: 100. Race: Adan of the Third House. Profession: Warrior/ Fighter. Home: Brethil; later Gondolin; finally, Dor-lómin. Aka: Húrin Thalion.

RM Stats: St-106; Qu-102; Em- 100; In-101; Pr-103; Ag-102; Co-104; Me-96; Re-94; SD-104. **MERP Stats**: St-106; Ag-102; Co-104; Ig-95; It-101; Pr-103. Appearance: 96.

Skill Bonuses: Climb130, Swim120, Ride145, DTrap90, PLock85, S&H150, Perc150, Amb30, Lil7*, AMov100, ADef50, MAst110, MAsw125, BDev275, Acro95, Act80, AnimT45, Cove125, Cont140, Div75, Fals30, FAid110, Flet74, For90, Fren100, Nav80, PSp85, RMa68s, Row82, Sail70, Sed80, Sig90, Sing85, Ski70, Subd100, Track135, Tumb90, WeaW68, Ath80, Dipl90, Stra100, Tac115.

The eldest son of Galdor and Haleth, Húrin the Steadfast represented the mingling of the Second and Third Houses of the Edain. It is hardly surprising that his line produced the greatest heroes of their day. Húrin himself was known as the most able Adan warrior in all of Middle-earth, and his deeds bore proof of the claim. Unfortunately, he was also one of the most tragic figures in Mannish history.

Húrin went to war when he was only fifteen, for it was at that time that Morgoth unleashed the Dagor Bragollach (Q. "Battle of Sudden Flame"). The conflict was thrust upon him and he and his brother, Huor (who was but thirteen), went east to do battle with the Black Enemy. During their tortuous journey, they eluded capture by Orcs only by the grace of Ulmo, using a barrier of shrouding mist to conceal their passage. They became lost wandering in the hills, however, unable to find a path. There, while wandering in the wilderness, the pair was rescued by the Great Eagles led by Thorondor. The noble birds brought them to the hidden realm of Gondolin, where King Turgon greeted them warmly. The Noldo King had received dreams from Ulmo about the sons of the House of Hador, and their presaged a great union of Elves and Men.

The brothers remained in Gondolin for a time (long enough to earn Turgon *s friendship and respect—and Maeglin's hatred) but they soon yearned to return to their kin in Dor-lómin. They feared for the

House of Galdor. Turgon granted their request, trusting their word that they not to reveal the secret of his secluded domain.

Seven years after the Fourth Battle (the Dagor Bragollach), Morgoth sent a great force against Hithlum, assaulting the passes of the Shadowy Mountains. It was in this siege that Galdor, Húrin's father, died — but Húrin broke the siege. With Huor, he led the Edain to join with Maedhros in the Nirnaeth Arnoediad (Q. "Battle of Unnumbered Tears"), the Fifth Battle against the minions of the Fallen Vala. There, Húrin urged Turgon to retreat into Gondolin while his small band covered the withdrawal. Húrin and his brother held the rearguard, but Huor was killed by a poisoned arrow and their valiant force was overwhelmed. Húrin was taken alive, though he fought for a long time alone. He slew seventy Trolls and numberless Orcs before he was buried under the awful carnage. The tenacity and might of his combat saved the Noldo army and struck fear into the evil Angbandrim.

Húrin was taken before Morgoth but he would not reveal the location of Gondolin under any torment. So, the Black Enemy cursed him and his descendants, imprisoning him for twenty-eight years in a high tower of Thangorodrim, and forcing him to view the world in deceptive fragments. Thus, Morgoth broke his unyielding will slowly, crushing it into despair.

Morgoth freed Húrin a year after the death of his son, Turin, and left him to wander through Beleriand. In his anguish, Húrin inadvertently revealed the approximate location of Gondolin. Later, he came to Nargothrond, where he slew Mîm the Petty-Dwarf, and brought the Nauglamír back to Thingol. There, in Doriath, Melian healed him of his sickness, and at last he went to die in peace.

Húrin's Principal Items

Battle Axe · ("Troll-cleaver") +75 two-handed axe with a blade of red Laen. It slays Trolls and Orcs.
Sword (Orcruin) · ("Goblin-fire") The mate of Orcring, it is a +90 black Eog sword with an edge of gleaming black Laen. The edge shone with an eerie red light and grew intensely hot when near Orcs (range 300′). When it struck an Orc and dealt a critical, it also delivered a Heat critical of equal severity. Upon command, the sword smoked with a fiery mist and could be ordered to fire a flaming stream up to 3x per day (treat as Firebolt; range 300′). If bloodied, it smoked and sizzled.
Cloak · ("Shadow") Full, hooded cloak of dark grey cloth, it provided warmth but was lightweight and unencumbering. It also adds +70 to wearer's hiding bonus.
Boots · ("Winged-feet") Tall boots of soft grey leather which allow the wearer to move silently and walk without leaving any trace of footprint. They also add +30 to Climbing maneuvers.
Read UT 17-18, 21, 32, 37, 46; Sil 150, 177, 191-92, 193-94, 232-43, 256, 257, 280-86, 381, 382; LotRI 355.

Imrahil

Lvl: 28. Race: Dúnadan (remotely Peredhil). Profession: Warrior/Fighter. Home: Dol Amroth. Aka: Imrahil the Fair.

RM Stats: St-94; Qu-97; Em-81; In-90; Pr-95; Ag-96; Co-91; Me-73; Re-76; SD-72; **MERP Stats**: St-94; Ag-96; Co-91; Ig-78; It-90; Pr-95. Appearance: 98.

Skill Bonuses: Climb50; Swim82; Ride60; S&H65; Perc98; Li16; AMov80; Acro45; Act60; Cont40; Dance70; Div70; FAid55; Flet42; For68; Fren40; Herd40; LWork20; Math35; Med30; Mus48; Nav82; PSp94; Row50; Sail70; Sed68; Sig66; Sing45; Star50; Subd66; Track40; WeaW72; Admin85; Appr15; Arch40; Ath65; Dipl70; Stra82; Tac78.

Prince Imrahil was born in the Sea-ward Tower (S. "Tirith Aear") of Dol Amroth and descended from one of the most prestigious families in Middle-earth. A Dúnadan of the House of Dol Amroth, he was the twenty-first Prince in the second line and the twenty-second direct descendant of Imrazôr ("The Númenórean"). Imrazôr's wife, the Elf-maiden Mithrellas, gave his line Elven blood, and Imrahil reflected his partially Firstborn ancestry. Indeed, he was of royal blood and one of the Lords of the West.

Imrahil ruled the fair city of Dol Amroth, as well as the lands of Belfalas nearby, as the Prince of Dor-en-Emil. He was a fast friend of the Ruling Steward, his Lord and brother-in-law. Denethor II wed Imrahil's sister Finduilas, making the Prince the uncle of Boromir and Faramir. Still, he served Denethor, for the Princes of his House were vassals of the King of Gondor.

A brave leader in the War of the Ring, Imrahil briefly ruled Gondor after the death of Denethor (during Faramir's incapacity). His daughter Lothíriel married King Éomer of Rohan, further cementing the bond between Gondor and the Horse-realm.

Imrahil's Principal Items

Sword (Aercrist) · (S. "Sea-cleaver") +30 two-handed blade of pale blue steel, allows the wielder to parry attacks from any direction, and will float on water.
Armor · ("Foam-light") +30 scale armor of a silver- white mithril alloy, protects as AT Pl/17 and has the additional power of being able to float in water (and hold the wearer at the surface).

Imrahil's Special Powers

Spells · 56 PP. The Prince knows two Open Channeling lists to 10th lvl (MERP), and the Open Mentalist lists of Cloaking and Attack Avoidance to 5th level (RM).
Read LotRIII 23, 50, 119, 148-52, 181,487; UT 246, 248, 286, 316. See ICE's Havens of Gondor 11, 28.

Isildur

Lvl: 50 Race: Dúnadan. Profession: Warrior/Fighter. Home: Númenór, later Minas Ithil.

RM Stats: St-100; Qu-99; Em-79; In-86; Pr-96; Ag-98; Co-99; Me-91; Re-84; SD-52; **MERP Stats**: St-100; Ag-98; Co-99; Ig-87; It-86; Pr-96. Appearance: 95.

Skill Bonuses: Climb90; Swim92; Ride112; DTrap40; PLock65; S&H128; Perc135; Amb22; Li15; AMov60; ADef20; MASt110; MASw125; Acro90; Act85; Cont70; Dance90; Div25; Fals25; FAid55; Flet42; For45; Fren60; Gamb62; Nav90; Sail85; Sed91; Sig84; Sing72; Ski40; Subd99; Track80; Admin100; Appr40; Arch87; Ath60; Dipl80; Stra65; Tac82.

The elder son of Elendil, Isildur was one of the Faithful who survived the Akallabêth of Númenór. Prior to his departure, he made his way into the palace courtyard at Armenelos and stole a fruit of Nimloth the White Tree. He suffered grievous injury but slipped away to recover, and thus assured the survival of the tree's line. He escaped from the Downfall, and in the cataclysm his ship —and that of his brother Anarion —were both driven southwards towards the Bay of Belfalas. The vessels bearing their father Elendil and his retainers went North, towards Eriador and Lindon.

Isildur and Anárion founded the Kingdom of Gondor and ruled jointly from Pelargir, and then Osgiliath. Isildur later built the fortified hill-city of Minas Ithil and was Lord of Ithilien until S. A. 3429, when Sauron's forces invaded Gondor and seized his home town. He fled to Amor to gather an army, and soon returned to aid his beleaguered brother.

Isildur stood with his father and the Elven High-king Gil-galad as they faced Sauron on the slopes of Orodruin in S.A. 3441. Both Elendil and Gil-galad fell before the might of the Dark Lord, but their deaths were not in vain. As the Evil One broke Narsil and struck down Elendil the Tall, Isildur grasped the hilt-shard of the sword and cut the Ruling Ring from Sauron's burning hand. His focus of power stripped away; the Dark Lord could not retain his form. He passed into the Shadows.

As the sole surviving Dúnadan King after the War of the Last Alliance (Anárion was killed outside Barad-dûr in S.A. 3440), Isildur returned with the Ring of the Dark Lord to Minas Anor. He ruled Gondor for two years and then set off for his father's capital at Annúminas in Amor. It was on his journey north to take the throne of Amor that he was ambushed by Orcs. In the ensuing Battle of Gladden Fields (T.A. 2), Isildur lost the One Ring, as well as his life.

Isildur's Principal Items

> *Note: As heir of Elendil, Isildur is the High-king of the Dúnedain after S.A. 3441. See Elendil for the hereditary items associated with that office.*

Crown-helm · (Helm of Isildur) +40 silver-and ivory- inlaid black Ithilnaur (mithril alloy) helmet of a Karma design, shaped like a stylized fish with a prominent ridge of whitish scales. It also adds +40 to all of wearer's RRs. A x6 (Channeling) PP multiplier, it serves as one of the two Crown-helms of Gondor. After S.A. 3440, it is the sole Crown-helm.
Elhach · ("Star-flame") +45 mithril sword, glows with a bright white light, and can fire a lightning Bolt (range 300′) lx per day. It also delivers an Electricity critical equal in severity to any regular critical strike it happens to yield.
The One Ring · Although Isildur possessed the One Ring for nearly two years, he almost never wore it and certainly did not test its powers. It is perhaps more merciful that he died, betrayed by the Ring, rather than lived to endure what would surely have befallen him eventually had he lived. The Ring would have tempted him to use it and, in the end, he would have been overcome by its evil seduction. (For a description of the One Ring, see LOMEI p. 101-02).

Isildur's Special Powers

Spells · Isildur knows three Base Ranger lists to 10th lvl (MERP), and the Mentalist Open Spell lists Delving, Self Healing and Damage Resistance to 10th level (RM).
Read LotRI 83, 319, 320, 331-2; LotRIII 394; Sil 337, 346, 360-61, 364, 365, 366; UT 215, 271-83, 300, 304, 308-10, 370, 383.

Lúthien

Lvl: 150 Race: Sinda-Maia (Mortal). Profession: Bard (Illusionist, Lay Healer, Mystic). Home: Originally Thingol's Kingdom of Doriath; finally, in Tol Galen. Aka: Tinúviel.

RM Stats: St-99; Qu-106; Em-109; In-106; Pr-115; Ag-106; Co-99; Me-105; Re-109; SD-105; **MERP Stats**: St-99; Ag-106; Co-99; Ig-109; It-106; Pr-115. Appearance: 125.

Skill Bonuses: Climb162; Swim170; Ride145; S&H285; Perc280; Rune255; S&W178; Chan80; Amb20; Lil5; AMov100; MASt140; MASw160; Acro135; Act200; AnimT168; Cont110; Dance300; Div125; FAid180;

For115; Med210; Mus300; Sail110; Sed300; Sig150; Sing320; SpMas242; Star185; Subd120; Track80; Tumb155; WeaW110; Ath150.

Lúthien was the most beautiful of all the Children of Ilúvatar, and while wearing the Nauglamír was considered the most entrancing sight outside of Valinor. Her powers were such to match her beauty, for she was the daughter of the Maia Melian and the Elven High-king Thingol. (Thingol was also called Elwë, one of the original Elves who, with his brother Olwë, led the Teleri out of Cuiviénen.) Under the tutelage of her Ainu mother, Lúthien mastered the art of song as no other in Middle-earth before her or since.

Lúthien fell in love with the mortal Beren, against the wishes of her father. Thingol sent Beren on a mission to prove himself worthy of Lúthien: to steal a Silmaril from the Iron Crown of Morgoth and return with it to Doriath. Only by the power of Lúthien was this possible, for she sang a song so beautiful as to enthrall Sauron and the Black Enemy himself. She and her beloved cut a Jewel from the Crown and escaped. As they fled, however, Morgoth's Fell-wolf, Carcharoth, attacked Beren and bit off the hand that bore the Silmaril. Beren and Lúthien made it to Doriath, despite Beren's wound, and they were married.

Unfortunately, Beren was later killed when he tried to hunt down the Wolf Carcharoth and recover the Jewel. Lúthien was so bereaved that she died of anguish. Her spirit passed westward to the Halls of Mandos.

Upon reaching the doors of the Halls, she sang to Námo (the Vala who held the Doom of all the children of Ilúvatar) and so moved him that he granted Beren and her another life together — an act of surpassing compassion which has yet to be repeated. Thus, Lúthien Tinúviel and Beren were reunited, on the isle of Tol Galen where they lived out their mortal lives in bliss.

Features

Lúthien was tall (6′6″), fair-haired, and possessed clear blue-violet eyes. She was without question the most beautiful and graceful woman ever born in Middle-earth. An unsurpassed singer and dancer, she favored flowing gowns of gossamer pastels.

Lúthien's Principal Items

Mother's Gift · Wreath of ever-beautiful flowers about Lúthien's head. A x10 PP multiplier, it maintains Concentration Spells, without the wearer needing to concentrate, for 1 rnd per wearer's lvl. It protects the head as a full helm and negates 50% of head criticals (roll 01 -50).
The Sash of Yavanna · A multi-hued silken sash, it provides wearer with a constant Displacement V protection spell, adding +88 to her DB. With 1 rnd's concentration, wearer can become translucent, subtracting 50 from all Perception rolls attempting to see her.
The Veil of Daeron · Lightweight dancer's garb, deflects attacks as AT 20 and adds +100 to all spell RRs.
The Dagger of the Dancer · +88 blue mithril dagger which strikes like a battle-axe. It yields double concussion hits, and has a range of 8000′ (regardless of wielder's strength). It incurs no penalties, and instantly returns to thrower's hand if it rests within 100′. For every critical it yields, it delivers an additional Impact and Puncture Critical (of same severity). If used to parry, wielder may also cast Deflections V or Bladeturn V.

Lúthien's Special Powers

Spells · 1350 PP. Lúthien knows all Base Bard, Animist and Ranger lists to 10th lvl (MERP), and all Base Illusionist, Mystic, Bard, Lay Healer, and Open and Closed Essence and Mentalist lists to 90th level (RM).

> *Note: Lúthien's DB will be enhanced to 230 while wearing the Nauglamír and to 280 while that necklace holds the Silmaril. However, all opponents will receive a +40 to attacks against the wearer of the Silmaril because of their intense desire for the gem.*

Read UT 57-8, 79, 84, 157; Sil 91, 123, 148, 165-88, 198, 234-36, 306, 307; LotRI 258-61; LotRIII 388.

Mouth of Sauron

Lvl: 50. Race: Black Númenórean. Profession: Mage/Sorcerer. Home: Mordor. Aka: Lieutenant of the Tower of Barad-dûr.

RM Stats: St-71; Qu-91; Em-101; In-99; Pr-96; Ag-98; Co-84; Me-93; Re-87; SD-72; **MERP Stats**: St-76; Ag-98; Co-84; Ig-101; It-99; Pr-96. Appearance: 36.

Skill Bonuses: Ride110; S&H135; Perc140; Rune90; S&W102; Chan45; Amb11; Li21; Act87; Fals60; Math45; Med75; PSp175; Sig84; SpMas124; Star89; Trick95; WeaW60; Admin105; Appr79; Dipl120; Stra86; Tac75.

The Mouth of Sauron was the Dark Lord's special aide and his most powerful mortal servant. Although not magically immortal like the Ringwraiths, the Mouth lived far beyond his natural lifespan. As it states in the LotRIII, p. 202:

> *"… this was no Ringwraith but a living man. The Lieutenant of the Tower of Barad-dûr he was, and his name is remembered in no tale; for he himself had forgotten it, and he was a renegade, who came of the race of those that are named the Black Númenóreans; for they established their dwellings in Middle-earth during the years of Sauron's domination, and they worshipped him, being enamored of evil knowledge. And he entered the service of the Dark Tower when it first rose again, and because of his cunning he grew ever higher in the Lord's favor; and he learned great sorcery, and knew much of the mind of Sauron; and he was more cruel than any Orc."*

The Mouth was in his prime when he entered Sauron's service in S.A. 3320, after the Downfall of Númenór and Sauron's return to Mordor. Afterwards, he slowed the aging process, using his sorcerous skills to artificially prolong his life without suffering any noticeable side effects. His memory, however, remained like that of any other Man, and was limited in what it could retain. In the course of his thirty-four hundred- and thirty-nine-year life, the Mouth of Sauron forgot more than any Man could learn in four normal lifetimes. Thus, he even came to forget his name and origin, for they were not essential to his plans.

As the Lieutenant of Barad-dûr, the Mouth was left in charge of all operations of the sprawling fortress-city, including the garrison placement, defenses and supervision of the "guests". A sadistic and twisted being, the Mouth delighted in torture, and relished the thought of tormenting the Hobbits once they were caught.

Surpassed in rank only by the Lord of the Nazgûl himself, the Mouth was close to Sauron's counsels, and the Evil One promised his lieutenant a domain including all the Western lands, knowing that Saruman in

Isengard was unsuitable. The dreams embraced by the Mouth of Sauron came to naught, however, as the destruction of the Ruling Ring brought to ruin all of his subtle plans and devices.

The Mouth's Principal Items

Robes · ("Cloak of the Abyss") Black robes of some enchanted material which seem to absorb all light. They are disturbing to look upon, causing all within 50′ who fail a RR to become queasy and dizzy (-25). They add +80 to nocturnal hiding maneuvers, and +30 to wearer's DB. All Light-related attacks (including lightning) are at -50.
Necklace · ("Voice of the Dark Tower") mithril and black Laen amulet capable of amplifying the wearer's voice, allowing him to be heard over great distances.
Ring · Fashioned of black steel, it is a x6 PP multiplier for Mages/Sorcerers, and can store as many of six spells (each up to 30th level) at a given time.
Helm · Designed after the lordly helms of the Númenórean Kings, this helm is all black and trimmed with glittering scales and dark gems. It shields the wearer from all mental attacks at +30 levels and also protects from 25% of head criticals (roll 01-25).

The Mouth's Special Powers

Spells · 200 PP. The Mouth of Sauron knows all Base Mage, Base Bard, Open Channeling, and Open Essence lists to 10th lvl (MERP), and all Base Sorcerer Lists to 50th level, four Closed Essence lists and five Closed Channeling lists to 20th lvl, and three Base Mentalism and Closed Mentalism lists to 5th level (RM).
Read LotRIII 202-06.

Ovatha II*

Lvl: 25. Race: Variag. Profession: Scout/Rogue. Home: Originally various oases in southern Khand; later Khand Amu; still later Sturlurts a capital of Khand. Aka: Ovathalto; King of Khand; Lord of the Variags; the Horse-slayer; the Young; the Relentless One.

RM Stats: St-97; Qu-100; Em-36; In-92; Pr-80; Ag-100; Co-91; Me-49; Re-97; SD-86. **MERP Stats**: St-97; Ag-100; Co-91; Ig-73; It-92; Pr-80. Appearance: 37.

Skill Bonuses: Climb64; Swim25; Ride104; DTrap55; PLock45; S&H80; Perc82; Amb12; Li3; AMov50; MASt40; MASw30; BDev18; Acro68; Act45; AnimT60; Cave60; Cook50; Dance60; FAid35; For90; Herd.50; Mus40; Nav64; RMas20; Sed45; Sig62; Sing30; Star64; Subd30; Track82; Trad78; TrapB25; Trick64; Tumb30; WeaW68; Admin30; Athl60; Dipl35 ; Stra64; Tac90.

Ovatha the Young was the grandson of his namesake and heir to the lordship of the Orath tribe of the Variag nations. He ascended the throne in T. A. 1636, at the age of thirteen, when his father Ovag Ito died of the plague while campaigning in Nûrad. Three years later he entered the great Variag trade center and "capital" at Khand Amu and became the Khûrdriag (V. "King of All the Tribes") of his people. He was the second Variag to unite Khand during the Third Age. During the succeeding decades, Ovatha ruled from the saddle and expanded Variag influence deep into Harad, throughout Nûrad, and across Chey Sart. The so-called Horse-slayer ruled much of central Endor.

Ovatha Ito weighed 170 pounds and stood 5′9″ tall, average by Variag standards. His most notable feature was the self-inflicted diamond-shaped scar that surrounded his facial area and lent him a

frightening air. The scar, an ancient and theretofore abandoned symbol of spiritual power, was dyed a deep sienna color. His lip-ring was much more contemporary.

Ovatha's long black hair flowed to his waist, and he used four golden bands to bind it in a ponytail. The wide hairbands matched the gold spikes that punctuated his grey and black rigid leather breastplate. In turn, his armor blended well with his dark grey breeches, his black knee boots, and his black and red cape. Ovatha's helm, like most Variag head armor, was shaped like a pointed pot and sported bat-wing ear guards.

In keeping with Variag tradition, Ovatha and his two brothers ritually married the High Priestess Aivaisa. (Note that there is no real marriage among the Variags). He gave her a daughter (Ovaisa Ito) and a son (Othour Ito).

Ovatha's Principal Items

Usriev · ("Bloodrunner") +25 long-bladed, Cat-slaying, sword-lance made of greyish wood from the olive trees of Nûrn. 8′ long, it is a traditional Variag weapon which appears as a cross between a spear and a thin, razor-sharp, two-hand sword (and can be used in either capacity). This weapon "remembers" melees, and allows wielder an extra + 10 bonus against opponents the weapon (but not the wielder) has previously faced. When thrown as a spear, it returns to the caster in 1-2 rds.
Bow · ("Horse-slayer") +20 kine-horn, Horse-slaying, short bow. Its arrows strike like those from a long bow.
Lip-ring · This intricately carved gold ring is a +3 (Channeling) spell adder. It is worn by the senior male in the Ito line and generally passes from father to eldest son.

Ovatha's Special Powers

Spells · 25 PP. Directed spell OB is 10. Ovatha knows three Open Channeling lists to 5th level (MERP), and two Closed Channeling lists to 5th lvl (RM).
Hearing · Ovatha can distinguish the nature of any movement that he can detect within 100′.
Whistling · Ovatha can communicate to trained associates and certain animals (e.g., hounds and horses) silently using high-pitched whistles (up to 1000′).

Parnelion Sey*

Lvl: 28. Race: Ahar. Profession: Bard. Home: The Red Holes (Ah. "Delik Kizil") of Jayir Ahar. Aka: Wind-speaker; High-king of Kargagis Ahar (Ah. "Ahar Nations Together").

RM Stats: St-86; Qu-99; Em-96; In-90; Pr-100; Ag-76; Co-54; Me-99; Re-97; SD-73. **MERP Stats**: St-86; Ag-76; Co-54; Ig-98; It-90; Pr-100. Appearance: 74.

Skill Bonuses: Climb45; Swim20; Ride90; PLock65; S&H60 ; Perc70; Rune60; S&W80 ; Chan30; Amb8; Li6; AMov35; ADef35; MASt20; MASw25; BDev14; Acro25; Act50; AnimT60; Cave25; Cook40; Dance64; FAid70; For60; Herd80; Math40; Med55; Mus100; Nav80; PSp35; RMas35; Sig60; Sing80; SpMas40; Star50; Subd15; Track60; Trad45; TrapB25; Trick25; Tumb35; WeaW50; Admin40; Ath35; Craf40; Dipl60; Stra50 Tac50.

Parnelion Sey was the son of a wealthy Ahar priestess and a Chey warlord named Arpa Reluka. His fattier died while fighting as a mercenary in the service of Atakul Sey, the King of the Kul Ahar, during the Second Variag Wars. Raised by his mother Vizona in Atakul's court at Savage Breaks, Parnelion displayed an early affection for lore and debate and, by the age of ten, he was adopted into the Sey clan as an

apprentice story-master. (Note that the Sey had Chey cousins, and that Parnelion was distantly related to the Chey-king and Ringwraith Ren the Unclean.)

Events to the west conspired to wreck Parnelion's ascension through the court ranks, however, as the Chey peoples fell under the sway of Darkness. United under the rule of a Variag-appointed puppet prince called Uma Kalcuna, the Chey crossed the river Numahar and quickly defeated their Ahar neighbors. The other Ahar tribes submitted to the invaders, offering hostages and tribute.

By this time, Parnelion's rise had alarmed elements of the Sey court, who offered the young man as a hostage. The twelve year- old Parnelion accompanied a host of fellow captives and traveled to the strange Chey hold at Ulk Chey Sart. There, he remained for five years, learning Chey ways and delving into alchemy. It was the first of two invaluable lessons abroad.

When the Chey lords perished in a Variag-inspired coup, the new lords sent Parnelion to the Variag capital of Sturlurtsa Khand. This sprawling cosmopolitan trade city surrounds a strategic oasis tucked in the southern foothills of the Ephel Dúath (S. "Fence of Shadow") southeast of Mordor and is renowned for its rich but exceedingly brutal lifestyle. While residing there for four years, Parnelion witnessed a whole new world — a society grounded in the interrelations between jealous, ruthless rivals, peoples with norms rooted in swift retribution. The young man learned how to fight and weave shrouds of carefully worded promises and threats which confused the best of diplomats.

Playing upon his keepers' needs and beliefs, Parnelion convinced the Variag Lord Gour Ito that he could aid the Variag interests among the Ahar upon his release. Gour agreed and sent Parnelion home in hope that the twenty-one-year-old bard would sway his brethren to the Variag cause. It was a mistake that cost the Variags their holdings east of the Numahar and eventually resulted in Gour Ito's execution.

Parnelion returned home to a changed land. His family slain following the Chey purges, his allies were few. With the Sey lords either death or in exile, the young man counted no mentors among his own people. So, he sought aid from the storytellers, the priestly loremasters of the Ahar, quickly distancing himself from the Variag and Chey cause.

Gour and his Chey allies became incensed and ordered Parnelion's capture. This warrant only served to instill the bard with an aura of legitimacy. Ahar allegiance and pride focused on his narrow shoulders, Parnelion set about uniting his fellow bards and he developed a powerful and knowledgeable network that transcended the traditional tribal boundaries. Eleven years after returning home, at the age of thirty-two, Parnelion Sey came out of his refuge at the Red Holes and led his people in an uprising that swept the Chey out of Ahar territory. The Ahar tribes united as the Kargagis Ahar for the first time in fifteen hundred years and invaded Chey Sait with utter fury. Parnelion's warlord lieutenant, Alafar Mem, led his hard-riding army to victory, crushing a combined army of Chey horse and Variag infantry at the Grass Tombs.

Thus, the Chey threat ended for a time, and Parnelion Sey presided over the renewal of the Ahar nations. During the next fifty-four years, the Bard enjoyed the unprecedented honor of being the master of all the Ahar Warrior-kings. In a land where bards never held office and were never permitted to rule directly (being strictly advisors), Parnelion served as absolute overlord.

Features

Parnelion Sey stood 5′2″ tall and, small by Ahar standards. The long, braided pony-tail that accentuated his receding black hair was permanently dyed with a purplish hue, which was common in ancient Ahar society. This feature set him apart from his contemporaries who, like Parnelion, were beardless, grey-

skinned, and black-eyed and enjoyed only subtle distinction. Parnelion wore a mail hood rather than a helm, and flowing purple wool robes adorned with bands of white stylized deer.

Compact of build, Parnelion weighed 120 pounds; yet he was sinewy and could be competitive in physical contests, even against much larger opponents. For the most part, though, Parnelion relied on wit to win. He was a brilliant orator and possessed an exceptionally rich, lyrical voice.

Parnelion's two wives, Raesha and Eona, bore him three daughters and a son.

Parnelion's Principal Items

Spear · ("Wind-sweeper") +20 spear made of purplish wood from the Dogfruit trees of Ibav. When cast with the wind, it has a bonus equal to 20 + the wind speed (in mph), and it suffers no range penalties.
Bow · ("Quieter") +15 ivory-inlaid composite bow. Whenever it yields a critical strike, the victim must make a RR versus firer's lvl. Failure of 01-50 results in victim being unable to speak for 1-100 days; failure of 51+ results in victim permanently losing the power of speech.
Horn · ("Whispering Crier") Horn capable of sending clear sounds up to distance equal to user's level. Should user so designate, the horn will — with concentration — only send sounds to particular recipients or places.

Parnelion's Special Powers

Spells · 84 PP. Base spell OB is 53; directed spell OB is 20. Parnelion knows all Base Bard lists to 20th lvl, and two Open Channeling lists to 5th level (MERP), and three Closed Mentalism lists to 10th lvl, and three Open Mentalism lists to 5th lvl (RM).
Hearing · Parnelion can distinguish the cultural background of anyone who speaks to him.

Pharazôn (Ar-)

Lvl: 55. Race: Dúnadan (Númenórean). Profession: Warrior/Fighter, Home: Armenelos, Númenór. Aka: The "Golden;" Tar-Calion (Q "Heir of Light").

RM Stats: St-99; Qu-96; Em-65; In-80; Pr-102; Ag-97; Co-97; Me-88; Re-95; SD-70; **MERP Stats**: St-99; Ag-97; Co-97; Ig-94; It-80; Pr-102. Appearance: 100.

Skill Bonuses: Climb60; Swim112; Ride86; Perc96; Lil8; AMov80; MASt120; MASw95; Acro80; Act110; Div70; Fals80; Math72; Med80; Mus65; Nav124; Sail90; Sed87; Sig60; Star25; Trick45; Tumb40; WeaW70; Admin90; Dipl120; Stra135; Tac118.

The twenty-fourth and final King of Númenór (S.A. 3255-3319), Ar-Pharazôn was the son of Gimilkhâd and the nephew of Tar-Palantír. When his uncle died a few years after his father, he resolved to seize the throne. Palantir's daughter Miriel, the designated Queen, was forced to marry Pharazôn, and he took the scepter of rulership for his own.

Like Gimilkhâd, Ar-Pharazôn was unhappy with Palantir's policies of friendship to the Elves. This made him a very popular king, for sentiment in Númenór was increasingly hostile regarding the Eldar, and the King's Men and the common folk were both overwhelming prejudiced against the immortals. They were also greedy, which suited the new King quite well. Hungry for power and land, Ar-Pharazôn led the greatest campaign of conquest that had ever been seen by Men in Middle-earth. In S.A. 3262, he landed a huge army at Umbar and defeated the Dark Lord, who was then at the height of his power. Humbling the Lord of the Rings, the Golden King forcing him to surrender and return to Númenór as a prisoner of the Dúnedain.

In his pride and self -assurance, however, the Ar-Pharazôn made a fatal mistake. Sauron remained a prisoner for only a very short time; before long, he was Ar-Pharazôn's chief counselor. The King desired most the one thing he could not win by conquest in war — immortality — and Sauron convinced him that the way to greatness was the worship of Melkor and the path of Darkness.

In the ensuing years, Faithful were openly persecuted, the White Tree was burned, and Ar-Pharazôn presided over human sacrifices to the Black Enemy. Sauron's revenge upon the proud Edain was almost complete. He then persuaded the King that the Númenóreans could indeed wrest eternal life from the Valar. The Dark Lord noted that the land of Valinor, not its people, held the secret of immortality.

Arrogant beyond reason, Ar-Pharazôn spent nine years building the greatest fleet ever constructed by Men. In S.A. 3319, the Great Annament was complete and the Golden One led his armada westward toward Aman, to the shores forbidden to mortals. The Ainur mourned, for the proud Edain broke the Ban of the Valar altogether and were bent on conquering the Undying Lands. The doom of the Dúnedain was sealed. As Ar-Pharazôn set foot in Aman, the Akallabêth (Ad. "Downfall") began.

So, the Valar laid down their Guardianship of Arda and asked their master Ilúvatar (Eru), to take matters into his own hands and rebalance the world. The One opened Eä, swallowing Númenór in a great cataclysm and entombing Ar-Pharazôn and his entire fleet deep beneath the earth until the Changing of the World.

Ar-Pharazôn's Principal Items

Armor · 4-50 full plate armor of a lightweight golden alloy, protects as AT Pl/20 and reduces all criticals delivered by one severity level. The armor shone with a gold light.
Sword · ("Blade of the Sun") +90 broadsword of gold alloy, the sword delivers 2x normal concussion hits. It will become a two- handed sword on command, and will also flame, delivering a Heat critical (of equal severity) in addition to any other critical strike it yields.
Helm · ("Tall Helm of the Golden King") Fashioned of gold and yellow gems, it protects from head and neck criticals 50% of the time (roll 01-50).
Cloak of Sunset · Scarlet cloak which adds +30 to DB.
Scepter of the Sea-lords · Symbol of the High- captain of the Uinendili of Númenór, the Guild of Venturers. It was fashioned of mithril, a rod three feet long designed to resemble a stalk or branch. At the tip was a beautifully made flower with five tall petals. Set within the flower, on tall stamens, were five glittering white adamants. The scepter shimmered with a silvery light, and conferred upon its holder a True Aura. It also allowed free use of the Base Mage Wind Law (MERP) or the Mentalist list Gas Manipulation (RM) although it did not confer this power upon Ar-Pharazôn.
Read LotRIII 390, 392, 454; Sil 333-45, 359; UT 165, 215, 224, 317.

Randae Linvairë*

Lvl: 16. Race: Avaradan (Peredhil). Profession: Bard. Home: Luindor by the Bay of Illuin (northeast Endor). Aka: (S. "Shadow Wanderer", "Weaver of Songs").

RM Stats: St-89; Qu-99; Em-88; In-71; Pr-99; Ag-97; Co-65; Me-52; Re-78; SD-91; **MERP Stats**: St-89; Ag-97; Co-65; Ig-80; It-71; Pr-99 Appearance: 96.

Skill Bonuses: Climb60, Swim65, Ride45, S&H80, Perc66, Rune20, S&W35, Li7, AMov20, ADef20, MASt45, Acro35, Act40, Dance55, Div30, Med45, Mus70, Nav25, Sed72, Sig35, Sing84, Skate92, Ski97, Smith21, Star52, Subd60, Tumb55, WeaW40, Appr50, Arch60, Ath45, Dipl25.

A Peredhil born in S.A. 3241 in Luindor — a land in the Far Northeast on the shores of the Bay of Illuin — Randae Linvairë was a Prince. Although only Half-elven, he was second in line to rule the Elven kingdom behind his elder brother Aldaron. This was an empty title, however, since Luindor had for centuries been a subject state of the Mannish realm of Urd.

Exiled in his own land and burdened with an insane younger sister, Elerien, Randae became a wanderer. He was a Minstrel of questionable repute in his youth, known more for his penchant for trouble than his singing skills. One skill he learned young, however, was skating.

Anyone from the temperate lands of Gondor would scoff at the value of such an ability, but in the frozen lands about the icy Bay of Illuin and near the shadowy realm of Dir, the lakes and rivers are ice-coated most of the year and serve as reliable highways when land passage is impossible. Randae grew up in a cold land.

Luindor was all the colder because it was overshadowed by the dominance of the Urdar— Mannish tribes originating even further north. They were once allies with the Avari of Luindor, but a former friend of the Elves, Hoarmûrath of Dir, turned on them in lust and jealousy of their immortality. When the Urdar attacked Luindor the realm was able to fend off the initial assault by strength of arms and the use of the magical Book of Icelore. A mighty tome, the Book allowed control of the weather in the chill lands, giving the Avari a decided advantage.

But Hoarmûrath stole the book and eventually won control of most of the North. That was in S.A. 2053, nearly twelve hundred years before the birth of Randae. Strangely, Hoarmûrath lived on from that time until Randae's day, the mortal king seeming to exist in order to goad his armies into maintaining their rule.

It was traditional that the heir of Luindor, at the age of 25, would take a journey for one year to find the Book of Icelore and return with it to free the realm. At the proper time, Aldaron departed, but he did not return at the end of the year. Randae, just nineteen, vowed that he would uncover the reason for Hoarmûrath's longevity himself, and use his knowledge to overthrow the evil leader.

With his childhood friend Hellui, he set off to find the truth. From perils both Mannish and supernatural the two barely es-caped, in the process becoming embroiled in the wars of others and travelling to the distant south of Middle-earth, all the while following clues along Hoarmûrath's twisted trail. Joining with allies from the East, he survived a terrifying clash with the forces of Waw and was reunited with his brother—only to see him perish in battle. Aldaron fell while in single combat with three Trolls, deep beneath the earth in the secret subterranean halls of Vulm Shryac.

There he learned Hoarmûrath's secret: the mortal Man was a Wraith-king, a slave of Sauron the Dark Lord of Mordor. He also received a weapon of great power: Luingurth, sword of Blue Death. But he met a greater foe in Mourmaelgax, a Demon of Surpassing might, servant of Darkness and guardian of this nether-realm.

Randae and his companions drove off the demonic monster in a battle which shook the ancient halls, and discovered a lair of the Úlairi, and inside was the Book of Icelore.

He returned in triumph to Luindor and led his people in a revolt in S.A. 3261, freeing his land from the yoke of Mordor. Randae ruled Luindor for nearly three hundred years, but chose mortality, passing on the crown in T.A. 130.

Randae's Principal Items

Great Sword (Luingurth II) · ("Blue Death") +15 clear blue Laen Holy Sword. +45 versus Evil opponents. Wielder operates at twice normal strength vs. Undead, and the sword is a slaying weapon when employed against Dragons or Trolls which were born by the leave of Morgoth (i.e., born during the Elder Days). Becomes and Perceives invisibility and Changing (upon command, the sword can become a dagger, broadsword or two-handed sword, can become invisible, and see changed or invisible objects and beings). The sword is highly intelligent and speaks to its wielder mentally. It will "dance" to protect its wielder, and provides a 30th level, 6′ radius aura of protection vs. Channeling (add +30 to RRs). It also emits a +30 lance of cold blue flame (treat as firebolt with a range of 300′) 3x per night, yielding Cold rather than Heat criticals. Despite the differing powers between this incarnation of Luingurth and the one possessed by Ringlin, most scholars agree that it is in fact the same blade. It came into Randae's hands as a sheath full of blue dust, and when reunited with its hilts in a Holy Stump, it recreated itself, altering its function to better suit its new owner.
Ring · An Elven ring of significant power, it allows the wearer to resist the Presence of Great Demons—even a Valarauko, and provides protection vs. all spells as if the wearer were 30 levels higher than actual. Designed of mithril with an amethyst set, it is possibly one of the early rings made by Celebrimbor in Hollin.
Book · ("The Book of Icelore") Large volume, bound in sheets of clear Laen, containing permanent Runes of up to 60th from the Channeling list Weather Ways to 60th level, all Spells having a 600-mile radius.
Orb · A small silvery sphere, the Orb allows any Bardin possession of it to cast Base Bard spells up to ten levels above his own, providing he knows the list. It is also a x6 PP multiplier.

Randae's Special Powers

Spells · 32 PP. Randae knows all Bard Base lists to 15th level (MERP), but with the Orb he can cast spells to 25th. He also knows Mentalist Cloaking, Mind's Door and Movement to 10th level (RM).

Ringlin Sindacollo*

Lvl: 20. Race: Linadan (Peredhil). Profession: Bard. Home: Horlshekturiak (in Ralian). Aka: (S. "Chilling-glance", "Grey- cloaked") Hidden Hope; Last King of Rudge.

RM Stats: St-81; Qu-96; Em-60; In-95; Pr-96; Ag-95; Co-95; Me-74; Re-92; SD-80. **MERP Stats**: St-81; Ag-95; Co-95; Ig-93; It-96; Pr-96. Appearance: 101.

Skill Bonuses: Climb70, Swim82, S&H90, Perc84, Rune40, S&W35, Amb10, Li20, AMov80, ADef50, MASt125, MASw110, Acro40, Acl55, Cont50, Fren55, Sig42;

Ringlin's real origins are clouded by the events that surrounded the loss of his blood father, and left his mother a hollow shell of broken dreams. What is known is exceptional and strange. His mother Tiliwini (Si. "Last Maiden") was a Linadan woman from Ralian, the Land of Countless Waters, in southeastern Endor She was apparently called by many names, and still answers to the elder calls, leading many to believe that she sought to shield her identity for some reason beyond the norm. This would not seem any odder than her two hundred and seventy-nine year stay in sleep.

> *"The body of Telwen was taken from the battlefield of Syclax following the epic struggle for Rudge and the Thurl Ralian Fen. She had not been wounded, but lay in a deep trance that baffled the greatest of her kind, and led the Lords of the Blue Forest to believe that she was doomed to remain forever in sleep. To her kin, she was the object of utmost attention and despair. Two hundred and seventy-nine years later, however, she awoke. Telwen was not the same as she had been, and did not speak as she rose from her bed of sea flowers; all the memories of a life rich in history and adventure had been seemingly erased from her mind. For the next nine or so months she walked the forest trails of Horl, but showed no signs of real thought or passion. She did show the signs of pregnancy. In the dead of winter that same year, she gave birth to Ringlin Sindacollo." Andraax S.A. 3190*

Ringlin left his sheltered Linadan home early in life to seek out the answers to his frightening and mysterious parentage. His mother was mute and unable to interact with the world about her, and his father was a man unknown. What Ringlin would discover was even more terrifying that he could have imagined. In the meantime, however, he became embroiled in a power struggle between young heirs to power in the eastern realms and several other factions, all Dark Powers which threatened to plunge all Middle-earth into anarchy. The Unholy Sars (Morgoth's Blood Pools) had been opened again, and the Power of the Black Enemy was being felt (albeit indirectly).

Arxdukanga, the high priest of a Dark Cult in the Orocarni, was the key to the Sars' power, and to Ringlin's past — for he was in fact Luingurth (S. "Blue Death") the Blade-master, an Eldarin Lord among his people. He fashioned the sword that bore his name, a powerful and peculiar weapon. When Luingurth the forger turned to darkness, he made six blades: the Irgaak swords, which were said to be able to summon the "Harvest of Fools".

It became clear to Ringlin that his doom was simple yet horrible: he must go to Angsars-morthrog, face the Priests of Darkness and slay his own father. In the final conflict he was joined by many illustrious Lords of the East, and in the actual assault on the Sars was aided by a powerful Wizard Alatar.

The destruction of Arxdukanga's legacy was successful, but the effort so drained Ringlin that he soon grew tired of the World. He died a mortal death at a young age.

Features

Ringlin was slight of stature for one of his kind, being only 6′ tall and weighting perhaps 160 lbs. He had blonde hair and fair skin — but perhaps his most distinguishing feature were his ice-blue eyes (hence his name).

Family

Ringlin's family is as unusual and terrifying as any that night be found in the legends of the East. As was revealed to him in his late adolescence, his hidden father was indeed Luingurth, the Avar Blademaster who betrayed his kindred and sought an unholy alliance with the spirit of Morgoth. His mother, an Linadan Princess, was virtually paralyzed by grief throughout Ringlin's youth and young adulthood. She recovered after the demise of Arxdukanga, although she died soon afterward.

Ringlin's Principal Items

Great Sword (Luingurth) · ("Blue Death"; The Lord Blade of Cuiviénen) +45 clear blue Laen Holy Sword. Doubles wielder's strength when combatting Evil Priests (e.g., spell users). x6 Channeling/Mentalism PP multiplier, which becomes invisible upon command and allows wielder to perceive invisibility with 1 rnd's concentration. Upon command, the sword also can become a dagger, broadsword or two-handed sword. Highly intelligent, it speaks to its wielder mentally. It has the power to transform all fire attacks within 12 feet to cold, and all cold attacks to a cool breeze. It gives the wearer immunity to the "Ire" of Melkoric servants, and Mentalism/Channeling protection vs. all but its maker (Luingurth or Arxdukanga). Forged by Luingurth the Blade master in the early Second Age, it was one of the greatest weapons ever made and later returned in many forms throughout Middle-earth. After he turned to evil, Luingurth forged the Irgaak swords, which were able to summon the "Harvest of Fools". They were not of the same caliber as Luingurth, however, and were eventually defeated, being no match for the Blue Laen blade. At various times the sword would refuse to fight any foes, claiming its purpose was to combat Arxdukanga alone, and at other times it would defend against the Irgaak swords. Plainly, it had a personality of its own.
Rings · ("Hammers of the Cloudlords") Matched rings of a mithril alloy which allow the wearer to punch foes with the force of +5 warhammers. By utilizing Martial Arts techniques, Ringlin was able to wield the rings as weapon kata attacks.
Bola · ("Geenian Gé") +15 killing-bola (known in the East as a Gé).
Wristbands · ("Bracelets of Ice") Matched wristbands which allow Martial artists to parry attacks. These bracers are fashioned of mithril with fine grooved inlays and provide a +30 bonus to trained wearer's DB.
Robes · Unencumbering robes of lightweight cloth, this Elven garment is able to blend in with surroundings adding +80 to wearer's Hiding attempts (while static). The robes also give the wearer AT SL/3.

Ringlin's Special Powers

Spells · 40 PP. Base Spell OB is 20 (50 in Angsars- Morthrog). Ringlin knows all Base Bard lists to 10th level, and all Open Essence lists to 10th lvl (MERP), With the capabilities of a Mentalist, Ringlin has access to Arcane spells denied to Monks. He knows all Mentalist Base lists (except Sense Control) to 20th, Telekinesis, Brilliance, Illusions and Delving to 10th level (RM).
Fate · Because of his unique ancestry and purpose, while in Angsars-morthrog Ringlin temporarily gained powers far beyond the norm. During the attack upon the evil Priests Etarkas he became strong and nearly invincible. His Mind Shout slew Upo, a demonic Lord and one of the feared Twelve of Mithrisars. This expenditure took its toll, however, and Ringlin was never the same afterwards.

Théoden

Lvl: 24. Race: Rohir. Profession: Warrior/Fighter. Home: Meduseld, in Rohan. Aka: "Chief of the People;" Théoden Ednew.

RM Stats: St-96; Qu-100; Em-75; In-72; Pr-69; Ag-94; Co-85; Me-75; Re-91; SD-86. **MERP Stats**: St-96; Ag-94; Co-85; Ig-88; It-72; Pr-69. Appearance: 86.

Skill Bonuses: Climb85, Swim60, Ride135, Perc70, Li7, AMov80, MASt80, Acro60, Act45, AnimT120, Cave50, Cont35, Cook40, Dance65, Fren65, Gamb50, Herd35, Sig72, Subd80, Track75, WeaW64, Admin40, Ath80, Dipl72, Stra80, Tac86.

Théoden Ednew was born in Minas Tirith in T.A. 2948. A Rohir Warrior, his father was Thengel and his mother was Morwen of Lossarnach. He succeeded his father as the seventieth King of Rohan in T.A. 2980, and was the last of the Second Line of the Mark.

Théoden's reign, like that of his father's, was plagued by the unfriendly presence of Saruman in Isengard. As the Wizard's power grew and his minions multiplied, the Riddermark was increasingly threatened. Worse, Saruman used powerful spell and the convenient treachery of Gríma Wormtongue to weaken Théoden, and only the intervention of Gandalf saved Rohan from being completely subverted to the needs of the evil Istar.

The crisis was at its worst in early T.A. 3019, in the midst of the War of the Ring. Théoden's mind was heavy when Saruman's armies attacked across the Fords of Isen (S. "Ethraid Angren"). Théodred, the Rohir King's only one child and heir, died in the first battle by the river, and the Riders were scattered in a later confrontation on the same spot. Doom appeared near, but the Grey Wizard's healing hand reversed matters. Théoden's strong allies and vassals, coupled with the fortuitous aid from Fangorn's Ents, provided the Rohirrim with their victories at Helms Deep and Isengard.

Théoden and his army recovered to go to the aid of Gondor at Pelennor Fields. There, the King of the Mark led his Riders against the army of the Witch-king, scattering the Orcs north of Minas Tirith and driving the Haradrim southward. It was at the moment of his greatest victory that he perished, for the Lord of the Nazgûl flew down upon Théoden and his horse, felling the charging Rohir and killing his mount. Although Théoden's niece, Éowyn, slew the Ringwraith and his Fell Beast, the Rohir King could not be saved. He died after passing the Royal Banner of the Mark to Éowyn's brother Éomer. His body was laid to rest in Minas Tirith, where he was born.

As Théoden's successor, his loyal nephew Éomer (son of Théodwyn) became Rohan's eighteenth King (T.A. 3019). He ordered Théoden's remains removed to Rohan and placed in the eighth barrow-tomb of the Second Line. Thus, the Rohirrim finally buried their fallen monarch outside Edoras.

Théoden's Principal Items

Sword · (Herugrim) +35 Orc-slaying broadsword of fine steel inlaid with delicate patterns and designs wrought of gold.
Shield · (Horse-lord's Shield) +30 Shield. When raised in the face of a horse the wielder may, upon command, force the horse to make a RR (versus wielder's lvl). Failure results in horse fleeing in fright for 1-100 rds. The shield affects any horse it is directed at, within a range of 100′, and can used 7x a day.
Armor · +20 silver-inlaid chain- and scale-mail shirt protects like plate armor, AT Pl/17.
Read LotRII 43-50, 128-6, 147-72; LotRIII 26, 29, 55, 59-61, 65, 76-94, 109, 127-45, 176, 314, 436-37; UT 277, 290, 315, 340, 346-47, 355, 359-60, 363-69. See ICE's Riders of Rohan 7-9, 38, 61.

Vidugavia

Lvl: 27. Race: Northman. Profession: Warrior/Fighter. Home: Rhovanion Aka: "Wood-dweller."

RM Stats: St-95; Qu-99; Em-73; In-64; Pr-71; Ag-99; Co-98; Me-89; Re-88; SD-42. **MERP Stats**: St-95; Ag-99; Co-98; Ig-89; It-64; Pr-71. Appearance: 62.

Skill Bonuses: Climb94, Swim80, Ride114, DTrap59, Acro30, AnimT65, Dance45, Flet50, For40, Fren90, Gamb54, Herd60, LWork50, Mus34, Sed58, Sig35, Sing29, Star20, Subd86, Track90, Trad35, TrapB35, Trick80, WeaW50, Wood25, Admin15, Appr15, Dipl45, Stra50, Tac72.

A vain Northman Warrior born in Buhr Widu in T.A. 1210, Vidugavia was the only son of the Prince (Rh. "Huithyn," lit. High- chieftain) Marhaidrics to live through the brutal Clan-war of 1208- 22. He was his father's only heir and, in T.A. 1234 — after a one-year struggle for power — he became the Lord of the

Waildung tribe of Eothraim. During the next fourteen years, he united the surrounding Éothraim and Gramuz tribes. In T.A. 1248, his Northman warriors helped the Dúnadan Regent Minalcar defeat an Easterling incursion and, with Minalcar's support, he proclaimed himself King of Rhovanion later the same year. Two years later, in T.A. 1250, Minalcar sent his son Valacar to Buhr Widu as a sign of his personal commitment to Vidugavia's people.

Vidugavia also enjoyed the support of the Gondorian monarchs Namarcil I and Calmacil, for he protected the routes through Rhovanion. In return, the Kings of the Gondor insured his control over his self-styled Northman Kingdom. Minalcar's accession in T.A. 1304 further strengthened the ties between the two peoples. As Rómendacil II, Minalcar kept his son and heir Valacar in Buhr Widu, providing a constant conduit for dialogue between the Northmen and their Dúnedain allies.

In T.A. 1264 Valacar married Vidugavia's only daughter and oldest child, Vidumavi. Their child, Eldacar, was Vidugavia's grandson. While the Northman King died only a week after Eldacar was born, he perished knowing that his grandchild stood in line to become the twenty-first King of Gondor,

Vidugavia had three sons: Vidric (b. 1237), Viduic (b. 1239), and Viduimer (b. 1247).

Vidugavia's Principal Items

Sword · +20 Undead-slaying broadsword, it is an ancient Dúnadan weapon recovered from a Troll-hoard, finely made with a golden hilt.
Short Bow · +20, it fires 2x normal range and suffers no range penalties.
Armor · +15 chain armor with greaves, which encumbers wearer like AT SL/6.
Read LotRIII 405; UT 311. See ICE's Sea-lords of Gondor 9; Riders of Rohan 6, 9, 18, 60; Southern Mirkwood 57-58.

Vrak Tanûk*

Lvl: 21. Race: Lochan Womaw. Profession: Ranger. Home: Lochas Drús in southeastern Endor. Aka: Tanvar.

RM Stats: St-101; Qu-100; Em-60; In-90; Pr-74; Ag-100; Co-96; Me-75; Re-65; Sd-95. **MERP Stats**: St-101; Ag-100; Co-96; Ig-70; In-90; Pr-74. Appearance: 85.

Skill Bonuses: Climb110, Swim75, Ride100, DTrap55, PLock45, S&H100, Perc120, Rune55, S&W60, Chan100, Amb12, AMov50, Acro55, Admin40, Act45, Cave40, Dipl60, FAid80, Flet70, For130, Lead90, Med60, Nav85, PSp75, Row35, Sail40, Sig55, Ski25, Star35, Stra90, Track110, Trad65, TrapB50, Trick60, Tumb40, Wea25

A distant cousin of Demik Dral, Vrak Tanûk was the last of his line when he reestablished the Ryt ac Piri (the Guild of the Light) at Tarsa. He, among others, was responsible for Demik Dral's return to the way of the light and for the ultimate defeat of Mûl Baas. (For more on his life and times see "Demik Dral".)

A man of such a stature that few could ignore, Vrak stood 6*8″ in height with a powerful build. His skin is deep cream, his hair lightest brown, his eyes hazel (that turn blue on moonlit nights).

Vrak's Principle Items

White Axe · a handaxe made of white shalk alloy. It repels metal; normally, in fact, the axe cannot get closer than 6″ to metal. Thus, the axe is -60 against foes in metal armor, but is useable as a +40 wall

shield against metal weapons. It will also cut organic material as a knife cuts skin. Against opponents wearing only organic armor the axe is +50 and the opponent has AT No/2 (ignore DB from organic armor).
Ultimate Bow · a +40 composite bow made of black Dir wood. It has with 4x normal range. Wielder with a 96 or better in Qu (and Ag) may make two missile attacks each round (-20 penalty).
Sword of the Light · This weapon is a 10′ long two-handed sword. When in the possession of "good" being, it weighs and handles the same as a normal two-handed sword, but when it is released it takes on the weigh and mass appropriate for its size. Treat as a +20 two handed sword in melee, and it can be thrown as a +50 javelin (resolve attacks on the Mounted Lance table).
Helm of the Light · A full helm with two large Kregora horns. When worn by a true member of the Guild of the Light, an area of 10′ R around the wearer has a 30th level Dispel True in effect.
Stone of Mind Talking · a black Laen stone (the size of an egg); adds +10 to possessor's DB; allows the user to employ the silent tongue (treat as Mind Tongue with a range of 1 mi./level, but both speakers must "know" the silent tongue). Acts as a portable "mouth" of the Eye of Sotor. There is no range limit for silent tongue communication when both "speakers" are at "mouths".

Vrak's Special Powers

Spells · 21 PP. +5 adder. Knows all Ranger base lists to 20th, knows 5 open and 5 closed Channeling lists to 5th.

Traits · Speaks the language of owls; Requires only 5 hr. of sleep at night; Fluent in the "silent tongue".

Mannish Short Description Glossary



The following is a series of short descriptions covering the majority of Mannish characters in the lore of Middle-earth. The accompanying charts detail their related statistics. As in Section 4.2, an * denotes a character created by ICE.

A

Adanedhel · See Turin.

Adrahil I · Lvl: 30. Aka: Lord of Lond Ernil; Bearer of Meledhil. A vassal of King Ondoher of Gondor (r. T.A. 1936-44), Adrahil I was the Prince of Dor-en-Ernil and the Lord of Lond Emil (Dol Amroth). He was a Dúnadan descendant of Edhelion, one of Elendil's fast friends and Faithful allies. A superb Warrior, he commanded the Left Wing in Gondor's Northern Army that faced the Wainriders during the Battle of Dagorlad in TA 1944. Like the other great rulers from the House of Lond Emil, Adrahil I was an exceptionally cultured lord. He embraced Elvish things and relished the fey world of music, beauty, and the sea. Read LotRIII 418; UT 293-94, 313, 316. See ICE's Havens of Gondor 28.

Adrahil II · Lvl: 27. Aka: Lord of Dol Amroth; Bearer of Meledhil. Adrahil II was the twentieth Prince in the House of Dol Amroth, the second line of Lords in Dor-en-Ernil. He was a Dúnadan descendant of Galador and the father of Imrahil and Finduilas. His chroniclers cited that he also had a remote blood-tie to Adrahil I, although the exact nature of their kinship was unsure. Adrahil II was typical of the High Men of Belfalas, having a noble form, a rich character, and a deep love for the Sea and Elvish things. A close advisor, ally, and vassal of the Steward Denethor II, to whom he gave his daughter (Finduilas) in marriage, he was the grandfather of both Boromir and Faramir, the Steward's two sons. Read LotRIII 418; UT 293-94, 313, 316. See ICE's Havens of Gondor 28.

Adûnakhôr (AR-) · Lvl: 50. Aka: "Lord of the West" (Q. "Herunúmen"). Herunúmen was the son of Tar-Ardamin and the twentieth King of Númenór. He was born in Armenelos in S. A. 2709, and ruled Westernesse from S.A. 2899 until his death in S.A. 2962. Rather than retaining his given Elvish name — as had all the previous monarchs of Númenór — he ascended the throne under the Adûnaic name Ar-Adûnakhôr. This act was a clear statement of rebellion against the Eldar and the Valar, just as the meaning of his name served as an affront to Manwë. The Eldar and their Faithful friends decried his choice, but he shunned their pleadings and all but closed the shore to the Elves' ships. Although

Adûnakhôr possessed the strength and talents of a good King, he proved arrogant, self-centered, and unwise. He persecuted his brothers, who remained faithful to the Eldarin teachings, and condemned the public use of Elvish. His reign marked the beginning of the end for Númenór. Read Sil 267-68; LotRIII 390, 391-92, 454.

Aerandir · Lvl: 45. Aka: "Sea-wanderer." An Adan Ranger, Aerandir was a great mariner and the faithful companion of Eärendil. He was one of three (the others being Falathar and Erellont) voyagers who accompanied Eärendil and Elwing on their ship Vingilot during the epic journey to Aman. Unlike their Captain, Aerandir and his companions never set foot in the Undying Lands, but they had the privilege of being the only mortals known — save their Lord and Tuor — to ever succeed in the crossing of the Seas of Shadow. The three were given a new ship and returned to the mortal lands of Middle-earth. Aerandir was terrifically strong and loyal, although very quiet and unassuming. He never shirked a task apportioned to him, nor did he complain. While he stood 7′0″ and possessed enormous strength, he was unremarkable in appearance. Read Sil 248, 250.

Aerin · Lvl: 16. A beautiful and quiet Adan woman of the Third House, Aerin was forced into marriage by a Swarthy Easterling named Brodda after the Battle of Unnumbered Tears (S. "Nirnaeth Arnoediad"). Aerin aided Turin and Morwen. Unfortunately, after the enraged Turin slew Brodda, Aerin revealed to Turin the place to which his mother had departed; thus, he unknowingly informed Turin of the gravity of his deeds. Read Sil 198, 215; UT 69, 104-09.

Agarwaen · See Turin.

Alcarin (Tar-) · Lvl: 44. Aka: "the Glorious." A Dúnadan Warrior, Tar-Alcarin was the seventeenth King of Númenór. Alcarin was born the son of Herucalmo (Tar-Anducal) and Tar-Vanimeldë in S.A. 2406 and was the only child of two monarchs to take the scepter. His father seized the throne upon his mother's death (S.A. 2537) and denied him the right to take the throne for twenty years. A prodigy in speed and grace, Alcarin was breathtakingly handsome and exceptionally proud, self-centered, and indulgent. Pleased with his natural gifts, he spent more time in sport than in leadership, and hastened the decay of Númenór. His reign, which lasted from S.A. 2657 until S.A. 2737, was marked by trickery, deception, and court intrigue. Read LotRIII 390; UT 222.

Alcarin · For information on Alcarin of Gondor, see Atanatar II.

Aldamir · Lvl: 28. Aka: "Tree-jewel." A Dúnadan Ranger, Aldamir was the younger of the two sons of Eldacar, Following Castamir's execution of his older brother (Ornendil), Aldamir became the heir to the throne of Gondor. He spent much of his youth in Rhovanion, while his father was temporarily exiled (T.A. 1437-47) during the Kin-strife (T.A. 1432-47). His family returned to their ruined home in Osgiliath after Eldacar slew the rebel usurper Castamir and reclaimed the throne. Following Eldacar's death in T.A. 1490, Aldamir became the twenty-third King of Gondor. He ruled for fifty years, dying in battle against the Corsairs and Haradrim in T.A. 1540. His son, Vinyarion, succeeded him and avenged his slaying. Aldamir earned his name from his love of the wilds. Quiet, graceful, intelligent, and gentle, he was somewhat ill-fitted as the King of a nation so often at war. Still, campaigning suited him as well as being on the throne itself, for Aldamir was often uncomfortable with the press of rulership and court-life. He was an exceptional skywatcher, being credited with a number of definitive compilations concerning the stars and navigation. Read LotRIII 395. See ICE's Havens of Gondor 6, 10.

Aldor · Lvl: 35. Aka: "Chieftain." A Rohir Warrior, Aldor was the third King of Rohan. He was born the son of Brego, and became the heir to the throne when his brother Baldor disappeared in the subterranean Paths of the Dead. His reign lasted from T.A. 2544 until T.A. 2645, and it was during this time that the

Rohirrim completed the conquest of the Mark. Aldor's Riders earned the undying hatred of the Dunlendings and, after consolidating their new Calenardhon territories, Aldor led his soldiers north and west. They drove the Dunnish people from the White Mountains, Dunharrow, and from many of their ancient Daen fortresses, cementing a rivalry that would long plague the Riddermark. Aldor kept a strong rulership over the land, conveying an image of power and majesty. His massive size concealed a surprisingly agile mind, and Aldor took pride in second-guessing cunning diplomats who thought that they had outwitted him. With a physique that rivaled the Dúnedain, he stood just shy of 7 feet tall. For most of his life, his beard and long hair were in mixed braids of platinum white and golden blonde. It is said that Aldor kept his great strength, clear eyes, and sharp mind till the day he died. The Riders still tell the story of his death: "On an afternoon Aldor and his Men strove against a band of Orcish raiders. Aldor killed their brute leader with a single strike of his flail, but complained that he had failed to break its neck. 7 must be getting too old to fight,' he said. And that night, quietly in bed, he died." Read LotRIII 434; UT 371-72.

Amandil (Tar-) · Lvl: 63. Aka: "Lover of Aman." Tar-Amandil was born in S.A. 192 and came to the throne as the third King of Númenór in S.A. 442. A Dúnadan Mage/Seer, he was the grandson of Elros Tar-Minyatur. His reign, which lasted until S.A. 590, contains an interesting bit of information concerning Númenórean government. The law read that when the Scepter of the Kingdom was presented to a legitimate heir, it could not be refused. However, the scepter could be presented to the next male in line at any time; so, if one did not desire to reign, he could pass it on immediately. In such case, he was considered to have ruled no less than one year. Tar-Amandil came to the throne this way, receiving the scepter from his father Vardamír, the son of Elros, in the same instant Elros laid down his life. This is the sole occurrence of such an act among the Kings of Númenór. Tar-Amandil was a mighty Lord — full of good and having a deep love of wisdom and the nature of Aman. He was quick and sharp in thought and action, although his reign was mainly peaceful. Throughout his long life, he saw his primary duty as the encouragement of learning, and he fostered the great skills, magics, wisdoms, and culture of the Eldar. When he surrendered the scepter to his son Elendil, he passed on a noble legacy. Read LotRIII 390; UT 217, 219, 225.

Amandil · Lvl: 44. Aka: "Lover of Aman." Amandil was a Dúnadan Ranger. The father of Elendil the Tall, he was the last lord of Andúnië (the westernmost city of Númenór) and the leader of the remnant of the Faithful in the years preceding the Downfall (Ad. "Akallabêth"). All of Amandil's family were great mariners, including his son Elendil, and his grandsons, Isildur and Anárion. Because of his descent from Elros Tar-Minyatur (through Silmarien) and his exceptional lineage, he counseled the King on matters of policy and influenced many among the noble orders. However, after Ar-Pharazôn returned from his great expedition to Middle-earth in S.A. 3261 (bearing Sauron as his prisoner), Amandil's influence waned. As Sauron's power grew and the Shadow fell over the King, Amandil left the court and moved to Rómenna in the east of Númenór. There, he led his people through the years of persecution which followed. When, as an old man, Amandil learned of the building of the Great Armament, he alerted his sons to the impending disaster. He then set sail for Aman, as his forefather Eärendil had done; but he had no Silmaril to light the way, and he disappeared in the Seas of Shadows. Amandil's influence on history is great, for he sired the Lords of the Kingdoms in Exile, and it was by him that the Palantíri came to Middle-earth. Made by Fëanor in the Eldar days, the fabulous Seeing stones came to him during the persecution, and his descendants bore them to Middle-earth. They also carried Amandil's silver rod (of the Lordship of Andúnië), a symbol of Faith which survived the Downfall and outlived the precious scepter that perished with Ar-Pharazôn. Read LotRIII 391; Sil 271, 272, 275-76, 292; UT 219.

Amlach · Lvl: 90. An Adan Warrior, Amlach was one of the earliest figures in Mannish history. He was the son of Imlach, and the grandson of Marach, the father of the Third House of the Edain. Originally, he was one of the short-sighted Men who opposed a union of Elda and Adan might in the struggle against the ploys of Morgoth. Along with many in the House of Bëor, Amlach and much of the Third House resented Elvish leadership and doubted the veracity of the stories which the Eldar had told them concerning the existence and nature of the Valar, Aman, and Morgoth. Later, however, when Amlach and his comrades discovered a ruse by one of Morgoth's spies to imitate Amlach in a meeting, they renounced their skepticism. Although many of Bëor's folk and even some of his own people continued to shun Elven influences, Amlach became a stout supporter of the Elda cause. His opponents left Estolad to disappear from history, while their Lord waged his own personal vendetta against the Black Enemy. Amlach went north and entered the service of Maedhros, son of Fëanor. There he died, fighting bravely for a cause he so long resisted. Amlach, like the Sons of Marach, was tall, heavily muscled, and fierce in combat. His often-jovial followers loved to laugh, but they became grim and terrible in battle. Read Sil 144-45.

Amlaith · Lvl: 41. Aka: "Blessed Praise"; Amlaith of Fornost. Amlaith was the first King of Arthedain (T.A. 861–946). The eldest of the three sons of Eärendur, the last King of Amor, he claimed the choicest portion of his father's domain, for after Eärendur's death Amor was sundered. Amlaith took Arthedain, leaving Cardolan and Rhudaur to his brothers. Then he moved his capital from the ancient and beautiful city of Annúminas to the fortified summer retreat at Fornost Erain. Amlaith was generally a noble king, but he was ambitious and could be somewhat insensitive to his people's needs. He supported Arthedain's focus on lore and the magic arts, and maintained the law with an abiding vigor. Yet, he exercised mercy only infrequently, and many of the Arthadan nobles chafed under his firm hand. Read LotRIII 394. See ICE's Rangers of the North 14, 29.

Anardil · Lvl: 35. Aka: "Lover of the Sun." The sixth King of Gondor, Anardil ruled from T.A. 324 until his death in T.A. 411. He was a Dúnadan Bard, the son of Eärendil, and the father of Ostoher. Read LotRIII 394.

Anárion (Tar-) · Lvl: 52. Aka: "Lord of the Sun". The eighth King of Númenór, Anárion was the son of the first Ruling Queen, Tar-Ancalimë. He was mighty in form and blonde, reminiscent of the early generations of the House of Marach. Anárion was a great Dúnadan Warrior, but he was haunted by a stormy family life. When he was born in S.A. 1003, his mother begrudged him, for she had ill will toward her husband, Hallacar. She dominated him during his early life, offering him little love. After she surrendered the scepter to her unhappy son in S.A. 1280, he continued to be plagued by her memory. So too were his two daughters, who both refused the throne because of their lingering dislike for their bitter grandmother. Tar-Ancalimë fought any marriage either sought, and they suffered dearly. Thus, they could not bring themselves to rule. Instead, they yielded to their brother, Súrion, who accepted the Kingship in S.A. 1394. Ten years later, Anárion died. Read LotRIII 390; UT 211-12, 217, 220.

Anborn · Lvl: 10. Anborn was a Dúnadan Scout/Rogue who served in the Rangers of Ithilien. His company was led by Faramir during the War of the Ring (T.A. 3018-19). A strong, careful, perceptive, and obedient soldier, he proved to be a valuable and vigilant Scout. It was Anborn who actually succeeded in sneaking upon Gollum and capturing him. Read LotRII 359, 373-74, 377.

Ancalimon (Tar) · Lvl: 38. Aka: "Great Light." The fourteenth king of Númenór (S.A. 2221–2386), Ancalimon was a man whose memory is covered with an uncomplimentary shadow. Though gifted in the magical arts and exceptionally bright, he possessed little self-control and pursued a number of unhealthy interests. During his reign, the schism that sundered the King's Menand the Faithful widened, and many members of Ancalimon's court foreswore the use of Elvish. Although superstition and fear compelled the

use of Quenya for ceremonial purposes, the long decline of Elda culture in Númenór finally took hold. The sorrowful progression that eventually resulted in the punitive cataclysm called the Akallabêth appeared unstoppable. Like his father, Tar-Atanamir, Ancalimon could not accept his mortality with dignity, instead of passing the scepter onward while he was still vigorous, he died on the throne — a decrepit man, broken in both body and soul. His son, Tar-Telemmaitë, continued the unwholesome tradition, forever ending the old manner of succession. Read LotRIII 390; Sil 266; UT 169, 221, 224, 226.

Anducal (Tar-) · See Herucalmo.

Angelimar · Lvl: 24. Aka: "Long Green Home"; Caretaker. A Dúnadan Bard, Angelimar was the nineteenth Prince in the second line of Lords of Dor-en-Ernil. He was the twentieth Man in direct descent from Galador, the founder of the House of Dol Amroth, and he ruled as Prince from T.A. 2869 until T.A. 2921. His son, Adrahil II, was the father of Imrahil and Finduilas. Read UT 248. See ICE's Havens of Gondor 28.

Angbor · Lvl: 21. Aka: "Iron Fist"; Lord of Lamedon. During the War of the Ring, Angbor was the Lord of Lamedon, the province of Gondor beside the south-central vales of the White Mountains. He resided in Calembel, but marched south to defend the coastal city of Linhir from attacks by the seaborne Corsairs. Aragorn II and the Grey Company joined Angbor's warriors in the midst of battle, turning the tide against the invaders from Umbar. Then, at Aragorn's beckoning, Angbor collected his Men and marched for seven days in order to reinforce the beleaguered army in Minas Tirith. By the time he passed through Pelargir and the rest of Lebennin, he led a force of four thousand. Read LotRIII 185, 187, 193.

Angrim · Lvl: 35. Aka: "Iron Host." Angrim was an Adan of the First House of Men. He was father of Gorlim the Unhappy, the unfortunate betrayer of Barahir. Read Sil 162.

Aradan · Lvl: 77. Aka: "King's Man"; Malach. Aradan, the second Lord of the Third House of the Edain, was the son of Marach, the great father of the kindred. His birth name was Malach, but it was changed to the Elvish Aradan when he left Beleriand to serve for fourteen years under the Noldo High-king, Fingolfin. The friendship which Aradan established with the Elves continued during subsequent generations, reaching its height under Hador Lorindol (Aradan's great-grandson), and its dramatic climax in the days of Húrin and Huor. Aradan's younger brother was Imlach and his son was Magor, who dwelt in East Beleriand near the headwaters of the Teiglin. Read Sil 143, 147.

Arador · Lvl: 25. Aka: "Royal One." Arador was the fourteenth Chieftain of the Rangers of the North. He succeeded his father Argonui in T.A. 2912 and ruled until he was captured and slain by Trolls in the Cold Fells in T.A. 2930. Read LotRIII 394, 420. See ICE's Rangers of the North 31.

Araglas · Lvl: 24. Aka: "Royal Leaf." The sixth Chieftain of the Dúnedain and leader of the Rangers of the North, Araglas ruled in the wilds of Eriador from T.A. 2327 until T.A. 2455. Read LotRIII 394. See ICE's Rangers of the North 31.

Aragorn I · Lvl: 25. Aka: "Royal Tree." The fifth Chieftain of the Rangers of the North, Aragorn I was the Lord of the Dúnedain of the North from T.A. 2319 until his death in T.A. 2327. He was slain by Wolves. Read LotRIII 394, 401. See ICE's Rangers of the North 31.

Aragorn II · See Section 4.2.

Aragost · Lvl: 24. Aka: "Fortress King." A Dúnadan Ranger, Aragost was the eighth Chieftain of the Rangers of the North. He ruled from T.A. 2523 until T.A. 2588. Read LotRIII 394, See ICE's Rangers of the North 31.

Arahad I · Lvl: 26. Aka: "King of the Hold" The seventh Chieftain of the Dúnedain and leader of the Rangers of the North, Arahad ruled the Lost Kingdom from T.A. 2455 until T.A. 2523. Read LotRIII 394.

See ICE's Rangers of the North 31.

Arahad II · Lvl: 24. Aka: "King of the Hold." A Dúnadan Ranger, Arahad II was the tenth Ranger Chieftain and ruled the Dúnedain of the North from T.A. 2654 until T.A. 2719. Read LotRIII 394. See ICE's Rangers of the North 31.

Arahael · Lvl: 27. Aka: "Beacon King." The second Chieftain of the Rangers of the North, Arahael was the Lord of the Dúnedain of the North from T.A. 2106 until his death in T.A. 2177. Read LotRIII 394. See ICE's Rangers of the North 31.

Aranarth · Lvl: 18; later 30. Aka: "King of the Realm." A Dúnadan Ranger, Aranarth was the eldest son of King Arvedui of Arthedain. When Arthedain was overrun by the Angmarim in T.A. 1974, his father fled westward. Aranarth, however, took his family and much of Fornost's treasures and went east to Imladris (Rivendell), where he organized the Rangers of the North. Thus, he became their first Chieftain and he established the precedent that the Lords of the Rangers would always be reared in Rivendell. Arvedui died in the icy waters of the Bay of Forochel the following year, ending any hope of refounding Arthedain, and the Rangers of the North were entrusted with the realm's legacy. His son and heir, Aranarth, ruled from T.A. 1974 until T.A. 2106. Read LotRIII 394,398-99,401. See ICE's Rangers of the North 30–31, 33–34, 54.

Arantar · Lvl: 46. Aka: "King of Lords." A Dúnadan Mage/Astrologer, Arantar was the fifth King of Amor. He ruled from T.A. 339 until T.A. 435. His father was Eldacar, his son Tarcil. Read LotRIII 394. See ICE's Rangers of the North 29.

Aranuir · Lvl: 26. Aka: "Flame King." The third Chieftain of the Dúnedain and leader of the Rangers of the North, Aranuir succeeded Arahael, and ruled in the wild from T.A. 2177 until T.A. 2247. Read LotRIII 394. See ICE's Rangers of the North 31.

Araphor · Lvl: 30. Aka: "North-king." A Dúnadan Warrior, Araphor was the ninth King of Arthedain. He succeeded his father Arveleg I in T.A. 1409, coming to the throne while still quite young. Arveleg I perished in the fighting at Weathertop, forcing the sudden ascension of his eldest son, who was still studying near Annúminas. Araphor's crowning took place amidst turmoil in the North Kingdom, for his people faced their greatest threat. Angmar's armies approached Fornost, and only the intervention of Círdan's Elves saved the Arthadan Dúnedain from destruction. Upon taking the throne, Araphor received help from his Elven allies and successfully defended Fornost and the surrounding North Downs. The Arthadan defense stabilized and the Angmarim retired. Peace followed for the rest of his reign, which lasted until Araphor's death in T.A. 1589. It was a quiet era, dominated by the difficult task of rebuilding the realm. Read LotRIII 394. See ICE's Rangers of the North 29.

Araphant · Lvl: 27. A Dúnadan Cleric/Animist, Araphant was the fourteenth King of Arthedain. He succeeded his father Araval in T.A. 1891 and ruled until T.A. 1964. During his reign, the Kingdoms of Arthedain and Gondor repaired their differences and reaffirmed their age-old alliance. Araphant met with Ondoher, the Gondorian King, in T.A. 1940, and the two agreed that a single enemy was behind the assaults that plagued both their realms. Then, they cemented their resolution to act in concert by joining their families. Arvedui, Araphant's heir, married Firiel, Ondoher's daughter. In the years that followed, however, neither King could send aid to his ally, for Angmar attacked Arthedain and the Wainriders invaded Gondor in T.A. 1944. Read LotRIII 394, 409, 411. See ICE's Rangers of the North 29.

Arassuil · Lvl: 24. Aka: "Storm-king." A Dúnadan Ranger, Arassuil was the eleventh Ranger Chieftain and ruled the Dúnedain of the North from T.A. 2719 until T.A. 2784. Toward the middle of his reign, Orcs from the Misty Mountains began to plague Eriador, and the Shire was attacked in T.A. 2747 by a large

band from the caverns of Mount Gram. (Bandobras Took, the Hobbit, defeated them at the Battle of Greenfields in Northfarthing.) Read LotRIII 394,401-02. See ICE's Rangers of the North 31.

Aratan · Lvl: 21. Aka: "Royal Man." A Dúnadan Warrior and Prince, Aratan was the second of King Isildur's four sons. He served in the army of the Last Alliance of Elves and Men during the war that concluded the Second Age (S.A. 3434-41), although he did not enter Mordor after the Battle of Dagorlad. Instead, he and his brother Ciryon went south to command the garrison at Minas-Ithil. He later died fighting Orcs alongside his father during the Battle of Gladden Fields in T.A. 2. Read Sil 366; UT 271, 274, 279.

Arathorn I · Lvl: 23. Aka: "Tree Lord." The twelfth Chieftain of the Rangers of the North, Arathorn I became the Lord of the Dúnedain of the North in T.A. 2784. He died fighting Orcs in Rhudaur in T.A. 2848. Read LotRIII 394. See ICE's Rangers of the North 31.

Arathorn II · Lvl: 24. Aka: "Tree Lord." A Dúnadan Ranger, Arahad II was the fifteenth Ranger Chieftain and ruled the Dúnedain of the North from T.A. 2930 until T.A. 2933. He married Gilraen the Fair, the daughter of Dirhael, despite her father's fears regarding Arathorn's fate. Aragorn, their son and only child, was born in Rivendell in T.A. 2931. The boy was only two years old when Arathorn was shot through the eye by an Orc arrow while fighting with Elladan and Elrohir (the sons of Elrond). As foretold by Dirhael, Arathorn passed on while quite young, for he was only sixty at his death. Read LotRIII 394, 420. See ICE's Rangers of the North 31.

Araval · Lvl: 25. Aka: "Lord of Power." A Dúnadan Warrior, Araval was the thirteenth King of Arthedain (T.A. 1813–1891). He came to the throne following the death of his father, Arveleg II. Read LotRIII 394. See ICE's Rangers of the North 29.

Aravir · Lvl: 24. Aravir was the fourth Chieftain of the Rangers of the North (T.A. 2247–2319). His reign succeeded that of his father, Aranuir, and preceded that of his eldest son, Aragorn I. Read LotRIII 394. See ICE's Rangers of the North 31.

Aravorn · Lvl: 23. Aka: "Black King." The ninth Chieftain of the Rangers of the North, Aravorn was the Lord of the Northern Dúnedain from T.A. 2588 until T.A. 2654. Read LotRIII 394. See ICE's Rangers of the North 31.

Ardamin (Tar-) · Lvl: 40, Aka: "High Region"; Ar-Abattârik. Born in S.A. 2618, Tar-Ardamin was a short-lived Bard. He ruled Númenór as the nineteenth King between S.A. 2825 and 2899. Read UT 222, 227.

Arciryas · Lvl: 29. Aka: "Noble Ship." The great-grandfather of Eärnil II, Arciryas was the younger brother of King Namarcil II of Gondor (r. T.A. 1850-56). He was a Dúnadan Bard. His eldest son was Calimmacil. Read LotRIII 410.

Argeleb I · Lvl: 29. Aka: "Silver-king" Ar-Argeleb. Argeleb I succeeded his father, Malvegil, as the seventh King of Arthedain in T.A. 1349. A Dúnadan Bard, he was both an accomplished scholar and a fine fighter. His reign marked the beginning of Arthedain's claim to Cardolan and Rhudaur. When Argeleb ascended the throne in Fornost, no heirs of Isildur remained in either state and Angmarim occupied Rhudaur. So, Argeleb declared himself King of Amor, aggravating many of the petty Princes in Cardolan and sparking a war with the Witch-king. The Arthadan King fortified his frontiers and erected towers atop the Weather Hills, but he was slain in battle by warriors from Rhudaur in T.A. 1356. Read LotRIII 394, 397. See ICE's Rangers of the North 20, 29, 33–34.

Argeleb II · Lvl: 25. Aka: "Silver-king." A Dúnadan Warrior, Argeleb II was the tenth King of Arthedain (T.A. 1589–1670). He succeeded his father, Araphor, and had the unpleasant chore of presiding over Arthedain during the years of the Great Plague (T.A. 1636-37). Even before the Plague, his realm was

wounded and, in many areas, deserted, so in T.A. 1600 he invited the Hobbits Marco and Blanco to settle the Shire. Read LotRI 23; LotRIII 394, 398. See ICE's Rangers of the North 29, 33–34, 54.

Argonui · Lvl: 24. Aka: "Stone-king." Argonui was a Dúnadan. the thirteenth Chieftain of the Rangers of the North (T.A. 2848–2912). His reign succeeded that of his father, Arathorn I, and preceded that of his eldest son, Arador. Read LotRIII 394. See ICE's Rangers of the North 31.

Artamir · Lvl: 20. Aka: "Noble Jewel." A Dúnadan Warrior, Artamir died fighting Wainriders near Dagorlad in T.A. 1944. His father, King Ondoher, and his brother Faramir both perished in the same battle. He was the heir to the Gondorian throne. With his death, and that of his father and only brother, Gondor lacked an immediate successor, a situation that invited Arvedui of Arthedain's unsuccessful claim to the throne of the South Kingdom. Read LotRIII 409.

Arthad · Lvl: 39. An Adan Scout/Rogue of the First House, Arthad served as one of Barahir's twelve outlaws. He lived and fought in Dorthonion, resisting the occupation of Morgoth's minions. When Gorlim the Unhappy betrayed Barahir's band, Arthad was trapped and slain. Read Sit 187.

Arvedui · Lvl: 24. Aka: "Last-king." As foretold at his birth by the Seer Malborn, Arvedui was the last King of Arthedain; thus his name. A Dúnadan Warrior, he was the fifteenth monarch to sit on the Arthadan throne in Fornost. His reign began in T.A. 1964 and lasted but ten years. Arvedui married Princess Fíriel of Gondor, the daughter of King Ondoher, in T.A. 1940. Their union bound the Dúnedain of the North and South together, but it later provided Arvedui with part of the pretext for laying claim to the Gondorian throne. When Fíriel's father and brothers perished at Dagorlad while fighting Wainriders in T.A. 1944, no immediate successor was left in Gondor. No heirs of Ondoher remained, so Prince Arvedui of Arnor asserted that he should be crowned King. Citing his wife's lineage and ancient Númenórean tradition, he noted that Fíriel was the next in line to rule. This argument was tenuous in light of Elendil's laws, however, so Arvedui employed a second argument. He noted that he was the descendant of Isildur's line, and that the heirs of Isildur — who was the High-king of both Gondor and Arnor, and therefore Lord over Anárion — should take precedence over Anárion's descendants. The Men of Gondor rejected Arvedui's claim, crowning Eärnil II as the King in T.A. 1945. Arvedui remained, in their eyes and in practice, an Arnorian Prince. He served in this capacity for the next nineteen years. After Arvedui became King of Amor, he presided over the last decade of Arthedain's existence, never believing in the prophecy of Malborn. Thus, he was unprepared for the coming storm. When the Witch-king's armies stormed out of the North in T.A. 1974, Arvedui's short reign, and his Kingdom, came to an abrupt end. The Angmarim overran Arthedain, forcing Arvedui to flee northwestward. The fleeing King and his retainers bore two Palantíri on their flight. Arvedui spent the rest of the Winter of T.A. 1974-75 in hiding among the Lossoth of Forochel. Círdan learned of his plight and, with Spring, sent a ship northward to rescue the exiled monarch and his retainers. Unfortunately, the mission went awry; for after the vessel was loaded, it foundered in the Ice Bay and all aboard perished. Aranarth the Ranger, Arvedui's heir, inherited the Last — king's lost realm. Read LotRIII 394; UT 295, 403, 411, 413-14. See ICE's Rangers of the North 28–31, 33–34, 54.

Arvegil · Lvl: 25. Aka: "Star-king." A Dúnadan Bard, Arvegil was the eleventh King of Arthedain. He ascended the throne in T.A. 1670 and ruled until T.A. 1743. His son, Arveleg II, succeeded him upon his death. Read LotRIII 394. See ICE's Rangers of the North 29.

Arveleg I · Lvl: 28. Aka: "Mighty King." A Dúnadan Warrior, Arveleg I was the eighth King of Arthedain (T.A. 1356–1409). He succeeded his father, Argeleb I, who was slain in battle while fighting Orcs in the Weather Hills in T.A. 1356. Upon coming to the throne, Arveleg I quickly avenged his father's death. He drove the Angmarim out of Arthedain and, for the next five decades, maintained a stable, secure frontier.

Then, in T.A. 1409, the Witch-king launched a major assault into the neighboring land of Cardolan, Arthedain's ally and sister state. The Angmarim overran Cardolan's overextended lines and virtually destroyed their army. Small numbers of lucky survivors fled north into Arthedain, while Cardolan's last Prince died fighting at the edge of the old forest. Meanwhile, Arveleg's forces arrived to aid the hard-pressed defenders of the citadel of Amon Sûl (Weathertop). The tower was Cardolan's last surviving stronghold and held a great Palantír. Although the defense was initially successful, Arveleg I was killed and his army retreated northward to Fornost, yielding the Tower but saving the Seeing-stone. The Witch-king's minions razed Amon Sûl and seized the rest of the Weather Hills. Fortunately, help came from Círdan of Lindon, and Araphor — Arveleg's son and heir — kept the Angmarim out of the North Downs and ably defended the capital. Read LotRIII 394, 397. See ICE's Rangers of the North 21, 29, 33, 54.

Arveleg II · Lvl: 26. Aka: "Mighty King." A Dúnadan Warrior, Arveleg II was the twelfth King of Arthedain (T.A. 1743–1813). His father was Arvegil and his eldest son was Araval. Read LotRIII 394. See ICE's Rangers of the North 29.

Atanamir (Tar-) · Lvl: 53. Aka: "Jewel of Men"; the Great; the Unwilling. Tar-Atanamir the Great ruled Númenór from S.A. 2029 until S.A. 2221. A Dúnadan Warrior, he was Westernesse's thirteenth King. Born in S.A. 1800, the son of Tar-Ciryatan, he was the older brother of Mûrazôr, the Númenórean Lord who became the Witch-king. Like his brother and father, he was a proud, vain Man, and he exacted a heavy tribute from the peoples of Middle-earth. During his reign, he spoke openly against the Eldar and the Ban of the Valar, and the strength of the King's Men began to grow. Atanamir had little love for the Faithful, and quiet persecution was a hallmark of his day. Despite Atanamir's jealous abuse of things associated with the Immortals, however, superstition and wisdom led him to maintain the Elvish tongues and the rich gifts of their traditions. The abandonment of these fine trappings was the work of his son, Ancalimon. Unlike his father — who had followed Númenórean practice and yielded the scepter before age debilitated him — Tar-Atanamir refused to lay down his Lordship before he died. He clung to the throne, and to life, far too long, lending himself the name "the Unwilling." Read UT 169, 216, 218, 221, 226-27.

Atanatar I · Lvl: 30. Aka: "Father of Men." A Dúnadan Bard, Atanatar I was the tenth King of Gondor. He assumed the throne after the death of his father, Turambar, in T.A. 667. When he died in T.A. 748, the reins of power passed to his eldest son, Siriondil. Read LotRIII 394. See ICE's Havens of Gondor 6.

Atanatar II · Lvl: 29. Aka: "Father of Men"; Alcarin (Q. "the Glorious"); the Squanderer. A Dúnadan Bard, Atanatar II succeeded his father, Ciryaher (Hyarmendacil I), to the throne when Gondor was at the height of its power. Unlike his vigilant father, however, Atanatar cared little for the security and administration of the realm. He preferred to enrich the cultural life of the South Kingdom and indulge himself in the splendid spoils reaped by his predecessors. Thus, he began the gradual decline of his nation. He ruled from T.A. 1149 until T.A. 1226, and was best known for his monumental works and his penchant for opulent celebrations and ceremonies. At the same time, he erected triumphal columns and redesigned the royal jewels, he relaxed the Watch on Mordor and unwittingly invited the resurrection of Gondor's enemies. Read LotRIII 395, 401-02, 404; UT 400. See ICE's Havens of Gondor 6.

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Bain · Lvl: 18. A Northman Warrior, Bain was the son of Bard I and the father of Brand. He was the second King of Dale (in the Second Line), and ruled the upper Celduin Valley from T.A. 2977–3007. Read LotRI 301; LotRIII 462-63. See ICE's Northern Mirkwood 48–52.

Balan · Lvl: 99. Aka: Bëor (Ad. "Vassal"); Bëor the Old. The first Lord of the First Adan House, Balan led his people into Beleriand. There, he befriended the Noldo Elf-king Finrod of Nargothrond. After he entered the service of Finrod, he became known as Bëor. Although he was only 48 at the time, Balan abdicated his lordship in favor of his son Baran in order to aid the Eldar. His was the oldest and noblest line among the Edain. Read Sil 170.

Baldor · Lvl: 18. Aka: "Powerful Lord." A Rohir warrior, Baldor was the eldest son of King Brego of Rohan and brother of Aldor. Proud and brave, he attempted to pass through the Paths of the Dead after making a vow before his peers at the feast in commemoration of the completion of the Meduseld. He died in cursed caves above Dunharrow in T.A. 2570, and it was not until Aragorn's successful journey along the underground road that his body was found. Read LotRIII 71, 83–84, 315, 434.

Barach · Lvl: 35. Aka: the Forester; Drug-friend. An Adan Ranger of the Second House, Barach was a forester of the Folk of Haleth who enjoyed a close friendship with the Drug-lord Aghan. Aghan's enchanted Watch-stone saved the lives and household of Barach and his family when they were attacked by Orcs, and Barach remained a strong supporter of the Drúedain until his death. Read UT 380-82.

Baragund · Lvl: 51. One of Barahir's outlaws, Baragund was a Scout/Rogue from the First Adan House. His father was Bregolas; his daughter was Morwen. Read Sil 177, 187, 196, 381.

Barahir · Lvl: 80. Aka: "Tower Lord." An Adan Scout/Rogue, Barahir was the son of Bregor and Lord of the First Adan House. His heroism saved the Elf-king Finrod during the Dagor Bragollach and, in return, Barahir received the enchanted ring that became known as the Ring of Barahir (see Aragorn IPs items). The husband of Emeldir and father of Beren, he lived apart from his family during the guerilla war he waged against Morgoth in his last years. His twelve-man company raided behind the Black Enemy's lines from their base at Aeluin. Barahir's force gradually dwindled and finally dissolved when the rogue leader died as a result of the treachery of Gorlim, one of Barahir's own outlaws. Read Sil 177, 178, 182, 186-87, 194-97, 381, 451; LotRI 260; LotRIII 388, 400.

Barahir · Lvl: 25. Aka: "Tower Lord." Barahir of Gondor was a Dúnadan Bard who wrote "The Tale of Aragorn and Arwen." He was the grandson of Faramir and served the King of Gondor. Read LotRI 38.

Baran · Lvl: 89. An Adan Bard from Estolad, Baran was the son of Balan (Bëor), and the second Lord of the First House. Read Sil 170-71.

Baranor · Lvl: 15. Aka: "Sun-tower." Baranor was a Dúnadan Man-at-arms from the province of Lossarnach in Gon-dor. He retired to a small manorial farm in the upper Erui Valley. His son Beregond followed in his footsteps, serving with the Third Company of the Guard at the Citadel of Minas Tirith. Read LotRIII 36.

Bard I · Lvl: 24. Aka: Bowman; Dragon-shooter; Bard of Lake Town. Bard was a quiet, grim Northman Warrior from Lake Town (N. "Esgaroth") on the Long Lake of the Celduin Valley in northern Rhovanion. When the Dragon Smaug attacked his port-home in T.A. 2941 he rallied the townsmen and slew the Fire-drake with a well-placed bowshot. He later led the Northmen of the Long Lake area in the Battle of Five Armies outside the Lonely Mountain. After the victory, he used his portion of the Dragon's hoard to rebuild the ruined town of Dale, the home of his ancestor Girion. Thus, Bard became the First King of the Second Line. Read Hob 234-42, 250, 275-7, 286; LotRI 301. See ICE's Northern Mirkwood 48–52.

Bard II · Lvl: 21. Aka: Dwarf-friend; Bard of Dale. Bard II was a Northman Warrior and the fourth King of Dale (in the Second Line), ruling from T. A. 3019 into the early Fourth Age. He became King when Brand died in the three-day Battle of Dale. The allied army of Dwarves and Men lost the battle, which also claimed the Dwarf-king Dáin II, so Bard II led the survivors — Northmen of Dale and the Long Lake area

and a large contingent of Dwarves — into the Dwarf-hold at Erebor (S. "Lonely Mountain"). There, they withstood a brief siege which lasted until the destruction of the One Ring and their subsequent counterstrike against the demoralized Easterling attackers. Read LotRIII 467. See ICE's Northern Mirkwood 48–52.

Barliman Butterbur · Lvl: 8. Aka: Barley or Butterbur. A pleasant Eriadoran Warrior, Butterbur was one of a long line of innkeepers at The Prancing Pony in Bree. Congenial and inherently wise, but somewhat slow-witted and absent-minded, he was a modest fellow and a warm host. He possessed a reddish pallor, a short, fat stature, and a bald head. Read LotRI 29, 203, 209-43, 291, 345; LotRIII 327, 333-39. See ICE's Bree and the Barrow-downs.

Belecthor I · Lvl: 28. Aka: "Great Eagle." Belecthor I was a Dúnadan Warrior and the fifteenth Ruling Steward of Gondor (T.A. 2628-55). Read LotRIII 395. See ICE's Minas Tirith.

Belecthor II · Lvl: 26. Aka: "Great Eagle." A Dúnadan Warrior, Belecthor II served as the twenty-first Ruling Steward of Gondor (T.A. 2811-72). Read LotRIII 395. See ICE's Minas Tirith

Beleg · Lvl: 50. Aka: "Mighty." A Dúnadan Warrior, Beleg was the second King of Arthedain. He ruled from T.A. 946-1029 and, although he resided in Annúminas at times, he made his capital at Fornost. During his reign, the Wizards (Istari) first entered Middle-earth. Read LotRIII 394. See ICE's Rangers of the North 14, 29.

Belegorn · Lvl: 28. Aka: "Great Tree." A Dúnadan Ranger, Belegorn was the fourth Ruling Steward of Gondor (T.A. 2148–2204). He succeeded Herion and preceded Húrin I. Read LotRIII 395. See ICE's Minas Tirith.

Belegund · Lvl: 20. Aka: "Great Cave." An Adan Scout/Rogue of the First House, Belegund served as an outlaw in Barahir's Company. Belegund was the nephew of Barahir, the son of Bregolas, and the father of Rian (the wife of Húor). Read Sil 177, 187, 194, 242.

Bëor · See Balan.

Beorn · See Section 4.2.

Bereg · Lvl: 70. Aka: "Refuser." The grandson of Baran and the great-grandson of Balan (Bëor), Bereg was a Bard/Seer and a Chieftain of the First Adan House. His opposition to his people's involvement in the Wars in Beleriand led him to leave his home in Estolad and return to the Edain's ancient homeland in Eriador. Leading a thousand of his brothers, he founded a new kingdom around Bree and Weathertop. Read Sil 173, 398.

Beregar · Lvl: 42. Aka: "Noble Stone" A Dúnadan Seer from Andustar in western Númenór, Beregar was the father of Erendis. He traced his ancestry through the First House of the Edain (the House of Bëor), although he was not of the line of Elros. Read UT 177, 181, 183, 185, 190, 193-94.

Beregond · Lvl: 30. Aka: "Stone Captain." A Dúnadan Ranger, Beregond was the son of Beren and twentieth Ruling Steward of Gondor (T.A. 2763–2811). He was a superb seafarer, and he defeated the three Corsair fleets that ravaged the coasts of Gondor during the Long Winter of T.A. 2758-59. Read LotRIII 395, 416. See ICE's Havens of Gondor 9–10; Sea-lords of Gondor 11.

Beregond · Lvl: 10. Aka: "Stone Captain." A Dúnadan Warrior from Lossarnach, he was a Man-at-arms in the Third Company of the Guard of the Citadel of Minas Tirith. His bravery in the War of the Ring earned him the appointment as the Captain of Faramir's personal guard. Beregond was the son of Baranor, the father of Bergil, and a close friend of Peregrine Took. Read LotRIII 36–46, 51, 97–99, 110, 122-23, 154-2, 173, 207, 305.

Beren · Lvl: 45. An Adan Warrior of the First House and a descendant of Balan (Bëor), Beren was the father of Emeldir and the grandfather of Beren Erchamion. Read Sil 408.

Beren (Erchamion) · See Section 4.2.

Beren · Lvl: 25. Aka: Beren of Gondor. A Dúnadan Bard/Monk, Beren was the nineteenth Ruling Steward of Gondor (T.A. 2743-63). The father of Beregond, he presided over the South Kingdom during the Second Corsair Invasion (T.A. 2758-59). The three enemy fleets raided Gondor's southern coasts during the Long Winter. The attack coincided with Wulf's attack on Rohan, so no aid came from the North. Fortunately, Beren's vigorous son defeated the invaders and helped the Rohirrim, rescuing his father's star-crossed reign. Unfortunately, Beren gave the keys to Orthanc to Saruman the White later in T.A. 2759, hoping to protect his ally's western flank against further Dunlending incursions. Read LotRIII 395,415-416. See ICE's Minas Tirith; Havens of Gondor 9–10; Sea-lords of Gondor 11; Riders of Rohan 7.

Bereth · Lvl: 49. Bereth was an Adan of the First House and an Animist/Astrologer. The daughter of Bregolas and the sister of Baragund and Belegund, she was Morwen's aunt and an ancestor of Erendis of Númenór. See UT 215-16,

Bergil · Lvl: 2. The Dúnadan son of Beregond, Bergil remained in Minas Tirith during the invasion of Gondor. Read LotRIII 47–51, 165, 172, 195-96.

Berúthiel · Lvl: 25. Aka: "Daughter of the Queen"; Black Queen (S. "Morberth" Q. "Momatari"). A Black Númenórean Mystic/Mage, Berúthiel was the Queen of Gondor during the reign of first Ship-king Tarannon (T.A. 830–913). Spiteful and reclusive, she shunned the sea that her husband held so dear, and refused to live in the palace he erected over the river Anduin. Instead, she stayed secluded in undecorated chambers in the otherwise opulent King's House in Osgiliath. Hideous sculptures adorned her bizarre gardens, leading most of the members of the King's Court to believe that she was insane. Taronnon's people despised her, suspecting Berúthiel of heinous nocturnal machinations. Indeed, the Queen spied on her subjects, communicating through her ten intelligent cats (one white and nine black). No one dared bother the creatures, who wandered the streets of the capital as Berúthiel's "eyes" and "ears." King Tarannon abandoned his love for her and eventually seized her evil cats and put them to sea in a drifting ship that was last seen off the coast of Umbar. Berúthiel abhorred beauty and decoration, although she was herself quite gorgeous. She dressed only in black or silver. Read LotRIII 405; UT 401-2.

Bill Ferny · Lvl: 4. Aka: The Chief's Big Man. Bill Ferny was an Eriadoran Scout/Rogue from Bree-land. A coarse Man of Dunlending ancestry, he frequented taverns and casually fell into bad company. His associations brought him into league with Saruman, who employed him during the War of the Ring. While at The Prancing Pony in T.A. 3018, Bill attempted to slow the Company's departure from Bree but failed. He later served as the Warden of Buckland Gate. When Frodo returned to the Shire, Bill was expelled. Read LotRI 224-25, 242, 244; LotRIII 335, 338, 343. See ICE's Bree and the Barrow-downs; Rangers of the North 55.

Bór · Lvl: 35. Aka: The Easterling. A swarthy Easterling Warrior-chieftain, Bór led his people into Beleriand after the Dagor Bragollach. His clan became sundered from the Faithless Easterlings of Ulfang during the migration. Bór remained a loyal ally of the Edain and his clan fought valiantly at the Nirnaeth Arnoediad, where his sons Borlad, Borlach, and Borthand all perished. Read Sil 189, 231.

Borlach · Lvl: 31. Aka: "Flaming Hand?" The second son of Bór, Borlach was a Swarthy Easterling Warrior who served in the Host of Maedhros. He died in the Battle of Unnumbered Tears ("Nirnaeth Arnoediad"), alongside his brothers Borlad and Borthand. Read Sil 189,235,

Borlad · Lvl: 32. Aka: "Plains Hand?" A Swarthy Easterling Warrior, Borlad was the first son of Bór. Like his brothers Borlach and Borthand, he led a Faithful Easterling contingent in Maedhros' Army of Himring at the Battle of Unnumbered Tears and died fighting bravely for the Elven cause. Read Sil 189, 235.

Boromir · Lvl: 60. Aka: "Jeweled Hand." An Adan Warrior of the First House of the Edain, Boromir was the first Lord of Ladros in Dorthonion. His land was held in fief, making him a vassal of the Elven House of Finarfin. Boromir was a son of Boron, a grandson of Barahir, and the great-grandson of Balan (Bëor). Read Sil 177, 398.

Boromir (I) · Lvl: 28. Aka: "Jeweled Hand." A mighty, but short-lived Dúnadan Warrior, Boromir was the eleventh Ruling Steward of Gondor. His reign (T.A. 2477-89) began just after the Uruk-hai came out of Minas Morgul and swept into Ithilien. The Orcs overran Osgiliath and ruined the nearly deserted city, but Boromir led his army to victory and drove the beleaguered Uruk forces from the Moon-land. Read LotRIII 395, 414-15.

Boromir (II) · See Section 4.2.

Boron · Lvl: 65. Aka: "Great Hand?" An Adan Warrior of the First House of the Edain, Boron was a son of Barahir, a grandson of Balan (Bëor), and the father of Boromir of Ladros. A younger brother of Beren, he resided in Dorthonion. Read Sil 177.

Borondir · Lvl: 14. Aka: "Great Gazing Hand"; Udalraph (S. "Stirrupless"). Borondir was a Dúnadan Ranger and a Royal Messenger in the service of the Steward Cirion of Gondor (r. T.A. 2489–2567). He delivered Cirion's request for help against the Balchoth to Eorl, Lord of the Éothéod, in T.A. 2510. See UT 297-99, 313.

Borthand · Lvl: 30. Aka: "Hand?" The third son of Bór the Easterling, Borthand was a Warrior-lord who led his people in the Nirnaeth Arnoediad, the Battle of Unnumbered Tears. He died fighting beside his brothers Borlad and Borlach. Read Sil 189, 235.

Brand · Lvl: 21. Aka: "March" (Rh. "Border"). A strong Northman Warrior, Brand was the second King of Dale in the Second Line. Brand was the eldest son of Bain and a grandson of Bard I. He ruled the upper Celduin Valley from T.A. 3007-17. When he died fighting the Easterlings during the three-day Battle of Dale, his son Bard II succeeded him. Read LotRI 301; LotRIII 463, 468.

Brandir · Lvl: 55. Aka: "Brandir the Lame." A gentle, club-footed Adan Animist/Healer of the Second House (the Haladin), Brandir was the son of Handir and the Lord of the People of Haleth in the Forest of Brethil. He hated war and hoped to hide his folk from their enemies. During the Wars of Beleriand, he avoided the conflict and fortified his small, hidden realm, erecting the palisade refuge of Ephel Brandir on Amon Obel. His people stayed out of the fighting during his reign but, with the arrival of the wounded Turin, son of Húrin, they briefly faced the specter of war. Brandir healed Turin but refused to assist him in his quest to slay the Dragon Glaurung. Two of Brandir's subjects, however, accompanied the great Warrior, and many of the Haladin lost respect for their Lord (see "Turin" below). Believing Turin slain and fearing the Drake, Brandir later attempted to flee with Turin's pregnant wife Níniel. Níniel rejected his advances and fled, only to commit suicide after discovering that Turin was her brother. Brandir then went home to confess his transgressions before his forgiving subjects. When Turin returned to Brethil following the slaying of Glaurung, though, he was not so kind. He confronted Brandir in the belief that the Healer was responsible for his wife's death, and killed the Lord of the Haladin in the ensuing struggle. Read Sil 266, 271-77, 382.

Brego · Lvl: 29. A powerful Rohirric Warrior, Brego was the eldest son of Eorl and the second King of Rohan (T.A. 2545-70). His successful wars against the Men of the White Mountains and the Orcs and

Balchoth in the Wold region secured Rohan's borders. Brego was born in T.A. 2512, when the Riddermark was only two years old. He built the Meduseld, but died of grief soon after its commemoration when his foolhardy son Baldor disappeared in the Paths of the Dead. His second son Aldor succeeded him to the throne. Read LotRI 301; LotRIII 463, 468.

Bregolas · Lvl: 70. An Adan Warrior of the First House of the Edain, Bregolas was a son of Bregor, the brother of Barahir, and the father of Baragund, Belegund, and Bereth. He died fighting at the Dagor Bragollach (S. "Battle of Sudden Flame"), beside the Elves Angrod and Aegnor. Read Sil 177, 182, 381.

Bregor · Lvl: 82. An Adan Warrior and Lord of the First House of the Edain, Bregor was the father of Bregor and Barahir. Read Sil 177, 381.

Brytta · Lvl: 23. Aka: Léofa (R. "Beloved"). A gentle, open-minded Rohirric Ranger, Brytta was born in T.A. 2752 and was the eldest son of Fréaláf. The eleventh King of Rohan (T.A. 2798–2852), his people loved him for his liberal policies and generous manner. Unfortunately, while his reign initially fostered growth and prosperity in the Riddermark, his kingdom was assailed by Orcs driven out of the Misty Mountains following their war with the Dwarves. Read LotRIII 435. See ICE's Riders of Rohan 7, 9.

Butterbur · See Barliman Butterbur.

C

Calion (Tar-) · See Ar-Pharazôn, Section 4.2.

Calimehtar · Lvl: 30. Aka: "Swordsman of Light." A proud Dúnadan Ranger, Calimehtar was the second son of King Calmacil of Gondor (T.A. 1294–1304) and younger brother of Minalcar (Rómendacil II). He resided in Pelargir rather than Osgiliath, for he was Gondor's High-captain of the Ships. It was hardly surprising when he supported the disenchanted Sea-lords of Lebennin during his brother's reign. Castamir, Calimehtar's grandson, would later foment the Kin-strife (T.A. 1432-47). Read LotRIII 390, 406. See ICE's Havens of Gondor 6, 10; Sea-lords of Gondor 9.

Calimehtar · Lvl: 30. Aka: "Swordsman of Light." Calimehtar was a noble Dúnadan Warrior, the son of Narmacil II and thirtieth King of Gondor (T.A. 1856–1936). His reign was scarred by the war with the Wainriders and the King spent much of his time campaigning away from Minas Anor. When a Northman revolt finally weakened the Wainrider Kingdom in T.A. 1899, Calimehtar crushed the Easterlings. Read LotRIII 395, 409. See ICE's Riders of Rohan 6, 249.

Calimmacil · Lvl: 24. Aka: "Sword of Light." A Dúnadan Warrior, Calimmacil was a Gondorian Prince. He was the nephew of King Narmacil II (T.A. 1850-56) and the grandfather of King Eärnil II (T.A. 1945–2043). Read LotRIII 410.

Calmacil (Tar-) · Lvl: 51. Aka: "Bright Sword" (A. "Ar-Belzagar"). A Dúnadan Ranger of considerable renown, Tar-Calmacil was Númenór's eighteenth monarch. Born the eldest son of Tar-Alcarin in S.A. 2406, he ruled from S. A. 2737 until his death in S.A. 2825. His fleets conquered much of Endor's coastal territory, forcing Sauron of Mordor to confine his conquests to the inlands. The Dark Lord hated him, but never succeeded in deposing him. Calmacil's successful reign, however, proved auspicious, for he showed great favor to the King's Men, and it was in his day that the name of Númenór's King was first spoken in Adûnaic. Read LotRIII 390; Sil 364; UT 222-23, 226-27.

Calmacil · Lvl: 25. Aka: "Bright Sword." Weak Dúnadan Bard/Seer, the eighteenth King of Gondor (T.A. 1294–1304). His son Minalcar ruled the South Kingdom throughout his reign, an era marked by increasing tension between Gondor's seafarers and the Prince's faction. Calimehtar, Calmacil's second

son, supported the Sea-lords against his brother's interests. Read LotRIII 390. See ICE's Havens of Gondor 6, 10; Sea-lords of Gondor 9.

Camlost · See Beren, Section 4.2.

Castamir · See Section 4.2.

Celebrindor · Lvl: 28. Aka: "Silver Lord." A Dúnadan Bard/Seer, Celebrindor was the fifth King of Arthedain (T.A. 1191–1272). His father was Celepharn; his son was Malvegil. Read LotRIII 394. See ICE's Rangers of the North 299.

Celepharn · Lvl: 29. Aka: "Silver Stone." A Dúnadan Bard/Seer, Celepharn was the fourth King of Arthedain (T.A. 1110-91). His father was Mallor; his son was Celebrindor. Read LotRIII 394. See ICE's Rangers of the North 299.

Cemendur · Lvl: 46. Aka: "Earth Lord" or "Lover of the Earth." A noble Dúnadan Animist, Cemendur was the son of Menedil and fourth King of Gondor (T.A. 158–238). His heir was Eärendil. Read LotRIII 394.

Ceorl · Lvl: 12. Aka: "Husbandman." A Rohirric Warrior and Húscairls (R. "Household Knight"), Ceorl was one of the Riders of Rohan that fought under Erkenbrand of Westfold at the Battle of the Fords of the Isen. He carried the news of the defeat to Théoden. Read LotRII 167-68.

Cirion · Lvl: 31. Aka: "Lord of Ships." A Dúnadan Ranger and seafarer, Cirion was the High-captain of Gondor's fleet during the reign of his father Boromir. He became the twelfth Ruling Steward in T.A. 2489 and ruled Gondor until his death in T.A. 2567. Cirion presided over a beleaguered Kingdom, one assailed by Corsairs in the South and the Balchoth in the North; and although he was an able and exceedingly brave Captain, his armies were overmatched. He managed to stop the Corsairs, but the Easterling confederation of Balchoth swept across the Anduin and into northern Gondor in T.A. 2510. Cirion rode north to meet the invaders but found his army hard-pressed. Fortunately, Eorl of the Éothéod came to Cirion's rescue at the Battle of the Field of Celebrant, where the Steward and his Northman allies defeated the Balchoth and ended the invasion of Calenardhon (Gondor's northern province). Cirion then granted the Northmen of the Éothéod all of Calenardhon, which became Rohan. In return, Eorl swore his famous oath of alliance to the South Kingdom. Read LotRIII 363, 395-15; UT 278, 288, 296-97, 299, 301–310, 313, 315, 317, 371. See ICE's Riders of Rohan 7, 27, 61.

Ciryaher · Lvl: 33. Aka: "Ship-lord"; Hyarmendacil I (Q. "South-victor"). An extremely strong Dúnadan Warrior-king, Ciryaher was Gondor's fifteenth monarch (T.A. 1015–1149). He was the last of four Ship-kings, the eldest son of Ciryandil, and the father of Atanatar II. His reign marked the height of the South Kingdom's power. He sought to avenge his father's death and campaigned in the South throughout the early part of his reign. His victory over the Haradrim brought all of Harad under Gondorian control in T.A. 1050; thus, his name "South-victor." Read LotRIII 394, 403-04. See ICE's Havens of Gondor 6, 10; Sea-lords of Gondor 9, 60

Ciryandil · Lvl: 32. Aka: "Ship-lover" A fine Dúnadan Captain and a skilled Sea-ranger, Ciryandil was Gondor's third Ship-king and fourteenth ruler. His reign lasted from the death of his father Eärnil I in T.A. 936 until the accession of his son Ciryaher in T.A. 1015. He expanded his father's great fleet but died fighting the Haradrim in Haradwaith. Read LotRIII 394,403-04. See ICE's Havens of Gondor 6, 10; Sea-lords of Gondor 9, 60.

Ciryatan (Tar-) · Lvl: 57. Aka: "Ship-king" Born in S.A. 1634, Ciryatan was the son of Tar-Minastir. A prideful and ruthless Dúnadan Warrior, he ascended the throne of Númenór in S.A. 1869 and ruled for 160 years, surrendering the scepter in S. A. 2029 to his eldest son Tar-Atanamir ("the Great"). He died in S.A. 2035. Prior to his reign, he sailed along most of Endor's coasts, becoming acquainted with the Adan

interests and colonies and satiating his restless spirit. His voyages hurt his father, who hoped that his son would remain in Westernesse and learn the crafts ascribed to an heir. When Ciryatan finally returned home, he forced his loving father to relinquish the throne prematurely. It is from this moment, that the Shadow is said to have first gripped the Edain of the West. His second son, Mûrazôr, became the Witch-king (see Section 5.2). As Númenór's twelfth King, Ciryatan built a huge fleet and embarked on a greedy policy of conquest and plunder in Middle-earth. Read LotRIII 390; Sil 327; UT 221, 226-27.

Ciryon · Lvl: 28. Aka: "Great Ship." The third son of Isildur, Ciryon died while fighting Orcs (alongside his father) at the Battle of Gladden Fields in T.A. 2. Read Sil 366; UT 271, 274, 280.

D

Dagnir · Lvl: 45. Aka: "Bane." Adan Scout/Rogue who served as one of Barahir's twelve outlaws. He was one of the last to die in Dorthonion. Read Sil 187.

Dairuin · Lvl: 49. Aka: "Shadow's Red Flame." An Adan Scout/Thief, Dairuin was one of Barahir's outlaws. He was the second of the twelve, serving under Barahir and Radhruin. Read Sil 187.

Demik Dral* · See Section 4.2.

Denethor I · Lvl: 28. Aka: "Water Torrent." A Dúnadan Animist/Cleric, Denethor I was the tenth Ruling Steward of Gondor (T.A. 2435–2477). The son of Dior and the father of Boromir, he was a modest and gentle man. His reign ended soon after the Uruk-hai overran Ithilien. Read LotRIII 395, 415.

Denethor II · See Section 4.2.

Déor · Lvl: 28. Aka: "Brave Deer." A Rohir Warrior, Déor was the seventh King of Rohan (T.A. 2699–2718). He was born in T.A. 2644, the eldest son of Goldwine; his eldest son was Gram. Dunlendings raided Rohan throughout Déor's sorrowful reign, and they seized the deserted fortress of Angrenost (Isengard in T.A. 2710). Although the Dunmen never entered the great tower of Orthanc (which was magically locked), they remained in the Ring of Isengard despite the Rohirrim's attempts to drive them out. They were not dislodged until the reign of Fréaláf son of Hild. Read LotRIII 435. See ICE's Riders of Rohan 9.

Déorwine · Lvl: 16. Aka: "Friend of the Brave-deer" A Rohirric Thane and chief of Théoden's Household Knights, Déorwine was a superb Warrior. He fell at the Battle of Pelennor Fields. Read LotRIII 146, 152. See ICE's Riders of Rohan 59.

Dernhelm · See Éowyn.

Derufin · Lvl: 9. Aka: "Sturdyhair?" A Dúnadan Warrior from Sam Erech in Morthond Fief in Lamedon, Derufin was the younger son of Duinhir. He and his brother Duilin served under their father as commanders of two companies of bowmen in the Steward's army at the Battle of Pelennor Fields in T.A. 3019. They both perished in the attack against the Mûmakil (Oliphants). Read LotRIII 49, 152.

Dervorin · Lvl: 13. A Dúnadan Warrior from Ethring in Lamedon, Dervorin was the son of the Lord of Ringlo Vale. He led his father's company of 300 men at Pelennor Fields in T.A. 3019. Read LotRIII 395, 415.

Dior (Eluchíl) · For Dior, son of Beren and Lúthien, see LOMEI, p. 64.

Dior · Lvl: 28. A Dúnadan Bard, Dior was the oldest son of Barahir, the father of Denethor I, and the tenth Ruling Steward of Gondor (T.A. 2412–2435). Read LotRIII 395.

Dírhael · Lvl: 21. A Dúnadan Ranger, Dírhael was a descendant of Aranarth, the first Chieftain of the Rangers of the North (T.A. 1974–2106). His wife was Ivorwen, and Gilraen the Fair was his eldest

daughter. Although Dírhael opposed his daughter's betrothed to Arathorn son of Arador, Gilraen married the future Chieftain and later bore him a son — Aragorn II. Read LotRIII 420.

Dírhavel · Lvl: 20. An Adan Bard from Dor-lómin, Dírhavel composed the poem Narni Hîn Húrin. He died when the sons of Fëanor attacked the Havens of Sirion. Read Sil 147; UT 146.

Dorlas · Lvl: 28. An Adan Ranger from Brethil, Dorlas was of the House of Haladin. He accompanied Hunthor and followed Turin in the quest to slay Glaurung the Dragon. Dorlas fled the encounter with the Drake and later died at the hands of his Lord, Brandir the Lame. Read Sil 266, 271, 276; UT 110-12, 124, 126, 128-30, 132-33, 139, 148.

Duilin · Lvl: 10. Aka: "Riversong." A Dúnadan Warrior from Sam Erech in Morthond Fief in Lamedon, Duilin was the older son of Duinhir. He and his brother Derufin each commanded a company of bowmen in the force of 500 men led by their father at the Battle of Pelennor Fields in T.A. 3019. Like Derufin, Duilin perished in the attack against the Mûmakil (Oliphants). Read LotRIII 49, 152.

Duinhir · Lvl: 18. Aka: "Riverlord." A tall, strong, landed Aroquen (S. "Royal Knight"), Duinhir was the Dúnadan Lord of Sam Erech in Morthond Fief (in Lamedon). He led a force of 500 men to the Steward's assistance during the War of the Ring, and he lost both his sons (Derufin and Duilin) in the fighting at the Battle of Pelennor Fields in T.A. 3019. Read LotRIII 49.

Dúnhere · Lvl: 18. Aka: "Hill Warrior" A Rohirric Warrior and Thane, Dúnhere was the Lord of Harrowdale. He died at the Battle of Pelennor Fields. Read LotRIII 79,83,152. See ICE's Riders of Rohan 59.

E

Eärendil · See Section 4.2.

Eärendil · Lvl: 41. Aka: "Lover of the Sea." A Dúnadan Ranger. The South Kingdom's fifth King, Eärendil took the throne of Gondor after his father Cemendur died in T.A. 238. He ruled until his own death in T.A. 324, and was succeeded by his eldest son, Anardil. Read LotRIII 394.

Eärendur · Lvl: 36. Aka: "Friend of the Sea"; Lord of Forostar. A Dúnadan Warrior, Eärendur was the younger brother of King Tar-Elendil of Númenór. He was born in S.A. 361. His grandson Malantur nearly became King after the reign of Tar-Aldarion, but the scepter instead passed to Tar-Ancalimë (the first Ruling Queen). Read UT 208.

Eärendur · Lvl: 44. Aka: "Friend of the Sea"; Lord of Andúnië. A Dúnadan Bard/Seer, Eärendur was the fifteenth Lord of Andúnië in Andustar in northwestern Númenór. His sister Lindórië was the grandmother of Tar-Palantír. Read Sil 331; UT 223.

Eärendur · Lvl: 42. Aka: "Friend of the Sea." Eärendur, the tenth and last King of Amor, was a great Ranger who presided over the North Kingdom during the final years of its unity (T.A. 777–861). His sons divided Amor into three successor states: Amor, Cardolan, and Rhudaur. Amlaith, the eldest, became the first King of Arthedain. Read Sil 454, LotRIII 394.

Eärnil I · Lvl: 36, Aka: "Sea-lover." Eärnil I, the son of Tarciryan and nephew of the childless King Tarannon (T.A. 830–913), was the second Ship-king of Gondor. A great Dúnadan Ranger, he ruled as the South Kingdom's thirteenth monarch (T.A. 913-36). The most notable of his many achievements was the rebuilding of Pelargir, although many contend that his victory over the Black Númenóreans of Umbar ranked as a greater feat. Eärnil's army entered the city of Umbar in T.A. 933, but he had little time to

consolidate his conquest. Only three years later, in a storm off the Harad coast, his ship foundered and he perished in the raging sea. Read Sil 454; LotRIII 395, 403; See ICE's Sea-lords of Gondor 8–9, 24–25.

Eärnil II · Lvl: 34. Aka: "Sea-lover." Eärnil II, the son of Siriondil and thirty-second King of Gondor (T.A. 1945–2043), was one of the South Kingdom's greatest Warriors. His military exploits rescued the realm in one of its most dire emergencies. In T.A. 1944, during the struggle against the Easterlings in the Wainrider War, King Ondoher of Gondor took the Northern Army into battle near Morannon. There, the Dúnedain suffered one of their worst defeats. During the fray, the Wainriders slew Ondoher and both of his sons, Artamir and Faramir, forcing the scattered remnants of the Gondorian force to flee southward. The Wainriders then stopped to celebrate their victory and savor the prospects for plunder and conquest in the South Kingdom. Meanwhile, Eärnil II and Gondor's Southern Army met and crushed a huge army composed of Easterlings, Variags, and Haradrim in South Ithilien, securing Gondor's southern flank. Turning northward, Eärnil II and his victorious troops force—marched into North Ithilien, gathered many of the scattered groups of Ondoher's force, and surprised the Wainriders during their celebration. The ensuing rout was called the Battle of the Camp. Eärnil's army utterly annihilated the Easterlings, driving the few survivors into the Dead Marshes and the arid fields of Dagorlad, ending the Wainrider War. A year of political turmoil followed (T.A. 1945), for the issue of royal succession was clouded by the demise of both of Ondoher's heirs. The Steward Pelendur ruled during the interregnum, despite the claim of King Arvedui of Arthedain (Ondoher's son-in-law) that he should take the throne of the South Kingdom. Pelendur refused to support Arvedui's assertion, turning instead to Eärnil II, whose ancestry and popularity led to his election. Eärnil II fostered an economic and military resurgence in Gondor. The army and fleet were rebuilt and merchants prospered. By T.A. 1973, the South Kingdom was better off than at any time since the Great Plague. Still, Eärnil's realm could muster few men for far-flung wars, so when Arvedui of Arthedain asked for military aid for his war against the Witch-king of Angmar, the Dúnedain of the South took nearly two years to send a fleet northward. Eärnil II appointed his eldest son Eärnur to command the armada that sailed from Pelargir in T.A. 1974. This great force landed at the Grey Havens the following year, but arrived too late to save Arthedain from the Angmarim. Joining with the Elves of Lindon, Eärnur's mission became one of revenge. His army proved victorious at the Battle of Fornost (T.A. 1975), decimating the Witch-king's horde and ending the infamous scourge operating out of Angmar; however, Arthedain was already destroyed. When Eärnur returned to Minas Anor, his father Eärnil II presided over the last remaining Dúnadan Kingdom. Amor was lost until its resurrection under Elessar at the end of the Third Age. Eärnil II felt the sting of the Witch-king's ire once again in T.A. 2000. The Nazgûl attacked Minas Ithil and laid siege to the beautiful mountain city for two years before it finally fell. The King never retook the town, which was known thereafter as Minas Morgul It was a bitter symbol that haunted the last years of his reign and scarred an otherwise brilliant career. Read Sil 368; UT 241, 291-95; LotRIII 395, 403, 409-13, 458. See ICE's Sea-lords of Gondor 8, 10.

Eärnur · Lvl: 31. Aka: "Sea-friend." Like his father Eärnil II, Eärnur was a superb seaman and Warrior. Unlike his predecessor, though, Eärnur proved to be a poor ruler. His love for contests and battle outweighed any feeling for effectively governing his people, and his proud, selfish nature prevented him from marrying and giving Gondor an heir. Eärnur ruled Gondor as the thirty-third King (T.A. 2043-50). He was the last of Anárion's line and the last monarch of the South Kingdom. The era of the Ruling Stewards followed his short reign. Bien, after the crowning of Aragorn II as King Elessar, the Kingdoms in Exile were reunited and the same High-king ruled both Gondor and Amor. While heir to the throne, Eärnur commanded the Dúnadan army that embarked from Pelargir in T.A. 1974 in order to assist King Arvedui of Arthedain to withstand the impending attack from Angmar. Although he arrived too late to save the North Kingdom from being overrun by the Witch-king's minions, he did lead his soldiers to

victory over the Angmarim. His Knights broke the flank of the enemy at the Battle of Fornost (T.A. 1975), and Prince Eärnur foolishly chased the fleeing Nazgûl-lord. His horse reared, however, when the Witch-king turned to engage him, and the Prince no longer held any advantage in the impending melee. Only the intervention of the Elf-lord Glorfindel saved him. The Ringwraith rode off, deserting his defeated kingdom and swearing revenge. The Witch-king's opportunity came in T.A. 2043, upon the death of King Eärnil II and the ascension of Eärnur as the monarch in Gondor. Hoping to slay his old adversary and continue the pressure against the South Kingdom that began with taking of Minas Ithil in T.A. 2002, the Chieftain of the Ringwraiths issued an open challenge to Eärnur to duel, but the Steward Mardil restrained the fiery nature of the new King. Eärnur reluctantly refused the offer, and the Witch-king proclaimed the Dúnadan monarch a coward. Fortunately, Mardil's care tempered Eärnur's pride, for the King's second realized that it would be easier to reclaim Minas Ithil by force of arms. The crowning of Eärnur coincided with the renaming of Minas Anor as Minas Tirith. The change embodied the new King's resolve, for he hoped to drive the Witch-king from Ithilien. Unfortunately, the Ringwraith's host proved too well entrenched and patience began to wear on Eärnur's mind. Rashness and pride gradually supplanted his reason. When the Witch-king called him both faint-hearted and feeble in T.A. 2050, thereby renewing the challenge, Mardil failed to dissuade the Gondorian monarch from riding to his doom. Eärnur gathered some Knights and rode to Minas Ithil (Minas Morgul). There, he accepted combat with the Lord of the Nazgûl, losing the duel, his life, and his compatriots. Heirless, he left Gondor without a King. The bereaved Mardil became the first in the line of Ruling Stewards. Read Sil 369; UT 295, 319; LotRII 353; LotRIII 303, 395, 403, 409-13. See ICE's Rangers of the North 33; Havens of Gondor 6, 10; Sea-lords of Gondor 8, 11.

Ecthelion I · Lvl: 27. Ecthelion was the son of Belecthor I and the father of Egalmoth. A Dúnadan Warrior, he served as Gondor's seventeenth Ruling Steward from T.A. 2655 until T.A. 2698. Read LotRIII 395

Ecthelion II · Lvl: 27. A Dúnadan Warrior, Ecthelion II was the son of Turgon, the father of Denethor II, and the grandfather of Boromir and Faramir. He seized as Gondor's twenty-fifth Ruling Steward from T.A. 2953–2984, commissioning Thorongil's (Aragorn II) raid against the Haradrim in T.A. 2980. Thorongil took a small fleet southward and, under cover of darkness, destroyed a great number of ships docked in Umbar. He slew the Captain of the Haradan Haven before withdrawing with modest losses. Returning to Pelargir, Thorongil refused to journey to Minas Tirith in triumph; instead, he left on another urgent mission. The Steward never realized the Ranger's identity, despite the fact that Thorongil acted as his counsel prior to the raid against Umbar. Read UT 407, 413; LotRIII 395, 417.

Edhelion* · Lvl: 28. A Faithful Númenórean (Dúnadan) Ranger from Eldalondë in Westernesse, Edhelion sailed to Middle-earth in S.A. 3312. He settled in eastern Belfalas, to the southwest of what later became Linhir. Around S.A. 3400, King Elendil of Amor and Gondor granted him the title of Prince of Belfalas and the lands to the north the peninsula. Edhelion's fief became known as Dor-en-Emil, the "Land of the Prince." His heirs founded Lond Emil, which later became known as Dol Amroth. See ICE's Havens of Gondor 7, 8, 28.

Edrahil* · Lvl: 24. Aka: Aeärdur (S. "Sea-friend"). A Dúnadan Warrior, Edrahil was the last of the first line (House of Lond Emil) of Princes of Dol Amroth. He was the grandson of Adrahil land came to the Swan-throne in T.A. 2000, after his father died at the hands of Orcs during the Nazgûl assault on Minas Ithil. When the Prince attempted to avenge his father's death and relieve the siege of Minas Ithil in T.A. 2002, the Witch-king cut him down in single combat. The wounded Edrahil languished in the Healers' Hall at Osgiliath for two years before dying of the cursed wound. Since he was heirless, King Eärnil appointed

Galador, son of Imrazôr, as the new Prince of Dol Amroth (beginning the second line or House of Doi Amroth). See ICE's Havens of Gondor 10, 28.

Egalmoth · Lvl: 26. The eighteenth Ruling Steward of Gondor, Egalmoth was a Dúnadan Warrior, the son of Ecthelion I and the father of Beren. During his reign (T.A. 2698–2743), Déor the King of Rohan requested aid in dislodging the Dunlending force that seized the Ring of Isengard in T.A. 2710, but the conservative Steward refused to risk his already strained resources. Read UT 373; LotRIII 395.

Elatan · Lvl: 49. Aka: "Star-king." A Dúnadan Animist/Astrologer, Elatan wed Silmarien, the daughter of Tar-Elendil of Númenór (r. S. A. 590–740). His son was Valandil, the first Lord of Andúnië. Read UT 173.

Eldacar · Lvl: 47. Aka: "Red Elf." Amor's fourth King (T.A. 249–339), Eldacar was a Dúnadan Bard. He was the grandson of Isildur, the son of Valandil, and the father of Arantar. Read LotRIII 394. See ICE's Rangers of the North 29.

Eldacar · See Section 4.2.

Eldarion · Lvl: 32. Aka: "Elf-son." Eldarion the Ranger was the second King of the Reunited Kingdom of Amor and Gondor. The mortal, Half-elven son (and only son) of King Elessar (Aragorn II) and Arwen, he came to the throne in the year 120, Fourth Age. Read LotRIII 427.

Elendil (Tar-) · Lvl: 62. Aka: "Elf-friend"; Parmaitë (Q. "Book-handed"); "Star-lover." Tar-Elendil was Númenór's fourth King. A Seer from Andúnië, he was the scholarly son of Tar-Amandil and the great-grandson of Elros Tar-Minyatur. The author of many tomes, he collected works of ancient lore, in the tradition of his grandfather Vardamír Nolimon. Endor and its peoples interested him, and during his reign (S.A. 590–740), Númenórean ships began returning to Middle-earth. He surrendered the scepter to his third son, Meneldur, eleven years before he died. His oldest child and daughter, Silmarien, was the direct ancestor of Elendil the Tall. Read UT 171-73, 175, 208, 214-25, 219, 225, 317; Sil 331; LotRIII 390-91.

Elendil · See Section 4.2.

Elendur · Lvl: 30. Aka: "Star-lover." The eldest son and heir of the High-king Isildur, Elendur died alongside his father and his brothers Aratan and Ciryon while fighting Orcs at the Battle of Gladden Fields in T.A. 2. Read Sil 366; UT 271–276, 280, 282, 284.

Elendur · Lvl: 42. Aka: "Star-lover." Amor's ninth King (T.A. 652–777), Eldacar was a Dúnadan Bard/Seer. He was the son of Valandur and the father of Eärendur (Amor's last King). Read LotRIII 394. See ICE's Rangers of the North 29.

Elessar · See Aragorn II, Section 4.2.

Elfhelm · Lvl: 20. A Rohirric Warrior and Thane, Elfhelm was Marshall of the Eastfold at the beginning of the War of the Ring. Elfhelm commanded half the Riders of Rohan that rode with Grimbold against Saruman's Men and Orcs at the Second Battle of the Fords of Isen. He survived the defeat and retreated with his surviving Knights, warriors from the Muster of Edoras. When they regrouped under Erkenbrand, they went south into the battle at Helms Deep. Later in the War of the Ring, he was the Marshall of the Éored that Merry and Pippin traveled with into the Battle of Pelennor Fields. He became Marshall of the East-mark under King Éomer (T.A. 3019-F.A. 63) after the War. Read UT 356, 358-69, 386-87; LotRIII 128, 133-34, 139, 301. See ICE's Riders of Rohan 9.

Elfhild · Lvl: 15. A Healer and Lady of Rohan until her death in T.A. 2978, Elfhild died giving birth to her only child, Prince Théodred. Her husband Théoden became King of Rohan two years later, but Théodred

never lived to succeed him. Her son perished during the First Battle of the Fords of Isen in T.A. 3019. Read UT 356, 358-69, 386-87; LotRIII 437.

Elfwine · Lvl: 16. Aka: "The Fair"; lit. "Elf-friend." The Crown-prince of Rohan during the reign of his father Éomer, Elf wine became King of the Rohirrim in 63, Fourth Age. He was born in F.A. 19, and was the eldest son of Éomer and Queen Lothíriel, the Dúnadan daughter of Prince Imrahil of Dol Amroth. Read UT 286; LotRIII 438. See ICE's Riders of Rohan 9.

Elros · See Section 4.2.

Emeldir · Lvl; 33. Aka: "Beloved Watch"; the "Man-hearted." Emeldir was an Adan Bard from the First House of the Edain. The daughter of Beren I, she married Barahir and bore Beren Erchamion. She resided with Barahir throughout the early years of their marriage, but she was forced to flee their home in Dorthonion after the Battle of the Sudden Flame. Leading the women and children of the First House out of Dorthonion and to safety in the Forest of Brethil, she reluctantly left her husband's side. Barahir, like all the Men of the House of Bëor (Balan), remained behind to contest Morgoth's advance, but they all eventually perished in the fighting. Only Beren, the son of Emeldir and Barahir, survived. Read Sil 187, 194, 408.

Eofor · Lvl: 17. Aka: "Horse-traveler." A Rohir Prince and Thane, Eofor was the third son of King Brego of Rohan (r. T.A. 2545-70). He was a superb Warrior and a direct ancestor of Éomer Eadig. Read UT 367.

Éomer · Lvl: 10 (T.A. 3018); 25 (after T.A. 3019). Aka: Éomer Eadig; "Horse-mare." A Rohir Warrior and Lord, Éomer was the nephew and adopted son of King Théoden Ednew of Rohan. Upon Théoden's death in T. A. 3019, he became the eighteenth King of Rohan, and the first of the Third Line. He ruled until F.A. 63, orchestrating Rohan's growth throughout an era of unprecedented peace and prosperity. Éomer was born in Edoras in T.A. 2991. His father, Éomund, was Chief Marshall of the Mark until he was ambushed and slain by Orcs in T.A. 3002. Since Éomer's mother, Théodwin, died of grief in the King's household soon afterwards, King Théoden adopted the eleven-year-old boy and his older sister Éowyn. Éomer was gloomed for a position of great honor and responsibility and received the finest training available to the Horse-lords of the Riddermark, but Prince Théodred was Théoden's sole true son and therefore held the status as heir to the throne. When the War of the Ring began in T.A. 3018, Éomer held the title of Third Marshall of the Mark (behind King Théoden and Prince Théodred). He was charged with overseeing the East-mark and resided in the capital of Edoras. There, he met and befriended Aragorn II and challenged the rise of Gríma Wormtongue. Unfortunately, Éomer's position in Théoden's court eroded when the King fell under Gríma's sway and, at one point, the king ordered his foster-son imprisoned for allowing strangers to roam in the East-mark, Gandalf's intercession ended Gríma's grip on Théoden, though, and Éomer reassumed the King's favor. During the War of the Ring, Éomer fought at Helms Deep, Pelennor Fields, and Morannon. His valor matched his might, and he distinguished himself throughout the conflict. Coupled with the loyalty he showed throughout his struggle with Gríma, he made Théoden proud, and the King's love for Éomer grew throughout the bitter conflict. With Prince Théodred's death at the First Battle of the Fords of Isen, Éomer became the natural heir to the throne (although he did not know he would be Lord of the Riddermark until he assumed the role). Éomer became the new King when Théoden transferred the royal banner at the Battle of Pelennor Fields — only moments before Théoden died from the mortal wound delivered by the Lord of the Nazgûl. After the War, Éomer renewed the Oath of Eorl with King Elessar (Aragorn II) and campaigned with the Dúnadan King throughout the early Fourth Age. He married Lothíriel of Dol Amroth, the daughter of Prince Imrahil, and his only child and son, Elfwine the Fair, succeeded him upon his death in F.A. 63. Éomer stood 6′9″, which was tall even by Rohir standards. He owed his height to the blood he inherited from his mother Théodwin. Théodwin was

the daughter of King Thengel (Rohan's sixteenth monarch) and Morwen of Lossarnach, a Dúnadan woman from the line of the Lords of Dor-en-Emil who Thengel met during his long stay at Minas Tirith. Éomer still looked like a Rohir, however: blond-haired and fair, strong yet graceful, and stern in countenance. Read UT 286, 315, 317, 355, 359-60, 364, 366-69, 400; LotRII 152, 159-65; LotRIII 58, 65–69, 82–84, 90–91, 141-48, 164-65, 168-69, 174-77, 179, 184, 291–300, 306, 315-16. See ICE's Riders of Rohan 79, 39, 61.

Éomund · Lvl: 23. Aka: "Horse-hand," The Thegn (Thane) Éomund of Framsburg was the Chief Captain of the Éothéod during the campaigns of Eorl (T.A. 2501–2545). He was Eöl's lieutenant during the Ride of Eorl and the Battle of the Field of Celebrant, and later took part (with Eorl, Cirion, and the Prince of Dol Amroth) in the council that defined the boundaries of Rohan (T.A. 2510). A superb Warrior, he finished his career as the first Chief Marshall of the Mark. Read UT 305. See ICE's Riders of Rohan 29.

Éomund · Lvl: 20. Aka: "Horse-hand." Éomund of Eastfold was a prominent Rohir Thane who served as the Chief Marshall of the Mark under King Théoden Ednew of Rohan (r. T.A. 2948–3019). An extremely brave and somewhat rash Warrior, he was renowned for his skill as a horseman, which was no mean feat among the Riders of the Riddermark. He hated the Orcs that threatened the horse herds of Rohan's East-mark and hunted them relentlessly until his death in T.A. 3002. The Orcs, of course, both feared and hated Éomund, and it was an Uruk trap and ambush that claimed the Marshall's life. Éomund's wife, Théodwin, died of grief soon after his death. King Théoden adopted their two children — Éowyn and Éomer — and raised them as his own. Thus, Éomund's son eventually became heir to the throne of Rohan and ruled the Mark as the first King of the Third Line. Read UT 364, 367 LotRII 42; LotRIII 141-42, 175, 437. See ICE's Riders of Rohan 9, 61.

Eorl · Lvl: 30. Aka: Eorl the Young; Lord of the Riders; Lord of the Rohirrim; Althegn of the Éothéod; King of Calenardhon; King of the Mark of the Riders; First-king of Rohan. Eorl the Young was born in the upper Vales of the Anduin, northeast of Framsburg, in T.A. 2485. The Northman son of Léod, he became the Lord (Althegn) of the Éothéod at the youthful age of sixteen; thus, his nickname. He ruled the Horse-folk of the Vales from T.A. 2501–2510. Afterwards, Eorl became the King of Rohan, ruling the Riddermark until his death in T.A. 2585. His people constituted the descendants of the Northmen who fled Rhovanion during the Wainrider Wars, and they later comprised the settlers of the realm Eorl founded in Rohan. In T.A. 2510 Cirion — the Steward of Gondor and a friend of Eöl's folk — requested the aid of the Éothéod in his war against the Easterlings and Orcs. The Balchoth threatened Gondor's eastern frontier, while the Orcs raided the South Kingdom's northernmost province, the sparsely-populated region called Calenardhon. Cirion's army was small, and the Steward realized that he had little hope of defeating his foes without help from his Northman allies. When the Balchoth moved toward the Anduin and the invasion of Gondor seemed imminent, Cirion sent his plea northward. Eorl answered the call and led his horse-army down the Anduin Valley and reached Cirion's force at the Field of Celebrant, just south of Lórien. There, the Northmen found the Gondorians surrounded and pressed against the River Limlight. Cirion's dire position suggested disaster, but the Riders from the North fell upon the rear of the attacking enemy and swept them from the field. The Balchoth threat ended and Gondor was secure. In return for his invaluable assistance, Cirion granted Eorl the territory of Calenardhon and ceded it to the Éothéod as a place for them to settle. The Northman Lord accepted the offer and swore the Oath of Eorl, pledging a bond between the King of the new realm and the Steward of Gondor. This began the long-standing alliance between the Riders and the Men of the South kingdom. Following the Oath, Eorl sent for the rest of his people, and the Éothéod established the Riddermark. They became the Rohirrim, the Riders of Rohan. Felaróf, Eöl's enchanted horse, became the first of the Mark's Mearas. Eorl the Young ruled the

Riddermark for 35 years and was still vigorous when he died fighting Orcs in the Wold in T.A. 2545. He retained his bright yellow hair and fair skin throughout his life, appearing ageless until his final hour. His son Brego succeeded him as Rohan's King. Read UT 260, 277-78, 288, 290, 296-99, 301-08, 310-11, 313-16, 319, 365, 367, 371. LotRII 40, 143, 148; LotRIII 67, 415, 428-31, 434. See ICE's Riders of Rohan 6–9, 27–29, 33, 60.

Éothain · Lvl: 8. Aka: "Horse-man." Éothain was a Thane born in the East Emnet in Rohan. A fine but often surly Rohir Warrior, he was the Captain of Éomer's own Éored and served as Éomer's aide during the War of the Ring. LotRII 41–51.

Éowyn · Lvl: 8 (T.A. 3018); 24 (after T.A. 3019). Aka: "Horse-lover" A Rohirric Warrior (and later Healer), Éowyn was the eldest child of Éomund and Théodwin of Rohan. She was born at Edoras in T.A. 2995, the niece of King Théoden Ednew. When her father died fighting Orcs in T.A. 3002 and her mother passed later the same year, Éowyn's uncle adopted her and her younger brother, Éomer. Éowyn's beauty, talent, courage, and passion for discovery rivaled those of any of Eru's children and, although her life in Théoden's court was often splendid, she longed for adventure and chafed in the male-oriented atmosphere of the Riddermark. When Gríma Wormtongue insinuated himself in the royal household in Edoras and attempted to take her hand in marriage, she retreated into a depression and took on a haughty, cold demeanor that belied her inner warmth. Gandalf rescued Théoden's Court for disaster, however, and Éowyn recovered from despair in time to participate in the War of the Ring. During the War, Éowyn found it difficult to sit idly by like other Rohir women. Her emotions ran too deep and, when she met Aragorn, she fell in love, at least in part because of the circumstances of the conflict and the power that the Ranger held over the fate of her cause. Aragorn's departure into the Paths of the Dead terrified her, particularly because she could not accompany him on the dangerous subterranean journey. Refused any option to aid the man she loved, or fight on behalf of her people, Éowyn assumed a disguise as the male warrior Demhelm. As Demhelm, Éowyn rode with King Théoden into the Gondor and to combat at Pelennor Fields. She took part in the fateful charge against the Orcs and Haradrim that culminated in Théoden's confrontation with the Witch-king, and watched as the Lord of the Nazgûl slew her adopted father. Éowyn revealed her identity and challenged the Chieftain of the Fell Riders to single combat. The awful Wraith-king scoffed at her, but Éowyn fulfilled the prophecy of his doom and avenged her uncle's death by slaying the Lord of the Ringwraiths and his Fell Beast. Éowyn fell prey to the Black Breath soon after killing the Nazgûl, but Aragorn healed her. The illness brought a change in her heart, and her love turned from Aragorn to Faramir (who was also recovering from the Ringwraith* s curse). After the War of the Ring ended, she wed Faramir, who called her the White Lady of Rohan because of her golden hair and pale skin. Thus, Éowyn became the Lady of Ithilien. Read UT 364; LotRII 152, 159-65; LotRIII 58, 65–69, 82–84, 90–91, 141-48, 164-65, 168-69, 174-77, 179, 184, 291–300, 306, 315-16. See ICE's Riders of Rohan 7, 9, 38–39, 61.

Eradan · Lvl: 42. Aka: "Star-lover." Arnor's ninth King (T.A. 652–777), Eldacar was a Dúnadan Seer. He was the son of Valandur and the father of Eärendur (Amor's last King). Read LotRIII 394. See ICE's Rangers of the North 29.

Erendis · Lvl: 35. Aka: Tar-Elestimë; Uinéniel; the Mariner's Wife; the Lady of the Westlands; the White Lady of Emerië. Erendis was an Adan Mage/Mystic who wed Tar-Aldarion (Anardil), Númenór's sixth King. Her deep love for him eventually turned to hatred, for her husband loved the sea even more than he cherished his family. In S.A. 882, Erendis finally left Aldarion. Ancalimë, Erendis' only child, became Westernesse's seventh monarch in S.A. 1075. Read UT 177-98, 201-09, 212-16, 219, 224-25, 227-28, 386.

Erkenbrand · Lvl: 20. Aka: "Chief Torch." A Rohirric Warrior and Thane, Erkenbrand was the Marshall of the Westfold in Rohan at the outbreak of the War of the Ring. When Prince Théodred died at the First Battle of the Fords of Isen, he assumed command over the forces in the West-mark from his fortified residence in the Homburg at Helms Deep. He commanded Grimbold and his Riders to join Elf helm against the Men and Orcs of the White Hand at the Second Battle of the Fords of Isen. Although they were defeated, they mustered their scattered forces and regrouped under Erkenbrand, just in time to attack Saruman's army at Helm's Deep. He became Marshall of the West-mark under King Éomer after the War. Read UT 359-62, 364-66, 368-69; LotRII 168, 170, 172, 186, 188, 191. See ICE's Riders of Rohan 62.

Eríbhen* · See Section 4.2.

Estelmo · Lvl: 14. Aka: "Hopeful." Estelmo was the Squire of Prince Elendur (the eldest son of Isildur) and fought beside his Lord into the Battle of Gladden Fields in T.A. 2. Although he was clubbed by Orcs, he was merely knocked unconscious and he survived the slaughter. Elves found him beneath the dead body Elendur. He was the only living Man found on the battlefield. Read UT 276, 282.

F

Falassion (Tar-) · See Ar-Sakalthôr.

Falastur · See Tarannon.

Faramir · Lvl: 19. Aka: "Jeweled Hunter." Faramir, the younger son of King Ondoher of Gondor (r. T.A. 1936-44), fought alongside his father during the disastrous attempt to defeat the main army of the Easterling Wainriders at Dagorlad. Ondoher and Artamir, Faramir's older brother, perished in the fighting. Faramir initially escaped the rout, but he was killed while retreating through the Dead Marshes with the Northmen of Rhovanion. Faramir was a skilled Dúnadan Warrior, despite the fact that he still quite young when he died. Read UT 291, 294-95; LotRIII 409.

Faramir · See Section 4.2.

Fastred · Lvl: 19. Aka: "Firm Counsel." Fastred was born in T.A. 2858, the twin brother of Folcred and a son of King Folcwine of Rohan. During Gondor's struggle against the Haradrim in T.A. 2885, Fastred and Folcred rode south to Ithilien at the head of an army of Rohirrim. They joined with the Dúnadan force commanded by Turin II and led the cavalry charge that broke the Haradan invaders at the decisive Battle of the Crossings of Poros. Unfortunately, both Fastred and Folcred died in the attack, stunning their noble father (who had been dissuaded from going on expedition). Their grateful Gondorian allies paid a huge head-price to the Riddermark and gave the two Warriors a heroes' burial in the tomb-mounds of Haudh-in-Gwanûr that were erected by the ford. Read LotRIII 436. See ICE's Riders of Rohan 9; the color area map in ICE's Sea-lords of Gondor.

Fastred · Lvl: 16. Aka: "Firm Counsel." Fastred was a Rohir Thane who died in the Battle of Pelennor Fields in T.A. 3019. Like many of the Warriors from Rohan, he was entombed in the burial mounds of Minas Tirith (R. "Mundburg"). Read LotRIII 436.

Fengel · Lvl: 22. Aka: "Prince." The third son and fourth child of King Folcwine, Fengel succeeded his father as the fifteenth King of Rohan because of the demise of his older brothers (the twins Folcred and Fastred) at the Battle of the Crossings of Poros. He was born in T.A. 2870 and came to the throne in T.A. 2903, ruling until his death in T.A. 2953. Fengel's subjects disliked him, for he was greedy and gluttonous, and fought with his vassals. Even his family quarreled with Fengel, making court life at

Edoras frequently unbearable. His third child and only son, Thengel, was his heir, but hated life in Fengel's household. Upon coming of age, Thengel went to Gondor, where he resided until his father's death. There, Thengel married Morwen of Lossarnach and distinguished himself in the service of the Steward Turgon Read LotRIII 315, 436.

Findegil · Lvl: 7. Aka: "Star Hair." A Dúnadan Bard from Minas Tirith, Findegil was a Royal Scribe of King Eldarion (the only son of Aragorn and Arwen), the second King of the Reunited Kingdom. As a King's Writer, he drafted a copy of the Red Book of Westmarch (Periannath) for the Thain of the Shire in F.A. 172 (Shire Reckoning 1592). This work was presented to Peregrin Took's descendants during a special ceremony and was then kept in the Great Smials. It was a copy of the Thain's Book from Gondor, which was in turn a copy of the original work by Bilbo, Frodo, and Sam. Read LotRI 38.

Firiel · Lvl: 9. Aka: "Mortal Maiden" The only surviving child of King Ondoher, Firiel married Arvedui (S. "Last-king") of Arthedain. With the death of her father and brothers on the Dagorlad in T.A. 1944, her husband put forth a claim to throne of Gondor based on his descent from Isildur and Fíriel's birthright. Citing the ancient Dúnadan laws of Númenór, Arvedui noted that Adan tradition called for Ruling Queens. Gondor's did not, however, so Arvedui's argument on this point failed. So did his assertion that Isildur's heirs should stand in the lines of both Amor and Gondor, for the Men of Gondor continued to look upon Anárion's descendants for their Kings. Arvedui's attempt to unite Arthedain and Gondor failed and, after a year of interregnum, the Warlord Eärnil II took the throne of the South Kingdom. Firiel remained at Fornost Erain until T.A. 1974, when she was forced to flee before the Witch-king's victorious army. She perished with her husband a year later when their ship sank in the Ice Bay of Forochel. Thus, a woman of Anárion's line was the last Queen of Arthedain. Read LotRIII 409.

Folca · Lvl: 23. Aka: "People." The eldest son and heir of King Walda, Folca succeeded his father as the thirteenth King of Rohan in T. A. 2851. It was an unexpectedly early rise to the throne, for Walda died in an Orc ambush near Dunharrow after ruling only nine years. Folca was born in T.A. 2804, ruling until his death in T.A. 2864. A Rohir Ranger, Folca was an exceptional hunter who rooted out the last of the Orcs in the Riddermark, thereby avenging his father's slaying. Soon after, he went on a hunt in the Firien Wood and slew the great boar of Everholt, but the beast mortally wounded him with its sharp tusks. Read LotRIII 315, 435. See ICE's Riders of Rohan 9.

Folcred · Lvl: 19. Aka: "People's Counsellor." Folcred, the twin brother of Fastred, was born in T.A. 2858. As Rohir sons of King Folcwine of Rohan, both youths became able Warriors and superb horsemen. During Gondor's struggle against the Haradrim in T.A. 2885, Folcred and Fastred rode south to Ithilien at the head of an army of Rohirrim. They joined with the Dúnadan force commanded by Turin II and led the cavalry charge that broke the Haradan invaders at the decisive Battle of the Crossings of Poros. Unfortunately, both Rohir brothers perished in the assault, stunning their noble father (who had been dissuaded from going on the expedition). Their grateful Gondorian allies paid a huge head-price to the Riddermark and gave the two Warriors a heroes' burial in the tomb-mounds of Haudh-in-Gwanûr that were erected by the ford. Read LotRIII 436. See ICE's Riders of Rohan 9; the color area map in ICE's Sea-lords of Gondor.

Folcwine · Lvl: 23. Aka: "People's Friend." After his father Folca died of wounds from the boar of Everholt in 2864, Folcwine became the King of Rohan. Born in T.A. 2830, he ruled until T.A. 2903. The Riddermark prospered during his reign, recovering the Westmarch from the Dunlendings. Unfortunately, Folcwine's personal life proved less successful. His two eldest sons, the twins Folcred and Fastred, died on an expedition to Ithilien while fighting in the victory at the Battle of the Crossings of Poros. His third son

and eventual successor, Fengel, was a spoiled, greedy glutton. Read LotRIII 315, 433, 435-36. See ICE's Riders of Rohan 7, 9.

Forthwini · Lvl: 18. Aka: Suralic. Forthwini was an Eothraim Thyn, a great Northman Warrior, and the son of the Althyn (High-chieftain) Marhwini. He served as his father's lieutenant and acted as the Eothraim ambassador to Gondor during the reign of King Ondoher. He died fighting the Wainriders at Dagorlad in T.A. 1856. His parents called him by the archaic label Suralic, just as they called his three sisters Susufa, Susera, and Suneg. Read UT 291. Read ICE's Riders of Rohan 19.

Forweg · Lvl: 49. Aka: "People's Friend." Forweg was the brutal Captain of the band of fifty or so outlaws that Turin joined when he fled Donath and entered the woods south of Teiglin. An Adan Scout/Thief, he possessed a strong build, fair hair, and large, bright, shifty eyes. Turin accidently slew him while coming to the aid of a woman Forweg had attacked. Read UT 85–89, 147-48.

Fram · Lvl; 20. Aka: "Valiant"; Dragon-slayer. Fram son of Frumgar became Lord, or Althegn of the Éothéod in T.A. 2001. He took over as High Chieftain in a troubled time, for Dragons stirred in the Withered Heath and the Dwarves of the Lonely Mountain (S. "Erebor") challenged the Northmen in the northeastern Anduin Valley for the right to use the southern vales of the Grey Mountains (S. "Ered Mithin"). Fram reordered the pastoral realm founded by his father and erected a fortified capital and trade center, Buhr Fram (Rh. "Framsburg"), above the northern bank of the River Langwell. Later, when Scatha the Cold-drake ravaged the Northman hamlets near the headwaters of the River Greylin, he organized his Knights into hunting groups and relentlessly stalked the Dragon. Scatha slew dozens of the bold Northmen, but eventually Fram caught the awful beast in its lair and killed it with his Great Sword. The Warrior Lord recovered the Drake's huge hoard, much of which came from the Dwarves. Fram's feat stirred the pride of his people and the anger of the Naugrim. The Dwarf-king Thráin I (r. T.A. 1981–2190) demanded that the Éothéod turn over the treasure, but Fram responded by sending them a message of refusal accompanied by a necklace made from Scatha's teeth. Incensed, the Dwarves swore revenge and, although it was never proved, the Northmen accused Thráin's fighters of being responsible for Fram's death in T. A. 2012. Léod, Fram's son and successor, examined the axe wounds himself and concluded that the Naugrim had murdered his father. His charge fueled the bitterness between the Northmen and Dwarves, a rivalry that continued into the Fourth Age. Read LotRIII 430. See ICE's Riders of Rohan 6, 9, 60.

Fréa · Lvl: 23. Aka: "Lord"; the "Old-king." Fréa was a Rohir Warrior who lived from T.A. 2570–2659. After he succeeded his father Aldor as Rohan's fourth King in T.A. 2645, he ruled the Riddermark for fourteen years. He was Aldor's fourth child and only son, and his father ruled for such a long time that two of his elder sisters had died when he took the throne. Fréa was quite old at the time, so it was fortunate that Rohan was at peace throughout his reign. His eldest son, Fréawine, became King of the Mark when he died. Read LotRIII 315, 434. See ICE's Riders of Rohan 9, 61.

Freáláf · Lvl: 23. Aka: "Lord Survivor"; Fréaláf Hildeson. Fréaláf, the son of Hild and nephew of King Helm, was born in T.A. 2726. A Rohir Warrior, he spent much of his youth hunting in the White Mountains. He suddenly became the tenth King of Rohan in T.A. 2759, near the end of the Long Winter (T.A. 2758-59) and in the midst of the Dunlending invasion led by Wulf. The death of Helm and his son Haleth at the Homburg, and Helm's other son Háma at Edoras, meant that Hild's eldest son was Helm's rightful heir. Fréaláf acted quickly, gathering the Knights he commanded at Dunharrow, marching to Edoras, and surprising and slaying Wulf. The invaders broke after their leader fell, and Fréaláf drove them them out of Rohan. Afterwards, the new King reordered the Riddermark and invited Saruman to stay at Isengard. The White Wizard helped Fréaláf's subjects through the difficult years that followed. Fréaláf

was the first King of the Second Line. When he was buried in T.A. 2798, the Rohirrim began a second line of tomb mounds outside the walls of Edoras. Read LotRIII 315, 433, 435; UT 373. See ICE's Riders of Rohan 9, 37, 61.

Fréawine · Lvl: 22. Aka: "Beloved Lord." Fréawine, the son of Fréa and the father of Goldwine, was born in T.A. 2594. He ruled Rohan as its fifth King from T.A. 2659 through 2680, presiding over the Riddermark during a peaceful, prosperous era. Read LotRIII 315, 435. See ICE's Riders of Rohan 9, 61.

Fréawyn* · Lvl: 22. Aka: "Lord's Joy." Fréawyn was the daughter of King Helm of Rohan and the sister of Haleth and Háma. Her exceptional beauty enchanted Wulf, son of Freca, and Freca sought her hand on behalf of his son. When Helm killed Freca, the act sparked Wulf's deadly plot for revenge. Read LotRIII 431 See ICE's Riders of Rohan 37.

Freca · Lvl: 23. Aka: "Audacious Man." Freca was born in the Westfold of Rohan in T.A. 2696, the son of an old Dunlending father and a foolish, doting Rohir mother. She took him to live with his Rohirric uncle after his father died, so he spent his formative years in the beautiful but isolated region south of the River Adorn. Spoiled as a youth, Freca developed a volatile temper and a harsh, unforgiving spirit. His peers, however, chafed at his abrasive manner and young Freca was forced to develop an oily guile, lest he submit to frequent beatings. His duplicity proved unfounded. Freca inherited his uncle's lands and built himself a small domain near the source of the Adorn. He fortified his manor and began to publicly claim descent through King Fréawine, hoping to erase any prejudices against his Dunnish roots. The ruse succeeded and he eventually became a powerful force in the Westfold A stout Warrior, Freca suffered from an overblown sense of self-importance and his undisguised ambition inevitably led to his downfall. He rode to the King's Council at his leisure, and surrounded himself with a large, aimed entourage. This disturbed King Helm, who was grimly suspicious of Freca and openly spoke of his Dunlending ancestry. When Freca demanded the hand of Princess Fréawyn (Helm's daughter) on behalf of his son Wulf in T.A. 2754, Helm rebuked him. They quarreled at the assembly and, following the meeting, the King challenged his fat vassal to single, unmaimed combat. Freca's retainers stayed at bay as Hehn slew the impudent Warrior with a single blow of his fist. This act sowed the seeds for Wulf's Rebellion four years later. Read LotRIII 431-32; UT 364-65. See ICE's Riders of Rohan 37–38, 61.

Frumgar · Lvl: 25. Aka: "First Spear." A Northman Warrior, Frumgar was the Althayn (High Chieftain) of the Éothéod who led his people out of the region near the Gladden Fields and north to the upper Anduin Vales in T.A. 1977. Fram, his son and heir, was born ten years before the migration (T.A. 1967). Frumgar lived from T.A. 1940–2001. Read LotRIII 430, 458; UT 313. See ICE's Riders of Rohan 6, 9, 24, 60; Northern Mirkwood 48.

Fuinur · Lvl: 27. Aka: "Gloom Lover" Fuinur of An Ruilin was a Black Númenórean Ranger who became, together with Herumor, a dominant force in Harad. Fuinur served the Dark Lord and the Nazgûl Adûnaphel during the War of the Last Alliance that concluded the Second Age. His Haradrim fought in Ithilien throughout the early stages of the conflict and most, including Fuinur, died in the Battle of Dagorlad in S.A. 3434. Read Sil 363.

G

Galador · Lvl: 25. Aka: "Radiant Lord." Galador, the son of Imrazôr (the Númenórean), ruled Dor-en-Emil from T.A. 2004 through 2129. A Dúnadan Warrior, his blood flowed with the strength of his mother Mithellas, an Elf-maiden who served as Nimrodel's companion. He was the first of the House of Dol Amroth, the Second House of Princes. His predecessor, Prince Edhrahil (Aeardur), left no heirs. When

Edhrahil died from wounds delivered by the Witch-king, King Eärnil II appointed Galador as the new Prince. Lond Emil was officially renamed as Dol Amroth at the outset of his exceptionally long reign. Galador's son, Galadrahil, succeeded him. Read UT 248,316. See ICE's Havens of Gondor 8–10, 28.

Galadrahil* · Lvl: 24. Aka: "Radiant Son." Galadrahil, the son of Galador, was the second Prince of Dol Amroth in the Second House. Born in T.A. 2050, he ruled Dor-en-Emil from TA 2129 until his death in T.A. 2187.

Galdor · Lvl: 97. Aka: "Shining Lord"; the Tall. An Adan Ranger, Galdor was the Lord of the Third House of the Edain and Their realm in Dor-lómin. He was the son of Hador and the brother of Gundor and Glóredhel. Galdor wed Hareth around F.A. 440, and she bore two great sons: Húrin and Hador. When the forces of Morgoth attacked Hithlum a second time, Galdor died of an arrow wound while stubbornly defending Eithel Sirion (just as his father had seven years before). Read Sil 177, 183, 187, 190-93, 242, 257, 284, 311; UT 21, 57, 60, 66, 75, 79, 105.

Gálmód · Lvl: 10. Aka: "Wanton Mood"; the Sour. Gálmód the Sour was the witty but caustic advisor of King Théoden Ednew of Rohan. A Rohir Bard/Seer, he served as the King's Counselor from T.A. 2953 until T.A. 3009 and, upon his death, he was succeeded by his son Gríma (Wormtongue). Read LotRII 151. See ICE's Riders of Rohan 7, 38.

Gamling · Lvl: 17. Aka: "Old One." Gamling the Old lived in Rohan's Westfold, where he herded horses. A retired Warrior of exceptional renown, Erkenbrand the Marshall asked him to move to the safe citadel of the Homburg in the early days of the War of the Ring (T.A. 3019). There Gamling served as Erkenbrand's Counsel. While he was considered too old to fight and did not march with Erkenbrand's soldiers to challenge the army of the White Hand at the Fords of Isen, he ended up commanding the forces on Helm's Dike and later directed the defense of Helm's Deep during the short siege by Saruman's minions. Read LotRII 172, 178-80, 182, 188.

Garulf · Lvl: 10. Aka: "Spear Wolf." A Rohir Warrior and Heah-cairl, Gárulf was a Rider of Rohan who served in Éomer's Éored. He commanded a Twalfred of twelve Knights. When he died in the War of the Ring, Éomer gave Aragorn Gárulf's horse Hasufel. Read LotRII 51.

Gethron · Lvl: 30. Aka: "Spear Wolf." An Adan Scout/Rogue, Gethron served as one of Húrin's retainers. Morwen (Húrin's wife) sent Gethron and Grithnir along with her son Turin when he fled to Doriath. Gethron later returned to Dor-lómin with some messengers bearing word from Thingol. Read UT 71, 73–74.

Ghân-Buri-Ghân · See Section 4.2.

Gilmith · Lvl: 7. Aka: "Grey Star." Gilmith was the daughter of Imrazôr (the Númenórean) and the Elf-maiden Mithellas (companion of Nimrodel). A Dúnadan Animist/Astrologer, she was the sister of Galador, who ruled Dor-en-Emil from T.A. 2004 through 2129. Read UT 248.

Gildor · Lvl: 44. Aka: "Star-lord." An Adan Scout/Rogue of the First House of the Edain, Gildor was one of Barahir's twelve outlaws. He died as a result of treachery. Read Sil 187, 195-96.

Gilraen · Lvl: 9. Aka: "Wandering Star"; the Fair. Gilraen the Fair was the Dúnadan wife of Arathorn II and the mother of Aragorn II. Her father Dírhael opposed her marriage to the fifteenth Ranger Chieftain for two reasons: first, that she was too young to properly marry; and second, that her husband would die young. Gilraen wed Arathorn II anyway in T.A. 2929. Two years later, she gave birth to Aragorn II When Gilraen's husband died in T.A. 2931, she moved to Rivendell to raise her child. She lived there until T.A. 2954 and then moved home (which was near Nenuial). Read LotRIII 420, 422, 426, 461, 463.

Gimilkhad · Lvl: 42. Aka: Telemrion. A mighty Dúnadan Warrior, Gimilkhâd was the younger son of Ar-Gimilzôr and Inzilbêth and the younger brother of King Tar-Palantír of Númenór. His father preferred him as a successor, but law forbade the succession of a second child without the blessing of the first child. Cruel but exceedingly skilled, he commanded the King's Men during his brother's reign. His faction continued to advance the policies of persecution of the Elf-friends and separation from the Eldar and their ways, despite Tar-Palantír's efforts to reverse the trend and protect the Faithful. Gimilkhâd's early death preceded that of the King's, though, so the Faithful enjoyed a brief era of safety and prosperity. This respite ended when Tar-Palantír died and Gimilkhâd's oldest son, Ar-Pharazôn, seized the throne of Númenór (as well as Tar-Palantír's wife). Read Sil 332; Read UT 223-24, 227.

Gimilzor (Tar-) · Lvl: 44. Aka: Tar-Telemnar. A Dúnadan Bard born in S.A. 2960, Ar-Gimilzôr was the twenty-second King of Númenór (S.A. 3102–3177) and father of both Tar-Palantír (Inziladûn) and Gimilkhâd. Selfish, irreverent, and jealous of the Eldar, he banned the use of Elvish tongues and persecuted the Faithful. His edict prohibiting the Eldar from visiting Westernesse caused great furor in western Númenór and spawned a sundering of popular sentiments all over the island realm. He forced his wife Inzilbêth into an unhappy marriage which resulted in a rivalry between their two sons. Inzilbêth favored the elder boy who, by law, was Ar-Gimilzôr heir. The King desired that his second son, Gimilkhâd, succeed him, but his wish ran contrary to Númenórean tradition. Read Sil 331-32; Read UT 223, 227.

Girion · Lvl: 20. Aka; "Ship-lord." A Northman Warrior and the ancestor of Bard, Girion was the last King of Dale in the First Line. Smaug the Dragon slew him as he attempted to defend Dale in T.A. 2770. Read Hob 215, 220, 237, 239.

Gléowine · Lvl: 14. Aka: "Minstrel Friend." A Rohir Bard, Gléowine served as King Théoden's minstrel during the War of the Ring. After the War, he composed a song commemorating the valiant charge and death of Théoden Ednew of Rohan. The song was Gléowine's last, and it was sung by the Rohirrim as they gathered at Théoden's funeral. Read LotRIII 314.

Glirhuin · Lvl: 35. Aka: "Song of Darkness." Glirhuin was an Adan Bard/Seer of the Second House from Brethil. He predicted that the grey Stone of the Hapless would not be defiled by Morgoth, and that it would survive the cataclysmic fall of the Black Enemy and the flooding of northwestern Middle-earth. His prophecy proved true, for the Stone became the center of the island of Tol Morwen. Read Sil 283-84.

Gloredhel · Lvl: 28. Aka: "Golden Elf." The Adan daughter of Hador Goldenhead of Dor-lómin and a woman of the Third House, Gloredhel was the sister of Galdor and the mother of Handir. She married Haldir of Brethil, the Lord of the Second House of the Edain. Read Sil 190, 382, 452; UT 57, 68.

Golasgil · Lvl: 14. Aka: "Leaf Star." A Dúnadan Scout/Rogue, Golasgil was the Lord of Anfalas in Gondor at the time of the War of the Ring (T.A. 3018-19). His relatively poor, rugged domain produced a motley collection of fighters who fought well, however, distinguishing themselves at the Battle of Pelennor Fields. Read LotRIII 50.

Goldwine · Lvl: 22. Aka: "Gold Friend." Goldwine, the Rohir son of Fréawine and the father of Déor, was born in T.A. 2619. He ruled Rohan as its sixth King between T.A. 2680 and 2699. As in the era of his father's reign, the Rohirrim enjoyed peace and prosperity while Goldwine governed the Mark. Read LotRIII 315, 435. See ICE's Riders of Rohan 9.

Gorlim · Lvl: 45. Aka: "the Unhappy." The son of Angrim and a follower of Barahir, Gorlim was an Adan Scout/Rogue of the First House. He never knew of the death of his beloved wife Eilinel, thinking her captured, and he went about his days in Dorthonion in perpetual sorrow. When Sauron captured Gorlim, he fooled him into believing that Eilinel was still alive by magically taking on her guise. This ruse spurred

Gorlim into tragically betraying Barahir and his fellow outlaws. Sauron subsequently executed the poor Rogue. Read Sil 187, 195-96.

Gram · Lvl: 23. Aka: "Fierce." A Rohir Warrior. Gram was the eighth King of Rohan and ruled the Mark from T.A. 2718 until T.A. 2741. He was born the son of Déor in T.A. 2668 and was succeeded by his son and eldest child Helm (Hammerhand). Although Rohan was essentially at peace during his reign, Dunlendings occupied Isengard throughout his years as King. Read LotRIII 315, 435. See ICE's Riders of Rohan 9.

Gríma Wormtongue · See Section 4.2.

Grimbeorn · Lvl: 23. Aka: "Savage Warrior"; the Old. The Northman son of Beorn, Grimbeorn was a Beijabar (Beorning) Shape-changer and Frathagaman (Chieftain). He succeeded Beorn as the Waildanbair of the Cult of the Bear (Rh. "Bairakyn") and, like his father, kept watch over the northern passes of the Misty Mountains. His Warriors kept the Orcs and Wolves of the Mount Gundabad area out of the north central Anduin Valley during the era before and during the War of the Ring. Thus, the road from Dale to Rivendell stayed open throughout T.A. 3018, enabling the Dwarves Glóin and Gimli to attend the Council of Elrond. They later skirmished with the minions of Sauron based in Dol Guldur (who marched under orders from Khamûl the Easterling). Read LotRI 301.

Grimbold · Lvl: 18. Aka: "Very Savage." A Rohir Warrior. Grimbold was a Thane from Grimslade in the West-mark of Rohan; he led an Éored of Riders in both Battles of the Fords of Isen and commanded the left wing of the Rohirrim during the Rohir charge at the Battle of Pelennor Fields (T.A. 3019). He died in the fray outside Minas Tirith and was buried in the Mounds of Mundburg (R. "Minas Tirith"). Read LotRIII 132, 152

Grithnir · Lvl: 34. Aka: "Spear Wolf." Grithnir was an Adan Ranger who, like Gethron, served as one of Húrin's retainers. Húrin's wife Morwen sent Gethron and Grithnir along with her son Turin when he fled to Doriath. Grithnir died of an illness brought on by old age, while Gethron returned home. Read UT 71, 73–74.

Gundor · Lvl: 55. The younger brother of Galdor the Tall, Gundor was an Adan Warrior of the Third House. Gundor never married, dying while still rather young in the defense of Eithel Sírion. His father, Hador Lorindol, perished beside him in the same battle (the Battle of Sudden Flame). Read Sil 177, 183, 311.

Guthláf · Lvl: 14. Aka: "Battle Survivor." Guthláf was a Rohir Warrior. Théoden's Standard-bearer, he died in the Battle of Pelennor Fields in T.A. 3019. Read LotRIII 137, 145, 152.

H

Hador · Lvl: 84. Aka: Lorindol (S. "Goldenhead"). Hador was the blond-haired Adan Lord of Dor-lómin and a vassal of the Noldo High-king Fingolfin. The son of Hathol and great-grandson of Marach, he was the father of Galdor, Gundor, and Gloredhel and the grandfather of Húrin and Huor. He was a mighty Warrior who befriended and served Fingolfin of Hithlum and gathered most of the Third Adan House in the land he received in compensation for his services to the Elves. Hador died in the Dagor Bragollach (S. "Battle of Sudden Flame") when he and his son Gundor stayed at Eithel Sirion and defended the tower until their people and their Elven allies could retire safely from the onslaught of Morgoth's army. Galdor succeeded Hador as lord of Dor-lómin and Galdor's sons, Húrin and Huor, died in virtually identical circumstances to those that claimed their grandfather. Read Sil 177-78, 183,382; LotRI 355; LotRII 364.

Hador · Lvl: 25. Aka: Hador of Gondor. A Dúnadan Astrologer/Mage, Hador of Gondor is best known for his millennial adjustment to the Steward's Reckoning (T.A. 2360). He succeeded his father Turin I in T.A. 2278, becoming Gondor's seventh Ruling Steward. After his death in T.A. 2395, his eldest son Barahir became Steward. Read LotRIII 395, 481.

Halbarad · Lvl: 21. Aka: "Tall Tower." A Dúnadan from northern Eriador. Halbarad led the unit of Rangers of the North called the Grey Company. He aided Aragorn II in Rohan before and during the War of the Ring. In T.A. 3019, he followed Aragorn through the Paths of the Dead, Lamedon, and Lebennin to Pelargir, where he helped seize the Haradan fleet. He later fought and died in the Battle of Pelennor Fields. There, he served until the end as Aragorn's standard-bearer. Read LotRIII 55, 152.

Haldad · Lvl: 93. Haldad was elected as Warlord of the Second House of the Edain who, after his death and the accession of his daughter Haleth, became known as the Haladin. An Adan Warrior, he led his people's army during the defense of their lands in southern Thargelion against a great Orc-horde. Haldad and his eldest son Haidar perished in the fighting, but Haldad's daughter survived and became the first Lord of the Second House. Read Sil 174-76.

Haldan · Lvl: 80. Aka: "Tall Wright." An Adan Ranger, Haldan was the second Lord of the Second House (the Haladin) and the ruler of the forest-realm of Brethil. He succeeded his aunt, the Lady Haleth, who had united the Haladin after the death of Haldan's father Haidar. Upon Haldan's death, his eldest son, Halmir, became the third Lord. Read Sil 175.

Haldar · Lvl: 49. Aka: "Tall Watch." Haidar was an Adan Warrior of the Second House (the Haladin). The son of Haldad — the Warlord of the Haladin during the great Orc-raid that ultimately forced the Second House out of Thargelion — Haidar fought alongside Haldad during the raid and died fighting Orcs for the possession of his dead father's body. Haidar's younger sister Haleth became the first Lord of the Haladin, and his son Haldan became the second Lord. Read Sil 175.

Haldir · Lvl: 67. Aka: "Tall Watch." An Adan Ranger, Haldir was the son of Halmir and the fifth Lord of the Second House in Brethil. He married Glóredhel of Dor-lómin, a woman of the Third House, at the same ceremony in which Haldir's sister Hareth wed Galdor. Haldir led the Men of Brethil into the Fifth Battle against Morgoth, where he died fighting on behalf of the Union of Maedhros as part of Fingon's rearguard. His eldest son, Handir, succeeded him, while his adopted sons — Húrin and Huor — became two of the greatest figures in the history of the Edain. Read Sil 190, 231-32, 234, 382; UT 57–58.

Haleth · Lvl: 88. Aka: "More Hale"; Lady Haleth. First Lord of the Second House of the Edain (the Haladin), Haleth was an Adan Ranger and the daughter of Haldad. Haldad died in the great Orc-raid that served to unite his beleaguered and disunited kinsmen. Haidar, Haleth's older brother and Haldad's heir, was also slain by Orcs, falling while attempting to defend Haldad's body. Thus, Haleth succeeded her father. Proud and strong, she refused the protection of Caranthir's Elves, instead opting to unite the survivors of the Second House and move her people to safer lands. The tribe concurred and gathered under her banner, making Haleth their first Lord. Then, the people of the Second House migrated out of southern Thargelion and into Estolad. After a brief stay they moved again, heading north then west, through Nan Dungortheb to Talath Dirnen, and finally into the Forest of Brethil. The Haladin received leave to settle the wooded realm in return for an obligation to protect the Crossings of Teiglin. Although Haleth died relatively soon thereafter, her folk remained united long after her passing, and they remained the Haladin, or People of Haleth. Because she never wed and remained childless, however, her nephew Haldan succeed her as Lord. Read Sil 175-78, 190, 231, 266, 272-73, 382; UT 63, 85, 87, 110-11, 129-30, 134, 140, 387-80, 382-87.

Haleth · Lvl: 20. Aka: "More Hale." Haleth was a Rohir Warrior, a royal Prince of Rohan. As the eldest of Helm's two sons, he was the chief Marshall of the Riddermark and the heir to the throne. He resided in the capital of Edoras, alongside his father, and oversaw the Mark whenever Helm was campaigning. When the Dunlendings and Easterlings assailed Rohan during the Long Winter of T. A. 2758-59, Haleth was entrusted with defending the eastern borders of the realm, but he recalled most of his forces to the Eastfold in order to concentrate his limited manpower and protect the capital. The Easterlings overran most of the East-mark; however, they ignored the western portion of the Eastfold, leaving the task of taking Edoras to their Dunlending allies. Wulf subsequently led the main Dunman army to the Mering Vale and invested the capital. Haleth and his Household Guard died on the front porch of the Meduseld, defending the doorway of Rohan's sacred Golden Hall. Read LotRIII 432. See ICE's Riders of Rohan 7, 9, 37.

Hallacar · Lvl: 45. Aka: "Tall Red"; Mánandil. Hallacar, son of Hallatan, was a Dúnadan Bard from Emerië in western Mittalmar (on the island of Númenór). He married Ancalimë, the daughter of his father's best friend Tar-Aldarion and the heir to the throne of Númenór. His son, Anarion, became Westernesse's eighth monarch. Unfortunately, however, Hallacar's wife had no love for him or their child, forcing him to endure a stormy marriage that resulted in his bittersweet retreat to the family manor of Hyarastorni. Read UT 211-12, 220.

Hallatan · Lvl: 45. Aka: "Tall King"; the Sheep-lord. Hallatan was a Dúnadan Mystic/Mage, the Lord of Hyarastorni in the Emerië (Sheeplands) of southwest-central Númenór. The cousin of Tar-Aldarion, he was a wealthy herder whose manor was frequented by minstrels, shepherds, and other festive folk. His eldest son, Hallacar, married Tar-Ancalimë. Read UT 195, 197-99, 204, 206, 209, 211, 217, 220.

Hallas · Lvl: 26. Aka: "Tall Leaf." A Dúnadan Warrior, Hallas was the thirteenth Ruling Steward of Gondor. He succeeded his father Cirion in T.A. 2567 and ruled until his death in T. A. 2605. Húrin II, his eldest son, followed him as overseer of the South Kingdom. Read LotRIII 395. See ICE's Havens of Gondor 6.

Halmir · Lvl: 73. Aka: "Tall Jewel"; Halmir was the son of Haldan and the fourth Adan to serve as Lord of the Second House in Brethil. He joined with Beleg of Doriath and destroyed the Orc-horde that invaded Beleriand through the Pass of Sirion (after the fall of Tol Sirion) during the days following the Battle of Sudden Flame. Halmir later joined the Union of Maedhros, but it was his son Haldir that led the people of Haleth during the Fifth Battle with Morgoth (the Nirnaeth Arnoediad, or "Battle of Unnumbered Tears"). Haldir was the older brother of Halmir's only daughter, Hareth, who married Galdor of the Third House. Read Sil 190, 231; UT 57.

Háma · Lvl: 16. Aka: "Mail Coat." The younger of Helm Hammerhand's two sons, Háma was a Rohir Warrior. His position as a Prince of Rohan enabled him to attain the rank of Marshall of the West-mark at a very early age. He made his home at the Homburg, where he and his father were trapped and besieged by the invading Dunlending army of Wulf during the Long Winter of T.A. 2758-59. Háma died while raiding behind the Dunnish siege lines, when his small force became lost in the blinding snow. His body was never recovered. Read LotRIII 432. See ICE's Riders of Rohan 7, 9, 37.

Háma · Lvl: 20. Aka: "Mail Coat." Háma the Doorward was the Captain of King Théoden Ednew's 120 man Household Guard (R. "Huscairls"). A Rohir Warrior, he was typically stationed at the Meduseld in Edoras, but he went wherever the King might need him. Háma died during the War of the Ring while fighting at the gates of the Homburg in the Battle of Helm's Deep in T.A. 3019. Read LotRII 146-69, 191; UT 367.

Handir · Lvl: 60. Aka: "Lofty Watch." An Adan Warrior of the Second House, Handir was the son Haldir and Gloredhel of Dor-lómin and the father of Brandir the Lame. He was the Lord of Brethil and was slain

by Orcs while defending his realm. Read Sil 238, 260, 382; UT 110, 129, 138, 141.

Harding · Lvl: 12. Aka: "Brave Man." Harding was a Rohir Warrior who served as a Household Knight (R. "Huscairl") in the guard of King Théoden Ednew of Rohan. He died fighting in the Battle of Pelennor Fields in T. A. 3019. Read LotRIII 152.

Hareth · Lvl: 25. Aka: "Lady." The fair Adan Lady Hareth was the daughter of Halmir son of Haldan, Lord of the Second House of the Edain (Haladin). She married Galdor, the son of Hador, who later became the Lord of the Third House in Dor-lómin. An Animist/Healer, Hareth bore two sons, Húrin and Húor. Read Sil 190; UT 57, 63.

Hathaldir · Lvl: 35. Aka: "Tall Tree-watch"; the Young. Hathaldir the Young, was the last and the youngest of the twelve Edain to enlist in Barahir's outlaw band. He perished while fighting Morgoth's minions in Dorthonion. Read Sil 187, 196.

Hathol · Lvl: 87. Aka: "Tall Helm." The fair-haired son of Marach (Aradan), Hathol was an Adan Warrior, the Lord of Dor-lómin, and chief among the Edain of the Third House. Hathol was the grandson of the original Lord, Marach, and he was the father of Hador Lórindol. Read Sil 177.

Hatholdir · Lvl: 49. Aka: "Tall Helm." Hatholdir hailed from Hyamustar in Númenór. A Dúnadan descendant of Hador, he was an Animist/Astrologer and a close friend and advisor of Tar-Meneldur (r. S.A. 740–883). His son Orchaldor married Ailinel, the elder daughter of Meneldur and Almarian, and the sister of Tar-Aldarion. Read UT 171.

Helm · Lvl: 24. Warrior Aka: Hammerhand. Helm was the ninth and last of the First Line of Kings of the Mark. A seemingly calm but grim Rohir Warrior, he was the essence of the ideal Rider of Rohan. He worked hard, fought hard, and played hard, never showing fear or reluctance, or shying away from a challenge. Fiercely protective of his realm and his family — particularly the women — Helm was exceptionally loyal and potentially explosive. He smiled or maintained a gentle air, even when he was on the verge of committing a very violent act. Helm might appear rather placid, or even jovial, just before attacking with utter ferocity. Such a case occurred when Freca demanded that the Rohirric King give his daughter Fréawyn in marriage to Freca's son Wulf. When Freca challenged Helm before the King's Council (R. "Ciningmaet"), Helm calmly addressed him, artfully comparing Freca's ego to his ever-expanding girth. The King let his foe stew in his own rage before giving his demands any more heed. Then, at the conclusion of the meeting, the apparently unperturbed Helm took Freca aside and redressed him for his folly, again making light of his disenchanted vassal's ample belly. This time, however, the King took care to separate himself and his companion from their retainers, stating: "Now, Dunlending, you have only Helm to deal with, alone and unarmed. But you have said much already, and it is my turn to speak. Freca, your folly grows with your belly. You talk of a staff! If Helm dislikes a crooked staff that is thrust on him, he breaks it. So!" At that moment Helm struck Freca on the head with his bare fist, felling his foe. Freca dropped, stunned, and died soon afterwards. The King of the Riddermark then declared Freca's son Wulf, his family, and all their kin and allies to be enemies of Rohan. Freca's entourage scattered, while the King's Riders rode into the Westmarch in order to quell any attempted uprising in Freca's homeland. Four years later, however, Wulf exacted his revenge. Leading an army of Dunlendings, he invaded Rohan from the northwest, just as an allied Easterling army struck across the Anduin. Rohan was at Wulf's mercy, for the Riders could not defeat both enemies and Gondor was beset by Corsairs from Umbar. The Rohirrim fled into the vales of the White Mountains, despite fact that the heights were gripped by the chilly air of the Long Winter. Rohan was overrun. King Helm and his youngest son Hama took refuge at the Homburg, in the comb later called Helm's Deep. Besieged by Dunlendings, the Rohir Lord could not escape to join his elder son Haleth's force in Edoras. Wulf slew Haleth when the capital of

Rohan fell to the invaders. Hama died in a valiant sortie, while Helm Hammerhand froze to death while returning from a nocturnal raid. The then-heirless ninth King of Rohan was found frozen in his tracks, standing like a statue in the morning sun. Read UT 364-65, 371; LotRII 172; LotRIII 314-15, 431-33, 435.

Henderch · Lvl: 27. Aka: "Discerning Eye." A Dúnadan Ranger, Henderch of Andustar served on the flagship of Númenór's Mariner King, Tar-Aldarion (r. S.A. 883-1075). He later became a great Captain in the Guild of Venturers. Read UT 196-97, 199.

Herefara · Lvl: 12. Aka: "War-farer." A Rohir Warrior, Herefara served as a Household Knight (R. "Huscairl") in the guard of King Théoden Ednew of Rohan. He perished while fighting in the Battle of Pelennor Fields in T.A. 3019. Read LotRIII 152.

Herion · Lvl: 25. Aka: "Lord." The third Ruling Steward of Gondor, Herion succeeded his father Eradan in T.A. 2116. He administered the South Kingdom until his death in T.A. 2148, when his son Belegorn became the fourth in the line of rulers drawn from the House of Húrin. Read LotRIII 395. See ICE's Havens of Gondor 6.

Herubrand · Lvl: 13. Aka: "WarTorch." Herubrand was a Rohir warrior who served as a Household Knight (R. "Huscairl") in the guard of King Théoden Ednew of Rohan. He died during the Battle of Pelennor Fields in T.A. 3019. Read LotRIII 152.

Herucalmo · Lvl: 49. Aka: Tar-Anducal (A. "Lamp-lord"); the Usurper. A Dúnadan Mage and husband of the Ruling Queen Tar-Vanimeldë, Herucalmo virtually governed Númenór during his wife's reign (S.A. 2526–2637). After her death, he usurped the throne from his young son Alcarin and ruled as Tar-Anducal from S.A. 2637–2657. Most chroniclers refuse to recognize him as Westernesse's seventeenth King. Read UT 222.

Herumor · Lvl: 28. Aka: "Black Lord." Herumor of Umbar was a Black Númenórean Ranger who became, along with Fuinor, a powerful Lord among the Haradrim. Herumor served Sauron and the Ringwraith Adûnaphel during the War of the Last Alliance that concluded the Second Age. He campaigned in Ithilien throughout the early stages of the conflict and died in the defense of Barad-dûr in T.A. 3441. Read Sil 363.

Herunumen (Tar-) · See Ar-Adûnakhôr.

Hild · Lvl: 11. Aka: "Battle." Hild was a Rohir Animist, the daughter of King Gram and the younger sister of Helm Hammer-hand. Her son Freáláf (T.A. 2726–2798) became Rohan's tenth King in T.A. 2741 and all the King's of the Mark's Second Line traced their line through Hild. Read LotRIII 433.

Hirgon · Lvl: 14. Aka: "Stone Lord." A Dúnadan Scout/Rogue, Hirgon was the chief messenger of the Steward Denethor II of Gondor during the War of the Ring. He was the envoy who delivered the Red Arrow, the symbol of Gondor's need, to King Théoden Ednew of Rohan. Orcs slew and beheaded Hirgon during his attempt to return home. Read LotRIII 86, 134.

Hirluin · Lvl:20. Aka: "Blue Lord"; the Fair. A Dúnadan Warrior, Hirluin the Fair was Lord of Pinnath Gelin (S. "Green Ridges") and the most powerful figure residing in Gondor's westernmost regions (the area west of the River Morthond). He brought 300 green-clad Men-at-arms to the defense of Minas Tirith in T.A. 3019. He died in the Battle of Pelennor Fields. Read LotRIII 50, 148, 152.

Horn · Lvl: 12. Horn was a Rohir Warrior who served as a Household Knight (R. "Huscairl") in the guard of King Théoden Ednew of Rohan. He died fighting in the Battle of Pelennor Fields in T.A. 3019. Read LotRIII 152.

Hostamir (Tar-) · See Ar-Zimrathon.

Hunthor · Lvl: 49. An Adan Scout/Rogue, Hunthor was a member of the Second House of the Edain and resided in Brethil during the years his kinsman Brandir the Lame was Lord. Hunthor was an adventurous fellow who befriended Turin Turambar and accompanied him on his quest to slay the Dragon Glaurung. Hunthor's decision enraged Brandir and caused many of his fellow Haladin to question Brandir's rule. Hunthor never returned, however, for during his attempt to climb in the gorge of Cabed-en-Aras and quietly stalk the Drake, he was hit by a falling rock and fell to his death Read Sil 273; UT 129, 132-34, 139.

Húor · See Section 4.2.

Húrin · See Section 4.2.

Húrin · Lvl: 28. Aka: Húrin of Emyn Amen. The first Steward of Gondor, Húrin served King Minardil, the twenty-fifth monarch of the South Kingdom (r. T.A. 1621-34). After his death, his line became the traditional source for the King's Stewards, and the Stewardship became synonymous with the House of Húrin. The symbol of his House was a simple, unadorned silver banner. Húrin was a Dúnadan Warrior of high Númenórean descent Read LotRIII 414.

Húrin I · Lvl: 26. A Dúnadan Warrior, Húrin I was the son of Belegorn and the father of Turin I. He served as the fifth Ruling Steward of Gondor, ruling the South Kingdom from T.A. 2204 until T.A. 2244. Read LotRIII 395. See ICE's Havens of Gondor 6.

Húrin II · Lvl: 25. Húrin II was the fourteenth Ruling Steward of Gondor. His reign ran from T.A. 2605 until T.A. 2628. A Dúnadan Warrior, he succeeded his father Hallas and preceded his son Belecthor I. Read LotRIII 395. See ICE's Havens of Gondor 6.

Húrin · Lvl: 21. Aka: the Tall; Húrin of the Keys. A Dúnadan Warrior, Húrin the Tall was the Warden of Keys of Minas Tirith during the War of the Ring. His position made him the second most powerful figure in Gondor's capital. When the Army of Gondor left Pelennor and marched toward Morannon and their final confrontation with Sauron's minions, Húrin was entrusted with the command of the great city. Read LotRIII 148, 292, 301-02.

Hyarmendacil I · See Ciryaher.

Hyarmendacil II · See Vinyarion.

I

Imlach · Lvl: 77. Aka: "Leaping Flame of Stars." An Adan Warrior of the Third House, Imlach was the son of Marach and the father of Amlach. Read Sil 173.

Imrahil · See Section 4.2.

Imrazôr · Lvl: 24. A Dúnadan Warrior, Imrazôr was the father of Galador, the first Prince of the House of Dol Amroth. His was called simply "the Númenórean." His wife was the Elf Mithrellas, thus establishing the Peredhil nature of the Princes of Dol Amroth. Read UT 248,316.

Indor · Lvl: 28. An Adan Warrior of the Third House, Indor was a native of Dor-lómin. He was the father of Aerin. Read UT 108.

Ingold · Lvl: 15. A Dúnadan Warrior of Gondor, Ingold led the soldiers at the northern gate of the Rammas Echor before the siege of Gondor. Read LotRIII 21, 115.

Inziladon (Tar-) · See Tar-Palantír.

Inzilbêth · Lvl: 25. One of the Faithful, she was a beautiful Númenórean Bard of the House of Andúnië. She was forced to marry Ar-Gimilzôr, and bore him two children: Palantír and Gimilkhâd. Read Sil 331.

Ioreth · Lvl: 10. Aka: "Old One." A Lay Healer/Animist, Ioreth was the talkative eldest of the women who served in the Houses of Healing in Minas Tirith. Read LotRIII 166, 170-71.

L

Lalaith · Lvl: 0. Aka: "Laughter." The oldest daughter of Húrin and Morwen, she died of the plague at the age of three. Read UT 57–61, 147, 157; Sil 242.

Léod · Lvl: 24. Aka: "Man" A renowned Warrior, Léod was Lord of Éothéod and sire of Eorl. He was killed trying to master the legendary horse, Felaróf. Read LotRIII 429,430. See ICE's Riders of Rohan 9, 60.

Lorgan · Lvl: 42. Aka: As Chief of the Swarthy Easterlings of Hithlum, the Warrior Lorgan enslaved and ransomed Tuor. Read Sil 294, UT 19.

Lothíriel · Lvl: 24 Aka: "Flower-garlanded Maiden." The Dúnadan daughter of Imrahil (Prince of Dol Amroth), she was a Bard. In T.A. 3020, Lóthriel married King Éomer of Rohan. She later gave birth to Éomer's successor, Elfwine the Fair (b. Fourth Age 19). Read LotRIII 438. See ICE's Riders of Rohan 7; Havens of Gondor 11, 28.

M

Malantur · Lvl: 24. A Númenórean Warrior, he was a descendant of Tar-Elendil. Read UT 208.

Malbeth · Lvl: 28. Aka: "Golden Word." Malbeth was a Dúnadan High Bard/Seer and advisor to King Araphant of Arthedain (r. T.A. 1981-1964). He was skilled in the use of the two Palantíri at Fornost (the Weathertop and Annúminas Stones), and he foretold the doom of Arvedui and the end of Arthedain. In T.A. 1974, his prophecy proved true. Read LotRIII 63–64, 410; See ICE's Rangers of the North 34, 54.

Mallor · Lvl: 25. Aka: "Yellow Gold." A Warrior, he was a Dúnadan and third King of Arthedain (T.A. 1029–1110). Read LotRIII 394.

Malvegil · Lvl: 24. Aka: "Golden Star." A Dúnadan Warrior, he was sixth King of Arthedain (T.A. 1272–1349). Read LotRIII 394.

Marach · Lvl: 93. The First recorded Chieftain of the Third House, Marach was an Adan Warrior of considerable skill. He brought his people over the Blue Mountains (S. "Ered Luin") and into Beleriand. Read Sil 170, 171, 382.

Mardil · Lvl: 28. Aka: Voronwë; "Dedicated to the House (of Kings)." A Dúnadan Warrior, Mardil was the first Ruling Steward of Gondor (T.A. 2050-80). He assumed wardship over the South Kingdom when King Eärnur accepted the challenge of the Nazgûl and disappeared, leaving Gondor without a monarch or a proper successor. Mardil was accounted a wise and fair ruler. Read LotRIII 395, 413, 481; Sil 369, 447.

Marhcared* · Lvl: 18. An Eothraim Warrior and Prince of the Ailgarthas tribe, Marhcared was the son of the insane Prince Marhaidrics. He is credited with pulling his tribe through the Great Plague of T.A. 1639-40. See ICE's Riders of Rohan 60.

Marhari · Lvl: 25. Aka: "Horse Friend" Marhari was the leader of Northman army in the Battle of the Plains (T.A. 1856), where he was slain by Wainriders. A Warrior of the Eothraim of Rhovanion, and the Prince (Rh. "Huithyn") of the Gadraughts tribe, he was the most influential Horse-lord of his day. His

son, Marhwini, led the Northman refugees out of Rhovanion and into the Vales of the Anduin. Read UT 289, 311. See ICE's Riders of Rohan 6, 9, 60.

Marhwini · Lvl: 25. Aka: "Horse-friend." Marhwini was a Northman Warrior of the Eothraim of Rhovanion and the Prince (Rh. "Huithyn") of the Gadraughts tribe. He was the son of Marhari. Although a lonely, antisocial youth who found solace only in training his beloved horses, he quickly matured after the death of his father in the Battle of the Plains (T.A. 1856). Marhwini survived the Wainrider War and led his people into the central Vales of the Anduin. A strong and wise leader, he is counted as having founded the Éothéod. Read UT 289-91, 311. See ICE's Riders of Rohan 6, 9, 60.

Meneldil · Lvl: 23. Aka: "Lover of Heaven." A Dúnadan Warrior, Meneldil was son of Anarion and third King of Gondor (T.A. 2–158). Born in Rómenna in S.A. 3318, he was the last person (who survived the Downfall) born in Númenór. Read LotRI 331; LotRIII 394; Sil 366; UT 271, 279, 304, 308, 319.

Meneldur (Tar-) · Lvl: 61. Aka: "Lover of the Heavens." A Mage/Astrologer, this Dúnadan was the fifth King of Númenór. He was born Írimon, the eldest son and third child of Tar-Elendil, in S.A. 543 and came to the throne in S.A. 740. Wise, gentle, and patient, he was an even-handed monarch. Meneldur was the first to sense that an Evil was stirring in Endor, and he surrendered the scepter in S.A. 883 in order to make sure that Westernesse was being ruled vigorously during the coming time of trouble. Tar-Aldarion, his only son and eldest child, succeeded him. Meneldur compiled a number of great treatises on the stars before dying in S.A. 942. Read LotRIII 390, 410; UT 167, 171, 173-81, 183-84, 186-88, 192-93, 195–206, 208, 212, 214-15, 219, 225, 236, 386.

Minalcar · Lvl: 28. Aka: "Glorious Tower"; Rómendacil II (Q. "East-victor"). A Warrior and the nineteenth King of Gondor (T.A. 1304-66), Minalcar was a brilliant diplomat and a fierce Warrior. As Regent of Gondor's eastern territories in Rhovanion (Dór Rhûnen), he crushed the Easterlings (T.A. 1248) and extended Gondorian rule to the shores of the Sea of Rhûn. Thus, he took the name Rómendacil. He sought an alliance with the Northmen, sending his son Valacar to the court of Vidugavia in T.A. 1250. Though his intentions were good, this action eventually led to the Kin-strife. Read UT 311; LotRIII 395, 404-05.

Minardil · Lvl: 20. Aka: "Devoted to the Towers." Dúnadan by birth and a Warrior by nature, Minardil was the twenty-fifth King of Gondor (T.A. 1621-34). He was slain by Sangahyando's and Angamaitë's Corsairs in the Battle of Pelargir. Read UT 309; LotRIII 395,407. See ICE's Havens of Gondor 6–10; Sea-lords of Gondor 10.

Minastir (Tar-) · Lvl: 56. Aka: "Watcher from the Tower." A Dúnadan Warrior, Tar-Minastir was the eleventh King of Númenór. He was the son of Isilmo, the second child of Tar-Súrion. His aunt, Tar-Telperien, was Númenór's second Ruling Queen. She never wed, so Minastir received the scepter when she retired in S.A. 1731. Minastir served as Tar-Telperien's Lord-captain and, as a great ally of the Firstborn, he sent a fleet to Lindon at Gil-galad's request in S.A. 1700. This armada proved instrumental in the Elven victory in the War of the Elves and Sauron (S.A. 1693–1700). After coming to the throne, Tar-Minastir erected a tower on the Hill of Oromet near Andúnië in order to see the Light of the West and signal the Elves. He spent much of his time there, away from the court in Armenelos. Read LotRIII 390, 391, 454; Sil 330, 332; UT 206, 220, 223, 226, 239, 265.

Minohtar · Lvl: 15. A nephew of King Ondoher, Minohtar was a brave Warrior. He was killed in Ithilien in T.A. 1944 while fighting Wainriders. Read UT 292-94.

Minyatur (Tar-) · See Elros in Section 4.2.

Miriel (Tar-) · See Ar-Zimraphel.

Morwen (I) · Lvl: 35. Aka: "Dark Maiden"; Eledhwen; Lady of Dor-lómin. A Mystic/Bard, Morwen was the daughter of Baragund (who was in turn the nephew of Barahir, father of Beren). She married Húrin and bore three children: Lalaith, Turin, and Nienor. Read Sil 177, 187, 194, 243, 260, 267-8, 280, 283, 381, 382; UT 57, 59, 61-6, 68–71, 104-9, 112-18, 121, 138, 144, 146-7, 155, 161, 189, 215-16.

Morwen (II) · Lvl: 22. Aka: "Dark Maiden"; Morwen of Lossarnach. Morwen was born in Belfalas in Dor-en-Emil and was a kinsman of Prince Imrahil of Dol Amroth. She moved to Lossarnach, where she met Prince Thengel of Rohan. They later married and she became the Queen of Rohan (T.A. 2953–2980). She was the mother of Théoden and Théodwin. Read LotRIII 436, 437; UT 286.

N

Narmacil I · Lvl: 21. Aka: "Sword of Fire" A Dúnadan Scout/Rogue, Narmacil I was the seventeenth King of Gondor (T.A. 1226-94). Shiftless and unable to father offspring, he entrusted rule of the Kingdom to his nephew Minalcar. Read LotRIII 395,404; UT 292.

Narmacil II · Lvl: 25. Aka: "Sword of Fire" The twenty-ninth King of Gondor (T.A. 1850-56), Narmacil II was a Dúnadan Warrior killed in a battle with the Wainriders. Read LotRIII 395, 408; UT 289, 291, 311-12.

Neithan · See Turin.

Nienor · Lvl: 30. Aka: Niniel; "Mourning." An Adan Bard, Nienor was the Daughter of Húrin and Morwen. She unwittingly married her brother Turin after having been ensorcelled by the Dragon Glaurung. She conceived his child, but after the dying Drake lifted the spell and she discovered her transgression, she threw herself off a cliff. Read Sil 243, 260, 267-72, 279; UT 73, 75, 77-8, 106-7, 109, 112-15, 117-22, 138, 140, 142, 144, 146, 149.

Numendil · Lvl: 48. Aka: "Lover of the West." Numendil was the seventeenth Lord of Andúnië in northwestern Númenór. The grandson of Tar-Palantír, he was a Warrior and skilled mariner. Read UT 223.

O

Ohtar · Lvl: 12. Aka: "Warrior." Ohtar was a Dúnadan of Amor and the esquire of Isildur. One of three survivors of the Battle of Gladden Fields in T.A. 2, he brought the shards of Narsil to Amor. Read LotRI 320; Sil 367.

Ondoher · Lvl: 26. Aka: "Lord of Stone." A Dúnadan Warrior and the thirty-first King of Gondor (1936–1944), Ondoher was slain while fighting Wainriders on the battle plain of Dagorlad. Both of his sons, Artamir and Faramir, died in the same fray, creating a year-long succession crisis in the South Kingdom (T.A. 1944-45). Read LotRIII 395, 409; UT 291-5.

Orchaldor · Lvl: 31. A Númenórean Bard, Orchaldor was the husband of Ailinel (sister of Tar-Aldarion). He was also the father of Soronto. Read UT 173.

Ostoher · Lvl: 26. A Dúnadan Warrior and the seventh King of Gondor (T.A. 411-92), Ostoher rebuilt (and aided in the design improvements of) Minas Anor (Minas Tirith). Read LotRI 394, 403; UT 319.

Ovatha II* · See Section 4.2.

Ovatha III* · Lvl: 25. Aka: the "Toothless"; Ovathar Achef. A Variag Warrior, Ovathar Achef was a descendant of Ûvatha the Ringwraith (see Section 5.2). In T.A. 1940, he laid claim to the throne of Khand,

using the threat of an Igath (Wainrider) invasion to unite the tribes. He later forged a pact with the Wainriders, permitting them free passage through his realm. The Variags allied with the Igath and the Haradrim in hope of crushing Gondor, but their plans were dashed by the brilliant generalship of Eärnil II at the Battle of the Crossings of Poros (T.A. 1944). Ovatha died in the battle after having ruled less than four years.

P

Palantír (Tar-) · Lvl: 48. Aka: "Far-seer"; Ar-Inziladun. A Dúnadan Warrior and twenty-third King of Númenór (S.A. 3175–3255), Tar-Palantír was the last King of the Faithful. He originally took an Eldarin name hoping to reverse the deterioration of his realm. His younger brother Gimilkhâd and his nephew Pharazôn opposed him, however, and in the end his efforts were in vain. He died — prematurely — of weariness. Read LotRIII 390, 392, 454; Sil 332, 362, 454; UT 223-24, 227.

Parnelion Sey* · See Section 4.2,

Pelendur · Lvl: 24. Aka: "Devoted to the Garth." Pelendur was a Dúnadan Warrior. He was the Steward of Gondor under King Ondoher and ruled during the Interregnum of T.A. 1944-45, maintaining Gondor's independence by thwarting Arvedui's claim to the crown of the South Kingdom. He died in T.A. 1998. Read LotRIII 395, 409-10; UT 413.

Pharazôn (Tar-) · See Section 4.2.

R

Ragnir · Lvl: 7. A blind Adan of the Third House, Ragnir was a servant in Húrin's household.

Rian · Lvl: 17. An Animist/Lay Healer and an Adan of the First House, Rian was the daughter of Belegund. She married Huor two months before his death in the Nirnaeth Arnoediad. Soon afterwards she gave birth to their son, Tuor. Read Sil 177, 187, 381-82; UT 17, 57-8, 68, 215.

Rómendacil I · See Tarostar.

Rómendacil II · See Minalcar.

S

Sakalthor (AR-) · Lvl: 44. Aka: Tar-Falassion (S. "Man of the Coast"). A Dúnadan Mage/Mentalist, Ar-Sakalthôr was the twenty-second King of Númenór. He was born in Armenelos in S.A. 2798. His short reign began with the death of his father, Ar-Zimrathon (Tar-Hostamir), in S.A. 3033 and ended with his own death in S.A. 3102. A cold man, he remained aloof from both his family and his subjects, and his eldest son and successor, Gimilzôr, grew up a bitter, irreverent child. Read UT 223; Sil 331.

Sangahyando · Lvl: 28. Aka: "Throng-cleaver." Sangahyando was the younger brother of Angamaitë and the second son of Castamaitë the Corsair (the grandson of Castamir the Usurper). A Corsair Lord and Ranger, he was born in Umbar in T.A. 1555, but his family was originally from Pelargir, and his Dúnadan ways remained partially rooted in Gondorian culture. He and his brother were the two most powerful figures in Umbar's rich oligarchy, and they were both exceptional Sea-captains. Sangahyando's exploits in the Bay of Belfalas and along the coasts to the south brought him great riches and enabled him to erect a huge castle (Barad Valasanga) on Umbar's Ship Island (Q. "Tol Cirya"). His keep dominated the

northern quarters of the city, just as Angamaitë's did in the southern districts. In T.A. 1634, Sangahyando and Angamaitë launched their greatest raid. Gathering most of their allies' warships in the Nen Umbar, they sailed northward and struck the southern coasts of Gondor. They bottled up the Royal Fleet in Pelargir and slew King Minardil when he attempted to break through their blockade. Then, they ravaged the seaside areas of Belfalas, Lebennin, and Ithilien. Pelargir never fell and the Corsairs never reached the rich lands of Anórien, but the damage they inflicted on the South Kingdom was considerable. Both Sangahyando and Angamaitë returned home as heroes, having avenged the defeat suffered by the Corsairs' ancestors in T.A. 1448. Only two years later, however, a rival oligarch murdered Sangahyando. The exuberant Ranger died of a knife wound inflicted by a Variag assassin in Umbar's great theater. Read Sil 457; LotRIII 407. See ICE's Sea-lords of Gondor 10.

Silmarien · Lvl: 50. Aka: "Embodiment of White Light." Silmarien was a Dúnadan Animist/Mystic and the eldest child of Tar-Elendil of Númenór. She was born in S.A. 521, twenty years before her brother Meneldur, who became Númenór's fifth King. She wed Elatan of Andustar and her son Valandil became the first Lord of Andúnië. Elendil the Tall is counted among her descendants. Read UT 171, 173, 208, 215, 219, 225, 277, 284; Sil 331; LotRIII 410.

Siriondil · Lvl: 34. Aka: "Stream-lover." Siriondil, the son of Atanatar I and the father of Tarannon, was the eleventh King of Gondor. A Dúnadan Warrior, he ruled the South Kingdom from T.A. 748 until his death in T.A. 830. Read LotRIII 394.

Siriondil · Lvl: 24. Aka: "Stream-lover." A Dúnadan Ranger, Siriondil was father of Eärnil II, the War-lord who became Gondor's thirty-second King (r. T.A. 1945–2043). He was a direct descendant of King Telumehtar (Umbardacil): the son of Calimmacil, who was the son of Arciryas, the brother of Narmacil II and the younger son Telumehtar. Read LotRIII 410.

Steelsheen · See Morwen.

Strider · See Aragorn II.

Súrion (Tar-) · Lvl: 57. Born in the year S.A. 1174, Súrion was a Dúnadan Mage/Seer and the third child of Tar-Anárion of Númenór. He succeeded his father in S.A. 1394, after both of his elder sisters refused the scepter, and he ruled as Westernesse's ninth King until S.A. 1556. Tar-Súrion yielded the scepter to his eldest child and daughter, Telperien, and died eighteen years later (S.A. 1574). Read UT 212, 220, 226; LotRIII 390.

T

Tarannon · Lvl: 33. Aka: "Gate King"; Falastur (S. "Master of the Coasts"); Coast-lord. A Dúnadan Ranger, Tarannon was eleventh King of Gondor. His reign began with the death of his father Siriondil in T. A. 830 and ended with his own death in T.A. 913. Since he died childless, his nephew Eärnil I succeeded him. He was the first of the four Ship-kings, for he had served as the Lord-captain of Gondor's myriad vassal fleets under his father and had been the victorious Captain of the Hosts during the last years of Siriondil's reign. When he was crowned, he took the name Falastur. During his prosperous reign, Lond Emil (Dol Amroth) was founded and Gondor's Royal Fleet was permanently established. Tarannon's warships ranged all over the Bay of Belfalas and conquered many coastal regions to the south, beginning Gondor's imperial era. The first plans to rebuild the ancient port of Pelargir date from Tarannon's reign, but it was his successor, Eärnil I, who actually executed the program. Read UT 401-02; LotRIII 403. See ICE's Havens of Gondor 6,8,10; Sea-lords of Gondor 8.

Tarcil · Lvl: 45. Aka: "Númenórean" or "Royal Heir." A Dúnadan Ranger, Tarcil was the sixth King of Amor. He followed Arantar to the throne in T.A. 435 and ruled until his death in T.A. 515. His son Tarondor succeeded him. Read LotRIII 394. See ICE's Rangers of the North 29.

Tarciryan · Lvl: 28. Aka: "Ship-king." A Dúnadan Ranger, Tarciryan was the younger brother of King Tarannon of Gondor (r. T.A. 830–913). The two brothers sailed together extensively and enjoyed each other's company. Tarciryan served as Gondor's Lord-captain and commanded the Royal Fleet, but frequently deferred to his brother's desire to campaign at sea. It was hardly surprising that, when Tarannon died childless in T.A. 913, Tarciryan's eldest child, Eärnil, became the South Kingdom's twelfth monarch. Read LotRIII 394. See ICE's Sea-lords of Gondor 8.

Targon · Lvl: 7. Aka: "Royal Stone." A Warrior of lesser Dúnadan lineage (i.e., an Urban Man), Targon served as a cook in the Third Company of the Citadel Guard of Minas Tirith. He oversaw the butteries and stores of the unit during the War of the Ring (T.A. 3018-19). Read LotRIII 39.

Tarondor · Lvl: 44. Aka: "Great King of the Land"; Tarondor of Amor. A Dúnadan Warrior, Tarondor was the seventh King of Amor. He succeeded his father Tarcil in T.A. 515 and governed until his death in T.A. 602. His son Valandur followed him to the throne in Annúminas. Read LotRIII 394. See ICE's Rangers of the North 29.

Tarondor · Lvl: 35. Aka: "Great King of the Land"; Tarondor of Gondor. Tarondor, the son of Telemnar and the father of Telumehtar, was the twenty-seventh King of Gondor. A Dúnadan Warrior who was prematurely thrust to the throne, he proved to be one of the South Kingdom's most notable monarchs. His exceptional reign, which began with his father's untimely death in T.A. 1636 and lasted until T.A. 1798, was the longest of any of Gondor's Kings. It was an era marked by the remarkable recovery of the realm from the two tragedies of T.A. 1634-37: The First Corsair Invasion and the Great Plague. Tarondor moved the capital of Gondor from Osgiliath to Minas Anor in T.A. 1640, the same year in which he abandoned the Watch on Mordor. Read LotRIII 394. See ICE's Havens of Gondor 6, 10; Sea-lords of Gondor II.

Tarostar · Lvl: 38. Aka: "Fortress-king"; Rómendacil I (Q. "East-victor"). Tarostar, the son of Ostoher and the father of Turambar, was the eighth King of Gondor. He ruled the Stone Land from T.A. 492 until T.A. 541. A Dúnadan Warrior, he was a superb horseman, swordsman, and tactician who, even before he took the throne, had garnered many accolades for his military achievements. While his father was on the throne, Tarostar met and defeated a great Easterling horde in south-central Rhovanion (T.A. 490), enabling him to take the name Rómendacil when he ascended the throne in Osgiliath. His reign marked the beginning of the great bond between the Northmen of Rhovanion and the Dúnedain of the South Kingdom. He died fighting on behalf on the Northmen and was succeeded by his son Turambar. Tarostar was also a renowned castle builder. His string of fortresses stretched along Gondor's southern and eastern frontiers and he erected numerous signal-towers in order to facilitate communications. Tarostar's greatest architectural accomplishment, however, was the rebuilding of Minas Anor. Read LotRIII 394, 403; UT 319.

Telemmaitë (Tar-) · Lvl: 51. Aka: "Last Hand"; Tar-Telemmaitë was a Dúnadan Bard who was born in Armenelos in Númenór in S.A. 2136. He followed his father, Tar-Ancalimon, to the throne of Westernesse in S.A. 2386, becoming Númenór 's fifteenth monarch. Like his father, he refused to yield the scepter until his own death and, after Telemmaitë's reign, the Kings of Andor ruled the Dúnedain until they died. The noble tradition begun by Vardamír was abandoned. Telemmaitë retained the Kingship well beyond the point of his infirmity and his daughter Vanimeldë cared little about governing, so the actual reins of power were held by the King's advisors during the last years of his life. Even while dying, however, he

continued to press his servants to seek things of silver, particularly mithril. Telemmaitë loved things of beauty and held a special reverence for silver objects. His lack of attention to the duties of a monarch throughout the later part of his reign influenced his daughter, who succeeded him upon his death. Read UT 221; LotRIII 390.

Telemnar (Tar-) · See Ar-Gimilzôr,

Telperien (Tar-) · Lvl: 56. Aka: "Silver Lady"; Telperien. A Dúnadan Mage/Seer, Telperien was the tenth monarch and second Ruling Queen of Númenór. She ascended the throne upon receiving the scepter from her father, Tar-Súrion, in S.A. 1556. She never married during her long life, so she passed the mantle of lordship to her nephew Minastir. Minastir, the son of her younger brother Isilmo, served as her High-captain and the Regent of Númenór's colonies in Endor beginning in S.A. 1574, and it was he who ordered the great Númenórean fleet to sail to Gil-galad's aid in S.A. 1700. Telperien gave up the throne in S.A. 1731 and died later the same year. Read UT 220, 226; LotRIII 390.

Telumehtar · Lvl: 33 (23 in T.A. 1640). Aka: "Swordsman of the Dome" or "Heavenly Swordsman (Orion)"; Umbardacil (Q. "Umbar-victor"). A Dúnadan Warrior, Telumehtar was the twenty-eighth King of Númenór. He succeeds his father Tarondor in T.A. 1798 and ruled until his death in T.A. 1850. Narmacil II, his eldest son followed him to the throne. Telumehtar took the name Umbardacil after he took the City of the Corsairs in T.A. 1810, for a time ending the terror that had plagued the South Kingdom since T.A. 1448. He resided in Pelargir for much of his reign, for he had lived there as Lord-captain during the period of his father's Kingship. He ordered the construction of the port city's Outer Wall. Read LotRIII 395,408. See ICE's Havens of Gondor 6; Sea-lords of Gondor 11, 21, 25.

Thengel · Lvl: 28. Aka: "Prince." A Rohir Warrior, Thengel was born in T.A. 2905 as the youngest child and sole son of King Fengel of Rohan (r. T.A. 2903-53). He had a stormy relationship with his unpleasant father and left the Riddermark upon reaching the age of majority. Thengel rode to Gondor and enlisted in the Steward Turgon's army. The Rohirric Prince fought in numerous campaigns on behalf of the South Kingdom, winning great renown and tremendous respect from the Dúnedain. At age thirty-eight he married Morwen of Lossarnach, a woman from Dor-en-Emil who bore him five children: four daughters, including Théodwin (b. T.A. 2963), and one son, Théoden (b. T.A. 2948). Three of the children were born in Minas Tirith and two in Edoras. When Fengel died in T.A. 2953, Thengel dutifully returned home and was crowned the sixteenth King of the Mark. He governed Rohan wisely until his death in T.A. 2980, but looked fondly back upon his years in Gondor as his happiest days. Yet, while many frowned on Thengel's use of Sindarin in his house-hold, his rule proved successful. Rohan remained secure, despite Saruman's renouncement of his bond with the Rohirrim and the closing of Isengard. It was during Thengel's reign that Aragorn II disguised himself and served in the Rohirrim's army, just before going to the court of Ecthelion II in Minas Tirith. Read LotRII 43; LotRIII 92, 436; UT 286. See ICE's Riders of Rohan 9.

Théoden · See Section 4.2.

Théodred · Lvl: 21. Aka: "People's Counsel." Théodred, the only son of King Théoden Ednew of Rohan (r. T.A. 2980–3019), was a Prince of the Mark and the heir to Rohirric throne. A Rohir Warrior and the Second Marshall of the Mark, he died in the First Battle of the Fords of Isen in T.A. 3019. Read LotRII 149; LotRIII 437; UT 355-61, 364-65, 367-69. See ICE's Riders of Rohan 9.

Théodwin · Lvl: 11. Aka: "People's Delight." A Rohir Warrior, Théodwin was born in Edoras in T.A. 2963. She was the youngest child of King Thengel of Rohan. In T.A. 2980, when she was only seventeen, her older brother, Théoden, succeeded her father to the throne. She married Éomund of Eastfold nine years later. Their two children, Éowyn and Éomer, grew up with Théodwin in the Court of the Mark in Edoras,

and King Théoden adopted them when Éomund was killed by Orcs in T.A. 3002. Both of Théodwyn's off spring fought in the War of the Ring, where they valiantly distinguished themselves: Éomer, while fighting at Helms Deep, Pelennor Fields, and Morannon; and Éowyn, while slaying the Witch-king before the gates of Minas Tirith. With the death of Théodred, his only son and heir, King Théoden appointed Théodwyn's son Éomer to succeed him. Éomer's reign (T.A. 3019-F.A. 63) marked the beginning of the Third Line, Kings who traced their blood directly to Théodwin. Read LotRIII 436-37; UT 364. See ICE's Riders of Rohan 9, 61.

Thorondir · Lvl: 26. Aka: "Eagle-gaze." A Dúnadan Warrior, Thorondir was the son of Belecthor II and the father Turin II. He became the twenty-second Ruling Steward of Gondor in T.A. 2872 and ruled until his death in T.A. 2882. LotRIII 395.

Tuor · Lvl: 88. Aka: "Powerful." An Adan Scout/Rogue of the Third House, Tuor was the only son of Húor and Rian and the grandson of Belegund. He was born after his father's death in the Battle of Unnumbered Tears, and his mother died of grief soon after his coming. Annael of Mithrim, a Sinda Elf, raised him in hiding as her own child in the Caves of Androth. Mithrim was under an Easterling yoke throughout Tuor's childhood, but Annael kept him safe for his first sixteen years. When he was seventeen, however, the Sindar attempted to leave Androth and they were intercepted during their flight toward the Havens of Sirion. Tuor was captured and enslaved by Lorgan the Easterling, and spent the next three years in bondage. He escaped at the age of twenty and made his way back to the deserted caverns at Androth. Tuor waged a one-man war against the Easterlings over the course of the next three years. He slew many of the enemy and made the forces of Lorgan pay for their crimes against the Sindar. Eventually, the lonely fighting weighed heavily upon his spirit, so he moved westward into the deserted seaside realm of Nevrast. While in Nevrast, Tuor entered the hallowed halls of Vinyamar and discovered the arms and armor left by the Noldo Turgon before the founding of Gondolin. At the bidding of the Vala Ulmo, Tuor took the magic weapons (which included the Great-axe Dramborleg, the legendary "Sharp Thunder") and garb and set out eastward toward the hidden realm of Gondolin bearing a message for Turgon. He encountered an Elf from the city he sought during the journey, enabling him to find the route into his secretive destination. Once in Gondolin, Tuor relayed the word of Ulmo to Turgon, the High-king of the Elves. Ulmo warned of the city's doom and petitioned the Noldo Lord to abandon his precious home and return to Nevrast. Turgon unwisely followed pride rather than the Vala's knowing word, but he became taken by Ulmo's messenger and befriended the Adan. In turn, Tuor fell in love with Turgon's daughter Idril. Tuor elected to remain in Gondolin and court Idril, and Turgon named him his heir. The Adan became the Lord of the Gondolindrim. Maeglin, the son Eöl and Turgon's self-styled successor, burned with an inner rage. Tuor married Idril, the daughter of Turgon and Elenwë, marking only the second union between an Adan and an Elf. Their son Eärendil was born in Gondolin the next spring. Unfortunately, Idril's cousin Maeglin coveted Tuor's bride, and Idril foresaw danger growing out of Maeglin's unhealthy jealousy. She secretly built a tunnel linking the hidden city with the narrow pass called the Cirith Thoronath (S. "Eagle's Cleft"). Indeed, Maeglin did betray Turgon and Gondolin. When Tuor was only thirty-seven, and Eärendil was still a child, Morgoth's minions discovered and assailed Gondolin, killing Turgon. Tuor fought hard to defend the doomed Noldo city, but it was of no avail. Although he slew Maeglin and avenged the betrayal, he was forced to take flight with his family. Joining his wife, he followed Idril, Eärendil, and their retainers to safety. After a long residence in Arvenien, Tuor became an accomplished seaman, and he and Idril constructed their own, beautiful White Ship. They named it Eärrámë (Q. "Sea-wing"). Upon its completion, they bid farewell to Endor and sailed westward over the Sundering Sea to Aman. Their son Eärendil remained behind, but his eventual departure resembled that of his exalted parents. Eärendil's fate is well known, but there is no recorded conclusion

of the tale of Tuor and Idril. It is said, though, that they settled on Eldamar, and that Tuor was the only mortal ever permitted to live among the Firstborn of Aman. This fate is in keeping with Tuor's destiny, for he was the embodiment of the union of Men and Elves that made Gondolin so special, and his life symbolized the hope that prevailed out of the Final Battle that ended the Elder Days. Read Sil 177, 242, 294–304, 308; UT 17–57, 68, 159, 161-62, 192, 215, 316-17; LotRIII 388-89.

Turambar · See Turin (Turambar).

Turambar · Lvl: 36. Aka: "Master of Doom" (S. "Turamarth"); Turambar of Gondor. A Dúnadan Warrior, Turambar was the ninth King of Gondor. He ascended the throne in T.A. 541, after Easterlings slew his illustrious father Tarostar (Rómendacil I). Turambar gathered Gondor's army and reorganized its structure in order to combat the menace from the East. Then, he ordered his forces to cross the Anduin and drive the Easterlings out of Rhovanion. Turambar's army won a decisive victory near Dagorlad, avenging Rómendacil death and vastly increasing Gondor's eastern holdings. The territory called Dor Rhûnen became one of the South Kingdom's most valuable and inviting possessions. Turambar died in T.A. 667. His eldest son, Atanatar I, succeeded him. Read LotRIII 394,403.

Turgon · Lvl: 28. Aka: "Master Commander"; Turgon of Gondor. Turgon was the son of Túrin II, the twenty-third Ruling Steward of Gondor. He followed his father as the twenty-fourth Ruling Steward in T.A. 2914 and presided over Gondor during the last era of peace before the final rise of Sauron and Saruman, A Dúnadan Warrior, he was a fine fighter and administrator. When he died in T.A. 2953 — two years after Sauron's open claim to dominion over Men and a few months before Saruman began fortifying Isengard — he was succeeded by his son Ecthelion 11. Read LotRIII 395, 416-17.

Túrin · Lvl: 99. Aka: "Master"; Túrin Turambar (Q. "Master of Doom"); Turamarth; Neithan (Q. "the Wronged"); Gorthol (Q. "Dread-helm"); Agarwaen (Q. "the Bloodstained"); Adanedhel (Q. "Elf-man"); Mormegil (Q. "Black Sword"). An Adan Warrior of the Third House, Túrin Turambar was the eldest child of Húrin and Morwen, and the brother of Lalaith and Nienor. He was among the most tragic figures in Adan lore and, aside from his father Húrin, was the greatest Secondborn fighter ever to set foot in Arda. Túrin was born in Dor-lómin, where he spent his first eight years learning from his illustrious father and his uncle, Húor. When the entire host of the Third House mustered and marched off to war against Morgoth, he saw his kinsmen for the last time. All but a few perished in the war. During the subsequent disaster at the Battle of Unnumbered Tears (Q. "Nirnaeth Arnoediad"), Húor convinced the High Elf-king Turgon to retreat to Gondolin, and Húrin and Húor fought a bloody rearguard action to cover their retreat. A poisoned arrow struck Húor in the eye, claiming his life, while Húrin was captured and taken to Angband. There, the brave Adan refused to submit to Morgoth or reveal the location of Gondolin, so the Black Enemy placed a curse on Húrin's line. From that time onward, Túrin's fate became inextricably tied to the Fallen Vala's spiteful enchantment. Morwen sent young Túrin to safety in Doriath after the war, and there he was raised by Elwë (Thingol). He grew strong — like his father, but larger — and he fought beside his teacher, the Marchwarden Beleg Strongbow. The two campaigned along Doriath's northern frontier for three years before Túrin fell prey to the dark curse. When Túrin returned triumphantly to Elwë's capital at Menegroth, he became involved in a foolish but spiteful quarrel with the King's Nando Elf advisor, Saeros. He struck the Elf and chased him to his accidental death the next day, when Saeros attempted a vengeful ambush. Túrin then fled into the wilds, fearful of his hosts' retribution. Although Elwë sent Beleg to track him and the bowman succeeded in finding his fleeing friend, no one could convince Túrin to return to Doriath. Beleg realized this and sought to redirect the Adan's remorseful ire. The two joined in a short-lived guerilla campaign against Morgoth. Eventually, however, they were betrayed and Orcs captured Túrin. Beleg freed his partner, but the Adan Warrior accidently slew his

friend. Once again, Túrin was overcome by a tragedy. Túrin wandered again briefly, tom by grief. While in the wild, he met and befriended the Elf Gwindor of Nargothrond, who took him to the Elven court of King Orodreth. Túrin paid homage to the helpful Firstborn and entered their service in gratitude for their kindness. Orodreth admired his military prowess and, soon, he rose to become the first Man ever to command an Elf-host. As Warlord of Nargothrond, Túrin vanquished many foes and earned the undying enmity of Morgoth. Unfortunately, this sealed the fate his compatriots. Túrin's successful strategies led him to embark on a bold offensive course, and he ordered that the river protecting Nargothrond be bridged so that the Elves could sally forth against their enemies. Then, when an army attacked from the North, Túrin led the whole of the Elven host to meet them in the field. King Orodreth died and Gwindor was mortally wounded during the ensuing battle (Tumhalad). Nargothrond's sons scattered or perished. Túrin, of course, survived — only to learn that the undefended city of Nargothrond had been sacked by the Dragon Glaurung. Orodreth's daughter Finduilas, who loved the Adan Warlord, was captured. Once again, Túrin felt responsible, so he rushed to challenge the Drake and salvage what he could. Glaurung met the wrathful Adan at the gates of the Elven city and there be witched him. Confused and grief-stricken, Túrin fled northward and ended his flight among his grandmother's people in the Forest-realm of Brethil. He returned to battle against Morgoth's servants after a long period of recuperation. Meanwhile, Glaurung met Túrin's only surviving sister, Nienor (whom the Adan Warrior had last seen as an infant). The Dragon cast a spell on her which stole her memory, and then he sent her wandering toward her brother in Brethil. There, Túrin found her, cared for her, and married her. Knowing herself only as Níniel, Nienor soon carried her brother's child. When Túrin finally met and exacted revenge on Glaurung, the great Drake removed its curse on Níniel (Nienor), enabling her to realize her unwitting crime. She took her own life by leaping into the canyon at Cabed-en-Aras. Túrin initially blamed her death on King Brandir the Lame of Brethil — for he knew Brandir coveted Níniel and had attempted to wed her while believing Túrin had died. He killed his host and overlord before discovering the truth. Upon realizing the reason for his sister's suicide, Túrin slew himself. The curse had run its course, and he had ended his tragic life with his own murderous hand. The Haladin buried him beneath the Stone of the Hapless at Cabed Naeramarth, a height that survived the cataclysmic flooding at the end of the Elder Days. and became known as the isle of Tol Morwen. In the end, his mother rested beside him. Read Sil 177-78, 205, 242-66, 271, 274-80, 284; UT 37–38, 51–52, 54, 215, 387, etc.

Túrin I · Lvl: 28. Aka: "Master." A Dúnadan Warrior, Túrin I was the son of Húrin I and the father of Hador. He became the sixth Ruling Steward of Gondor in T.A. 2244 and governed the South Kingdom until his death in T.A. 2278. Read LotRIII 395.

Túrin II · Lvl: 29. Aka: "Master." Túrin II was the twenty-third Ruling Steward of Gondor. His reign lasted from T.A. 2882 until his death in T.A. 2914. A Dúnadan Warrior, he was the son of Thorondir and the father of Turgon. His farsighted strategy resulted in the strengthening of Gondor's eastern defenses, particularly at Cair Andros and Osgiliath. He also ordered the construction of secretive holds in the foothills of Ithilien, knowing that Gondor might not be able to hold the lands east of the Anduin. Túrin II was a fine general and, with the aid of the Rohirrim under the twin Princes Folcred and Fastred, he vanquished the Haradrim in the Battle of the Crossings of Poros (T.A. 2885). Read LotRIII 395, 416.

U

Ulbar · Lvl: 14. Aka: "Homeless." A Dúnadan Ranger, Ulbar was a shepherd from Emerië in Númenór. He served Hallatan of Hyarastomi until he became enamored of the tales of the Guild of Venturers and went

to sea with Aldarion. His roguish son's name was Îbal. Read UT 195-98.

Uldor · Lvl: 60. Aka: "Landless"; the Accursed. An Unfaithful Easterling Warrior and Chieftain, he was the youngest and strongest son of Ulfang the Black, High-chieftain of the Ulbarim (S. "Homeless Host"). His father's clan enlisted in the service of the Elf Caranthir, one of Fëanor's sons, soon after entering Beleriand. Unbeknownst to the Elves, however, Ulfast and his three sons actually served Morgoth. They supplied the Black Enemy with information for many years. During the Battle of Unnumbered Tears (Q. "Nirnaeth Arnoediad"), Uldor led the Easterling allies and served with Caranthir in the eastern army under Maedhros. His false reports initially delayed Maedhros' advance, but the eastern army eventually met Morgoth's main host and successfully flanked the evil forces. Then, Uldor committed his greatest act of betrayal. He ordered his own warriors to change sides and strike their allies. While many ran out of fear and confusion, others gathered under the banner of the Accursed Easterling and his two brothers, and followed them in a surprise attack against Maedhros and his staff. Meanwhile, Uldor's messenger slipped away into the nearby hills and took his attack orders to an awaiting force of evil Men. The sons of Ulfang almost overwhelmed Maedhros and his retainers, but the Noldo Maglor cut Uldor down, and the Faithful Easterling sons of Bór sacrificed their lives in order to slay Ulfast and Ulwarth. Uldor's force broke, offering a glimmer of hope for Maedhros. At that moment, though, the main Easterling army arrived from their hiding place in the neighboring heights and fell on the rear of Maedhros' army. Their charge shattered the Elven army, and only the bravery of the Dwarven rearguard enabled the host of the sons of Fëanor to retreat without being annihilated. Regardless of what might have happened, the survivors of this desperate withdrawal always remembered that Uldor's treachery had cost them the war. Read Sil 189, 232, 235-37, 311; UT 89–90.

Ulfang · Lvl: 66. Aka: "Beardless"; the Black. Ulfang the Black was the father of Ulfast, Ulwarth, and Uldor. An Unfaithful Easterling Warrior, he was the High-chieftain of the Ulbarim (S. "Homeless Host"). His people entered Beleriand soon after the Dagor Bragollach (S. "Battle of Sudden Flame") and, like the clan of Bór, decided to reside in peace in the realm held by the sons of Fëanor. He befriended and aided Caranthir, although he was actually a spy in the service of Morgoth. The Black Enemy used Ulfang's information to plot the destruction of the Elven Kingdoms, but the Black Easterling never lived to see the results of his evil ploy. A sudden illness claimed Ulfang on the eve of the Battle of Unnumbered Tears (S. "Nirnaeth Arnoediad"). His holdings passed to his three greedy sons, spawning legends that ascribe his death to their hand. Read Sil 189, 231, 235.

Ulfast · Lvl: 56. Aka: "Infirm." An Unfaithful Easterling Animist and Chieftain, Ulfast was the oldest and quietest son of Ulfang the Black, High-chieftain of the Ulbarim (S. "Homeless Host"). Ulfast yielded to his youngest brother, Uldor, rather than contest his father's Lordship. He became the High Priest of the Ulbarim, and served as Uldor's sacrosanct advisor. Bloodthirsty, like his father and brothers, he helped betray his clan's Elven allies at the Battle of Unnumbered Tears. Borlach slew him during the fighting, just after he had slain Borlach's brother Borlad. Read Sil 187, 235.

Ulrad · Lvl: 33. Aka: "Aimless." An Adan Scout/Thief of the Third House, Ulrad was one of the Gaurwaith (S. "Wolf-men"), the outlaw band that roamed the western borders of Doriath. He was third in the group, serving under Forweg and Androg. Read UT 86–87, 89, 92–93, 97, 103.

Ulwarth · Lvl: 58. Aka: "Beardless"; the Black. The second son of Ulfang the Black, High-chieftain of the Ulbarim (S. "Homeless Host"), Ulwarth was an Unfaithful Easterling Ranger and Chieftain. He became his ruthless younger brother's chief lieutenant for, like Ulfast, he dared not contest Uldor's might. At the Battle of Unnumbered Tears, when the sons of Ulfang betrayed the Elves under Maedhros, Ulwarth led

the left wing of his clan's army. Borthand slew him at the height of the fray, just after Ulwarth had dispatched Borthand's brother Borlach. Read Sil 189, 235.

Umbardacil · See Telwnehtar.

Urthel · Lvl: 38. Aka: "Hot End." An Adan Scout/Rogue of the First House, Urthel was one of Barahir's twelve outlaws. He was the youngest, save Hathaldir. Read Sil 187.

Urwen · See Lalaith.

V

Valacar · Lvl: 30. Aka: "Royal Power." Valacar was born in T.A. 1229 and lived to be Gondor's twentieth King. The eldest son of Minalcar (Rómendacil II), he was a Dúnadan Scout/Rogue who spent much of his early adulthood in Rhovanion. There, he resided among the Northmen of Vidugavia's Kingdom and served as a symbol of his father's commitment to their safety. He arrived in Vidugavia's capital of Buhr Widu in T.A. 1250 and married his host's daughter, Vidumavi, in T.A. 1264. Eldacar, the only child of Valacar's marriage, was born ten years later. Minalcar died in T.A. 1366, and Valacar ascended the throne in Osgiliath. His stormy rule marked a major turning point in Gondorian history. He was the first monarch in the South Kingdom to take a non-Dúnadan wife, and his son was the first heir without purely Dúnadan blood. Many of his fearful Dúnadan subjects decried his presence and called for a new King, or at the very least a new heir. This was particularly true of those folk in the southern provinces, where the once-powerful Sea-lords believed that the Crown had neglected their needs in favor of a policy of landward expansion. Unfortunately, Valacar's unprecedented favoritism toward the Northmen aggravated the problem. Vidumavi's death in T.A. 1374 touched off further debate. The disenchanted Dúnedain feared that her relatively short life (140 years!) meant that the royal line had been weakened by the addition of poor blood. Rivals to Eldacar's accession began to appear in conversation. By T.A. 1430, as Valacar weakened and his hold on internal affairs slipped, a revolt broke out in Lebennin and southern Ithilien. This rebellion exploded into the Kin-strife two years later (T.A. 1432) when Valacar died at the age of 203. Read LotRIII 395, 405; UT 311. See ICE's Sea-lords of Gondor 9; Riders of Rohan 18; Southern Mirkwood 57–58.

Valandil (I) · Lvl: 56. Aka: "Friend of the Valar." Valandil, the grandson of Tar-Elendil and the son of Elatan and Silmarien, was born in S.A. 630. A Dúnadan Ranger, he was the first Lord of Andúnië, and the ancestor of the Kings of both Amor and Gondor. Read LotRIII 391; UT 173, 182, 189, 208, 215, 217, 219.

Valandil (II) · Lvl: 42. Aka: "Friend of the Valar." A Dúnadan Ranger and the youngest of Isildur's four sons, Valandil was born in Rivendell around S.A. 3430. He was only 13 when Orcs slew his father and three older brothers (Elendur, Aratan, and Ciryon) in the Battle of Gladden Fields (T.A. 2), so he waited until T.A. 10 before receiving the Scepter of Annúminas and becoming the third King of Amor. While he awaited his twenty-first birthday and the age of majority, his mother oversaw the realm for eight years. He received the second Elendilmir upon his coronation and ruled wisely until his death in T.A. 249. His eldest son, Eldacar, followed him to the throne of the North Kingdom. Read LotRIII 394, 456; UT 271, 277-78, 284-85. See ICE's Rangers of the North 29.

Vanimeldë (Tar-) · Lvl: 50. Aka: "Fair Beloved." A Bard, she was the Third Ruling Queen and sixteenth ruler of Númenór. Her reign was marked by the rise of her husband and cousin Herucalmo (a descendant of Tar-Atanamir), who administered the land while she concentrated on music and dance. She bore an

heir, Alcarin, but the scepter passed to Herucalmo (who ruled as Tar-Anducal) upon her death. Read LotRIII 390; UT 222.

Vardamir · Lvl: 64. Aka: "Exalted Jewel"; Nolimon (Q. "Loremaster"). A Dúnadan Bard/Seer, Vardamir was the son of Elros and the father of Amandil, Vardilmë, Aulendil, and Nolondil. He was born in Andúnië in S.A. 6 and officially succeeded his father upon Elros' death in S.A. 442. However, Vardamir elected to give the scepter to his son Amandil, rather than take the throne at the age of 381. While he is counted as a King of Westernesse, he never ruled Númenór. His act established the early Númenórean tradition of yielding the throne to a successor before death, thus ensuring the continuity of vigorous rule. Vardamir died in S.A. 471, and left a legacy that included a massive collection of ancient Elvish and Mannish lore. Read UT 218-19; LotRIII 390.

Veantur · Lvl: 56. Aka: "Master of Voyages." Veantur was a Dúnadan Ranger from Eldalondë in western Númenór. He later resided in Andúnië, where he served as the Captain of the King's Ships under Tar-Elendil, Westernesse's fourth King (r. S.A. 590–740). Around S.A. 600, he commanded the first Númenórean ship to return to Middle-earth. His grandson, Anardil, became Tar-Aldarion, the Mariner King. Read UT 171, 173-75, 213, 219.

Vidugavia · See Section 4.2.

Viduma VI · Lvl: 14. Aka: "Wood-maiden." A Northman Animist/Lay Healer, Vidumavi was the daughter of King Vidugavia of Rhovanion (r. T.A. 1248–1322). She was born in Buhr Widu, in the East Bight by Mirkwood, in the year T.A. 1234. When she reached adulthood, she fell in love with Prince Valacar of Gondor, the son of Minalcar and the heir to the throne of the South Kingdom. Valacar lived in Buhr Widu as his father's ambassador, and Vidumavi captured his heart. They wed in T.A. 1264 and Vidumavi bore their only child ten years later. Valacar named him Eldacar, while Vidumavi called him Vinitharya, after her own tongue. She became Queen of Gondor upon her husband's ascension to the throne in T. A. 1366, but her presence in Osgiliath stirred the ire of many Gondorians — most notably the Sea-lords of Lebennin and Ithilien. Upon her death in T.A. 1374, the disgruntled Dúnedain cited her weak lineage and cast aspersions upon her son Eldacar. These feelings formed the foundation for the revolt that took place in southern Gondor during the later years of her husband's reign, a rebellion which erupted into the Kin-strife when Valacar died in T.A. 1432. Read LotRIII 405; UT 311. See ICE's Sea-lords of Gondor 9; Riders of Rohan 18.

Vinitharya · See Eldacar.

Vinyarion · Lvl: 32. Aka: "New Son"; Hyarmendacil II (Q. "South-victor"). The grandson of Eldacar and the son of Aldamir, Vinyarion was the twenty-second King of Gondor. He ruled from T.A. 1540 until his death in T.A. 1621. A Dúnadan Warrior, he was an excellent seaman who enjoyed a winter residence in Pelargir. His fascination with the sea proved fortuitous, for throughout the early years of his reign Gondor was threatened by Corsairs and Haradrim. This danger largely subsided, however, in T.A. 1551, when Vinyarion avenged the death of his father and vanquished a great Haradan fleet near the mouth of the River Hamen. He was known thereafter as Hyarmendacil II. Read LotRIII 395, 457. See ICE's Havens of Gondor 6, 10; Sea-lords of Gondor 60.

W

Wídfara · Lvl: 9. Aka: "Far-traveller." A Rohir Warrior and Knight from the Wold in northeast Rohan, Wídfara fought with Elfhelm's Éored in the Battle of Pelennor Fields (T.A. 3019). Read LotRIII 135.

Wormtongue · See Gríma Wormtongue in Section 4.2.

Wulf · Lvl: 25. Aka: Betrayer of the Mark. Wulf was a Dunnish Warrior of both Dunlending and Rohir ancestry. He was born in Rohan's Westmarch in T.A. 2729 and was the only son of Freca. Hardened and cynical, he never reflected the desire for prestige that fueled his father's rise; instead, he sought physical control over those around him. Political and military strength, not social status, intrigued Wulf. When Freca sought the hand of Fréawyn, the daughter of King Helm of Rohan, for Wulf, the young man yielded to his father's desires. Nevertheless, Wulf never coveted the Rohir Princess, nor did he seek her love. He remained aloof from the matter that eventually claimed his father's life. Freca's death, however, forced him to act, for the angry King declared Freca's friends and family as enemies of the Riddermark. Wulf was forced to flee from Rohan in T.A. 2754. During the next four years, Wulf lived in Dunland and plotted with the Dunlendings, who were perpetually at war with the Rohirrim. While he attributed his father's slaying to Freca's vanity and incompetence, the death formed a fine pretext for revenge and an ideal rallying point for the Dunnish folk in Westmarch. Wulf used his purported grief brilliantly, cementing a strong alliance with the Dunlendings and their sympathizers in western Rohan. In T.A., 2758, when Corsairs struck Gondor's southern coast and Easterlings assailed the eastern border of the Mark, Wulf seized the initiative and marched eastward through the Gap of Rohan. The fierce snows of the Long Winter slowed his army, but the conditions shrouded his advance. King Heim was caught off-guard and trapped with his son Hama in the Homburg. Both the King and his younger son died in the harsh cold while futilely attempting to break the siege. Wulf's Dunlendings overran the West-mark and assailed Edoras. There, Wulf slew Haleth on the steps of the Meduseld. Proclaiming himself King Wulf Fréawinesun, he based his claim to the throne on his supposed descendance from Rohan's fifth King, Fréawine (r. T.A. 2659-80). His reign lasted the Winter. With Spring's onset, Fréaláf Hildeson, Heim's nephew, came out of his refuge at Dunharrow and attacked Wulf's army as they celebrated in the capital. Fréaláf cut Wulf down, ending the brief Dunlending regime. Although primarily of Dunnish blood, Wulf enjoyed the fair features of a Rohir: blond hair, blue eyes, and an angular countenance. He stood 6′2″, and his appearance contrasted sharply with the very corpulent and Dunnish look associated with Freca. Read LotRIII 431-33. See ICE's Riders of Rohan 7, 37–38, 61.

Z

Zamîn · Lvl: 21. Zamîn was an elderly and outspoken Dúnadan Animist/Healer. She was the country-woman who aided Erendis, the wife of Tar-Aldarion of Númenór. Read UT 194-97, 209,

Zimraphel (AR-) · Lvl: 36. Aka: Tar-Míriel (Q. "Jewel Maiden."). A Dúnadan Bard, Zimraphel was the eldest child of Tar-Palantír and heir to throne of Númenór. Her cousin, Ar-Pharazôn, usurped her throne by forcing her into marriage — against her will and contrary to Númenórean law. He then imprisoned her in Armenelos as his Queen. Waves swallowed her as she attempted to scale the stairway up the Meneltarma during the Akallabêth in S.A. 3319. Read LotRIII 390; UT 224, 227; Sil 333, 345-46.

Zimrathôr (Tar-) · Lvl: 47. Aka: Tar-Hostamir. A Dúnadan Mage/Mentalist, Ar-Zimrathôr was born in S.A. 2798. He ruled as the twenty-first King of Númenór from S.A. 2962 until his death in S.A. 3033. Zimrathôr maintained his father Ar-Adûnakhôr's policies regarding the proscription of Elven tongues and ways, and he continued the persecution of the Faithful. When he died, his son Sakalthor took the scepter. Read LotRIII 390; UT 222.

Mannish Characters List



The following table details the statistics covering the majority of Mannish characters in the lore of Middle-earth. As in Section 4.2, an * denotes a character created by ICE.

The Men · Main Characters

Name	Lvl	Hits	AT	DB	Sh	Gr	OH	OB	M	Notes
Aldarion (Tar-)	60	180	Ch/16	115	Y30	N	165wh	170cp	15	Dúnadan Ranger, 6th King of Númenór. [1]
Anarion	45	173	Pl/20	55	Y20	A/L	185bs	175cp	10	Dúnadan Warrior, King of Gondor with Isildur. [2]
Ancalimë (Tar-)	30	115	No/2	45	N	N	115qs	45cp	20	Dúnadan Animist/Astrologer, Q. of Númenór. [3]
Angamaitë	22	138	Ch/14	45	N	A/L	110sc	105lcb	25	Corsair Scout/Rogue, Cpt. of Umbar.
Aragorn II	27	180	No/1	60	N	N	185ss	180lb	30	Dúnadan Ranger of the Fellowship.
Aragorn II Post TA 3018	36	185	Pl/19	75	Y25	AX	200bs	180lb	20	Dúnadan Ranger, King of Arnor & Gondor. [2]
Beorn	28	165	No/1	30	N	N	170ba	155cp	30	Beorning Ranger, Lord of the Beijabar.
Beren	90	173	Pl/18	40	N	A/L	220bs	195cp	25	Dúnadan Scout/Rogue, husband of Lúthien.
Boromir (II)	20	150	Ch/16	55	Y25	A/L	155bs	140cp	10	Dúnadan Warrior of the Fellowship.
Castamir	30	158	Pl/17	30	N	N	150ss	125sp	15	Dúnadan Ranger, usurped throne of Gondor. [2]
Demik Dral	28	132	Pl/19	30	N	N	110ml	115sb	15	Womaw Bard, an eastern King.
Denethor II	27	120	Pl/17	45	Y15	N	110bs	105cp	10	Dúnadan Bard/Seer, last Steward of Gondor.
Eärendil	80	180	Pl/20	80	Y20	A/L	240bs	230lb	20	Adan Half-elf Warrior, son Tuor.
After Aman	100	245	Pl/20	140	Y30	A/L	395bs	440lb	50	Adan Half-elf Warrior, bore a Silmaril.
Eldacar	31	173	Ch/14	30	N	A/L	130ba	130cp	10	Dúnadan Ranger, 21st King of Gondor. [2]
Elendil	60	180	Pl/20	70	Y45	A/L	205bs	195lb	10	Dúnadan Warrior, 1st King of Arnor. [4]

Name	Lvl	Hits	AT	DB	Sh	Gr	OH	OB	M	Notes
Elros	70	195	Pl/20	100	Y30	N	225bs	220lb	25	Adan Half-elf Warrior , 1st K. of Númenór [1]
Eríbhen	20	120	SL/8	10	N	N	85qs	45da	20	Dunlending Animist, dark High Priestess.
Faramir	24	160	Ch/14	45	Y5	A/L	150bs	145lb	5	Dúnadan Ranger, married Éowyn.
Ghân-buri-Ghân	20	124	No/1	45	Y5	N	85ss	152sb	20	Dúnadan Ranger, Chieftain of the Wose.
Gríma	8	80	No/1	50	N	N	70da	—	5	Mixed Mannish Bard, agent of Saruman.
Húor	93	195	Pl/20	55	Y10	A/L	230bs	215lb	15	Adan Warrior, son of Galdor.
Húrin	100	203	Pl/20	65	Y15	A/L	275bs	265lb	20	Adan Warrior, greatest Edain warrior.
Imrahil	28	160	Pl/17	60	N	N	160th	155cp	10	Dúnadan Warrior, Prince of Dol Amroth.
Isildur	50	180	Pl/20	65	Y20	A/L	200bs	190cp	10	Dúnadan Warrior, cut the Ring from Sauron.
Lúthien	150	400	Pl/20	180+	N	A/L	390da	410da	100	Sinda-Maia Bard, wife of Beren.
Mouth of Sauron	50	120	No/2	40	N	N	70sc	50da	20	Black Númenórean Mage/Sorcerer.
Ovatha II	25	130	RL/10	30	N	A/L	155th	140lb	15	Variag Scout/Rogue, King of Khand.
Parnelion Sey	28	100	Ch/14	35	Y	A/L	130sp	125cp	5	Ahar Bard, an eastern king.
Pharazôn (Ar-)	55	165	Pl/20	70	Y10	A/L	195bs	185cp	10	Dúnadan Warrior, last King of Númenór. [1]
Randae Linvairë	16	55	RL/10	30	N	A/L	70bs	60lb	10	Avaradar Half-elf Bard of the east.
Ringlin	20	65	Sl/3	45	N	A	85bs	55bo	15	Avaradar Half-elf Bard/Mentalist.
Théoden	24	124	Ch/13	70	Y5	N	187bs	185sb	5	Rohir Warrior, 17th King of Rohan.
Vidugavia	27	180	Ch/14	60	Y10	A/L	197bs	175sb	0	Northman Warrior, King of Rhovanion.
Vrak Tanûk	31	175	Ch/15	120	Y(50)	A/L	210bs	190cp	20	Lochan Womaw Ranger, Lord of Guild of Light.

The Men · A

Name	Lvl	Hits	AT	DB	Sh	Gr	OH	OB	M	Notes
Adrahil I	30	172	Pl/17	25	N	L	165th	160cp	10	Dúnadan Warrior, Lord of Lond Emil.
Adrahil II	27	164	Ch/16	40	Y10	A/L	155bs	140lb	5	Dúnadan Warrior, Lord of Dol Amroth.
Adûnakhôr (Ar-)	50	180	Pl/20	50	Y15	N	200bs	205sp	15	Dúnadan Warrior, 20th King of Númenór. [1]
Aerandir	45	173	Ch/13	45	Y10	N	160bs	160lb	15	Adan Ranger, crossed the Seas of Shadow.
Aerin	16	50	No/1	10	N	N	55da	35sl	15	Adan Bard, kinswoman of Húrin.
Alcarin (Tar-)	44	168	Pl/19	45	Y10	L	185bs	180lb	10	Dúnadan Warrior, 17th King of Númenór [1]
Aldamir	28	143	Ch/16	45	Y10	A/L	150bs	155cp	5	Dúnadan Ranger, 23rd King of Gondor. [2]
Aldor	35	146	Pl/17	30	N	L	170fl	165cp	15	Rohir Warrior, 3rd King of Rohan.
Amandil (Tar-)	63	91	No/2	25	N	N	120da	95da	20	Dúnadan Mage/Seer, 3rd King of Númenór. [1]
Amandil	44	157	Pl/17	40	Y10	N	165sp	160lb	15	Dúnadan Ranger, father of Elendil.
Amlach	90	184	Pl/20	65	Y15	A/L	260bs	255cp	15	Adan Warrior, father of the 3rd House.
Amlaith	41	151	Pl/18	45	Y10	A/L	180bs	180lb	0	Dúnadan Warrior, 1st King of Arthedain. [4]
Anardil	35	87	Ch/16	25	Y5	N	95bs	75cp	20	Dúnadan Bard, 6th King of Gondor. [2]
Anarion (Tar-)	52	183	Pl/20	55	N	A/L	195fl	190cp	10	Dúnadan Warrior, 8th King of Númenór. [1]
Anborn	10	92	RL/10	25	Y5	A/L	80ss	115lb	20	Dúnadan Scout/Rogue, served Faramir.
Ancalimon (Tar-)	38	104	No/2	20	N	N	85wp	50sl	25	Dúnadan Mage, 14th King of Númenór. [1]
Angelimar	24	70	Ch/16	35	Y5	A/L	80bs	75cp	0	Dúnadan Bard, Prince of Dor-en Emil.
Angbor	21	149	Ch/16	40	Y10	A/L	150wh	155lb	5	Dúnadan Warrior, Lord of Lamedon.

Name	Lvl	Hits	AT	DB	Sh	Gr	OH	OB	M	Notes
Angrim	35	176	Ch/16	50	Y15	A/L	165fa	160sb	10	Adan Warrior, father of Gorlim.
Aradan	77	172	Pl/20	40	N	A/L	230th	220lb	10	Adan Warrior, Lord of the 3rd House.
Arador	25	146	RL/9	30	Y10	N	150bs	155cp	5	Dúnadan Ranger, 14th Ranger Chieftain.
Araglas	24	150	Ch/13	25	N	N	140bs	1351cb	5	Dúnadan Ranger, 6th Ranger Chieftain.
Aragorn I	25	138	Ch/13	40	Y10	N	145bs	145lb	10	Dúnadan Ranger, 5th Ranger Chieftain.
Aragost	24	141	RL/9	35	Y5	N	140bs	145cp	10	Dúnadan Ranger, 8th Ranger Chieftain.
Arahad I	26	154	Ch/13	40	Y10	N	145ma	140lb	15	Dúnadan Ranger, 7th Ranger Chieftain.
Arahad II	24	132	Ch/13	25	N	N	140th	140cp	5	Dúnadan Ranger, 10th Ranger Chieftain.
Arahael	27	155	Pl/17	35	Y10	N	145bs	150cp	10	Dúnadan Ranger, 2nd Ranger Chieftain.
Aranarth	18	119	Ch/13	65	Y15	N	120ss	125cp	15	Dúnadan Ranger, 1st Ranger Chieftain.
Arantar	46	98	No/2	30	N	N	100da	35ts	15	Dúnadan Mage/Astrologer, 5th K. of Arnor. [4]
Aranuir	26	150	Ch/13	40	Y10	N	145bs	155lb	5	Dúnadan Ranger, 3rd Ranger Chieftain.
Araphor	30	167	Pl/18	30	N	L	160th	165cp	5	Dúnadan Warrior, 9th King of Arthedain. [4]
Araphant	27	115	No/2	25	N	N	70bs	55lb	0	Dúnadan Animist/Cleric, King of Arthedain. [4]
Arassuil	24	148	Ch/13	40	Y10	N	135bs	140lb	5	Dúnadan Ranger, 11th Ranger Chieftain.
Aratan	21	150	Pl/18	45	Y10	A/L	155wh	150cp	0	Dúnadan Warrior, son of Isildur.
Arathorn I	23	140	RL/9	40	Y10	N	140bs	140lb	10	Dúnadan Ranger. 12th Ranger Chieftain.
Arathorn II	24	145	Ch/13	25	N	N	145th	140cp	5	Dúnadan Ranger, 15th Ranger Chieftain.
Araval	25	155	Pl/18	45	Y15	A/L	160bs	155cp	0	Dúnadan Warrior, 13th King of Arthedain. [4]

Name	Lvl	Hits	AT	DB	Sh	Gr	OH	OB	M	Notes
Aravir	24	143	Ch/13	35	Y10	N	140fa	140lb	5	Dúnadan Ranger, 4th Ranger Chieftain.
Aravorn	23	140	Ch/14	40	Y10	A/L	138bs	130cp	5	Dúnadan Ranger, 9th Ranger Chieftain.
Ardamin (Tar-)	40	124	Ch/15	35	Y5	L	140qs	85sb	15	Dúnadan Bard, 19th King of Númenór [1]
Arciryas	29	77	Ch/13	20	N	N	95sp	75lb	5	Dúnadan Bard, son of King Namarcil.
Argeleb I	29	85	Ch/14	40	Y10	A/L	110bs	95cp	5	Dúnadan Bard, 7th King of Arthedain. [4]
Argeleb II	25	163	Pl/19	55	Y15	N	170ss	175cp	10	Dúnadan Warrior, 10th King of Arthedain. [4]
Argonui	24	139	Pl/17	40	Y10	N	140ma	150cp	10	Dúnadan Ranger, 13th Ranger Chieftain.
Artamir	20	149	Pl/18	45	Y10	A/L	155bs	145sb	0	Dúnadan Warrior, son of King Ondoher.
Arvedui	24	159	Pl/17	60	Y15	N	165ss	170cp	10	Dúnadan Warrior, last King of Arthedain. [4]
Arvegil	25	85	Ch/16	40	Y10	L	95bs	88cp	5	Dúnadan Bard, 11th King of Arthedain. [4]
Arveleg I	28	170	Pl/19	60	Y15	N	190ss	195cp	10	Dúnadan Warrior, 8th King of Arthedain. [4]
Arveleg II	26	155	Pl/18	55	Y15	A/L	170bs	160lb	5	Dúnadan Warrior, 12th King of Arthedain. [4]
Atanamir (Tar-)	53	177	Pl/20	65	Y20	A/L	200bs	180cp	10	Dúnadan Warrior, 13th King of Númenór. [1]
Atanatar I	30	155	Pl/18	45	Y10	A/L	160fa	160cp	5	Dúnadan Warrior, 10th King of Gondor. [2]
Atanatar II	29	85	Ch/13	30	N	N	85bs	40lb	10	Dúnadan Bard, 16th King of Gondor. [2]

The Men · B

Name	Lvl	Hits	AT	DB	Sh	Gr	OH	OB	M	Notes
Bain	18	132	Ch/16	40	Y10	A/L	145fa	115lb	5	Northman Warrior, 2nd King of Dale.
Balan	99	179	Pl/18	75	Y20	A/L	255bs	250lb	25	Adan Warrior, Lord of Beleriand.
Baldor	18	148	Ch/15	40	Y10	L	140bs	120cp	10	Rohir Warrior, d. in Paths of the Dead.
Barach	35	160	Ch/14	50	Y15	A/L	155fa	160lb	10	Adan Ranger, supported the Dúnedain.
Baragund	51	154	Ch/15	30	Y	L	170ss	140sb	15	Adan Scout/Rogue of Barahir's outlaws.
Barahir	80	160	Ch/14	55	Y5	A/L.	195ma	170lb	25	Adan Scout/Rogue, son of Bregor.
Barahir	25	85	SL/6	30	N	N	90ss	70lb	25	Dúnadan Bard, served the King of Gondor.
Baran	89	150	Ch/13	60	Y	N	150bs	135lb	30	Adan Bard, son of Balan.
Baranor	15	149	Ch/14	45	Y5	A/L	140wh	110lb	5	Dúnadan Warrior, father of Beregond.
Bard I	24	171	Ch/13	35	N	L	150bs	185cp	10	Northman Warrior, slayer of Smaug.
Bard II	21	164	Ch/13	36	N	L	155bs	160cp	5	Northman Warrior, second King of Dale.
Barliman	8	79	SL/5	5	N	N	80qs	70da	-5	Urban Warrior, innkeeper of Bree.
Belecthor I	28	163	Pl/18	45	Y20	A/L	160bs	155lb	5	Dúnadan Warrior, 15th Steward of Gondor.
Belecthor II	26	158	Pl/20	40	Y15	A/L	160fa	165cp	0	Dúnadan Warrior, 21st Steward of Gondor.
Beleg	50	177	Pl/18	55	Y20	A/L	195bs	170cp	10	Dúnadan Warrior, 2nd King of Arthedain. [4]
Belegorn	28	157	Ch/14	40	Y20	A/L	150bs	160lb	15	Dúnadan Ranger, 4th Steward of Gondor
Belegund	20	148	Ch/13	35	Y	N	145ss	140sb	10	Adan Scout/Rogue of Barahir's outlaws.
Bereg	70	129	No/2	60	N	N	95qs	85da	25	Adan Mage/Seer, founded kingdom.
Beregond	30	150	Ch/14	50	Y20	A/L	135bs	140cp	10	Dúnadan Ranger, 20th Steward of Gondor
Beregond	10	117	Ch/16	40	Y10	L	120bs	120lb	5	Dúnadan Warrior. Cpt. of Faramir's guard.
Beren	45	165	Pl/18	45	N	A/L	185th	170lb	10	Adan Warrior, father of Emeldir.
Beren	25	91	SL/5	40	N	N	100bs	105ha	35	Dúnadan Bard/Monk, 19th Stwd. of Gondor.
Bereth	49	115	No/2	25	N	N	85qs	—	10	Adan Animist/Astrologer, dghtr of Bregolas.

Name	Lvl	Hits	AT	DB	Sh	Gr	OH	OB	M	Notes
Bergil	2	38	Ch/14	35	Y5	A/L	55fa	50cp	0	Dúnadan Warrior, son of Beregond.
Berúthiel	25	72	No/2	30	N	N	80da	—	20	Dúnadan Mage/Mystic, Queen of Gondor. [2]
Bill Ferny	4	41	SL/5	45	Y	N	65ss	60sb	20	Urban Scout/Rogue, servant of Saruman.
Bór	35	150	Pl/18	45	Y10	A/L	165sc	155sb	0	Easterling Warrior, ally of Edain.
Borlach	31	132	Ch/15	35	N	L	160sc	160sb	10	Easterling Warrior, son of Bor.
Borlad	32	135	Ch/14	40	Y5	A/L	165sc	165sb	5	Easterling Warrior, son of Bor.
Boromir	60	170	Ch/16	55	Y10	L	205bs	190cp	15	Adan Warrior, son of Boron.
Boromir (I)	28	161	Pl/18	45	Y20	A/L	165fa	165lb	5	Dúnadan Warrior, son of Barahir.
Boron	65	173	Ch/14	60	Y20	A/L	210wh	205cp	15	Adan Warrior of Dorthonion.
Borondir	14	100	SL/8	25	N	N	75bs	80sb	10	Dúnadan Ranger, Gondorian messenger.
Borthand	30	130	Ch./13	30	N	L	160sc	155sb	10	Easterling Warrior, son of Bor.
Brand	21	143	Ch/13	30	N	L	150bs	160lb	10	Northman Warrior, 2nd K. of Dale, 2nd line.
Brandir	55	109	No/2	15	N	N	115qs	75da	0	Adan Animist/Healer, Lord of the Haladin.
Brego	29	148	Pl/18	45	Y15	A/L	160bs	155sb	5	Rohir Warrior, 2nd King of Rohan.
Bregolas	70	165	Ch/16	60	Y10	L	225wh	220cp	10	Adan Warrior, son of Bregor.
Bregor	82	178	Pl/18	65	Y20	A/L	225bs	200lb	10	Adan Warrior, father of Barahir.
Brytta	23	122	Pl/18	45	Y15	A/L	140bs	145cp	0	Rohir Ranger, 11th King of Rohan.

The Men · C-D

Name	Lvl	Hits	AT	DB	Sh	Gr	OH	OB	M	Notes
Calimehtar	30	155	Ch/14	45	Y10	A/L	145fa	140cp	10	Dúnadan Ranger, son of Calmacil.
Calimehtar	30	160	Pl/18	55	Y20	A/L	160bs	155lb	5	Dúnadan Warrior, son of Narmacil.
Calimmacil	24	165	Pl/18	40	Y5	A/L	155bs	130sb	0	Dúnadan Warrior, Gondorian Prince.
Calmacil (Tar-)	51	167	Ch/15	60	Y20	L	165fa	155cp	15	Dúnadan Ranger, 18th King of Númenór [1]
Calmacil	25	120	SL/5	15	N	N	95bs	60lcb	10	Dúnadan Bard/Seer, 18th King of Gondor. [2]
Celebrindor	28	132	SL/8	25	N	N	115ma	105ts	15	Dúnadan Bard/Seer, 5th King of Arthedain. [4]
Celepharn	29	136	SL/8	25	N	N	110ss	100cp	20	Dúnadan Bard/Seer, 4th King of Arthedain. [4]
Cemendur	46	115	No/2	20	N	N	90da	95sb	15	Dúnadan Animist, 4th King of Gondor. [2]
Ceorl	12	132	Ch/13	35	Y10	N	120bs	110cp	10	Rohir Warrior, a Húscairls.
Cirion	31	130	Ch/16	45	Y20	A/L	140bs	140sb	5	Dúnadan Ranger, 12th Steward of Gondor.
Ciryaher	33	176	Pl/20	50	Y25	A/L	165bs	160cp	0	Dúnadan Warrior, 15th King of Gondor. [2]
Ciryandil	32	132	Ch/14	45	Y15	L	135ss	150cp	10	Dúnadan Sea-Ranger, 14th King of Gondor. [2]
Ciryatan (Tar-)	57	170	Pl/18	60	Y20	A/L	200bs	195cp	10	Dúnadan Warrior, 12th King of Númenór [1]
Ciryon	28	155	Ch/13	40	Y5	L	150bs	160cp	0	Dúnadan Ranger, 3rd son of Isildur.
Dagnir	45	148	Ch/14	45	Y15	L	165ss	165sb	10	Adan Scout/Rogue of Barahir's outlaws.
Dairuin	49	156	Chl3	45	Y10	N	160ss	160cp	15	Adan Scout/Thief of Barahir's outlaws.
Denethor I	28	95	No/2	15	N	N	95qs	—	15	Dúnadan Animist/Cleric, Steward of Gondor.
Déor	28	146	Pl/18	45	Y15	A/L	158bs	150cp	5	Rohir Warrior, 7th King of Rohan.
Déorwine	16	150	Pl/18	40	Y10	A/L	138bs	140sb	0	Rohir Warrior, Chief Knight of Théoden.
Derufin	9	110	Ch/13	35	Y5	L	110ma	115lb	-5	Dúnadan Warrior, son of Duinhir.
Dervorin	13	130	Ch/13	40	Y10	L	130sp	118sb	10	Dúnadan Warrior in Battle of Pelennor Fields.
Dior	28	95	SL/6	25	N	N	95ss	75lb	20	Dúnadan Bard, son of Barahir.

Name	Lvl	Hits	AT	DB	Sh	Gr	OH	OB	M	Notes
Dírhael	21	135	Ch/13	45	Y15	L	110bs	100lb	10	Dúnadan Ranger, grandfather of Aragorn II.
Dírhavel	20	80	SL/4	15	N	N	85bs	80ha	15	Adan Bard, composer of Norn i Hin Húrin.
Dorias	28	140	Ch/13	40	Y10	L	125fa	130cp	10	Adan Ranger, fled from Glaurung.
Duilin	10	115	Ch/13	35	Y10	A/L	120bs	115lb	5	Dúnadan Warrior, son of Duinhir.
Duinhir	18	140	Pl/17	40	Y20	A/L	1401s	135cp	5	Dúnadan Warrior, Lord of San Erech.
Dúnhere	18	142	Pl/18	45	Y15	A/L	148ss	130sb	10	Dúnadan Warrior, Lord of Harrowdale.

The Men · E

Name	Lvl	Hits	AT	DB	Sh	Gr	OH	OB	M	Notes
Eärendil	41	155	Ch/14	55	Y15	L	160bs	150lb	10	Dúnadan Ranger, 5th King of Gondor. [2]
Eärendur	36	148	Ch/16	50	Y20	A/L	180bs	165cp	5	Dúnadan Warrior, brother of Tar-Elendil.
Eärendur	44	95	No/2	20	N	N	105da	85cp	15	Dúnadan Bard/Seer, 15th Lord of Andúnië.
Eärendur	42	160	Ch/14	50	Y20	L	165bs	165cp	10	Dúnadan Ranger, last King of Arnor. [4]
Eärnil I	36	165	Ch/15	55	Y25	A/L	150ma	150cp	5	Dúnadan Ranger, 13th King of Gondor. [2]
Eärnil II	34	170	Pl/18	50	Y20	A/L	165bs	160lb	0	Dúnadan Warrior, 32nd King of Gondor. [2]
Eärnur	31	162	Pl/18	55	Y20	A/L	163bs	160cp	-5	Dúnadan Warrior, last King of Gondor. [2]
Ecthelion I	27	148	Ch/16	50	Y15	A/L	160fa	148cp	10	Dúnadan Warrior, 17th Steward of Gondor.
Ecthelion II	27	146	Ch/15	45	Y10	A/L	159ss	160cp	5	Dúnadan Warrior, 25th Steward of Gondor.
Edhelion	28	144	Ch/15	45	Y10	L	125ss	125cp	10	Dúnadan Ranger, Prince of Belfalas.
Edhrahil	24	136	Ch/16	40	Y10	A/L	145fa	140ha	5	Dúnadan Warrior, Prince of Dol Amroth.
Egalmoth	26	142	Pl/18	35	Y10	A/L	155bs	150cp	0	Dúnadan Warrior, 18th Steward of Gondor.
Elatan	49	105	No/2	30	N	N	85da	—	5	Dúnadan Animist/Astrologer, a Númenórean.
Eldacar	47	125	Ch/15	55	Y20	N	115ss	105lb	5	Dúnadan Bard, 4th King of Arnor. [4]
Eldarion	32	160	Ch/16	50	Y20	L	150bs	142cp	10	Dúnadan Ranger, 2nd K. of Reunited Kgdm. [4]
Elendil (Tar-)	62	117	No/2	40	N	N	125qs	—	20	Dúnadan Mage/Seer, 4th King of Númenór [1]
Elendur	30	152	Ch/14	45	Y15	A/L	165bs	160cp	10	Dúnadan Warrior, oldest son of Isildur.
Elendur	42	101	No/2	50	N	N	90qs	—	15	Dúnadan Mage/Seer, 9th King of Arnor. [4]
Elfhelm	20	122	Pl/18	45	Y15	A/L	145bs	150sb	0	Rohir Warrior, Marshall of Eastfold.

Name	Lvl	Hits	AT	DB	Sh	Gr	OH	OB	M	Notes
Elfhild	15	35	No/1	10	N	N	60da	—	15	Rohir Healer, wife of Théoden.
Elfwine	16	125	Ch/14	35	Y5	A/L	135bs	115cp	10	Rohir Warrior, 19th King of Rohan.
Emeldir	33	65	No/1	15	N	N	65bs	55cp	15	Adan Bard, wife of Barahir.
Éofor	10	17	Ch/16	40	Y	L	125sp	98cp	0	Rohir Warrior, a Prince and Thane.
Éomer, pre-3018	10	114	Ch/13	40	Y	N	126bs	100sb	5	Rohir Warrior, brother of Éowyn.
Post-3018	25	135	Ch/16	45	Y5	N	178bs	160sb	5	Rohir Warrior, 18th King of Rohan.
Éomund	23	125	Ch/15	45	Y10	A/L	176fa	139sb	-5	Rohir Warrior, Marshall of the Mark.
Eorl	30	125	Ch/13	70	Y15	N	208bs	182sb	5	Rohir Warrior, 1st King of Rohan.
Éothain	8	75	Ch/14	35	Y5	A/L	100bs	95cp	5	Rohir Warrior, Captain of Éomer's Éored.
Éowyn, pre-3018	8	93	Ch/13	40	Y5	N	104bs	94sb	5	Rohir Warrior, daughter of Éomund.
Post-3018	24	135	Ch/13	55	Y5	N	175bs	166sb	5	Rohir Warrior, slayer of the Witch-king.
Eradan	42	102	No/2	60	N	N	75qs	35sb	25	Dúnadan Mage/Seer, 9th King of Arnor. [4]
Erendis	35	60	No/2	30	N	N	65da	—	15	Adan Mage/Mystic, the Mariner's Wife.
Erkenbrand	20	142	Ch/15	40	Y10	N	17lbs	140cp	10	Rohir Warrior, Marshall of Westfold.
Estelmo	14	138	Ch/14	35	Y5	A/L	120sp	125cp	5	Dúnadan Warrior, Squire of Prince Elendur.

The Men · F

Name	Lvl	Hits	AT	DB	Sh	Gr	OH	OB	M	Notes
Faramir	19	146	Ch/16	40	Y10	A/L	143bs	135cp	15	Dúnadan Warrior, son of King Ondoher.
Fastred	19	138	Ch/16	45	Y15	L	145bs	130lb	10	Rohir Warrior, son of King Folcwine.
Fastred	16	108	Ch/13	40	Y10	L	125sp	120cp	10	Rohir Warrior, Thane at b. of Pelennor.
Fengel	22	157	Pl/18	55	Y15	A/L	144bs	145sb	15	Rohir Warrior, 15th King of Rohan.
Findegil	7	56	SL/5	15	N	N	45qs	35sl	5	Dúnadan Bard. Royal Scribe of Eldarion.
Fíriel	9	41	No/2	10	N	N	25da	30sb	15	Dúnadan Mage/Astrologer, wife of Arvedui.
Folca	23	159	Pl/18	45	Y15	A/L	130bs	140cp	10	Rohir Ranger, 13th King of Rohan.
Folcred	19	140	Ch/16	35	Y10	A/L	130sp	125lb	10	Rohir Warrior, son of King Folcwine.
Folcwine	23	152	Pl/18	45	Y15	A/L	150bs	120cp	0	Rohir Warrior, 14th King of Rohan.
Forthwini	18	131	Ch/16	20	N	A/L	145ba	130lb	10	Northman Warrior, Éothraim ambassador.
Forweg	49	152	Ch/15	35	Y10	L	155ma	135sb	20	Adan Scout/thief, outlaw Captain.
Fram	20	125	Ch/14	40	Y5	A/L	178fa	151sb	-5	Northman Warrior, slayer of Scatha.
Fréa	23	125	Ch/14	60	Y5	A/L	184bs	169sb	5	Rohir Warrior, 4th King of Rohan.
Fréaláf	23	130	Ch/14	45	Y5	A/L	160bs	141sb	-5	Rohir Warrior, 10th King of Rohan.
Fréawine	22	127	Ch/15	50	Y5	A/L	155bs	125lb	5	Rohir Warrior, 5th King of Rohan.
Fréawyn	22	66	No/2	5	N	N	55da	85sb	20	Rohir Bard, daughter of King Helm.
Freca	23	120	Ch/14	50	Y5	A/L	172bs	152sb	-5	Mixed Mannish Warrior, slain King Helm.
Frumgar	25	130	Ch/13	50	Y10	N	198bs	181sb	5	Northman Warrior, High Chieftain.
Fuinur	27	161	Pl/17	55	Y10	A/L	155wh	135lcb	10	Black Númenórean Ranger, served Sauron.

The Men · G

Name	Lvl	Hits	AT	DB	Sh	Gr	OH	OB	M	Notes
Galador	25	155	Pl/18	50	Y15	A/L	150bs	155lb	5	Dúnadan /Half-elf Warrior, P. of Dol Amroth.
Galadrahil	24	150	Pl/18	45	Y10	A/L	148bs	145cp	0	Dúnadan Warrior, 2nd Prince of Dol Amroth.
Galdor	97	188	Pl/20	95	N	A/L	200th	195lb	20	Adan Ranger, Lord of Dor-lómin.
Gálmód	10	40	No/2	30	N	N	55ss	45sb	10	Rohir Bard/Seer. Father of Wormtongue.
Gamling	17	125	Ch/16	45	Y10	L	135bs	130cp	0	Rohir Warrior, defender of Helm's Deep.
Gárulf	10	118	Ch/14	40	Y10	A/L	115sp	120sb	5	Rohir Warrior, Heah-cairl under Éomer.
Gethron	30	165	Ch/13	35	N	N	145wm	135sb	15	Adan Scout/Rogue, retainer of Húrin.
Gilmith	7	38	No/2	30	N	N	45qs	45sl	10	Dúnadan Animist/Astrolgr, sister of Galador.
Gildor	44	165	RL/10	45	Y10	A/L	155ss	145lcp	20	Adan Scout/Rogue of Barahir's outlaws.
Gilraen	9	45	No/1	20	N	N	50da	45sb	15	Dúnadan Bard, mother of Aragorn II.
Gimilkhâd	42	170	Pl/20	55	Y20	A/L	180bs	175cp	5	Dúnadan Warrior, father of Ar-Pharazôn.
Gimilzôr (Ar-)	44	150	Pl/18	50	Y15	A/L	120bs	115cp	10	Dúnadan Bard, 22nd King of Númenór. [1]
Girion	20	150	Ch/16	40	Y5	A/L	155ma	165lb	5	Northman Warrior, King of Dale.
Gléowine	14	55	Ch/16	35	Y5	A/L	65sp	60lb	10	Rohir Bard, minstrel of Théoden.
Glirhuin	35	95	SL/8	40	N	N	75qs	55sl	15	Adan Bard/Seer of 2nd House from Brethil.
Glóredhel	28	100	No/2	35	N	N	75da	60da	10	Adan Animist, wife of Haldir.
Golasgil	14″	120	Ch/14	40	Y5	A/L	110bs	100sb	10	Dúnadan Scout/Rogue, Lord of Anfalas.
Goldwine	22	150	Pl/18	45	Y10	A/L	165ml	155sb	5	Rohir Warrior, 6th King of Rohan.
Gorlim	45	165	RL/10	45	Y5	A/L	160ma	150bo	20	Adan Scout/Rogue of Barahir's outlaws.
Gram	23	150	Pl/19	50	Y15	A/L	158wh	150sp	0	Rohir Warrior, 8th King of Gondor. [2]
Grimbeorn	23	165	RL/10	40	N	A/L	150th	145lb	15	Beorning Warrior, son of Beorn.
Grimbold	18	133	Ch/14	25	N	A/L	145ba	145ha	5	Rohir Warrior, Thane from Grimslade.

Name	Lvl	Hits	AT	DB	Sh	Gr	OH	OB	M	Notes
Grithnir	34	160	Ch/16	45	Y10	L	145bs	140lb	10	Adan Ranger, retainer of Húrin.
Gundor	55	165	Pl/18	55	Y10	A/L	195bs	185cp	15	Adan Warrior, brother of Galdor.
Guthláf	14	148	Pl/18	45	Y10	A/L	130ml	115ha	0	Rohir Warrior, Standard-bearer of Théoden.

The Men · H

Name	Lvl	Hits	AT	DB	Sh	Gr	OH	OB	M	Notes
Hador	84	182	Pl/19	65	Y15	A/L	240bs	230lb	20	Adan Warrior, Lord of Dor-lómin.
Hador	25	71	No/2	25	N	N	85qs	55sb	10	Dúnadan Mage/Astrlgr, 7th Stwrd of Gondor.
Halbarad	21	142	Ch/14	40	Y10	A/L	140ml	140cp	10	Dúnadan Ranger, Stndrd-bearer of Aragorn II
Haldad	93	185	Pl/19	45	N	A/L	260th	245lb	20	Adan Warrior, Warlord of the 2nd House.
Haldan	80	172	Pl/17	50	Y10	N	195bs	185cp	20	Adan Ranger, ruler of Brethil.
Haidar	49	164	Pl/18	55	Y15	A/L	190bs	185lb	10	Adan Warrior, son of Haldad.
Haldir	67	170	Ch/16	60	Y20	A/L	180sp	175sb	15	Adan Ranger, father of Húrin and Húor.
Haleth	88	165	Ch/16	65	Y20	A/L	200ma	220lb	20	Adan Ranger, daughter of Haldad.
Haleth	20	142	Pl/17	35	Y10	N	145bs	135cp	0	Rohir Warrior, Prince of Rohan.
Hallacar	45	98	SL/5	35	N	N	100da	65sl	15	Dúnadan Bard, father of Anarion.
Hallatan	45	101	SL/6	30	N	N	95da	105sb	20	Dúnadan Mage/Mystic, Lord of Hyarastorni.
Hallas	26	161	Pl/17	30	N	A/L	145th	140lb	5	Dúnadan Warrior, 13th Steward of Gondor.
Halmir	73	172	Pl/19	55	Y15	A/L	230bs	220lb	10	Adan Warrior, Lord of Brethil.
Háma	16	104	Ch/15	35	Y5	L	125ml	120sb	-5	Rohir Warrior, Prince of Rohan.
Háma	20	122	Ch/16	40	Y10	A/L	140bs	135lb	5	Rohir Warrior, Cpt. of King's Húscairls.
Handir	60	177	Pl/18	55	Y15	L	215fa	220cp	15	Adan Warrior, son of Haldir.
Harding	12	108	Ch/14	35	Y5	A/L	110wh	85sb	0	Rohir Warrior, Húscairl of King Théoden.
Hareth	25	68	No/2	10	N	N	35da	60sb	10	Adan Animist/Healer, mothr of Húrin & Húor.
Hathaldir	35	134	Pl/17	50	Y15	L	165bs	150cp	0	Adan Warrior, one of Barahir's outlaws.
Hathol	87	181	Pl/18	65	Y20	A/L	245ba	235lb	15	Adan Warrior, Lord of Dor-lómin.
Hatholdir	49	79	No/2	15	N	N	55qs	70da	5	Dúnadan Animist/Astlgr to K. of Númenór.
Helm	24	130	Ch/13	45	Y5	N	196fa	185sb	5	Rohir Warrior, 9th King of Rohan.
Henderch	27	134	Ch/16	30	N	A/L	115th	120lb	5	Dúnadan Ranger, Cpt. in Guild of Venturers.

Name	Lvl	Hits	AT	DB	Sh	Gr	OH	OB	M	Notes
Herefara	12	103	Ch/14	35	Y10	A/L	105sp	90cp	-5	Rohir Warrior, Húscairl of King Théoden.
Herion	25	136	Pl/17	40	Y15	A/L	145bs	130cp	5	Dúnadan Warrior, 3rd Steward of Gondor.
Herubrand	13	112	Ch/15	35	Y10	A/L	115bs	125sb	0	Rohir Warrior, Húscairl of King Théoden.
Herucalmo	49	104	No/2	25	N	N	100da	55da	15	Dúnadan Mage, husband of Q. Tar-Vanimelde.
Herumor	28	112	Pl/17	35	Y5	L	125sc	115lb	0	Black Numen6rean Ranger, served Sauron.
Hild	11	42	No/1	10	N	N	30da	35ts	10	Rohir Animist, mother of Fréaláf.
Hirgon	14	120	SL/8	45	Y15	L	115ss	110sb	10	Dúnadan Scout/Rogue, mssngr of Denethor IL
Hirluin	20	124	Ch/16	25	N	A/L	140th	95ha	0	Dúnadan Warrior, Lord of Pinnath Gelin.
Hom	12	98	Ch/14	30	Y5	L	95bs	90hcb	5	Rohir Warrior, Húscairl of King Théoden.
Hunthor	49	144	SL/8	40	Y15	A/L	160sc	175lb	20	Adan Scout/Rogue, member of 2nd House.
Húrin	28	136	Pl/18	50	Y20	N	165bs	160lb	5	Dúnadan Warrior, 1st Steward of Gondor.
Húrin I	26	128	Pl/17	45	Y15	L	155bs	155cp	0	Dúnadan Warrior, 5th Steward of Gondor.
Húrin II	25	130	Pl/17	30	N	A/L	150th	135lb	5	Dúnadan Warrior, 14th Steward of Gondor.
Húrin	21	124	Pl/18	25	N	A/L	145bs	130cp	5	Dúnadan Warrior, Warden of the Keys.

The Men · I-R

Name	Lvl	Hits	AT	DB	Sh	Gr	OH	OB	M	Notes
Imlach	77	165	Ch/14	45	Y10	A/L	230wh	225lb	10	Adan Warrior, son of Marach.
Imrazôr	24	173	Pl/18	50	Y15	A/L	145bs	150lb	5	Dúnadan Warrior, father of Galador.
Indor	28	165	Ch/14	40	Y	A/L	165ma	160lb	5	Adan Warrior, father Aerin.
Ingold	15	148	Ch/16	30	N	L	135th	135cp	0	Dúnadan Warrior at Rammas Echor.
Inzilbeth	25	63	No/2	35	N	N	85qs	75da	15	Dúnadan Bard, Queen of Númenór. [3]
Ioreth	10	45	No/1	5	N	N	45da	—	-5	Dúnadan Animist/Lay Healer of Minas Tirith.
Lalaith	0	7	No/1	—	N	N	—	—	-10	Adan Child, daughter of Húrin & Morwen.
Léod	24	125	Ch/15	40	Y10	A/L	180bs	144sb	-5	Éothéod Warrior, Lord of Eotheod.
Lorgan	42	150	Ch/16	45	Y10	L	177sc	173sb	10	Easterling Warrior, Chief of Hithlum.
Lothíriel	24	58	SL/5	35	N	N	60ss	60sl	15	Dúnadan Bard, wife of King Éomer.
Malantur	24	160	Pl/18	40	Y10	A/L	145fa	150lb	0	Dúnadan Warrior, a Númenórean.
Malheth	28	77	No/2	45	N	N	70ss	35da	10	Dúnadan Animist/Seer to last K. of Arthedain.
Mallor	25	165	Pl/20	45	Y10	A/L	145bs	150lb	0	Dúnadan Warrior, 3rd King of Arthedain. [4]
Malvegil	24	162	Pl/20	45	Y10	A/L	150ml	145cp	0	Dúnadan Warrior, 6th King of Arthedain. [4]
Marach	93	165	Ch/16	30	N	L	255th	250lb	5	Adan Warrior, 1st Chief of the 3rd House.
Mardil	28	165	Pl/18	40	Y10	A/L	157bs	160lb	0	Dúnadan Warrior, 1st Steward of Gondor.
Marhcared	18	175	Ch/15	65	Y15	A/L	177bs	160ha	5	Éothraim Warrior, Huithyn of the Ailgarthas.
Marhwini	25	175	Ch/15	70	Y20	A/L	190bs	150cp	10	Éothraim Warrior, Althyn of the Éothraim.
Meneldil	23	160	Pl/20	45	Y15	A/L	160bs	155lb	0	Dúnadan Warrior, 3rd King of Gondor. [2]
Meneldur (Tar-)	61	108	No/2	55	N	N	75da	75da	20	Dúnadan Mage/Astrolgr, 5th K.

Name	Lvl	Hits	AT	DB	Sh	Gr	OH	OB	M	Notes
										of Númenór [1]
Minalcar	28	165	Pl/18	45	Y15	A/L	160bs	155cp	5	Dúnadan Warrior, 19th King of Gondor. [2]
Minardil	20	150	Pl/20	45	Y15	A/L	150fa	150cp	0	Dúnadan Warrior, 25th King of Gondor. [2]
Minastir (Tar)	60	173	Pl/20	55	Y20	A/L	205wh	195lb	15	Dúnadan Warrior, 11th King of Númenór [1]
Minohtar	15	143	Ch/16	40	Y10	L	140bs	135cp	5	Dúnadan Warrior, killed by the Wainriders.
Morwen (I)	35	95	No/2	35	N	N	85qs	45da	15	Adan Animist/Mystic, Lady of Dor-lómin.
Morwen (11)	22	55	SL/6	25	N	N	75da	65sb	10	Dúnadan Bard, wife of Thengel of Rohan.
Narmacil I	21	132	Pl/18	40	Y10	A/L	125bs	120lb	5	Dúnadan Scout/Rogue, 17th K. of Gondor. [2]
Narmacil II	25	160	Pl/20	45	Y15	A/L	155ml	160cp	0	Dúnadan Warrior, 29th King of Gondor. [2]
Nienor	30	82	SL/5	30	N	N	85qs	95sb	15	Adan Bard, sister of Turin.
Numendil	48	165	Ch/13	45	Y10	N	185ss	185sb	10	Dúnadan Warrior, Númenórean Lord.
Ohtar	12	123	Ch/14	35	Y5	A/L	129bs	105ha	5	Dúnadan Warrior, esquire of Isildur.
Ondoher	26	150	Pl/20	45	Y10	A/L	155bs	150lb	-5	Dúnadan Warrior, 31st King of Gondor. [2]
Orchaldor	31	104	SL/6	35	N	N	85ss	105ha	15	Númenórean Bard, father of Soronto.
Ostoher	26	148	Pl/18	45	Y15	A/L	150bs	155cp	5	Dúnadan Warrior, 7th King of Gondor. [2]
Ovatha ID	25	135	Ch/15	45	Y10	L	150wm	145hcb	5	Variag Warrior, father of Ovatha II.
Palantír (Tar-)	48	151	Pl/17	50	Y20	L	190bs	185lb	0	Dúnadan Warrior, 23rd King of Númenór. [1]
Pelendur	24	143	Ch/16	45	Y15	A/L	155bs	145lb	5	Dúnadan Warrior, Steward of Gondor.
Ragnir	7	45	SL/5	—	N	N	20qs	—	-20	Adan Bard, blind servant of Húrin.
Rían	17	43	No/1	15	N	N	35qs	40da	10	Adan Animist/Healer, daughter of Belegund.

The Men · S-U

Name	Lvl	Hits	AT	DB	Sh	Gr	OH	OB	M	Notes
Sakalthôr	44	137	No/2	35	N	N	105bs	65lb	10	Dúnadan Mage/Mentalist, K. of Númenór. [1]
Sangahyando	28	149	Pl/18	40	Y10	A/L	120fa	100cp	10	Black Númenórean Ranger, Corsair Lord.
Silmarien	50	145	No/2	SO	N	N	100qs	65lb	25	Dúnadan Animist/Mystic, Tar-Elendil's dghtr.
Siriondil	34	170	Pl/20	50	Y20	A/L	170bs	160lb	5	Dúnadan Warrior, 11th King of Gondor. [2]
Siriondil	24	150	Ch/16	45	Y15	L	135bs	150lb	0	Dúnadan Ranger, father of Eärnil II.
Súrion (Tar-)	57	143	No/2	40	N	N	120bs	105lb	15	Dúnadan Mage/Seer, 9th King of Númenór. [1]
Tarannon	33	160	Pl/18	50	Y15	A/L	155bs	155cp	10	Dúnadan Ranger, 12th King of Gondor. [2]
Tarcil	45	172	Pl/20	55	Y20	A/L	165bs	165lb	10	Dúnadan Ranger, 6th King of Arnor. [4]
Tarciryan	28	155	Ch/16	45	Y10	L	140fa	140cp	5	Dúnadan Ranger, Lord-captain of Gondor.
Targon	7	99	SL/6	25	N	N	95ha	85ha	20	Urban Warrior, cook at Minas Tirith.
Tarondor	44	177	Pl/20	65	Y20	A/L	190bs	175cp	10	Dúnadan Warrior, 7th King of Arnor. [4]
Tarondor	35	150	Pl/20	55	Y20	A/L	168bs	155lb	10	Dúnadan Warrior, 27th King of Gondor. [2]
Tarostar	38	172	Pl/18	55	Y20	A/L	180bs	170cp	10	Dúnadan Warrior, 8th King of Gondor. [2]
Telemmaitë (Tar-)	51	150	Ch/13	45	N	N	160bs	125sb	0	Dúnadan Bard, 15th King of Númenór [1]
Telperien (Tar-)	56	145	No/2	50	N	N	110qs	85da	15	Dúnadan Mage/Seer. 2nd R. Q. of Númenór. [3]
Telumehtar	33	163	Pl/20	50	Y20	A/L	160bs	160lb	5	Dúnadan Warrior, 28th King of Númenór. [1]
Thengel	28	150	Ch/14	40	Y10	A/L	155ml	145sb	10	Rohir Warrior, 16th King of Rohan.

Name	Lvl	Hits	AT	DB	Sh	Gr	OH	OB	M	Notes
Théodred	21	122	Ch/16	25	N	A/L	140th	135lb	0	Rohir Warrior, son of King Théoden Ednew.
Theodwyn	11	118	Ch/14	50	Y10	A/L	136bs	120sb	0	Rohir Warrior, mother of Éomer & Éowyn.
Thorondir	26	152	Ch/16	40	Y15	A/L	150bs	135lb	5	Dúnadan Warrior, 22nd Steward of Gondor.
Tuor	88	178	Pl/18	40	N	A/L	200ba	195lb	10	Adan Scout/Rogue, sailed to Aman.
Turambar	36	156	Pl/17	45	Y10	A/L	165bs	140hcb	10	Dúnadan Warrior, 9th King of Gondor. [2]
Turgon	28	147	Ch/16	40	N	L	155th	150cp	5	Dúnadan Warrior, 24th Steward of Gondor.
Turin	99	188	Pl/20	65	Y15	A/L	275bs	265lb	25	Adan Warrior, Warlord of Nargothrond.
Turin I	28	144	Ch/15	40	Y10	L	140fa	135cp	5	Dúnadan Warrior, 6th Steward of Gondor.
Turin II	29	152	Pl/17	40	Y10	N	155bs	130lb	10	Dúnadan Warrior, 23rd Steward of Gondor.
Ulbar	14	120	Ch/16	35	Y5	L	100bs	100lb	5	Dúnadan Ranger, served Hallatan.
Uldor	60	145	Pl/17	55	Y15	A/L	205sc	195cp	15	Easterling Warrior, betrayer of Maedhros.
Ulfang	66	154	Pl/19	50	Y10	A/L	215wh	200sb	15	Easterling Warrior, spy for Morgoth.
Ulfast	56	81	No/2	35	N	N	40ha	45ts	20	Easterling Animist, eldest son of Ulfang.
Ulrad	33	118	SL/8	25	N	N	110ss	90sb	15	Adan Scout/thief, one of the Gaurwaith.
Ulwarth	58	129	RL/10	50	Y10	A/L	160sc	120cp	20	Easterling Ranger, 2nd son of Ulfang.
Urthel	38	126	SL/7	40	Y5	N	120ma	110lb	20	Adan Scout/Rogue, one of Barahir's outlaws.

The Men · V-Z

Name	Lvl	Hits	AT	DB	Sh	Gr	OH	OB	M	Notes
Valacar	30	150	Ch/14	45	Y20	A/L	155bs	145cp	15	Dúnadan Scout/Rogue, 20th K. of Gondor. [2]
Valandil (I)	56	168	Pl/20	55	Y20	A/L	170bs	175lb	10	Dúnadan Ranger, 1st Lord of Andúnië.
Valandil (II)	42	154	Pl/20	40	Y20	A/L	160bs	165lb	10	Dúnadan Ranger, 3rd King of Arnor. [4]
Vanimeldë (Tar-)	50	109	No/2	35	N	N	85da	60cp	20	Adan Bard, 3rd R. Queen of Númenór. [3]
Vardamir	64	150	SL/5	30	N	N	100bs	65lb	25	Dúnadan Bard/Seer, son of Elros.
Vëantur	56	165	RL/9	30	Y10	N	165bs	160lb	15	Dúnadan Ranger, Captain of Ships.
Vidumavi	14	61	No/2	25	N	N	50qs	45sl	10	Northman Animist/Lay Healer, Q. of Gondor. [2]
Vinyarion	32	170	Pl/20	60	Y25	A/L	160bs	170cp	10	Dúnadan Warrior, 22nd King of Gondor. [2]
Wídfara	9	115	Ch/14	35	Y10	A/L	100bs	95sb	5	Rohir Warrior, fought at Pelennor Fields.
Wulf	25	130	Ch/14	50	Y10	A/L	188bs	161sb	0	Rohir Warrior, Betrayer of the Mark.
Zamin	21	72	No/2	20	N	N	45da	40sl	-5	Dúnadan Animist/Healer, old & outspoken.
Zimraphel	36	100	No/1	15	N	N	85da	70lb	20	Dúnadan Bard, Queen of Numenor [3]
Zimrathôr	47	115	No/2	454	N	N	9022	50lcb	20	Dúnadan Mage/Mntlst, 21st K. of Númenór [1]

1. See Elros for the hereditary items of the Kings of Númenór. ↩ ↩2 ↩3 ↩4 ↩5 ↩6 ↩7 ↩8 ↩9 ↩10 ↩11 ↩12 ↩13 ↩14 ↩15 ↩16 ↩17 ↩18 ↩19 ↩20 ↩21 ↩22

2. See Anárion for the hereditary items of the Kings of Gondor. ↩ ↩2 ↩3 ↩4 ↩5 ↩6 ↩7 ↩8 ↩9 ↩10 ↩11 ↩12 ↩13 ↩14 ↩15 ↩16 ↩17 ↩18 ↩19 ↩20 ↩21 ↩22 ↩23 ↩24 ↩25 ↩26 ↩27 ↩28 ↩29 ↩30 ↩31 ↩32 ↩33

3. See Ancalimë for the hereditary items of the Queens of Númenór. ↩ ↩2 ↩3 ↩4 ↩5

4. See Elendil for the hereditary items of the Kings of Arnor and Arthedain. ↩ ↩2 ↩3 ↩4 ↩5 ↩6 ↩7 ↩8 ↩9 ↩10 ↩11 ↩12 ↩13 ↩14 ↩15 ↩16 ↩17 ↩18 ↩19 ↩20 ↩21 ↩22 ↩23 ↩24 ↩25

The Nine Nazgûl



Aka: The Úlairi; the Ringwraiths; the Shadows; the Black Wings; Black Riders; the Fell Riders; the Nine Riders; the Nine Evil Servants; the Nine Servants of the Lord of the Rings; the Nine; and the Shriekers.

> *"…Nine for Mortal Men doomed to die…" (Lord of the Ring)*

The Men who accepted the nine Rings of Power around Second Age 2000 survived the time of their appointed doom and became immortal slaves of the Lord of the Rings. Kings during their mortal lives, they evolved into powerful yet hideous thralls. Each became an awful Ringwraith, a servant of the great Evil that prolonged his existence, a Shadow-creature forever dying but never dead.

An Overview of the Ringwraiths

The Nazgûl (BS. "Ringwraiths")—or, as the Elves called them, the Úlairi (S. "Those of the Unlight")—served as the Dark Lord's most powerful tools of terror and conquest. As Secondborn Kings, they provided Sauron (aka Gorthaur or Thauron) with the insight and empathy necessary to effectively horrify and subdue others of their kind, an important quality after the rise of the Mannish races and the decline of Elvish influence in Endor. As Ringwraiths, they provided absolute loyalty and they enjoyed the longevity to achieve virtually any goal. As enchanted beings, they wielded the power to contest or defeat nearly any foe. Their peculiar skills enabled them to foster and perpetuate the Evil One's goal to become the King of Men.

The Úlairi exercised tremendous power, even before their downfall, for Gorthaur the Terrible chose them because of their might. All ruthless Kings, they knew how to dominate their brethren and administer realms of Men. Their experience proved invaluable during the Dark Lord's quest to conquer Middle-earth. Collectively, this repository of knowledge was vast indeed, for each Nazgûl came from a unique background and all of them—save the three fallen Númenóreans (Adûnaphel, Akhôrahil, and Mûrazôr)—grew out of a different setting and culture. Taken as a whole, the Nine understood most of the peoples of Endor and at one time or another ruled about half of the Middle Land. Sauron selected them carefully and reaped great rewards.

Úlair History

The enslavement of the Úlairi augmented their already considerable talents. Each received one of the Nine Rings of Power forged by Sauron (as "Annatar") and the Elven-smiths at Ost-in-Edhil in Eregion in the years between S.A. 1500 and 1580. The Rings, secured by the Dark Lord in S.A. 1697 during the war with the Elves, retained the permanent strength imbued by Celebrimbor the High-smith and his awesomely talented peers; however, they also bore the imprint of irrevocable Evil instilled by Sauron. They embodied tremendous magic, but they remained forever tied to the One Ruling Ring that the Dark Lord secretly fashioned in the fires of Orodruin (Mount Doom) in S.A. 1580–1600.

As each of the Nine took a Ring from Gorthaur in the years around S.A. 2000, they sealed a heinous pact with the Lord of the Rings. In exchange for the spell-power bound within the enchanted jewels and the immortality conveyed by Sauron and his One Ring, the greedy became enslaved to the Dark Lord. Upon the time they began wearing the Rings, they gradually evolved into the Nazgûl, creatures who existed at the edge of this world and the realm of the shadows. Resisting death, yet unable to die, the Ringwraiths magically clung to life.

This immortality carried many burdens. Unfortunately for the Nine, they gave their spirits and free will to the Evil One, and their very existence became entwined with his destiny and the fate of his Ruling Ring. Their hunger for wealth and dominance led to slavery. Worse, it left the Ringwraiths in an undead state where they could never wholly be in Arda. Sauron became their sole focus of existence in this world, and their altered, ever-dying physical being robbed them of the pleasures of true life. In their corruption, the Nine sentenced themselves to an unending hell and unceasing pain.

The Campaigns of the Úlairi During the Second Age

The first recorded sighting of a Úlair occurred in S.A. 2251. After this point, the Ring wraiths actively pursued campaigns on behalf of their Master. The first era of these operations (S.A. 2251-3261) involved the subjugation of kingdoms in and around their home regions, providing Sauron with a dis-unified but far-flung empire. They hoped to conquer all of Middle-earth, but the aims of the Dark Lord came into conflict with those of the Dúnedain of Númenór. Ar-Pharazôn's claim to the mantle of kingship over all Men proved to be too great a military challenge, and the submission of the Lord of the Rings in S.A. 3262 ended the Ringwraith's initial advance of the Shadow. The Úlairi retreated and stayed in hiding while the Dark Lord stayed imprisoned on the isle of Númenór (Westernesse).

Of course, the Evil One turned on his captors and exploited their greed, just as he had with the Men that became the Nine. Númenór perished in the Downfall of 3319 and the Nazgûl resurfaced in Mordor in order to rebuild Sauron's somewhat shattered domain. When Gorthaur recovered from the destruction of his fana that accompanied the envelopment of Westernesse, they returned to war. From S.A. 3429-3441, the Ringwraiths led Mordor's armies in the struggle against the Last Alliance of Elves and Men. Sauron's defeat in this war resulted in the capture of the One Ring and the end of the Second Age. The Evil One's spirit, which was partially embodied in the Ruling Ring he created out of his own essence, passed out of Arda and into the Shadows. The Úlairi followed, for their focus in Endor was gone.

The Nine's Campaigns During the Third Age

It took the Lord of the Rings a thousand years to collect his strength and reenter Middle-earth, and it was another fifty years before his Nine Servants could answer his summons. Nonetheless, by T.A. 1050, the

Ringwraiths once again stirred. From this point onward, though, Sauron lived in Endor (initially at Dol Guldur in Rhovanion) apart from his One Ring, and he therefore retained possession of the Nine Rings. This enabled him to dominate his Nazgûl from afar and project his strength through their presence.

After their return, the Ringwraiths once again embarked on efforts to coerce and conquer Men, but their strength was curtailed by the absence of the Ruling Ring. Like Sauron, they worked slowly, each journeying to a different area in hopes of resurrecting the Kingdom of Darkness. The Witch-king's founding of Angmar in T.A. 1300, and his subsequent wars against the North Kingdom of Amor and its successor states (Arthedain, Cardolan, and Rhudaur) during the years T.A. 1300–1974, proved to be the most notable of these campaigns, but others took place elsewhere in Middle-earth.

Eight of the Nine slipped back into the Black Land in T.A. 1640 and began preparing the guarded realm for the return of the Dark Lord. The Witch-king joined them after the collapse of the last surviving Dúnadan kingdom (Arthedain) in the North and the defeat and abandonment of Angmar the following year (T.A. 1975). Twenty-five years later, the reunited Nazgûl surprised the South Kingdom of Gondor by assaulting Minas Ithil. They took the fortress city in T.A. 2002, and the Chieftain of the Nine adopted it as his citadel.

The nine centuries that followed the fall of Minas Ithil (which was thereafter called Minas Morgul) constituted another period during which the Ringwraiths waged conflicts all over the East and South of Endor. Gorthaur himself went east during the Watchful Peace of T.A. 2063–2460 and aided their endeavors, although' he returned to Dol Guldur before the conquests ended. These saw the continual extension of Darkness, for the Úlairi bound many nations under the Shadow before the Evil One came out of hiding in Dol Guldur, reentered Mordor, and once again proclaimed himself the King of Men (T.A. 2941).

Sauron's defiant reappearance in the Black Land signaled the beginning of the last years of the Third Age. War loomed as work began in Mordor to resurrect the Dark Tower (S. "Barad-dûr"). The same year (T.A. 2951), three Nazgûl flew north and reopened the hold at Dol Guldur, bearing plans to crush the Elven nations in Lórien and Mirkwood. Sixty-seven years later (T.A. 3018), fighting erupted in Ithilien and Rhovanion, and the War of the Ring began.

Initially, the Dark Lord used the Nine to test the strength of his opponents and take their minds off the prize he sought so dearly; however, in the summer of 3018 he sent the Nazgûl off on the search for the One Ring. Traveling on horseback as the Black Riders, the Úlairi combed the Anduin Valley, rode through Rohan, and entered Eriador. Three went to the Shire (Kd. "Sûza") while the others journeyed to the great crossroads at Bree. The Hobbits eluded them by miraculously making their way eastward with the Ring, but at Weathertop the Witch-king and four other Ringwraiths nearly completed their quest. Again they failed, though, and the halflings began the final flight to the Elf-haven of Rivendell. The Nine once again flirted with success when they intercepted Frodo less than two weeks later, but Elrond's magic trapped them in the enchanted floodwaters of the Bruinen, killing the black steeds and wounding the Nine.

It took some time for the Nazgûl to recover, and after their defeat at the Bruinen Ford they deployed themselves on Fell Beasts and took to the skies. Searching intermittently and fruitlessly throughout late T.A. 3018 and early 3019, they returned to the tasks of war. The Witch-king led Sauron's huge two-pronged southern force against Minas Tirith, while the Ringwraiths of Dol Guldur commanded the Dark Lord's two northern Orc armies. None of their attacks succeeded as planned and the Witch-king died by the swords of Éowyn and Merry on the Pelennor Fields of Gondor.

The eight remaining Nazgûl flew to Barad-dûr after their setbacks and prepared for the climax of the war. When the army of the Free Peoples engaged Sauron's main army in the epic struggle at Morannon before the gates of the Black Land, the Fell Riders mounted their flying creatures for the last time and dueled the Great Eagles in the sky above the parched battlefield. Although neither side prevailed in the aerial melee, the Dark Lord ordered the Nazgûl to turn and wing southward, since the fate of Mordor was tied to the One Ring that the Hobbits carried up the side of Mount Doom. Once again, though, the Ringwraiths never reached their goal, for in the destruction of the Ruling Ring the Úlairi, like their Lord, perished.

Úlair Nature

> *"In their white faces burned keen and merciless eyes; under their mantles were long grey robes; upon their grey hairs were helms of silver; in their haggard hands were swords of steel." (LotRI p. 263.)*

The Nazgûl provided the Dark Lord with a physical means of spreading his abhorrent Shadow. Nonetheless, their own being remained quasi-corporeal. Nearly weightless and invisible to all but those residing in the world of the shadows (e.g., other Undead and Sauron) or wearing a Ring of Power, their contacts with Arda seemed fleeting. The Ringwraiths simultaneously manifested themselves in two worlds, but remained wholly in neither. They manipulated objects and cloaked themselves in visible trappings, but they remained apart from other Men.

The duality of the Nazgûls' terrible existence is testimony to the horror fomented by the Lord of the Rings. While more powerful than they were as Kings, the Úlairi remained Sauron's subservient vassals, spirits forever tied to his being. They received immortality, but lost Eru's Gift of Death and perpetually suffered, as if always dying. Their shrieks instilled terror and spawned fear that caused the hardiest of foes to quiver, yet the shrillness of their cries suggested their own inner pain. Although possessed of enhanced senses and the ability to see in utter darkness, they remained virtually blind. Huge beasts and whole armies obeyed their word, but they trusted nothing and counted no friends. Despite the fact that sharp blades broke upon their flesh and that they showed no fear of mortal combat, they shunned soothing brooks and the comforting sun. No challenge of melee forced their flight, yet they shied from flickering firelight and the gentlest call to Elbereth. Nature's seemingly innocuous intrusions often turned them away.

Most ironic of all, however, was the fact that though they cheated their natural fate and achieved undying life, their spirits lost the ability to outlive their death. By taking the Dark Lord's offer, the Nazgûl unwittingly rejected Eru's blessing to the Secondborn, the bequest of a special "life" after their end in Arda. They traded their immortal souls for immortal forms.

The General Powers and Features of the Nazgûl

With the uniform exception of the immortal Valar and Maïar, the Nazgûl are among the strongest living powers in Arda. Their strength reflects their ties to the Maia Sauron, their Rings of Power, and the One Ruling Ring.

While each Úlair is unique, of course, they all share certain common elements. They are all immortal and semi-corporeal beings with enchanted qualities, creatures with awesome collective power and

formidable individual strength. As shown in the stories surrounding the Witch-king, they feared no single individual from the ranks of Middle-earth's Free Peoples; instead, nature and circumstance usually dictated their vulnerability. No other Men rival them, although the Adan Lords from Númenór and the Kingdoms in Exile could contest them in certain situations. Still, they are sometimes upset or driven away by fire, water, or some manifestation of Varda (e.g., the name "Elbereth"), and magic weapons can slay them.

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

Critical strikes

Unless otherwise noted, critical strikes against a Nazgûl 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.)

Shadowy form

When a Nazgûl is present, only part of his form is in Arda at any given moment. The rest of his corporeal being stays in the Shadows outside of the world. In a sense, then, the Nazgûl's soul is frozen on the very brink of Darkness, where life passes into death. A Ringwraith is undead, and cannot die naturally as long as the One Ring exists. However, if Sauron is "killed" while the Ruling Ring remains in Eä, each Nazgûl's form is also slain. His semi-corporeal body dissipates, departing from Arda and entering the Shadow-world. In order to reappear in Arda, they must (1) be summoned by the Dark Lord (meaning that Sauron must first return) and (2) have the strength to reassume their body. The latter might take some time, say 1–100 years; and once in Arda, they may take another 1–100 years to regain their full strength. As a rule, whenever such a rest is required, their power is proportional to their recovery period (e.g., if a Úlair takes 50 days to regain his vitality and it is his third day of rest in Arda, he has but 6% of his usual bonuses). (For more on Sauron and his Ruling Ring, see LOMEI 7.2.)

Appearance

The Ringwraiths actual form is invisible to the normal eye. Only someone who is also wholly or partially in the Shadow-world (e.g., other Undead, Sauron, etc.), or someone wearing a Ring of Power (or using some other like item), can see their true form. They appear in one of two ways (thus the parenthetical Appearance stats): while wearing a Ring of Power they retain the youthful guise they possessed when they first took the Ring (i.e., they look like they did when they first became Ring wraiths); but without the Ring, they are cursed with a pale, almost translucent body and coarse, scraggy, grey hair (i.e., they look like they did at the point after their body reached the stage of its originally contemplated death). In the latter case, their withered and ostensibly tired frame glows when it contacts a glowing item. Whenever a Ring wraith draws his Morgul-knife, for instance, his hand takes on the knife's enchanted aura. A Ringwraith also has the ability to summon an Open Mentalist Brilliance List Continuous Aura spell (RM, Spell Law, p. 92) at will, casting a bright glow around his body and enhancing his appearance (as well as subtracting 15 from all attacks).

Strength of form

The Ringwraiths, despite being saddled with a withered and pale body, can utilize their form to its uppermost limits. Their vigor and physical aptitude rivaled those of the stoutest and most youthful of Men. Úlairi do not suffer from penalties associated with age, nor do they weary easily. They require no rest at night. Even during the daylight hours, when they are weakest, they need little sleep per se (only about 4 hours). The enchanted nature of their form bums with Evil, explaining why normal (i.e., non-magic) weapons break upon contact with a Ringwraith's foul flesh. This Evil lives off the spirit of the living, and a Nazgûl can drain 20 Con pts (per md) whenever he touches a victim who fails his RR (roll each md).

Vulnerability to Nature

As enchanted Undead, Ringwraiths are unnaturally immortal. They no longer exist according to Eru's prescription, nor do they stay in Arda with the leave of the Valar. Sauron, in keeping with his origin as a Maia servant of Aulë, created them and maintains them outside the conception of the Secondborn and in spite of the conception of the Firstborn. The Nazgûl are therefore contrary to the scheme of things. Accordingly, they suffer in the face of seemingly commonplace aspects of nature. Full daylight halves their bonuses (and their lvls), while cloudy, sunlit conditions reduce their bonuses to but 75% of normal. When encountering running fresh water (e.g., a stream as opposed to a lake) that is 10 or more feet wide and 1 or more feet deep, a Úlair must make a RR (versus the lower of either his own level or a level = half the width in feet + twice the depth in feet) or he remains unable to cross the water for 1–10 rnds (after which he may try again). His RR is affected by -10 for each successive attempt to cross. When touched by natural fire (e.g., a torch flame), a Nazgûl must make a RR versus the wielder's level (an unmanipulated flame having a level of 1), with failure resulting in his flight (for 1–100 rnds). Note that Khamûl the Easterling is affected more than his brethren, and therefore he suffers a RR penalty of -20 in addition to any other penalties he may incur.

Effect of Varda

Varda, the Queen of the Heavens, represents the antithesis of all the themes represented by the Úlairi. Her presence affects the Ring wraiths more than any other being. When confronted by the manifestation of Elbereth (Varda), such as in the case of an opponent crying out her name (e.g., screaming "in the name of Elbereth Gilthoniel!"), a Nazgûl must make a RR versus the level of the manifestation (e.g., the level of speaker or, in Varda's case, Varda herself), with failure resulting in his flight (for 1–100 hrs). (For more on Varda, see LOME, vol. I, at p. 25–26.)

Enhanced Senses

The Nazgûl see perfectly in the Shadow-world, but they are virtually blind in Arda. The combination of their other, enhanced senses, however, enables them to "see" perfectly, even in utter darkness (although the effectiveness of their vision is affected by natural sunlight, as noted in #5 above). This enhancement (coupled with their immortality) also affects their learning pattern, enabling them to derive more knowledge per skill rank. Thus, they receive a +5 bonus per rank for ranks 1–20, a +2 bonus per rank for ranks 21–40, a +1 bonus per rank for ranks 41–50, and +.5 per rank thereafter.

Presence

Anyone coming within sight of a Nazgûl makes a RR versus a 6th level Fear spell. With a RR failure of 01–50, the victim flees in terror for 1–5 minutes. If the RR failure is 51–100, the victim flees in fear for 1–100 minutes. If the victim fails by 101+, he falls under the control of the Ringwraith for 1–10 rnds and then collapses in shock for 1–100 minutes. In addition, a Nazgûl can look upon an individual, his concentrated gaze delivering a True Charm spell (see the Essence, Spirit Mastery list).

Black Breath

The Ringwraiths may use their Black Breath up to nine times in a given day. It has a range of 300′ and affects targets within a target radius of 5′. Targets failing their RR by 01–50 fall into despair for 1–100 rds and then into an unwakable sleep for 1–100 hrs, while failure by 51–100 results in target being captured by despair for 1–100 hrs and then falling into an unbreakable slumber for 1–100 days. RR failure of 100+ results in target succumbing to a fatal, cursed sleep, where the deluge of awful black dreams destroys the victim's mind in 1–100 hrs. (Only the herb Athelas or a powerful spell removing the curse can stir the victim, thereby preventing this horrible occurrence.)

The Nine Rings of Power

After the end of the Second Age, the Nazgûl no longer bear their Rings of Power. Instead, Sauron retains them until the recovery of the Ruling Ring. These rings are each made of enchanted and virtually weightless gold Ithilnaur and are inscribed in Quenya using the Tengwar. A unique jewel adorns each one, and each shine with its own particular aura, but all of the Rings are invisible to anyone except another Ring-wearer or the Lord of the Rings himself. Originally forged with good intent, they became corrupted by Sauron and hence inextricably tied to the One Ring. Each Ring has the following powers:

Free use of any one spell list (to 50th lvl) which is known (to any level) by the wearer at the time the Ring is initially worn by the wearer.
Continuous use of the Mystic Base list Hiding spells: Unpresence and Nondetect (RM).
Continuous use of the Closed Essence list Spirit Mastery spell: Spirit Mastery (RM), or all the Open Essence list Spirit Mastery spells (MERP).
If wearer is "stunned and unable to parry", treat wearer as merely "stunned."
x9 PP enhancer (any realm of power).
+15 to wearer's DB, RRs, directed spell OBs, and Constitution bonus.
Wearer's form is immortal*.

> * ***Note****: as long as Sauron holds his Ring, the Nazgûl's form remains immortal. Only with the destruction of the Rings or the gift of the Ring to another wearer, will the Ringwraith lose this magical benefit.*

Nazgûl Character Glossary



Here are all the detailed Nazgûl characters.

Adûnaphel the Quiet*

Lvl: 32. Race: Black Númenórean. Profession: Bard. Home: Armenelos in Númenór; later Umbar; still later Barad-dûr in Mordor and Dol Guldur in Rhovanion. Aka: Lady of the West (Adûnaic); Umbaratári; Haratári; the Quiet Avenger; Ard Once Vain; the Seventh.

RM Stats: St-62; Qu-99; Em-99; In-100; Pr-100; Ag-96; Co-35; Me-91; Re-71; SD-77. **MERP Stats**: St-62; Ag-96; Co-35; Ig-80; It-100; Pr-100. Appearance: (101).

Skill Bonuses: Climb45, Swim85, Ride120, DTrap65, PLock85, S&H85, Perc132, Rune65, S&W100 Chan30, Amb13, Li7, AMov80, ADef40, MASt35, MASw55, BDev11, Acro30, Act120, Cont100, Cook.30, AnimT30, Dance90, Div50, Fals75, FAid60, For90, Fren40, Gamb60, Herd30, LWork30, Math40, Med60, Mus120, Nav85, PSp80, Row30, Sail90, Sed165, Sig80, Sing125, Ski30, Smith50, SpMas65, Star70, Subd35, Track90, Trad100, TrapB35, Trick120, Tumb50, WeaW80, Wood20, Admin90, Craf80, Dipl120, Stra110, Tac100.

Adûnaphel was born in her uncle Adûnazil's home (Bar Forowing) on Númenór 's North Cape in Forostar in the year S.A. 1823. Her family possessed noble blood and owned extensive lands in Forostar and Orrostar. Even as a young child, she was recognized as being exceptionally beautiful, but her youth was scarred by the death of her very old father (Adûnahil) and she dwelled in remorse for many years. She fought with her unstable mother Alcariel, whose ties with the Eldar had disturbed her father and had been the source of marital strife. Adûnaphel's despair over her father's death and the blame she attributed to her mother contributed to her fervent support of her uncle's small "Adûnaic" faction in the court of Tar-Ciryatan (r. S.A. 1869–2029).

Like Adûnazil and his ally Prince Tindomul (Er-Mûrazôr, the future Witch-king), Adûnaphel sought to sever Westernesse's close ties with the Elves, in hope that the Edain could build along their own cultural line and expand their military and economic strength. Her ultimate hope, of course, was to see Númenórean dominion over all Men. This aim drove her to leave Númenór in S.A. 1914.

Adûnaphel sought her own crown, but no such opportunity existed in her homeland. She followed the course of many of her royal allies and went to Middle-earth. Landing with her retainers at the haven of

Umbar, then a small Númenórean anchorage, she settled at Vamag (Har. "Blood Fell") on the northwestern tip of the great peninsula. There, she erected a citadel that became the focus of her expanding domain.

By S.A. 1939, Adûnaphel overtly controlled much of Endor's coastal lands between Umbar and the river Hamen, while her agents in Umbar manipulated the growing trade center and the territory to the south. The Lord of Vamag became a major influence among the Haradrim as well, her power and rapacious nature overwhelming the primitive Haradan fishermen and nomads. To them, Adûnaphel was King. She ruled much of western Near Harad as Ard the Vain, preparing for the eventual conquest of Umbar and Far Harad. All seemed well to the Lady of the West.

Tar-Ciryatan of Númenór was a proud King, however, and in S.A. 1987 he demanded that Adûnaphel pay him both homage and taxes. He ordered her to remove her warriors from Umbar and to submit to Númenórean rule. This edict drove Adûnaphel into a rage and she refused to abide by the harsh terms issued from Armenelos. Instead, she sent envoys to Armenelos in hope of reaching a compromise. For the next fourteen years Adûnaphel and her overlord engaged in diplomatic sparring and quiet intrigue, all the while recognizing Númenór 's supremacy.

Sauron of Mordor saw the dispute as an opportunity to achieve two goals: first, the defeat of a rival for Haradan favor; and secondly, a means of delaying the expansion of a much more potent potential enemy. Sauron's minions fought a number of small wars with Adûnaphel for control of Near Harad, and the Dark Lord hoped to seize the initiative in the region. More importantly, the Lord of the Rings desired a delay in Tar-Ciryatan's planned expansion around the strategic firth of Umbar. Only Númenór rivaled Mordor for control over the realms of the Secondborn and, after Sauron's defeat in Eriador in S.A. 1700, the Evil One required a great deal of time to rebuild his shattered strength. The Dark Lord saw in Tar-Ciryatan what he had long feared—a prideful and hungry Adan monarch bent on taking Middle-earth.

Sauron's agents, including a pair of Adûnaphel's captains, kept him well informed about the Lady of the West. He learned of her vanity and her hatred of the Eldar and discerned her yearning for immortality, so in S.A. 2001 he approached her with the gift of a Ring of Power and the prospect of eternal life. Reviled by her own King and desirous of the gifts offered by the Dark Lord, Adûnaphel accepted the Ring and fell under the sway of the Shadow. She became the seventh King (Ruling Queen) of Men to become a Nazgûl.

Adûnaphel the Ringwraith

Adûnaphel remained at Vamag for nearly three hundred years after becoming a Ringwraith, and it was during this relatively brief period that she became known among the Haradrim as Ard Once Vain. Her Black Númenórean subjects called her Adûnaphel the Quiet. While she had once boldly displayed her beauty and strength, the fallen Númenórean lord cloaked herself behind a suit of black armor, never showing her face and never appearing during daylight hours. The woman that claimed kingship over much of Near Harad retreated into seclusion and delt with both friends and foes through carefully selected minions. Mornings at Vamag no longer rang with the pleasant call from her melodious lute.

In early S.A. 2280, Adûnaphel, ruling as Ard, ordered the tribes of her realm to assail Umbar (then a royal haven of Tar-Atanamir). Although she counted few Númenórean warriors in her fold, the Wraith's army outnumbered the proud defenders. Quality prevailed, though, when Adûnaphel's forces fell into a trap in the narrow defile at Cirith Glingalas. The well-disciplined Dúnedain broke the lightly-armed Haradrim with spear volleys and turned the ensuing melee into a rout. Adûnaphel's superior cavalry proved of little use.

The Dagor-i-Glingalas ("Battle of the Gleaming Shore") effectively ended Adûnaphel's hope of ruling Harad. Two weeks after the fray, she abandoned Vamag and moved northward, leaving the great peninsula to her enemy. King Tar-Atanamir (r. S.A. 2029– 2221) ordered Umbar strengthened and expanded, making it the greatest citadel in the region.

For the next nine hundred and eighty-one years, Adûnaphel ruled the arid reaches of central Near Harad on behalf of Sauron. She established her new hold and capital at Leaguer on the south bank of the Haman, about four hundred miles from Mordor. The Kingdom of Ard lasted until Ar-Pharazôn's invasion (S.A. 3261) and the surrender of the Dark Lord (S.A. 3262) before the might of Númenór. With the defeat of her mentor, she retreated into the Black Land.

After the Downfall of Númenór and the return of the Lord of the Rings in S.A. 3319, Adûnaphel directed the campaigns waged by Sauron's troops in Harondor and Near Harad, and she commanded the southern flank of the horde that invaded South Ithilien in 3429. Her fate, however, was tied to her Evil Master's, and she passed into the Shadows when Barad-dûr was broken and Sauron was overthrown at the end of the Second Age.

The Third Age

Adûnaphel returned to Endor around T. A. 1050 and entered her ruined home at Lugarlur just after the armies of Hyarmendacil I of Gondor conquered Harad. The removal of Gondorian strength from the Southland occupied the Úlair for the next five hundred and ninety years. From her base in the upper Hamen valley, Adûnaphel slowly reasserted her power in Near Harad and coerced and misled the Haradrim to rebel. Her machinations were interrupted by the Corsair takeover of Umbar in T.A. 1448, but by 1634 even they unwittingly pursued her goals. In that year, Corsair raiders slew the Gondorian King (Minardil),

The Great Plague that ravaged northwest Endor in 1635-37 weakened Gondor and led to the abandonment of the Watch on Mordor. Sauron, residing at Dol Guldur in Rhovanion, sent Adûnaphel and the other Nazgûl (except the Witch-king in Angmar) into his ancient kingdom so that they could surreptitiously prepare the land for his return. Adûnaphel, like Ûvatha and Akhôrahil, went to Num, in the south of the Black Land.

With the arrival of the Witch-king in Mordor (T.A. 1975), the Úlairi gathered for the attack on the stronghold that served as the last vestige of Gondor's guardianship over the Black Land. The surprise assault through Cirith Ungol in T.A. 2000 and the subsequent two-year besiegement of Minas Ithil ended with the taking of the fortress city that served as Ithilien's capital and housed one of the seven prized Seeing-stones. Renamed Minas Morgul, the marble-shrouded town became the new home of the Ringwraiths.

In T.A. 2941, Sauron came home to the Dark Tower, leaving his threatened hold at Dol Guldur in Rhovanion. Ten years later, however, he felt that the Tower of Sorcery was once again safe. Leaving six of the Nazgûl at Minas Morgul, he commanded Khamûl the Easterling and Adûnaphel to fly north and reopen the fortress in Mirkwood. Ûvatha the Messenger served as the link between the two Úlairi and their Lord in Mordor. Adûnaphel's return to Dol Guldur in T.A. 2951 marked her last permanent move, for she resided at the Tower of Sorcery until her demise.

In T.A. 3018, the fallen Lady rode into the Anduin Valley, Rohan, and then Eriador during the Black Riders' search for the Shire and the One Ring. Her journey took her past Isengard and through Tharbad across the Stone Ford, and into the land of the Hobbits. Riding with Khamûl and Hoarmûrath of Dír, she

was in the Green Hill Country when the Easterling nearly discovered Frodo and company on the level road to Woody End. She later accompanied Khamûl and Hoarmûrath into the Bolger enclave at Crickhollow, only to be turned to flight by the horns of the Bucklanders. Joining Ûvatha on the road to the east of Bree, the group rejoined their brethren (who had assailed the Company on Weathertop) in the Lone Lands beyond the Weather Hills. The Riders' pursuit culminated at the Ford of the Bruinen, where Elven magic and the valor of Glorfindel enabled the wounded Ringbearer to escape. The skirmish by the riverside ended when the flood waters claimed the Nagual's horses. Like those of her brethren, Adûnaphel's steed perished in the foam summoned by Elrond.

During the months that followed, the Quiet Wraith resumed her residence at Dol Guldur and prepared for the attacks against the Elven Kingdoms in Lórien and northern Mirkwood. Adûnaphel led part of the army of Orcs that assailed Galadriel's realm across the Anduin, but her assault proved futile. Her retreating horde fled south into the Wold, where they were destroyed by Ents. The Nazgûl went north, joining Khamûl's host and the onslaught against Thranduil's woodland domain. Once again, the forces of Darkness lost the day, compelling Adûnaphel to retire. Events at Pelennor Fields and in North Ithilien forced her recall to Mordor.

The Witch-king died before the gates of Minas Tirith, so only eight Nazgûl engaged the Army of the Free Peoples at the Battle of Morannon. Attacking atop Fell Beasts only ten days after Adûnaphel's return, the Ringwraiths dueled the Great Eagles above the raging battle before the Gates of Mordor. Their melee invoked images of the great sky born warriors of the Elder Days, but the fight was short. As Frodo, Sam, and Gollum stood upon Mount Doom and threatened the destruction of the Ruling Ring, the Dark Lord sent his Nazgûl into a wild flight southward, hoping that they could stay the loss of the One Ring. The Úlairi failed, and Adûnaphel passed out of Ea.

Features

Adûnaphel stood 6′0″ tall and was strong, yet graceful of build. Her fine and rather bewitching features hid an inner fire that drove her to shun relationships and commit a number of brutal acts, even while as a mere youth. She enjoyed a very physical life and felt most comfortable in her gold-inlaid black scale armor. After taking a Ring of Power and becoming a Wraith, she abandoned her open-faced "lion's cowl" helmet in favor of a visored helm shaped to resemble the stylized head of a Fell-turtle.

Adûnaphel's Principal Items

Sword · ("Fire's Edge") +30 Elf-slaying broadsword forged out of black Ithilnaur and inlaid with gold. Its red pommel is capped with a large (500 gp) magic spherical ruby. So long as the ruby remains inset into the sword, the weapon delivers a Heat critical (of equal severity) in addition to any normal critical strike it yields, and the wielder receives a +30 RR bonus versus any fire attacks.
Bow · ("Night-piercer") +25 Númenórean steel composite bow. Whenever it is fired at night and strikes a target, the target must make a RR versus the wielder's lvl or become illuminated by a bright yellowish glow for a # of rds equal to the RR failure. Attacks against the glowing target (by anyone) are made without any penalty for darkness, and attacks by the Night-piercer receive an added +25 bonus.
Lute · ("Memory's Strings") Lute capable of storing sounds made on its strings for a number of days equal to user's level. Should user so designate (with 1 rd's concentration), the lute will play a song on its own, so long as the user is within a range equal to 5′ x user's lvl. The instrument is a +6 (Channeling/Mentalism) spell adder.
Morgul-knife · ("Sorcery Knife") +15 dagger which strikes as a short sword. Its long, thin enchanted blade gleams with a cold glint. It dissolves when exposed to sunlight and breaks off whenever the knife

yields a critical strike. Once the blade is embedded in a victim, the victim must roll a RR versus the wielder's lvl. Failure results in the blade finding its way to the victim's heart within a number of days equal to 50 minus the RR failure number (e.g., RR failure by 10 means 40 days). Should the shard reach the victim's heart, the victim becomes a wraith-servant (i.e., an undead slave) of the knife-wielder, operating thereafter at -50. Failure also results in a debilitating poisoning, and the victim operates with a penalty equal to twice the RR failure number (until he becomes a Wraith).

Adûnaphel's Special Powers

Spells · 96 PP. Base spell OB is 32; directed spell OB is 30. Adûnaphel knows the Sound Control list to 30th lvl, the Controlling Song list to 25th lvl, and all other Base Bard lists to 20th lvl, and three Open Channeling lists to 5th level (MERP), as well as three Closed Mentalism lists to 10th lvl, and three Open Mentalism lists to 5th lvl (RM).

Hearing · In any given round, Adûnaphel can determine the exact location of the source of any one sound made within 100′.

Akhôrahil*

Lvl: 36. Race: Black Númenórean. Profession: Sorcerer/Mage. Home: Barad Carannûn in southwest Endor; later Luglûrak in Nûrn, Dol Guldur in Rhovanion, and Minas Morgul in Ithilien. Aka: The Friend of the Lord (Adûnaic); Herudil (Quenya); the Blind Sorcerer; the Far King; the Fifth.

RM Stats: St-96; Qu-86; Em-100; In-100; Pr-64; Ag-77; Co-51; Me-94; Re-92; SD-54. **MERP Stats**: St-96; Ag-77; Co-51; Ig-93; It-100; Pr-64. Appearance: (84).

Skill Bonuses: Climb125, Swim75, Ride85, DTrap45, Plock105, S&H100, Perc129, Rune50, S&W145 Chan135, Amb20, Li9, AMov30, ADef30, BDev8, Act105, Cont60, Cook80, AnimT30, Fals90, FAid50, For65, Fren80, Gamb95, Math90, Med80, Mus60, Nav100, PSp90, Row45, Sail85, Sed35, Sig100, Sing35, Smith55, SpMas95, Star30, Subd30, Track70, Trad55, TrapB30, Trick120, Tumb50, WeaW129, Admin95, Craf80, Dipl106, Stra100, Tac119.

Akhôrahil, the second of the fallen Númenórean lords to fall under the enduring spell of Sauron's Ruling Ring, was born at a manor overlooking the waters of Nísinen in Númenór in S.A. 1888. His father was Ciryamir, the third Friend of Tar-Ciryatan's brother Ciryatir (making him a cousin of Mûrazôr, the future Witch-king). An obviously brilliant young man, Akhôrahil was spoiled at an early age, for his family enjoyed great wealth and reaped many of the benefits derived from Tar-Ciryatan's aggressive overseas plundering.

Ciryamir was awarded the license to create and administer a Númenórean kingdom in Middle-earth on the very day his son reached the age of fifteen, and the next year (S.A. 1904) the family sailed east to the haven of Hyarn in southwest Endor. They landed at Midyears and journeyed up the river Aronduin to the newly-built citadel of Marath Carnadúnê (Q. "Tower of the Red Sunset"; S, "Barad Carannûn"). There, Ciryamir founded the Kingdom of Ciryatandor along the northern flank of the Ered Laranor (S, "Yellow Mountains"; Q. "Orolanari"), becoming a Client-king of Númenór.

Akhôrahil loved the new land and reveled in the virtually absolute power his father wielded over the subject peoples of the area. Like most of Ciryamir's Adan followers, he assumed himself to be superior and grew proud of his own name—as if it were a title. The Friend of the Lord became rich in his own right and began to experiment with enchantments and incantations.

Unfortunately, the young man's thirst for wealth and power spurred him to covet his father's throne. Each year of waiting hurt more than the last. Then, in the year S.A. 1918, Akhôrahil acted upon his desires. Signing a perverse pact with an aged Haradan Priest, he exchanged his eyes for two great gems—the Eyes of the Well. These artifacts enabled him to cast deadly spells and to become the most powerful Sorcerer in the realm. Akhôrahil acquired control of his father's mind and instilled such despair that King Ciryamir took his own life.

Physically blind, but capable of magically sensing things like a seeing man, Akhôrahil ascended the throne of Ciryatandor on the first day of S.A. 1919. He proclaimed himself the Storm King and married his sister Akhôrahil within a week. Then, he levied a huge tax in order to placate the Númenórean court. Securely in control, the Blind Sorcerer proceeded to arm his young kingdom and conquer the neighboring lands along the southern edge of Far Harad: taking Chennacatt in S.A. 1929, Isra in S.A., 1933, and Kirmlesra in S.A. 1979. By S.A. 1999, his armies conquered Harshandat and claimed the western shores of the wide Bay of Ormal.

The campaigns waged by Akhôrahil's captains incited the Lord of the Rings to move against Ciryatandor. A sage emissary journeyed south from Mordor, offering the Black Númenórean a wealth of knowledge regarding magic and bearing the unlikely promise of immortality. Excited, the Blind Sorcerer agreed to ascribe to the Dark Lord's secretive treaty, thereby betraying his own King Tar-Ciryatan. The pact between Ciryatandor and Mordor was sealed when Akhôrahil accepted the Ring of Power from Sauron in S.A. 2000. Thus, the Storm King became the fifth Lord of Men to become a Nazgûl.

Akhôrahil the Ringwraith

Akhôrahil's greed led to the quick transformation of his position in the court at Barad Carannun. Although he had always been considered bizarre, and while both his retainers and his immediate family feared him, the Storm King still interacted with his aides and household. All this changed after S.A. 2000.

Akhôrahil became a virtual recluse and his wife eventually fled the kingdom with her children, taking them to the Númenórean haven at Eloma. A purge ensued, and the men closest to the Númenórean King perished alongside the courtiers that the Ringwraith considered too bold or independent. New governors assumed control of Ciryatandor's five provinces. Behind the scenes, Akhôrahil directed the careful metamorphosis of his realm, staying wary of upsetting the Adan monarch in Númenór. Tribute continued to flow westward over the sea to Armenelos, and no open relations with Mordor occurred during the next two hundred and fifty years.

By S.A. 2250, the Storm King presided over a client kingdom that was ostensibly Dúnadan but was in fact Black Númenórean. Akhôrahil ruled a domain that stretched from the Great Sea (Belegaer) to the huge Bay of Ormal on behalf of the Lord of the Rings. These strategic lands straddled all the routes across the Yellow Mountains and into southernmost Middle-earth. Sauron's hopes of keeping the Men of the West out of Far Harad rested with his Wraith-servant, and preparations for the conquest of Harad and the regions along the northern and eastern coasts of the Ormal Sea neared completion when Akhôrahil declared himself independent of Númenór.

Tar-Atanamir the Great of Númenór died in S.A. 2221, the first King of Westernesse to pass without first relinquishing the scepter. His death brought Tar-Ancalimon to the throne and fostered a renewal of the programs that Tar-Atanamir had abandoned during the infirm years preceding his demise. After reordering Númenór, the new King turned to his colonies in Endor and sought a reaffirmation of their loyalty. His special envoy to Ciryatandor arrived in the spring of S.A. 2250.

Akhôrahil realized that Númenór's desire for conquest remained unabated, and that Tar-Ancalimon planned to crush pretenders who sought to rule in his stead in the lands claimed by Númenór, The Nazgûl ordered the Númenórean emissary held as a hostage and renounced his ties to his island birthplace. Ciryatandor became an official ally of the Black Land.

Tar-Ancalimon ransomed his messenger and proceeded to plan the reconquest of the territory held in thrall by the Storm King. In S.A. 2280, the same armada that reinforced Umbar brought a fleet that landed in Tulwang, only two hundred miles to the northwest of the Ringwraith's citadel. Akhôrahil sent an army to contest the debarkment, but they arrived too late. Scouts reported the landfall and the Nazgûl's warlord ordered a retreat to the foothills of their kingdom. Unfortunately for Akhôrahil's host, the Númenórean's force-marched and caught them in arid lowlands near the Oasis of Fult. The Men of the West crushed the Endorians, leaving Ciryatandor's western borders virtually defenseless.

Akhôrahil fled his kingdom and went north to join his master in Mordor before suffering the embarrassment of seeing his own capital razed. His flight ended the brief era of Ciryatandor's independence and preserved the prospects for further Adan exploitation in Far Harad and the lands to the south.

Akhôrahil oversaw Num in Mordor for the next nine hundred and eighty-one years. The slave-state served as the Black Land's breadbasket and the Storm King exacted torment from any subject who threatened Sauron's plans. His ruthless rule insured the supply of precious food for Sauron's burgeoning armies. Vast herds of wild beasts fed the vast Orc hordes, while grain from the fields around Nûrnen nourished the Men of Mordor.

Ar-Pharazôn's invasion in S.A. 3261 precluded the completion of Sauron's armament, and the Evil One was forced to surrender in the face of superior Adan arms (S.A. 3262). The Evil One journeyed out of the Black Land in order to avert the destruction of his kingdom at the hands of the Númenórean invaders, enabling the Nazgûl to flee into hiding. While Sauron went to Westernesse in bondage, the Ringwraiths patiently awaited his return.

After the Downfall of Númenór in S.A. 3319 and the reappearance of the Dark Lord in Middle-earth, Akhôrahil returned to his castle of Luglurak on the southern shores of Nûrnen. He remained there until S.A. 3429, when he led the host of Num in the army that assailed Ithilien in Gondor. Although the invasion proved successful, the Last Alliance under Gil-galad and Elendil eventually crushed Mordor's mightiest forces and laid siege to the Dark Tower. Barad-dûr defenses yielded in 3441, and both Sauron and his Nine Ringwraiths passed into the Shadows as the Second Age ended.

The Third Age

Akhôrahil took form again in Middle-earth around T.A. 1050, but for the next five hundred and ninety years he resided in the Far South at Ny Chennacatt in the northern cliffs of the Yellow Mountains. Sauron called him north in T.A. 1640, and ordered the Storm-king to return to Num and quietly replenish the strength of the fief in anticipation for the Dark Lord's reopening of Mordor. He joined four of his brethren and entered Gorgoroth later the same year. After slowly rebuilding the Dark Lord's strongholds on the adjoining plateau of Nûrn, the Blind Lord received a visit from the Witch-king in T.A. 1975.

The Lord of the Nazgûl arrived in Mordor after the fall of his kingdom in Angmar earlier that year. He gathered the Úlairi and plotted the final moves required to secure their master's home. During the next twenty-five years, they assembled their forces and hid the plans to surprise the Dúnadan city at Minas Ithil.

The Fell Riders struck in T.A. 2000, startling the valiant Gondorian garrison but failing to take the city. A two-year siege sued. Culminating with a tremendous melee before the shattered gates of the marble-walled town, the last battle claimed every remaining defender. Minas Ithil and its Palantír fell into the hands of the Ringwraiths in T.A. 2002, thereby ending any hold the south kingdom retained over Mordor. From then onward, the moonlit city was called Minas Morgul.

Akhôrahil stayed in Minas Morgul until the end of the Third Age. Although he frequently journeyed to both Luglurak in Nûrn and Barad-dûr in Gorgoroth, the Storm-king kept to the side of his captain, the Witch-king. Both fallen Númenórean Lords shared a similar past and enjoyed their special rapport. Each was a Sorcerer; so it was only natural that they spent a great deal of time together. Finally, although only fifth in rank among the Nine, Akhôrahil became the Witch-king's most valued lieutenant.

In T.A. 3018, the Storm-king took part in the search for the Ruling Ring and eventually rode with the Witch-king to the borders of the elusive Shire in Eriador. The ultimately unsuccessful sojourn carried him through the Anduin Valley, past Isengard and the Gap of Rohan, and then through Tharbad and Andrath to the land called Sûza. Akhôrahil stayed close by the side of the Lord of Morgul throughout the search. He entered Bree and was one of the five Úlairi to encounter the Company on Weathertop. When the Nine rendezvoused in the Lone Lands and tried to cut off Frodo at the Ford of the Bruinen, Akhôrahil and his black mount were the last to be drawn into the turbulent floodwaters summoned by Elrond.

The fight at the ford cost the Ringwraith's their horses but, more importantly, cost them valuable time. Forced to return to Minas Morgul, the Storm King would never again encounter the Ringbearer. The Nazgûl retired and thereafter relied on their Fell Beasts for transport. Akhôrahil and four other Black Riders continued the search for the One Ring from the sky, but others prepared Sauron's warriors for the coming invasion into the Free Lands.

The Storm-king was one of the four Úlairi to take part in the epic battle of Pelennor Fields, and there he saw his Lord perish in single combat with Éowyn of Rohan. After the ensuing defeat and retreat, Akhôrahil flew to Udûn and joined the other seven remaining Nazgûl for the cataclysmic strike against the Army of the Free Peoples at Morannon. The Fell Riders attack out of the cloudy sky and the subsequent melee with the Great Eagles was cut short, however, for Sauron realized that his end was sealed unless the Ringwraiths could stop Frodo and Sam from casting the One Ring into the fires of Mount Doom. All the eight surviving Nazgûl flew southward, but they never arrived. The Ruling Ring, and all that was tied to it, perished in the wake of its fiery unmaking. Thus, Akhôrahil passed out of Ea.

Features and Family

Akhôrahil stood strong and straight. 6′7″ tall, he was a physically powerful figure, albeit somewhat graceless. His blindness added to his already aloof air, conveying the image of haughtiness. Still, he was proud of his bejeweled face and took care never to obscure the beautiful gems that replaced his lost eyes. White garb and grey armor remained his favorite trappings, even after he became a Ringwraith. They went well with his silvery mithril-inlaid helm, which served as the Crown of Ciryatandor.

Akhôrahil's wife Akhôraphil gave birth to seven children, but only three (Lôkhazôr, Arkhahil, and Ûndaphel) survived infancy.

Akhôrahil Principal Items

Mace · ("Yellow Hammer") +20 gold steel Man-slaying mace inlaid with copper.

Bracers of Chennacatt · Bracers that add +20 to wearer's DB and enable wearer to parry a foe's melee blow with a bonus equal to twice his reduced OB (e.g., if wearer elects to parry with 50 of his OB, he can use the bracers and reduce his opponent's attack by 100). The bracers cannot be used while a shield is carried.
Eyes of the Well · Two enchanted spherical star sapphires which have a milky surface in all but one circular area, which remains clear and bright blue; thus they look like eyes. Akhôrahil long ago replaced his real eyes with these astounding gems, one of which serves as a +5 Channeling spell adder and the other of which acts as a +5 Essence spell adder. The Eyes enable the wearer to sense both objects and presences (of a lvl lower than wearer or of a lvl higher if the target fails a RR), regardless of condition or obstructions, within a range of 2000 feet. The wearer, however, must concentrate as if looking, and he can only see things in the direction of his gaze. In addition, the Eyes enable the wearer to know and use any Base Mentalist spell.
Morgul-knife · ("Sorcery Knife") 4–20 dagger which strikes as a short sword. Its long, thin enchanted blade gleams coldly. It dissolves when exposed to sunlight and breaks off whenever the knife yields a critical strike. Once the blade is in a victim, the victim must roll a RR versus the wielder's lvl. Failure results in the blade finding its way to the victim's heart within a number of days equal to 50 minus the RR failure number (e.g., RR failure by 18 means 32 days). Should the shard reach the victim's heart, he become a wraith-servant (i.e., an undead slave) of the knife-wielder, operating thereafter at -50. Failure also results in a debilitating poisoning: the victim operates at a penalty equal to twice the RR failure number (until he becomes Undead).

Akhôrahil Special Powers

Spells · 99 PP. Base spell OB is 33; directed spell OB is 45. Akhôrahil knows all the Base Mage, Open Essence, Open Channeling, and Base Animist lists to 10th lvl (MERP), as well as all the Base Sorcerer lists to 30th lvl, all the Base Mentalism lists to 50th lvl, and all the Closed Essence and Closed Channeling lists to 5th lvl (RM).
Feeling · Akhôrahil can instinctively feel the air and tell exactly what direction he faces. He can also determine the exact velocity and density of the breeze. The Storm-king's sense of touch is unparalleled among Men.

Dwar of Waw*

Lvl: 39. Race: Wôlim. Profession: Mage. Home: Waw in southeasternmost Endor; later Barad-dûr in Mordor and Minas Morgul in Ithilien. Aka: Dendra Dwar; King of Waw; Dog King or Dog-lord; the Third.

RM Stats: St-96; Qu-97; Em-92; In-100; Pr-100; Ag-96; Co-61; Me-47; Re-94; SD-91. **MERP Stats**: St-96; Ag-96; Co-61; Ig-71; It-100; Pr-100. Appearance: (94).

Skill Bonuses: Climb75, Swim80, Ride75, DTrap35, PLock45, S&H75, Perc119, Rune100, S&W117, Chan65, Amb9, Li7, AMov20, ADef15, MASt20, MASw20, BDev9, Acro35, Act75, AnimT165, Cave35, Cont55, Cook25, Div85, Fals25, FAid55, For75, Gamb40, Herd116, LWork30, Math65, Med85, Nav85, PSp60, RMas106, Row75, Sail100, Sig95, Sing20, Smith85, SpMas55, Star95, Subd20, Track65, Trad30, TrapB50, Trick60, WeaW85, Wood35, Admin70, Craf20, Dip145, Stra90, Tac75.

Dendra Dwar was born in Horm on Waw, the Isle of Dogs, in S.A. 1949. His early life proved difficult, for he was the son of a simple Wôlim fisherman and he was forced to work at the age of seven. The labor hardened him for the trials to come, and kept his mind off his mother Ombril, who died during his birth.

In the year S.A. 1965, the K'prur of Hent landed on Waw and burned Horm. K'prur ships savagely stalked the Wôlim fishing vessels and sank all but the few that reached safe hiding in the sea-caves in the cliffs of Waw's western coast. Young Dwar, his brother Dwem, and his father Dendra Wim escaped, but a wound

cost Wim his life several weeks later. Dwar pledged to avenge the attack on his people and the murder of his beloved father.

Realizing that his own people possessed neither the skill nor the aims to defeat Hent, Dwar sailed northward to Wôl, the warlike realm of the mainland Wôlim tribes. There, he learned the ways of the forest and the fields, and became an able warrior. The young man served in the Wôlim campaigns against the Brôdan and Ts'dan peoples to the east. He rose to become a scout, working with the trained warhounds that cast fear into the lightly armed enemies of his mentors.

Dwar's fascination with warcraft did not prevent him from seeking a more powerful means of exacting his revenge, and in S.A. 1969 he entered an arcane school devoted to the ancient magical arts. Studying under the priest Embra Slil, Dwar became a Mage.

Dwar emerged as the Lord of Dogs in S.A. 1980. Surrounded by a small but capable contingent he wrested the citadel of Alk Waw from the K'prur overseer, establishing a foothold on the remote peninsula in southeastern Waw. K'prur warriors besieged the hold, but packs of huge dogs roamed the surrounding woods and kept them at bay for over a year. Attempts to bum the forest failed, and a series of disquieting supernatural events sowed discord among the attackers. In S.A. 1982, Dwar ordered his fighters to break the siege and sent his warriors forth into battle. Operating in conjunction with nearly two thousand warhounds, they smashed the K'prur line and scattered the army that had occupied Waw for seventeen years. The island was reconquered within a month.

Unfortunately for the Wôlim, Dwar established himself as the High-lord of their isle and refused to reconvene the Elder Councils. Waw became the Isle of Dogs, the domain of the Dog-king, and no one dared defy his harsh edicts. Dwar tightened his control in the ensuing years, making Horm a monumental port and turning the southwestern forest into a preserve for his hounds.

In order to satiate his desire for power and vengeance, however, the Dog-king proclaimed that he was heir to all the surrounding islands and coastal realms, notably the peninsular kingdom of Hent to the north. His wrights constructed a fleet during the next year. Between S.A. 1985 and S.A. 1998, the Dog-warriors pillaged port towns and terrorized the coasts for hundreds of miles. All of the islands bet ween Waw and the mainland—as well as the great Avar Elven isle of Címóníemor to the south—were incorporated into Dwar's Kingdom. The Lord of Dogs reached the height of his power and poised his minions for the assault on Hent.

Then, Dendra Dwar vanished. His soul consumed by greed and hatred, Dwar of Waw accepted the offer of immortality and took a Ring of Power from Sauron of Mordor. Although his armies conquered Hent and laid waste to its structures and populace alike, the Dog-king was nowhere to be seen. Dwar's nephew, Dendra Swip, assumed the mantle of Lord of Dogs during the celebration of the victory his uncle had savored most.

Dwar the Ringwraith

Dwar remained in Waw, despite his apparent demise, for an-other two hundred and fifty-two years. During this era, he manipulated the line of his heirs and ruled from the shadows while residing in the solitude of Alk Waw. The years brought unceasing wars, as the folk from the Isle of Dogs pursued continual campaigns of plunder and conquest. Peace came only after Dwar's departure for Mordor in S.A. 2250.

From S.A. 2250 through S.A. 3262, Dwar lived at Barad-dûr in the Black Land, where he bred the War-wolves of Mordor. The offspring of his labors haunted Endor for centuries to come, but the culmination

of his work awaited a later day. When the Númenóreans of Ar-Pharazôn captured Sauron, Dwar fled back to Waw.

The Dog-king went back to Mordorin S.A. 3320, a year after the Lord of the Rings escaped the Downfall of Númenór and returned to the Dark Tower. Dwar resumed his work, preparing for the oncoming struggle against the Dúnadan successor states of Arnor and Gondor. The War of the Last Alliance of Elves and Men claimed the lives of the finest of Dwar's foul hounds. Most perished at Dagorlad; others died in the defense of Mordor or were hunted by the Elves and Dúnedain in the nearby hills. Dwar himself followed the fate of Sauron, so when Barad-dûr fell and the Evil One lost the Ruling Ring, the Lord of Dogs passed with his Master into the Shadows.

The Third Age

Dwar reformed and reawakened in T.A. 1051. While briefly at the side of the Dark Lord in Dol Guldur, he flew east to Waw later the same year. There, he resided for the next five hundred and eighty-nine years. Once again assuming his place as the ultimate power on Waw, the Dog-king incited his kinsmen to rebel against the extremely strong (but relatively benevolent) yoke of Lochas Drús. Settlers from the Isle of Dogs seized Címóníemor in T.A. 1507 and Waw declared itself independent a hundred and ten years later. Ironically, Dendra Dwar II refounded the kingdom.

Sauron recalled Dwar to the West in T.A. 1640. His work done in the East, the Dog-lord went into Mordor with the other Úlairi and began to prepare the realm for the Evil One's eventual re-emergence. Dwar remained in the Black Land, breeding horrible lines of War-dogs until T.A. 2000, when he participated in the Nazgûls' capture of Minas Morgul. He lodged in the captured capital of Ithilien until T.A. 2063.

The Dog-king followed Sauron eastward during the Watchful Peace (T.A. 2063–2460). His exploits carried him across southeast Endor, where he continued his age-old effort to subjugate the peoples of those rich lands. Contested by the Blue Wizards Alatar and Pallando, his success was somewhat mixed. When he departed again for the West in T.A. 2941, much remained undone.

Dwar returned to Mordor when Sauron abandoned Dol Guldur and reentered the Black Land. The Nazgûl took a hold at Minas Morgul and joined in the rebuilding of Barad-dûr that began in T.A. 2951. When his work there ended, he returned to breeding wolves and hounds.

Dwar's next task, like those of the other Ringwraiths, focused on recovering the Ruling Ring. He accompanied his fellow Black Riders into the Anduin Valley, through Rohan, and on into Eriador. When the group split along the roads through the lost kingdom of Cardolan, he went north with the Witch-king and four others through Andrath to Bree. Soon thereafter, Ûvatha departed to join Khamûl and the other Riders, but Dwar, the Witch-king, Akhôrahil, Indûr, and Ren attacked the Company on Weathertop and succeeded in wounding Frodo. The Nazgûl pursued the fleeing Ringbearer and his compatriots to the Bruinen Ford, but the enchanted floodwaters crushed their hopes. Dwar, the third to reach the river, felt the full force of the torrent and lost his dread steed.

The Dog-lord returned to Mordor and resumed the search for the One Ring during the coming months. Flying a Fell Beast, he engaged in the fruitless hunt until the eve of the attack on Gondor. Dwar then flew home to Mordor. Assigned to the main army that gathered at Udûn, he missed the Battle of Pelennor Fields that claimed the Lord of the Nazgûl; however, he took part in the aerial fight above the Battle of Morannon, and the subsequent flight to intercept the Ringbearer on Mount Doom. The Lord of Dogs finally came to an end while en route to the Orodruin, for the breaking of the Ruling Ring unmade his own Ring of Power and robbed him of his only link to Eä.

Features

Dwar stood 6′4″ tall and possessed a stalwart build. His pale hazel eyes and ruddy complexion typified Waw's Wôlim. He covered himself in magical, steel-reinforced cloth armor that was dyed in patches of grey, black, and white and vaguely resembled the coloring of a War-hound. His enchanted helm, shaped like a stylized Wolf-head, followed the same theme.

Dwar's Principal Items

Sword · ("War-dancer") +25 magic falchion forged out of Ithilnaur and inlaid with white gold and pearl. Its pearl-tipped pommel is actually the end of a +25 dagger (which is sheathed in the hilt). The sword will "dance" out of the wielder's hand for up to 10 rnds (even when wielder is unconscious and/or prone), parrying blows against the wielder with 50% of wielder's usual OB (including the bonus from the sword).
Gé · ("Air-cleaver") +25 enchanted Braric Killing-bola made of silvery Ogamur. The weapon strikes as a Flail and delivers a Grappling critical strike (of same severity) in addition to any regular critical strike it yields.
Ring · (Wôlor Priest's Ring) Made of gold-inlaid steel and inset with petrified wood, it is a x4 (Essence/Mentalism) PP multiplier. The ring glows with a blue-green aura whenever it is consciously pointed toward running surface water (within 1000′).
Morgul-knife · ("Sorcery Knife") +25 dagger which strikes as a short sword. Its long, thin enchanted blade gleams with a cold glint. It dissolves when exposed to sunlight and breaks off whenever the knife yields a critical strike. Once the blade is embedded in a victim, the victim must roll a RR versus the wielder's lvl. Failure results in the blade finding its way to the victim's heart within a number of days equal to 50 minus the RR failure number (e.g., RR failure by 9 means 41 days). Should the shard reach the victim's heart, the victim becomes a wraith-servant (i.e., an undead slave) of the knife-wielder, operating thereafter at -50. Failure also results in a debilitating poisoning, and the victim operates with a penalty equal to twice the RR failure number (until he becomes Undead).

Dwar's Special Powers

Spells · 117 PP. Base spell OB is 39; directed spell OB is 40. Dwar knows all Base Mage lists to 30th lvl, and all Open Essence lists to 25th level (MERP), as well as all Closed Essence lists to 20th lvl, and four Open Mentalism lists to 10th lvl (RM).
Hearing · Dwar can emit sounds that can only be heard by canines (e.g., wolves, dogs, jackals, etc.), and he can speak to any such creature within 2000′ feet.
Dog-mastery · In any given round, Dwar can control (absolutely) a number of dogs whose lvls total no more than 39 and who remain within a range of 2000 feet. He can control additional dogs within 1000′ by concentrating (each dog receiving a RR versus a 39th lvl attack).

Hoarmûrath of Dír*

Lvl: 33, Race: Urd. Profession: Animist. Home: Urd in north central Endor; later Barad-dûr in Mordor and Minas Morgul in Ithilien. Aka: King of Urd; Tar-Formen (S. North King'); Ice King; the Cold One; the Sixth,

RM Stats: St-51; Qu-97; Em-100; In-100; Pr-84; Ag-79; Co-99; Me-100; Re-89; SD-49. **MERP Stats**: St-51; Ag-79; Co-99; Ig-95; It-100; Pr-84. Appearance: (92).

Skill Bonuses: Climb90, Ride85, DTrap50, PLock20, S&H85, Perc116, Rune70, S&W80 Chan45, Amb8, Li10, AMov25, ADef40, MASt40, BDev14, Act75, AnimT105, Cook25, Dance45, FAid55, Flet35, For127, Herd55, LWork65, Math45, Med90, Mus45, Nav114, Sig75, Sing45, Ski90, SpMas45, Star55, Stone30,

Subd40, Track114, Trad20, TrapB80, Trick60, Tumb30, WeaW129, Wood111, Admin75, Crafl85, Dipl55, Stra70, Tac75,

Hoarmûrath was born in the Forest of Dír in the land of Urd in S.A. 1954. His home, one of the northernmost settled domains in all of Endor, spawned a rugged race of hunters and trappers. Hoarmûrath's band spent much of their time roaming the southern flanks of the Iron Mountains (S. "Ered Engrin;" Q. "Orongreni") and plying the vast, icy waters of the Sea of Ilium and the Bay of Utûm (Utumno). His mother, Emûrath of Uab, commanded the allegiance of most of the Urd clans, and served as the Matriarch of the Urdar until her death in the Umli Wars (S.A. 1962-75). Her daughter Amûrath replaced her according to the Urd matriline, permitting Hoarmûrath to become the Master of the Household. As brother of the queen and uncle of her heir, he enjoyed the highest status accorded a male of the Urdar.

Hoarmûrath's close relations to the Avar Elves to the south, however, influenced his views and set him on a course of rebellion against his family and Urd traditions. The Avari taught him much about magic and power, and opened the young Animist's eyes to the ways of the rest of Middle-earth. In time, Hoarmûrath quarreled with his sister over the course of relations with the Umli and other neighboring peoples. He preached war, hoping to extract valuable territory from the Myri and Angela tribes. Amûrath ordered her brother exiled, but he refused to leave. A struggle followed and Hoarmûrath's zealous retainers slew his sister.

Rather than face the penalty of death on the frozen sea, the Master of the Household proclaimed himself the first King of Urd. Supported by Avar warriors and a strong faction among the more warlike bands of Urdar, Hoarmûrath of Dir crushed his opposition and ordered the slaughter or banishment of the Urd Priestesses. In S.A. 1992, he became the Lord of the Urdar.

Urd war-bands struck out into the surrounding lands during the next five years and, by S.A. 1997, Hoarmûrath ruled much of the great wooded territory between the Northern Seas. Avari groups retained their dominion and extended their influence with the Ice King's aid, but the union soon gave way to bitterness. Elven immortality and wealth haunted Hoarmûrath, and the Urdar turned on their allies in S.A. 1999. Two great battles followed, but both resulted in Avar victories. Desperate, the King of Urd invited help from Sauron of Mordor.

The Lord of the Rings sent Khamûl to the court of the Ice King in S.A. 2000. The Easterling—still fair-seeming and glowing with the power of his own Ring—approached his future compatriot with the gift of a Ring of Power and the prospect of eternal life. Enamored of the Evil One's offering, Hoarmûrath accepted the Ring and fell under the sway of the Shadow. He became the sixth King of Men to become an Úlair.

Hoarmûrath the Ringwraith

Hoarmûrath's new prize invigorated him. Two years after Khamûl's visit, the Urdar were stronger than ever, and the Ice King led his army southward. The War in the Woods (S.A. 2002–2053) ended with an Avar retreat, leaving Hoarmûrath with a vast kingdom. Styling himself Lord of the North, the reclusive Urd King savored his successes and erected a strong royal government over the course of the next two centuries.

In S.A. 2250, Hoarmûrath departed a cool, forested domain punctuated with stone citadels. His long reign as Sauron's client established a new order in northeastern Endor. Once his kingdom and successor

seemed sure, the Lord of the Rings called the Ring wraith to Mordor. The need to confront the growing might of Númenór outweighed any considerations the Dark Lord reserved for the North.

For the next one thousand and eleven years, Hoarmûrath resided in Mordor beside the Evil One. The Ice King frequently visited his home to reorder the kingdom he had left behind, but the majority of his tasks centered on the Black Land in the West. He oversaw the construction of the defenses surrounding Udûn, including the Gates of Mordor (the foundations of which were strengthened with the power of the Ruling Ring), and briefly lived in the citadel that the Dúnedain razed to make way for Durthang. The Nazgûl fled eastward, however, following Ar-Pharazôn's invasion in S.A. 3261 and Sauron's surrender the next year. With the Lord of the Rings imprisoned on Númenór, the Ice King returned to Urd.

After the Downfall of Númenór and the Dark Lord's return in S.A. 3319, Hoarmûrath flew back to Mordor and participated in the campaigns waged by Sauron's troops in Rhovanion. Later, he commanded the northern flank of the horde that invaded South Ithilien in 3429, but Barad-dûr's fall twelve years later ended his early life. Hoarmûrath passed into the Shadows when the Lords of the Last Alliance entered the Dark Tower and overthrew Sauron at the end of the Second Age.

The Third Age

Hoarmûrath returned to Middle-earth around T. A. 1050. Entering his ancient hold in the Forest of Dir, he slowly reassumed his strength and refounded his lost kingdom. For the next five hundred and ninety years, Urd tribes and subject peoples ravaged the North. Avar warriors contested the resurrected realm's plans, but once again felt defeat. By T.A. 1640, the Kingdom of Urd was again strong and secure.

Gondor abandoned the Watch on Mordor after the Great Plague that ravaged northwest Endor in 1635-37. The retreat gave Sauron (who then resided at Dol Guldur in Rhovanion) the opportunity to send eight of the Nazgûl (those other than the Witch-king, who stayed in Angmar) into the Black Land. Hoarmûrath joined the other Úlairi in Mordor, where they quietly prepared the land for the return of the Lord of the Rings. The deserted Dúnadan tower of Durthang served as the Ice King's new lair.

All of the Nine gathered upon the return of the Witch-king to Mordor in T.A. 1975. Assembling for the surprise assault on Minas Ithil in T.A. 2000, they stormed the stronghold that served as the last bastion of Gondorian guardianship. A two-year siege followed, but the marble fortress city finally fell. Ithilien's capital became Minas Morgul the Tower of Dark Sorcery, and served thereafter as the hold of the Ringwraiths. Its prized Palantír eventually went to Barad-dûr.

The Lord of the Rings left his threatened fortress at Dol Guldur in T.A. 2941 and returned to Mordor. Ten years later, his minions began rebuilding the Dark Tower, and three of the Ringwraiths flew back to Dol Guldur to reopen the citadel. Hoarmûrath stayed in Minas Morgul.

In mid T.A. 3018, the Ice King accompanied the horde that attacked Gondor's defenses along the Anduin at Osgiliath. Although the forces of the South Kingdom lost the ford that joined the mined districts of their abandoned capital, they fended off their assailants' attempts to extend the war into Anórien. The battle lines stabilized and the Nazgûl turned to their search for the One Ring.

Hoarmûrath rode with the other eight Black Riders up the Nan Anduin in hope of finding the Shire near the Gladden Fields. Failing to find the Shire, they turned south, skirted Lórien, and rode through Rohan and past Isengard into Eriador. Their search took them up the Greenway to Tharbad and beyond to the crossroads in old Cardolan that served as the junction with the road to the land of the Hobbits. There, Hoarmûrath, Adûnaphel, and Khamûl split from the others and rode toward the Stone Ford. As the three

headed into the Shire's South Farthing and on to Sackville, the Witch-king and the other Riders went directly north toward Androth and Bree.

Hoarmûrath and his companions nearly captured the halflings as they traveled through the Green Hill Country. Khamûl's acute sense of smell almost uncovered Frodo's hiding place below the road, but the Hobbits escaped into Woody End in Tookland. Although Hoarmûrath and his companions tracked them through Buckland (where they entered the Bolger yard in Crickhollow), the three Black Riders did not see the lucky halflings again until the challenge at the Bruinen Ford.

Hoarmûrath and the other two Nazgûl met Ûvatha on the Great East Road beyond Bree, and joined the other five Ringwraiths in En-Eredoriath (S. "The Lone lands"). Running their prey down at the Bruinen Ford just west of Rivendell, the Úlairi—including Hoarmûrath—found themselves engulfed in the magically summoned floodwaters that Elrond used to cover the Hobbits' flight.

After the disaster at the Bruinen Ford, Hoarmûrath returned to Minas Morgul, mounted a Fell Beast, and briefly resumed the search for the Ring while Sauron's armies prepared for the assault on Minas Tirith. The attack against the Gondorian capital stalled when the Witch-king died on the Pelennor Fields and Aragorn II led the Army of the Dead in a charge that broke the Mordorean horde. Hoarmûrath fled homeward with the other Fell Riders that participated in the onslaught. A more climactic battle occurred less than two weeks later, as the Army of the Free Peoples assembled on the arid slag-plain before Morannon. There, the eight Nazgûl briefly engaged the Great Eagles above the chaotic conflagration but, at the height of the duel, Hoarmûrath and others turned away to follow the Dark Lord's orders. Flying to stop Frodo and Sam from destroying the One Ring in the fires of Mount Doom, the Ringwraiths broke off the attack. Their Lord's fears proved true, though, and their desperate journey ended before they reached their goal. With the Ruling Ring's destruction, Hoarmûrath and his brethren passed out of Ea.

Features

Somewhat stocky and exceedingly strong and vigorous, Hoarmûrath stood 6′1″ tall. He was among the tallest of the Urdar, and his prideful manner served as testimony to his inherent conceit. Blue-eyed and exceptionally fair, he embodied the ideal of Urd leaders.

An Animist, Hoarmûrath wore the priestly garb in which he was raised. His pale grey robes covered magical hide armor sewn from the skin of a Cold-drake. His simple crown perched upon a helm styled after the head of an Ovir, the great white Ice-bear indigenous to the Far North.

Hoarmûrath's Principal Items

War Mattock · ("Snow Hammer") +25 Dragon-slaying war mattock forged out of clear Laen and inlaid with the horn of a Drake. Wielder is immune to natural cold and receives a +25 RR bonus versus magical cold attacks. Mattock serves as a fine ice axe and wielder receives a +25 bonus to all assisted ice climbing maneuvers.
Spear · ("Hue Changer") A +25 dírwood spear which can be thrown 200′ without suffering a range penalty, it is useful as a fine harpoon. Wielder and all he carries can change color with 1 rnd's concentration (up to 2x per day).
Helm · ("Ovir Crown") Helm adds +15 to wearer's DB and serves as a x5 (Channeling) PP multiplier.
Morgul-knife · ("Sorcery Knife") +15 dagger which strikes as a short sword. Its long, thin enchanted blade gleams with a cold glint. It dissolves when exposed to sunlight and breaks off whenever the knife yields a critical strike. Once the blade is embedded in a victim, the victim must roll a RR versus the wielder's lvl. Failure results in the blade finding its way to the victim's heart within a number of days

equal to 50 minus the RR failure number (e.g., RR failure by 15 means 35 days). Should the shard reach the victim's heart, the victim becomes a wraith-servant (i.e., an undead slave) of the knife-wielder, operating thereafter -50. Failure also results in a debilitating poisoning, and the victim operates with a penalty equal to twice the RR failure number (until he becomes Undead).

Hoarmûrath's Special Powers

Spells · 99 PP. Base spell OB is 33; directed spell OB is 25. Hoarmûrath knows all the Base Animist lists to 30th lvl, all the Open Channeling lists to 30th level, and all the Base Ranger lists to 5th lvl (MERP), as well as all the Closed Channeling lists to 20th lvl (RM).
Heat-sense · Hoarmûrath can gaze at any object and know its exact temperature.

Indûr Dawndeath (Jí Amaav)*

Lvl: 37. Race: Kiran. Profession: Mage. Home: Koronandë in Korlan (in southernmost Endor); later Amaru in Mûmakan; still later Minas Morgul. Aka: Ji Indûr; Jí Amaav (II, III, and IV) of Mûmakan; the Shadow of the South; the Cloud-lord; the Fourth.

RM Stats: St-97; Qu-96; Em-100; In-78; Pr-94; Ag-99; Co-58; Me-99; Re-100; SD-76. **MERP Stats**: St-97; Ag-99; Co-58; Ig-100; It-78; Pr-94. Appearance: (93).

Skill Bonuses: Climb115, Ride75, PLock75, S&H85, Perc152, Rune75, S&W100 Chan35, Amb5, Li8, AMov45, ADef55, MASt15, MASw15, BDev10, Acro90, Act75, Cont25, Cook25, Dance10, Div80, Fals30, FAid40, Math45, Med50, Mus60, Nav85, PSp105, RMas30, Sig45, Sing40, SpMas45, Star55, Subd15, Track100, Trad85, Trick70, Tumb55, WeaW90, Wood35, Admin100, Craf55, Dipl95, Stra120, Tac115.

Indûr Dawndeath was born Jí Indûr in the city of Korlan in the year S.A. 1955. Heir to the fortune of the wealthiest oligarchic family in the Kiran republic of Koronandë, he was the youngest man ever elected governor in any of the realm's six districts. He later became a powerful representative to Koronandë's twelve-member assembly. There, he lobbied for the creation of a central government which could contest the growing might of Númenór, for the young merchant-lord feared the loss of his precious commercial interests in the region around the Bay of Ûsakan. The Númenórean colony of Tantûrak (founded ca. S.A. 1300 as Lond Hallacar) grew rapidly during the reign of Tar-Ciryatan, and ships once bound for Korlan began docking in the Adan port of Sarûl. More importantly, though, warships starred frequenting the bay and Ji Indûr perceived a threat to his people's independence.

Indûr slowly accumulated support among the wealthy merchants and warriors of Koronandë, as well as among many of the Elves of nearby Taurondë. Elven sentiments varied like those of the Kirani, but the majority feared that the growing Númenórean prejudice against the Eldar would eventually lead to war. With the support of key figures among his own people, and the tacit approval of the Kirani's Firstborn allies, the young representative seized control of the assembly in S.A. 1977. Koronandë became a kingdom the following year when the advisory council oligarchs that replaced the republican assembly elected him King of Korlan. Hundreds of freedom-loving Kirani resisted the change, and civil rebellion racked the realm for the next twenty-three years.

The arrival of the "Magician" in Tantûrak in S.A. 2000 polarized support for Ji Indûr and appeared to doom the rebel cause. Relations between the Adan colony and the Kirani reached the edge of war and, out of fear, the people of Koronandë sought unity. Confident, the young monarch called for a great public celebration. His plan to gather popular support for an unpopular war and an illegal regime failed, though, when Korlan's governor Loran Klien stood at the rostrum above the crowd and offered a return to

republican rule. The Kirani spontaneously applauded the age-old solution and rioting ensued. The self-styled King of Koronandë fled east to Mûmakan.

Sauron's agents had resided in the home of the Mûmakil (Oliphants) since the mid-eighteenth century, S. A., and Jí Indûr's cordial relations with the Dark Lord's minions enabled him to find a refuge after his overthrow. The tall Kiran provided the Lord of the Rings an opportunity to further his sordid goals in the Far South, while Sauron offered the exiled King a new throne. This heinous pact doomed the Mûmakani. The Evil One gave Indûr a Ring of Power in S.A. 2001, and later the same year the Ringwraith captured the throne of Mûmakan on behalf of his evil mentor.

Indûr the Ringwraith

Jí Indûr was crowned Jí Amaav II of Mûmakan. His people believed his arrival to be the second coming of the legendary First- king—the God-lord Amaav—and the Nazgûl had little trouble seizing control of the troubled nation. Ruling from the holy city of Amaru, Indûr united the semi-nomadic tribes and laid plans for further conquest. His reign lasted 1261 years, during which the Mûmakani became a corrupt people that subjugated Gan, eastern Dûshera, and most of the great southern archipelago.

Mûmakan's expansion to the west proved unsuccessful in the face of opposition from the Ardan Council and the inherent strength of the Elves, Númenóreans, and Kirani that dominated the region. This situation led to the Ringwraith's pact with the Magician of Tantûrak in S.A. 3000. With Mûmakani support, Tantûrak threw off the yoke of Númenórean rule and declared itself an independent kingdom. Ar-Zimrathon of Númenór failed to crush the rebellion, so the sundering succeeded. A few months later, Tantûrak and Koronandë abdicated the treaty of peace, leaving the Kirani surrounded by hostile neighbors. The coming years proved dark, as the Kiran republic became a disarmed and exploited land. Only the uncertain jealousies lingering between Tantûrak and Mûmakan prevented its outright conquest.

Ar-Pharazôn, the Golden king of Númenór, terminated Indûr's reign and ended the independence of Tantûrak in S.A. 3262. His invasion of Endor brought most of Westernesse's former holdings in Middle-earth back into the Adan fold and culminated in the capture of the Lord of the Rings. Mûmakan became a Númenórean subject state, its empire shattered. Jí Indûr retreated into the East

Númenór perished in the Downfall of S.A. 3319, enabling the Evil One to escape home. The Nazgûl went to Mordor upon Sauron's return to Endor. For the remaining 121 years of the Second Age, Indûr engaged in the struggle against the Last Alliance of Elves and Men but, like Sauron and the other Úlairi, the Shadow of the South passed into the Shadows outside of Arda.

The Third Age

Indûr returned to Middle-earth around T.A. 1050 and spent the next two centuries regaining his strength on the isle of E-Sorul Sare. His influence in Mûmakan grew slowly, but by T.A. 1250 his servants successfully maneuvered the disarrayed tribes into a coalition commanded by his lieutenants. This loose union once again stirred the warlike Mûmak-riders into an aggressive policy of expansion.

In T.A. 1264 Sauron ordered Indûr to fly to the Citadel of Ardor and seek an "alliance" with the Elven Ardan Council, but the age-old rivalry for control of the Far South persisted. Stalled by the evil group in Ardinaak, the Ringwraith considered the meeting an affront and counciled the Dark Lord to avenge the rebuke. Sauron preferred to wait, however, for without the Ruling Ring the Evil One regained his strength very slowly. Indûr's rivals received an uneasy peace that never sat well with the Úlair.

Under the "Magician's" sway, Tantûrak declared war on Koronandë in T.A. 1365. The conflict raged for seven years, and the Kirani appeared to be on the edge of collapsing when the nations signed a treaty in T.A. 1372. Indûr's intervention saved the Kiran kingdom from defeat, but it began an era of Mûmakani influence. This period was marked by the spate of ritualistic nocturnal assassinations that gave birth to Indûr's association with murder. Time after time, his enemies perished in their sleep, to be found at dawn—brutally executed.

Indûr ruled Mûmakan as Jí Amaav III from T.A. 1264 through 1640 and as Ji Amaav IV between T.A. 2460 and 2941. During the rest of the Third Age, he stayed in Mordor (1640–2000) or at Minas Morgul (2000–2460 and 2941–3019). He traveled with the Witch-king on the search for the One Ring in T.A. 3018, encountering the Company on Weathertop and losing his mount during the confrontation at the Bruinen Ford. Later, he oversaw the preparations for the Mûmakil assault during the ill-fated campaign against Minas Tirith. His end came after the skirmish with the Great Eagles over the Battle of Morannon, for as Indûr and the other Fell Riders flew to intercept the Hobbits at Mount Doom, they became engulfed in the destruction resulting from the unmaking of the One Ring. Thus, the Shadow of the South disappeared from Ea.

Features

Indûr stood 6′9″ tall and, like most Kirani, was slight of build. Dark-skinned and black eyed, he embodied the ideal of his people. After becoming King of the Mûmakani, however, he favored the garb of the Mûmak-riders: grey cotton breeches with leather riding patches, a grey cloak, a light mail shirt, and an open-faced, ivory-inlaid helm topped with an ivory Oliphant.

Indûr's Principal Items

Sword · ("Dawnsword") +35 Elf-slaying scimitar forged out of white Eog and inlaid with ivory. Whenever it strikes a sleeping target, the victim must make a RR vs wielder's level. RR failure results in victim's soul being slain, instantly killing the body.
Bow · ("Cloud Bow") 4–30 lurak-wood composite bow. When fired from mist (e.g,, firer is in fog or in a cloud), the firer suffers no visibility or range penalty.
Mûmak-helm · ("Helm of the Mumak-king") Open-faced white, Ithilnaur helm inlaid with ivory. The enchanted ivory Mûmak statuette that crowns the helm is a x5 (Essence) PP multiplier. It also gives wearer a 4–50 riding bonus whenever he rides a Mûmak, and it enables wearer to command the Mûmak with absolute authority.
Morgul-knife · ("Sorcery Knife") +25 dagger which strikes as a short sword. Its long, thin enchanted blade gleams with a cold glint. It dissolves when exposed to sunlight and breaks off whenever the knife yields a critical strike. Once the blade is embedded in a victim, the victim must roll a RR versus the wielder's lvl. Failure results in the blade finding its way to the victim's heart within a number of days equal to 50 minus the RR failure number (e.g., RR failure by 25 means 25 days). Should the shard reach the victim's heart, the victim becomes a wraith-servant (i.e., an undead slave) of the knife-wielder, operating thereafter at -50. Failure also results in a debilitating poisoning, and the victim operates with a penalty equal to twice the RR failure number (until he becomes Undead).

Indûr's Special Powers

Spells · 111 PP. Base spell OB is 37; directed spell OB is 35. Indûr knows all the Base Mage lists to 30th lvl, all the Open Essence lists to 25th level, and one Base Ranger list to 5th lvl (MERP), as well as all the Closed Essence lists to 20th lvl, and one Open Mentalism list to 5th lvl (RM).

Jungle-sight · Indûr can concentrate and see through plants (Olvar).

Khamûl the Easterling

Lvl; 40; 50 after T.A. 2460. Race: Womaw (Avaradan). Profession: Ranger. Home: the four capitals of Womawas Drús; later Dol Guldur in Rhovanion; later Barad-dûr Aka: Komûl; Shadow of the East; the Black Easterling; Komûl I, Hionvor of Worn Shryac; Mûl Komûl; the Dragon-lord; the Second.

RM Stats: St-90; Qu-99; Em-87; In-100; Pr-100; Ag-91; Co-99; Me-63; Re-101; SD-88. **MERP Stats**: St-90; Ag-91; Co-99; Ig-82; It-100; Pr-100. Appearance: (93).

Skill Bonuses: Climb107, Ride85, DTrap40, PLock75, S&H85, Perc107, Rune40, S&W60 Chan80, Amb19, Li9, AMov70, ADef60, MAS130, MASw30, BDev20, Acro15, Act75, AnimT90, Cave30, Cont35, Dance45, FAid45, For90, Math55, Med70, Mus40, Nav85, PSp55, RMas40, Sail60, Sed60, Sig90, SpMas35, Star55, Subd35, Track109, Trad35, Trick70, WeaW85, Wood25, Admin85, Dipl134, Stra123, Tac133.

Born at Laeg Goak in easternmost Endor in 1744, Second Age, Komûl was the eldest son of Mui Tamil, the High-lord (Wm. "Hionvor") of the Womaw. His mother, Klea-shay, was popular despite her Shay heritage, but died while the young heir was only seven; Tanûl's Elven consort Dardarian reared Komûl and served as his principal advisor until he assumed the throne of Womawas Drús in S.A. 1844. Komûl's relationship with the manipulative Dardarian corrupted his outlook and led to his incessant longing for immortality.

As Hionvor and Mûl (Wm. "King") of the Womaw kingdom, Komûl I presided over the strongest realm in eastern Middle-earth. His people had descended from the remnants of the First Tribe of Cuiviénen (Q. "Awakening Water"), the same lineage that produced the Edain of western Endor. Elven blood coursed through the veins of Womaw Hiona (Wm. "Lords"; sing. "Hion"), and their mastery over other Men was spurred in part by their longevity. Heavily influenced by the Avari, the Womaw of Komûl's day practiced both Wood-and Word-magic and enjoyed the benefit of a rich and practical cultural tradition. Their political and military sophistication enabled them to dominate the eastern coasts of Middle-earth for thousands of years. This hegemony withstood its strongest test during the middle of the Second Age, but Komûl I was lost in the struggle.

The distant Númenórean cousins of the Womaw comprised the only group of Men who could challenge the supremacy of Womawas Drús, and as early as S.A. 900, the Dúnedain established trade embassies in Womaw-influenced territories. During the next 650 years, the Númenóreans swayed many of the Womaw's southern neighbors and built fortified colonies in the isles of southeastern Middle-earth. The Men of Westernesse forced Womaw concessions and threatened the stability of the eastern kingdom. By the one hundred and fiftieth year of Komûl I's stormy, militaristic reign (S.A. 1994), Womawas Drús appeared resigned to outside domination and many of the Womaw Hiona had disclaimed their allegiance to the High-lord. Proud and desperate, Komûl sought help elsewhere and turned to his age-old ally Dardarian.

Dardarian met Komûl at the Isle of Sunrises, at the easternmost point in the Middle Land. There, the Elf-queen seduced her stepson, using her exceptional beauty and charm and, most importantly, an offer of immortality. Komûl agreed to an alliance between the Womaw and Dardarian's Avar kingdom of Helkanen. This union led to Númenórean concessions (under the First Acknowledgement) the following year, preventing any outright conquest and relegating Dúnadan interests to centers of commercial rather than strategic value.

Unfortunately for the Womaw, Dardarian's pact led to the downfall of their Hionvor. Unbeknownst to Komûl I, Dardarian served Sauron of Mordor. In S.A. 1996, only a year after the First Acknowledgement,

Komûl accepted the instrument that conferred the gift promised by his lover. Taking one of the Nine Rings of Men, Komûl became the immortal slave of the Lord of the Rings. His reign over Womawas Drús ended abruptly.

Komûl disappeared from Laeg Goak in the spring of S.A. 1997, after nearly seven months of virtual isolation from his people and his court. These seven months were marked by palace intrigue and a bloody transition to a new order. Over three dozen of the Hionvor's trusted advisors perished in a purge that nearly ruined the kingdom. The outer Hiona gathered in preparation for a revolt, and Komûl departed in favor of a Númenórean-supported faction led by his popular cousin Aon. Almost no one in Womawas Drús realized the critical nature of theft King's abdication, but Komûl's dethronement probably saved the Womaw from the Shadow. The deposed monarch could do little more than swear a vengeful oath, a curse that he would act upon many millennia later.

Khamûl the Ringwraith

Komûl appeared at Barad-dûr in Mordor around S.A. 2000. He was known thereafter as Khamûl, in accordance with the Black Speech pronunciation of his given name. While at the Dark Tower, he served Sauron as the Master of the Hold, and his responsibilities included administering the maintenance of the citadel and its garrison. This wardship remained in his capable hands until S. A. 3350, when Ûrzahil of Umbar became the Mouth of Sauron and the Lieutenant of the Tower.

Khamûl fled Mordor when Sauron was captured in S.A. 3262. Retreating into the East, he first went to Nûrad and, after a brief stay, he proceeded into the Shay lands of his mother's people. He remained among the Shay until S.A. 3319, cultivating a network of servants whose greed fomented a sundering of the Five Tribes. This corruption continued after Khamûl returned to the Black Land, and by S.A. 3400 Khamûl's agent Monarlan brought three of the tribes under the Shadow.

The Easterling remained in Mordor during the War of the Last Alliance (S.A. 3429–3441), sallying forth only during the campaign in Ithilien that opened the conflict. During the first four- and one-half years, he resided at Lug Ghûrzun (BS. "Darkland Tower") in eastern Num (BS. "Ghûrzun"); but in S.A. 3434 the army of the Last Alliance of Elves and Men forced its way through Udûn, so Khamûl returned to his Master's side. The Ringwraith stole into Barad-dûr during the night before the outset of the long siege.

When the Dark Tower fell in S.A. 3441, the Nazgûl met the vanguard of the Elven host and fought a long, brutal melee. Unprotected, Sauron was forced to engage his foes in personal combat. This proved to be his undoing for, although he slew both Elendil the Tall and Gil-galad, the Evil One lost his One Ring (and his ring finger) in the fray, and his spirit passed into the Shadow World.

The Third Age

With the departure of the Lord of the Rings, the Nine lost the ability to maintain form. They followed the Dark Lord into Shadow as the Second Age ended. Their exile coincided with Sauron's and lasted over a thousand years. The first to return reassumed form in Endor around T.A. 1050, some fifty years after the reappearance of the Evil One.

Unlike his brethren, Khamûl briefly took up residence with Sauron at the citadel of Dol Guldur in southern Mirkwood. The Dark Lord hid behind the guise of the "Necromancer" and slowly rebuilt his strength. Then, about T.A. 1300, he renewed his struggle against the Free Peoples, sending the Witch-king to Angmar in the northwest Misty Mountains in hopes of crushing the successor states of Amor.

Khamûl left his command of Dol Guldur's garrison upon the departure of the Witch-king, and for the next three hundred and forty years the Easterling lived at Sart and Mang in the Mountains of the Wind. From these two rocky strongholds, he sought to gain sway over the peoples of southeastern Middle-earth. Often working in unison with Dwar of Waw, Khamûl fought the influences of the Istari Alatar and Pallando and vied with the Blue Wizards for control of the region. His success was only partial but, by TA. 1635, the Dark Lord was satisfied and ordered the Second of the Úlairi back to Dol Guldur.

Khamûl's arrival coincided with the advent of the Great Plague that ravaged northwest Endor, so for the next four years he stayed in Rhovanion as Sauron's chief servant. He was Keeper of the Hill of Sorcery and remained in residence there until the end of the Watch on Mordor in T.A. 1640. Late that year, he entered the Black Land and began work on rebuilding the Evil One's domain. Three hundred and sixty years later he accompanied the other Nine in the surprise assault against Minas Ithil. Two years later, the Úlairi took the surrounded city for the Dark Lord, capturing the Palantír. Minas Ithil became the home of the Ringwraiths and was henceforth called Minas Morgul.

After Gandalf threatened to uncover Sauron's deception as the Necromancer of Dol Guldur, the Dark Lord went into the East. Residing in Chey lands, the Lord of the Rings bided his time and expanded his dominion over the Men of eastern Middle-earth. These so-called quiet years in the West constituted the era of the Watchful Peace (T.A. 2063–2460). During this time, the people of Khamûl's mother, the Shay, fell under the Shadow. Khamûl's father's people opposed the Evil One, but they lost most of their kingdom in a series of dire wars. Finally, Khamûl the Easterling left Minas Morgul and returned home to Goak in northwestern Endor. He entered the defeated realm of his forefathers after crushing the Womaw in the snows of Yule, T.A. 2400.

Sauron returned to the West three years before Déagol found the lost One Ring at the Gladden Fields. Khamûl followed, having decimated the strength of Womawas Drús. He left the once-splendid lands east of the Orocarni (S. "Red Mountains") in the hands of Sauron's brutal nomadic vassals, and he returned to Minas Morgul. During his frequent trips to Dol Guldur, the Easterling continued his close association with the Hill of Sorcery, as well as his relative independence from the Lord of Morgul. On one such visit during Sauron's last stay at Dol Guldur (T.A. 2460–2941), Khamûl's warriors captured the Dwarf-lord Thráin II and took his Ring of Power. From T.A. 2845 to T.A. 2850, the Easterling tortured his Dwarven captive, but during the last year of his imprisonment Thráin II gave Gandalf the key to the side entry into Erebor (S. "Lonely Mountain"). The failure of the citadel's guard to stop the Grey Wizard's covert entry—coupled with Khamûl's inability to derive concessions from the Dwarf-king—led the Dark Lord to chastise the Ringwraith, but the Easterling remained one of Sauron's four most powerful servants (the others being the Witch-king, Gothmog, and the Mouth of Sauron).

In anticipation of the White Council's attack on the Hill of Sorcery, the Evil One briefly abandoned his hold in southern Mirkwood in T.A. 2941, retreating home to Barad-dûr. From that time onward, he stepped up his search for the Ruling Ring and labored to prepare for the conquest of the West. Ten years later, Sauron felt comfortable enough to openly declare himself once again and, following his proclamation, he ordered his minions to reopen Dol Guldur. Khamûl went northward to the Hill of Sorcery with Adûnaphel, where he kept watch on Rhovanion and, more importantly, Lórien. He communicated with the Dark Lord via Ûvatha, the ninth Nazgûl and the Easterling's chosen envoy. The Witch-king and the other five of the Nine stayed in Minas Morgul, awaiting the coming conflagration.

War clouds gathered quickly and loomed ready to break by T.A. 3017. Then came the catalyst—the capture of the Stoor Gollum (Sméagol) in Mordor. Sauron learned little of immediate value, but realized the worth of the fallen Hobbit, knowing that Gollum's insatiable quest for the One Ring would eventually

lead him to his long-lost prize. The Dark Lord's plan went awry, though, when Gollum fell into the hands of the Ranger Aragorn. Seeing the threat presented by his enemies' discovery of the Ruling Ring, Sauron resolved to act before a rival could come to the fore.

In the late spring of T.A. 3018, the Witch-king and the Nazgûl occupying Minas Morgul led an army down the Ithilduin Valley and into Ithilien. Their foray swept away the few Gondorian defenders that stood vigil over the ruins of Osgiliath, and the servants of Mordor broke the giant bridge that spanned the mighty Anduin. Despite the surprise and fury of the onslaught, however, Gondor's army gathered on the western side of the Great River, standing firm against any further advance.

As the battle raged in Ithilien, Khamûl and Adûnaphel led the Orcs of Dol Guldur against Thranduil's Elf-kingdom in northern Mirkwood. Their plan was to crush the Silvan Elves and capture Gollum, but the scale of their assault proved too modest to afford any significant victory. As the Elves melted northward through the wood, they inflicted tremendous losses on Khamûl's underlings.

Sauron tested his enemies with this two-pronged offensive, but his ultimate purpose was to conceal the further exploits of his Ringwraiths. The Evil One hoped to tie his armies' movements to those of the Nine, thereby misleading the leaders of the Free Peoples. Within weeks, the Nine gathered for their principal mission and set out across the Anduin in search of the Hobbit that held the Ruling Ring.

Khamûl rode with other eight Black Riders up the Nan Anduin in hope of finding the Shire near the Gladden Fields. Unfortunately, their quest proved to be a time-consuming detour, for they found only ruins of ancient Stoor settlement, together with a few abandoned homes that had enjoyed recent use. They failed to find the Shire, but realized that it must be in Eriador. Turning southward, they skirted Lórien and rode through Rohan and past Isengard. Their search took them to Tharbad and up the Greenway to the crossroads that served as the junction with the road to the land of the Hobbits. There, Khamûl, Adûnaphel, and Hoarmûrath split from the main party and rode toward the Iach Sarn (S. "Stone Ford"; also "Athrad Sarn") and on to Sackville. The Witch-king and the other Riders went directly north toward Andrath and Bree.

Khamûl's party crossed paths with the Hobbits in the Green Hill Country and the Easterling's keen sense of smell nearly uncovered Frodo's hiding place below the road, but the halflings escaped and the three Riders did not see them again until the encounter at the Bruinen Ford. Although Khamûl and his companions tracked them through Buckland (where they entered the Bolger yard in Crickhollow), they failed to run down the elusive Hobbits.

The Easterling's party joined Ûvatha on the road east of Bree and rode toward the Lone Lands, where they met the other five Ringwraiths. Racing the Company in hope of cutting them off from the safety of Rivendell, the Riders found their prey at the banks of the Bruinen. There, Khamûl avoided the initial rush of the waters summoned by Elrond; however, his horse panicked like the others and died in the gushing stream.

Following the debacle near Rivendell, Khamûl and Adûnaphel returned to Dol Guldur and prepared for the war. Their orders were simple, but their mission was ambitious: Sauron charged the Orcs of the Naked Hill with the task of crushing the Elf-kingdoms in Lórien and northern Mirkwood. Both assaults failed, forcing Khamûl and Adûnaphel to retire back to Mordor just before the Battle of Morannon.

The Witch-king died on the Pelennor Fields, and Khamûl assumed leadership over the other Fell Riders during their airborne attack against the Army of the Free Peoples. Battling the Great Eagles above the chaos that gripped the barren slag-fields outside the Gates of Mordor, Khamûl faced Gwaihir himself—only to turn in apparent retreat. Sauron's orders to stop Frodo and Sam from destroying the One Ring in

Mount Doom took precedence over any challenge, and the Easterling was forced to lead his fellow Ringwraiths on a fruitless flight to save the Lord of the Rings. Gwaihir gave pursuit but, with the destruction of the Ruling Ring, there was no need for further combat. Khamûl and his brethren passed outside of Eä with their fallen Master.

Features and Family

Khamûl stood 6′3″, average by Womaw standards. Originally, he weighed 195 pounds and had fair, beardless skin, grey-blue eyes, and long, straight black hair. These features denoted a Womaw of high lineage. He wore a deep blue Dragonhelm and deep blue and black Dragon-skin, half-hide plate armor.

No one among the Womaw was a better hunter or tracker than Khamûl. Even as a child, he could run like a deer, remaining quiet as he passed through the dark woods of his cool homeland. His sense of smell was exceptional, and half-joking bards spoke of his "hound heritage." Somber, solitary, and clever he excelled in contests of stealth and duplicity. These qualities served him well in the face of the complex problems that confronted him as Hionvor, and they made him an admirable choice as the Dark Lord's chief tracker and as the caretaker of Sauron's citadel at Dol Guldur.

Khamûl's Womaw wife Komiis gave birth to three children: a daughter, Womiis, and two sons, Womul and Komon. Of his three offspring, only Womiis remembered her father.

Khamûl's Nature

Like all of the Ringwraiths, Khamûl feared common water—knowing that the spirit of Ulmo resided in its sparkling depths. The Easterling's aversion, however, exceeded the trepidations of his brethren, for the memories and fears of his early life became magnified by the magic of his Ring of Power.

Khamûl also suffered in daylight more than his companions. This weakness, however, was offset by his acute senses of smell and hearing.

Khamûl's Principal Items

Bola · ("Water-skimmer") +25 magic Elven Killing-bola ("Gé") made of bluish Cuivac wood from the land of Helcar Sael. In addition to any normal critical strike of "B" or greater severity it delivers, it also yields a Crush critical of one less degree in severity (e.g., in addition to a "B" Unbalancing critical, it delivers an "A" Crush critical). When cast over water, its projectiles can be skimmed, giving the bola a bonus equal to +40, enabling strikes around comers with angles of 45 or less degrees, and eliminating normal range penalties.
Blowgun · ("Stinging Tongue") +15 Mallorn-inlaid composite Blowgun. It is an Elf-slaying weapon. When poisoned darts are used and it yields a critical strike, the victim must make a RR versus an attack equal to firer's lvl + poison's lvl.
Dragonhelm · +10 deep blue full helmet shaped like the head of a Fire-drake. Adds +10 to all of wearer's RRs and enables him to cast spells as if he were 60th lvl.
Armor · Deep blue and black Dragon-skin, half-hide plate armor that is unencumbering to the wearer, yet protects like full plate armor (AT 20).
Morgul-knife · ("Sorcery Knife") +30 dagger which strikes as a short sword. Its long, thin enchanted blade gleams with a cold glint. It dissolves when exposed to sunlight and breaks off whenever the knife yields a critical strike. Once the blade is embedded in a victim, the victim must roll a RR versus the wielder's lvl. Failure results in the blade finding its way to the victim's heart within a number of days equal to 50 minus the RR failure number (e.g., RR failure by 26 means 24 days). Should the shard reach

the victim's heart, the victim becomes a wraith-servant (i.e., an undead slave) of the knife-wielder, operating thereafter at -50. Failure also results in a debilitating poisoning, and the victim operates with a penalty equal to twice the RR failure number (until he becomes Undead).

Khamûl's Special Powers

Spells · 120 PP (later 150 PP). Base spell OB is 40 (later 50); directed spell OB is 40 (later 50). Khamûl knows the Path Mastery list to 30th lvl (later 50th lvl), the Moving Ways list to 25th lvl, and all other Base Ranger lists to 20th lvl, and four Open Channeling lists to 10th level (MERP), as well as five Closed Channeling lists to 10th lvl, and three Open Channeling lists to 5th lvl (RM).
Smell · Khamûl can distinguish the exact location of any source of a given odor, so long as the source is within 100′ and the source fails a RR versus a 25th lvl attack.
Hearing · Khamûl can distinguish the exact location of any source of a given noise, so long as the source is within 100′.
See ICE's Southern Mirkwood, Haunt of the Necromancer 26–27, 33–47, 55. Read LotRI 116, 238-39, 284-86; LotRIII 462, 466-67; UT 338-39, 344, 348, 352.

Mûrazôr*

Er-Mûrazôr (A. "Black Prince") was a Númenórean Prince, the second son of King Tar-Ciryatan (Q. "Ship-builder") and the younger brother of Tar-Atanamir the Great. He was born in the year S.A. 1820 and given the name Tindomul (Q. "Twilight Son"). Like his brother, however, he was exceptionally proud and was a fierce supporter of Númenórean interests. Fiery and given to rash aggression, Er-Mûrazôr became embroiled in the campaigns of rapid conquest in Middle-earth. There, he encountered Sauron and fell prey to the Dark Lord's promises of wealth, power, and immortality. Around S.A. 1998, the Dark Sorcerer accepted a Ring of Power and became the first of the nine Nazgûl. He was known thereafter as the Witch-king or the Lord of Morgul. (For more about Er-Mûrazôr see "The Witch-king" entry.)

Ren the Unclean*

Lvl: 32. Race: Chey. Profession: Illusionist/Mage. Home: Ulk Chey Sart, later Barad-dûr and Minas Morgul Aka: Ren the Insane; Ren the Clean; the Illusionist; Fire King; King of Chey Sart; Lord of the Chey; the Eighth.

RM Stats: St-79; Qu-101; Em-100; In-37; Pr-81; Ag-100; Co-54; Me-99; Re-100; SD-44. **MERP Stats**: St-79; Ag-100; Co-54; Ig-100; It-37; Pr-81. Appearance: (11).

Skill Bonuses: Climb127, Ride75, DTrap75, PLock95, S&H75, Perc132, Rune70, S&W65, Amb2, Li5, AMov10, ADef5, MASt30, MASw30, BDev6, Act80, Cave90, Cook25, Fals75, For90, Fren20, LWork30, Math35, Med50, Nav65, PSp10, RMas45, Sig25, Sing102, SpMas45, Star35, Subd45, Track100, Trad55, TrapB75, Trick132, Admin35, Dipl40, Strd95, Tac80.

Ren the Unclean was born at Ulk Jey Ama in the eastern Ered Harmal in S.A. 1969. The son of Sen Jey the Illusion-weaver, he grew up near Heb Aaraan, amidst the enchanters who taught beside the magical Springs of Fog. His apprenticeship ended in S.A. 1987, when the eighteen-year-old Illusionist went east to visit his uncle Ul Fen Jey, a lord who held sway over the Ahar of the Numahar River vales. There, near the legendary Grass Tombs, Ren met the woman he married in S.A. 1992, Elyen.

Ren and Elyen returned to Ulk Jey Ama in S.A. 1994. Raising two children—a son Fen and a daughter Fyen—they remained in the cool mountain town for four years. The Illusionist composed a tome on

enchantments while his wife raised horses and sheep and mastered the Chey's favorite instrument, the multi-chambered drum.

This idyllic repose ended in S.A. 1998, when the worst of many plagues swept through the central plains and struck the Jey households. Overwhelmed by fever, Ren barely survived the year. He prevailed, though, and briefly returned to his work. All seemed well, for the Illusionist was ostensibly healed.

Sadly, the illness twisted Ren's mind, instilling him with delusions that slowly eroded his sanity. He began to fancy himself as superior to other Men, and spoke of himself as the Fire King—the son of the exalted Volcano, Ulk Chey Sart (Ch. "Home of the Chey Nation"), that stood in the center of the southern Chey plateau. Horrified, Elyen attempted to restore her husband's mind and sought the aid of healers from lands as far away as Rycolis and western Khand.

Ren's lucidity eventually disappeared and the Illusionist left home on a pilgrimage to his purported mountain home. He gathered a cult of followers throughout the winter of S.A. 1999– 2000 and declared himself Overlord of the Chey. As Fire King, he plunged into a campaign of ruthless subjugation that played on the themes of nationalism, prosperity, and terror. Variag and Nûriag warlords who held sway over the northern Chey territories fled as the tribes quickly fell under Ren's control. By the end of S.A. 2000, the Illusionist was truly King of the Chey.

Sauron of Mordor watched Ren's march across Chey Sart and saw great potential in the insane enchanter. He sent his agents to the Fire King's refuge at Ulk Chey Sart, offering greater prospects for conquest, wealth, and power. Ren agreed to a coalition and exchanged gifts. In S.A. 2001, the Illusionist accepted a Ring of Power from the Dark Lord and became the eighth of the immortal Nazgûl.

Ren the Nazgûl

The transition that gripped the Chey brought terrible forces to the forefront of their society, since many of the superstitious herders embraced the religious fervor that elevated Ren to the throne. Unbelievers (the so-called "unclean") died in countless purges and many, including Ren's family, had once been close to the Fire King. The Jey clan suffered dearly, for the Illusionist refused to protect those who resisted his quest. Between S.A. 2001 and 2102, the already weakened population of the thirty-six tribes fell in number by a full third. Their count stood at half of what it had been before the Plague of S.A. 1998.

Once secure as master of Chey Sart, Ren pursued the goals that most pleased the Lord of Rings. Attacking to the northeast and south, the Fire King's mounted warriors overran the lands of Dalpygis, part of Khargagis Ahar, Heb Aaraan, and Orgothraathin the First Chey Expansion (S.A. 2155–2693). Ren built an empire rooted in the Shadow, establishing an elaborate system of horse-roads and garrison holds in order to insure the consolidation of his conquests. Then came the Second Chey Expansion (S.A. 2899–3261), when the Kingdom of Chey Sart grew to its height. Vaag, Acaana, and western Gaathgykarakan fell in the first few decades, and Ren's armies turned northward to concentrate on the incorporation of the Khargagis Ahar and the rich territory of Rycolis. These wars raged for two centuries, until the Variags of Ûvatha joined the Chey and turned the tide of resistance. Ren was at the apogee of his career when Ar-Pharazôn of Númenór landed with his Adan army at Umbar and captured Sauron.

During the Dark Lord's imprisonment in Númenór, the Illusionist remained at Ulk Chey Sart but, after the Akallabêth of Westernesse, the Ringwraith left his domain and joined his Master in Mordor. Ren stayed in the Black Land throughout the War of the Last Alliance (S.A. 3429–3441), fighting on behalf of the Evil One in Ithilien (S.A. 3429) and at the great battle of Dagorlad (S.A. 3434). This period marked the last portion of the early years of the Fire King's glory. When Barad-dûr fell after the seven-year siege and

Sauron fell before Isildur, his One Ring cut from his evil hand, Ren and the other Úlairi passed into the Shadows outside Arda. The Illusionist did not return to Middle-earth until T.A. 1050.

The Third Age

After his long exile, the Dark Lord stirred again and resurfaced in Endor around T.A. 1000. He summoned his Black servants from his covert throne in Dol Guldur fifty years later. Like his brethren, the Illusionist reentered Middle-earth, arriving at his old volcanic hold of Ulk Chey Sart. There, he began rebuilding his strength and plotting the renewal of the Chey Kingdom. Ren expanded his lair into a great underground citadel and laid the foundations for his future capital on the wide ledges surrounding the fiery mountain. He marshalled an army of disenchanted Chey warriors and began subjugating the neighboring tribes in T.A. 1235, all the while concealing his identity behind his guise as the "Fire King."

Ren unified the six major tribal groupings in T.A. 1264. As Al Chey Sart, he ruled his kin through 1640 and again between T.A. 2063 and 2941. These eras constituted periods of relative prosperity for the thirty-six Chey tribes, for they frequently extended their rule into the grasslands of the Khargagis Ahar and they avoided the oppressive spectra of Variag or Nûriag dominance that haunted them during other times.

The Fire King stayed in Mordor (1640–2000) or at Minas Morgul (2000–2063 and 2941–3019) throughout the other years of the Third Age. Ren rode with the Witch-king on the search for the Ruling Ring in T.A. 3018, and was one of the five Ringwraiths to assail the Company on Weathertop. Later, he was swept away in the magical flood that determined the skirmish at the Bruinen Ford.

During the last part of the War of the Ring, the Fire King helped organize Mordor's main army. Ren stayed at Barad-dûr while the Lord of Morgul led the grand but doomed assault against Minas Tirith. Following the routs at Pelennor Fields, at Lórien, and in northern Mirkwood, he joined the remaining seven Nazgûl for the aerial attack at the Battle of Morannon, where the Úlairi fought the Great Eagles. In the end, however, Ren the Unclean perished with the Dark Lord and the other Fell Riders in the wake of the cataclysmic unmaking of Sauron's One Ring.

Features

Relatively short for an Úlair, but tall for a Chey, Ren stood 5′10″ and weighed 195 lbs. He had black eyes, reddish-brown skin, and black hair, but his flowing robes and full helmet (shaped like the head of his father, in accordance with Chey tradition) shrouded his rather ugly features. Ren's beautiful red and white garb also belied his awful, careless nature. Pitiless, the Fire King possessed no regard for others, and his acts of sheer savagery gave birth to his name.

Ren's Principal Items

Sword · ("Burning Blade") +25 two-hand sword made of Galvorn and forged in the furnaces of Angband during the First Age. The blade immolates upon command, setting fire to any organic object it strikes (object/victim receives a RR when struck and 1 RR/rnd thereafter until it/he succeeds). Magical flames, they damage the target with the equivalent of one +25 point-blank Fireball attack during each round that the target burns.
Bow · ("Believers' Bane") +25 composite bow of apparently plain materials that instills Illusions spells into its projectiles. User need only expend the PP and be capable of casting the spell inherently in order to store a given Illusions spell into an arrow. The spell is then cast at the point the arrow strikes or, if the

arrow itself is cloaked in an Illusion, at the moment the arrow leaves the bow (making it analogous to a very powerful Phantasm).
Helm · ("Helm of Sen Jey") +10 brass-inlaid mithril helmet shaped like the head of Sen Jey, Ren's father. The flowing "hair" provides protection for the ears and rear of the neck. The wearer possesses the memories of Sen Jey, as well as a feeling for the emotions they once invoked.
Morgul-knife · ("Sorcery Knife") +10 dagger which strikes as a short sword. Its long, thin enchanted blade gleams with a cold glint. It dissolves when exposed to sunlight and breaks off whenever the knife yields a critical strike. Once the blade is embedded in a victim, the victim must roll a RR versus the wielder's lvl. Failure results in the blade finding its way to the victim's heart within a number of days equal to 50 minus the RR failure number (e.g., RR failure by 11 means 39 days). Should the shard reach the victim's heart, the victim becomes a wraith-servant (i.e., an undead slave) of the knife-wielder, operating thereafter at - 50. Failure also results in a debilitating poisoning, and the victim operates with a penalty equal to twice the RR failure number (until he becomes Undead).

Ren's Special Powers

Spells · 32 PP. Base spell OB is 32; directed spell OB is 25. Ren knows all the Base Mage lists to 10th lvl and all the Open Essence lists to 20th level (MERP), as well as all the Base Illusionist lists to 30th lvl, all the Closed Essence lists to 20th lvl and one Base Alchemist list to 5th lvl (RM).
True-sight · Ren can immediately perceive any illusion as such, so long as the illusion originated from a source of power below 32nd lvl; otherwise, Ren must make a RR to discern the unreal nature of the ruse.
Voice of Pain · Ren can emit a shriek (up to 3x/day) which affects everyone of a certain race (e.g., Elves or Men) or every animal of certain type (e.g., Dogs) within 50′. RR failure of 01–50 results in victim(s) being stunned for 1–10 rnds; RR failure of 51–75 results in victim(s) being stunned for 1–100 rnds; RR failure of 76–100 results in victim(s) permanent loss of 1–50% of hearing; and RR failure of 101+ results in victim(s) permanent loss of 100% of hearing.

Ûvatha the Horseman*

Lvl: 31. Race: Variag. Profession: Warrior/Fighter. Home: Khand; later Minas Morgul, Barad-dûr, and Dol Guldur. Aka: King of Khand; Lord of the Variags; the Slayer; the Long Rider; the Ninth.

RM Stats: St-100; Qu-99; Em-10; In-94; Pr-97; Ag-100; Co-98; Me-89; Re-97; SD-33. **MERP Stats**: St-100; Ag-100; Co-98; Ig-93; It-94; Pr-97. Appearance: (99).

Skill Bonuses: Climb127, Ride133, DTrap30, PLock.35, S&H112, Perc90, Rune5, S&W10, Amb20, Li3, AMov75, ADef25, MASt55, MASw70, BDev31, Acro45, AnimT95, Cave15, Cont85, Cook25, Dance20, Div15, Fals10, FAid15, Flet20, For100, Fren80, Gamb75, Herd90, LWork30, Nav100, PSp5, RMas30, Sig100, Star75, Subd90, Track127, Trad70, TrapB55, Trick55, Tumb65, WeaW605, Admin139, Dip115, Stra117, Tac149.

Ûvatha the Horseman, the Ninth and most undisciplined of Sauron's Ringwraiths, was bom in the Caves of Ôlbamarl as Ûvathar Achef in S.A. 1970. His father Kîonid Achef was an exiled Variag Prince from Láorki in eastern Khand. The young warrior shared the pain and uncertainty of his family's continual flight, and the nomadic life that he led throughout his early years hardened him for the trials to come. Ûvatha rode a horse earlier than any Variag thought possible, and he killed a man before he reached the age of seven. When he was nearing the age of eighteen in S.A. 1988, he led the light cavalry wing of his father's rebel army at the Battle of Noz Peka (V. "Knife River"), where his gallant charge against the Variag King's Guard decided the war that restored his family to the throne of Upper Khand.

Kîonid Achef died at Knife River, so his brother Mîonid took the second most powerful throne among the Variags. Kîonid's son, in keeping with Variag tradition, was ordered executed; but young Ûvatha escaped and rode westward to Sturlurtsa Khand, the capital of Lower Khand. There, the Horseman earned his

nickname and garnered the support of King Ûrig Ûrpof, the Lord of two thirds of the Variag people. He was appointed Warlord of the main army of Lower Khand in S.A. 1999 and deposed the Ûrpof Dynasty the following year. Turning on his uncle's domain, he crushed the horse-warriors of Upper Khand in S.A. 2000, uniting Khand for the first time in recorded history. Two years later he accepted a Ring of Power as a gift from the King of Mordor, becoming the ninth of the nine Wraith-kings in the service of the Lord of the Rings.

Ûvatha the Nazgûl

Mordor was always an important ally of Khand, and the Dark Lord knew the Variags quite well. His evil influence perverted their already brutal culture well before the rise of Ûvatha. After the unification of Khand under the Horseman, though, the harsh Variags became one of Sauron's most useful and most heinous tools of conquest. They assured the security of Num's open eastern border and decimated the peoples that threatened Adûnaphel's rise in Near Harad. For the next twelve hundred and sixty years, Ûvatha's people preyed on their neighbors and extended the Shadow to the south and north of their plateau kingdom. Variags controlled the trade along the Ered Harmal, and vied with the powerful Númenóreans for the hearts of Harad's Merchant-princes.

In S.A. 3259, the Horseman led his main battle army across Relmether and over the Talathrant. For the next two years, the Variags fought beside the Chey warriors of the Úlair Ren the Unclean, leading to the Chey conquest of the Khargagis Ahar. Ûvatha's warriors received half of the booty exacted from the defeated Ahar and then returned home to Khand. Just as they arrived, however, the first armada of the Númenórean King Ar-Pharazôn arrived at Umbar. Their invasion and the subsequent overwhelming show of Adan arms led to the surrender of Sauron of Mordor a year later (S.A. 3262). As the Lord of the Rings resided as a captive on the island-continent of Númenór, the Variag King hid from the forces of Westernesse in his secretive hold at Ôlbamarl in the mountains of northern Khand.

The Dark Lord resumed his reign in Mordor in S.A. 3319 after the Downfall of Númenór. Ûvatha came out of hiding and went into the Dark Land in order to serve his Evil Master. Acting as Sauron's Messenger, the Horseman participated in the campaigns waged by Sauron's troops in Rhovanion and Ithilien beginning in S.A. 3429. Ûvatha was at the Dark Tower in S.A. 3434 when it was besieged by the Last Alliance of Elves and Men, and he passed into the Shadows when Barad-dûr fell and Sauron lost his Ruling Ring at the end of the Second Age (S.A. 3441).

The Third Age

Ûvatha reappeared in Middle-earth around T.A. 1050, returning to his old abode at Ôlbamarl in the southwestern-most spur of the Ephel Duath. Fifty years later, he crowned himself King of the Variags while he stood over the bloody body of his predecessor Ûonid Irbo. A five hundred and forty-year (T.A. 1100–1640) reign of terror followed, as Ûvatha unleashed the unforgiving Variag tribes on the unfortunate lands to the south and north. The empire of the Kingdom of Khand expanded rapidly across northeastern Harad and southern Rhûn, and gradually extended to the western banks of the great river Talathrant and the southern shores of the Sea of Rhûn. Tribute came to the Court of Ûvatha from the Nûriags of Nûrad and the Asdriags of Eastern Rhûn, the Variags closest kin. Only the presence of two other Úlair kingdoms—the domains of Adûnaphel of Near Harad and Ren of Chey Sart—prevented the Lord of Khand from laying claim to all of central Middle-earth.

Ûvatha administered his holdings through a loose but ruthless system of patronage, and his departure from Sturlurtsa Khand in T.A. 1640 marked a steady decline in Variag fortunes that lasted until his return in T.A. 1854. While the Variag King joined seven other Ringwraiths and laid the foundations for Sauron's re-emergence in Mordor, his own minions began carving out their own fiefs. Peace settled over the Kingdom of Khand and the subject peoples gradually broke away from the Variag yoke.

The erosion of Variag power incensed Ûvatha and worried the Lord of the Rings, so the Horseman rode back to Khand and resumed his rule. This act set the Evil One's plan in motion, for it served as the catalyst that stirred the chain of events resulting in the first major Easterling migration into Rhovanion. Ûvatha quickly reordered his elite retainers, crushed the local Lords who appeared self-serving, reassembled his cavalry army, and began a vicious campaign of reconquest.

The Nûriags became the first victims of his vengeful wrath and, as they retreated northward into Rhûn to escape their more powerful cousins, the relatively brutal tribes of Nûrad drove the peoples they encountered westward. Asdriag groups migrated across the Talath Harroch (S. "South Horse Plain") of southern Rhovanion, while the Sagath and Logath confederations moved west along the shores of the Inland Sea. The latter migrated in great wagons and came to be known by the Northmen and Gondorians as the Wainriders. Pushing into Rhovanion, they battled the Kingdom of Gondor and its Northman allies for forty-three years (T.A. 1856- 99) before forcing the Dúnedain across the Anduin. Sauron's plot to destroy Gondor's hold on Rhovanion succeeded brilliantly, without betraying the presence of the Lord of the Rings.

Ûvatha returned to Mordor in T.A. 1940, creating turmoil in Khand. Unfortunately for the Variags, his departure from his homeland coincided with the arrival a new threat from the East. A collection of fierce Igath tribes, the easternmost of the Wainrider confederations, pushed through the Gap of Khand in search of new pastures. This set the stage for the rise of Ûvathar Achef (Ûvatha I). A descendant of Ûvatha, Ûvatha laid claim to the Variag throne by solving the dilemma presented by the multitudinous Igath. He rode east and met with Avas III, the High-chieftain of the Wainriders, offering them free passage through Khand in exchange for peace. The Igath balked, citing the difficulties he would encounter if he were forced to face Gondor alone. Ûvatha then proposed an alliance between the two nations and the neighboring Haradrim. The Igath, Haradrim, and Variags marched together toward Ithilien in T.A. 1944, hoping to crush the South Kingdom, while the Gondorians faced the threat of another Wainrider army in the north. It was a brilliant plan, but the undisciplined horde led by Avas and Ûvatha was defeated by Gondor's Southern Army. The tactical mastery of Eärnil II prevailed, ending the threat created by Ûvatha's diplomacy.

In T.A. 2000, Ûvatha joined the other Nazgûl for the surprise attack on Minas Ithil. The Horseman remained for the two-year siege that followed, but he returned to Khand when the marble fortress city finally fell. His arrival home in T.A. 2003 marked the beginning of his last reign as the King of the Variags.

Threatened by the White Council, Sauron left his fortress at Dol Guldur in T.A. 2941 and slipped back into Mordor. He made his presence known ten years later, when he announced himself as the King of Men and ordered the rebuilding of Barad-dûr. As the stones began rising from the magical foundation of the Dark Tower in T.A. 2951, Ûvatha and two other Ringwraiths (Khamûl and Adûnaphel) flew back to Dol Guldur and reopened the citadel.

The Horseman served as Sauron's best link to the Hill of Sorcery, and he made frequent journeys to both Barad-dûr and Minas Morgul. For the next sixty-seven years, Ûvatha acted as a tireless courier carrying messages between Khamûl, the Witch-king, and the Lord of the Rings. This permitted the Dark Lord to

plan the buildup of the two armies he assembled outside of Gorgoroth (those of Dol Guldur and Minas Morgul). Both of these forces attacked the Free Peoples in mid T.A. 3018, beginning the War of the Ring. Khamûl commanded the forces based in Mirkwood and gave the Variag King a command in the abortive strike against Thranduil's Elven realm in northern Mirkwood.

Following his defeat, Ûvatha rode with Khamûl and Adûnaphel south during their search for the One Ring. The Black Riders traveled into the Nan Anduin, where they joined the Witch-king and the other five Úlairi on the quest to find the Shire. First, they looked near the Gladden Fields, but then they turned south, skirted Lórien, and rode through Rohan and past Isengard into Eriador. Their sojourn carried them through Tharbad on the Gwathló and into old Cardolan. Splitting at the junction with the road to the land of the Hobbits, three Nazgûl (Hoarmûrath, Adûnaphel, and Khamûl) rode toward the Stone Ford; the Witch-king and the other Riders went north through Andrath and on to Bree. Ûvatha traveled with main group, but broke away near Bree in order to deliver the Black Captain's orders to Khamûl and the other two Nazgûl that chased the Hobbits east through the Green Hill Country and Buckland.

After the Variag King rendezvoused with the Easterling's party on the Great East Road beyond Bree, he rode with the three Ringwraiths to En-Eredoriath (S. "The Lone Lands"), where they met their five brethren. Riding the Hobbits down at the Bruinen Ford near Rivendell, the nine Wraith-kings found themselves engulfed in the magical floodwaters that Elrond summoned to safeguard the Hobbits' flight. Ûvatha, the fastest and most impetuous of the Nine, was almost to the east bank when he was swept away in the torrent.

Ûvatha returned to Dol Guldur after the embarrassing defeat at the Bruinen Ford. There, he mounted a Fell Beast and resumed his role as the Evil One's messenger. His subsequent flights insured the coordination of the Nazgûls' search for the Ring and the simultaneous mobilization of Sauron's three principal armies. Ûvatha flew south to Mordor for the last time as Khamûl and Adûnaphel led their two columns out of Dol Guldur, beneath the dark canopy of Mirkwood.

The Horseman arrived at the Dark Tower as the Witch-king began the assault on Minas Tirith, and he remained with Sauron until the opening of the Battle of Morannon. He then flew as one of the eight Nazgûl that fought the Great Eagles above the parched battle plain where the vast Host of Mordor engulf ed the army of the Free Peoples. His fate was not decided at Morannon, however, for Ûvatha and other Ringwraiths broke off the engagement in order to stop Frodo and Sam from destroying the One Ring in the fires of Mount Doom. Flying south toward the Orodruin when the One Ring was unmade, the Variag King perished with his compatriots in the epic cataclysm that ended Sauron's presence in Ea.

Features

5′11″ and 190 lbs, Ûvatha was large for a Variag, but he was short compared to the other Nazgûl. His reddish-brown eyes, grey skin, and black hair typified the Variag norm, as did his garish red and black garb. Ûvatha wore a light, red, kine-skin breastplate, black pants, a black shirt, black knee boots, and a dark grey cloak. Open-faced and shaped like a bat, his delicate magic helm served as his principal armor.

Ûvatha's Principal Items

Lance · ("Horse-tamer") +40 Horse-slaying lance made of reddish Narig-wood from Nûrad. When its gilded tip is set into a track made with a# of days equal to the wielder's lvl, it gives the wielder a +40 tracking bonus (versus the maker of track).

Bow · ("Stormless Bow") +20 gold-inlaid short bow that fires arrows that strike as if fired from a heavy crossbow. The flight of the bow's arrows is unaffected by wind, and the wielder's aim never suffers due to weather conditions.
Helm · ("Listening Helm") +15 gold-inlaid helmet shaped like a bat (the "wings" forming ear and neck armor). The wearer possesses the senses of a bat, including acute (2x normal) smell and the ability to locate unseen or obscured objects using rebounding sound waves (i.e., radar-sense).
Morgul-knife · ("Sorcery Knife") +10 dagger which strikes as a short sword. Its long, thin enchanted blade gleams with a cold glint. It dissolves when exposed to sunlight and breaks off whenever the knife yields a critical strike. Once the blade is embedded in a victim, the victim must roll a RR versus the wielder's lvl. Failure results in the blade finding its way to the victim's heart within a number of days equal to 50 minus the RR failure number (e.g., RR failure by 19 means 31 days). Should the shard reach the victim's heart, the victim becomes a wraith-servant (i.e., an undead slave) of the knife-wielder, operating thereafter at -50. Failure also results in a debilitating poisoning, and the victim operates with a penalty equal to twice the RR failure number (until he becomes a Wraith).

Ûvatha's Special Powers

Spells · 31 PP. Ûvatha knows two Open Channeling lists to 5th level (MERP & RM).
Horse-archery · Ûvatha can fire a bow from a galloping horse with an additional +10 OB, even while riding bareback.
Knife-throwing · Ûvatha can throw any dagger twice its normal range (with range penalties modified accordingly).

The Witch-King

Lvl: 60 Race: Dúnadan (fallen Númenórean). Profession: Sorcerer/Mage. Home: Armenelos and Rómenna in Númenór; later Barad-dûr in Mordor, Carn Dûm in Angmar, and Minas Morgul in Ithilien. Aka: Lord of Morgul or Morgul-lord; the Wraith-king; the Witch-king of Angmar; the King of Angmar; Mog of Angmar; Lord of the Nazgûl or Nazgul-lord; the Sorcerer-king; the Black King; the Black Captain; Chieftain of the Ringwraiths; the First.

RM Stats: St-101; Qu-101; Em-(100); In-101; Pr-90(120); Ag-100; Co-101; Me-101; Re-101; SD-40 (100).
MERP Stats: St-101; Ag-100; Co-101; Ig-101; It-101; Pr-90. Appearance: (05).

Skill Bonuses: Climb75, Swim80, Ride102, DTrap35, PLock75, S&H85, Percl52, Rune75, S&W100, Chan90, Amb9, Li10, AMov35, ADef35, MASt40, BDev20, Act75, AnimT65, Cove15, Cook25, Dance35, Div10, Falsi5, FAid5, For50, Fren20, Herd65, Math45, Med35, Nav85, PSp100, Row5, Sail75, Sig55, Smith65, SpMas45, Star55, Subd25, Track100, Trad55, Trick60, WeaW85, Adminl39, Archl33, Craf115, Dipl149, Stra151, Tac120.

The Númenórean Er-Mûrazôr (A. "Black Prince") was the most gifted and powerful of the many great Lords of Westernesse. Although only a Prince, his might outshone all but a few of Númenór's Kings and, in the end, he lived longer than any of the Adan sons. Mûrazôr's tale covers over six and a half millennia and is one of Man's great tragedies.

The Black Prince was born in the year S. A. 1820 in the port city of Andúnië in the province of Andustar on the island of Númenór (Andor). As the second son of King Tar-Ciryatan (Q. "Shipbuilder") and the younger brother of (Tar-) Atanamir the Great, he traced his lineage to the first King, Elros Tar-Minyatur. His mother gave him the name Tindomul (Q. "Twilight Son"), for he was born during a solar eclipse and his hair was blacker than any she had ever seen. Those Lords of Tar-Ciryatan's court who favored the use of Adûnaic (signifying their displeasure with the Eldar and the Ban of the Valar) called him Mûrazôr.

Like his brother, the proud and greedy heir to throne, the Black Prince supported his father's ambitions and lobbied for the increased exploitation of Middle-earth. Tar-Ciryatan sought great wealth and sent his huge fleets to Endor in order to exact tribute, and both his sons embraced the benefits of his often-ruthless policies. Both embodied their father's penchant for material things and power, which was hardly surprising in light of the fact that they witnessed their father force their grandfather from the Númenórean throne.

Atanamir, however, enjoyed the privileges and attention accorded to the heir to the Adan throne, and Tar-Ciryatan showed him his prideful love in a way he never exhibited to Mûrazôr. The jealousies inherent in the family character eventually grew to frightening proportions in the Black Prince's heart, fomenting hatred and unbounded desire. Always aggressive and fiery, Mûrazôr resolved to leave home and found his own empire in the vulnerable expanse of Middle-earth. He assembled a small fleet and set sail for Endor in the spring of S.A. 1880.

The sixty-year old Prince landed at Vinyalondë (Lond Daer) in Eriador, at the mouth of the Gwathló in Enedwaith. There, he debarked at the ancient haven amidst little celebration and, within weeks, he engaged in a brief struggle for dominance over the strategic port His plans to carve out a kingdom in the fertile lands that Sauron's hordes ravaged in the war with the Elves (S.A. 1693–1700) failed, forcing Mûrazôr and his followers to voyage southward. In S.A. 1882 the Black Prince's ships dropped anchor in Umbar, where the Númenórean Lord proclaimed himself "King." Although successful in wresting control from the local colonists, he ruled only for a few months. The Númenórean adventurer's pretensions of rule faced an inevitable and overwhelming challenge from his father, Tar-Ciryatan, who ordered his recalcitrant son to return home to Westernesse. Mûrazôr refused to follow the Adan King's bidding, but he dared not remain in Umbar in defiance of the edict from Armenelos.

The Lord of the Rings perceived the Prince's displeasure and offered him a means to achieve his goals. Sauron realized that both Mûrazôr and his older brother Atanamir sought to hold onto their youth, and that they feared aging more than any corporeal foe. Atanamir showed his terror of death when he later refused to surrender the Scepter of Númenór until he died. The Black Prince, on the other hand, exhibited this fear by speaking openly of his bitterness toward the immortal Elves to whom he was related (through Elros Half elven). Ever-vigilant and perceptive, the Dark Lord sought to corrupt Mûrazôr by bringing the dissatisfied Númenórean to Mordor.

The Black Prince went to Barad-dûr during the first week of S.A. 1883 and became a pupil of the Lord of the Rings. During the next one hundred and fifteen years, he expanded his knowledge of enchantments and spell-casting, becoming an exceedingly powerful Sorcerer. Mûrazôr's knowledge of the Black Arts was second only to Sauron's, and he quickly rose to become the Evil One's most trusted lieutenant. His lessons learned, he submitted his spirit to his Master, who gave him a Ring of Power in S.A. 1998. The first of the nine Nazgûl, the Black Prince was known thereafter as the Witch-king or the Lord of Morgul (S. "Dark Sorcery").

The Lord of the Nazgûls

Throughout the rest of the Second Age, the Witch-king stayed in Mordor and served Sauron by coordinating the efforts of the other Úlairi. These years comprised the period of his complete transformation into a hideous Wraith possessed of an exceptional command of sorcery. His role as the Lord of the Nazgûl testified to his awesome magical skills. Ironically, Mûrazôr was the only Ringwraith who had not presided over a kingdom of his own for a considerable period prior to accepting his Ring of

Power; however, his origins as a Prince of the Edain of Númenór provided him with inherent abilities that far exceeded those of his undead peers.

The Lord of the Rings gave the Black Captain all of the trappings of a King for, aside from Sauron himself, the Lord of Morgul was the mightiest servant of Darkness in Mordor's hierarchy. No one, not even Gothmog the Half-troll Warlord (and, later, Lieutenant of Morgul) or the Mouth of Sauron, enjoyed such trust from the Evil One. Their relationship flourished throughout the latter part of the Second Age, as teacher and pupil sought to build an unassailable kingdom and establish dominion over Men.

Unfortunately for the masters of Mordor, the corruption of Westernesse that they sought for so long produced a policy of imperialism. The goals of Númenór's Kings came to mirror, at least in part, those of the Dark Lord. Both powers sought to unite the Secondborn under one absolute monarch. Inevitably, this rivalry between Sauron and the Witch-king's Númenórean brethren erupted into outright war.

Ar-Pharazôn, the strongest of Númenór's later Kings, led an Armada to Endor in S.A. 3261 in hopes of crushing the forces of Mordor and establishing hegemony over Middle-earth. Landing at Umbar, he marched northward across Near Harad (then contested by Númenór and Mordor's client, Adûnaphel the Nazgûl) and met the Host of Mordor near the river Hamen in early S.A. 3262. The Adan King's army appeared too potent for the Evil One to contest, so Sauron surrendered and went to Andor as Ar-Pharazôn's prize captive.

The capture of the Dark Lord left the Witch-king briefly in control of the Kingdom of the Shadow, but the omnipresence of the Edain forced the Ring wraiths and Sauron's other minions into hiding. This prevented the Lord of the Nazgûl from waging any significant campaigns in his Master's absence. Although the Black Captain and the other Úlairi contested Númenórean advances in certain regions of Middle-earth, the Witch-king operated very quietly until Sauron's return after the Downfall of Númenór in S.A. 3319.

The Lord of the Rings' reappearance in Mordorin S.A. 3320 sparked a renewal of the wars of conquest against the Free Peoples of Endor and brought the Ringwraiths out of hiding. For the next one hundred and nine years, the forces of the Shadow regrouped, grew, and mobilized under the guidance of the Chieftain of the Nazgûl. Then, in S.A. 3429, the Witch-king led an army into Ithilien and assailed Gondor, the newly founded South Kingdom (which, like Amor in the North, was one of the Kingdoms in Exile). King Anárion of Gondor (the co-ruler with his brother Isildur) successfully defended the west bank of the Anduin, however, dealing a stalwart blow to the Black Captain's plan to subjugate the South Kingdom before the arrival of any Dúnadan relief force from Amor.

The ensuing standoff lasted five years, until the Wraith-king was forced to retire toward Morannon in the face of an army from the North led by Gil-galad and Elendil the Tall. Joined by the Dark Lord's main horde, the Witch-king turned on his pursuers in the fields of Dagorlad, before the gates of Mordor. There, the Last Alliance of Men and Elves vanquished the Lord of the Nazgûl's warriors and broke the defense of the Black Land. The victors chased the shattered remnants of the Sauron's army to Barad-dûr, and then they laid siege to the Dark Tower for seven years. Anárion died under a stone cast from the battlements in S.A. 3440, but his death was avenged the following year. The Last Alliance finally entered the hold of the Lord of the Rings in S.A. 3441, ending both war and the Second Age. Sauron slew both Gil-galad and Elendil, but King Isildur of Gondor cut the Evil One down and sliced the One Ring from his twisted hand. Thus, the Dark Lord and his nine Úlair servants passed into the Shadows.

The Early Third Age

The Kingdoms in Exile enjoyed great prosperity during the early Third Age, for it was not until T.A. 1000 that Sauron stirred again in Arda. Gondor conquered a vast realm, while Amor established dominion over most of Eriador. Despite constant wars with Harad and the sundering of the North Kingdom in T.A. 861, the Dúnedain reached great heights of power.

As Gondor reached the apogee of its might in T.A. 1050, however, the Nazgûl returned from the Shadows and began re-building their strength in Middle-earth. Their Lord, the Witch-king, went to Dol Guldur in Rhovanion, where Sauron hid under the guise of the Necromancer. The Black Captain remained in the Dark Lord's hold for the next two and a half centuries. From this secure refuge, he plotted the destruction of the weaker of the two Dúnadan kingdoms. The Witch-king understood that care was in order, knowing that the loss of the One Ring at the end of the Second Age significantly weakened the forces of Darkness.

By T.A. 1300, the methodical plan to crush Arnor was complete, and the Lord of the Ringwraiths flew north to the plateau that rises between the two northern western spurs of the Misty Mountains (Hithaeglir). This cool, high plain overlooked the wilds along the northeastern frontier of the realm the Black Captain planned to destroy. It was there that he founded his own kingdom: Angmar (Q. "Iron Home"), the land of the Witch-king.

The Wars in the North

The Lord of the Nazgûl ruled his new domain from the mountain citadel of Carn Dûm (S. "Red Fort" or "Red Hold"), a giant cavern-fortress built into and around the last peak in the northern Hithaeglir. Never revealing his true identity, he gathered two hosts: an army composed of over thirty Orc tribes commanded by the Olog warlord Rogrog; and the Angmarim, a force of over ten thousand Men drawn from the Dark Lord's subject peoples in Eriador, Rhovanion, and Rhûn. These warriors deployed in holds along the ridges north of the Ettenmoors and the Oiolad (S. "Cool Plain"). Holds like Morkai and Mount Gram threatened all of the North Kingdom's upper frontier, but they initially concentrated near the sparsely-populated northeastern border—above the relatively vulnerable and rude realm of Rhudaur (S. "East Wood").

Amor's breakup in T.A. 861 left three ostensibly allied successor states: Arthedain in the northwest, Cardolan in the south, and Rhudaur in the northeast. Both Arthedain and Rhudaur lay near Angmar, but the latter of the two northern realms was far weaker. Arthedain enjoyed a very large proportion of Dúnadan residents and harbored both of Amor's capitals and most of the lost kingdom's major castles. Rhudaur, on the other hand, contained relatively few of the Dúnedain, and most of its often-disgruntled population was scattered in the rugged countryside. It appeared to be a natural target for the Witch-king's hungry armies so, in the first five decades after Angmar's rise, the Black Sorcerer's hordes overwhelmed the East Wood and brought its surviving population under the Shadow. Rhudaur ceased to exist as an independent and free nation by the middle of the fourteenth century, T.A.

The conquest of Cardolan (S. "Land of Red Hills") served as the Morgul-lord's next goal. While much stronger than Rhudaur, it lacked Arthedain's military resources and natural defenses. Its capital and main city, Tharbad, sat on the lowlands along the river Gwathló and much of its border with Rhudaur was composed of a sparsely-defended hedge wall. Cardolan's strategic value also invited attack, for Tharbad straddled the road between Amor and Gondor, and the capture of this vital artery meant the isolation of

Arthedain. Just as important, the Witch-king could virtually surround Arthedain's heartland with the taking of its southern neighbor.

These factors led to the subsequent attack on Cardolan. Rhudaur declared war on the Land of Red Hills sometime before T.A. 1350, and fighting raged along the Mitheithel and near Amon Sûl (Weathertop) for the next fifty-nine years. With the help of the Arthadan army, the Dúnadan Princes of Cardolan bested their old allies, however, and the King of Angmar was eventually forced to commit his own troops. After building his supply routes through Rhudaur, the Witch-king ordered his forces to join the war and directly assault the dike and hedge wall that guarded Cardolan's northeastern bounds. The Angmarim crossed the open Lone Lands and smashed through the Dúnadan defenses south of Weathertop. Surrounding the great Arnorian citadel that housed one of the three Palantíri of the North, the host of Angmar cut the defending forces in half and drove the Prince and his retainers through the Barrow downs (Tym Gorthad) and into the eaves of the Old Forest. The last ruler of Cardolan died as Tharbad fell.

Arthedain's main army barely survived the battle that took place at Weathertop. Withdrawing into the surrounding hills with the Seeing-stone, they yielded the tower on Amon Sul and retreated home to Fornost. The Angmarim razed the citadel after wiping out its few remaining defenders—brave fighters who fought to cover the retreat of their brethren. Once again, the Lord of the Nazgûl prevailed. Cardolan passed into his fold.

Arthedain survived five hundred and sixty-six years after the collapse of its last sister state. Facing overwhelming odds, the Dúnedain of the last successor kingdom doggedly drove off a number of major attacks along its eastern and northern boundaries. Many of Arthedain's beleaguered people relocated toward the frontier and concentrated in Fornost or in manors and settlements near the kingdom's border-forts, enabling the Edain of the North to react to any significant incursions. (This shift invited the Hobbit migration into Arthedain's Shire in T.A. 1600-40.)

Nature intervened as well, for the buildup of Angmar's forces in Cardolan prior to T.A. 1636 ended with the onset of the Great Plague. The pestilence that struck during the winter of 1636-37 devastated Cardolan's remaining residents, but it also decimated the Witch-king's southern army. Angmarim in Rhudaur and Angmar also fared poorly—much more so than the Dúnedain—forcing the Lord of the Nazgûl to rebuild his shattered forces and delaying the final confrontation for another three centuries.

Arthedain's end came in the War of T.A. 1973-75. After nearly a decade of massing on the Arnorian frontier, the Witch-king poised his armies for the killing blow and King Arvedui realized that the Host of Angmar could not be stopped without aid from the South Kingdom. He urgently appealed to Eärnil but, before the Gondorians arrived, the Black Sorcerer initiated his felling strike. Angmar's armies overran Arthedain in T.A. 1974, sending Arvedui into hiding in the Dwarf-mines of the Nan-i-Naugrim in the Blue Mountains of Lindon. Arvedui died in the Ice Bay the following year while seeking aid from the Lossoth of the Far North. Both of the Palantíri his retainers had rescued during the slaughter in Arthedain perished with him. Their loss fittingly symbolized the end of the North Kingdom and the completion of the Witch-king's primary goal.

Although the Lord of the Nazgûl crushed Arnor, he faced a much greater foe. Gondor's relief army landed as Arvedui fled northward and marched to challenge the victors. Meeting the Witch-king near the ruins of the ancient Arnorian capital of Annúminas, Eärnur of Gondor and his Eriadoran allies vanquished the Host of Angmar and drove the Black Captain from the field. The Wraithlord's Iron Home fell later the same year, ending the saga of the Northern Wars.

Minas Morgul

Following the fall of Angmar, Sauron sent his exalted Lieutenant to join his eight companions in Mordor. There, the Witch-king gathered the Úlairi and planned the surprise attack against Minas Ithil, the Gondorian capital of Ithilien and the key to the valuable cleft of Cirith Ungol (S. "Spider Pass"). The Ringwraiths quietly assembled an army in Gorgoroth and unleashed its fury in T.A. 2000. Quickly surrounding their prize, they cut the town off from the rest of Gondor and settled into a two-year siege.

In T.A. 2002, the Witch-king entered Minas Ithil and made the white marble city his new home. It remained the Black Captain's abode until his death. The Men of Gondor mourned the loss, renaming the Tower of the Moon Minas Morgul—the "Tower of Dark Sorcery." From that point onward, the glow of the town's moonlit walls signified Evil and shone like a symbol of the Witch-king's terror.

The Palantír housed in Minas Morgul's Tower of the Stone served Sauron well throughout the next millennium. Its presence, coupled with the strategic and emotional value of the city itself, compelled the Dúnedain of the South Kingdom to try to recover the fortress-town. Ever-deadly and always wily, the Morgul-lord played upon their desires and desperation, twice challenging Gondor's champions to single combat. The Witch-king slew Prince Aeardur of Lond Emil (Dol Amroth)—the last of the First Line of Princes in Dor-en-Emil—in T.A. 2004, and he cut down King Eärnur in a duel in T.A. 2050, ending Gondor's Line of Kings. Both times, the Dúnadan challenger died before the silvery gates of the city. Eärnur's death marked the beginning of the era of Ruling Stewards and signified the end of any pretense surrounding the recapture of Minas Morgul and the western pass into Mordor.

The Prelude to the War of the Ring

The Witch-king oversaw the Black Land for the next eight hundred and ninety-one years, until the return of Sauron from Dol Guldur in T.A., 2941. His minions multiplied, fortifying the Morgul Vale around the mouth of Cirith Ungol. Minas Morgul became a nearly impenetrable bastion haunted by the shrieks of the resident Ringwraiths. All the while, the Dark Lord's Black Captain prepared for the coming war and guarded his Master's homeland.

The Witch-king only launched one attack into the neighboring province of Ithilien during this respite, an Uruk attack against the exposed and underpopulated city of Osgiliath (S. "Fortress of the Stars") on the Anduin. The former capital of Gondor sat astride the best route across the lower part of the Great River, and its huge stone bridge loomed as the most convenient route to Minas Tirith. In T.A. 2475, the Uruk-hai swept out of Minas Morgul and drove through the old city under the cover of a befouled night sky. Although retaken by the Dúnedain, Osgiliath's bridge—and the lofty Tower of the Stone that held the Master Palantír and rose above the center of the river—fell into the Anduin. The Fortress of the Stars became a deserted and ever-threatened stronghold as the rest of Ithilien came under the Shadow.

Work began on Barad-dûr in T.A. 2951, ten years after the Evil One's arrival in Mordor, and the minions of Darkness gathered in Gorgoroth and Minas Morgul for the next and ultimate assault on Gondor. Sauron was desperate in light of the possibility that the lost Ruling Ring would fall into the hands of a worthy foe. He resolved to destroy the Free Peoples before they could gather under the banner of another King. The preparations lasted sixty-seven years, so it was not until T.A. 3018 that the Host of Mordor and the Lord of the Rings stood poised for the Great War.

The Search for the Ring

With the end of winter, the Witch-king led Sauron's southern army against the garrison at Osgiliath, throwing the Gondorians across the river. The Black Captains' forces pursued the defenders onto the western bank and through the west quarters, securing the city for the Dark Lord's coming invasion. Gondor's army reacted with greater strength than anticipated, however, and the southern horde progressed no further. As the lines stabilized, the first test of the Free Peoples ended with the Witch-king's departure on the quest for the One Ring.

The Chieftain of the Black Riders rode with the other eight Úlairi up the Anduin Valley in search of the Shire. Reaching the old Stoor-homes at the Gladden Fields (where Déagol and Sméagol found the Ruling Ring), they routed the few residents and uncovered nothing of any import. Sauron's Lieutenant realized that they had mistaken the ancient settlement for the real land called Sûza (Kd. "Shire"), so he ordered his companions to turn south and head for Eriador. They skirted between Lórien and the cliffs to the west and rode through Rohan and past Isengard into Eriador. Taking the Greenway to Tharbad, the Nine crossed the Gwathló and entered old Cardolan. Eventually they split into two groups, with Khamûl leading two Riders directly through the Shire while the Witch-king took the others north toward Andrath and Bree in hope of cutting off any support or opportunity for flight.

After failing to capture their prey, the Nazgûl gave chase along the Great East Road. Ûvatha the Messenger broke off to deliver word to Khamûl of the Hobbits' escape route. The Morgul-lord and his four other companions rode toward the commanding summit of Weathertop, where the view of the road and the neighboring expanse of En-Eredoriath (S. "The Lone Lands") offered a means of insuring that they could intercept the fleeing halflings. Seeing firelight on the peak, the five Ringwraiths followed the most recent tracks up the hill and attacked the resting Company in hope of attaining their Master's prize. Three Nazgûl advanced as the Hobbits formed a tight circle around the fire. The Witch-king stabbed Frodo in the left shoulder with his Morgul-knife as Strider leaped forward to intercede. Luckily, the firebrand and Aragorn's bravery enabled the Hobbits to survive the nocturnal visit, as the five Úlairi retired.

Frodo's wound proved unmendable without aid from a high Healer, for the Black Captain's magical knife blade imbedded itself and slowly worked its way toward the Hobbit's heart. Although unsuccessful in the melee on Amon Sul, the Witch-king's cursed weapon placed Frodo in grave danger of becoming a Wraith and falling under the Úlair's spell. Strider realized the halfling's plight after finding the knife hilt and prepared an Athelas wash, but he knew that the party had little time to spare. With daylight, the Company fled toward the Bruinen Ford.

The Chieftain of the Ringwraiths watched and, after joining with Khamûl's Riders, he and the other Nazgûl broke into furious pursuit. The Nine rode their prey down at the Bruinen Ford just west of Rivendell, and cried for Frodo to surrender. As the Hobbit balked and summoned his last strength to finish the crossing, the Witch-king plunged into the river with two of his servants (Ûvatha and Dwar)—only to find themselves engulfed beneath a torrential tide of magically summoned floodwaters. The enchanted current swept the Morgul-lord and the other eight of the Black Riders downstream, claiming their awful steeds. So ended the search for the Ring.

The War of the Ring

After the disaster at the Bruinen Ford, the Witch-king retired to Minas Morgul and returned to his role as commander of Mordor's southern host. His goal was Minas Tirith and the defeat of Gondor. For this purpose, he arrayed his main army outside Osgiliath, planning a pincer of two wings. The other force issued out of Morannon and massed upriver by Cair Andros, providing the Ringwraith with a pair of Anduin crossings and ensuring that his enemies could not flee northward into Rohan.

The Gondorians retook western Osgiliath in early T.A. 3019, but soon thereafter the Black Captain sent his army across the river and scattered the guards in the ruined city. As the Morgul-host drove across the river from the east, smashing through the gates of the Rammas Echor that enclosed the Pelennor (S. "Fenced land"), another army came south from Cair Andros and entered the encircling outer walls from the north. The retreating defenders reached the city gates as the two attacking arms joined. Minas Tirith was surrounded.

The battle that followed took place before the walls of the city. As the ram Grond smashed the Great Gates, the main Hafherë of 6,000 Riders and the 120 Rohirrim of Théoden's Guard struck the attacking force from the north, sending waves of Orcs into retreat. The Hafherë, led by Éomer, overran the main road and rode into the Haradrim between the ramparts and the river while Théoden and his guard skirmished with the Haradan Lord in front of the Great Gates. For the first time, the tide of battle favored the Free Peoples, and Prince Imrahil of Dol Amroth gathered the warriors in the forecourt of the city in preparation for a sally into Pelennor.

The Death of the Witch-King

The Lord of the Nazgûl responded by personally intervening in the fray involving the Rohirric King. Flying on the back of his Fell Beast, he dove upon Théoden. The advancing Rohirrim's horses panicked as the Witch-king slew the Lord of Rohan with his awful mace. This act reversed the Riders' success and endangered the Rohirric army; but, more importantly, it enraged Théoden's niece Éowyn, who fought disguised as the youth Dernhelm.

Fully armored and unrecognizable as a woman, Éowyn challenged the Witch-king as he stood over the bodies of her uncle and his beloved mount Snowman, but the Morgul-lord scoffed at her words. Proclaiming that no man was fated to slay him, the Chieftain of the Ringwraiths savored his kill and warned her of her folly, not knowing that he faced a maiden. It was then that Éowyn shed her helm and announced:

> *"But no living man am I! You look upon a woman." Éowyn*

> *"I am, Éomund's daughter. You stand between me and my lord and kin. Begone, if you be not deathless! For living or dark undead, I will smite you, if you touch him." (LotRIII p. 141)*

Silent, the Wraith-king rose on the sweeping wings of his Fell Creature, his fear and ire aroused. Éowyn stood strong, though, as the evil beast descended to attack her with its hideous claws and beak. She parried the initial foray and then sliced the monster's head from its long neck. The Fell Beast tumbled to

the ground, but the Lord of the Nazgûl rose again and advanced with his mace held high. He struck her green shield, shattering it, and raised his weapon for the slaying blow. Suddenly, the Hobbit Merry rushed behind him and plunged his enchanted sword into the back of the Witch-king's knee, breaking the spell which held the Morgul-lord's immortal form together, and giving Éowyn time to recover. The Rohirric maiden gathered herself and drove her blade through the Ring wraith's neck. As fated, no man slew Sauron's Lieutenant; instead, he perished at Pelennor by the hand of a woman, and an ancient sword wielded by a Halfling.

Features

The Witch-king stood 6′10″ and weighed 260 lbs. His pure Edain heritage gave him deep grey eyes, black hair, and fair skin, but these were obscured beneath his accoutrements. He wore his father's famous Sea-helm, the karma of Tar-Ciryatan of Númenór. The helm served to protect him, as well as proclaiming him to be King, for the overlapping Sea-drake skin plates rose in a spiny crown-shaped crest embellished with gold. His simple iron crown was set into the crest, while the formidable "Morgul Plate" covered the rest of his imposing figure. Sea-drake skin plate, this magic armor deflected all but the finest of blades.

The Witch-king's Principal Items

Vasamacil · (Q. "Blade-eater"; S. "Vasamegil") +30 flaming broadsword forged in Thangorodrim out of black Ithilnaur and inlaid with veins of fused rubies. Its deep red pommel is crowned with a large (1000 gp) enchanted ruby. So long as the ruby remains inset into the sword, the weapon delivers a Heat critical (of equal severity) in addition to any normal critical strike it yields. The sword shatters weapons that parry its blows (opposing weapon must make a RR vs a 60th lvl attack if the attack result is "0 hits"; RR failure results in opposing weapon's destruction).
Nallagurth · ("Death's Proclaimer") +30 Elf-and Man-slaying mace forged in Utumno out of black Eog and subtly inlaid with veins of fused diamonds. Its inset black Laen tip is enchanted and contains a permanent symbol, a 60th lvl Slow Death curse (a victim given a crit and failing a RR dies in 1–100 weeks).
Romoquenáro · ("Fiery envoy") +30 Númenórean steel composite bow. Whenever it is fired in darkness its arrow immolates upon leaving the bow. While on fire, the arrow yields a +30 Fireball attack whenever it strikes a target. Crown— ("Crown of Angmar") A simple, enchanted iron crown, unadorned by any jewels or inlays. It is the symbol of the King of the North. A +6 Essence and Channeling spell adder, it adds +15 to wearer's DB.
Thôlogaer Ciryatano · ("Sea-helm of Ciryatan") A x6 Essence and Channeling PP multiplier, the magic Sea-helm was once worn by Tar-Ciryatan of Númenór. Its overlapping Sea-drake skin plates climax in a spiny crown-shaped crest, a variation of the karma design used by the Uinendil (S. "Followers of Uinen") Captains of Númenór. It adds +15 to wearer's RRs vs spell attacks.
Plate Armor · ("Morgul Plate") +20 black Sea-drake skin plate armor (AT 20) which encumbers wearer like normal clothes (i.e., no armor/AT 1).
Morgul-knife · ("Sorcery Knife") +30 dagger which strikes as a short sword. Its long, thin enchanted blade gleams with a cold glint. It dissolves when exposed to sunlight and breaks off whenever the knife yields a critical strike. Once the blade is embedded in a victim, the victim must roll a RR versus the wielder's lvl. Failure results in the blade finding its way to the victim's heart within a number of days equal to 50 minus the RR failure number (e.g., RR failure by 21 means 29 days). Should the shard reach the victim's heart, the victim becomes a wraith-servant (i.e., an undead slave) of the knife-wielder, operating thereafter at -50. Failure also results in a debilitating poisoning, and the victim operates with a penalty equal to twice the RR failure number (until he becomes a Wraith).

The Witch-king's Special Powers

Spells · 180 PP. Base spell OB is 60; directed spell OB is 90. The Witch-king knows all base Sorcerer lists to 60th lvl, all base Ranger lists to 10th lvl (MERP), and all Closed Essence and Closed Channeling lists to 10th lvl (RM),
Authority of Presence · The Witch-king's Presence is greater than those of the other Úlairi. Those coming within sight of the Morgul-lord must make a RR versus a 9th lvl (rather than a 6th lvl) Fear spell. (See the General Powers of the Nazgûl above.)
Fate · Glorfindel foretold at Fornost in T.A. 1975 that the Witch-king would not perish at the hands of a man (LotRIII, p, 412), and his prophecy proved true. It was the woman Éowyn who slew the Lord of the Nazgûl on the Pelennor Fields (LotRIII, p, 141-43). Clearly, Éowyn was fated to kill the Wraith-king, and GMs might wish to interpret this prophecy accordingly. It is suggested, however, that the circumstances of the Witch-king's death need not necessarily be so specific. To begin with, any female of the Secondborn and any member of another race will qualify as a non-man. In addition, any object or accident might be construed as being capable of felling him. (Of course, note the Nazgûls' immunity to normal weapons.) Such a liberal interpretation might be better-suited for the circumstances of the GM's campaign, particularly if the events at the Battle of Fornost or during the War of the Ring differ or fail to occur.
Feeling · In any given round, the Witch-king can concentrate and determine the exact location of the source of any one presence located within 10′ (target gets RR vs 30th lvl search).
See ICE's Angmar, Land of the Witch-king 15, 16, 42; Rangers of the North 20–22, 54; Read LotRI 25, 291, 325, 346; LotRIII 112, 141-43, 200, 207, 235-36, 240, 275-76, 278, 397-99, 411-13; UT 295, 313, 338–341, 343- 44, 346, 352-54.

Nazgûl Character List

Name	Lvl	Hits	AT	DB	Sh	Gr	OH	OB	M	Notes
Adûnaphel	32	160	Pl/19	75	N	N	160bs	125cp	15	Black Númenórean Bard. 7th of the Nine.
Akhôrahil	36	155	Ch/15	85	N	N	125ma	75ss	5	Black Númenórean Mage/Sorcerer. 5th of the Nine.
Dwar	39	195	Pl/19	75	N	N	140fa	100gé	15	Wôlim Mage. 3rd of the Nine.
Hoarmûrath	33	185	SL/11	95	N	N	150wm	80sp	5	Urd Animist. 6th of the Nine.
Indur	37	165	Ch/13	120	Y15	N	140sc	95cp	20	Kiran Mage. 4th of the Nine.
Khamûl	50	240	Pl/20	90	N	N	210bs	180gé	10	Womaw (Avaradan) Ranger. 2nd of the Nine.
Ren	32	160	RL/12	95	N	N	125th	85cp	25	Chey Mage/Illusionist. 8th of the Nine.
Ovatha	31	180	SL/4	100	N	N	180ml	240sb	25	Variag Warrior/Fighter. Messenger and 9th of the Nine.
The Witch-king	60	360	Pl/20	120	N	N	180bs	90cp	30	Black Númenórean Mage/Sorcerer. Nazgûl-Lord.

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	—	Eonwe
—	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	Aule
—	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	—	Orome
—	—	—	—	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	—	—	—	—	—	—	—	—	—	—	Vaire
—	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

	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
NAME																																
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
Curufor	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	—
Elurèd	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	—
Fëanor (I)	80	67	—	—	—	100	110	83	83	28	95	10	16*	70	30	50	—	45	122	67	—	—	—	—	—	—	45	—	—	30	66	—
Fëanor (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	—	—	—	—	—	—	—	—	—	—	—	—	—
Ohtë	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
Valglin (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
Valmorgûl	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	—	Caranthir
—	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	—	—	—	—	—	—	—	—	Geltmir
—	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	—	—	—	Linsûl
—	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	—	—	—	—	—	—	—	—	—	—	Orreë
—	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	—	Taurclax
—	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	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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