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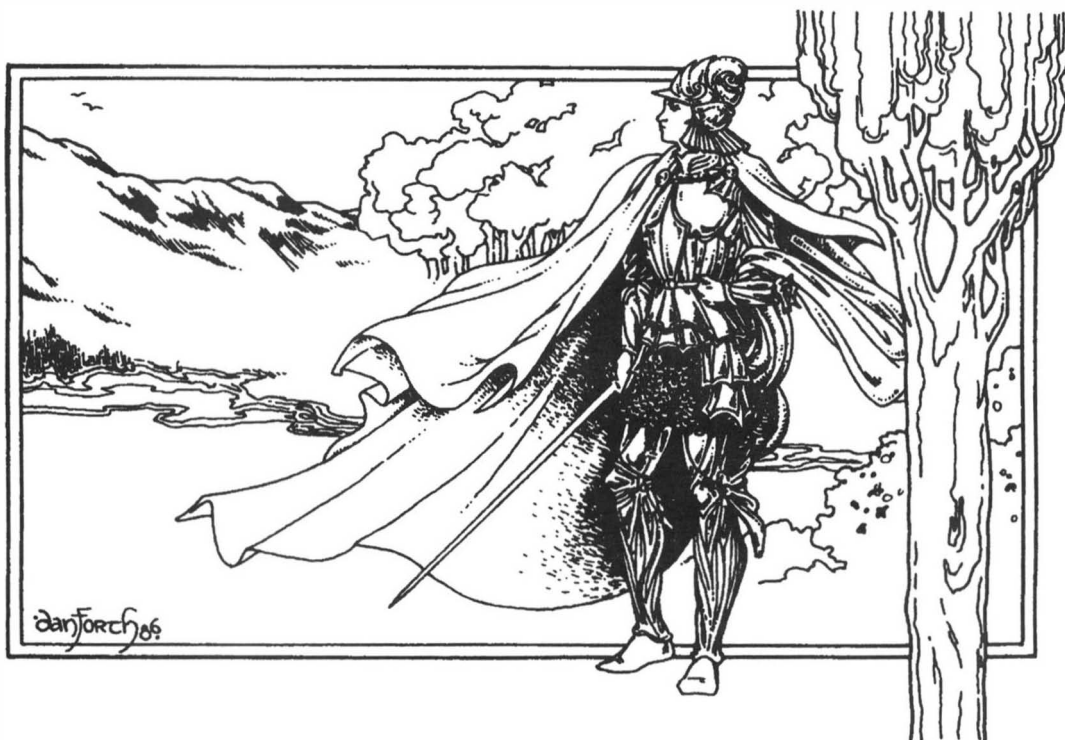
ELVES



Angus McBride '96

Based on J.R.R. Tolkien's THE LORD OF THE RINGS™

Elves™





Elendor

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While ICE has added new material and
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was already in print when we began our revision.

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I.0 INTRODUCTION



Envision the Queen's garden in Lórien, Galadriel poised tall and slim beside her mirror, listening to the murmur of the stream, the mystical dell cradling darkness and the stars burning white fire overhead. Or observe in your mind's eye the heart of ancient Laureindórinan, the mound of Amroth ringed with leafless white trees and pale golden mallorn, carpeted with grass of green as vivid as the Springtide of the Elder Days, illuminated by shafts of sunlight cast by a Sun grown suddenly young. Imagine the Hall of Fire in Elrond's Imladris, sweet music on the air and fair Elvish faces alight with the joy of song and the beauty of poetry, their eyes shining and their voices like silver. Picture the misting hills of Lindon, scattered with standing stones and ruins from the First Age, cloaked in the mystery of forgotten memory. Ever and again, Middle-earth's places of enchantment are the places of the Elves. And, throughout history, it is the Elves who direct the turn of events and impart their essence to the very nature of existence. To encounter and treat with an Elvish lord is to experience the soul of Middle-earth.

Come to the feast table where Arwen sits in canopied chair. Gaze into Galadriel's mirror and witness the future, the past, or the images of things that never were and never will be. Listen to Elrond's words of sage advice. Witness Celebrimbor lifting a Ring of Power from his forge. Turn the pages of *Elves*, and meet the Elvish heroes from all the Ages of Middle-earth.

ADVENTURE GAMING

Elves is the second title in ICE's *Peoples of Middle-earth*™ adventure game series. Each work in this collection documents a specific race or group found in Tolkien's Middle-earth.® Other volumes include *Valar & Maiar*,® *Dwarves*,® *Hobbits*,® *Orcs*,® *Trolls*,® etc. Each is a comprehensive compendium describing all the notable characters from one of Endor's varied races. The alphabetical listings cover the appearance, motivations, characteristics, and background of each figure. In addition, we furnish you with summaries and charts describing each character in a fantasy gaming context. These works are, after all, adventure game supplements.

As you may already know, adventure games include fantasy role playing and simpler story telling games. These games are akin to plays or interactive novels. The referee, or gamemaster, serves as a sort of actor/director, while the players portray the main characters. Everyone combines their imaginative talents to conceive a spontaneous story which is never short of action, intrigue, and adventure. Over the years, gamemasters have chosen Endor, Middle-earth, as the setting for countless adventure games. No fantasy world exceeds Tolkien's marvelous creation in terms of depth, flavor, and consistency—or as an adventure gaming locale.

Elves serves as a helpful tool for gamemasters and players seeking knowledge about Endor's basic nature and themes. It is an ideal reference work for anyone using any major fantasy role playing game guidelines, especially ICE's *Middle-earth*® series. Those wishing to explore Endor in the context of an adventure game will find this work invaluable.

USING THIS WORK

Elves begins with a section covering the general history of the Eldar along with an overview of the nature of the immortals. Material describing individual Elves follows. The penultimate section presents statistics (in table form) for use in the context of adventure gaming. We conclude with appendices, including a glossary of terms relevant to the Eldar and their history.

This work includes a host of terms and charts pertaining to ICE's *Middle-earth Role Playing*,™ *Rolemaster*,™ and *Lord of the Rings Adventure Game*™ systems. You will find an explanation of these arcane concepts in the appendices. Since this work is intended as a general role playing supplement, this section includes provisions for adapting or translating all of these game stats and bonuses to other adventure games.

THE SOURCES

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.

Elves is based on extensive research. We respect and uphold the high standards associated with the legacy of J.R.R. Tolkien. By blending material from primary and secondary sources with rational linguistic, cultural, and geological data, we insure that any interpretive material fits into Professor Tolkien's defined patterns and schemes. Keep in mind, though, that this is by no means the "sole official view."

Since we derive the material in *Elves* from authorized sources, we provide citations to pertinent sections in *The Hobbit* and *The Lord of the Rings*, as well as other major works by J.R.R. Tolkien. Where we have extrapolated information, we either omit citations or refer to publications in ICE's Middle-earth adventure game series.



2.0 ELVES

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

2.1 AN OVERVIEW OF ELVES

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

2.1.1 ELVEN HISTORY

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

THE AWAKENING OF THE FIRSTBORN

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

THE FIRST SUNDERING

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

*Fingolfin,
Finarfin,
and Fëanor*



*Elves:
Half-elf,
Vanya,
Sinda,
and
Silvan Elf*

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

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

THE GREAT JOURNEY OF THE ELДАР

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

The Teleri themselves did not remain undivided, however. There were three groups, led by the brothers Olwë and Elwë, and another Teler, Lenwë. When they reached the vales of Anduin, Lenwë and his people turned away from the journey and remained in Middle-earth. They became the Nandor and vanished from the histories for many years. West of the Blue Mountains, Elwë (one of the original ambassadors to the Undying Lands) encountered Melian the Maia and fell into a trance of love. While he was lost, most of his kindred (but not all) went over the sea with Olwë's people. Elwë at last awoke and founded a realm in Beleriand with his Maia wife Melian. As ruler of Doriath he went by the name Elu Thingol (S. "King Greycloak"). His people were known as the Sindar. The rest of the Teleri achieved the West; there they dwelt on the isle of Tol Eressëa, in sight of Valinor. The Maia Ossë taught them the art of shipbuilding, and they were ever after the greatest shipwrights and sailors in all Arda. They sailed to the coast of Aman where they built the beautiful city and wharves of Alqualondë.

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

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

OF TÍRION AND THE VANYAR

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

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

OF FĒANOR AND THE NOLDOR

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

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

OF DORIATH AND THE SINDAR

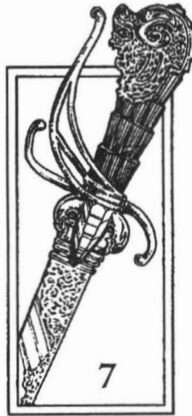
Ruled by Lenwë, the Nandor dwelt many years in the woods along the Anduin. Some spread to the river’s mouths and lived there beside the sea. Others passed by the Ered Nimrais and then came north again, settling in the wide lands of Eriador. These latter Nandor enjoyed peace until the third era of Morgoth’s captivity, when at last the fell beasts of the Black Enemy departed their lairs and ravaged the lands. Then, led by Denethor, son of Lenwë, the Eriadoran Nandor fled into Beleriand. There they were welcomed by Thingol and his Sindar. The Eriadoran Nandor intermarried with their hosts and ceased to retain a separate cultural identity.

Although the Sindar were more noble than the Avari, they were yet Moriquendi, never having reached the shores of Aman. Their homeland was the realm of Doriath in Beleriand, ruled by Thingol and Melian. The Sindar gained great wisdom under the tutelage of Melian the Maia and her husband, who was counted a Calaquendë, and so they became known as the Grey Elves. They spoke Sindarin, and originated Runes, or Cirth, for the keeping of records. With the fall of Beleriand, the surviving Sindar migrated eastward, some remaining in Lindon, while others travelled to live with the Noldor in Eregion, or, east of the Misty Mountains, in Lórien and Mirkwood.

2.1.2 ELVEN NATURE

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

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



FAMILIAL AND GEOGRAPHIC DIVISIONS

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

The Calaquendi (Q. "Light Elves") travelled to the Undying Lands and witnessed the radiance of Aman, and the light of the Two Trees. Their kindred includes all descendants, for the light permeated the very being of the Firstborn and left with them an internal brilliance which they carried with them forever. Sometimes, a visible aura shone about a Light Elf.

The Moriquendi (Q. "Dark Elves") never made the journey to Aman, or stopped along the way, failing to achieve their destination. Of the Dark Elves, the Sindar ("Grey Ones") started toward the Undying Lands and travelled as far as the western shores of Middle-earth before halting. They lived in Doriath under King Thingol (Elwë) and the Maia Melian. Thus they achieved greater wisdom and understanding than most Moriquendi, yet did not personally witness the Light as did the Calaquendi. Their essence was neither dark nor light; they were the Elves of Twilight.

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

LANGUAGE

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

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

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

Much later the Sinda Bard Daeron invented the runes called the Certhas Daeron ("Cirth" or "Letters" of Daeron).

These were much more angular and suited to stonework. The Dwarves of Moria particularly loved this writing style and adopted it as their own.



Elven Maids Attending Their Lady

RELIGION

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

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

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

PHYSICAL CHARACTERISTICS

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

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

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

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

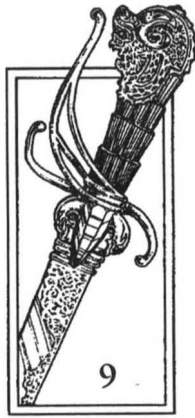
Elves did not need sleep to rest their bodies as did Men and Dwarves; instead, for a few hours each night, they entered a sort of trance, a waking dream during which they meditated upon the beauty of Eä or in which they recalled happy times earlier in their long lives. Gimli the Dwarf made this observation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

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

Perhaps most remarkable was the fact that Elves did not age or grow old, and their bodies were immune to all disease and infection. They were virtually immortal, unless slain in battle. Should an Elf be killed, his soul was transported to the Halls of Mandos in Valinor where, after a period of waiting, his body was reincarnated and he was free to live in the Undying Lands—though forbidden to return to Middle-earth until the end of the world.

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

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



2.1.3 THE ELVEN KINDREDS

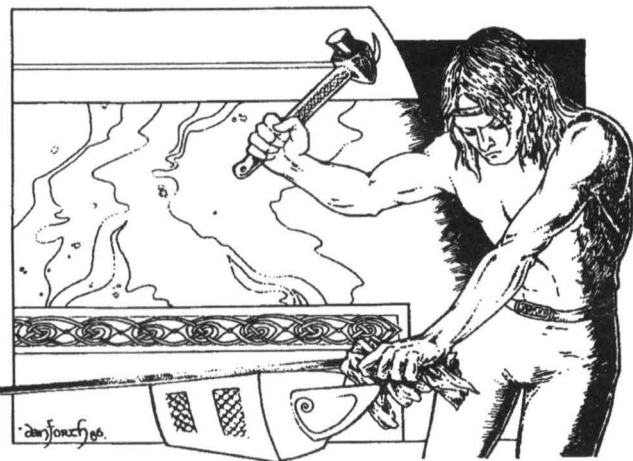
THE VANYAR

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

THE NOLDOR

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

The Noldor were a noble and courageous race, who behaved with dignity and heroism, even under their Doom. Most of this kindred were of substantial build. Some of the greatest warriors of the First Age were Noldo lords, some of whom were able to hold their own in single combat with a Valarauko (Balrog), a great demon of Morgoth. Fingolfin, son of Finwë and Indis, was accounted the greatest warrior in all of Endor, surpassing all the other Elves and Men.



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

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

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

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

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

THE TELERI

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

THE SINDAR AND NANDOR

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

THE AVAR MORIQUENDI

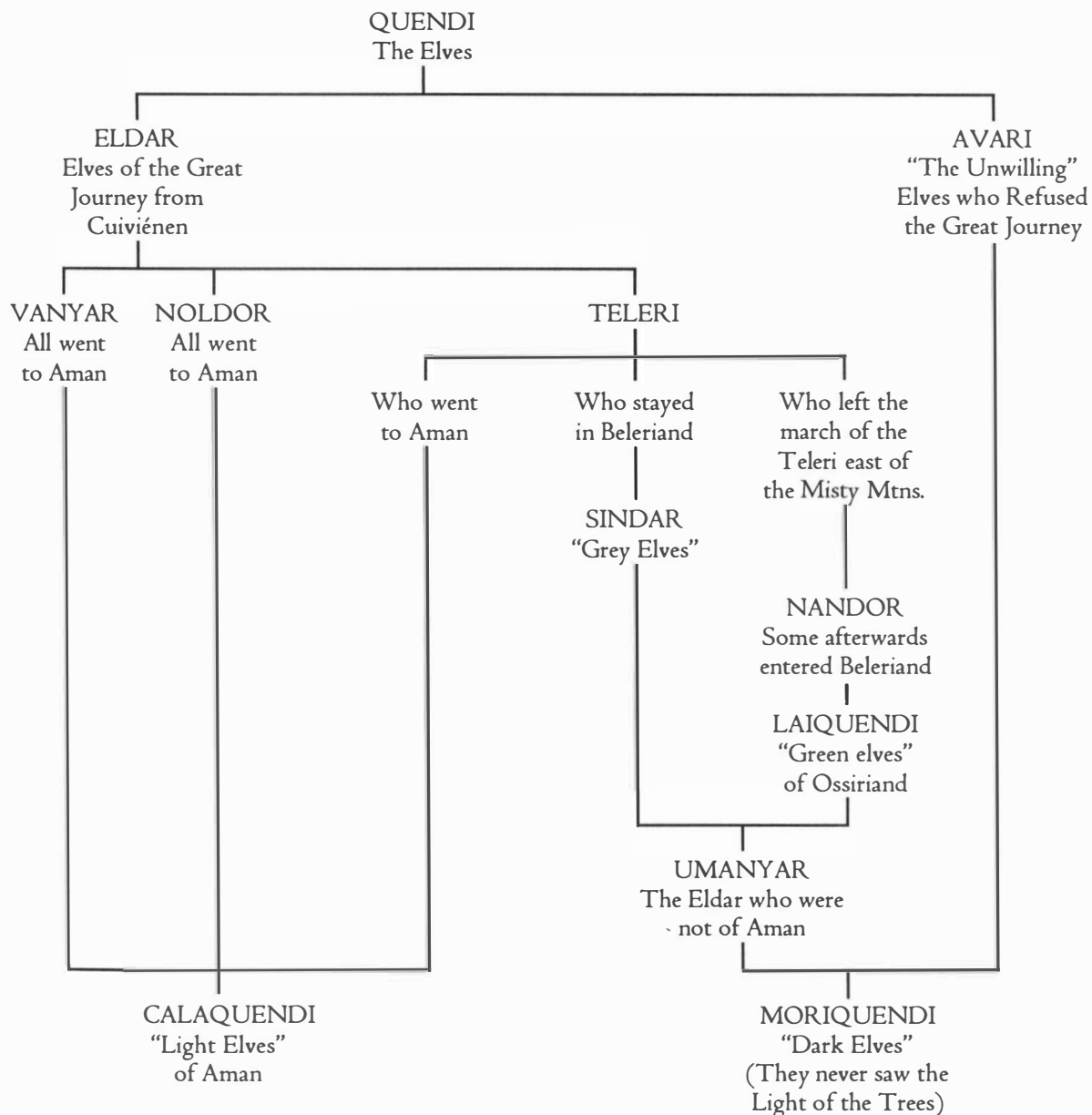
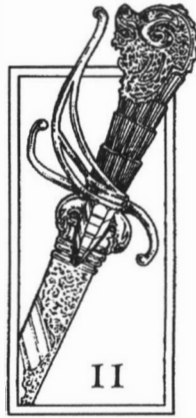
These were the Silvan Elves, most rustic of the Kindreds, and most numerous. They were similar in appearance to the Sinda groups, but slightly lesser in stature, with darker hair (generally chestnut to dark brown) and eyes. Spread throughout Middle-earth, they spoke their own tongues, amongst themselves,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

CLASSIFICATION OF ELVEN GROUPS

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

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

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





AEGNOR (I)

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

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

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

AEGNOR (I)

Lvl: 90.

Race: Noldo.

Home: Slopes of Dorthonion.

Names: (S. "Fell-fire"; Q. Aikanáro).

AEGNOR IN MERP

Hits: 225 **Melee OB:** 380 **Missile OB:** 350
AT: PI (150).

MERP Profession: Warrior.

MERP Stats: AG 104, CO 102, IG 100, IT 94,
PR 100, ST 103.

MERP Skills: Acrobatics 60, Acting 80, Administration (Influence) 50, Ambush 20, Athletic Games (Athletic) 60, Climbing 120, First Aid 32, Fletching (Craft) 46, Foraging 67, Gambling 45, Leadership (Influence) 82, Music (Artistic) 77, Navigation (Lore) 84, Perception 121, Public-speaking (Influence) 91, Riding 67, Sailing (Athletic) 42, Seduction (Influence) 85, Signaling 31, Singing (Influence) 86, Skiing (Athletic) 34, Stalk/Hide 112, Star-gazing (Sky-Watching) 60, Strategy/Tactics (Lore) 68, Swimming 81, Tracking 87, Weather-watching (Sky-Watching) 64.

MERP Spells: 270 PP (x6 PP multiplier). Knows all Open Essence lists to 10th lvl.

AEGNOR IN ROLEMASTER

Hits: 225 **Melee OB:** 380 **Missile OB:** 350
AT: 20 (150).

RM Profession: Fighter.

RM Stats: Co 102, SD 90, Ag 104, Me 91, Re 100,
St 103, Qu 104, Pr 100, In 94, Em 96.

RM Skills: Acrobatics 60, Acting 80, Administration 50, Adrenal Defense 30, Adrenal Moves 80, Ambush 20, Athletic Games 60, Climbing 120, First Aid 32, Fletching 46, Foraging 67, Frenzy 81, Gambling 45, Leadership 82, Linguistics 15*, Music 77, Navigation 84, Perception 121, Public-speaking 91, Riding 67, Sailing 42, Seduction 85, Signaling 31, Singing 86, Skiing 34, Stalking & Hiding 112, Star-gazing 60, Strategy/Tactics 68, Subduing 112, Swimming 81, Tracking 87, Weather-watching 64.

RM Spells: 270 PP (x6 PP multiplier). Knows all Open Mentalist lists to 30th lvl.

Appearance: 91.

AEGNOR IN LOR

LoR Profession: Warrior.

LoR Stats: Strength 8, Agility 8, Intelligence 5, Movement 5, Defense 7, Melee OB 13, Missile OB 13, General 5, Subterfuge 8, Perception 8, Magical 3, Endurance 230.

LoR Spells: Camouflage, Concentration, Clairvoyance, Calm.

LoR Experience Points: 50,700.

AEGNOR'S PRINCIPAL ITEMS

High Elven Sword (Terecris)—(S. "Troll-cleaver") A galvorn broadsword, it strikes as two-handed sword which delivers twice the normal concussion hits. It uses the broadsword's fumble range, and is a Holy Sword which yields an Impact critical in addition to any other critical strike result.

MERP: +50 OB; bearer receives a constant *Haste* or *Light V* spell for up to 10 minutes (60 rnds) a day.

RM: +50 OB; bearer receives a constant *Haste* or *Alkar* (lvl 30, Light's Way list) spell for up to 10 minutes (60 rnds) a day.

AEGNOR'S LESSER ITEMS OF NOTE

Helmet.

MERP: PPx6 multiplier; wearer may still cast spells; negates 50% head crits (roll of 01-50).

RM: PPx6 multiplier; wearer has no penalty for casting Mentalist spells; negates 50% head crits (roll of 01-50).

Full shield.

MERP/RM: +40 DB.

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

A NOTE REGARDING THE ELVEN CHARACTER DESCRIPTIONS

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

AEGNOR (II)*

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

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

AEGNOR (II)

Lvl: 30.

Race: Noldo.

Home: Beleriand; Ost-in-Edhil.

Names: (S. "Fell-fire"); Lord Smith of Mírdathrond.

AEGNOR (II) IN MERP

Hits: 175 Melee OB: 200 Missile OB: 160

AT: Ch (90).

MERP Profession: Mage.

MERP Stats: ST 101, AG 99, CO 100, IG 97, IT 72, PR 99.

MERP Skills: Acting 45, Administration (Influence) 50, Appraisal 65, Architecture (Lore) 110, Chemistry (Lore) 60, Climbing 60, Crafting (Craft) 116, Diplomacy (Influence) 38, Directed Spells 50, Disarm Trap 30, Falsification (Craft) 40, First Aid 21, Fletching (Craft) 58, Leadership (Influence) 24, Leather-working (Craft) 67, Mathematics (Lore) 81, Music (Artistic) (Artistic) 40, Perception 90, Pick Lock 50, Riding 40, Rope Mastery 42, Read Runes 60, Seduction (Influence) 40, Singing (Influence) 71, Smithing (Craft) 100, Stalk/Hide 90, Use Item 80, Stone-carving (Craft) 64, Swimming 60, Wood-carving (Craft). 86.

MERP Spells: 180 PP (+3 spell adder, x3 PP multiplier). Knows all Essence lists to 10th level.

AEGNOR (II) IN ROLEMASTER

Hits: 175 Melee OB: 200 Missile OB: 160

AT: 20 (90).

RM Profession: Alchemist (Fighter).

RM Stats: St 101, Qu 98, Em 97, In 72, Pr 99, Ag 99, Co 100, Me 87, Re 84, SD 67.

RM Skills: Acting 45, Administration 50, Appraisal 65, Architecture 110, Chemistry 60, Climbing 60, Crafting 116, Diplomacy 38, Directed Spells 50, Disarm Trap 30, Falsification 40, First Aid 21, Fletching 58, Leadership 24, Leather-working 67, Linguistics 12*, Mathematics 81, Music 40, Perception 90, Pick Lock 50, Riding 40, Rope Mastery 42, Runes 60, Seduction 40, Singing 71, Smithing 100, Spell-mastery 35, Stalk/Hide 90, Staves & Wands 80, Stone-carving 64, Swimming 60, Wood-carving. 86.

RM Spells: 180 PP (+3spell adder, x3 PP multiplier).

Knows all Base Alchemist lists to 30th level, also Mentalist Solid, Liquid, Gas Manipulation lists to 20th level, Magician Base Fire Law list to 20th.

Appearance: 96.

AEGNOR (II) IN LoR

LoR Profession: Bard.

LoR Stats: Strength 6, Agility 4, Intelligence 4, Movement 3, Defense 4, Melee OB 11, Missile OB 10, General 4, Subterfuge 7, Perception 7, Magical 3, Endurance 144.

LoR Spells: Fire Bolt, Protection from Magic, Luck, Speed.

LoR Experience Points: 30,600.

AEGNOR'S PRINCIPAL ITEMS

Broadsword (Morgurth)—(S. "Black Death"), a galvorn broadsword, it cannot be fumbled, and, should Aegnor's opponent try to parry, there is a 50% chance the foe's weapon is cut in half (magical items may receive a bonus).

MERP/RM: +40 OB.

Bracelets—Of amber laen. They can be used simultaneously, and both must be worn for either to work. They confer complete protection from all heat, electricity, and cold to the hands and lower arms.

MERP/RM: Left, +3 spell adder; right, PPx3.

AEGNOR'S LESSER ITEMS OF NOTE

Armor—Mithril chain; protects as plate. +20 DB.

Longbow—+30 OB.

Forging Tools—Complete set; doubles speed of work.

Collar—MERP: Continuous *Resist Heat* and *Resist Cold*.

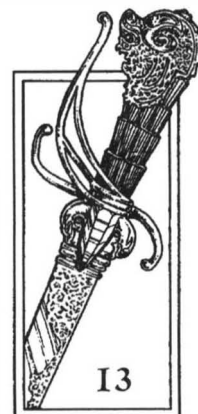
RM: Continuous *Fire Armor* and *Ice Armor*.

Ring—Gold with blue diamond,

MERP: casts *Unseen* 3x/day.

RM: casts *Invisibility True* 3x/day.

See ICE's *Lorien* 23,33, 56.





ALDAN*

Master of the Craftsmen's Glade in Lórien, Aldan is a superb wood-worker. His slender fingers are never guided poorly by his rock-steady hands. Whether in conflict with an armed foe or a block of rough-hewn wood, Aldan measures each cut of the blade he holds—be it his favored long knife or his treasured carving tools—with the utmost confidence and precision.

Long years gathering wood out of doors have bleached the fair Elf's hair to a hue resembling pale sunlight and imparted ruddiness to his complexion. He is large for a Sinda, 6'9" and 240 pounds, and well-muscled. His duties as Master of his chosen glade keep him close to CarasGaladhon more continuously than in the days of his youth, but he takes a ramble through the farther reaches of Lórien once a moon.

ALDAN

Lvl: 18.

Race: Sinda.

Home: Lórien.

Names: Aldan (S. "Tree-wright").

ALDAN IN MERP

Hits: 125 Melee OB: 100 Missile OB: 120

AT: No (30).

MERP Profession: Warrior.

MERP Stats: ST 99, AG 99, CO 89, IG 73, IT 51, PR 95.

MERP Skills: Climb 60, Pick Locks 45, Perception 50, Rope-mastery 40, Fletching (Craft) 35, Leather-working (Craft) 60, Riding 95, Wood-carving (Craft) 100.

MERP Spells: None.

ALDAN IN ROLEMASTER

Hits: 125 Melee OB: 100 Missile OB: 120

AT: I (30).

RM Profession: Fighter.

RM Stats: St 99, Qu 98, Em 76, In 45, Pr 95, Ag 100, Co 89, Me 56, Re 70, SD 78.

RM Skills: Climb 60, Pick Locks 45, Perception 50, Rope Mastery 40, Fletching 35, Leather-working 60, Riding 95, Wood-carving 100.

RM Spells: None.

Appearance: 98.

ALDAN IN LoR

LoR Profession: Warrior.

LoR Stats: Strength 4, Agility 4, Intelligence 0, Movement 3, Defense 3, Melee OB 7, Missile OB 8, General 5, Subterfuge 2, Perception 5, Magical 0, Endurance 81.

LoR Spells: None.

LoR Experience Points: 16,500.

ALDAN'S PRINCIPAL ITEMS

Long Knife—The intricately carved mithril blade never loses its razor-sharp edge. Aldan uses it to prune living trees and, when pressed, defend himself and his charges.

MERP/RM: +20 OB.

Longbow—Arrows shot from this fine bow fly truer than those flung from others.

MERP/RM: +15 Missile OB.

Wood-carving Tools—These wonderful tools permit a master wood-carver like Aldan to work his art more easily than ever.

MERP/RM: +20 to Wood-carving maneuvers.

See ICE's Lórien 57.

AMARIË

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

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

AMARIË

Lvl: 105.

Race: Vanya.

Home: Aman (the Undying Lands).

AMARIË IN MERP

Hits: 200 Melee OB: 150 Missile OB: 160

AT: RL (150).

MERP Profession: Animist.

MERP Stats: AG 100, CO 97, IG 102, IT 104, PR 105, ST 94.

MERP Skills: Athletic Games (Athletic) 91, Climbing 81, Crafting (Craft) 81, Dance (Athletic) 127, Diplomacy (Influence) 87, Directed Spells 88, Diving (Athletic) 52, First Aid 132, Meditation 112, Music (Artistic) 120, Perception 127, Riding 91, Read Runes 127, Seduction (Influence) 90, Singing (Influence) 115, Skiing (Athletic) 80, Stargazing (Sky-Watching) 75, Use Item 132, Swimming 91, Weather-watching (Sky-Watching) 70.

MERP Spells: 525 PP (x10 PP multiplier). Knows all Channeling lists to 10th lvl.

AMARIË IN ROLEMASTER

Hits: 200 Melee OB: 150 Missile OB: 160

AT: 12 (150).

RM Profession: Cleric (Healer, Astrologer).

RM Stats: Co 97, SD 100, Ag 100, Me 103, Re 101, St 94, Qu 99, Pr 105, In 104, Em 104.

RM Skills: Athletic Games 91, Channeling 102, Climbing 81, Crafting 81, Dance 127, Diplomacy 87, Directed Spells 88, Diving 52, First Aid 132, Linguistics 3*, Meditation 112, Music 120, Perception 127, Riding 91, Runes 127, Seduction 90, Singing 115, Skiing 80, Spell-mastery 88, Stargazing 75, Staves & Wands 132, Swimming 91, Weather-watching 70.

RM Spells: 525 PP (x10 PP multiplier). Knows all base Astrologer, Healer, and Cleric lists to 50th lvl. Knows Mentalism Cloaking, Damage Resistance, and Self-Healing to 50th lvl.

Appearance: 108.

AMARIË IN LoR

LoR Profession: Bard.

LoR Stats: Strength 9, Agility 8, Intelligence 9, Movement 5, Defense 4, Melee OB 12, Missile OB 13, General 4, Subterfuge 7, Perception 7, Magical 7, Endurance 257.

LoR Spells: Charm Animals, Calm, Fire Bolt, Sustenance, Balance, Speed.

LoR Experience Points: 50,400.

AMARIË'S PRINCIPAL ITEMS

Staff (Camestë)—(S. "Estë's Hand") Eliminates recovery time for all healing, lifegiving, and restoration spells. A PPx10 multiplier suited to all realms and professions.

MERP: It provides bearer with continuous *Bladeturn V*, *Deflections*, and *Protection III* spells.

RM: It provides bearer with continuous *Protection True*, *Bladeturn V*, and *Deflect V* spells.

Robes of Light—Negate 50% of criticals to the body (roll 01-50).

MERP: Protect as RL with +60 DB, and provide a constant *Aura of Flame* spell.

RM: Protect as AT 12 with +60 DB, and provide a constant *Alkar* spell.

AMARIË'S LESSER ITEMS OF NOTE

Dagger—10x normal throwing range.

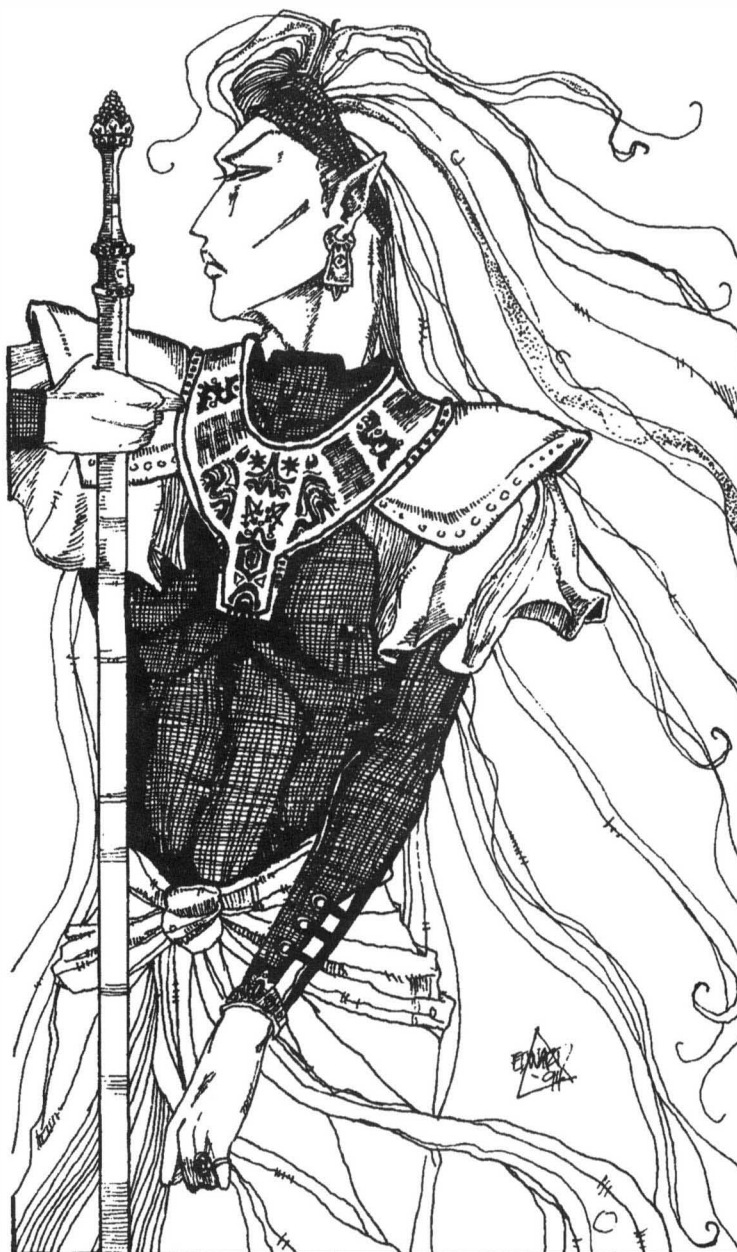
MERP: +50 OB.

RM: +50 OB, and enables wielder to cast *Absolution Pure* spell when it delivers a critical strike.

Ring.

MERP: Enables wielder to cast up to 300 PP/day of spells from Animist lists.

RM: Enables wielder to cast up to 300 PP/day of spells from Healer lists.



Headband—Protects as full helm, negates 50% of head crits (roll 01-50).

Amarië

MERP: Enables wearer to cast *Intuitions V* spell 3x/day.

RM: Enables wearer to cast *Commune True* spell 3x/day.

Read Sil 130.



AMDÍR

Amdír was the King of Lórien from S.A. 1780 to S.A. 3441. He received the throne from Celeborn, who abdicated it to the Sinda lord. Amdír ruled a peaceful land until the end of the Second Age.

With the downfall of Númenor and the sudden return of Sauron to Middle-earth, Gil-galad summoned Amdír to fight in the Last Alliance of Men and Elves. Lórien's lord was slain in the Battle of Dagorlad along with most of his warriors. His son Amroth assumed the throne at the beginning of the Third Age.

Amdír was tall and slender—6'7" and 200 pounds. With his fair hair, strong features, and pale gray eyes, he was the essence of a Sinda noble.

AMDÍR

Lvl: 35.

Race: Sinda.

Home: Lórien.

Names: Malgalad (S. "Radiant Gold").

AMDÍR IN MERP

Hits: 160 Melee OB: 180 Missile OB: 140

AT: PI (80).

MERP Profession: Warrior.

MERP Stats: ST 100, AG 100, CO 100, IG 91, IT 83, PR 96.

Amdír



MERP Skills: Climb 76, Swim 80, Stalk/Hide 60, Perception 50, Ambush 2, Acrobatics 60, Acting 30, Music (Artistic) 60, Public Speaking (Influence) 78, Rope-mastery 40, Sailing (Athletic) 52, Tracking 30.

MERP Spells: None.

AMDÍR IN ROLEMASTER

Hits: 160 Melee OB: 180 Missile OB: 140

AT: 17 (80).

RM Profession: Fighter.

RM Stats: St 100, Qu 100, Em 94, In 89, Pr 101, Ag 99, Co 100, Me 77, Re 88, SD 90.

RM Skills: Climb 76, Swim 80, Stalk/Hide 60, Perception 50, Ambush 2, Acrobatics 60, Acting 30, Music 60, Public Speaking 78, Rope-mastery 40, Sailing 52, Tracking 30.

RM Spells: None.

Appearance: 104.

AMDÍR IN LoR

LoR Profession: Warrior.

LoR Stats: Strength 5, Agility 5, Intelligence 2, Movement 3, Defense 3, Melee OB 10, Missile OB 9, General 4, Subterfuge 5, Perception 5, Magical 0, Endurance 115.

LoR Spells: None.

LoR Experience Points: 25,500.

AMDÍR'S PRINCIPAL ITEMS

Sword (Cirdae)—(S. "Shadow-cleaver.") A yellow laen two-handed sword which bursts into flame upon the user's command.

MERP/RM: +30 OB. If the weapon inflicts a critical, the flames cause another Heat critical of equal severity.

Mithril Chain Mail—Incredibly light yet protective mail that offers good protection without being more cumbersome than wearing a linen shirt.

MERP/RM: AT PI/17.

Longbow—This well-made bow is rarely far from Amdír's hand.

MERP/RM: +20 Missile OB. Longbow's range is double that of a normal bow.

Bracers—Forged of mithril, the bracers fit Amdír's arms perfectly.

MERP/RM: Protect the arms like greaves, but inflict no missile penalty due to armor. They have a 50% chance of blocking any hand, wrist, or forearm critical.

Read UT 240, 243-44, 258. See ICE's Lórien 23, 57.

AMRAS

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

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

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

AMRAS

Lvl: 70.

Race: Noldo.

Home: East Beleriand.

AMRAS IN MERP

Hits: 215 Melee OB: 260 Missile OB: 310
AT: RL (95).

MERP Profession: Ranger.

MERP Stats: AG 104, CO 105, IG 100, IT 105,
PR 94, ST 102.

MERP Skills: Acrobatics 95, Acting 78, Ambush 22, Athletic Games (Athletic) 125, Climbing 145, Dance (Athletic) 90, Disarm Trap 83, Diving (Athletic) 80, First Aid 110, Fletching (Craft) 80, Foraging 116, Gambling 50, Leadership (Influence) 70, Martial Arts Striking 80, Martial Arts Sweeps 80, Music (Artistic) 85, Navigation (Lore) 45, Perception 145, Pick Lock 83, Riding 95, Seduction (Influence) 60, Signaling 84, Singing (Influence) 99, Skiing (Athletic) 65, Stalk/Hide 135, Star-gazing (Sky-Watching) 48, Use Item 63, Strategy/Tactics (Lore) 121, Swimming 115, Tracking 136, Weather-watching (Sky-Watching) 89.

MERP Spells: 350 PP (x7 PP multiplier). Knows all Ranger lists to 10th lvl; knows Detection Mastery, Surface Ways, Blood Ways, and Lore list to 10th lvl.

AMRAS IN ROLEMASTER

Hits: 215 Melee OB: 260 Missile OB: 310
AT: 12 (95).

RM Profession: Ranger.

RM Stats: Co 105, SD 84, Ag 104, Me 89, Re 100,
St 102, Qu 101, Pr 94, In 105, Em 99.

RM Skills: Acrobatics 95, Acting 78, Adrenal Defense 50, Adrenal Moves 100, Ambush 22, Athletic Games 125, Channeling 68, Climbing 145, Dance 90, Disarm Trap 83, Diving 80, First Aid 110, Fletching 80, Foraging 116, Frenzy 96, Gambling 50, Leadership 70, Linguistics 11*, Martial Arts Stalking 80, Martial Arts Sweeps 80, Music 85, Navigation 45, Perception 145, Pick Lock 83, Riding 95, Seduction 60, Signaling 84, Singing 99, Skiing 65, Stalk/Hide 135, Star gazing 48, Staves & Wands 63, Strategy/Tactics 121, Subduing 110, Swimming 115, Tracking 136, Weather watching 89.

RM Spells: 350 PP (x7 PP multiplier). Knows all Ranger lists to 50th lvl; knows Detection Mastery list to 25th lvl, Concussion's Ways list to 25 lvl, Blood Law list to 20th lvl, and Lore list to 20th lvl.

Appearance: 97.

AMRAS IN LOR

LoR Profession: Bard.

LoR Stats: Strength 8, Agility 8, Intelligence 6, Movement 4, Defense 4, Melee OB 12, Missile OB 12, General 4, Subterfuge 9, Perception 9, Magical 7, Endurance 183.

LoR Spells: Charm Animals, Camouflage, Balance, Speed.

LoR Experience Points: 42,600.

AMRAS' PRINCIPAL ITEMS

Long Bow (Aracu)—(S. "Noble Bow") long bow of Orc and Troll slaying. Wielder can fire 2 arrows/round with no penalty.

MERP/RM: +60 OB; fumbles only on a roll of 01; 2x normal range.

AMRAS' LESSER ITEMS OF NOTE

Medallion.

MERP: PPx7 multiplier for Ranger spells; may also cast PP+50/day from Plant Mastery list.

RM: PPx7 multiplier for Ranger spells; may also cast PP+50/day from Herb Mastery list.

Cloak.

MERP: casts *Protection III* and *Unseen* spells up to 3x/day.

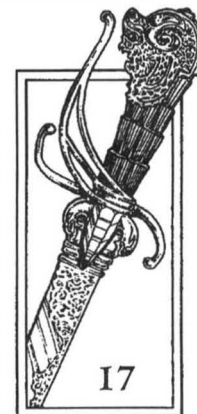
RM: casts *Alkar* and *No Sense* spells up to 3x/day.

Boots.

MERP: +40 moving maneuver bonus and permit wearer to cast spells from Lofty Bridge list (up to 10th level) 10x/day.

RM: +40 moving maneuver bonus and permit wearer to cast spells from Lofty Movement list (up to 10th level) 10x/day.

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





AMROD

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

AMROD

Lvl: 70.

Race: Noldo.

Home: East Beleriand.

AMROD IN MERP

Hits: 215 Melee OB: 260 Missile OB: 310

AT: RL (95).

MERP Profession: Ranger.

MERP Stats: AG 104, CO 105, IG 100, IT 105, PR 94, ST 102.

MERP Skills: Acrobatics 85, Acting 83, Ambush 30, Athletic Games (Athletic) 115, Caving 55, Climbing 135, Contortions 78, Disarm Trap 93, First Aid 100, Fletching (Craft) 90, Foraging 111, Gambling 62, Leadership (Influence) 73, Martial Arts Striking 90, Martial Arts Sweeps 70, Music (Artistic) 95, Navigation (Lore) 39, Perception 145, Pick Lock 93, Riding 105, Seduction (Influence) 60, Signaling 71, Singing (Influence) 86, Skiing (Athletic) 90, Stalk/Hide 145, Star gazing (Sky Watching) 60, Use Item 73, Strategy/Tactics (Lore) 111, Swimming 105, Tracking 134, Weather watching (Sky Watching) 85.

MERP Spells: 350 PP (x7 PP multiplier). Knows all Ranger lists to 10th lvl; knows Detection Mastery, Surface Ways, Blood Ways, and Lore list to 10th lvl.

AMROD IN ROLEMASTER

Hits: 215 Melee OB: 260 Missile OB: 310

AT: 12 (95).

RM Profession: Ranger.

RM Stats: Co 105, SD 84, Ag 104, Me 89, Re 100, St 102, Qu 101, Pr 94, In 105, Em 99.

RM Skills: Acrobatics 95, Acting 78, Adrenal Defense 50, Adrenal Moves 100, Ambush 22, Athletic Games 125, Channeling 68, Climbing 145, Dance 90, Disarm Trap 83, Diving 80, First Aid 110, Fletching 80, Foraging 116, Frenzy 96, Gambling 50, Leadership 70, Linguistics 11*, Martial Arts Stalking 80, Martial Arts Sweeps 80, Music 85, Navigation 45, Perception 145, Pick Lock 83, Riding 95, Seduction 60, Signaling 84, Singing 99, Skiing 65, Stalk/Hide 135, Star gazing 48, Staves & Wands 63, Strategy/Tactics 121, Subduing 110, Swimming 115, Tracking 136, Weather watching 89.

RM Spells: 350 PP (x7 PP multiplier). Knows all Ranger lists to 50th lvl; knows Detection Mastery list to 25th lvl, Concussion's Ways list to 25 lvl, Blood Law list to 20th lvl, and Lore list to 20th lvl.

Appearance: 97.

AMROD IN LoR

LoR Profession: Bard.

LoR Stats: Strength 8, Agility 8, Intelligence 6, Movement 4, Defense 5, Melee OB 12, Missile OB 11, General 5, Subterfuge 9, Perception 9, Magical 3, Endurance 182.

LoR Spells: Camouflage, Shield, Strength, Speed.

LoR Experience Points: 40,500.

AMROD'S PRINCIPAL ITEMS

Long Bow (Aracu)—(S. "Noble Bow") long bow of Orc and Troll slaying. Wielder can fire 2 arrows/round with no penalty.

MERP/RM: +60 OB; fumbles only on a roll of 01; 2x normal range.

AMROD'S LESSER ITEMS OF NOTE

Medallion.

MERP: PPx7 multiplier for Ranger spells; may also cast PP+50/day from Plant Mastery list.

RM: PPx7 multiplier for Ranger spells; may also cast PP+50/day from Herb Mastery list.

Cloak.

MERP: casts *Protection III* and *Unseen* spells up to 3x/day.

RM: casts *Alkar* and *No Sense* spells up to 3x/day.

Boots.

MERP: +40 moving maneuver bonus and permit wearer to cast spells from Lofty Bridge list (up to 10th level) 10x/day.

RM: +40 moving maneuver bonus and permit wearer to cast spells from Lofty Movement list (up to 10th level) 10x/day.

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

AMROTH

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

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

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

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

AMROTH

Lvl: 35.

Race: Sinda.

Home: Dol Amroth, Lórien on Cerin Amroth.

AMROTH IN MERP

Hits: 155 Melee OB: 190 Missile OB: 130

AT: Ch(100).

MERP Profession: Warrior.

MERP Stats: AG 101, CO 102, IG 90, IT 94, PR 97, ST 101.

MERP Skills: Acrobatics 40, Administration (Influence) 65, Ambush 3, Architecture (Lore) 101, Athletic Games (Athletic) 65, Climbing 35, Dance (Athletic) 45, Directed Spells 50, Leadership (Influence) 95, Meditation 45, Music (Artistic) 39, Perception 65, Public speaking (Influence) 60, Seduction (Influence) 84, Singing (Influence) 85, Star gazing (Sky Watching) 43, Swimming 50, Weather watching (Sky Watching) 28.

MERP Spells: 35 PP (x5 PP multiplier). Knows Earth Law list to 10th lvl and Nature's Ways list to 10th lvl.

AMROTH IN ROLEMASTER

Hits: 155 Melee OB: 190 Missile OB: 130

AT: 17 (100).

RM Profession: Fighter.

RM Stats: Co 102, SD 84, Ag 100, Me 99, Re 87, St 101, Qu 101, Pr 97, In 94, Em 93.

RM Skills: Acrobatics 40, Administration 65, Ambush 3, Architecture 101, Athletic Games 65, Climbing 35, Dance 45, Directed Spells 50, Leadership 95, Linguistics 15*, Meditation 45, Music 39, Perception 65, Public speaking 60, Seduction 84, Singing 85, Star gazing 43, Swimming 50, Weather watching 28.

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

Appearance: 91.

AMROTH IN LoR

LoR Profession: Bard.

LoR Stats: Strength 7, Agility 7, Intelligence 4, Movement 4, Defense 4 Melee OB 11, Missile OB 9, General 2, Subterfuge 7 Perception 7, Magical 2, Endurance 110.

LoR Spells: Charm Animals, Camouflage.

LoR Experience Points: 29,400.

AMROTH'S LESSER ITEMS OF NOTE

Drawing Table—Crystal.

MERP/RM: Provides +50 bonus when drawing or designing.

Trowel—Intelligent, mithril.

MERP/RM: Permits use of Earth Law list (RM: up to 20th lvl; MERP: up to 10th lvl).

Armband.

MERP/RM: Permits use of Nature's Ways list to 10th lvl.

Ring.

MERP/RM: x5 PP multiplier.

Broadsword—Holy.

MERP/RM: +30 OB.

Full Shield.

MERP/RM: +30 DB; enables wielder to cast up 60 PP/day worth of spells from Light's Way list (RM: to 30th lvl; MERP: to 10th lvl).

Long Bow.

MERP/RM: +30 OB.

Plate Armor—Reduces armor maneuver penalties by 25.

MERP/RM: +30 DB; AT Pl/20.

Lute.

MERP/RM: Provides +25 bonuse for all seduction attempts accompanied by song.

Read *LotRI* 441 42, 454; *LotRIII* 181, 506.

See *ICE's Lórien* 25, 57.





ANGROD

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

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

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

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

ANGROD

Lvl: 95.

Race: Noldo.

Home: Dorthonion.

Names: (S. "Iron Champion"; Q. "Angaráto").

ANGROD IN MERP

Hits: 235 Melee OB: 395 Missile OB: 360

AT: Ch(130).

MERP Profession: Warrior.

MERP Stats: AG 104, CO 103, IG 101, IT 90, PR 96, ST 105.

MERP Skills: Acrobatics 112, Acting 87, Ambush 30, Athletic Games (Athletic) 85, Climbing 157, Dance (Athletic) 55, Diplomacy (Influence) 48, Directed Spells 45, Disarm Trap 80, Diving (Athletic) 57, Fletching (Craft) 48, Foraging 130, Gambling 24, Leadership (Influence) 91, Martial Arts Striking 80, Martial Arts Sweeps 80, Music (Artistic) 112, Navigation (Lore) 105, Perception 130, Pick Lock 96, Public speaking (Influence) 95, Riding 92, Seduction (Influence) 77, Singing (Influence) 82, Stalk/Hide 132, Star gazing (Sky Watching) 30, Strategy/Tactics (Lore) 130, Swimming 107, Tracking 110.

MERP Spells: 195 PP (x6 PP multiplier). Knows all Open Essence lists to 10th lvl.

ANGROD IN ROLEMASTER

Hits: 235 Melee OB: 395 Missile OB: 360

AT: 15(130).

RM Profession: Fighter.

RM Stats: Co 103, SD 94, Ag 104, Me 99, Re 100, St 105, Qu 103, Pr 101, In 90, Em 90.

RM Skills: Acrobatics 112, Acting 87, Adrenal Defense 60, Adrenal Moves 100, Ambush 30, Athletic Games 85, Climbing 157, Dance 55, Diplomacy 48, Directed Spells 45, Disarm Trap 80, Diving 57, Fletching 48, Foraging 130, Frenzy 117, Gambling 24, Leadership 91, Linguistics 18*, Martial Arts Stalking 80, Martial Arts Sweeps 80, Music 112, Navigation 105, Perception 130, Pick Lock 96, Public-speaking 95, Riding 92, Seduction 77, Singing 82, Stalk/Hide 132, Star-gazing 30, Strategy/Tactics 130, Subduing 125, Swimming 107, Tracking 110.

RM Spells: 285 PP (x6 PP multiplier). Knows all Open Mentalist lists to 30th lvl.

Appearance: 90.

ANGROD IN LoR

LoR Profession: Bard.

LoR Stats: Strength 8, Agility 8, Intelligence 4, Movement 5, Defense 5, Melee OB 14, Missile OB 13, General 5, Subterfuge 9, Perception 9, Magical 10, Endurance 212.

LoR Spells: None.

LoR Experience Points: 45,000.

ANGROD'S PRINCIPAL ITEM

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

MERP/RM: + 50 OB.

ANGROD'S LESSER ITEMS OF NOTE

Helmet—Negates 50% head crits (roll 01-50).

MERP: PPx6 multiplier; wearer may still cast spells.

RM: PPx6 multiplier; wearer may cast Mentalist spells with no penalty.

Armor.

MERP: AT Ch (+50 DB) and provides continuous *Alkar* spell upon concentration.

RM: AT 15 (+50 DB) and provides continuous *Light V* spell upon concentration.

Long Bow—Permits 2 attacks/round without penalty.

MERP/RM: +50 OB.

Read *Sil* 61, 84, 111-112, 120, 128-29, 150, 151, 305-6, 356.

ANNAEL

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

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

ANNAEL

Lvl: 50.

Race: Sinda.

Home: Mithrim.

ANNAEL IN MERP

Hits: 155 Melee OB: 225 Missile OB: 250

AT: RL(175).

MERP Profession: Bard.

MERP Stats: AG 99, CO 94, IG 103, IT 94, PR 74, ST 99.

MERP Skills: Acrobatics 92, Acting 43, Ambush 24, Athletic Games (Athletic) 60, Caving 75, Climbing 96, Contortions 65, Cookery 75, Directed Spells 40, Disarm Trap 81, First Aid 96, Fletching (Craft) 45, Foraging 120, Leadership (Influence) 86, Martial Arts Striking 65, Martial Arts Sweeps 75, Meditation 80, Music (Artistic) 73, Perception 97, Pick Lock 80, Singing (Influence) 55, Stalk/Hide 110, Swimming 76, Tracking 60, Weather-watching (Sky-Watching) 92.

MERP Spells: 200 PP (x5 PP multiplier). Knows all Open Essence and Bard base lists to 10th level.

ANNAEL IN ROLEMASTER

Hits: 155 Melee OB: 225 Missile OB: 250

AT: 12 (175).

RM Profession: Monk.

RM Stats: Co 94, SD 103, Ag 99, Me 89, Re 97, St 99, Qu 102, Pr 74, In 94, Em 103.

RM Skills: Acrobatics 92, Acting 43, Adrenal Defense 50, Adrenal Moves 85, Ambush 24, Athletic Games 60, Caving 75, Climbing 96, Contortions 65, Cookery 75, Directed Spells 40, Disarm Trap 81, First Aid 96, Fletching 45, Foraging 120, Leadership 86, Linguistics 15*, Martial Arts Stalking 65, Martial Arts Sweeps 75, Meditation 80, Music 73, Perception 97, Pick Lock 80, Singing 55, Stalk/Hide 110, Swimming 76, Tracking 60, Weather-watching 92.

RM Spells: 200 PP (x5 PP multiplier). Knows all Monk base lists to 30th lvl. Knows Essence Hand, Unbarring Ways, Essence's Perceptions, Physical Enhancement, Lesser Illusions, Detecting Ways, and Elemental Shields lists to 10th lvl.

Appearance: 78.

ANNAEL IN LoR

LoR Profession: Bard.

LoR Stats: Strength 5, Agility 6, Intelligence 6, Movement 4, Defense 4, Melee OB 11, Missile OB 12, General 3, Subterfuge 8, Perception 7, Magical 3, Endurance 145.

LoR Spells: Healing, Luck, Shield, Balance, Speed, Calm.

LoR Experience Points: 20,100

ANNAEL'S PRINCIPAL ITEM

Monk's Tunic—Enchanted tunic provides wearer the ability to change his skin and clothing color to suit surroundings.

MERP/RM: serves as AT RL/12 (+40 DB) and gives a +50 bonus for stalking and hiding maneuvers.

ANNAEL'S LESSER ITEMS OF NOTE

Bracers.

MERP/RM: +40 OB to Martial Arts attacks, maneuvers, spell attack RRs.

Kynac—Can be thrown 500' with no OB penalty (it returns to thrower's hand following round).

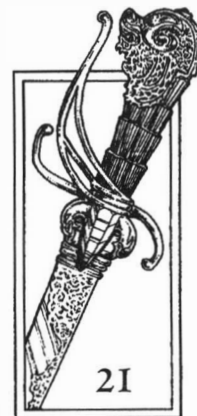
MERP/RM: +25 OB, strikes as +40 OB rapier.

Headband—Protects as a full helm and negates 10% of head critical (roll 10-10).

MERP: Essence PPx5 multiplier; belt provides wearer with use of *Landing* spell 10x/day.

RM: Essence PPx5 multiplier; belt provides wearer with use of *Landing True* spell 5x/day.

Read Sil 238.





ARANWĒ

The father of Voronwë and a friend of Tuor, Aranwë was a devoted servant of the Vala Ulmo. He was a skilled mage, who was well-studied in the Laws of Water.

ARANWĒ

Lvl: 40.

Race: Noldo.

Home: Gondolin.

ARANWĒ IN MERP

Hits: 100 **Melee OB:** 120 **Missile OB:** 50

AT: No (55).

MERP Profession: Mage.

MERP Stats: AG 89, CO 74, IG 104, IT 102, PR 84, ST 59.

MERP Skills: Acting 45, Climbing 76, Directed Spells 95, Mathematics (Lore) 84, Meditation 96, Music (Artistic) 70, Perception 95, Riding 95, Read Runes 95, Signaling 50, Singing (Influence) 60, Star-gazing (Sky-Watching) 67, Use Item 101, Swimming 85, Weather-watching (Sky-Watching) 81.

MERP Spells: 200 PP (+7 spell adder). Knows all Mage base lists and all Open and Closed Essence lists to 10th lvl.

ARANWĒ IN ROLEMASTER

Hits: 100 **Melee OB:** 120 **Missile OB:** 50

AT: I (55).

RM Profession: Magician.

RM Stats: Co 74, SD 101, Ag 89, Me 102, Re 104, St 59, Qu 94, Pr 84, In 102, Em 104.

RM Skills: Acting 45, Climbing 76, Directed Spells 95, Linguistics 18*, Mathematics 84, Meditation 96, Music 70, Perception 95, Riding 95, Runes 95, Signaling 50, Singing 60, Spell-mastery 101, Star-gazing 67, Staves & Wands 101, Swimming 85, Weather-watching 81.

RM Spells: 200 PP (+7 spell adder). Knows Wind Law and Water Law lists to 50th lvl, all other Mage lists to 30th lvl, and all Open and Closed Essence lists to 20th lvl.

Appearance: 86.

ARANWĒ IN LOR

LoR Profession: Bard.

LoR Stats: Strength 3, Agility 4, Intelligence 6, Movement 3, Defense 3, Melee OB 8, Missile OB 5, General 5, Subterfuge 4, Perception 7, Magical 5, Endurance 110.

LoR Spells: Protection from Magic, Luck, Speed, Strength, Fire Bolt, Calm, Shield, Sustenance.

LoR Experience Points: 19,800.

ARANWĒ'S ITEMS OF NOTE

Belt—Weather proof.

MERP/RM: +30 DB; +30 RRs; +7 Essence spell adder.

Short sword.

MERP/RM: +45 OB.

Staff of Storms.

MERP/RM: permits wielder to cast up to 100 PP/day of spells from Water Law, Wind Law, and Light Law lists (**MERP:** up to 10th lvl; **RM:** up to 20th level).

Boots of Waterrunning.

MERP/RM: Permit wearer to run on water for 5 minutes (30 rounds) per day.

Amulets of Water Breathing.

MERP/RM: Permits wearer to breathe under water up to 1 hour/day.

Read Sil 239.

ARDANA*

A beautiful Elda woman, and former follower of Varda, Ardana left Aman with her Noldo kindred, ostensibly to recover the Silmarils. But Ardana wished only to go to Middle-earth and rule a land of her own under the stars. She did not mourn the passing of the Two Trees, for they obscured Varda's lights. It was not long before the Black Enemy's servants discovered her and twisted her mind to a dark path. When the Sun and Moon arose—clearly machinations of the Valar to blot out the stars—her allegiance to Melkor was complete. Morgoth sent her to discover a way to bring down the Lights when he himself failed. South she travelled, where she met Morthaur (q.v.). With him a plan was forged, along with a dark alliance to rival any in Middle-earth in later ages.

ARDANA

Lvl: 40.

Race: Noldo.

Home: Mumakan.

Names: (S. "Noble Taker"?); Aradana (S. "Lady of the Land"); The Lady.

ARDANA IN MERP

Hits: 100 **Melee OB:** 120 **Missile OB:** 60

AT: No (115).

MERP Profession: Mage.

MERP Stats: ST 81, AG 100, CO 96, IG 90, IT 100, PR 101.

MERP Skills: Acting 60, Administration (Influence) 45, Crafting (Craft) 72, Diplomacy (Influence) 82, Directed Spells 95, Leadership (Influence) 95, Meditation 80, Music (Artistic) 65, Perception 95, Public-speaking (Influence) 68, Read Runes 85, Seduction (Influence) 80, Singing (Influence) 65, Stalk/Hide 80, Star-gazing (Sky-Watching) 96, Use Item 85, Trickery 64, Weather-watching (Sky-Watching) 68.

MERP Spells: 960 PP (x6 PP multiplier). All Base Mage lists, Open Essence, and Open Channeling to 10th level.

ARDANA IN ROLEMASTER

Hits: 100 **Melee OB:** 120 **Missile OB:** 60
AT: 1 (115).

RM Profession: Astrologer.

RM Stats: St 81, Qu 99, Em 69, In 100, Pr 101, Ag 100, Co 96, Me 97, Re 98, SD 99.

RM Skills: Acting 60, Administration 45, Adrenal Defense 20, Channeling 70, Crafting 72, Diplomacy 82, Directed Spells 95, Leadership 95, Linguistics 14*, Meditation 80, Music 65, Perception 95, Public-speaking 68, Runes 85, Seduction 80, Singing 65, Spell-mastery 85, Stalk/Hide 80, Stargazing 96, Staves & Wands 85, Trickery 64, Weather-watching 68.

RM Spells: 960 PP (x6 PP multiplier). All Base Astrologer lists to 30th level, Channeling Weather Ways list to 30th and Barrier Law list to 10th; Mentalist Solid Manipulation, Cloaking to 30th, Liquid Manipulation, Gas Manipulation to 20th.

Appearance: 99.

ARDANA IN LoR

LoR Profession: Bard.

LoR Stats: Strength 3, Agility 6, Intelligence 2, Movement 3, Defense 3, Melee OB 8, Missile OB 5, General 3, Subterfuge 7, Perception 7, Magical 4, Endurance 156.

LoR Spells: Shield, Concentration, Clairvoyance, Sustenance, Calm, Luck.

LoR Experience Points: 28, 200.

ARDANA'S PRINCIPAL ITEMS

Sceptre—Three foot long with an ebony handle and mithril head, strikes as an unholy mace.

MERP/RM: +30 OB, casts *Darkness* 500' radius at will, fires a +20 *Shock Bolt*, 4x a day with 2x concussion hits.

Circlet—Of mithril, protects the head as a full helm.

MERP: it creates a continuous *Protection III*, acts as a x6 PP multiplier.

RM: it creates a continuous *Mirror-mind*, acts as a Astrologer x6 PP multiplier.

Enchanted Card Deck—Master Ardan Deck, containing images of all the members of the Court. Usable as communication devices. With her Master deck, Ardana can cut in (or listen in) on all other interactions (except the Male Featur's illicit use).

ARDANA'S LESSER ITEMS OF NOTE

Surcoat—Black gossamer sewn with tiny diamonds like a starfield.

MERP/RM: +60 DB

Black cloak—Casts invisibility at will.

Ring—Mithril with a black diamond.

MERP: Allows use of the Direct Channeling list to 10th level.

RM: Allows use of the Dark Channels list to 30th level.

See *ICE's Court of Ardor* 11, 16-17, etc.

Ardana





ARDARON*

Ardaron is Lord of the Suit of Orbs within the Court of Ardor in southern Middle-earth. He is slight for one of the Noldor—6'5" and 160 pounds—but his haughty demeanor more than makes up for his relative lack in stature.

Ardaron is affiliated with the element earth and wears the hooded robes of forest green donned by the lesser nobility of Orbs. Of all the myriad things born of earth, the jungles north of Angkiryra spark Ardaron's passions most fiercely. He dreams of a continent fully cloaked by rainforest far oftener than a land forever veiled in starlight (the aim of the Court of Ardor).

ARDARON

Lvl: 20.

Race: Noldo.

Home: Angkiryra, in southern Mûmakan.

Names: Ardaron (S. "Forest Lord"), Lord of Orbs (Court of Ardor).

ARDARON IN MERP

Hits: 80 Melee OB: 110 Missile OB: 50

AT: No (90)

MERP Profession: Mage.

MERP Stats: ST 78, AG 65, CO 87, IG 97, IT 98, PR 96.

MERP Skills: Climb 42, Swim 65, Perception 52, Acting 64, Administration 79, Boat Handling 79, Use Item 78, Music (Artistic) 39, Public Speaking (Influence) 76, Sky-watching 26, Trickery 54.

MERP Spells: 40PP (x4 PP multiplier). Base Spell OB is +20. Ardaron knows all Open Essence lists.

ARDARON IN ROLEMASTER

Hits: 80 Melee OB: 110 Missile OB: 50

AT: I (90).

RM Profession: Mentalist.

RM Stats: St 78, Qu 74, Em 54, In 97, Pr 99, Ag 56, Co 87, Me 99, Re 94, SD 94.

RM Skills: Climb 42, Swim 65, Perception 52, Stalk/Hide 67, Boat Handling 29, Staves & Wands 78, Perception 80, Acting 64, Administration 79, Dance 43, Music 39, Public Speaking 76, Runes 34, Star-Gazing 26, Trickery 54.

RM Spells: 40PP (x4 PP multiplier). Base Spell OB is +20. Ardaron knows all Open Mentalist lists.

Appearance: 97.

ARDARON IN LoR

LoR Profession: Bard.

LoR Stats: Strength 2, Agility 0, Intelligence 2, Movement 2, Defense 2, Melee OB 8, Missile OB 5, General 4, Subterfuge 5, Perception 5, Magical I, Endurance 84.

LoR Spells: Luck, Clairvoyance, Concentration, Calm, Charm Animal.

LoR Experience Points: 14,700.

ARDARON'S PRINCIPAL ITEMS

Crystal Orb—Attached to a mithril chain worn about the neck, this 1" orb has special magical powers. It is attuned to Ardaron and cannot be used by any other.

MERP/RM: Allows the wearer to use the *MERP* Light Law list or the *RM* Open Mentalist list Brilliance up to ten levels higher than normal. The user still expends PP at the full spell level, though. The orb is a x4 PP multiplier, too, and it can create a blurring effect around the user, giving another +30 to the user's DB.

Cloak—Changes color at will, making it easy for the user to blend into the background.

MERP/RM: +25 to any hiding maneuvers.

Short Sword—A razor-sharp blade made of mithril.

MERP/RM: +20 OB.

Ikasha—A multi-bladed throwing weapon. It strikes as a short sword, but will return safely to the user after being thrown up to 100' away.

See *ICE's Court of Ardor 24*.

ARDUIN*

Arduin is the Herald of Orbs within the Court of Ardor in southern Middle-earth. His stature is small, even for a Silvan Elf—5'10" and 140 pounds—and beside his magnificent Noldo cohorts, he seems diminutive. He is quiet and reserved, preferring to work behind the scenes. He covets a greater sphere of power and influence; specifically, he cherishes designs on Ardaron's position: Lord of Orbs.

Arduin's skills as a Seer are valued by the Ardan court, but few of the lords feel any close friendship for him. The herald spends most of his time in research and contemplation of the things he discovers. He keeps all potential rivals at a distance.

ARDUIN

Lvl: 9.

Race: Silvan Elf.

Home: Menelcarca.

Names: Arduin (S. "River Lord"), Herald of Orbs (Court of Ardor).

ARDUIN IN MERP

Hits: 50 Melee OB: 50 Missile OB: —

AT: No (70).

MERP Profession: Mage.

MERP Stats: ST 30, AG 50, CO 67, IG 101, IT 84, PR 97.

MERP Skills: Climb 42, Swim 65, Perception 52, Stalk/Hide 67, Boat Handling 29, Use Item 78, Acting 64, Administration (Influence) 79, Dance (Artistic) 43, Music (Artistic) 39, Public Speaking (Influence) 76, Read Runes 34, Sky-watching 26, Trickery 54.

MERP Spells: 27 PP (x4 PP multiplier). Base Spell OB is +9. Directed Spells OB is +14. Arduin knows all Open Essence to 10th level.

ARDUIN IN ROLEMASTER

Hits: 50 **Melee OB:** 50 **Missile OB:** —
AT: 2 (70)

RM Profession: Seer.

RM Stats: St 30, Qu 45, Em 53, In 89, Pr 101, Ag 54, Co 67, Me 78, Re 76, SD 102.

RM Skills: Climb 42, Swim 65, Perception 52, Stalk/Hide 67, Boat Handling 29, Staves & Wands 78, Acting 64, Administration 79, Dance 43, Music 39, Public Speaking 76, Runes 34, Star-Gazing 26, Trickery 54.

RM Spells: 27 PP (x4 PP multiplier). Base Spell OB is +9. Directed Spell OB is +14. Ardaron knows all Seer Base lists to 10th level.

Appearance: 90.

ARDUIN IN LoR

LoR Profession: Bard.

LoR Stats: Strength -2, Agility 0, Intelligence 0, Movement 1, Defense 1, Melee OB 5, Missile OB 0, General 5, Subterfuge 5, Perception 5, Magical 0, Endurance 44.

LoR Spells: Clairvoyance, Luck, Concentration.

LoR Experience Points: 7,500.

ARDUIN'S PRINCIPAL ITEMS

Crystal Orb—Attached to a mithril chain worn about the neck, the 1" orb has special magical powers. It is attuned to Arduin and cannot be used by any other.

MERP/RM: Allows the wearer to use the *MERP* Light Law list or the *RM* Open Mentalist list Brilliance up to ten levels higher than normal. The user still expends PP at the full spell level, though. The orb is a x4 PP multiplier, too, and it can create a blurring effect around the user, giving another +30 to the user's DB.

Cloak—Changes color at will, making it easy for the user to blend into the background.

MERP/RM: +25 to any hiding maneuvers.

Short Sword—Razor-sharp blade made of mithril.

MERP/RM: +20 OB.

Ikasha—A multi-bladed throwing weapon. It strikes as a short sword, but will return safely to the user after being thrown up to 100' away.

See *ICE's Court of Ardor* 24.

ARDÚVAL*

Charming and yet somewhat reclusive, Ardúval was solitary master of the lofty Ardan observatory Menelcarca (S. "Fang of the Heavens"). He served faithfully the Dark cause, his accomplishments including the corruption of the Starseer Conclave. Legends tell that the Menelcarca, situated upon a lone, sheer mountain, was so high that Ardúval could actually talk to Morgoth in the Void. There is no basis for such ideas, however.

In appearance, Ardúval was 6'6" tall, slender, with curly brown hair and pale blue eyes.

ARDÚVAL

Lvl: 34.

Race: Noldo.

Home: Menelcarca, Maumakan.

Names: (S. "Lord of the Heights?"); The Astrologer; Arael (S. "Lord of the Stars").

ARDÚVAL IN MERP

Hits: 120 **Melee OB:** 120 **Missile OB:** 100
AT: No (120).

MERP Profession: Mage.

MERP Stats: ST 86, AG 97, CO 98, IG 101, IT 100, PR 98.

MERP Skills: Acting 72, Administration (Influence) 45, Appraisal 37, Architecture (Lore) 57, Chemistry (Lore) 35, Climbing 45, Diplomacy (Influence) 92, Directed Spells 70, Falsification (Craft) 48, Mathematics (Lore) 84, Meditation 74, Music (Artistic) 62, Perception 92, Read Runes 82, Seduction (Influence) 102, Singing (Influence) 32, Stalk/Hide 80, Star-gazing (Sky-Watching) 91, Use Item 87, Swimming 30, Trickery 45, Weather-watching (Sky-Watching) 49.

MERP Spells: 102 PP (x4 PP multiplier). All Base Mage and Open Essence lists to 10th lvl.

ARDÚVAL IN ROLEMASTER

Hits: 120 **Melee OB:** 120 **Missile OB:** 100
AT: 1 (120).

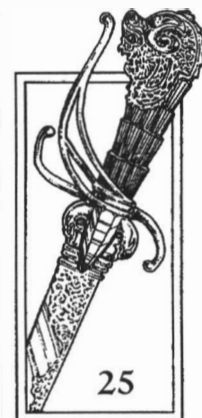
RM Profession: Astrologer.

RM Stats: St 86, Qu 99, Em 89, In 100, Pr 102, Ag 97, Co 98, Me 97, Re 98, SD 95.

RM Skills: Acting 72, Administration 45, Adrenal Defense 30, Appraisal 37, Architecture 57, Channeling 70, Chemistry 35, Climbing 45, Diplomacy 92, Directed Spells 70, Falsification 48, Linguistics 16*, Mathematics 84, Meditation 74, Music 62, Perception 92, Runes 82, Seduction 102, Singing 32, Spell-mastery 43, Stalk/Hide 80, Star-gazing 91, Staves & Wands 87, Swimming 30, Trickery 45, Weather-watching 49

RM Spells: 102 PP (x4 PP multiplier). All Base Astrologer lists to 30th lvl; Channeling Barrier law list to 10th; Mentalist Telekinesis, Movement, Mind's Door, and Cloaking lists to 10th lvl.

Appearance: 104.





ARDÜVAL IN LoR

LoR Profession: Bard.

LoR Stats: Strength 4, Agility 5, Intelligence 4, Movement 3, Defense 3, Melee OB 8, Missile OB 7, General 4, Subterfuge 6, Perception 7, Magical 4, Endurance 138.

LoR Spells: Clairvoyance, Concentration, Item Analysis, Balance.

LoR Experience Points: 27,300.

ARDÜVAL'S PRINCIPAL ITEMS

Pendant—A 1" diameter crystal orb with a tiny pentagram etched within.

MERP: A x4 PP multiplier, allows free use of Light Law to 10th level, and casts a *Light V* spell at a thought. Provides +30 to DB.

RM: It is an Astrologer PPx4 enhancer, allows free use of Mentalist Brilliance to 30th level, and creates an enhanced Aura at a thought. Provides +30 to DB.

Enchanted Card Deck—An Ardan Deck, contains images of all the members of the Court of Ardor. Usable as communication devices. See Ardana for details.

ARDÜVAL'S LESSER ITEMS OF NOTE

Belt—Creates a defensive barrier.

MERP/RM: +40 DB.

Ring—Allows Ardüval to teleport instantly to Menelcarca from anywhere.

Headband—Protects the head as a full helm

Bracelet—Creates a shield vs attack spells.

MERP/RM: +30 to DB vs attack spells.

Dagger—Can be thrown as far as 100' with no subtraction, delivering an electricity critical in addition to any other, and returns to Ardüval instantly.

MERP/RM: +25 OB.

Cloak—Will change color at will.

MERP/RM: casts invisibility at will, and adds 50 to hiding.

See *ICE's Court of Ardor* 17, 22, 42-43.

AREDHEL

Aredhel was sister to Turgon. The Noldo daughter of Fingolfin, she was the Elf-king's youngest child and only daughter. Hers was an unsettled life.

She lived in the hidden city of Gondolin during her youth, but loved to ride and hunt in the wild. Adventure stirred her soul. Her restless spirit prompted her journey afield, where she met and fell in love with the smith Eöl. Beautiful and possessed of a haunting charm, Aredhel captured Eöl's fiery heart, and they married. Their union produced the traitorous Maeglin, the jealous heir of Turgon. Unfortunately, it also resulted in Aredhel's early death.

Eöl proved to be crazed and, as Maeglin grew, Aredhel became closer to her son. When she fled from Eöl and tried to establish her son's claim to the throne of Gondolin, Eöl followed her. Quarreling before Turgon's royal seat, the incensed Eöl fired a poisoned dart at Maeglin, but Aredhel interposed herself in the missile's path. She died from the wound, and fell before her kin in the halls of her youth.

Aredhel was tall (6'5"), had dark hair, and possessed a pale, translucent complexion. She wore only silver or white, earning the name Ar-Feiniel, the White Lady.

AREDHEL

Lvl: 70.

Race: Noldo.

Home: Nevrastr, Gondolin, and then in Nan Elmoth.

Names: (S. "Noble Elf"); Aredhel the White; Ar-Feiniel (S. "White Lady").

AREDHEL IN MERP

Hits: 201 **Melee OB:** 200 **Missile OB:** 255

AT: RL(105).

MERP Profession: Ranger.

MERP Stats: AG 100, CO 101, IG 100, IT 105, PR 103, ST 99.

MERP Skills: Acrobatics 83, Acting 78, Ambush 10, Animal Handling 35, Climbing 125, Dance (Athletic) 68, First Aid 56, Foraging 60, Leatherworking (Craft) 49, Martial Arts Striking 90, Martial Arts Sweeps 75, Meditation 80, Music (Artistic) 93, Perception 110, Riding 105, Read Runes 40, Seduction (Influence) 120, Signaling 40, Singing (Influence) 91, Stalk/Hide 125, Stargazing (Sky-Watching) 45, Use Item 65, Swimming 115, Trickery 81, Weather-watching (Sky-Watching) 43.

MERP Spells: 350 PP (x6 PP multiplier). Knows all Ranger Base lists and Open Channeling lists to 10th lvl.

AREDHEL IN ROLEMASTER

Hits: 201 **Melee OB:** 200 **Missile OB:** 255

AT: 12 (105).

RM Profession: Ranger.

RM Stats: Co 101, SD 87, Ag 100, Me 101, Re 98, St 99, Qu 100, Pr 103, In 105, Em 101.

RM Skills: Acrobatics 83, Acting 78, Adrenal Defense 50, Adrenal Moves 80, Ambush 10, Animal Training 35, Climbing 125, Dance 68, First Aid 56, Foraging 60, Leather-working 49, Linguistics 19*, Martial Arts Stalking 90, Martial Arts Sweeps 75, Meditation 80, Music 93, Perception 110, Riding 105, Runes 40, Seduction 120, Signaling 40, Singing 91, Spell-mastery 78, Stalk/Hide 125, Stargazing 45, Staves & Wands 65, Swimming 115, Trickery 81, Weather-watching 43.

RM Spells: 350 PP (x6 PP multiplier). Knows all Ranger base lists to 50th lvl, five open Channeling lists to 10th lvl.

Appearance: 108.

AREDHEL IN LoR

LoR Profession: Bard.

LoR Stats: Strength 4, Agility 5, Intelligence 5, Movement 5, Defense 6, Melee OB 11, Missile OB 11, General 4, Subterfuge 8, Perception 8, Magical 5, Endurance 206.

LoR Spells: Speed, Camouflage, Balance, Strength, Charm Animals, Luck, Healing, Sustenance.

LoR Experience Points: 41,400.

AREDHEL'S LESSER ITEMS OF NOTE

Locket.

MERP/RM: Channeling x6 PP multiplier.

Long Bow—Can be fired 2x/rd without penalty and each arrow delivers 2x usual hits.

MERP/RM: +60 OB.

Short sword—Green laen blade yields 3x usual hits and slays canines;

MERP/RM: +45 OB.

Armor.

MERP/RM: AT RL/12 (+50 DB)

Cloak.

MERP/RM: +30 bonus for hiding and swimming maneuvers..

Boots.

MERP/RM: enable wearer to use either *Limbrunning*, *Sandrunning*, or *Stonerunning* spell for up to 10 minutes (60 rnds) per day.

Hood—Protects wearer's head as a full helm.

MERP/RM: provides +30 bonus to perception rolls.

Read Sil 60-61, 131-38, 305, 358.

ARIEL*

Ariel, a native of Ost-in-Edhil in the Second Age, lived in the Galadharm (S. "Wooded City") of the haven and worked as a healer. She was painfully beautiful, but her demeanor was eternally cool. She had given her heart to a Noldo wanderer. He returned ever to Ost-in-Edhil from his adventures, bringing Ariel wondrous curios found during his travels. His last visit extended to become a lingering idyll of mirth and tenderness. He spoke of a wedding troth and pleaded for one last tramp in the wilds. Ariel never saw him again. Unable to mend the rift in her heart, she devoted herself to tending to the ills of others, before sailing into the West.

ARIEL

Lvl: 15.

Race: Noldo.

Home: Ost-in-Edhil.

Names: Ariel (S. "Maiden of the Stars").

ARIEL IN MERP

Hits: 90 **Melee OB:** — **Missile OB:** 90

AT: No (30).

MERP Profession: Animist.

MERP Stats: ST 89, AG 95, CO 72, IG 62, IT 101, PR 83.

MERP Skills: Stalk/Hide 110, Swim 20, Ride 10, Perception 45, Read Runes 40, Acting 40, First Aid 45, Music (Artistic) 45, Public Speaking (Influence) 60.

MERP Spells: 45 PP (x5 PP multiplier). Base Spell OB is +5. Ariel knows all of the Animist Base lists.

ARIEL IN ROLEMASTER

Hits: 90 **Melee OB:** — **Missile OB:** 90

AT: 1 (30).

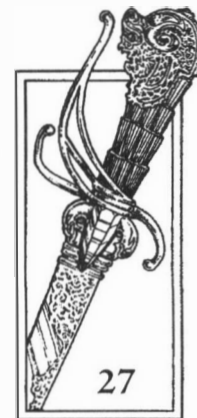
RM Profession: Lay Healer.

RM Stats: St 89, Qu 100, Em 100, In 79, Pr 101, Ag 90, Co 72, Me 90, Re 83, SD 65.

RM Skills: Stalk/Hide 110, Swim 20, Riding 10, Perception 45, Runes 40, Staunch Wounds 45, Acting 40, Music 45, Public Speaking 60.

RM Spells: 45 PP (x5 PP multiplier). Base Spell OB is +30. Ariel knows all Lay Healer lists.

Appearance: 105.





Ariel

ARIEL IN LoR

LoR Profession: Bard.

LoR Stats: Strength 2, Agility 4, Intelligence 4, Movement 3, Defense 3, Melee OB 0, Missile OB 7, General 3, Subterfuge 8, Perception 4, Magical I, Endurance 67.

LoR Spells: Luck, Healing, Sustenance.

LoR Experience Points: 9,900

ARIEL'S PRINCIPAL ITEMS

Ring—A simple mithril Band set with an opal of unusually large size. It halves the recovery time for all healing spells.

Earring—The opal in this earring matches the one on Ariel's hand.

MERP/RM: +1 spell adder.

Longbow—A bow of exceptional quality.

MERP/RM: +15 Missile OB.

See *ICE's Lórien* 37, 56.



ARIEN*

Arien was seduced to evil by Sauron long ago while trying to spy on him with her seeing spells. The Dark Lord detected her attempt and took control of her with his powers. She was assigned by her master to manipulate and weaken Huinen, a powerful Noldo who once served the late King Oropher. Arien dwells with the insane lord and his other assistants at Ceber Fanuin in southern Mirkwood.

Arien is 6'2", weighs 155 pounds, and carries her body with feline grace. Her chestnut hair brushes her ankles when she frees it from its braids, and her eyes are brilliant green. She is a rare beauty, even among the immortals.

ARIEN

Lvl: 17.

Race: Silvan Elf.

Home: Ceber Fanuin.

Names: Arien (S. "Maiden of Sunlight").

ARIEN IN MERP

Hits: 80 **Melee OB:** 80 **Missile OB:** —
AT: No (70).

MERP Profession: Mage.

MERP Stats: ST 78, AG 99, CO 78, IG 97, IT 93, PR 94.

MERP Skills: Stalk/Hide 100, Swim 30, Ride 50, Perception 85, Read Runes 47, Acting 90, Music (Artistic) 25.

MERP Spells: 34 PP (x3 PP multiplier). Base Spell OB is +20. Ariel knows all Open Essence lists.

ARIEN IN ROLEMASTER

Hits: 80 **Melee OB:** 80 **Missile OB:** —
AT: I (70).

RM Profession: Seer.

RM Stats: St 78, Qu 99, Em 85, In 87, Pr 99, Ag 99, Co 78, Me 98, Re 96, SD 89.

RM Skills: Stalk/Hide 100, Swim 30, Channeling 78, Riding 50, Perception 85, Runes 47, Acting 90, Music 25.

RM Spells: 34 PP (x3 PP multiplier). Base Spell OB is +20. Ariel knows all Seer lists.

Appearance: 110.

ARIEN IN LoR

LoR Profession: Bard.

LoR Stats: Strength 2, Agility 4, Intelligence 3, Movement 3, Defense 3, Melee OB 6, Missile OB 0, General 2, Subterfuge 7, Perception 6, Magical 2, Endurance 67.

LoR Spells: Luck, Clairvoyance, Concentration, Calm, Charm Animal.

LoR Experience Points: 9,750.

ARIEN'S PRINCIPAL ITEM

Earrings—Fashioned of mithril and jade, the earrings must be worn together to function.

MERP/RM: x3 PP multiplier.

See *ICE's Mirkwood* 99, 124.

ARMINAS

Arminas was a Noldo warrior who followed Angrod before the latter's death in the Battle of Sudden Flame (the Fourth Battle against Morgoth). He later dwelt with the Sinda shipwright Círdan in the Havens of Sirion in Falas. From there, Arminas (accompanied by Gelmir) carried a vital warning from the Vala Ulmo to the Noldor at Nargothrond. This dispatch was unfortunately unheeded by Túrin, leading to the disaster at the Battle of Tumhalad.

As suggested by his name, Arminas was a stalwart fighter whose tremendous strength enabled him to hold his ground against most foes. His loyalty, dependability, and determination made him a fine herald and a superb messenger. He was also a great rider who, while not particularly brilliant, possessed an excellent memory.

ARMINAS

Lvl: 35.

Race: Noldo.

Home: Dorthonion; later Falas.

Names: (S. "Royal Tower").

ARMINAS IN MERP

Hits: 170 Melee OB: 255 Missile OB: 245

AT: P1(140).

MERP Profession: Warrior.

MERP Stats: AG 102, CO 104, IG 97, IT 45, PR 94, ST 105.

MERP Skills: Acrobatics 45, Ambush 10, Animal Handling 45, Athletic Games (Athletic) 93, Climbing 101, Dance (Athletic) 50, Disarm Trap 86, First Aid 45, Foraging 60, Leadership (Influence) 89, Martial Arts Striking 50, Music (Artistic) 34, Perception 93, Pick Lock 71, Public-speaking (Influence) 64, Riding II 6, Seduction (Influence) 82, Signaling 65, Singing (Influence) 82, Skiing (Athletic) 56, Stalk/Hide 106, Star-gazing (Sky-Watching) 42, Strategy/Tactics (Lore) 85, Swimming 91, Tracking 95.

MERP Spells: 70 PP (x2 PP multiplier). Knows Essence's Perceptions, Physical Enhancement, and Essence's Ways lists to 5th lvl.

ARMINAS IN ROLEMASTER

Hits: 170 Melee OB: 255 Missile OB: 245

AT: 20 (140).

RM Profession: Fighter.

RM Stats: Co 104, SD 98, Ag 102, Me 101, Re 70, St 105, Qu 101, Pr 94, In 45, Em 97.

RM Skills: Acrobatics 45, Adrenal Defense 50, Adrenal Moves 60, Ambush 10, Animal Training 45, Athletic Games 93, Climbing 101, Dance 50, Disarm Trap 86, First Aid 45, Foraging 60, Frenzy 80, Leadership 89, Linguistics 8*, Martial Arts Stalking 50, Music 34, Perception 93, Pick Lock 71, Public-speaking 64, Riding II 6, Seduction 82, Signaling 65, Singing 82, Skiing 56, Stalk/Hide 106, Star-gazing 42, Strategy/Tactics 85, Subduing 102, Swimming 91, Tracking 95.

RM Spells: 70 PP (x2 PP multiplier). Knows Essence's Perceptions, Physical Enhancement, and Elemental Shields lists to 5th lvl.

Appearance: 93.

ARMINAS IN LoR

LoR Profession: Bard.

LoR Stats: Strength 8, Agility 7, Intelligence 2, Movement 4, Defense 4, Melee OB II, Missile OB 12, General 4, Subterfuge 7, Perception 7, Magical 4, Endurance 127.

LoR Spells: Strength.

LoR Experience Points: 31,950.

ARMINAS' ITEMS OF NOTE

War Hammer—Glows faint blue within 1000' (and bright blue within 100') of Orcs, delivers 2x usual hits, and yields an Impact crit (or some severity) in addition to any critical strike.

MERP/RM: +35 OB.

Armor—Minimum maneuver penalty of zero.

MERP/RM: AT P1/20 (+35 DB).

Full Shield.

MERP/RM: +35 DB

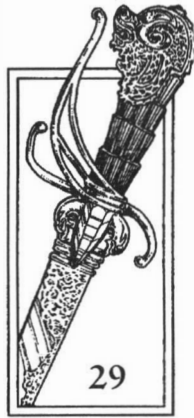
Saddle.

MERP/RM: Provides +20 to riding maneuvers.

Long Bow—Fires silently.

MERP/RM: +30 OB.

Read Sil 212.





Arvaire

ARVAIRË*

Arvaire is Mistress of the Weavers in Lórien. None in the land weave cloth so fine as the lengths that fall from her loom or spin thread so strong as the skeins produced by her spinning wheel. The enchantments speeding her tools are but half the story—Arvaire's small, nimble hands and her empathy for the essence of textiles form the true source of her genius.

ARVAIRË

Lvl: 15.

Race: Sinda.

Home: Lórien.

Names: Arvaire (S. "High Weaver").

ARVAIRË IN MERP

Hits: 120 Melee OB: 80 Missile OB: 120
AT: No (35).

MERP Profession: Scout.

MERP Stats: ST 79, AG 98, CO 81, IG 72,
IT 87, PR 78.

MERP Skills: Climb 40, Pick Locks 70, Perception 50, Animal Handling 70, Rope-mastery 52, Stalk/Hide 74, Weaving (Craft) 100, Leather-working (Craft) 64.

MERP Spells: None.

ARVAIRË IN ROLEMASTER

Hits: 120 Melee OB: 80 Missile OB: 120
AT: I (35).

RM Profession: Thief.

RM Stats: St 79, Qu 100, Em 67, In 85, Pr 90,
Ag 96, Co 81, Me 89, Re 76, SD 65.

RM Skills: Climb 40, Pick Locks 70, Perception 50,
Rope Mastery 52, Stalk/Hide 74, Weaving 100,
Leather-working 64, Herding 70.

RM Spells: None.

Appearance: 97.

ARVAIRË IN LoR

LoR Profession: Scout.

LoR Stats: Strength 2, Agility 4, Intelligence 1,
Movement 2, Defense 2, Melee OB 6, Missile OB 8,
General 3, Subterfuge 6, Perception 5, Magical 0,
Endurance 75.

LoR Spells: None.

LoR Experience Points: 16,200.

ARVAIRË'S PRINCIPAL ITEMS

Spinning Wheel—Incapable of tangling the thread.

Loom—A wonderful and ancient tool, the loom permits its user to weave cloth at three times the normal rate. It also makes it easy for the user to enchant the woven cloth (if she has such an ability).

See *ICE's Lórien* 57.

ARWEN

Arwen was the beautiful Elda daughter of Elrond and Celebrían. Born in T.A. 241, she lived with her family in Rivendell (S. "Imladris") throughout her early life, until after the War of the Ring. When she married Aragorn in T.A. 3019 (after a 39 year engagement), she was over twenty-seven hundred years old.

Arwen moved to Minas Tirith in Gondor following her wedding, and she lived there as Queen until her husband's death in F.A. 120. She then retreated to Lórien, where she spent her last months. Upon her passing in the winter of F.A. 121, she was buried on the Cerin Amroth, where she and Aragorn had pledged their love some 162 years before.

Like her father Elrond and her uncle Elros, Arwen had the choice of life accorded to all Half-elves (S. "Peredhil"). She could live and die as a mortal human or she could select the course of the immortal Firstborn. After marrying Aragorn, she chose his fate, and thus became mortal. Arwen gave Aragorn a number of children, including one son, and together they enjoyed many golden years before sharing the "gift of death."

Arwen was known for her glowingly dark beauty, which was reminiscent of her ancestor Lúthien. Because of her exquisite countenance and sublime nature (and the waning of the Elves' presence in Endor), she was known as the Evening Star of her people.

ARWEN

Lvl: 15.

Race: Half-elf.

Home: for nearly 3000 years in Imladris, then Gondor, finally Lórien.

Names: (S. "Royal Maiden"), Evenstar (Q. "Undomiel"); Daughter of Twilight.

ARWEN IN MERP

Hits: 90 Melee OB: 160 Missile OB: 135
AT: RL(95).

MERP Profession: Bard.

MERP Stats: AG 99, CO 90, IG 105, IT 100,
PR 101, ST 84.

MERP Skills: Climbing 60, Crafting (Craft) 45,
Dance (Athletic) 90, Directed Spells 15, First Aid
65, Meditation 85, Music (Artistic) 73, Perception
96, Riding 60, Read Runes 85, Seduction (Influ-
ence) 95, Singing (Influence) 101, Skiing (Athletic)
79, Stalk/Hide 110, Star-gazing (Sky-Watching)
89, Use Item 76, Swimming 75.

MERP Spells: 75 PP (x6 PP multiplier). Knows all
Bard Base lists to 10th lvl; knows five Open Essence
lists to 10th lvl.

ARWEN IN ROLEMASTER

Hits: 90 Melee OB: 160 Missile OB: 135
AT: 12 (95).

RM Profession: Bard.

RM Stats: Co 90, SD 94, Ag 99, Me 101, Re 97,
St 84, Qu 102, Pr 105, In 100, Em 100.

RM Skills: Climbing 60, Crafting 45, Dance 90,
Directed Spells 15, First Aid 65, Linguistics 16*,
Meditation 85, Music 73, Perception 96, Riding
60, Runes 85, Seduction 95, Singing 101, Skiing
79, Stalk/Hide 110, Star-gazing 89, Staves &
Wands 76, Swimming 75.

RM Spells: 75 PP (x6 PP multiplier). Knows all Bard
Base lists to 10th lvl; knows five Open Mentalism
lists to 10th lvl.

ARWEN IN LoR

LoR Profession: Bard.

LoR Stats: Strength 3, Agility 6, Intelligence 5,
Movement 3, Defense 3, Melee OB 10, Missile OB
9, General 4, Subterfuge 8, Perception 7, Magical 2,
Endurance 64.

LoR Spells: Calm, Concentration.

LoR Experience Points: 17,100.

ARWEN'S PRINCIPAL ITEMS

Elven Cloak (Imladagollo)—(S. "Cloak of the Deep
Valley") A hooded, grey-green cloak.

MERP/RM: Provides wearer with a +50 bonus
for hiding and stalking maneuvers and gives
the wearer a +100 bonus for climbing,
acrobatics, and landing maneuvers.

Crown of Arwen—This delicate, mithril symbol is
shaped like a leafy wreath, which negates 60% of
head criticals (roll 01-60) and acts as a full helm
(without impeding spell casting).

MERP/RM: It is a x6 PP multiplier.

ARWEN'S LESSER ITEMS OF NOTE

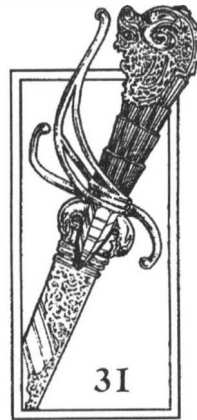
Long-knife—Acts as a Holy rapier.

MERP/RM: +45 OB. Yields a 20th level *Sleep X*
spell whenever it delivers a critical strike
(target sleeps for 1 round per 10 RR failure).

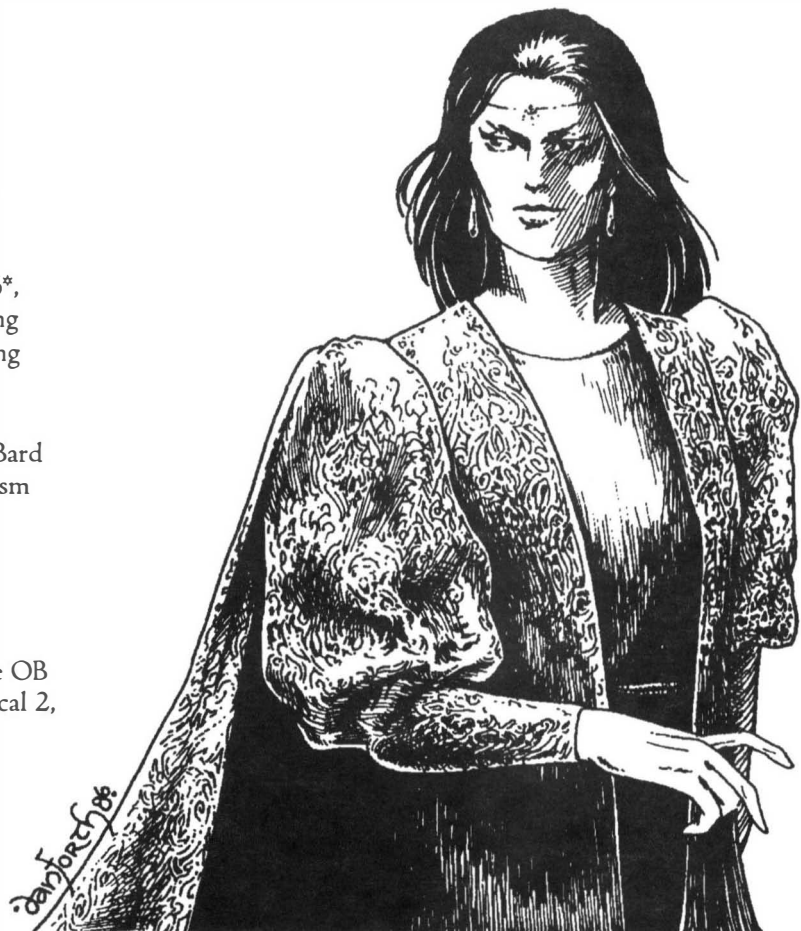
Royal Gowns—Non-encumbering.

MERP/RM: Serve as AT RL/12 (+35 DB) and
provides wearer with +25 bonus for all
moving maneuvers.

Read *LotRI* 299-300,303,307,313,486; *LotRIII*
56,150,300,310,312,421-428,456.



Arwen





BELEG

Beleg was a Sinda warrior and woodsman, and chief of the marchwardens of Doriath. He was, perhaps, the finest Elvish archer to ever draw a bow.

His deeds befitted this legend. He fought alongside the Edain in their early struggles against Morgoth's Orcs, and later he helped the Western Army in the futile struggle at the Fifth Battle against the Black Enemy (Battle of Unnumbered Tears). When the Demon-wolf Carcharoth ravaged Doriath, he aided his lord Elwë and stood beside the dying Beren.

Beleg was a fast friend of the Adan bandit Túrin Turambar, who shared Beleg's love for adventure. Together, they campaigned along the northern frontier, clearing much of the region of marauding Orcs. However, when Turin was captured by Orcs, Beleg met his end. The mighty bowman sought to rescue his Mannish friend, but Turin—mistaking his ally for an Orc hiding in the darkness—cut down Beleg with the Elven warrior's own weapon (the great sword Anglachel).

BELEG

Lvl: 75.

Race: Sinda.

Home: Doriath.

Names: (S. "Mighty"), Beleg Cuthalion (S. "Mighty Strongbow"), the Bow.

BELEG IN MERP

Hits: 225 Melee OB: 415 Missile OB: 415
AT: Pl(125).

MERP Profession: Warrior.

MERP Stats: AG 108, CO 104, IG 89, IT 92,
PR 103, ST 104.

MERP Skills: Acrobatics 88, Acting 47, Ambush 15, Climbing 168, Fletching (Craft) 112, Foraging 125, Leadership (Influence) 140, Leather-working (Craft) 80, Martial Arts Striking 113, Martial Arts Sweeps 93, Meditation 95, Music (Artistic) 83, Navigation (Lore) 88, Perception 103, Public-speaking (Influence) 135, Riding 148, Sailing (Athletic) 112, Seduction (Influence) 130, Signaling 126, Singing (Influence) 101, Skiing (Athletic) 85, Stalk/Hide 113, Strategy/Tactics (Lore) 96, Swimming 123, Tracking 95, Weather-watching (Sky-Watching) 85.

MERP Spells: None.

BELEG IN ROLEMASTER

Hits: 225 Melee OB: 415 Missile OB: 415
AT: 20 (125).

RM Profession: Fighter.

RM Stats: Co 104, SD 90, Ag 108, Me 84, Re 87,
St 104, Qu 106, Pr 103, In 92, Em 89.

RM Skills: Acrobatics 88, Acting 47, Adrenal Defense 90, Adrenal Moves 90, Ambush 15, Climbing 168, Fletching 112, Foraging 125, Frenzy 140, Leadership 140, Leather-working 80, Linguistics 12*, Martial Arts Stalking 113, Martial Arts Sweeps 93, Meditation 95, Music 83, Navigation 88, Perception 103, Public-speaking 135, Riding 148, Sailing 112, Seduction 130, Signaling 126, Singing 101, Skiing 85, Stalk/Hide 113, Strategy/Tactics 96, Subduing 100, Swimming 123, Tracking 95, Weather-watching 85.

RM Spells: None.

Appearance: 89.

BELEG IN LoR

LoR Profession: Warrior.

LoR Stats: Strength 8, Agility 9, Intelligence 4,
Movement 5, Defense 5, Melee OB 14, Missile OB 14, General 4, Subterfuge 8, Perception 7, Magical I, Endurance 188.

LoR Spells: None.

LoR Experience Points: 41,110.

BELEG'S PRINCIPAL ITEMS

Sword (Anglachel)—(S. "Iron-flame") The great, black Galvorn two-handed sword made by Eöl. The spiteful smith gave it to Elwë in return for a land grant, but Elwë's wife Melian claimed that the blade was cursed with its maker's malice. Beleg later acquired it from the arms stores at Menegroth. Anglachel is a two-handed weapon that performs like a bastard sword. The galvorn blade treats a foe's armor (but galvorn and ithilnaur) as if he had none. An Unholy weapon, it also delivers an extra Heat and an extra Slash critical (of one less severity) in addition to any critical strike it yields. Hit results are 2x normal. Although the sword is intelligent, it is mute. Its subtle, malicious evil can be tied to the hate its maker's hate. It is the mate of Anguirel, stolen by maeglin from his own father.

MERP/RM: +90 OB. It may be wielded with I hand with a -20 OB penalty. If RM is being used, the sword will attempt to cast a 40th lvl *Friendslayer* curse spell (Curses list, lvl 25) on its owner/wielder 1x/day.

Bow (Belthronding)—Beleg's great black yew bow. Fires 2 arrows/round without penalty and has 10x normal long bow range. Fumbles on a 01; neither its stock or string will break. Yields 3x normal hits and delivers an Impact critical (of two less severity lvs) whenever it yields a critical strike result.

MERP/RM: +88 OB. Only a person with a +40 or more Strength bonus can string it.

BELEG'S LESSER ITEMS OF NOTE

Sword—Orc- and Troll-slaying sword, used prior to obtaining Anglachel.

MERP/RM: +50 OB.

Armor—Wears as if wearer had no armor.

MERP/RM: AT Pl/20 (+50 DB).

Cloak.

MERP/RM: +50 to all hiding maneuvers.

Read Sil 190,225-6,230,243-8,251-7,278.

BLADORTHIN

Bladorthin was called "The Great" because of his ominous size and great strength, and the wondrous weapons and armor he commissioned for his soldiers. However, he was an overly cunning King, seldom speaking or acting without ulterior motives. Some denied his lineage, claiming various sorts of nefarious falsification or substitution. His actions and obsessions with the thieving arts did little to allay this perception. His assassination is generally thought to have come from within his own realm, possibly his bodyguards who were probably more noble than he.

Bladorthin was a lover of the spear, having spent overmuch time in training both for combat and throwing, and also designing and commissioning especially well made or magical spears. The last spears commissioned were from the Dwarves of Erebor: "each had a thrice-forged head and their shafts were inlaid with cunning gold, but they were never delivered or paid for."

BLADORTHIN

Lvl: 26.

Race: Sinda.

Home: Dol Amroth; later Edhellond.

BLADORTHIN IN MERP

Hits: 150 Melee OB: 235 Missile OB: 225

AT: Pl(90).

MERP Profession: Scout.

MERP Stats: AG 100, CO 97, IG 94, IT 95, PR 89, ST 103.

MERP Skills: Acting 82, Administration (Influence) 78, Ambush 15, Climbing 45, Diplomacy (Influence) 92, Falsification (Craft) 65, Leadership (Influence) 49, Mathematics (Lore) 25, Navigation (Lore) 65, Public-speaking (Influence) 72, Riding 30, Sailing (Athletic) 78, Smithing (Craft) 50, Strategy/Tactics (Lore) 20, Swimming 65, Trickery 80.

MERP Spells: 26 PP (x2 PP multiplier). Knows Illusions, Essence Hand, Unbarring Ways, and Essence's Ways to 5th lvl.

BLADORTHIN IN ROLEMASTER

Hits: 150 Melee OB: 235 Missile OB: 225

AT: 19 (90).

RM Profession: Rogue.

RM Stats: Co 97, SD 65, Ag 100, Me 80, Re 99, St 103, Qu 101, Pr 89, In 95, Em 78.

RM Skills: Acting 82, Administration 78, Adrenal Moves 60, Ambush 15, Climbing 45, Diplomacy 92, Falsification 65, Leadership 49, Linguistics 8*, Mathematics 25, Navigation 65, Public-speaking 72, Riding 30, Sailing 78, Smithing 50, Strategy/Tactics 20, Subduing 64, Swimming 65, Trading 60, Trickery 80.

RM Spells: 26 PP (x2 PP multiplier). Knows Cloaking, Attack Avoidance, Brilliance, and Illusions to 5th lvl.

Appearance: 83.

BLADORTHIN IN LoR

LoR Profession: Bard.

LoR Stats: Strength 7, Agility 6, Intelligence 3, Movement 4, Defense 3, Melee OB 12, Missile OB 11, General 3, Subterfuge 10, Perception 8, Magical 2, Endurance 103.

LoR Spells: Luck.

LoR Experience Points: 26,550.

BLADORTHIN'S ITEMS OF NOTE

Galvorn Tipped Spear—Triple concussion hits, 5x ranges, does additional Cold crits, user can also make a second attack each round with the butt of the spear against the same target as a quarterstaff.

MERP/RM: +45 OB.

Armor—Silenced.

MERP/RM: AT:Pl/19 (+30 DB); encumbers as AT:Ch/14.

Cloak of Stealth.

MERP/RM: +30 DB; +30 to Stalking and Hiding.

Boots of Liteness.

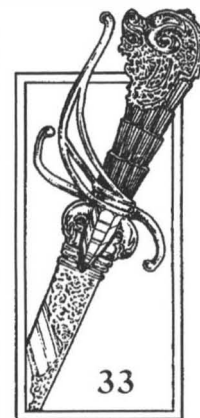
MERP/RM: +20 on moving and adrenal maneuvers, silenced, +15 to Stalking and Hiding.

Lock picks.

MERP/RM: +25 to Picking Locks and Disarming Traps.

Important Dates: *Died sometime between T.A. 1999 and 2770.*

Read Hob 220.





BRETHIL*

Brethil the Herbalist lived in the Ardhlairem (S. "High City") of Ost-in-Edhil during the Second Age. He was the premier grower of plants—for both medicinal and aesthetic purposes—in the haven. He rarely retired to the chambers of his abode, preferring to pass all his hours in his gardens, tending the herbs there or meditating on their beauty.

Brethil stood 6'5" and weighed 200 pounds, making him a bit smaller than the average Noldo. He liked to joke that his lack of stature just made it easier for him to get down to earth. Most folk failed to see his point.

BRETHIL

Lvl: 16.

Race: Noldo.

Home: Ost-in-Edhil.

Names: Brethil (S. "Silver Birch").

BRETHIL IN MERP

Hits: 125 Melee OB: 80 Missile OB: 90

AT: No (35).

MERP Profession: Animist.

MERP Stats: ST 76, AG 93, CO 89, IG 75, IT 95, PR 83.

MERP Skills: Climb 45, Swim 50, Ride 62, Perception 82, Stalk/Hide 30, Read Runes 56, Rope-mastery 45, Boat Handling 50.

MERP Spells: 32 PP (+4 spell adder). Base Spell OB is +10. Brethil knows all Open Channeling lists, plus the Plant Mastery list.

BRETHIL IN ROLEMASTER

Hits: 125 Melee OB: 80 Missile OB: 90

AT: I (35).

RM Profession: Animist.

RM Stats: St 67, Qu 96, Em 55, In 95, Pr 98, Ag 90, Co 89, Me 84, Re 95, SD 67.

RM Skills: Climb 45, Swim 50, Riding 62, Perception 82, Stalk/Hide 30, Read Runes 56, Rope Mastery 45, Boat Handling 50.

RM Spells: 32 PP (+4 spell adder). Base Spell OB is +15. Brethil knows all Open Channeling lists and Animist Base lists, plus the Creations list.

Appearance: 93.

BRETHIL IN LoR

LoR Profession: Bard.

LoR Stats: Strength 0, Agility 3, Intelligence 2, Movement 2, Defense 2, Melee OB 6, Missile OB 7, General 3, Subterfuge 3, Perception 6, Magical I, Endurance 81.

LoR Spells: Luck, Healing, Concentration, Protection from Magic, Sustenance, Calm, Charm Animal, Shield.

LoR Experience Points: 17,100.

BRETHIL'S PRINCIPAL ITEMS

Necklace—A beautiful mithril piece set with an exquisite emerald.

MERP/RM: +3 spell adder.

Boots of Silent Passing—These well-made leather boots permit their wearer to walk without making a sound with his footfalls.

Urn of Growth—A seed placed in this soil-filled urn will grow to maturity in three days.

Dagger—A sharp dagger that Brethil uses primarily for pruning shrubbery.

MERP/RM: +20 OB.

See ICE's *Lórien* 37, 56.

CAMBRAGOL*

One of the cruelest Elves ever to walk Middle-earth, Cambragol went with his Noldo brethren to recover the Silmarils, but Endor only awakened his lust for power. He was quickly seduced by Morgoth and became one of Sauron's lieutenants.

There can be little doubt that Cambragol assassinated Drul Chaurka, his predecessor ruler of Mirisgroth. The Monk consolidated his position in a manner which would have made the Black Enemy proud. One of the most physically powerful of the Noldor, Cambragol utilized and corrupted the unarmed combat skills he originally learned from Tulkas. He turned killing into a brutal art.

The Monk, being of the house of Finrod, had golden-blond curly hair and blue eyes. Tall and muscular of build, Cambragol was a truly imposing presence.

CAMBRAGOL

Lvl: 35.

Race: Noldo.

Home: Valinor, later Beleriand, then finally Mirisgroth, in the Maumakan.

Names: (S. "Sudden Hand"); Karol Dekdarion; The Monk.

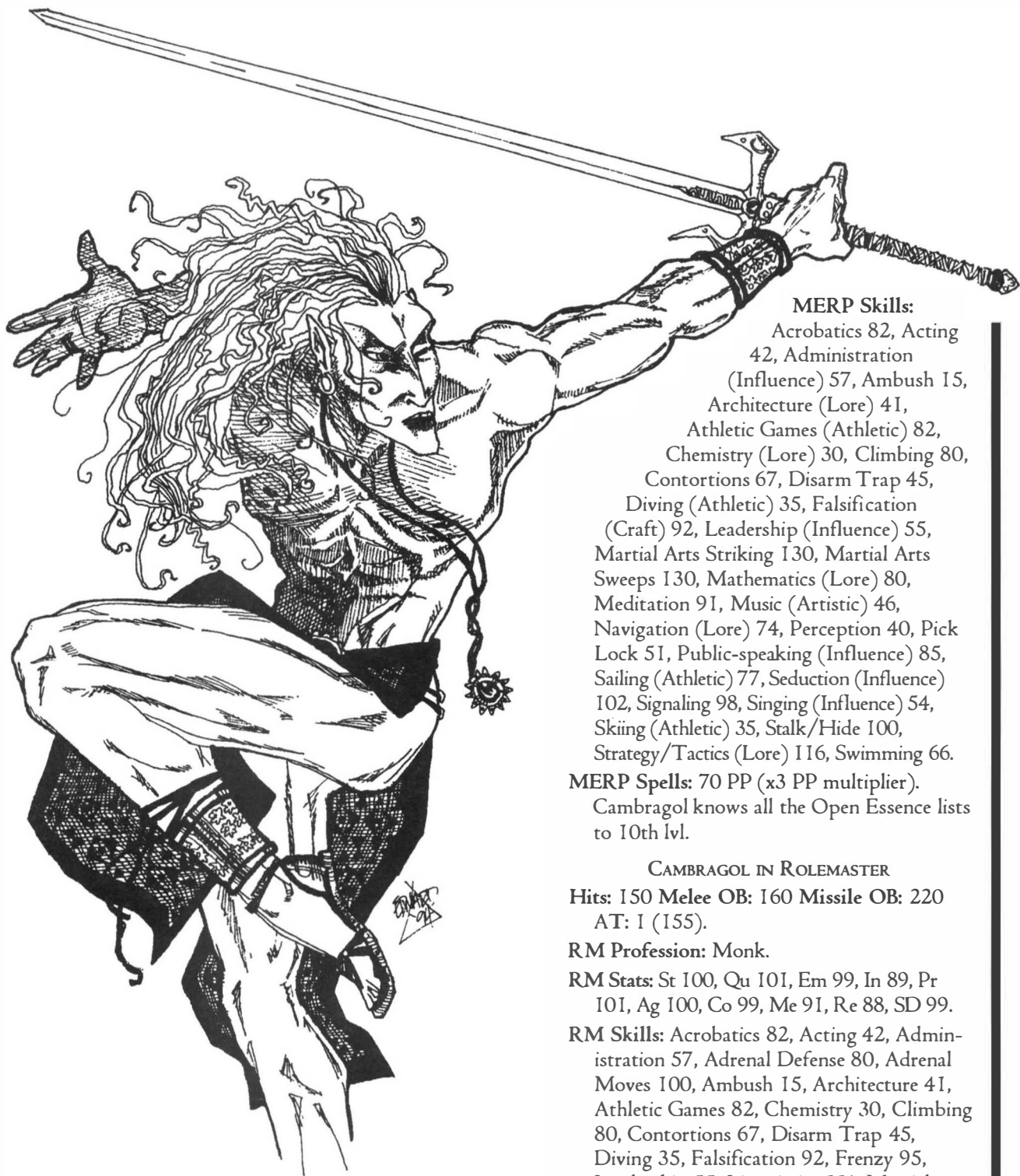
CAMBRAGOL IN MERP

Hits: 150 Melee OB: 160 Missile OB: 220

AT: No (155).

MERP Profession: Warrior.

MERP Stats: ST 100, AG 100, CO 99, IG 95, IT 89, PR 101.



MERP Skills:

Acrobatics 82, Acting 42, Administration (Influence) 57, Ambush 15, Architecture (Lore) 41, Athletic Games (Athletic) 82, Chemistry (Lore) 30, Climbing 80, Contortions 67, Disarm Trap 45, Diving (Athletic) 35, Falsification (Craft) 92, Leadership (Influence) 55, Martial Arts Striking 130, Martial Arts Sweeps 130, Mathematics (Lore) 80, Meditation 91, Music (Artistic) 46, Navigation (Lore) 74, Perception 40, Pick Lock 51, Public-speaking (Influence) 85, Sailing (Athletic) 77, Seduction (Influence) 102, Signaling 98, Singing (Influence) 54, Skiing (Athletic) 35, Stalk/Hide 100, Strategy/Tactics (Lore) 116, Swimming 66.

MERP Spells: 70 PP (x3 PP multiplier).

Cambragol knows all the Open Essence lists to 10th lvl.

CAMBRAGOL IN ROLEMASTER

Hits: 150 **Melee OB:** 160 **Missile OB:** 220
AT: 1 (155).

RM Profession: Monk.

RM Stats: St 100, Qu 101, Em 99, In 89, Pr 101, Ag 100, Co 99, Me 91, Re 88, SD 99.

RM Skills: Acrobatics 82, Acting 42, Administration 57, Adrenal Defense 80, Adrenal Moves 100, Ambush 15, Architecture 41, Athletic Games 82, Chemistry 30, Climbing 80, Contortions 67, Disarm Trap 45, Diving 35, Falsification 92, Frenzy 95, Leadership 55, Linguistics 11*, Martial Arts Stalking 130, Martial Arts Sweeps 130, Mathematics 80, Meditation 91, Music 46, Navigation 74, Perception 40, Pick Lock 51, Public-speaking 85, Sailing 77, Seduction 102, Signaling 98, Singing 54, Skiing 35, Stalk/Hide 100, Strategy/Tactics 116, Subduing 121, Swimming 66.

RM Spells: 70 PP (x3 PP multiplier). Cambragol knows all the Monk Base lists to 30th lvl; Essence Essence Hand, Essence Perceptions, and Unbarring Ways lists to 10th.

Appearance: 102.

Cambragol



CAMBRAGOL IN LoR

LoR Profession: Bard.

LoR Stats: Strength 6, Agility 6, Intelligence 4, Movement 4, Defense 3, Melee OB 10, Missile OB 12, General 3, Subterfuge 6, Perception 7, Magical 3, Endurance 131.

LoR Spells: Balance, Calm, Concentration, Speed.

LoR Experience Points: 27,600.

CAMBRAGOL'S PRINCIPAL ITEMS

Bracers—(of Dekdarion), four (2 ankle, 2 wrist) bands of gold. They allow the wearer to parry melee and missile attacks with equal ease.

MERP/RM: add +30 to the following: all Strikes, Sweeps & Throws, maneuvers, DB, and RRs vs spells.

Enchanted Card Deck—An Ardan Deck, contains images of all the members of the Court of Ardor. Usable as communication devices. See Ardana for details.

CAMBRAGOL'S LESSER ITEMS OF NOTE

Kynac—Can be thrown up to 200' without distance penalty, returns instantly.

MERP/RM: +25 OB (strikes as a +40 rapier).

Headband.

MERP/RM: Protects as a helm, x3 PP multiplier.

Robes—Nonencumbering.

MERP/RM: Can cast *Invisibility* 1x/rnd

Belt.

MERP/RM: Can cast *Fly* 3x/day and *Landing* (RM: *Landing True*) as needed.

See *ICE's Court of Ardor* 17, 23, 44-45.

CAMRING

A reluctant member of the Court of Ardor, Camring was a Healer bound by Ardana's charisma and a hopeless love for Morelen, her daughter. He remained almost exclusively at Aurax-Dur, healing the wounded.

Camring was of average height and powerfully built—though he fought only when absolutely necessary to defend himself. He had dark brown eyes and short black hair.

CAMRING

Lvl: 34.

Race: Noldo.

Home: Beleriland; then Aurax-Dur in Maumakan.

Names: (S. "Chill Hand").

CAMRING IN MERP

Hits: 160 **Melee OB:** 140 **Missile OB:** 0
AT: No (85).

MERP Profession: Animist.

MERP Stats: ST 95, AG 98, CO 101, IG 65, IT 101, PR 97.

MERP Skills: Chemistry (Lore) 67, Cookery 72, First Aid 92, Meditation 85, Music (Artistic) 45, Perception 92, Read Runes 52, Seduction (Influence) 62, Singing (Influence) 50, Use Item 62, Swimming 65.

MERP Spells: 102 PP (x5 PP multiplier). Knows all Base Animist and Open Channeling lists to 10th lvl.

CAMRING IN ROLEMASTER

Hits: 160 **Melee OB:** 140 **Missile OB:** 0
AT: I (85).

RM Profession: Healer.

RM Stats: St 95, Qu 99, Em 99, In 101, Pr 97, Ag 98, Co 101, Me 98, Re 67, SD 56.

RM Skills: Channeling 45, Chemistry 67, Cookery 72, First Aid 92, Linguistics 9*, Meditation 85, Music 45, Perception 92, Runes 52, Seduction 62, Singing 50, Staves & Wands 62, Swimming 65.

RM Spells: 102 PP (x5 PP multiplier). Knows all Base Healer lists to 30th lvl; Channeling Concussion's Ways, Calm Spirits lists to 20th; Nerve Law, Muscle Law, Organ Law, Bone Law, Blood Law lists to 25th, Purification to 10th.

Appearance: 94.

CAMRING IN LoR

LoR Profession: Bard.

LoR Stats: Strength 5, Agility 5 Intelligence 2, Movement 3, Defense 3, Melee OB 9, Missile OB 0, General 2, Subterfuge 3, Perception 3, Magical 3, Endurance 165.

LoR Spells: Calm, Camouflage, Charm Animals, Healing.

LoR Experience Points: 33,600.

CAMRING'S PRINCIPAL ITEMS

Pendant (of Lirana)—A 2" diameter flat topaz in gold setting, also allows channeling of healing spells as far away as 100'.

MERP/RM: Allows the casting of *Lifekeeping*.

Enchanted Card Deck—An Ardan Deck, contains images of all the members of the Court of Ardor. Usable as communication devices. See Ardana for details.

Ring—Yellow sapphire in gold. Allows wearer to administer any herb without the usual preparation; also serves as locator for other Court members to *Teleport* to Camring in an emergency.

MERP/RM: It is a x5 PP multiplier.

CAMRING'S LESSER ITEMS OF NOTE

Sword of Defense—Will “dance” to defend him should he be stunned (or worse).

MERP/RM: +30 DB.

Headband—Acts as a helm with no spell casting penalties.

MERP/RM: Allows underwater breathing.

Shield.

MERP/RM: Can cast either *Bladeturn* or *Deflection* 1x/rnd, +20 vs directed spells.

Cloak.

MERP/RM: Can cast *Invisibility* 1x/rnd and a 300' *Long Door* 3x/day.

Sandals.

MERP/RM: Can cast *Waterrunning* at will.

See *ICE's Court of Ardor* 17, 20, 37.

CAMTHALION*

Camthalion hails from Celebannon, the principal trade center of the Wood-elves in northern Mirkwood. He is the second in command to Ohtar, the Master of Celebannon, and wields considerable power over his little domain.

Camthalion possesses the stature of a Noldo—6'6" and 200 pounds—but is imposing in more ways than his physical size. Few within the woods can best him in battle or as a leader of Elves.

CAMTHALION

Lvl: 17.

Race: Silvan Elf.

Home: Celebannon.

Names: Camthalion (S. “Hand of Strength”).

CAMTHALION IN MERP

Hits: 120 Melee OB: 140 Missile OB: 155
AT: Pl (60).

MERP Profession: Warrior.

MERP Stats: ST 98, AG 99, CO 91, IG 85,
IT 90, PR 70.

MERP Skills: Acrobatics 75, Climb 99, Leadership
(Influence) 92, Perception 81, Stalk/Hide 85,
Strategy & Tactics (Lore) 88, Trickery 34.

MERP Spells: None.

CAMTHALION IN ROLEMASTER

Hits: 120 Melee OB: 140 Missile OB: 155
AT: 17 (60).

RM Profession: Fighter.

RM Stats: St 98, Qu 99, Em 93, In 91, Pr 87, Ag 99,
Co 91, Me 89, Re 76, SD 52.

RM Skills: Acrobatics 75, Adrenal Defense 88,
Adrenal Moves 85, Climb 99, Leadership 92,
Perception 81, Stalk/Hide 85, Strategy & Tactics
88, Trickery 34.

RM Spells: None.

Appearance: 96.

CAMTHALION IN LOR

LoR Profession: Warrior.

LoR Stats: Strength 3, Agility 4, Intelligence 3,
Movement 3, Defense 4, Melee OB 9, Missile OB
10, General 4, Subterfuge 6, Perception 6, Magical
0, Endurance 77.

LoR Spells: None.

LoR Experience Points: 20,400.

CAMTHALION'S PRINCIPAL ITEM

Stone of Water Walking—When holding the stone,
its bearer can walk across water as if it were solid.

See *ICE's Mirkwood* 60, 62.

CARANTHIR

A Noldo prince, the fourth son of Fëanor. Of all the sons of Fëanor he was the quickest to anger, the most harsh in retaliation of real or supposed affronts, a poor judge of character, and one prone to misunderstandings and missed opportunities. Exemplary in this regard is his underrating of the valor of the Edain and so indirectly increasing the losses of the Haladin; or his unreasoned hatred of the sons of Finarfin, causing much discord between the Noldor and King Thingol. Naturally, he had quickly taken the awful Oath of Fëanor.

Caranthir was the first Elf to encounter the Dwarves, who at that time were beyond the Ered Luin in the cities of Nogrod and Belegost. As a result of this early encounter, all future trade between the Dwarves and Elves passed through Caranthir's hands, making him and his people very wealthy.

Caranthir was responsible for guarding the difficult eastern front against Morgoth. After the collapse of the front in the Dagor Bragolloach, Caranthir then dwelt with his brothers Amras and Amrod. He fought valiantly in the Nirnaeth Arnoediad and was wounded; however, it was Caranthir's allies under Uldor the Accursed, the non-Adan Men of the East, who betrayed the Eldar that day and caused the terrible defeat.

Afterwards, Caranthir with his other most unwise brethren (Curufin and Celegorm) lived a restless, homeless, and destructive life in Beleriand. All three were killed when they assaulted Menegroth in an attempt to steal the Silmaril fighting against Thingol's heir Dior.





CARANTHIR

Lvl: 65.

Race: Noldo.

Home: Thargelion (the easternmost part of Beleriand), then to the region of Beleriand of Amras and Amrod, after Nirnaeth Arnoediad in Ossiriand.

Names: The Dark.

CARANTHIR IN MERP

Hits: 190 Melee OB: 300 Missile OB: 280

AT: Pl(195).

MERP Profession: Scout.

MERP Stats: AG 107, CO 104, IG 100, IT 100, PR 100, ST 106.

MERP Skills: Acrobatics 50, Ambush 20, Appraisal 81, Climbing 116, Disarm Trap 88, Falsification (Craft) 45, Fletching (Craft) 62, Leadership (Influence) 80, Perception 101, Pick Lock 83, Public-speaking (Influence) 101, Riding 108, Seduction (Influence) 80, Stalk/Hide 121, Strategy/Tactics (Lore) 121, Swimming 98, Tracking 94, Weather-watching (Sky-Watching) 94.

MERP Spells: 195 PP (x5 PP multiplier). Knows all Open Essence and Open Channeling lists to 5th lvl.

CARANTHIR IN ROLEMASTER

Hits: 190 Melee OB: 300 Missile OB: 280

AT: I (195).

RM Profession: Rogue.

RM Stats: Co 104, SD 60, Ag 107, Me 72, Re 90, St 106, Qu 107, Pr 100, In 98, Em 88

RM Skills: Acrobatics 50, Adrenal Defense 40, Adrenal Moves 80, Ambush 20, Appraisal 81, Climbing 116, Disarm Trap 88, Falsification 45, Fletching 62, Frenzy 116, Leadership 80, Linguistics 16*, Perception 101, Pick Lock 83, Public-speaking 101, Riding 108, Seduction 80, Stalk/Hide 121, Strategy/Tactics 121, Subduing 100, Swimming 98, Tracking 94, Weather-watching 94.

RM Spells: 195 PP (x5 PP multiplier). Knows Item Lore, Cloaking, Brilliance, Self-Healing, Sense Mastery, and Movement lists to 5th lvl.

Appearance: 96.

CARANTHIR IN LoR

LoR Profession: Scout.

LoR Stats: Strength 9, Agility 9, Intelligence 3, Movement 4, Defense 5, Melee OB 12, Missile OB 13, General 5, Subterfuge 8, Perception 7, Magical 3, Endurance 179.

LoR Spells: Camouflage, Concentration.

LoR Experience Points: 38,100.

CARANTHIR'S PRINCIPAL ITEMS

Sword (Caranlhach)—(S. "Red Leaping Flame") Red laen broadsword, does additional heat crits.

MERP/RM: +50 OB, *Fire Bolt* 5x hits +50 5x/day, *Haste* 3x/day.

Crossbow (Cubeleg)—(S. "Sudden Bow") Light crossbow, reloads itself (fires every round with no penalty), may be held and fired with one hand, does double concussion hits.

MERP/RM: +30 OB.

CARANTHIR'S LESSER ITEMS OF NOTE

Armor—Silent and unencumbering.

MERP/RM: AT: Pl/20 (+45 DB).

Cloak.

MERP/RM: +30 DB, +30 hiding, constant

Landing (RM: *Landing True*), *Leaping* 5x/day.

Full shield—Unencumbering.

MERP/RM: +30 DB.

Helmet—Negates 50% of head crits.

MERP: x5 PP multiplier.

RM: x5 PP multiplier for Mentalism, permits casting of Mentalism spells.

Read: *Sil* 60, 83, 112-13, 124, 145-46, 153, 157, 192-93, 195, 236, 305.

CELEBORN

A kinsman of Elu Thingol ("Greycloak"), Celeborn was a Sinda of royal blood. He met Galadriel when she came to Doriath in the First Age to learn from Melian the Maia. There they lived together until that land was overrun.

After the fall of Beleriand, Celeborn and Galadriel went east of the Blue Mountains and established the realm of Eregion. With his wife, he ruled until Celebrimbor led a bloodless uprising against them. Galadriel departed for Lórinand, but Celeborn stayed behind in Eregion, refusing to pass through the Dwarven City. He remained there for many years, living in a fortified country house, taking no part in the affairs of Ost-in-Edhil.

Although Celeborn's history is not so illustrious as Galadriel's, he is accounted wise, even among the Eldar, having lived for many thousands of years and seen much of both good and evil.

CELEBORN

Lvl: 40.

Race: Teler (Sinda).

Home: Doriath in Beleriand; Lorien.

CELEBORN IN MERP

Hits: 155 Melee OB: 241 Missile OB: 200

AT: Pl (135).

MERP Profession: Warrior.

MERP Stats: ST 100, AG 99, CO 101, IG 96, IT 96, PR 100.

MERP Skills: Administration (Influence) 80, Athletic Games (Athletic) 50, Climbing 60, Diplomacy (Influence) 45, Leadership (Influence) 85, Meditation 84, Music (Artistic) 75, Navigation (Lore) 100, Perception 96, Public-speaking (Influence) 85, Riding 89, Rope Mastery 81, Sailing (Athletic) 106, Seduction (Influence) 50, Signaling 89, Singing (Influence) 45, Skiing (Athletic) 60, Stalk/Hide III, Star-gazing (Sky-Watching) 78, Swimming 71, Tracking 85, Weather-watching (Sky-Watching) 72, Wood-carving (Craft). 45.

MERP Spells: None.

CELEBORN IN ROLEMASTER

Hits: 155 **Melee OB:** 241 **Missile OB:** 200

AT: 20 (135).

RM Profession: Fighter.

RM Stats: St 100, Qu 101, Em 82, In 96, Pr 100, Ag 99, Co 101, Me 96, Re 97, SD 95.

RM Skills: Administration 80, Athletic Games 50, Climbing 60, Diplomacy 45, Frenzy 89, Leadership 85, Linguistics 14*, Meditation 84, Music 75, Navigation 100, Perception 96, Public-speaking 85, Riding 89, Rope Mastery 81, Sailing 106, Seduction 50, Signaling 89, Singing 45, Skiing 60, Stalk/Hide III, Star-gazing 78, Subduing 91, Swimming 71, Tracking 85, Weather-watching 72, Woodcarving. 45.

RM Spells: None.

Appearance: 100

CELEBORN IN LoR

LoR Profession: Warrior.

LoR Stats: Strength 6, Agility 5, Intelligence 5, Movement 4, Defense 4, Melee OB 12, Missile OB 11, General 4, Subterfuge 8, Perception 7, Magical 3, Endurance 117.

LoR Spells: None.

LoR Experience Points: 28,200.

CELEBORN'S PRINCIPAL ITEMS

Long Sword—Ithilnaur alloy, Of Slaying Orcs.

MERP/RM: +45 OB.

Mithril Plate—Ithilnaur alloy protects as full plate.

MERP/RM: AT Pl/20 (+30 DB) but wears as AT Ch/I3.

Longbow—Fires every round without penalty, strung with Elf-hair (will not break), 2x normal range.

MERP/RM: +30 OB.

Ring—Gold, set with an emerald.

MERP/RM: +30 DB.

Read LotR I 457, etc., 458-62, etc. LotR II 54-55, 88. LotR III 309-25. See ICE's Lorien, 27-28, 56.

CARIHIR*

A rakishly handsome Sinda with tawny hair and deep grey eyes, Carihir is something of a rogue. He eschews the meditative, aloof demeanor characteristic of his kindred, adopting instead an energetic, engaged manner of interacting. He is Master of the Boatmen's Glade in Lórien, and there are few in the region who can match his skill on water. He is slender—6'7" and only 190 pounds—and his nimble frame makes it easier for him to maneuver in any vessel.

CARIHIR

Lvl: 18.

Race: Sinda.

Home: Lórien.

Names: Carihir (S. "Red River").

CARIHIR IN MERP

Hits: 150 **Melee OB:** 120 **Missile OB:** 150

AT: 1 (-60).

MERP Profession: Warrior.

MERP Stats: ST 98, AG 100, CO 98, IG 76, IT 66, PR 79.

MERP Skills: Diving 40, Sky-watching 60, Rowing (Athletic) 50, Swim 72, Perception 45, Acrobatics 30, Music (Artistic) 20, Public Speaking (Influence) 30, Rope-mastery 57, Sailing (Athletic) 80, Seduction (Influence) 40, Weather Watching (Lore) 72, Woodcarving (Craft) 60.

MERP Spells: None.

CARIHIR IN ROLEMASTER

Hits: 150 **Melee OB:** 120 **Missile OB:** 150

AT: 1 (60).

RM Profession: Rogue.

RM Stats: St 98, Qu 100, Em 72, In 87, Pr 98, Ag 99, Co 98, Me 45, Re 79, SD 60.

RM Skills: Diving 40, Navigation 60, Rowing 50, Swim 72, Perception 45, Acrobatics 30, Music 20, Public Speaking 30, Rope Mastery 57, Boat Handling 80, Seduction 40, Weather Watching 72, Woodcarving 60.

RM Spells: None.

Appearance: 90.

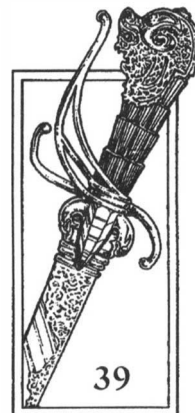
CARIHIR IN LoR

LoR Profession: Warrior.

LoR Stats: Strength 4, Agility 5, Intelligence 2, Movement 2, Defense 4, Melee OB 8, Missile OB 10, General 4, Subterfuge 1, Perception 4, Magical 0, Endurance 93.

LoR Spells: None.

LoR Experience Points: 19,800.





CARIHIR'S PRINCIPAL ITEMS

Sextant—An especially fine navigational device.

MERP/RM: +20 to user's Navigation skill.

Short Sword—Never leaves Carihir's side for long.

MERP/RM: +20 OB.

Boots of Water-Running—Permit their wearer to run across water. However, if the wearer stops running, he will sink.

See *ICE's Lórien* 57.

CARNIL*

Carnil was among the first of the Eldar to settle in Eregion. His grapes produce the finest wines of the vineyards along the banks of the Sirannon. His daughter Laithen works beside him in the winery, unlike his son Orrerë who left the family calling to learn smithing among the Gwaith-i-Mírdain. Carnil serves on the Council of Lords in Ost-in-Edhil.

CARNIL

Lvl: 20.

Race: Noldo.

Home: Just north of Ost-in-Edhil.

Names: Carnil (S. "Red Point," the name of a star).

CARNIL IN MERP

Hits: 160 **Melee OB**: 150 **Missile OB**: 120

AT: PI (75).

MERP Profession: Animist.

MERP Stats: ST 95, AG 97, CO 96, IG 66, IT 78, PR 73.

MERP Skills: Climb 62, Swim 80, Ride 70, Stalk/Hide 60, Perception 88, Music (Artistic) 60, Public Speaking (Influence) 74, Read Runes 45, Rope-mastery 40, Sailing (Athletic) 60, Track 54.

MERP Spells: 20 PP (x4 multiplier). Base Spell OB is +5. Carnil knows all Animist lists, plus the Ranger Path Mastery list (to 10th level).

CARNIL IN ROLEMASTER

Hits: 160 **Melee OB**: 150 **Missile OB**: 120

AT: 17 (75).

RM Profession: Animist.

RM Stats: St 95, Qu 99, Em 45, In 86, Pr 96, Ag 94, Co 96, Me 70, Re 86, SD 50.

RM Skills: Climb 62, Swim 80, Riding 70, Stalk/Hide 60, Perception 88, Music 60, Public Speaking 74, Read Runes 45, Rope Mastery 40, Sailing 60, Tracking 54.

RM Spells: 20(x4)=80PP. Base Spell OB is +5. Carnil knows all Animist Base lists, plus the Ranger Path Mastery list (to 10th level).

Appearance: 96.

CARNIL IN LoR

LoR Profession: Bard.

LoR Stats: Strength 3, Agility 4, Intelligence 1, Movement 2, Defense 2, Melee OB 10, Missile OB 8, General 3, Subterfuge 5, Perception 7, Magical 1, Endurance 108.

LoR Spells: Healing, Sustenance, Protection, Shield.

LoR Experience Points: 24,150.

CARNIL'S PRINCIPAL ITEMS

Chain Mail—Fashioned of mithril. It gives the user the protection of plate mail, but is light and easy to wear.

Broadsword—The enchanted blade glows within 1000 feet of an Orc or Troll and acts as a sword of Orc and Troll Slaying.

MERP/RM: +20 OB.

Composite Bow—A supremely accurate bow.

MERP/RM: +15 Missile OB.

Amulet—The gold and opal amulet enhances the bearer's spell-casting abilities.

MERP/RM: x4 PP multiplier.

See *ICE's Lórien* 40-42, 56.



CELEBRÍAN

A true Elda lady, Celebrían is the only child (apparently) of Celeborn and Galadriel, the wife of Elrond, and the mother of Elladan, Elrohir, and Arwen Evenstar.

Tragically, Celebrían's travelling party was ambushed on a trip from Imladris to Lórien and overwhelmed by Orcs of the Misty Mountains. Though she was rescued by her sons and healed of poisoned wounds by Elrond, she suffered so that she became weary of Middle-earth and sailed over the Sea within the year.

Celebrían was gentle, peaceful, kind, and quiet. Naturally, due to her lineage she is noble in bearing, tall (6'5"), and blonde. But she does not care for things of violence: weapons or armor or war. Nor does she carry herself with the arrogance or pride of so many in her family. Rather she is meek and unobtrusive. She delights in children, hearth and home, family, gardens, and things of quiet beauty. Often, in the evenings, she strolls the meads or swims the ponds and streams of blessed Imladris.

Important Dates: *T.A. 100 marries Elrond, T.A. 2509 captured and tormented by Orcs, T.A. 2510 leaves for the Undying Lands.*

CELEBRÍAN

Lvl: 35.

Race: Sinda/Noldo.

Home: Lorien, Imladris.

CELEBRÍAN IN MERP

Hits: 130 **Melee OB:** 105 **Missile OB:** 60

AT: No (60).

MERP Profession: Bard.

MERP Stats: AG 97, CO 80, IG 100, IT 99, PR 102, ST 78.

MERP Skills: Acting 60, Administration (Influence) 30, Animal Handling 68, Climbing 56, Cookery 98, Crafting (Craft) 101, Dance (Athletic) 98, Diplomacy (Influence) 83, Directed Spells 45, First Aid 95, Meditation 102, Music (Artistic) 106, Perception 91, Riding 81, Read Runes 106, Seduction (Influence) 80, Singing (Influence) 101, Skiing (Athletic) 85, Stalk/Hide 61, Star-gazing (Sky-Watching) 94, Use Item 85, Swimming 71, Weather-watching (Sky-Watching) 83.

MERP Spells: 105 PP (x7 PP multiplier). Knows all Bard Base lists and Open Essence lists to 10th lvl.

CELEBRÍAN IN ROLEMASTER

Hits: 130 **Melee OB:** 105 **Missile OB:** 60

AT: I (60).

RM Profession: Seer.

RM Stats: Co 80, SD 102, Ag 97, Me 101, Re 98, St 78, Qu 88, Pr 101, In 100, Em 99.

RM Skills: Acting 60, Administration 30, Animal Training 68, Climbing 56, Cookery 98, Crafting 101, Dance 98, Diplomacy 83, Directed Spells 45, First Aid 95, Linguistics 21*, Meditation 102, Music 106, Perception 91, Riding 81, Runes 106, Seduction 80, Singing 101, Skiing 85, Spell-mastery 75, Stalk/Hide 61, Star-gazing 94, Staves & Wands 85, Swimming 71, Weather-watching 83.

RM Spells: 105 PP (x7 PP multiplier). Knows all Seer base lists to 30th lvl, all Open and Closed Mentalism to 20th lvl.

Appearance: 102.

CELEBRÍAN IN LoR

LoR Profession: Bard.

LoR Stats: Strength 2, Agility 4, Intelligence 4, Movement 3, Defense 3, Melee OB 7, Missile OB 6, General 4, Subterfuge 5, Perception 7, Magical 5, Endurance 107.

LoR Spells: Calm, Charm Animals, Clairvoyance, Concentration, Item Analysis, Luck.

LoR Experience Points: 23,700.

CELEBRÍAN'S ITEMS OF NOTE

Silver or White Gowns.

MERP/RM: +30 DB; +20 to moving maneuvers, +25 to Stalking and Hiding.

Silver Laen Dagger.

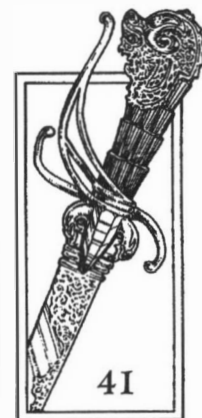
MERP/RM: +30 OB.

Mentalism Golden Rod.

MERP: x7 PP multiplier, non-attack spells do not fumble, stores 3 spells up to 10th level, spell ranges multiplied x5, *Bladeturn or Deflections* 3x/daily.

RM: x7 PP multiplier, non-attack spells do not fumble, stores 3 spells up to 20th level, Seer spells ranges multiplied x5, *Displacement III* 3x/daily.

Read: LotR I 300, 486; LotR III 401, 456, 459





CELEBRIMBOR

Among the greatest of the Noldo Elves, Celebrimbor (S. "Hand of Silver") the Smith was born and lived his early life in Nargothrond, where he studied the ways of his grandfather, Fëanor ("Spirit of Fire"). When the War of the Jewels ended, he, with many of his fellows, went eastward over the Blue Mountains. There they founded the realm of Eregion, and he established the Gwaith-i-Mirdain.

Celebrimbor is arguably the second-greatest smith in the history of Middle-earth, surpassed only by Fëanor, who created the Silmarils and the Palantíri. Although Celebrimbor never lived in the Undying Lands, he spent many years in Beleriand working with the most illustrious Elda smiths, honing his skills. He also possesses Fëanor's fiery spirit.

A tall Noldo (6'8"), Celebrimbor is very strong, with a large bone structure, giving him a commanding presence. His hair is dark brown; his eyes are a dark, silvery grey. His glance can be as sharp as knives, but often his eyes hold a distant softness, an almost wistful look. It is a poorly kept secret that he loves the lady Galadriel. As a token of his affection, Celebrimbor forged for her a second Elessar ("Elf-stone"), a powerful item which has the power to stay the wearying effects of time.

In manner, the master Smith is soft-spoken, but he has a deserved reputation for impatience with others. Few pupils are bright enough to follow his instruction, and he has no time to coddle those who are not. Celebrimbor is a basically secretive individual; he shared his techniques of ringmaking with Annatar grudgingly and in return for considerable knowledge from the Lord of Gifts.

Unfortunately for the Smith, Sauron the Maia probably learned more from his mind than Celebrimbor might have guessed. Neither could have achieved as much without the other, but Sauron's efforts—though effective—lacked the subtlety of the Elven works. In the end Celebrimbor was taken by Sauron while desperately defending the gates of his beloved Guild-hall. The Dark Lord tortured him to death trying without success to learn the hiding places of the Three Elven Rings.

Note: *MERP rules do not cover alchemy—the creation of enchanted articles—because, in Middle-earth, embedding magical properties into weapons, armor, and other articles is much more than a systematic process. Unique rituals, known only to certain individuals or groups (such as the Gwaith-i-Mirdain), must be used in special places on special materials. Mere cleverness or skill or book-learning does not suffice.*

CELEBRIMBOR

Lvl: 50(65).

Race: Noldo.

Home: Originally Beleriand, Nargothrond, then Eregion until his death in S.A. 1697.

Names: (S. "Silver Fist"; Q. "Telperinquar.")

CELEBRIMBOR IN MERP

Hits: 180 **Melee OB:** 210 **Missile OB:** 160

AT: Pl (153).

MERP Profession: Mage.

MERP Stats: ST 99, AG 101, CO 98, IG 101, IT 97, PR 100.

MERP Skills: Administration (Influence) 110, Appraisal 100, Architecture (Lore) 120, Chemistry (Lore) 80, Climbing 65, Crafting (Craft) 146, Diplomacy (Influence) 80, Directed Spells 80, Disarm Trap 136, Falsification (Craft) 35, Fletching (Craft) 121, Leadership (Influence) 96, Leather-working (Craft) 111, Mathematics (Lore) 106, Meditation 95, Music (Artistic) 87, Perception 106, Pick Lock 121, Public-speaking (Influence) 95, Riding 42, Rope Mastery 116, Read Runes 90, Seduction (Influence) 95, Singing (Influence) 50, Skiing (Athletic) 84, Smithing (Craft) 146, Stalk/Hide 85, Star-gazing (Sky-Watching) 58, Use Item 96, Stone-carving (Craft) 131, Strategy/Tactics (Lore) 114, Swimming 70, Trap-building (Craft) 106, Wood-carving (Craft) 139.

MERP Spells: 195 PP (x9 PP multiplier).

Celebrimbor knows all Mage Base lists, Bard Base lists, and Open Essence lists to 10th level.

CELEBRIMBOR IN ROLEMASTER

Hits: 180 **Melee OB:** 210 **Missile OB:** 160

AT: 20 (153).

RM Profession: Alchemist (Fighter).

RM Stats: St 99, Qu 100, Em 101, In 90, Pr 100, Ag 101, Co 98, Me 99, Re 94, SD 76.

RM Skills: Administration 110, Appraisal 100, Architecture 120, Chemistry 80, Climbing 65, Crafting 146, Diplomacy 80, Directed Spells 80, Disarm Trap 136, Falsification 35, Fletching 121, Frenzy 81, Leadership 96, Leather-working 111, Linguistics 25*, Mathematics 106, Meditation 95, Music 87, Perception 106, Pick Lock 121, Public-speaking 95, Riding 42, Rope Mastery 116, Runes 90, Seduction 95, Singing 50, Skiing 84, Smithing 146, Spell-mastery 85, Stalk/Hide 85, Star-gazing 58, Staves & Wands 96, Stone-carving 131, Strategy/Tactics 114, Subduing 95, Swimming 70, Trading 101, Trap-building 106, Wood-carving 139.

RM Spells: 195 PP (x9 PP multiplier). Celebrimbor knows all Base Alchemist lists to 50th lvl, as well as the Base Magician Light Law, Wind Law, Ice Law, and Fire Law lists, to 20th. He has all Open and Closed Essence lists to 20th, except Invisibility, Delving Ways, Unbarring Ways, and Elemental Shields, which he has to 50th lvl. Celebrimbor also possesses many researched Alchemy spells beyond the scope of the usual lists.

Appearance: 100.

CELEBRIMBOR IN LoR

LoR Profession: Bard.

LoR Stats: Strength 6, Agility 6, Intelligence 6, Movement 5, Defense 6, Melee OB 11, Missile OB 10, General 6, Subterfuge 6, Perception 8, Magical 7, Endurance 290.

LoR Spells: Balance, Calm, Fire Bolt, Luck, Protection from Magic, Shield, Speed, Strength.

LoR Experience Points: 55,220.

CELEBRIMBOR'S PRINCIPAL ITEMS

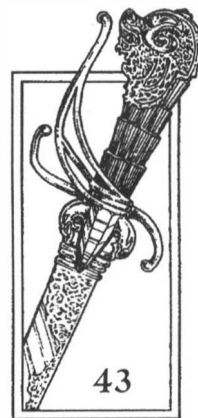
Lesser Elven Ring—Of mithril with a clear gem.

MERP/RM: x9 PP multiplier, +33 DB, *Invisibility* once/round, adds 33 to RRs against all realms of Power, will *Haste* the wearer at will.

Broadsword (Sûhelka)—(Q. "Icy Wind") A clear laen (enchanted glass) broadsword with an edge of Eog. It is highly intelligent and empathic, acts as a Holy weapon. It is able to *Long Door*, instantly appearing in Celebrimbor's hand from as far as 100 miles away. Of Cold, it gives off a chilling mist and delivers a Cold Critical equal in severity to any other critical given. It gives 3x damage to creatures of fire. The wielder is immune to all cold. Sulhelka is also capable of summoning 3x per day the Uttercold, which appears as a stream of blue-white energy, firing from the tip of the sword. It is considered Channeling because of the unusual nature of the power. Items which normally protect the wearer from cold have no effect.

MERP/RM: +45 OB; The Uttercold may take one of three forms:

- (1) Transform up to 10,000 cubic feet of water to ice in one round.
- (2) Deliver a 100' radius *Cold Ball*, centered up to 300' away with no range subtraction and a base +30, x6 concussion hits.
- (3) Fire the Icy Wind, the concentrated power of the sword aimed at a single target up to 600' away. Using the *Ice Bolt* table, it has no range subtraction, a base +90, and delivers x9 damage.



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Celebrimbor





Mithril Chain—Improved ithilnaur alloy protects as full plate.

MERP/RM: AT Pl/20 (+30 DB), but wears as AT Ch/I3.

Amulet—Highly intelligent, it can analyze any material or alloy within 30 feet.

MERP/RM: Stores (and can cast) up to three 10th-level Essence spells/day, and adds +33 to all forging operations.

CELEBRIMBOR'S LESSER ITEMS OF NOTE

Composite Bow—Of dirwood and shaalk, fires every round without penalty, strung with Elf-hair (will not break).

MERP/RM: +45 OB.

Bowguard—Of fine leather and shaalk, -2 to chance of fumble.

MERP/RM: +20 OB to all bowfire.

Gloves—Of eog and shaalk which confer total protection of hands and arms from heat, electricity and cold, natural or magical, and allow wearer to work as if not wearing gloves (non-encumbering).

Face Shield—Of laen, shaalk and other elements, provides total protection of face and neck from heat, light, electricity and cold, natural or magical (will darken to protect eyes from bright light).

Circlet—Of mithril and adamant, protects as a full helm, and also has a 50% chance of negating any head or neck critical.

Read UT 235-8, 224, 250-2, 254; Sil 214, 355, 357; LotR I 318, 332, 398.

See ICE's Lorien 15, 21-22, 31, 56.

CELEDHRING*

Celedhring was born in Gondolin in the later years of the First Age. His father, the Noldo Mithlor, was one of the Master Smiths of the city. Celedhring followed his sire's calling. In the shaping of gemstones he grew most proficient, learning lore unknown to even the sages.

Before Maeglin betrayed Gondolin to Morgoth, Mithlor took his wife and young son to a small haven east of the Ered Luin. There Celedhring achieved his full stature, living in peace until the end of the First Age.

Following the fall of Morgoth and the surrender of Sauron, Mithlor and his wife elected to sail across the Great Sea into the West. Their son chose to remain behind in the newly founded city of Ost-in-Edhil. He became a smith of the Mírdraithrond, specializing in metals and jewelry. He uncovered many of the mysteries of forging under the tutelage of Celebrimbor. Yet the High Smith's secrecy often discouraged his pupil, and Celedhring longed for a more open teacher.

When Annatar (Sauron in disguise) arrived at Ost-in-Edhil in S.A. 1200, many smiths of the Mírdraithrond befriended him. He possessed great knowledge and shared it freely. Celedhring was among those completely intrigued. He sought to work with the Lord of Gifts continuously. Celedhring learned much under Annatar, yet the lessons took a slow toll upon his character. As his skill increased, so too did his greed and desire for power. Celedhring forged several lesser Rings of Power and assisted in the creation of all but the Three Elven Rings. In S.A. 1580, Annatar left Ost-in-Edhil for Mordor. Celedhring forsook the city to follow the Lord of Gifts into the Black Land.

Sauron knew of his student's pursuit and, before he reached the mountain walls of Mordor, the Dark Lord confronted the Elf. He revealed his true nature and offered Celedhring unlimited knowledge and a place of power at his side in return for absolute loyalty. Such was Celedhring's infatuation with Annatar that he accepted the offer and became one of Sauron's most powerful servants. The badge of the Elf's devotion was a lesser Ring of Power, worn on his left hand. Sauron could not directly exert his will upon Celedhring through it, but could and did sway his servant's decisions.

Celedhring served the Dark Lord in Mordor until the end of the Second Age. He dwelt in Barad-dûr where he studied the black arts intensely and assisted Sauron during his alchemical labors (although he did not take part in the forging of the One Ring).

Following the fall of Barad-dûr, Celedhring fled north to the Ered Mithrin where he hid from the vengeance of his fellow Eldar. In the Third Age, he rejoined Sauron in Dol Guldur. There he stayed as Master Smith until T.A. 2941. Departing Dol Guldur with his master, he returned to Mordor. As High Smith of the Dark Tower, he continued to labor at the forges, creating items of power for Sauron's minions. He remained there until his death, which came during the cataclysmic end of the Lord of the Rings.

Celedhring had been promised stewardship over the lands of Eregion and Lindon when the Dark Lord achieved total victory. With the passing of Sauron and the fall of Barad-dûr (T.A. 3019), these plans were destroyed.

Celedhring was a tall and well-muscled Noldo, standing 7'0" and weighing 220 pounds. His hair was long and bluish silver-white. He wore elaborate grey, silver, and black robes and carried a staff carved of priceless Dirwood.

CELEDHRING

Lvl: 40.

Race: Noldo.

Home: Gondolin in Beleriand, then Numeriadur, then Ost-in-Edhil, then Barad-dûr, then Dol Guldur, and finally Barad-dûr again.

Names: Celedhring (S. "Chilling Silver"), the Black Elf, the Black Smith, the Master Smith, the Smith of Dol Guldur, the Master Smith of Mordor.



CELEDHRING IN MERP

Hits: 120 Melee OB: 75 Missile OB: —
AT: RL (50).

MERP Profession: Mage.

MERP Stats: ST 86, AG 100, CO 87, IG 101,
IT 94, PR 97.

MERP Skills: Administration (Influence) 84, Climb
25, Ride 42, Perception 92, Use Item 99, Runes
91, Smithing (Craft) 82.

MERP Spells: 120 PP (x6 PP multiplier). Base
Spell OB is +15. Knows all Open Essence lists.

CELEDHRING IN ROLEMASTER

Hits: 120 Melee OB: 75 Missile OB: —
AT: 12 (50).

RM Profession: Alchemist.

RM Stats: St 86, Qu 99, Em 101, In 94, Pr 97,
Ag 100, Co 87, Me 96, Re 95, SD 64.

RM Skills: Climb 50, Swim 80, Ride 45, Detect
Traps 120, Pick Lock 80, Stalk/Hide 100,
Perception 132, Read Runes 120, Staves &
Wands 160, Channeling 30, Ambush 8,
Adrenal Moves 20, Adrenal Defense, Martial
Arts Strikes 20, Martial Arts Sweeps 25,
Acting 80, Administration 120, Animal
Training 40, Appraisal 140, Architecture 100,
Caving 20, Cooking 60, Crafting 160,
Diplomacy 80, Diving 40, Falsification 100,
First Aid 50, Fletching 140, Gambling 10,
Leadership 60, Leather-working 110, Math-
ematics 80, Meditation 40, Music 40, Public
Speaking 30, Rope-mastery 40, Sailing 20,
Seduction 40, Smithing 168, Spell Mastery 80,
Stone-working 120, Tracking 60, Trading 40,
Trickery 60, Weather-watching 30, Wood-
working 120.

RM Spells: 120 PP (x6 PP multiplier). Base Spell
OB is +15. Celedhring knows all Alchemist
lists and Open Essence lists.

Appearance: 91.

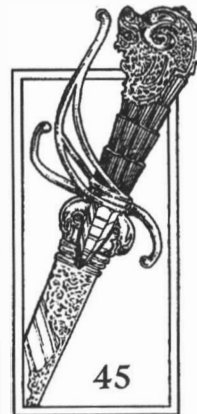
CELEDHRING IN LoR

LoR Profession: Bard.

LoR Stats: Strength 3, Agility 5, Intelligence 5,
Movement 3, Defense 4, Melee OB 6, Missile
OB 0, General 6, Subterfuge 7, Perception 9,
Magical 4, Endurance 172.

LoR Spells: Item Analysis, Luck, Concentration,
Protection from Magic, Clairvoyance, Suste-
nance, Strength, Speed.

LoR Experience Points: 37,200.

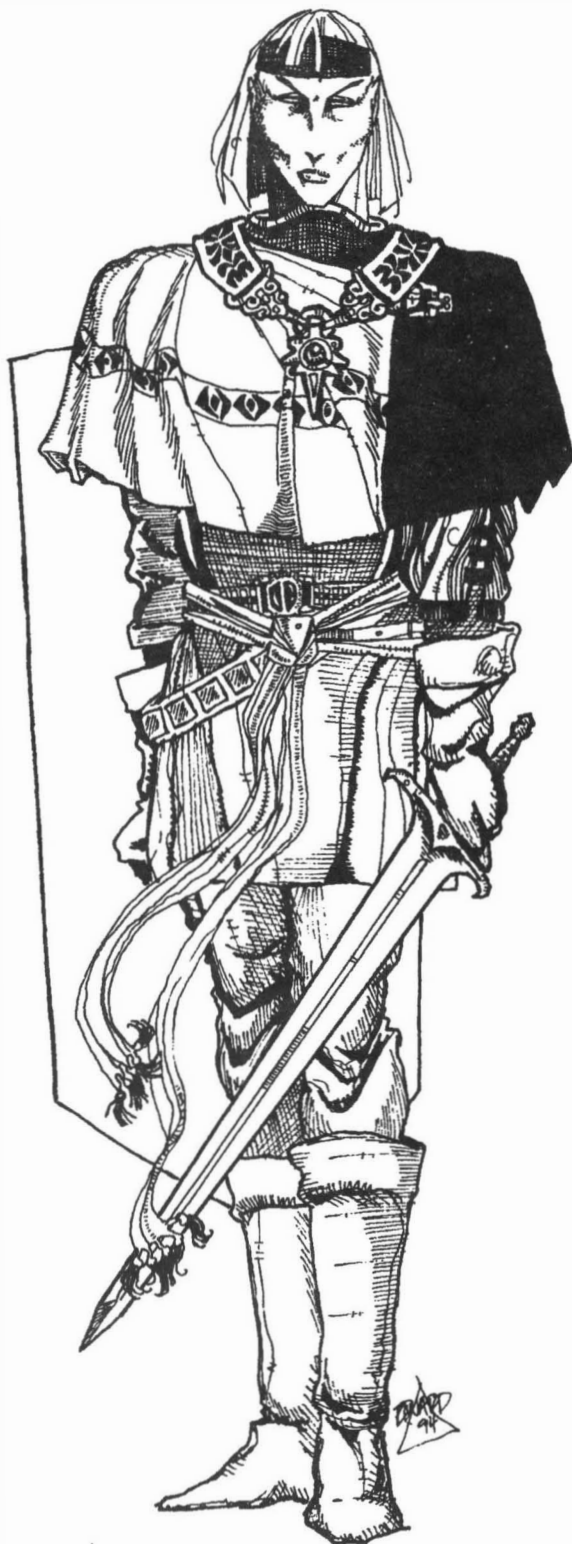




CELEDHRING'S PRINCIPAL ITEMS

Tauruin—(S. "Wood of Red Flame") Forged of Dirwood, the staff is inscribed with myriad tengwar runes. It can be wielded to strike as a mace.

MERP/RM: +40 Man-slaying weapon. Flames on command. When afire, Tauruin delivers an additional Heat critical of equal severity.



Celegorm

Mithwath—Robes woven from spun mithril and grey linen.

MERP/RM: +20 DB; do not interfere with spell casting; unencumbering; wearer has free use of the *MERP* Mage Lofty Bridge spell list to 10th level or the *RM* Closed Essence Lofty Bridge spell list to 20th level.

Maranya—A lesser Ring of Power forged by Celebrimbor himself under the tutelage of Annatar in the Halls of the Jewel-smiths. The ring's wearer ages at one-tenth his normal rate. Upon achieving the age of his normal death, he is transformed into a wraith. (Celedhling, being an Elf, is immune to this effect.)

MERP/RM: PPx6 (Essence/Mentalism); free use of the Light Law list to 10th/30th level; +10 DB; +10 to wearer's RRs.

Forging Tools—Attuned to Celedhling, they cannot be used by others.

See *ICE's Gorgoroth* 51-52.

CELEGORM

Celegorm was a Noldo prince, the third son of Fëanor. He was very fair to behold and accounted among the close followers of the Vala Orome. He became the most woodcrafty of all the Noldo Elves. He was also—initially at least—valiant, for he played a heroic part in the first battle against Angband. The great hound Huan gave his loyalty to Celegorm.

However, it was Celegorm and his closest friend and ally Curufin who were most severely affected by the Oath of Fëanor. They became cunning and evil, greedy and proud. Both grew unable to tell friend from foe. Huan left Celegorm to aid Beren and Lúthien, twice even frustrating Celegorm's attempts to abduct Lúthien, and helping her to escape when the twisted Celegorm finally succeeded. Celegorm's greatest evil was done when he attempted to steal the Silmaril-bearing Nauglamir from Menegroth. There Celegorm was slain by Dior, Thingol's heir.

CELEGORM

Lvl: 65.

Race: Noldo.

Home: Aglon and Himlad, Nargothrond, Ossiriand.

Names: the Fair, the Huntsman of the Noldor.

CELEGORM IN MERP

Hits: 185 Melee OB: 265 Missile OB: 310

AT: P1 (210).

MERP Profession: Scout.

MERP Stats: AG 107, CO 106, IG 88, IT 106, PR 103, ST 106.

MERP Skills: Acrobatics 50, Administration (Influence) 70, Ambush 16, Climbing 98, Crafting (Craft) 45, Falsification (Craft) 80, Leadership (Influence) 112, Meditation 85, Music (Artistic) 67, Navigation (Lore) 89, Perception 131, Public-speaking (Influence) 99, Riding 103, Rope Mastery 54, Read Runes 45, Sailing (Athletic) 66, Seduction (Influence) 131, Signaling 95, Singing (Influence) 85, Skiing (Athletic) 50, Stalk/Hide 118, Use Item 55, Strategy/Tactics (Lore) 124, Swimming 88, Tracking 118, Trickery 104.

MERP Spells: 390 PP (x6 PP multiplier). Knows all Ranger Base lists, Animist Base lists, and Open Channeling lists to 10th level.

CELEGORM IN ROLEMASTER

Hits: 185 Melee OB: 265 Missile OB: 310
AT: 12 (210).

RM Profession: Rogue (Ranger, Animist).

RM Stats: Co 106, SD 70, Ag 107, Me 80, Re 90, St 106, Qu 106, Pr 103, In106, Em 78.

RM Skills: Acrobatics 50, Administration 70, Adrenal Defense 40, Adrenal Moves 90, Ambush 16, Climbing 98, Crafting 45, Falsification 80, Frenzy 115, Leadership 112, Linguistics 13*, Meditation 85, Music 67, Navigation 89, Perception 131, Public-speaking 99, Riding 103, Rope Mastery 54, Runes 45, Sailing 66, Seduction 131, Signaling 95, Singing 85, Skiing 50, Stalk/Hide 118, Staves & Wands 55, Strategy/Tactics 124, Subduing 125, Swimming 88, Tracking 118, Trickery 104.

RM Spells: 390 PP (x6 PP multiplier). Knows all Ranger Base lists to 50th lvl, knows all Animist base lists to 20th lvl.

Appearance: 104.

CELEGORM IN LoR

LoR Profession: Bard.

LoR Stats: Strength 9, Agility 9, Intelligence 5, Movement 5, Defense 5, Melee OB 12, Missile OB 13, General 4, Subterfuge 9, Perception 8, Magical 5, Endurance 207.

LoR Spells: Balance, Calm, Camouflage, Charm Animals, Concentration, Luck, Speed, Sustenance.

LoR Experience Points: 37,500.

CELEGORM'S PRINCIPAL ITEMS

Bow (Aracu)—(S. "Noble Bow") Fumbles only on a 1, can fire 2 arrows/round with no penalty, ranges 2x normal, arrows fired are of slaying Trolls and Orcs.
MERP/RM: +60 OB.

CELEGORM'S LESSER ITEMS OF NOTE

Talisman.

MERP/RM: x6 PP multiplier for Channeling; +30 to DB, hiding and moving maneuvers.

Armor—Unencumbering, no penalties.

MERP/RM: AT: RL/12 (+50 DB).

Gloves.

MERP/RM: +40 acrobatics, tumbling, climbing, and swimming maneuvers.

Boots.

MERP/RM: Constant *Limbrunning*, *Sandrunning*, *Stonerunning*.

Cloak & Hood—Negates 50% head crits, protect head as full helm with no spell casting penalties.

MERP/RM: +30 perception and hiding.

Broadsword—Green laen, triple concussion hits, of slaying carnivores, Orcs, and Trolls.

MERP/RM: +45 OB.

Full shield—Green laen, floats in water, unencumbering.

MERP/RM: +35 DB.

Read Sil 60, 62, 83, 107, 123, 152, 169-70, 172-73, 176-77, 192-93, 195, 236, 305

CÍRDAN

One of the wisest and most heroic in spirit of all the Elves, Círdan was an Elf of the Teleri, of the kindred of the Sindar. He stayed in Middle-earth on the shores of the Falas at the urging of the Maia Ossë. Círdan and his people were thus called the Falathrim ("Coast Dwellers"). Círdan was both a great mariner and shipwright.

Círdan avoided all of the terrible quarrels between the Noldor and Sindar. He was close to Elwë and Finrod. Most often he guarded the coasts from any naval assault issued from Angband. He was on the field of battle at least once when he led a seaborne force to relieve Fingon dangerously beleagured in Hithlum. He was entrusted with the Elvish ring of power Narya the Great, the Ring of Fire (later given by him to Gandalf). Círdan was in the host with Gil-galad at the side of the last King of Lindon, and sorrowed as Gil-galad fell before Sauron.

In the First Age, Círdan dwelt in the Falas until it was overrun. Then he remained hidden with his people on the Isle of Balar. During the Second and Third Ages Círdan was Lord of the Grey Havens, where he supervised the construction of many great ships. At the end, he sailed West himself on the last ship to leave Endor.

Círdan was tall (7'4"). He has a most unusual physical trait for an Elf in that by the end of the Third Age he began to look old and grew a long white beard. He was a member of the White Council and was revered for his legendary wisdom. His ships were among the finest ever built, white in color.

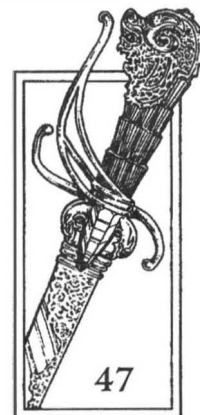
CÍRDAN

Lvl: 60.

Race: Sinda.

Home: Falas, the Isle of Balar, Grey Havens, the Undying Lands.

Names: (S. "Ship Maker").





CÍRDAN IN MERP

Hits: 120 **Melee OB:** 120 **Missile OB:** 90
AT: No (100).

MERP Profession: Animist.

MERP Stats: AG 99, CO 96, IG 103, IT 108, PR 101, ST 96.

MERP Skills: Acrobatics 80, Acting 86, Administration (Influence) 105, Appraisal 90, Architecture (Lore) 115, Climbing 80, Crafting (Craft) 136, Diplomacy (Influence) 100, Directed Spells 60, Diving (Athletic) 105, First Aid 112, Fletching (Craft) 95, Foraging 65, Leadership (Influence) 136, Leather-working (Craft) 85, Mathematics (Lore) 91, Meditation 105, Music (Artistic) 100, Navigation (Lore) 136, Perception 106, Public-speaking (Influence) 113, Riding 101, Rope Mastery 95, Read Runes 91, Sailing (Athletic) 143, Seduction (Influence) 101, Signaling 111, Singing (Influence) 95, Skiing (Athletic) 80, Stalk/Hide 86, Star-gazing (Sky-Watching) 108, Use Item 80, Strategy/Tactics (Lore) 118, Swimming 136, Weather-watching (Sky-Watching) 129, Wood-carving (Craft) 119.

MERP Spells: 420 PP (x8 PP multiplier). Knows all Animist Base lists, Ranger Base lists, and Open Channeling to 10th lvl.

CÍRDAN IN ROLEMASTER

Hits: 120 **Melee OB:** 120 **Missile OB:** 90
AT: I (100).

RM Profession: Cleric.

RM Stats: Co 96, SD 103, Ag 99, Me 106, Re 103, St 96, Qu 102, Pr 101, In 108, Em 98.

RM Skills: Acrobatics 80, Acting 86, Administration 105, Adrenal Moves 60, Appraisal 90, Architecture 115, Climbing 80, Crafting 136, Diplomacy 100, Directed Spells 60, Diving 105, First Aid 112, Fletching 95, Foraging 65, Leadership 136, Leather-working 85, Linguistics 29*, Mathematics 91, Meditation 105, Music 100, Navigation 136, Perception 106, Public-speaking 113, Riding 101, Rope Mastery 95, Runes 91, Sailing 143, Seduction 101, Signaling 111, Singing 95, Skiing 80, Spell-mastery 105, Stalk/Hide 86, Star-gazing 108, Staves & Wands 80, Strategy/Tactics 118, Swimming 136, Weather-watching 129, Wood-carving 119.

RM Spells: 420 PP (x8 PP multiplier). Knows all Cleric and Animist base lists to 50th lvl, all Open and Closed Channeling lists to 20th lvl.

CÍRDAN IN LoR

LoR Profession: Bard.

LoR Stats: Strength 5, Agility 6, Intelligence 7, Movement 6, Defense 5, Melee OB 8, Missile OB 7, General 8, Subterfuge 6, Perception 7, Magical 7, Endurance 162.

LoR Spells: Balance, Calm, Clairvoyance, Concentration, Healing, Item Analysis, Luck, Protection from Magic.

LoR Experience Points: 33,000.

CÍRDAN'S PRINCIPAL ITEMS

Armor (Gaerennon)—(S. "Sea Armor" or "Sea Cloak") Mithril and blue laen, no maneuver penalties, unencumbering, floats in water.
MERP/RM: AT Ch/16 (+45 OB).

Bracers (Ossanna)—(S. "Gift of Ossë"), white eog and mithril bracers, x8 PP multiplier for all realms.
MERP: *Light V* at will, +30 on all ship and water maneuvers, allows use of Water Law and Wind Law to 10th.

RM: *Alkar* at will, +30 on all ship and water maneuvers, allows use of Water Law to 50th and Liquid Alteration (Mystic base spell list) to 30th lvl.

Sphere (Gaergil)—(S. "Sea Star") Clear laen sphere (1' diameter).

MERP: +50 Navigation rolls, casts Nature's Lore at 10th level using the caster's PP.

RM: +50 Navigation rolls, casts Weather Mastery at 100th level using the caster's PP.

Ring (Sûlrostar)—(S. "Master of Wind and Foam") Mithril ring with a large star sapphire: may independently control the "wind in the sails" of up to 1 mph/lvl for up to 1 ship/lvl. Ships must be visible.

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

Narya has the power to rekindle the fire of Men's hearts, for it embodies the Secret Fire. In a sense, it is the incarnation of the passion for life and freedom—the antithesis of the darkness that subdued Men in the grim days of the War of the Ring. (Círdan confers Narya to Gandalf when he comes to Middle-earth. With the destruction of the One Ring, Narya loses its power and becomes visible.)

MERP/RM:

(1) Wearer can cast an unlimited number of spells of any level from the Fire Law, Detection Mastery, Nature's Lore lists.

- (2) *RM*: Wearer can deploy continuous *Unpresence* and *Nondetect* spells (from Mystic Base list, Hiding).
- (3) *MERP*: Wearer can deploy continuous spells from the Protections and Physical Enhancement lists. *RM*: Wearer can deploy continuous spells from the Inner Walls list (Mentalist Base).
- (4) Wearer's RR is doubled when resisting detection by the Dark Lord.
- (5) Wearer can deploy a continuous *Prayer* spell which adds +30 to any RRs and maneuver rolls made by friends within 30' of, or within sight of (whichever is greater), the wearer.
- (6) *MERP*: Wearer has continuous *Resist Heat* spell, except that it protects from all natural heat and fire, and the modification is 20. *RM*: Wearer has continuous *Fire Armor* (from the Open Essence list, Elemental Shields).
- (7) Regenerates 3 hits/round for wearer or anyone the wearer touches.
- (8) Wearer cannot be stunned.
- (9) Wearer has a +30 bonus to DB.

CIRDAN'S LESSER ITEMS OF NOTE

Full Shield—Unencumbers, floats in water.

MERP/RM: +35 DB.

War Hammer—Ithilnaur, floats in water, does additional Impact and Unbalancing crits, if used to parry.

MERP/RM: +45 OB (*RM*: the parry strikes casts a 30th level *Weapon Slayer* spell).

Heavy Crossbow—Floats in water, may be fired every round without penalty.

MERP/RM: +35 OB.

Read Sil 58, 92, 96, 120, 128, 196, 212, 244, 246, 247, 254, 298, 299, 300, 304; *Lot RI* 315, 320; *Lot RIII* 383-84, 396, 397

CURUBOR*

Serving the Monk in Mirisgroth, Curubor's position in the Court of Ardor was primarily as a consultant on various devices and installations. Second only to Morthaur in his understanding of mechanical contrivances, particularly elaborate traps and locks, he was constantly in demand. Curubor stood 6'5" tall, with the classic Noldo black hair and brown eyes.

CURUBOR

Lvl: 24.

Race: Noldo.

Home: Mirisgroth.

Names: (S. "Clever Hands"); Persuivious.

CURUBOR IN MERP

Hits: 150 Melee OB: 180 Missile OB: 200

AT: Ch (50).

MERP Profession: Scout.

MERP Stats: ST 101, AG 101, CO 99, IG 90, IT 64, PR 96.

MERP Skills: Acrobatics 75, Acting 54, Ambush 35, Caving 35, Climbing 150, Contortions 64, Cookery 35, Disarm Trap 105, Music (Artistic) 85, Navigation (Lore) 95, Perception 80, Pick Lock 120, Public-speaking (Influence) 68, Sailing (Athletic) 67, Seduction (Influence) 86, Signaling 75, Singing (Influence) 80, Skiing (Athletic) 96, Stalk/Hide 120, Star-gazing (Sky-Watching) 50, Strategy/Tactics (Lore) 86, Swimming 60, Tracking 98, Trap-building (Craft) 120, Trickery 103.

MERP Spells: None.

CURUBOR IN ROLEMASTER

Hits: 150 Melee OB: 180 Missile OB: 200

AT: 15 (50).

RM Profession: Rogue.

RM Stats: St 101, Qu 101, Em 78, In 64, Pr 96, Ag 100, Co 99, Me 89, Re 85, SD 96.

RM Skills: Acrobatics 75, Acting 54, Adrenal Defense 50, Adrenal Moves 55, Ambush 35, Caving 35, Climbing 150, Contortions 64, Cookery 35, Disarm Trap 105, Frenzy 110, Linguistics 7*, Music 85, Navigation 95, Perception 80, Pick Lock 120, Public-speaking 68, Sailing 67, Seduction 86, Signaling 75, Singing 80, Skiing 96, Stalk/Hide 120, Star-gazing 50, Strategy/Tactics 86, Subduing 91, Swimming 60, Tracking 98, Trap-building 120, Trickery 103.

RM Spells: None.

Appearance: 93.

CURUBOR IN LoR

LoR Profession: Scout.

LoR Stats: Strength 6, Agility 6, Intelligence 3, Movement 4, Defense 3, Melee OB 10, Missile OB 11, General 4, Subterfuge 8, Perception 6, Magical 0, Endurance 99.

LoR Spells: None.

LoR Experience Points: 23,700.

CURUBOR'S PRINCIPAL ITEMS

Enchanted Card Deck—An Ardan Deck, contains images of all the members of the Court of Ardor. Usable as communication devices. See Ardana.

CURUBOR'S LESSER ITEMS OF NOTE

Long Kynac—Mithril/eog alloy.

MERP/RM: +30 OB (attacks as a Rapier).

Main Gauche—Can parry up to 3 foes simultaneously.

MERP/RM: +30 OB.

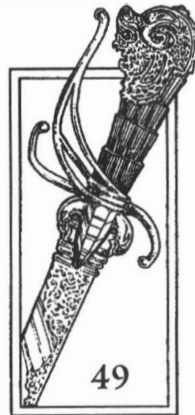
Kynac—150' throwing range without penalty.

MERP/RM: +30 OB (attacks as a Rapier).

Longbow—Compact.

MERP/RM: +25 OB.

See *ICE's Court of Ardor* 17, 23.



Curufin



CURUFIN

Curufin was the fifth son of Fëanor and most like him in skill and disposition. Next to his father, he was the greatest craftsman of all the Noldor and could have been a great help to his kin. He was also known as a wonderful rider. However, he was the most evil of the Noldor, being overwhelmed with ruthlessness, arrogance, pride, and the terrible Oath of Fëanor. The extent of his crimes was great: with Celegorm he twice attempted to abduct and imprison Lúthien herself; they dominated the councils of Nargothrond and drove out the rightful King, Finrod; they finally succeeded in capturing Lúthien, but Huan the hound of Valinor set her free and they two went to aid Beren. In the brothers' most foul act, they attacked Menegroth to take the Silmaril there for themselves, committing more murder in the process. They were both slain by Dior.

Note: MERP rules do not cover alchemy—the creation of enchanted articles—because, in Middle-earth, embedding magical properties into weapons, armor, and other articles is much more than a systematic process. Unique rituals, known only to certain individuals or groups (such as the Gwaith-i-Mírdain), must be used in special places on special materials. Mere cleverness or skill or book-learning does not suffice.

CURUFIN

Lvl: 75.

Race: Noldo.

Home: Born in Valinor, then went to Middle-earth: dwelt in Himlad with Celegorm before the Dagor Bragollach, then Nargothrond, then Menegroth.

Names: The Crafty.

CURUFIN IN MERP

Hits: 145 **Melee OB:** 225 **Missile OB:** 100
AT: Pl (170).

MERP Profession: Mage.

MERP Stats: AG 104, CO 100, IG 108,
IT 94, PR 101, ST 103.

MERP Skills: Acting 94, Administration (Influence) 118, Ambush 10, Appraisal 141, Architecture (Lore) 136, Chemistry (Lore) 98, Climbing 83, Contortions 88, Crafting (Craft) 186, Directed Spells 92, Disarm Trap 218, Falsification (Craft) 110, Leather-working (Craft) 160, Mathematics (Lore) 155, Perception 113, Pick Lock 233, Riding 183, Rope Mastery 121, Read Runes 198, Signaling 115, Smithing (Craft) 176, Stalk/Hide 118, Use Item 208, Stone-carving (Craft) 150, Strategy/Tactics (Lore) 96, Swimming 73, Trap-building (Craft) 145, Trickery 118, Wood-carving (Craft) 144.

MERP Spells: 525 PP (x9 PP multiplier). Knows all Mage Base lists and Open Essence lists to 10th.

CURUFIN IN ROLEMASTER

Hits: 145 **Melee OB:** 225 **Missile OB:** 100
AT: 20 (170).

RM Profession: Alchemist (Rogue).

RM Stats: Co 100, SD 50, Ag 104, Me 100, Re 107,
St 103, Qu 105, Pr 101, In 94, Em 108.

RM Skills: Acting 94, Administration 118, Ambush 10, Appraisal 141, Architecture 136, Chemistry 98, Climbing 83, Contortions 88, Crafting 186, Directed Spells 92, Disarm Trap 218, Falsification 110, Leather-working 160, Linguistics 18*, Mathematics 155, Perception 113, Pick Lock 233, Riding 183, Rope Mastery 121, Runes 198, Signaling 115, Smithing 176, Spell-mastery 112, Stalk/Hide 118, Staves & Wands 208, Stone-carving 150, Strategy/Tactics 96, Subduing 90, Swimming 73, Trading 125, Trap-building 145, Trickery 118, Wood-carving 144.

RM Spells: 525 PP (x9 PP multiplier). Knows all Alchemist base lists to 50th (and some beyond), knows all open and closed Essence to 50th lvl, knows Fire Law and Wind Law to 50th lvl.

Appearance: 100.

CURUFIN IN LoR

LoR Profession: Bard.

LoR Stats: Strength 7, Agility 8, Intelligence 7, Movement 5, Defense 6, Melee OB 11, Missile OB 7, General 7, Subterfuge 8, Perception 8, Magical 5, Endurance 200.

LoR Spells: All.

LoR Experience Points: 41,400.

CURUFIN'S PRINCIPAL ITEMS

Knife (Angrist)—(S. "Iron Cutter") Black eog dagger made by Telchar of Nogrod, cuts iron easily. The blade was eventually taken from Curufin by Beren.

MERP/RM: +75 DB, 4x concussion hits, raise criticals one degree ('A' becomes 'B', 'B' becomes 'C', . . . , 'E' becomes 'E' plus 'A'), bleeding hits are doubled in severity.

Longknife (Durcarak)—(S. "Dark Fang") Black eog dagger, hits as a broadsword, of slaying Elves.

Curufin uses this dagger after he loses Angrist.

MERP/RM: +45 OB, 2x concussion hits, casts *Speed III* 3x/day.

Lesser Elven Ring—9x PP multiplier.

MERP/RM: +33 DB, *Invisibility* once/round, +33 levels to RRs vs all realms of power.

Tabard (Naramba)—(Q. "Fire-shield") Sleeveless tunic for alchemy and other exercises identical to Fëanor's. Naramba is cunningly woven of fine cloth as well as shalk and laen filaments. The garb gives total protection from heat, electricity, or cold, magical or non-magical. Its natural color is a soft, shimmering grey, but when defending against attack (it does so automatically) it becomes a brilliant reflective silvery field enveloping Curufin's entire body (treat as Alkar). The tunic does not encumber at all.

MERP/RM: Acts as AT Pl/20 (+66 DB). The tunic also allows free use of all spells on the Fire Law list.

Bracelets—Also identical to Fëanor's, they are matched wrist guards of mithril, shalk and laen, protecting the hands and arms from the elements in the same manner as the Naramba above.

Alchemy Tools—Forge, bellows, etc.

MERP/RM: +50 to forging operations.

Amulet—Blood ruby set in mithril/laen, highly intelligent, can analyze any material or alloy within 33 feet, if the wearer concentrates the amulet may attempt to absorb any spell attack thrown at the wearer (50th level to resist) and pass the power points of the spell to the wearer and let him know what spell was thrown.

MERP/RM: +33 to all forging operations, can store (and cast) up to six 20th-level Essence spells.

Read Sil 60, 83, 123, 152, 169-70, 172-73, 176-77, 192-93, 195, 236, 305.

DAERON

Daeron was a Sinda Elf and considered to have been the greatest of all Elvish minstrels. He was loremaster and bard to King Thingol. He fell deeply in love with Lúthien, and twice betrayed her to Thingol in the matter of Beren. When Lúthien finally escaped Hirilorn, Daeron wandered away in despair to seek her. Eventually he passed far into eastern Middle-earth where for many, many years he sang his love and loss of Lúthien. Daeron disappeared from history of the Eldar, and his fate is entirely unknown. Perhaps he dwelt for a time at Lond Daer, the ruins at the mouth of the Greyflood river, marked on some maps of Middle-earth.

Daeron may be assumed to have been an extremely passionate, deft, and skillful individual—no one compared with him musically in Middle-earth. His melodies were inspired by Lúthien's beauty. Further to his credit is his reworking of the ancient Grey-elven runic alphabet. This writing, the Cirth, is probably the oldest form of common writing in Middle-earth, since it was widely used by both Men and Dwarves.

DAERON

Lvl: 90.

Race: Sinda.

Home: Doriath, eastern Middle-earth.

Names: (S. "Shadowed").

DAERON IN MERP

Hits: 190 **Melee OB:** 225 **Missile OB:** 220

AT: Pl (145).

MERP Profession: Bard.

MERP Stats: AG 104, CO 87, IG 108, IT 97, PR 109, ST 88.

MERP Skills: Acrobatics 60, Acting 185, Appraisal 170, Climbing 86, Dance (Athletic) 145, Diplomacy (Influence) 118, Directed Spells 90, Falsification (Craft) 90, Mathematics (Lore) 95, Meditation 120, Music (Artistic) 184, Perception 165, Public-speaking (Influence) 145, Read Runes 150, Seduction (Influence) 153, Singing (Influence) 192, Skiing (Athletic) 87, Stalk/Hide 180, Star-gazing (Sky-Watching) 110, Use Item 175, Swimming 80.

MERP Spells: 630 PP (x9 PP multiplier). Knows all Bard Base lists and all Open Essence lists to 10th level.





DAERON IN ROLEMASTER

Hits: 190 **Melee OB:** 225 **Missile OB:** 220
AT: 17 (145).

RM Profession: Mystic (Bard).

RM Stats: Co 87, SD 96, Ag 104, Me 103, Re 101,
St 88, Qu 102, Pr 109, In 97, Em 107.

RM Skills: Acrobatics 60, Acting 185, Appraisal 170,
Climbing 86, Dance 145, Diplomacy 118, Directed
Spells 90, Falsification 90, Linguistics **, Math-
ematics 95, Meditation 120, Music 184, Perception
165, Public-speaking 145, Runes 150, Seduction
153, Singing 192, Skiing 87, Spell-mastery 75,
Stalk/Hide 180, Star-gazing 110, Staves & Wands
175, Swimming 80.

RM Spells: 630 PP (x9 PP multiplier). Knows all Bard
base lists to 50th lvl, 3 Mystic Base lists (Confusing
Ways, Hiding, Mystical Change) to 50th lvl, 5
Open or Closed Mentalism or Essence lists.

Appearance: 103.

DAERON IN LoR

LoR Profession: Bard.

LoR Stats: Strength 4, Agility 8, Intelligence 8,
Movement 5, Defense 5, Melee OB 11, Missile OB
11, General 5, Subterfuge 11, Perception 10,
Magical 5, Endurance 239.

LoR Spells: Balance, Calm, Camouflage, Charm
Animals, Clairvoyance, Concentration, Item
Analysis, Luck, Protection from Magic, Speed.

LoR Experience Points: 45,300.

DAERON'S PRINCIPAL ITEMS

Harp (Tinculin)—(S. "Dream Harp" or "Dream
Lute").

MERP/RM: x9 PP multiplier for Mentalism, +1/
lvl to Bard Base spell attack rolls (maximum
of 40), Bard spells with duration of concen-
tration last 1 round/level, Bard spell ranges
increased by x10.

Cloak (Daecollo)—(S. "Shadow Cloak")

MERP/RM: +50 to DB, Stalking, Hiding, and
moving maneuvers.

DAERON'S LESSER ITEMS OF NOTE

Rapier—Mithril, double bleeding results.

MERP/RM: +45 DB. Yields a 30th level *Sleep X*
spell whenever it delivers a critical strike
(target sleeps for 1 round per 10 RR failure).

Armor—Silent.

MERP/RM: AT Pl/17 (+50), encumbers as AT
RL/9.

Kynac—Returns to thrower the following round.

MERP/RM: +25 OB, hits as +40 OB rapier, 3x
normal concussion hits.

Read Sil 95, 113, 166, 172, 183, 357; LotRIII 493.

DANIROS*

Daniros was a descendant of the House of Fingolfin,
and thus a possessor of the prized golden hair so rare
among the Noldor. He also had pale blue eyes and a
pendant for strong ales. Fortunately, he was the master of
his own brewery from which flowed malt beverages of
wide acclaim. Many a merry song was inspired in the
gardens and terraces of Ost-in-Edhil by Daniros' brews.

DANIROS

Lvl: 12.

Race: Noldo.

Home: Ost-in-Edhil.

Names: Daniros (S. "Wright of Foam").

DANIROS IN MERP

Hits: 130 **Melee OB:** 115 **Missile OB:** 90
AT: Pl (75).

MERP Profession: Scout.

MERP Stats: ST 94, AG 96, CO 100, IG 68, IT 70,
PR 80.

MERP Skills: Climb 45, Swim 50, Acrobatics 40,
Acting 52, Music (Artistic) 64, Public Speaking
(Influence) 52, Rope Mastery 40, Sailing (Athletic)
20, Perception 43, Seduction (Influence) 66.

MERP Spells: None.

DANIROS IN ROLEMASTER

Hits: 130 **Melee OB:** 115 **Missile OB:** 90
AT: 17 (75).

RM Profession: Rogue.

RM Stats: St 94, Qu 95, Em 60, In 83, Pr 99, Ag 96,
Co 100, Me 56, Re 75, SD 60.

RM Skills: Climb 45, Swim 50, Acrobatics 40, Acting
52, Music 64, Public Speaking 52, Rope Mastery
40, Sailing 20, Perception 43, Seduction 66.

RM Spells: None.

Appearance: 97.

DANIROS IN LoR

LoR Profession: Scout.

LoR Stats: Strength 3, Agility 3, Intelligence 1,
Movement 3, Defense 3, Melee OB 8, Missile OB
7, General 4, Subterfuge 1, Perception 4, Magical 0,
Endurance 77.

LoR Spells: None.

LoR Experience Points: 17,700.

DANIROS' PRINCIPAL ITEMS

Ithilnaur Broadsword—A finely wrought blade with a sharp edge.

MERP/RM: +20 OB.

Longbow—A well-made bow.

MERP/RM: +10 Missile OB.

Ring—Features a large amethyst in a gold setting.

MERP/RM: Allows user to cast any Mentalist Brilliance spell (up to 10th level) three times per day.

Chain Mail—Exquisite mithril mail that protects like plate mail, but encumbers as though the wearer bore no armor.

See *ICE's Lórien* 37, 56.

DENETHOR

Denethor was a Sinda Elf-lord of the Laiquendi of the Nandor. He was the son of Lenwë who forsook the main Teler host and left with his following for parts unknown. As the Eastern Lands became more perilous, Denethor took the remaining Elves across the Ered Luin into Beleriand. He became reacquainted with the Sindar and was given Ossiriand in which to dwell, the Land of Seven Rivers.

Denethor and the Laiquendi provided some desperately needed help for their allies in the First Battle of Beleriand, but he and his people died in battle in a legendarily heroic stand. Such was inevitable in view of the Laiquendi's lightness of armor and weaponry, the iron weapons of the Orcs, and the vast numbers of the enemy which assailed them on Amon Ereb.

DENETHOR

Lvl: 45.

Race: Sinda.

Home: Ossiriand.

DENETHOR IN MERP

Hits: 160 **Melee OB**: 265 **Missile OB**: 275

AT: SL (120).

MERP Profession: Warrior.

MERP Stats: AG 103, CO 101, IG 92, IT 93, PR 102, ST 104.

MERP Skills: Acrobatics 45, Ambush 10, Athletic Games (Athletic) 90, Caving 35, Climbing 115, Diplomacy (Influence) 69, Fletching (Craft) 118, Foraging 105, Herding 85, Leadership (Influence) 96, Leather-working (Craft) 64, Meditation 87, Music (Artistic) 94, Perception 95, Public-speaking (Influence) 60, Riding 98, Seduction (Influence) 85, Singing (Influence) 94, Skiing (Athletic) 43, Stalk/Hide 110, Swimming 94, Tracking 95, Weather-watching (Sky-Watching) 94, Wood-carving (Craft) 54.

MERP Spells: 45 PP (x3 PP multiplier). Knows Nature's Lore to 10th level and Nature's Movement to 5th lvl.

DENETHOR IN ROLEMASTER

Hits: 160 **Melee OB**: 265 **Missile OB**: 275

AT: 8 (120).

RM Profession: Fighter.

RM Stats: Co 101, SD 98, Ag 103, Me 90, Re 92, St 104, Qu 104, Pr 102, In 93, Em 88.

RM Skills:

RM Spells: 45 PP (x3 PP multiplier). Knows Nature's Law to 10th lvl, Lofty Movements and Weather Ways to 5th lvl.

Appearance: 93.

DENETHOR IN LoR

LoR Profession: Bard.

LoR Stats: Strength 8, Agility 8, Intelligence 5, Movement 4, Defense 4, Melee OB 12, Missile OB 12, General 4, Subterfuge 8, Perception 7, Magical 2, Endurance 129.

LoR Spells: Balance, Speed.

LoR Experience Points: 31,200.

DENETHOR'S LESSER ITEMS OF NOTE

Armor—Does not encumber, no penalties.

MERP/RM: AT SL/8 (+30 DB).

Three Javelins.

MERP/RM: +25 OB; double concussion damage; mallorn, *Haste X* 3x/day.

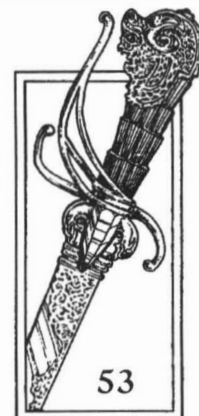
Short Bow—Mallorn, fires 2 arrows/round with no penalty.

MERP/RM: +25 OB.

Normal Shield.

MERP/RM: +20 DB.

Read *Sil* 54, 94, 96.



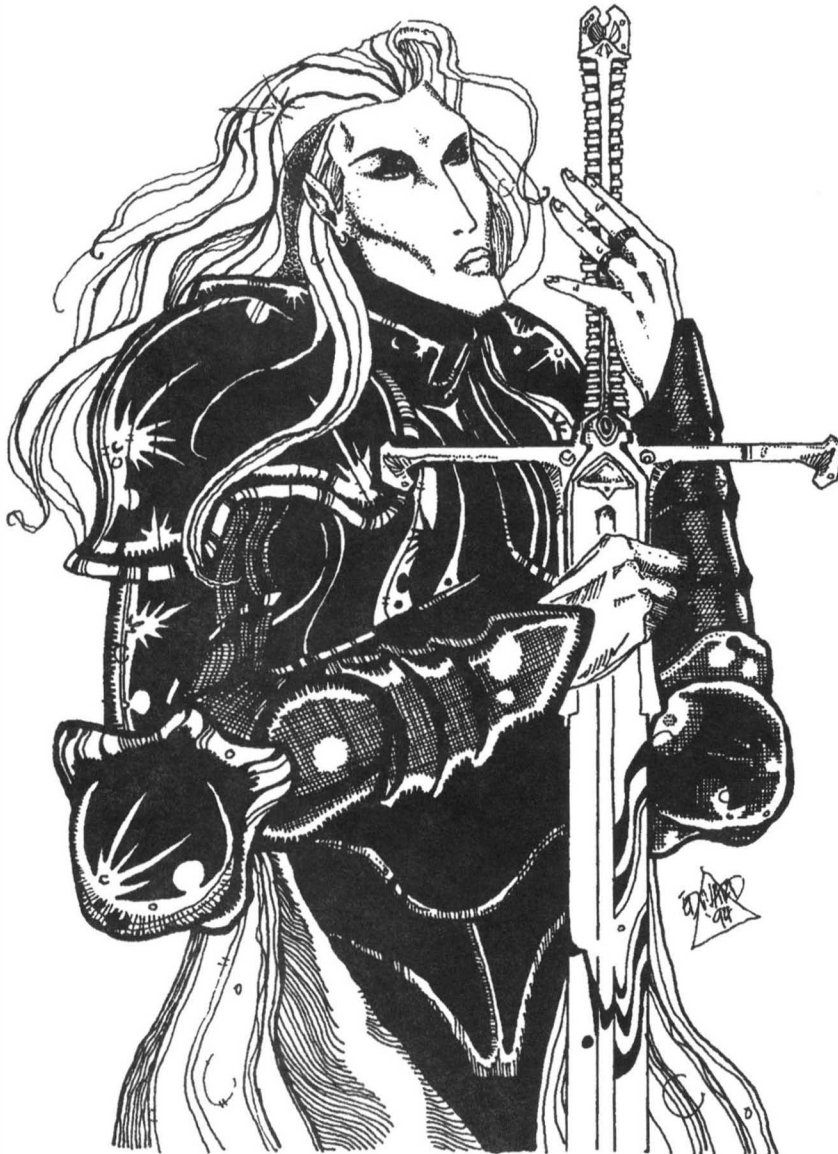


DIOR

The son of Beren and Lúthien, Dior was supernaturally beautiful, illumined by the blood heritage of three great races within his person: Maiar, Edain, and Eldar. He was Thingol's heir. After Lúthien died and departed the circles of the world for all time, the Nauglamír came to Dior. He was unable to resist its beauty, and wore the necklace from dawn to dusk, and from dusk to dawn. Bearing the Nauglamír and its Silmaril about his throat, he was the most lovely of all Eru's children. Those who coveted the Silmaril and dared not to take it from Lúthien now moved against Menegroth. Thus came no less than three sons of Fëanor: Celegorm, Curufin, and Caranthir. Dior's might in combat and in magic was demonstrated in the outcome of the tragic battle, for he slew all three Noldo princes, but was also slain himself.

While yet on Tol Galen, Dior married a kinswoman of Thingol named Nimloth and conceived three children by her: Eluréd, Elurín, and Elwing the White. Dior himself

Dior



was tall (7'8") and possessed the fair complexion and silver hair of his father.

Important Dates: *Born in the late 5th Century I.A., died very early in the 6th Century I.A.*

DIOR

Lvl: 100.

Race: Half-elf.

Home: Tol Galen, Doriath, Menegroth.

Names: Aranel (S. "The Beautiful"), Eluchil (S. "Thingol's Heir").

DIOR IN MERP

Hits: 225 **Melee OB:** 425 **Missile OB:** 410
AT: P1 (225).

MERP Profession: Bard.

MERP Stats: AG 106, CO 107, IG 104, IT 90,
PR 105, ST 107.

MERP Skills: Acrobatics 30, Acting 125, Administration 98, Adrenal Moves 50, Architecture 78, Caving 100, Climbing 100, Crafting 80, Dance 110, Diplomacy 106, Directed Spells 195, First Aid 145, Fletching 120, Frenzy 130, Leadership 145, Linguistics 18, Mathematics 80, Meditation 142, Music 167, Perception 145, Public-speaking 150, Riding 90, Runes 160, Seduction 170, Signaling 131, Singing 129, Spell-mastery 95, Stalk/Hide 120, Staves & Wands 155, Strategy/Tactics 101, Subduing 125, Swimming 115, Trading 85.

MERP Spells: 500 PP (x8 PP multiplier).

Knows all Mage Base lists, Bard Base Lists, and Open Essence lists to 10th lvl.

DIOR IN ROLEMASTER

Hits: 225 **Melee OB:** 425 **Missile OB:** 410
AT: 20 (225).

RM Profession: Magician (Fighter).

RM Stats: Co 105, SD 88, Ag 106, Me 95,
Re 99, St 107, Qu 107, Pr 105, In 90,
Em 104.

RM Skills: Acrobatics 45, Adrenal Defense 60, Adrenal Moves 90, Ambush 10, Athletic Games 90, Caving 35, Climbing 115, Diplomacy 69, Fletching 118, Foraging 105, Frenzy 90, Herding 85, Leadership 96, Leather-working 64, Linguistics 8*, Meditation 87, Music 94, Perception 95, Public-speaking 60, Riding 98, Seduction 85, Singing 94, Skiing 43, Stalk/Hide 110, Subduing 80, Swimming 94, Tracking 95, Weather-watching 94, Wood-carving 54.

RM Spells: 500 PP (x8 PP multiplier). Knows all Magician base lists to 50th lvl, all Open and Closed Essence to 20th lvl.

Appearance: 106.

DIOR IN LoR

LoR Profession: Bard.

LoR Stats: Strength 9, Agility 9, Intelligence 8, Movement 6, Defense 7, Melee OB 14, Missile OB 14, General 5, Subterfuge 8, Perception 9, Magical 6, Endurance 263.

LoR Spells: Balance, Calm, Camouflage, Clairvoyance, Concentration, Fire Bolt, Healing, Luck, Protection from Magic, Speed.

LoR Experience Points: 54,000.

DIOR'S ITEMS OF NOTE

Armor—Unencumbering.

MERP/RM: AT Pl/20 (+60 DB); constant *Alkar* (*MERP: Light V*); permits Essence casting with no penalties.

Full Shield—Mithril and laen, floats and “dances” to defend wielder.

MERP/RM: +45 DB; will “dance” for up to 13 rounds by itself (or until it receives a “knocked down” result) using the OB of its wielder with the sword to parry, treat shield as AT Pl/20 (+100 DB).

Two-handed Sword—May be wielded with one hand.

MERP/RM: +60 OB; slays weapons or shields at 30th level; triple concussion hits; Holy; additional Impact and Unbalancing criticals; when wielded with two hands does 5x concussion damage.

Three Daggers—Mithril and laen.

MERP/RM: +45 OB; may *Long Door* back to wielder's hand within 5000'; hit as swords; use long bow ranges; causes additional Cold and Unbalancing criticals.

Ring—Emerald adamant and gold laen.

MERP/RM: x8 PP multiplier for any realm; point of return for Dior's daggers; gives control of Dior's shield; stores 3 spells/day simultaneously of any level.

Read Sil 188, 234, 235-36; LotRI 261.

EÄRENDIL

The son of Tuor and Idril (daughter of Turgon) escaped the sack of Gondolin to marry Elwing (daughter of Dior, who was the son of Beren and Lúthien). With the aid of one of the Silmarils given to him by Elwing, he sailed to Aman to plead with the Valar for aid against Morgoth. Manwe found sympathy, and gathered the Ainur for a last march into Endor to cast down the Black Enemy. In the end, Eärendil was sentenced to forever ride in a great ship across the sky, the Silmaril bound on his brow. For the War of Wrath he came down to do battle with the Dragons of Thangorodrim and slew Ancalagon, lord of the Winged Drakes. His line continued in the persons of Elrond and Elros.

EÄRENDIL

Lvl: 100.

Race: Noldo/Adan.

Home: Gondolin, finally the Heavens.

Names: (Q. “Lover of the Sea”).

EÄRENDIL IN MERP

Hits: 245 **Melee OB:** 395 **Missile OB:** 440

AT: Pl (140).

MERP Profession: Warrior.

MERP Stats: ST 102, AG 102, CO 103, IG 100, IT 105, PR 104.

MERP Skills: Acrobatics 90, Acting 78, Ambush 20, Athletic Games (Athletic) 70, Climbing 85, Dance (Athletic) 75, Diplomacy (Influence) 100, Diving (Athletic) 80, First Aid 100, Meditation 120, Music (Artistic) 130, Navigation (Lore) 175, Perception 110, Public-speaking (Influence) 96, Riding 68, Rope Mastery 154, Sailing (Athletic) 180, Seduction (Influence) 120, Signaling 141, Singing (Influence) 120, Stalk/Hide 130, Star-gazing (Sky-Watching) 120, Swimming 110, Weather-watching (Sky-Watching) 165.

MERP Spells: None.

EÄRENDIL IN ROLEMASTER

Hits: 245 **Melee OB:** 395 **Missile OB:** 440

AT: 20 (140).

RM Profession: Fighter.

RM Stats: St 102, Qu 101, Em 105, In 105, Pr 104, Ag 102, Co 103, Me 100, Re 100, SD 105.

RM Skills: Acrobatics 90, Acting 78, Adrenal Moves 90, Ambush 20, Athletic Games 70, Climbing 85, Dance 75, Diplomacy 100, Diving 80, First Aid 100, Linguistics 17*, Meditation 120, Music 130, Navigation 175, Perception 110, Public-speaking 96, Riding 68, Rope Mastery 154, Sailing 180, Seduction 120, Signaling 141, Singing 120, Stalk/Hide 130, Star-gazing 120, Subduing 120, Swimming 110, Weather-watching 165.

RM Spells: None.

Appearance: 105.

EÄRENDIL IN LoR

LoR Profession: Warrior.

LoR Stats: Strength 8, Agility 7, Intelligence 9, Movement 4, Defense 7, Melee OB 14, Missile OB 14, General 5, Subterfuge 9, Perception 8, Magical 0, Endurance 223.

LoR Spells: None.

LoR Experience Points: 60,900.





EÄRENDIL'S PRINCIPAL ITEMS

Bow (Cúthalion)—"Strong Bow") An Elven longbow, it was the instrument of Ancalagon's demise.

MERP/RM: +90 OB; Holy; it had triple the normal range and no distance subtractions.

Silmaril—When borne by Eärendil, the Silmaril was absolved of its injurious qualities (perhaps by the grace of Varda). It burned away the mists which guarded the Undying Lands, allowing Eärendil to find Aman.

MERP: All of the powers of the Sound/Light Ways list, Light Law list, and Illusions list are at the disposal of this wielder of the Silmaril. All such spells have 10x normal range, duration, and area of effect.

RM: All of the powers of the Channeling Light's Way list, Mentalist Brilliance list, Astrologer Starlights, and Essence Light Law (and beyond) are at the disposal of this wielder of the Silmaril.

Read Sil 122, 177, 298-300, 302, 304-9, 312, 315, 319-22, 325, 334, 341, 345, 348, 354.

EÄRWEN

An Elda of the Teleri, she was the daughter of Olwë and wife to Finarfin (a Noldo). She bore Finarfin five children: Finrod, Orodreth, Angrod, Aegnor, and Galadriel. Eärwen was the niece of Elwë Thingol: through her, Finarfin's offspring could claim kinship with Thingol Greycloak.

EÄRWEN

Lvl: 115.

Race: Teler.

Home: Tirion.

Name: (Q. "Sea-lady").

EÄRWEN IN MERP

Hits: 200 Melee OB: 24 Missile OB: 120
AT: Pl (150).

MERP Profession: Animist.

MERP Stats: AG 102, CO 96, IG 103, IT 105, PR 104, ST 98.

MERP Skills: Acting 130, Appraisal 125, Dance (Athletic) 140, Diplomacy (Influence) 120, Directed Spells 110, First Aid 90, Meditation 180, Music (Artistic) 175, Perception 180, Riding 92, Read Runes 140, Seduction (Influence) 150, Singing (Influence) 180, Stalk/Hide 180, Star-gazing (Sky-Watching) 165, Use Item 130, Swimming 122.

MERP Spells: 575 PP (x12 PP multiplier). Knows all Animist Base lists, all Open Channeling, and all Open Essence lists to 10th level.

EÄRWEN IN ROLEMASTER

Hits: 200 Melee OB: 24 Missile OB: 120
AT: 20 (150).

RM Profession: Astrologer.

RM Stats: Co 96, SD 101, Ag 102, Me 100, Re 99, St 98, Qu 103, Pr 104, In 105, Em 103.

RM Skills: Acting 130, Appraisal 125, Dance 140, Diplomacy 120, Directed Spells 110, First Aid 90, Linguistics 26*, Meditation 180, Music 175, Perception 180, Riding 92, Runes 140, Seduction 150, Singing 180, Spell-mastery 150, Stalk/Hide 180, Star-gazing 165, Staves & Wands 130, Swimming 122.

RM Spells: 575 PP (x12 PP multiplier). Knows all Astrologer base lists to 50th lvl, all Open and Closed Channeling and Mentalism lists to 20th level.

Appearance: 103.

EÄRWEN IN LoR

LoR Profession: Bard.

LoR Stats: Strength 5, Agility 8, Intelligence 8, Movement 4, Defense 3, Melee OB 2, Missile OB 8, General 5, Subterfuge 9, Perception 8, Magical IO, Endurance 272.

LoR Spells: Calm, Charm Animals, Clairvoyance, Concentration, Fire Bolt, Healing, Item Analysis, Protection from Animals, Shield, Sustenance.

LoR Experience Points: 50,700.

EÄRWEN'S PRINCIPAL ITEMS

Robes of Aman—Naturally silvery-white in color; wearer is impervious to all heat or cold.

MERP: Protects as AT Pl (+30 DB), casts *Bladeturn* or *Deflection* once a round at a thought, +100 to hiding (chameleon properties).

RM: Protects as AT 20 (+30 DB), casts Mystic Base spell *Displacement V* at a thought, +100 to hiding (chameleon properties).

Staff of Light—Mallorn bound with golden mithril and adorned with an adamant ruby.

MERP/RM: +88 OB; casts *Lightning Bolt* 8x/day (+88, 8x concussion hits); x12 PP multiplier for any profession; acts as a spear; Holy; additional Heat, Electric, and Unbalancing criticals.

Crown (Alquanna)—(Q. "Swan's Gift") Wreath crown fashioned of twigs from the Two Trees and swan plumes. Wearer may take the form of a giant swan for 88 hours/week. Protects the head as a full helm (no spell casting penalties) and negates 50% of head criticals.

MERP/RM: +45 DB, constant *Alkar* (MERP: *Light V*), casts *Swimming True* for 8 hours/day.

Read Sil 60, 111, 305, 306.

ECTHELION (OF THE FOUNTAIN)

Ecthelion was tremendously strong and stalwart, outdone only by the greatest kings and princes among the Elves. Likewise his courage and strength of will was such that he could stand before Gothmog. He was tall (7'3"), but distinguished by a herculean physique uncommon among the Eldar.

A mighty warrior, Ecthelion was a captain of Gondolin, the guardian of the innermost gate, and one of Turgon's two chief lieutenants. However he is best remembered for the remarkable feat of slaying Gothmog, the Lord of the Balrogs, in single combat. In that contest Ecthelion also died.

ECTHELION

Lvl: 50.

Race: Noldo.

Home: Gondolin.

ECTHELION IN MERP

Hits: 225 Melee OB: 315 Missile OB: 265

AT: Pl (280).

MERP Profession: Warrior.

MERP Stats: AG 104, CO 107, IG 93, IT 99,
PR 103, ST 109.

MERP Skills: Acrobatics 60, Acting 60,
Administration (Influence) 75,
Ambush 19, Athletic Games
(Athletic) 95, Climbing 90,
Dance (Athletic) 40,
Leadership (Influence)
105, Martial Arts
Striking 60, Martial
Arts Sweeps 45, Music
(Artistic) 80, Perception
120, Public-speaking
(Influence) 84, Riding 95,
Signaling 54, Stalk/Hide
110, Strategy/Tactics (Lore)
95, Swimming 80.

MERP Spells: 100 PP (x3 PP
multiplier). Knows Detection
Mastery, Sound/Light's Way,
Purifications, and Surface Ways to
10th lvl.

ECTHELION IN ROLEMASTER

Hits: 225 Melee OB: 315

Missile OB: 265 AT: 20 (280).

RM Profession: Fighter.

RM Stats: Co 107, SD 106, Ag 104,
Me 94, Re 93, St 109, Qu 104,
Pr 102, In 99, Em 90.

RM Skills: Acrobatics 60, Acting 60, Administration
75, Adrenal Moves 65, Ambush 19, Athletic Games
95, Climbing 90, Dance 40, Frenzy 110, Leadership
105, Linguistics 10*, Martial Arts Stalking 60,
Martial Arts Sweeps 45, Music 80, Perception 120,
Public-speaking 84, Riding 95, Signaling 54, Stalk/
Hide 110, Strategy/Tactics 95, Subduing 102,
Swimming 80.

RM Spells: 100 PP (x3 PP multiplier). Knows
Detection Mastery, Light's Way, Purifica-
tion, and Concussion's Ways to 10th lvl.

Appearance: 101.

ECTHELION IN LoR

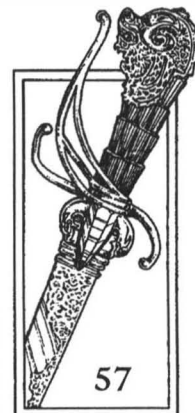
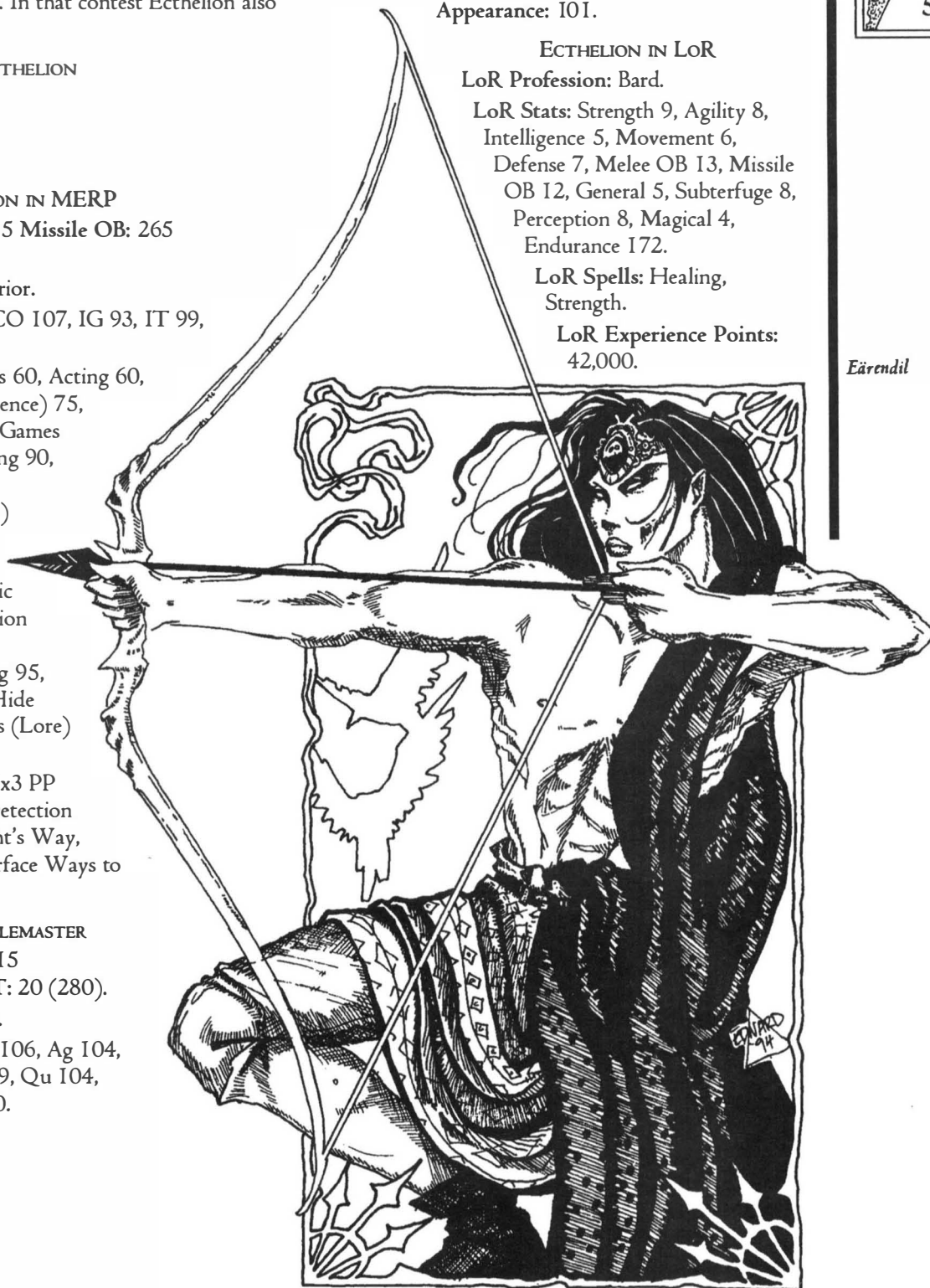
LoR Profession: Bard.

LoR Stats: Strength 9, Agility 8,
Intelligence 5, Movement 6,
Defense 7, Melee OB 13, Missile
OB 12, General 5, Subterfuge 8,
Perception 8, Magical 4,
Endurance 172.

LoR Spells: Healing,
Strength.

LoR Experience Points:
42,000.

Eärendil





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ECTHELION'S PRINCIPAL ITEMS

Helm (Elmirthol)—(S. "Helm of the Star Jewel") A mithril full helm with an adamant diamond set upon a silver spike; negates 50% of head crits; wearer cannot be stunned; no spell casting penalties; transparent blue laen faceplate.

MERP: Constant *Light V*, casts *Dreams III* 1x/day.

RM: Constant *Alkar*, casts *Commune True* 1x/day.

Armor (Rilennon)—(S. "Brilliant Armor")

Unencumbering mithril; wearer cannot fumble maneuvers.

MERP: AT PI (+88 DB) Constant *Utterlight I*, acts as *Resist Heat* except that it protects against all natural elements (e.g., heat, fire, cold, ice, electricity, etc.) and its bonus is 20.

RM: AT 20 (+88 DB). Constant *Utterlight V*, acts as *True Armor* (Elemental Shields lvl 50).

Cloak (Celebcollo)—(S. "Silver Cloak").

MERP: +44 to DB and maneuvers; constant *Bladeturn* and *Haste III* 9x/day.

RM: +44 to DB and maneuvers; constant *Displacement III* and *Haste X* 3x/day.

Battle Axe (Kirrauko)—(S. "Demon Cleaver") 2-handed battle axe, of slaying minions of Morgoth (demons, Orcs, Trolls, dragons, undead), Holy, additional Electric and Unbalancing criticals.

MERP/RM: +50 OB.

Shield (Tinnirthalion)—(S. "Shield of Sparkling Jewels") Full shield, floats before its bearer to protect him.

MERP/RM: +45 DB, weapon striking shield must save vs a 20th level *Weapon Slaying*, casts *Spell Bending True* 5x/day (*MERP*: *Dispel Essence* and *Dispel Channeling*).

ECTHELION'S LESSER ITEM OF NOTE

Dagger—5x/ranges.

MERP/RM:
+30 OB.

Read Sil 194, 239, 242;
UT 46, 50-51,
55-56.

EDRAHIL

An Elf of Nargothrond, Edrahil was the greatest of the loyalists who refused to forsake their allegiance to King Finrod Felagund. Edrahil very perceptively persuaded Finrod to turn his crown and throne over to Orodreth, his own brother, instead of simply casting the authority away. Then he and nine others accompanied Finrod as he went with Beren and Lúthien on the quest of the Silmaril. He perished with Finrod in Sauron's pits in Tol-in-Gaurhoth.

EDRAHIL

Lvl: 70.

Race: Noldo.

Home: Nargothrond.

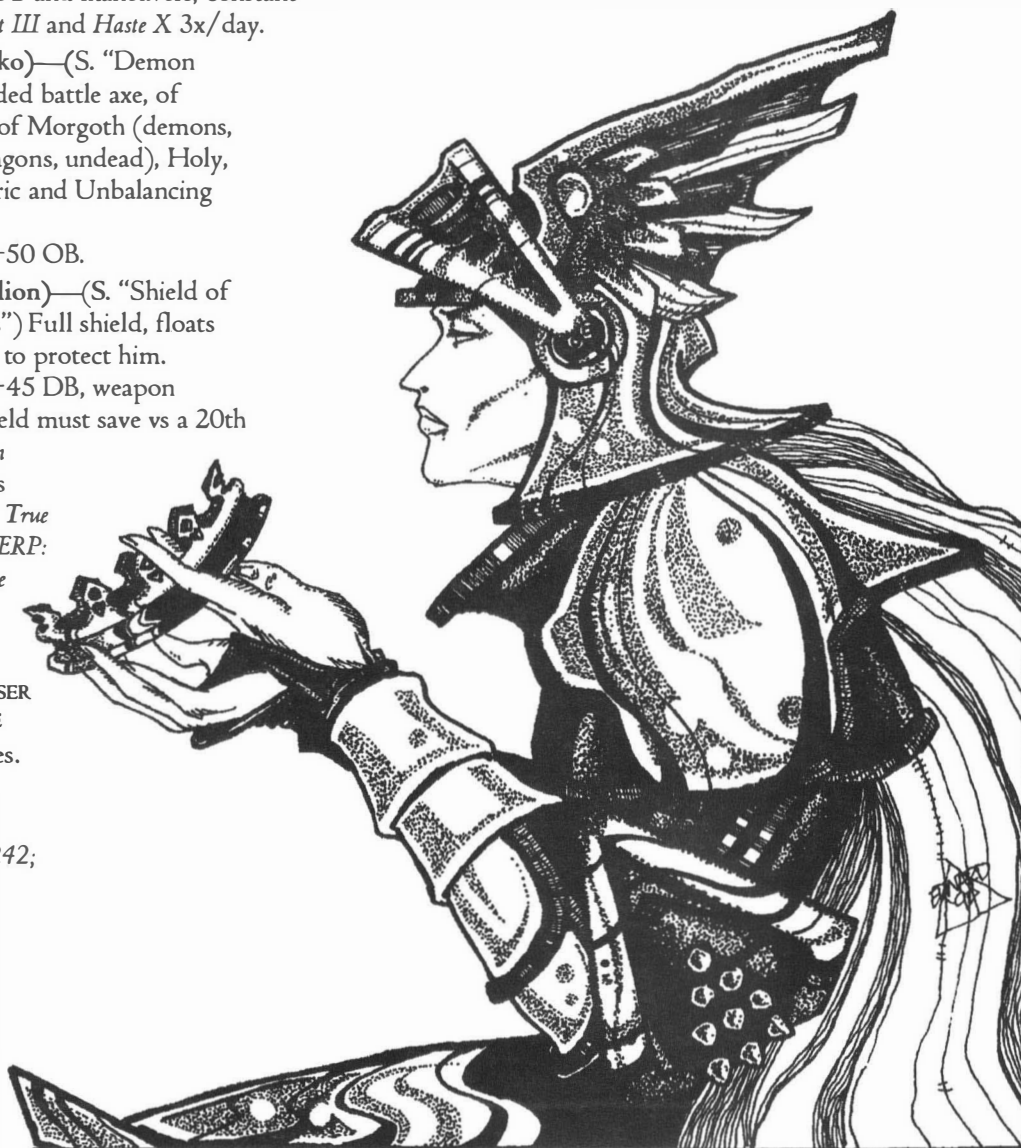
EDRAHIL IN MERP

Hits: 225 Melee OB: 335 Missile OB: 320

AT: PI (140).

MERP Profession: Warrior.

MERP Stats: AG 102, CO 103, IG 103, IT 98,
PR 100, ST 104.



Edrahil

MERP Skills: Acrobatics 76, Acting 45, Administration (Influence) 80, Ambush 24, Athletic Games (Athletic) 80, Caving 95, Climbing 120, Contortions 70, Diplomacy (Influence) 125, Leadership (Influence) 124, Martial Arts Striking 80, Martial Arts Sweeps 80, Music (Artistic) 95, Perception 145, Public-speaking (Influence) 92, Riding 96, Seduction (Influence) 90, Signaling 95, Singing (Influence) 84, Stalk/Hide 150, Strategy/Tactics (Lore) 103, Swimming 110.

MERP Spells: None.

EDRAHIL IN ROLEMASTER

Hits: 225 **Melee OB:** 335 **Missile OB:** 320

AT: 20 (140).

RM Profession: Fighter.

RM Stats: Co 103, SD 95, Ag 102, Me 90, Re 103, St 104, Qu 101, Pr 100, In 98, Em 96.

RM Skills: Acrobatics 76, Acting 45, Administration 80, Adrenal Moves 60, Ambush 24, Athletic Games 80, Caving 95, Climbing 120, Contortions 70, Diplomacy 125, Frenzy 120, Leadership 124, Linguistics 15*, Martial Arts Stalking 80, Martial Arts Sweeps 80, Music 95, Perception 145, Public-speaking 92, Riding 96, Seduction 90, Signaling 95, Singing 84, Stalk/Hide 150, Strategy/Tactics 103, Subduing 112, Swimming 110.

RM Spells: None.

Appearance: 99.

EDRAHIL IN LoR

LoR Profession: Bard.

LoR Stats: Strength 8, Agility 7, Intelligence 6, Movement 5, Defense 5, Melee OB 13, Missile OB 13, General 5, Subterfuge 10, Perception 9, Magical 3, Endurance 182.

LoR Spells: None.

LoR Experience Points: 45,900.

EDRAHIL'S LESSER ITEMS OF NOTE

Armor—Minimum penalty only -20.

MERP/RM: AT Pl/20 (+45 DB).

War Hammer.

MERP/RM: +45 OB.

Full Shield.

MERP/RM: +30 OB.

Light Crossbow.

MERP/RM: May fire every round without penalty.

Read Sil 170, 172, 174.

ELEMMÍRĚ

An Elda of the Vanyar, this minstrel wrote the *Aldudénië* known to all the Calaquendi. The song laments the grievous tale of the destruction of the Two Trees by Morgoth and Ungoliant.

ELEMMÍRĚ

Lvl: 90.

Race: Vanya.

Home: Aman.

Names: (Q. "Star-jewel").

ELEMMÍRĚ IN MERP

Hits: 190 **Melee OB:** 175 **Missile OB:** 70

AT: Pl (103).

MERP Profession: Bard.

MERP Stats: AG 98, CO 88, IG 107, IT 106, PR 107, ST 84.

MERP Skills: Acrobatics 120, Acting 200, Administration (Influence) 100, Appraisal 180, Architecture (Lore) 80, Athletic Games (Athletic) 145, Caving 100, Contortions 170, Cookery 124, Crafting (Craft) 170, Dance (Athletic) 260, Diplomacy (Influence) 210, Directed Spells 125, Diving (Athletic) 150, Music (Artistic) 200, Perception 225, Riding 100, Read Runes 150, Seduction (Influence) 185, Singing (Influence) 210, Stalk/Hide 200, Star-gazing (Sky-Watching) 151, Use Item 150, Swimming 100.

MERP Spells: 540 PP (x12 PP multiplier). Knows all Mage Base list, Bard Base lists, and Open Essence lists to 10th level.

ELEMMÍRĚ IN ROLEMASTER

Hits: 190 **Melee OB:** 175 **Missile OB:** 70

AT: 20 (103).

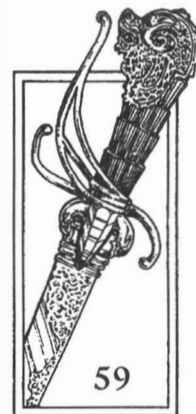
RM Profession: Seer.

RM Stats: Co 88, SD 106, Ag 98, Me 107, Re 106, St 84, Qu 89, Pr 107, In 106, Em 102.

RM Skills: Acrobatics 120, Acting 200, Administration 100, Appraisal 180, Architecture 80, Athletic Games 145, Caving 100, Contortions 170, Cookery 124, Crafting 170, Dance 260, Diplomacy 210, Directed Spells 125, Diving 150, Linguistics 40*, Music 200, Perception 225, Riding 100, Runes 150, Seduction 185, Singing 210, Spell-mastery 163, Stalk/Hide 200, Star-gazing 151, Staves & Wands 150, Swimming 100.

RM Spells: 540 PP (x12 PP multiplier). Knows all Seer and Bard base lists to 50th level, all Open and Closed Mentalism lists to 50th level.

Appearance: 106.





ELEMMÍRĚ IN LoR

LoR Profession: Bard.

LoR Stats: Strength 4, Agility 4, Intelligence 8, Movement 5, Defense 5, Melee OB 10, Missile OB 6, General 7, Subterfuge 11, Perception 12, Magical 5, Endurance 239.

LoR Spells: Balance, Calm, Charm Animals, Clairvoyance, Item Analysis, Luck, Shield, Sleep.

LoR Experience Points: 45,600.

ELEMMÍRĚ'S ITEMS OF NOTE

Robes of Aman.

MERP/RM: AT PI/20 (+30 DB); +100 to hiding, (*RM:* Constant *Displacement V*; *MERP:* Constant *Bladeturn*).

Cloak of Mists—Silence at will.

MERP/RM: +33 DB; +33 to maneuvers.

Dagger.

MERP/RM: +35 OB; casts a 10th level *Sleep X* spell when it delivers a critical (sleep for 1 rnd/10% failure).

Harp.

MERP: x12 PP multiplier, can cast spells from the *Living Change* and *Lofty Movement* lists to 10th level using the wielder's power points.

RM: x12 PP multiplier for Mentalism, can cast spells from the *Shifting*, *Mind's Door*, and *Movement* lists to 50th level using the wielder's power points.

Read Sil 76.

ELENDOR*

Elendor is a powerful warrior, and there are few brave enough to withstand her ferocity in the realm of the court, much less that of the battlefield. At 6'5" and 185 pounds, she is a statuesque Noldo in prime condition. It irks Elendor that Sûldun's position as Lord of Swords is considered higher than her own, but she has little use for such artificial structures. Only when crossing her blade with a foe's sword does she come truly alive. The sight of the Lady striding into the ranks of her enemies—her glistening blade hewing and hacking—is an image those lucky enough to survive rarely forget.

Note: See illustration on page 3.

ELENDOR

Lvl: 16.

Race: Noldo.

Home: Tirgoroth in southern Middle-earth.

Names: Elendor (S. "Lady of the Stars"), Lady of the Suit of Swords (in the Court of Ardor).

ELENDOR IN MERP

Hits: 125 Melee OB: 160 Missile OB: 160

AT: PI (70).

MERP Profession: Warrior.

MERP Stats: ST 97, AG 88, CO 92, IG 28, IT 44, PR 92.

MERP Skills: Acrobatics 65, Athletic Games (Athletic) 90, Climb 62, Diving (Athletic) 79, Swim 75, Dance (Artistic) 76, Leadership (Influence) 89, Perception 31, Stalk/Hide 75, Boat Handling 79, Seduction 56, Strategy & Tactics (Lore) 78, Trickery 64.

MERP Spells: None.

ELENDOR IN ROLEMASTER

Hits: 125 Melee OB: 160 Missile OB: 160

AT: 17 (70).

RM Profession: Fighter.

RM Stats: St 97, Qu 98, Em 23, In 45, Pr 89, Ag 78, Co 92, Me 43, Re 32, SD 95.

RM Skills: Acrobatics 65, Adrenal Defense 89, Adrenal Moves 78, Athletic Games 90, Climb 62, Diving 79, Swim 75, Dance 76, Leadership 89, Perception 31, Stalk/Hide 75, Boat Handling 79, Seduction 56, Strategy & Tactics 78, Trickery 64.

RM Spells: None.

Appearance: 103.

ELENDOR IN LoR

LoR Profession: Warrior.

LoR Stats: Strength 3, Agility 3, Intelligence 0, Movement 2, Defense 2, Melee OB 10, Missile OB 10, General 3, Subterfuge 6, Perception 3, Magical 0, Endurance 78.

LoR Spells: None.

LoR Experience Points: 18,000.

ELENDOR'S PRINCIPAL ITEMS

Ring—Allows the user to move with *Haste* (or *Speed*) for four rounds once per day. It can also summon a great bird of Tirgoroth to the user at need. The ring is attuned to Elendor and can be used by no other.

Composite Bow—Enchanted.

MERP/RM: +20 Missile OB.

Armor—Shimmering chain mail is made of mithril, it provides excellent protection without weighing the wearer down.

MERP/RM: AT PI/17; +20 DB.

Broadsword—Clear laen broadsword with good balance and an exceptionally sharp edge.

MERP/RM: +25 OB.

See *ICE's Court of Ardor* 24.

ELENWĒ

An Elda of the Vanyar, Elenwë was wife to Turgon and the mother of Idril. She perished during the terrible Crossing of the Helcaraxë.

ELENWĒ

Lvl: 65.

Race: Vanya.

Home: Tirion, Gondolin.

Name: (Q. "Star-maid").

ELENWĒ IN MERP

Hits: 135 Melee OB: 140 Missile OB: 0

AT: No (90).

MERP Profession: Animist.

MERP Stats: AG 90, CO 80, IG 98, IT 106, PR 106, ST 78.

MERP Skills: Acting 165, Dance (Athletic) 145, Directed Spells 20, Meditation 121, Music (Artistic) 135, Perception 126, Public-speaking (Influence) 97, Riding 98, Read Runes 88, Seduction (Influence) 98, Singing (Influence) 141, Stalk/Hide 131, Star-gazing (Sky-Watching) 122, Use Item 98, Weather-watching (Sky-Watching) 96.

MERP Spells: 390 PP (x7 PP multiplier). Knows all Animist Base lists, Open Essence lists, and Open Channeling lists to 10th level.

ELENWĒ IN ROLEMASTER

Hits: 135 Melee OB: 140 Missile OB: 0

AT: 2 (90).

RM Profession: Astrologer.

RM Stats: Co 80, SD 103, Ag 90, Me 104, Re 98, St 78, Qu 88, Pr 106, In 106, Em 99.

RM Skills: Acting 165, Dance 145, Directed Spells 20, Linguistics 30*, Meditation 121, Music 135, Perception 126, Public-speaking 97, Riding 98, Runes 88, Seduction 98, Singing 141, Spell-mastery 115, Stalk/Hide 131, Star-gazing 122, Staves & Wands 98, Weather-watching 96.

RM Spells: 390 PP (x7 PP multiplier). Knows all Astrologer base lists to 50th lvl, all Open Channeling and Mentalism lists to 10th lvl, all Open Channeling and Mentalism lists to 20th lvl.

Appearance: 105.

ELENWĒ IN LOR

LoR Profession: Bard.

LoR Stats: Strength 2, Agility 4, Intelligence 6, Movement 3, Defense 3, Melee OB 9, Missile OB 0, General 5, Subterfuge 9, Perception 8, Magical 6, Endurance 197.

LoR Spells: Balance, Calm, Charm Animals, Clairvoyance, Concentration, Item Analysis, Sleep, Strength.

LoR Experience Points: 27,000.

ELENWĒ'S ITEMS OF NOTE

Robes of Meditation—x7 PP multiplier any realm.

MERP/RM: +30 DB; either +50 to stalking and hiding or *Alkar* (MERP: *Light V*) at will.

Jeweled Headband—Mithril and star-jewels, x7 ranges on information and communication spells, wearer heals 3 hits/minute outside under a star-lit night sky.

MERP/RM: +30 DB.

Bright Staff.

MERP: +50 DB; allows free use of Sound/Light's Ways and Spell Defense lists to 10th using wielder's power points.

RM: +50 DB; allows free use of Light's Way and Repulsions lists to 50th using wielder's power points.

Read Sil 90, 136.

ELLADAN

Elladan was one of the twin sons of Elrond and Celebrían (the other being Elrohir). Like his brother, he swore vengeance against all Orcs when Celerbrian was captured and held. The brothers succeeded in rescuing their mother, but never forgot her suffering. They hunted Orcs relentlessly thenceforth.

Elladan and Elrohir demonstrated their thoroughly heroic and wise characters often in the War of the Ring. They rode to the north with the Dúnedain to aid Aragorn; they accompanied him through the Paths of the Dead, and fought their way to Pelargir. They sailed from there with the host of Lebennin and Langstrand and arrived at a critical time during the Battle of the Pelennor Fields.

In addition to these exploits, both were part of the councils of the Lords of the West—indeed, held the respect of these mighty individuals.

The brothers were Half-elves and so had the same choice presented to Elros and Elrond: human life and mortality, or Elvish life with immortality. They decided to remain with the Dúnedain into the Fourth Age after Elrond departed over the sea, thus choosing mortality along with their sister Arwen.

ELLADAN

Lvl: 25.

Race: Half-elf.

Home: Imladris; away on many campaigns.

Names: (S. "Elf-man").





Elladan & Elrohir

ELLADAN IN MERP

Hits: 150 Melee OB: 170 Missile OB: 165
AT: PI (120).

MERP Profession: Ranger.

MERP Stats: AG 102, CO 98, IG 98,
IT 103, PR 98, ST 101.

MERP Skills: Acrobatics 40, Acting 35,
Ambush 12, Animal Handling 30, Athletic
Games (Athletic) 80, Caving 68, Climbing
91, Disarm Trap 86, First Aid 85,
Fletching (Craft) 65, Foraging 92, Herding
12, Leadership (Influence) 80, Leather-
working (Craft) 68, Martial Arts Striking
65, Mathematics (Lore) 50, Meditation
90, Music (Artistic) 112, Navigation
(Lore) 65, Perception 96, Pick Lock 42,
Riding 101, Rope Mastery 45, Sailing
(Athletic) 30, Seduction (Influence) 82, Signaling
90, Singing (Influence) 110, Skiing (Athletic) 75,
Stalk/Hide 111, Star-gazing (Sky-Watching) 55,
Use Item 65, Strategy/Tactics (Lore) 80, Swim-
ming 86, Tracking 100, Weather-watching (Sky-
Watching) 60, Wood-carving (Craft) 35.

MERP Spells: 100 PP (x4 PP multiplier). Knows all
Ranger Base lists and all Open Channeling lists to
10th level.

ELLADAN IN ROLEMASTER

Hits: 150 Melee OB: 170 Missile OB: 165
AT: 20 (120).

RM Profession: Ranger.

RM Stats: Co 98, SD 100, Ag 102, Me 97, Re 100,
St 101, Qu 102, Pr 98, In 103, Em 94.

RM Skills: Acrobatics 40, Acting 35, Adrenal Moves
80, Ambush 12, Animal Training 30, Athletic
Games 80, Caving 68, Climbing 91, Disarm Trap
86, First Aid 85, Fletching 65, Foraging 92, Frenzy
65, Herding 12, Leadership 80, Leather-working
68, Linguistics 16*, Martial Arts Stalking 65,
Mathematics 50, Meditation 90, Music 112,
Navigation 65, Perception 96, Pick Lock 42,
Riding 101, Rope Mastery 45, Sailing 30, Seduc-
tion 82, Signaling 90, Singing 110, Skiing 75,
Stalk/Hide 111, Star-gazing 55, Staves & Wands
65, Strategy/Tactics 80, Subduing 95, Swimming
86, Tracking 100, Weather-watching 60, Wood-
carving 35.

RM Spells: 100 PP (x4 PP multiplier). Knows all
Ranger base lists to 20th and 4 Open Channeling to
10th lvl.

Appearance: 29.



ELLADAN IN LOR

LoR Profession: Bard.

LoR Stats: Strength 6, Agility 7, Intelligence 7,
Movement 5, Defense 5, Melee OB 10, Missile OB
10, General 4, Subterfuge 8, Perception 7, Magical
4, Endurance 110.

LoR Spells: Calm, Camouflage, Healing, Sustenance.

LoR Experience Points: 31,500.

ELLADAN'S PRINCIPAL ITEMS

Sword—Gurthdur (S. "Death of the Dark") Sister
sword to Gordur, mithril, of slaying Orcs and
Trolls, glows cold blue in vicinity of Orcs (dim
within 1000'; very bright within 100').

MERP/RM: +20 OB; casts *Haste X* on wielder
3x/day (*MERP: Haste III* 9x/day).

Bows—Cúbragol (S. "Sudden Bow") Sister bow to
Cúcaran, tasarung and ogamur, fires every round
with no penalty, all ranges are tripled, concussion
hits are doubled, silent.

MERP/RM: +25 OB.

Cloak (Menelcollo)—(S. "Cloak of the Sky") sky
blue, but changes color to that of surroundings if
desired (+50 hiding), cloak allows gliding from
heights (drop 100'/rnd and sail 100'/rnd) as often
as desired (requires a high point to drop from).

MERP: +30 DB, continuous *Landing*,

Leaping 10x/daily.

RM: +30 DB, continuous *Landing True*,

Great Leap 5x/daily.

ELLADAN'S LESSER ITEMS OF NOTE

Plate Armor—Of deep blue steel and mithril.

MERP/RM: AT 20 (+20 DB), has only a -20
minimum maneuver penalty.

Ring—Wearer can move without leaving footprints or
sounds continuously.

MERP/RM: x4 PP multiplier.

Read LotRI 39, 300; *LotRIII* 60, 389, 456, 468.

ELROHIR

One of the twin sons of Elrond and Celebrian, Elrohir swore vengeance with his brother Elladan against all Orcs after their mother was captured by such.

The pair were often absent from Rivendell, seeking dens of evil—the lairs of wolves, wargs, and goblins—to exterminate these threats to travellers and peaceable folk.

ELROHIR

Lvl: 25. Race: Half-elf.
Home: Imladris, often away on campaigns.
Names: (S. "Star-rider").

ELROHIR IN MERP

Hits: 150 Melee OB: 170 Missile OB: 165
AT: Pl (120).

MERP Profession: Ranger.

MERP Stats: AG 102, CO 98, IG 98, IT 103, PR 98, ST 101.

MERP Skills: Acrobatics 40, Acting 35, Ambush 12, Animal Handling 30, Athletic Games (Athletic) 80, Caving 68, Climbing 91, Disarm Trap 86, First Aid 85, Fletching (Craft) 65, Foraging 92, Herding 12, Leadership (Influence) 80, Leather-working (Craft) 68, Martial Arts Striking 65, Mathematics (Lore) 50, Meditation 90, Music (Artistic) 112, Navigation (Lore) 65, Perception 96, Pick Lock 42, Riding 101, Rope Mastery 45, Sailing (Athletic) 30, Seduction (Influence) 82, Signaling 90, Singing (Influence) 110, Skiing (Athletic) 75, Stalk/Hide III, Star-gazing (Sky-Watching) 55, Use Item 65, Strategy/Tactics (Lore) 80, Swimming 86, Tracking 100, Weather-watching (Sky-Watching) 60, Wood-carving (Craft) 35.

MERP Spells: 100 PP (x4 PP multiplier). Knows all Ranger Base lists and all Open Channeling lists to 10th level.

ELROHIR IN ROLEMASTER

Hits: 150 Melee OB: 170 Missile OB: 165
AT: 20 (120).

RM Profession: Ranger.

RM Stats: Co 98, SD 100, Ag 102, Me 97, Re 100, St 101, Qu 102, Pr 98, In 103, Em 94.

RM Skills: Acrobatics 40, Acting 35, Adrenal Moves 80, Ambush 12, Animal Training 30, Athletic Games 80, Caving 68, Climbing 91, Disarm Trap 86, First Aid 85, Fletching 65, Foraging 92, Frenzy 65, Herding 12, Leadership 80, Leather-working 68, Linguistics 16*, Martial Arts Stalking 65, Mathematics 50, Meditation 90, Music 112, Navigation 65, Perception 96, Pick Lock 42, Riding 101, Rope Mastery 45, Sailing 30, Seduction 82, Signaling 90, Sing 110, Ski 75, Stalk/Hide III, Star-gazing 55, Staves & Wands 65, Strategy/Tactics 80, Subduing 95, Swim 86, Track 100, Weather-watching 60, Wood-carving 35.

RM Spells: 100 PP (x4 PP multiplier). Knows all Ranger base lists to 20th and 4 Open Channeling to 10th lvl.

Appearance: 99.

ELROHIR IN LoR

LoR Profession: Bard.

LoR Stats: Strength 6, Agility 7, Intelligence 7, Movement 5, Defense 5, Melee OB 10, Missile OB 10, General 4, Subterfuge 8, Perception 7, Magical 4, Endurance 110.

LoR Spells: Calm, Camouflage, Healing, Sustenance.

LoR Experience Points: 31,500.

ELROHIR'S PRINCIPAL ITEMS

Sword—Gordur (S. "Dread of the Dark") Sister sword to Gordur, mithril, of slaying Orcs and Trolls, glows cold blue in vicinity of Orcs (dim within 1000'; very bright within 100').

MERP/RM: +20 OB; casts *Haste X* on wielder 3x/day (MERP: *Haste III* 9x/day).

Bow—Cúcaran (S. "Red Bow") Sister bow to Cúbragol, tasarung and ogamur, fires every round with no penalty, all ranges are tripled, concussion hits are doubled, silent.

MERP/RM: +25 OB.

Cloaks (Menelcollo)—(S. "Cloak of the Sky") normally sky blue but changes color to that of surroundings if desired (+50 hiding), cloak allow gliding from heights (drop 100'/rnd and sail 100'/rnd) as often as desired (requires a high point to drop from).

MERP: +30 DB, continuous *Landing*, *Leaping* 10x/daily.

RM: +30 DB, continuous *Landing True*, *Great Leap* 5x/daily.

ELROHIR'S LESSER ITEMS OF NOTE

Plate Armor—Of deep blue steel and mithril.

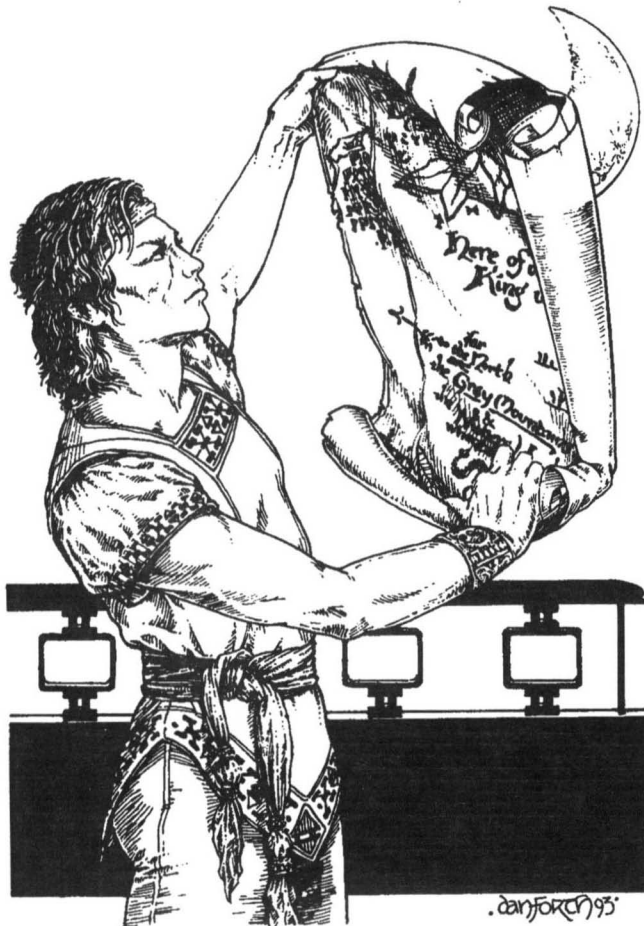
MERP/RM: AT Pl/20 (+20 DB), has only a -20 minimum maneuver penalty.

Ring—Wearer can move continuously without leaving footprints or sounds.

MERP/RM: x4 PP multiplier.

Read *LotR I* 39, 300; *LotR III* 60, 389, 456, 468.





Elrond

ELROND

Elrond and his brother Elros were among the first of the Peredhil ("Half-elven"), the sons of Eärendil the Mariner and Elwing the White. More specifically, they were a blend of Maia, Elda, and Adan blood, being descended from Melian and Thingol, Beren and Lúthien. Because of their mixed immortal and mortal lineage, the Valar gave Elrond and Elros a choice: to be immortal as the Elves, or to eventually die as do men, the soul departing to a place only Mandos knows. Elrond chose to live as the Firstborn, the endless, ageless life of the Elves.

Elrond served as Gil-galad's herald, both in Beleriand and in the early days of the Second Age, when the latter became King of Lindon. Soon after the beginning of the War of the Elves and Sauron, Gil-galad sent Elrond with a force to aid Celebrimbor. The Dark Lord, enraged that the Noldor were not enslaved by the One Ring, assaulted Eregion and laid siege to Ost-in-Edhil, planning to recover the Rings of Power by force. Elrond was not able to save Eregion, but retreated with a number of survivors to a narrow valley along the western side of the Misty Mountains. It was at that time (c. S.A. 1697) that he founded Imladris, the Last Homely House. This refuge, though not a fortress, became a safe haven for Elves and Edain alike for the remainder of the Second Age and the entirety of the Third.

In the War of the Last Alliance, Elrond again went to war by Gil-galad's side and saw him fall (with Anárion and Elendil of the Edain) before Sauron. Despite their loss, the Alliance was victorious, and Elrond was able to rescue the mightiest of the Three Elven Rings: Vilya, Ring of the Firmament. The conflict closed the Second Age.

The Third Age brought much joy and sorrow to Elrond. It saw the birth of his daughter Arwen and twin sons Elladan and Elrohir. But in 2509 his wife Celebrían was ambushed by Orcs, and struck by a poison dart, in the Misty Mountains. Her sons rescued her, and Elrond healed her wounds, but she lost the desire to live in Middle-earth. Soon afterwards she took ship to the West.

It was in Rivendell that Aragorn was reared, learning from the greatest Loremaster alive. Elrond could be demanding, however: though he loved Aragorn, he would not allow his daughter to marry any man less than the King of both Arnor and Gondor.

Elrond's influence was also felt at the end of the Age, when he sheltered Frodo. He presided over the Council where the fate of the One Ring was decided, his wisdom sorely needed at that time of crisis.

ELROND

Lvl: 65(85).

Race: Half-elf (Elda/Adan/Maia).

Home: Originally Beleriand, then Lindon in the Second Age until around 1693-97, when he established Imladris ("Rivendell").

Names: (S. "Star Dome").

ELROND IN MERP

Hits: 230 Melee OB: 268 Missile OB: 250

AT: Pl (143).

MERP Profession: Animist.

MERP Stats: ST 98, AG 99, CO 102, IG 101, IT 101, PR 102.

MERP Skills: Acrobatics 60, Acting 131, Administration 126, Adrenal Defense 50, Adrenal Moves 80, Ambush 20, Appraisal 116, Architecture 101, Athletic Games 81, Climbing 98, Crafting 95, Dance 85, Diplomacy 130, Directed Spells 125, Disarm Trap 68, First Aid 150, Foraging 90, Leadership 145, Leather-working 80, Linguistics 45*, Martial Arts Stalking 90, Martial Arts Sweeps 90, Mathematics 95, Meditation 135, Music 142, Navigation 65, Perception 151, Pick Lock 73, Public-speaking 130, Riding 103, Runes 126, Seduction 100, Signaling 115, Singing 120, Skiing 95, Spell-mastery 140, Stalk/Hide 130, Star-gazing 138, Staves & Wands 116, Strategy/Tactics 125, Subduing 130, Swimming 108, Weather-watching 126.

MERP Spells: 255 PP (x9 PP multiplier). Elrond knows all Animist Base lists, Bard Base lists, Open Channeling lists, and Open Essence lists to 10th level.

ELROND IN ROLEMASTER

Hits: 230 Melee OB: 268 Missile OB: 250

AT: 18 (143).

RM Profession: Cleric (Bard, Lay Healer, Fighter).

RM Stats: St 98, Qu 100, Em 100, In 101, Pr 102, Ag 99, Co 102, Me 102, Re 101, SD 93.

RM Skills: Acrobatics 60, Acting 131, Administration 126, Adrenal Defense 50, Adrenal Moves 80, Ambush 20, Appraisal 116, Architecture 101, Athletic Games 81, Climbing 98, Crafting 95, Dance 85, Diplomacy 130, Directed Spells 125, Disarm Trap 68, First Aid 150, Foraging 90, Leadership 145, Leather-working 80, Linguistics 45*, Martial Arts Stalking 90, Martial Arts Sweeps 90, Mathematics 95, Meditation 135, Music 142, Navigation 65, Perception 151, Pick Lock 73, Public-speaking 130, Riding 103, Runes 126, Seduction 100, Signaling 115, Singing 120, Skiing 95, Spell-mastery 140, Stalk/Hide 130, Star-gazing 138, Staves & Wands 116, Strategy/Tactics 125, Subduing 130, Swimming 108, Weather-watching 126.

RM Spells: 255 PP (x9 PP multiplier). Elrond knows all Open and Closed Channeling and Mentalism lists to 50th level; he also has at his disposal the Base Bard and Cleric lists to 50th level.

Appearance: 105

ELROND IN LoR

LoR Profession: Bard.

LoR Stats: Strength 6, Agility 5, Intelligence 8, Movement 5, Defense 5, Melee OB 12, Missile OB 12, General 3, Subterfuge 7, Perception 10, Magical 18, Endurance 434.

LoR Spells: All.

LoR Experience Points: 57,900.

ELROND'S SPECIAL POWERS

Healing—The Master of Rivendell had powers which transcend some of the concepts and restrictions in the spell lists. Utilizing a unique combination of healing skills (RM: Lay Healer and Clerical Healing skills), Elrond was able to perform feats of restoration without equal in Middle-earth.

ELROND'S PRINCIPAL ITEMS

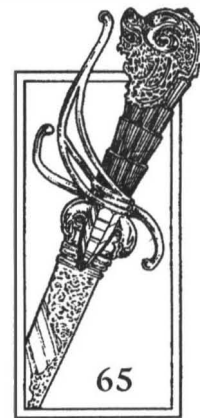
Vilya (Ring of Air)—Mightiest of the Three Elven Rings of Power, it was given to him by Gil-galad just before his departure as co-general of the Last Alliance of Men and Elves against Sauron. As long as Sauron did not possess the One, the holders of the Elven Rings were free to utilize them to the fullest.

Despite Rivendell's location in a narrow valley with a concealed entry, it is amazing that the place remained hidden for so long. Sauron's servants scoured the countryside and yet seemed unable to penetrate the veil about Imladris. Indeed, Rivendell and Lorien held a special, elusive status in Sauron's mind. Surely he must have been aware of them—and perhaps even suspected that an Elven Ring was at work, yet the Three were so powerful that the Dark Lord was unable to act upon his suspicions.

Perhaps more than the other two rings, Vilya is of healing and strengthening. Narya shielded a land of complete repose—almost retreat; Narya kindled hearts to action. It was in Rivendell where Vilya abode that decisions were made, actions planned. In appearance Vilya is a ring of pure gold set with a large, clear blue sapphire.

MERP/RM: Vilya's specific powers:

- (1) **RM:** Wearer can deploy continuous *Unpresence* spell, *Nondetect* spells (from Mystic Base list, Hiding), and Inner Wall spells. These spells can also be enacted with a radius to shield an entire area.
- (2) Wearer's RR is doubled when resisting detection by the Dark Lord.
- (3) Wearer can deploy a continuous *Prayer* spell which adds +30 to any RRs and maneuver rolls made by friends within 30' of, or within sight of (whichever is greater), the wearer.
- (4) +33 to Constitution Bonus and to Defensive Bonus.
- (5) **MERP:** Allows wearer free use of the Wind Law, Earth Law, and Water Law lists to 10th level. **RM:** Allows wearer free use of the Mentalist lists Gas Manipulation, Solid Manipulation, and Liquid Manipulation to 60th level. Ranges are variable but usually 10-100x normal range listed. For example, Elrond could control the river in Rivendell, and the weather in the entire valley.
- (6) All healing done by wearer has one third normal recovery time, and recovery is always complete (with a few exceptions).
- (7) Wearer (or whomever he touches) regenerates at the rate of 10 hits/rnd.
- (8) Wearer cannot be stunned.
- (9) Vilya acts as a PPx9 Enhancer (any profession).





Sword (Helkaluinë)—(Q. "Shining Blue Ice")

Broadsword forged in Beleriand, of ithilnaur with a gleaming edge of clear blue laen (enchanted glass). It—like many of the weapons made at this time—glimmers with a chill blue light when near Orcs (dimly along the edges within 1000'; bright within 100'). It is also a Holy weapon, Of Slaying Orcs and all creatures of Fire. Helkaluinë is also a weapon of coldfire, giving off an intense cold when desired by its wielder, delivering a Cold Critical whenever another Crit is indicated. The sword cannot be fumbled when used by an Elf.

MERP/RM: +50 OB, and will *Haste* its wielder at a thought.

Mantle of Doriath—Woven by his ancestress Melian, it is a great cloak of grey cloth.

MERP: Confers the following powers to the wearer at will: *Bladeturn*, *Deflections*, *Invisibility I*, *Resist Heat*, and *Resist Cold*.

RM: Confers the following powers to the wearer at will: *Displacement V*, *Invisibility True*, *Deflections V*, and *Blur*.

Circlet—Acts as a full helm, also has a 50% chance of simply annulling any head critical, no spell casting penalties.

RM: Wearer has continuous *Unpresence*.

Armor—Fine ithilnaur chain is virtually unencumbering.

MERP/RM: AT PI/18 (+30 DB).

ELROND'S LESSER ITEMS OF NOTE

Silver Harp—Always in tune.

MERP/RM: +30 to all Bardic Songs.

Elven Longbow—Has triple the normal range.

MERP/RM: +35 OB.

Read *LotR I* 100, 231, etc., 289-520; *LotRII* 53, etc.

LotRIII 57, etc., 325-330, 381-83.

ELURÉD

Eldest son of Dior and Nimloth, Eluréd was born on Tol Galen. The youth went with his family to dwell in Menegroth after it was sacked by the Dwarves of Nogrod. The Sindar of the Thousand Caves received them gladly and took Dior for their King. The glory of Doriath waxed until the Nauglamír (with its Silmaril) came to Dior upon the deaths of Beren and Lúthien. The sons of Fëanor assaulted the stronghold, determined to gain the jewel. Eluréd was abandoned in the woods with his brother Elurín by the servants of Celegorm. Neither child was seen again.

ELURÉD

Lvl: 5.

Race: Half-elf.

Home: Menegroth.

Names: (S. "Elu's Heir").

ELURÉD IN MERP

Hits: 70 Melee OB: 140 Missile OB: 110
AT: PI (115).

MERP Profession: Warrior.

MERP Stats: AG 104, CO 103, IG 96, IT 92,
PR 103, ST 105.

MERP Skills: Ambush 2, Athletic Games (Athletic) 40, Caving 25, Climbing 70, Foraging 25, Music (Artistic) 15, Riding 65, Singing (Influence) 30, Stalk/Hide 55, Swimming 70.

MERP Spells: None.

ELURÉD IN ROLEMASTER

Hits: 70 Melee OB: 140 Missile OB: 110
AT: 17 (115).

RM Profession: Fighter.

RM Stats: Co 103, SD 90, Ag 104, Me 90, Re 96,
St 105, Qu 105, Pr 103, In 92, Em 102.

RM Skills: Ambush 2, Athletic Games 40, Caving 25, Climbing 70, Foraging 25, Frenzy 20, Linguistics 3*, Music 15, Riding 65, Singing 30, Stalk/Hide 55, Subduing 20, Swimming 70.

RM Spells: None.

Appearance: 101.

ELURÉD IN LoR

LoR Profession: Bard.

LoR Stats: Strength 6, Agility 6, Intelligence 4,
Movement 1, Defense 1, Melee OB 9, Missile OB 9, General 0, Subterfuge 5, Perception 1, Magical 0, Endurance 45.

LoR Spells: None.

LoR Experience Points: 6,750.

ELURÉD'S LESSER ITEMS OF NOTE

Short Sword—+15 OB.

Short Bow—+15 OB.

Target Shield—+15 DB.

Breastplate—AT PI/17 (+15 DB).

Read *Sil* 234, 236-237

ELURÍN

The second son of Dior and Nimloth, Elurín departed Tol Galen and came with his family to Menegroth. The Sindar there were prostrate with grief at the loss of their King, Queen, and so many of their kin. Dior determined to raise the realm of Doriath to new glory, but the oath of Fëanor shortened his labors prematurely. When the Nauglamír and its Silmaril came to him upon the deaths of Beren and Lúthien, the sons of Fëanor renewed their hostility against all who withheld the gem from their possession. They assaulted Menegroth, slaying many. Elurín was seized with his brother Eluréd by the servants of Celegorm and abandoned in the woods. No tale recounts their fate.

ELURÍN

Lvl: 3.

Race: Half-elf.

Home: Menegroth.

Names: (S. "Elu's Remembrance").

ELURÍN IN MERP

Hits: 50 Melee OB: 99 Missile OB: 109
AT: PI (80).

MERP Profession: Warrior.

MERP Stats: AG 106, CO 101, IG 98, IT 95,
PR 101, ST 103.

MERP Skills: Ambush I, Athletic Games (Athletic)
35, Caving 20, Climbing 45, Meditation 10, Music
(Artistic) 30, Riding 50, Singing (Influence) 25,
Stalk/Hide 45, Swimming 60.

MERP Spells: None.

ELURÍN IN ROLEMASTER

Hits: 50 Melee OB: 99 Missile OB: 109
AT: 17 (80).

RM Profession: Fighter.

RM Stats: Co 101, SD 96, Ag 106, Me 90, Re 98,
St 103, Qu 106, Pr 101, In 95, Em 100.

RM Skills: Ambush I, Athletic Games 35, Caving 20,
Climbing 45, Frenzy 30, Linguistics 4*, Meditation
10, Music 30, Riding 50, Singing 25, Stalk/Hide
45, Subduing 30, Swimming 60.

RM Spells: None.

Appearance: .

ELURÍN IN LoR

LoR Profession: Bard.

LoR Stats: Strength 6, Agility 6, Intelligence 4,
Movement 0, Defense I, Melee OB 7, Missile OB
7, General I, Subterfuge 4, Perception 0, Magical 0,
Endurance 30.

LoR Spells: None.

LoR Experience Points: 5,400.

ELURÍN'S ITEMS OF NOTE

Short Sword.

MERP/RM: +5 OB.

Short Bow.

MERP/RM: +5 OB.

Target Shield.

MERP/RM: +20 DB.

Breastplate.

MERP/RM: AT PI/17.

Read Sil 234, 236-37

ELWĒ SINGOLLO

Elwē was King of the Teleri, the third and last, yet most populous, of the Elda kindreds. He was considered High King of the Elves east of the sea. Though he longed for Valinor, his fate became inextricably bound to Middle-earth by his love for Melian the Maia. While he wandered love-struck through the forests of Nan Elmoth, his brother Olwë led the Teleri over the sea. A few who did not think Elwē dead remained. When the King found these steadfast ones, he remained with them and renounced his journey to the Undying Lands. Melian wed Elwē and bore him their lovely daughter Lúthien Tinúviel.

For many years Elwē ruled Doriath guided by his own wisdom and the foresight of his Queen. Suspicion developed between the Sindar and the Noldor when the latter did not recognize Elwē's authority as High King in Beleriand—and so flouted his wish for no interference by them in the affairs of the Teleri. Elwē refused all intercourse with the House of Fëanor after he learned of the Kinslaying at Alqualondë, forbade the speaking of Quenya in his realm, and denied the Edain entrance into Doriath. His domain prospered for many years.

Elwē's doom took shape when he acted to prevent the marriage of Lúthien to the heroic Adan Beren by demanding a Silmaril as bride price. After great and terrible adventure, Beren obtained one of the gems from Morgoth's crown and brought it to Doriath's King. Thus Elwē's fate was sealed. He withstood the jealous, oathbound sons of Fëanor, but he could not resist the beauty of the jewel which entrapped him. When he set the Silmaril in the Nauglamír (a Dwarvish present received from Húrin) and displayed it before those with even less resistance to its light than he, the Dwarves, coveting the treasure, slew him.

Although of the Úmanyar, Elwē was accounted a Calaquendë because he witnessed the light of Aman when he traveled to the Undying Lands with Finwë and Ingwë before the Eldar began their long journey west. He was the tallest of Eru's children, standing an unprecedented 8'2". He had beautiful silver hair. Usually cautious and wise, he grew proud and angry upon encountering injustice.

Important Dates: Died circa I.A. 505.



Elwē



ELWË SINGOLLO

Lvl: 50(120).

Race: Sinda.

Home: first Doriath in Beleriand, then the cave palace Menegroth by the enchanted river Esgalduin.

Names: originally Sindacollo, Elu Thingol (S. "King Grey mantle").

ELWË SINGOLLO IN MERP

Hits: 340 Melee OB: 350 Missile OB: 320
AT: PI (195).

MERP Profession: Warrior.

MERP Stats: AG 107, CO 103, IG 105, IT 102,
PR 105, ST 107.

MERP Skills: Acting 96, Administration (Influence) 121, Ambush 25, Appraisal 111, Architecture (Lore) 125, Caving 135, Climbing 165, Crafting (Craft) 88, Dance (Athletic) 56, Diplomacy (Influence) 60, Leadership (Influence) 150, Meditation 125, Music (Artistic) 130, Perception 126, Public-speaking (Influence) 145, Riding 100, Seduction (Influence) 110, Singing (Influence) 120, Stalk/Hide 135, Star-gazing (Sky-Watching) 125, Strategy/Tactics (Lore) 121, Swimming 100.

MERP Spells: 600 PP (+10 spell adder). All Open Essence lists and Mage Base lists to 10th lvl.

ELWË SINGOLLO IN ROLEMASTER

Hits: 340 Melee OB: 350 Missile OB: 320
AT: 20 (195).

RM Profession: Fighter.

RM Stats: Co 103, SD 104, Ag 107, Me 100,
Re 103, St 107, Qu 107, Pr 105, In 102, Em 105.

RM Skills: Acting 96, Administration 121, Ambush 25, Appraisal 111, Architecture 125, Caving 135, Climbing 165, Crafting 88, Dance 56, Diplomacy 60, Frenzy 130, Leadership 150, Linguistics 13*, Meditation 125, Music 130, Perception 126, Public-speaking 145, Riding 100, Seduction 110, Singing 120, Spell-mastery 100, Stalk/Hide 135, Star-gazing 125, Strategy/Tactics 121, Subduing 130, Swimming 100.

RM Spells: 600 PP (+10 spell adder), all Open, Closed, and Magician Base Essence lists to 50th lvl.

Appearance: 101.

ELWË SINGOLLO IN LoR

LoR Profession: Warrior.

LoR Stats: Strength 9, Agility 9, Intelligence 9,
Movement 7, Defense 7, Melee OB 13, Missile OB 13, General 7, Subterfuge 9, Perception 9, Magical 7, Endurance 370.

LoR Spells: Balance, Camouflage, Clairvoyance, Concentration, Fire Bolt, Item Analysis, Protection from Magic, Shield, Speed, Strength.

LoR Experience Points: 71,100.

ELWË SINGOLLO'S PRINCIPAL ITEMS

Sword (Aranruth)—(Q. "King's wrath") The great broadsword of Elwë in Doriath and later of the Kings of Númenor. It was perhaps of Dwarvish manufacture by the smiths of Nogrod. It is red eog; does additional Heat criticals; slaying vs Balrogs, Trolls, Goblins, Wargs, Undead, and Dragons; it is highly intelligent; speaks all Elvish and Dwarvish tongues; does triple concussion hits; any armor it strikes is treated as skin (i.e., AT No/I).

MERP/RM: +77 OB.

Necklace (Nauglamír)—(S. "Dwarf necklace") Inestimably costly, set with many precious and heavy gems. It is enchanted, does not encumber, rests on the wearer's person lightly and comfortably.

MERP/RM: Raises the wearer's Pr/PR stat bonus by 50, and gives constant *Alkar* (MERP: *Light V*). When burdened with the Silmaril, the wearer's Pr/PR stat bonus increases by +125. However, Noldor and Dwarves who see it must also resist a 400th level spell (i.e., a *Passion Aura*) or strive to obtain it even at the risk of near certain death.

Crown (The Gift of Melian)—Elwë's crown, protects head as a full helm, negates 50% of head criticals, no spell casting penalties. +10 Essence spell adder, may cast Essence spells while wearing armor with no penalty.

MERP: Gives wearer the ability to cast the Mage Base lists and open Essence lists to 10th level (using his own PPs).

RM: Gives him the ability to cast the Magician Base lists and the open and closed Essence lists to 50th level (using his own PPs).

ELWË SINGOLLO'S LESSER ITEMS OF NOTE

Armor—Unencumbering.

MERP/RM: AT PI/20 (+50 DB).

Long Bow—2 arrows/rnd with no penalty.

MERP/RM: +50 OB.

Full Shield.

MERP/RM: +50 DB.

Read *Sil* 52-53, 55-56, 58, 91-97, 111, 121, 127-29, 143-44, 157, 166-68, 172, 183-86, 188, 189, 190, 199, 201-02, 227, 231-33; *LoRI* 260, 261; *LoRIII* 388.

ELWING

The daughter of Dior and Nimloth, Elwing escaped during the attack by the sons of Fëanor on Menegroth (unlike her brothers Eluréd and Elurín who were lost). She departed with the Nauglamir and its Silmaril, finding refuge with the Elves who dwelt by the mouths of the river Sirion. There she married Eärendil and bore him two sons: Elrond and Elros.

When Fëanor's sons sought the Silmaril at Elwing's home in Arvernien, she cast herself with the jewel into the sea, willing to sacrifice herself rather than let the stone come into evil hands. Ulmo saved her, however, turning her into a bird. Reunited with Eärendil, they won through the Shadowy Seas, and while Eärendil spoke to the Valar, Elwing persuaded the Teleri to sail the ships of the Host of Valinor.

Elwing was the first to make the choice of the Half-elven; she remained of the Firstborn. She could speak with birds and was considered their patron, especially the birds of the Sea.

ELWING

Lvl: 50.

Race: Half-elf.

Home: Menegroth in Doriath, Arvernien, Aman, the White Tower on Belegaer.

Names: (S. "Star-spray"), Elwing the White.

ELWING IN MERP

Hits: 175 Melee OB: 145 Missile OB: 50

AT: RL (105).

MERP Profession: Animist.

MERP Stats: AG 96, CO 87, IG 103, IT 105, PR 103, ST 84.

MERP Skills: Acrobatics 90, Acting 100, Animal Handling 135, Caving 80, Climbing 150, Dance (Athletic) 115, Diplomacy (Influence) 140, Directed Spells 50, Diving (Athletic) 126, First Aid 90, Foraging 120, Herding 80, Meditation 75, Music (Artistic) 120, Navigation (Lore) 135, Perception 190, Public-speaking (Influence) 125, Riding 200, Rope Mastery 80, Read Runes 135, Sailing (Athletic) 95, Seduction (Influence) 145, Signaling 150, Singing (Influence) 160, Stalk/Hide 185, Star-gazing (Sky-Watching) 110, Use Item 120, Swimming 175, Weather-watching (Sky-Watching) 110.

MERP Spells: 250 PP (x7 PP multiplier). Knows all Base Animist lists, Open Channeling lists, and Ranger Base lists to 10th level.

ELWING IN ROLEMASTER

Hits: 175 Melee OB: 145 Missile OB: 50

AT: 12 (105).

RM Profession: Animist.

RM Stats: Co 87, SD 104, Ag 96, Me 103, Re 103, St 84, Qu 99, Pr 103, In 105, Em 100.

RM Skills: Acrobatics 90, Acting 100, Animal Training 135, Caving 80, Climbing 150, Dance 115, Diplomacy 140, Directed Spells 50, Diving 126, First Aid 90, Foraging 120, Herding 80, Linguistics 25*, Meditation 75, Music 120, Navigation 135, Perception 190, Public-speaking 125, Riding 200, Rope Mastery 80, Runes 135, Sailing 95, Seduction 145, Signaling 150, Singing 160, Spell-mastery 80, Stalk/Hide 185, Star-gazing 110, Staves & Wands 120, Swimming 175, Weather-watching 110.

RM Spells: 250 PP (x7 PP multiplier). Knows all Base Animist to 30th lvl, all Open and Closed Channeling to 20th lvl, all Ranger base lists to 10th lvl.

Appearance: 113.

ELWING IN LOR

LoR Profession: Bard.

LoR Stats: Strength 4, Agility 5, Intelligence 8, Movement 3, Defense 3, Melee OB 9, Missile OB 4, General 3, Subterfuge 11, Perception 11, Magical 5, Endurance 163.

LoR Spells: Calm, Camouflage, Charm Animals, Concentration, Speed, Strength.

LoR Experience Points: 33,600.

ELWING'S ITEMS OF NOTE

Robes.

MERP/RM: AT RL/12 (+60), +30 to all moving maneuvers, +50 to stalking and hiding maneuvers.

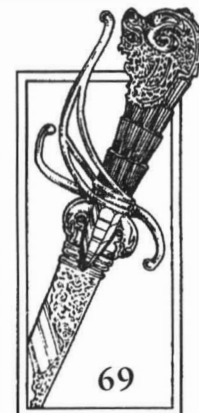
Staff.

MERP/RM: +45 OB; x7 PP multiplier for Channeling, *Calm* or *Sleep* given at will on a critical result (20th level effect for RR, 1 round / 10 pt of failure of RR).

Wreath of Plumes—Made of the feathers of sea-birds, protects wearer's head like a full helm, no spell casting penalties.

MERP/RM: Can cast *Alkar* (MERP: *Light V*) at will, negates 50% of all head crits, wearer may take the form of a giant sea-bird and fly at 350'/rnd for 8 hrs/day.

Read: *Sil* 122, 178, 291-3, 302, 304-10, 315.





EÖL

Eöl is accounted the most skilled of all the Sinda smiths, and the greatest Elven smith of all time with the exception of Fëanor and Celebrimbor. Eöl is renowned for his creation of the superlative metal galvorn and the forging of the black swords Anglachel and Anguirel (see articles on Beleg and Maeglin for descriptions and stats of the swords).

Eöl's personal history is grim and tragic, and likewise the fruit he brought to Arda. He was gloomy and aloof, scarcely caring for his own people, the Sindar, and possessing no fondness at all for the Noldor. He fashioned cursed swords, conceived a traitorous son (Maeglin), and murdered his wife Aredhel in the culmination of a long fit of madness. For this crime he was hurled off the cliff Caragdûr to his death.

He was tall (7'6") and exceptionally adept at learning. He was closest of all the Elves to the Dwarves—from whom he obtained his incomparable smithing skill.

Eöl

Important Dates: Executed sometime in I.A. 4th century.



Note: *MERP rules do not cover alchemy—the creation of enchanted articles—because, in Middle-earth, embedding magical properties into weapons, armor, and other articles is much more than a systematic process. Unique rituals, known only to certain individuals or groups (such as the Gwaith-i-Mírdain), must be used in special places on special materials. Mere cleverness or skill or book-learning does not suffice.*

EÖL

Lvl: 65.

Race: Teler.

Home: the woods of Nan Elmoth.

Names: the Dark Elf.

EÖL IN MERP

Hits: 115 **Melee OB:** 300 **Missile OB:** 225

AT: No (144).

MERP Profession: Mage.

MERP Stats: AG 103, CO 100, IG 108, IT 106, PR 70, ST 101.

MERP Skills: Ambush 22, Appraisal 145, Architecture (Lore) 70, Climbing 80, Crafting (Craft) 190, Disarm Trap 110, Falsification (Craft) 100, Fletching (Craft) 95, Foraging 125, Leather-working (Craft) 160, Mathematics (Lore) 125, Perception 180, Pick Lock 125, Riding 60, Rope Mastery 100, Read Runes 98, Seduction (Influence) 125, Smithing (Craft) 180, Stalk/Hide 160, Use Item 98, Stone-carving (Craft) 170, Swimming 40, Tracking 150, Trap-building (Craft) 132, Wood-carving (Craft) 160.

MERP Spells: 455 PP (x10 PP multiplier). Knows all Mage Base lists, Open Essence base lists to 10th lvl.

EÖL IN ROLEMASTER

Hits: 115 **Melee OB:** 300 **Missile OB:** 225

AT: 4 (144).

RM Profession: Alchemist (Rogue).

RM Stats: Co 100, SD 45, Ag 103, Me 105, Re 106, St 101, Qu 90, Pr 70, In 106, Em 108.

RM Skills: Ambush 22, Appraisal 145, Architecture 70, Climbing 80, Crafting 190, Disarm Trap 110, Falsification 100, Fletching 95, Foraging 125, Frenzy 120, Leather-working 160, Linguistics 6*, Mathematics 125, Perception 180, Pick Lock 125, Riding 60, Rope Mastery 100, Runes 98, Seduction 125, Smithing 180, Stalk/Hide 160, Staves & Wands 98, Stone-carving 170, Subduing 90, Swimming 40, Tracking 150, Trading 145, Trap-building 132, Wood-carving 160.

RM Spells: 455 PP (x10 PP multiplier). Knows all base Alchemy lists to 65th; knows Rune Mastery, Unbarring Ways, Detecting Ways, Elemental Shields, Delving Ways, Spell Enhancement, Gate Mastery, Dark Contacts, Dark Summons to 50th; all other Open and Closed Essence lists to 20th lvl.

Appearance: 99.

EÖL IN LOR

LoR Profession: Bard.

LoR Stats: Strength 6, Agility 5, Intelligence 9, Movement 4, Defense 4, Melee OB 12, Missile OB 11, General 5, Subterfuge 10, Perception 10, Magical 3, Endurance 168.

LoR Spells: Balance, Calm, Camouflage, Fire Bolt, Item analysis, Sustenance.

LoR Experience Points: 34,800.

EÖL'S PRINCIPAL ITEMS

Sword (Fuinrauko)—(Q. "Gloomy Demon") Two-handed sword; black eog with edges, hilt-guard, and decor of galvorn; Holy (actually unholy); may be thrown using javelin ranges; triple concussion damage (does 5x concussion hits when thrown); "Dances"—will fight for up to 13 rounds by itself (or until it receives a "knocked down" result) using the OB of its wielder with the sword, treat sword as AT Pl/20 (+100), can Long Door to Eöl's hand at his mental command up to 666 miles away.

MERP/RM: +75 OB.

The Smith's Ring—x10 PP multiplier for Essence; ; skin is AT No/4 (+44 DB); wearer may work in heat, cold, or electric forges without bodily protection.

MERP: Acts as *Resist Heat* except that it protects against all natural elements (e.g., heat, fire, cold, ice, electricity, etc.) and its bonus is 20.

RM: Acts as constant *True Armor* (Elemental Shields lvl 50).

Complete Smithy and Tools—All of galvorn, laen, mithril, eog, or tipped with adamant.

MERP/RM: +50 to all smithing or crafting maneuvers.

Helm (Thinthol)—(Q. "The Grey Helmet") Fashioned of galvorn with a grey laen face-shield (instantly tints to protect eyes from any bright light), makes head, neck and face immune to any elemental damages, no spell casting penalties.

MERP/RM: Weapons which strike the protected areas must save vs a 50th level Weapon Slaying or be destroyed, does not interfere with spell casting.

Shield (Gûlthalion)—(Q. "Mageshield") Wall shield made of galvorn.

MERP/RM: +50 DB, floats to defend wielder, may be ridden as a boat by 1 person (250'/rnd), may be flown (600'/rnd) up to 3x/day.

Read Sil 92, 132-38, 201-02.

ERESTOR

At the beginning of the Council of Elrond, Frodo was introduced to Gimli, Galdor of the Grey Havens, Legolas, Boromir, and several counsellors of Elrond's House, all of whom were then unknown to the Hobbit. Erestor was the chief among Elrond's advisers.

ERESTOR

Lvl: 40.

Race: Noldo.

Home: Rivendell (Imladris).

ERESTOR IN MERP

Hits: 95 **Melee OB:** 145 **Missile OB:** 50

AT: Ch (85).

MERP Profession: Animist.

MERP Stats: AG 80, CO 77, IG 103, IT 102, PR 102, ST 70.

MERP Skills: Acting 85, Administration (Influence) 75, Appraisal 60, Climbing 40, Diplomacy (Influence) 96, Leadership (Influence) 111, Mathematics (Lore) 105, Meditation 100, Music (Artistic) 95, Perception 112, Public-speaking (Influence) 85, Riding 80, Read Runes 88, Singing (Influence) 68, Stalk/Hide 85, Star-gazing (Sky-Watching) 103, Use Item 85, Strategy/Tactics (Lore) 65, Swimming 50, Weather-watching (Sky-Watching) 86.

MERP Spells: 160 PP (x5 PP multiplier). Knows all base Animist Base lists, Open Channeling lists, and Open Essence lists to 10th lvl.

ERESTOR IN ROLEMASTER

Hits: 95 **Melee OB:** 145 **Missile OB:** 50

AT: 14 (85).

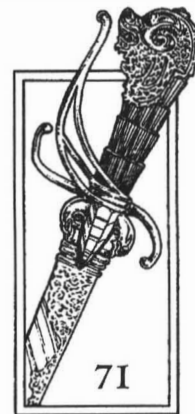
RM Profession: Seer.

RM Stats: Co 77, SD 102, Ag 80, Me 101, Re 103, St 70, Qu 82, Pr 102, In 99, Em 98.

RM Skills: Acting 85, Administration 75, Appraisal 60, Climbing 40, Diplomacy 96, Leadership 111, Linguistics 21*, Mathematics 105, Meditation 100, Music 95, Perception 112, Public-speaking 85, Riding 80, Runes 88, Singing 68, Spell-mastery 98, Stalk/Hide 85, Star-gazing 103, Staves & Wands 85, Strategy/Tactics 65, Swimming 50, Weather-watching 86.

RM Spells: 160 PP (x5 PP multiplier). Knows all base Seer lists to 30th lvl, all Open and Closed Mentalism to 20th lvl.

Appearance: 100.





ERESTOR IN LoR

LoR Profession: Bard.

LoR Stats: Strength 4, Agility 4, Intelligence 5, Movement 4, Defense 4, Melee OB 9, Missile OB 4, General I, Subterfuge 6, Perception 8, Magical 3, Endurance 96.

LoR Spells: Balance, Calm, Clairvoyance, Concentration, Item Analysis, Luck.

LoR Experience Points: 20,700.

ERESTOR'S LESSER ITEMS OF NOTE

Staff—Mallorn and crystal sphere.

MERP: x5 PP multiplier, allows caster to cast Open Channeling and Open Essence spells at one third the normal PP cost.

RM: x5 PP multiplier for Mentalism, allows caster to cast Open or Closed Mentalist spells at 1/3rd normal cost.

Broadsword—Grey laen.

MERP: +25 OB; casts *Hold Kind* 5x/day.

RM: +25 OB; casts *Paralyze I* 5x/day.

Full Shield.

MERP/RM: +20 DB.

Read LotR I 315.

FANAR*

Fanar's long, chestnut hair and tanned skin stand out among the paler hues of the haven's primarily Silvan and Sinda denizens. Fanar is Master of the Guardian's Glade. He continuously travels the circuit of the perimeter flets manned by the Guardians of the Wood, residing in each for a week. His visits are marked by drills: with the long knives borne by his forces, with their long bows, in stalking, and practice of the language of bird-cries used to communicate over distances.

Fanar possesses a merry disposition, rallying the Guardians with lively song and light-hearted jokes. Despite his cheerful demeanor, he never forgets the seriousness of his charge. Lórien cannot rest secure in the power of the Lady's Ring alone. Vigilance on the Wood's borders is necessary to thwart determined intruders.

FANAR

Lvl: 20.

Race: Nando.

Home: Lórien.

Names: Fanar (S. "Cloudy").

FANAR IN MERP

Hits: 180 **Melee OB:** 190 **Missile OB:** 200
AT: No (100).

MERP Profession: Warrior.

MERP Stats: ST 98, AG 100, CO 99, IG 58, IT 79, PR 88.

MERP Skills: Ambush 2, Acrobatics 40, Music (Artistic) 35, Public Speaking (Influence) 45, Rope Mastery 50, Track 40.

MERP Spells: None.

FANAR IN ROLEMASTER

Hits: 180 **Melee OB:** 190 **Missile OB:** 200
AT: I (100).

RM Profession: Fighter.

RM Stats: St 98, Qu 100, Em 60, In 78, Pr 98, Ag 100, Co 99, Me 79, Re 56, SD 77.

RM Skills: Ambush 2, Acrobatics 40, Music 35, Public Speaking 45, Rope Mastery 50, Tracking 40, Perception 79.

RM Spells: None.

Appearance: 102.

FANAR IN LoR

LoR Profession: Warrior.

LoR Stats: Strength 4, Agility 5, Intelligence 0, Movement 3, Defense 3, Melee OB 11, Missile OB 11, General 4, Subterfuge 4, Perception 6, Magical 0, Endurance 110.

LoR Spells: None.

LoR Experience Points: 21,000.

FANAR'S PRINCIPAL ITEMS

Broadsword—The enchanted blade was expressly forged for Slaying Orcs.

MERP/RM: +20 OB.

Longbow—The magical bow can be fired every round without penalty.

MERP/RM: +30 Missile OB.

Boots of Limbrunning—The enchanted footgear allows the wearer to jump from branch to branch among the trees, crossing limbs far too fragile to normally support the wearer's weight. He must be running for the boots to work, though. If he stops while on a fragile limb, it will give away.

Shirt—A white linen shirt woven through with threads of mithril.

MERP/RM: +60 DB.

See ICE's Lórien 57.

FANARI*

A lady of the Noldo, Fanari has very long, black hair and eyes of pale gray. She is slender and stands 6'2" tall, a willowy woman who dresses primarily in grey. Though not one of the Gwaith-i-Mírdain (S. "People of the Jewel-smiths"), she is recognized and well-liked by the smiths. She holds a secret love for Finculin, but knows in her heart that he will never care for her or anyone; he is obsessed with his work and his own powers. Orrerë, observant, sensitive, and once close to Finculin (before the advent of Annatar), is aware of her feelings and suspicious of her because of them.

Fanari works primarily with herbs and alchemical substances. She uses her skills to heal injured or burned smiths, and her knowledge of chemistry is valuable in the creation special fires, alloys, and treatments.

FANARI

Lvl: 15.

Race: Noldo.

Home: The Mírdathrond outside Ost-in-Edhil.

Names: Fanari (S. "Clouded Fire").

FANARI IN MERP

Hits: 110 Melee OB: 90 Missile OB: 80

AT: No (30).

MERP Profession: Mage.

MERP Stats: ST 75, AG 97, CO 86, IG 96, IT 89, PR 87.

MERP Skills: Swim 62, Ride 57, Perception 50, First Aid (Lore) 70, Acrobatics 72, Acting 50, Music (Artistic) 65, Stalk/Hide 54, Public Speaking (Influence) 45, Rope Mastery 54, Read Runes 82, Sailing (Athletic) 45, Seduction (Influence) 60, Tracking 70.

MERP Spells: 30 PP (x4 multiplier). Base Spell OB is +5. Fanari knows all Open Essence lists and the Animist Plant Mastery list (to the 10th level).

FANARI IN ROLEMASTER

Hits: 110 Melee OB: 90 Missile OB: 80

AT: I (30).

RM Profession: Alchemist.

RM Stats: St 75, Qu 97, Em 96, In 89, Pr 95, Ag 96, Co 86, Me 88, Re 80, SD 78.

RM Skills: Swim 62, Riding 57, Perception 50, Staunch Wounds 70, Acrobatics 72, Acting 50, Music 65, Stalk/Hide 54, Public Speaking 45, Rope Mastery 54, Read Runes 82, Sailing 45, Seduction 60, Tracking 70.

RM Spells: 30 PP (x4 multiplier). Base Spell OB is +15. Fanari knows all Alchemist lists and Open Essence lists and the Animist Base Herb Mastery list (to the 10th level).

Appearance: 104.

FANARI IN LOR

LoR Profession: Bard.

LoR Stats: Strength 1, Agility 3, Intelligence 3, Movement 3, Defense 3, Melee OB 7, Missile OB 6, General 3, Subterfuge 5, Perception 1, Magical 2, Endurance 76.

LoR Spells: Fire Bolt, Calm, Sustenance, Concentration, Luck, Speed, Shield, Healing, Protection from Magic.

LoR Experience Points: 18,300.

FANARI'S PRINCIPAL ITEMS

Boots of Stone-, Limb-, and Waterrunning—These amazing boots permit the wearer to run straight up stone walls, to dash across tree branches (even if the limbs are too fragile to support the wearer's weight), and to sprint across water as if it were solid. In each case, if the user stops running, the magical effects cease and the laws of physics apply normally.

Cloak—Seems to change color to blend into any background. It also allows the wearer to pass freely through heavy undergrowth.

MERP/RM: +60 to the wearer's Hiding skill.

Leather Wristband—An enchanted spell enhancer.

MERP/RM: x4 PP multiplier.

Dagger—The magical blade glows when Orcs or Trolls are nearby (within 100 feet).

MERP/RM: +25 OB.

Longbow.

MERP/RM: +20 Missile OB.

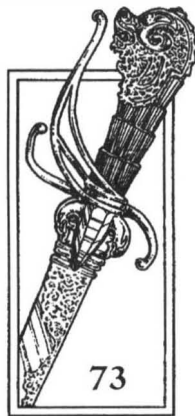
Gold Chalice—This enchanted cup prepares herbs for use instantly.

See ICE's *Lórien* 23, 56.

FĒANOR

A great and terrible Noldo prince, Fëanor was the eldest son of Finwë and the only child of the King's first wife Míriel. Fëanor was the mightiest and most accomplished of the Noldor, and in genius the greatest of the Children of Eru. From the beginning he was a prodigy of unprecedented skill and formidable intellect, possessing phenomenal innate gifts of mind and hand, and the passion for an active and aggressive development of his powers.

At the forge, none could rival him, for he was an unparalleled smith, craftsman, and alchemist. He was first instructed by his father-in-law Mahtan and then by the Vala Aulë himself. To his credit stand the Fëanorean lamps, the Palantíri, the revised Tengwar alphabet, and the art of fabricating gems and crystals. His greatest creation was the crystalline substance silima which captured light and then shone continuously thereafter. From silima he fashioned priceless jewels, the Silmarilli, which preserved the only remaining radiance of the Two Trees.





Fëanor's influence on the history of Eä was profound. When Morgoth killed the Two Trees, stole the Silmarils, and then slew Fëanor's father Finwë, Fëanor resolved against the command of the Valar to return to Middle-earth. He sought revenge on Morgoth and the recovery of the Silmarils. In the terrible Oath of Fëanor, he vowed in the name of Ilúvatar and at the risk of everlasting darkness to achieve his aim. All seven of his sons swore with him. And many of the Noldor followed him upon his departure from the Undying Lands.

Fëanor was not known for wisdom. In his excessive pride and anger, he instigated the Kinslaying at Alqualondë, the desertion of Fingolfin in Araman, and many other terrible deeds.

Fëanor was mortally wounded in Dor Daedeloeth when he was overwhelmed by Balrogs after his reckless pursuit of an Orcish army.

The Noldo was tall (7'6"), with coal black hair, piercing eyes, and an aggressive demeanor. His wife Nerdanel bore him seven sons: Maedhros, Maglor, Celegorm, Caranthir, Curufin, Amras, and Amrod. Before the estrangement between husband and wife, Nerdanel restrained to some degree the excesses of Fëanor's passions.

Note: MERP rules do not cover alchemy—the creation of enchanted articles—because, in Middle-earth, embedding magical properties into weapons, armor, and other articles is much more than a systematic process. Unique rituals, known only to certain individuals or groups (such as the Gwaith-i-Mírdain), must be used in special places on special materials. Mere cleverness or skill or book-learning does not suffice.

FÉANOR

Lvl: 130.

Race: Noldo.

Home: Aman, in Middle-earth on many campaigns.

Names: (S. "Spirit of Fire"); birthname is Curufinwë.

FÉANOR IN MERP

Hits: 250 Melee OB: 510 Missile OB: 510

AT: PI (180).

MERP Profession: Mage.

MERP Stats: AG 110, CO 101, IG 112, IT 88, PR 107, ST 103.

MERP Skills: Acrobatics 155, Acting 90, Administration (Influence) 85, Ambush 35, Appraisal 300, Architecture (Lore) 280, Athletic Games (Athletic) 160, Caving 160, Chemistry (Lore) 200, Climbing 180, Crafting (Craft) 400, Diplomacy (Influence) 60, Directed Spells 200, Disarm Trap 245, Falsification (Craft) 100, Fletching (Craft) 265, Gam-

bling 150, Leadership (Influence) 261, Leather-working (Craft) 225, Martial Arts Striking 120, Martial Arts Sweeps 130, Mathematics (Lore) 260, Meditation 190, Music (Artistic) 230, Perception 205, Pick Lock 255, Public-speaking (Influence) 280, Riding 180, Rope Mastery 250, Read Runes 285, Seduction (Influence) 210, Signaling 245, Singing (Influence) 195, Skiing (Athletic) 95, Smithing (Craft) 310, Stalk/Hide 190, Star-gazing (Sky-Watching) 158, Use Item 285, Stone-carving (Craft) 286, Strategy/Tactics (Lore) 232, Swimming 100, Tracking 236, Trap-building (Craft) 285, Wood-carving (Craft) 275.

MERP Spells: 1170 PP (x12 PP multiplier). Knows all base Mage Base lists, Bard Base lists, and Open Essence lists to 10th level.

FÉANOR IN ROLEMASTER

Hits: 250 Melee OB: 510 Missile OB: 510

AT: 20 (180).

RM Profession: Alchemist (Magician, Fighter).

RM Stats: Co 101, SD 66, Ag 110, Me 110, Re 110, St 103, Qu 105, Pr 108, In 88, Em 112.

RM Skills: Acrobatics 155, Acting 90, Administration 85, Adrenal Defense 50, Adrenal Moves 150, Ambush 35, Appraisal 300, Architecture 280, Athletic Games 160, Caving 160, Chemistry 200, Climbing 180, Crafting 400, Diplomacy 60, Directed Spells 200, Disarm Trap 245, Falsification 100, Fletching 265, Frenzy 235, Gambling 150, Leadership 261, Leather-working 225, Linguistics 30*, Martial Arts Stalking 120, Martial Arts Sweeps 130, Mathematics 260, Meditation 190, Music 230, Perception 205, Pick Lock 255, Public-speaking 280, Riding 180, Rope Mastery 250, Runes 285, Seduction 210, Signaling 245, Singing 195, Skiing 95, Smithing 310, Spell-mastery 206, Stalk/Hide 190, Star-gazing 158, Staves & Wands 285, Stone-carving 286, Strategy/Tactics 232, Subduing 250, Swimming 100, Tracking 236, Trading 250, Trap-building 285, Wood-carving 275.

RM Spells: 1170 PP (x12 PP multiplier). Knows all base Magician and Alchemist base lists to 50th (Fire Law, Light Law, Enchanting Ways, Imbedding, and Inorganic Skills to 100th), knows all Essence base lists to 20th lvl, all Open and Closed Essence lists to 50th lvl.

Appearance: 105.

FĒANOR IN LOR

LoR Profession: Bard.

LoR Stats: Strength 8, Agility 10, Intelligence 10, Movement 8, Defense 10, Melee OB 15, Missile OB 15, General 10, Subterfuge II, Perception II, Magical 12, Endurance 372.

LoR Spells: All.

LoR Experience Points: 75,900.

FĒANOR'S SPECIAL POWERS

Perception—With his incredible Empathy, Fēanor can innately sense the existence and realm of a spell, the category of spell used, the presence of a magical item, or a magic-using being or person—range is 100'.

FĒANOR'S PRINCIPAL ITEMS

Sword (Ancaruin)—(S. “Jaws of Red Flame”) two-handed sword, hilts of golden mithril and adamant ruby; blade of mithril, and red eog. Holy, highly intelligent, telepathic, may be thrown 1000' with no penalties. Caster may immolate at will: cannot be stunned, or stunned unable to parry, anyone within 5' takes a ‘C’ severity Heat critical. Of Heat: the sword flames when wielded, does an additional Heat critical, and triple concussion hits.

MERP/RM: +88 OB; able to *Long Door* 333 miles to Fēanor at his mental call, *Haste* at will, acts as *Fire Armor* and *Lightning Armor*. (MERP: acts as *Resist Heat* except that it protects against heat, fire, and electricity) and its bonus is 20).

Tabard (Naramba)—(Q. “Fire-shield”) Sleeveless tunic for alchemy and other exercises. Naramba is cunningly woven of fine cloth as well as shalk and laen filaments. The garb gives total protection from heat, electricity, or cold, magical or non-magical. Its natural color is a soft, shimmering grey, but when defending against attack (it does so automatically) it becomes a brilliant reflective silvery field enveloping Fēanor's entire body (treat as *Alkar* for RM, *Light V* for MERP). The tunic does not encumber at all.

MERP/RM: Acts as AT PI/20 (+66 DB). The tunic also allows free use of all spells on the Fire Law list.

Bracelets—They are matched wrist guards of mithril, shalk and laen, protecting the hands and arms from the elements in the same manner as the Naramba. Curufin has an identical garb.

Clothes (Silimacollo)—(S. “Cloak of Silima”) Shimmering silvery-white hooded robe worn at all times when Fēanor is not doing craft work. It protects as AT PI/20 (+88 DB). Any spell cast at wearer must save vs a 100th level *Dispel* or it has no effect and the power points are added to wearer's own (may not exceed his normal maximum).

MERP: constant *Light V* and *Utterlight I* at will,

RM: constant *Alkar* and *Utterlight X* at will,

Ring of Fire—Gold mithril and clear laen with a large adamant ruby, x12 PP multiplier any realm, all fire spells cast by the wielder are x5 hits, x5 range, and x5 area or volume (for area effect spells only).

MERP/RM: Caster may use any healing spell on himself using his own power points (this trait causes the caster to glow with a deep orange aura when it is used).

Boots (Talruin)—(S. “Feet of Flame”) Winged boots, made of wonderfully worked golden mithril plate and chain. All *Fly* spells are at double speed. Negate 50% of leg and foot crits.

MERP: *Landing* (6000' effect), *Limbrunning*,

Waterrunning, *Windrunning* at will.

RM: *Landing True* (6000' effect), *Wallrunning*, *Limbrunning*, *Waterrunning*, *Windrunning*, *Flip I* at will.

Circlet—Of mithril and ruby adamant. Protects as a full helm, negates 50% of head crits. No spell casting penalties.

MERP: *Bladeturn* 5x/day, continuous *Presence V* spell.

RM: *Displacement V* 5x/day, continuous *Presence* spell.

Amulet—Store 5 spells any level, completely analyze any material within 50 feet.

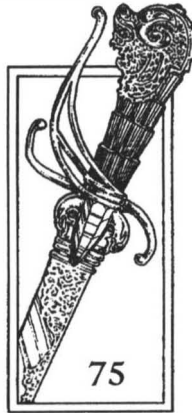
MERP: Constant *Resistance* except bonus is +50.

RM: Constant *Resistance True*.

Laboratory—(In Aman) Stocked with priceless jewels, metal, alchemical distillations, etc. working tools, vessels, forges, etc.

MERP/RM: Adds +65 to all smithing and crafting work.

Read *Sil* 60-72, 75, 78-79, 82-90, 98, 106-07, 305, 355; *LotRII* 258, 260; *LotRIII* 388, 493; *UT* 23, 76, 229-33, 235-36, 248, 146, 251, 22, 51, 154.





FĒATUR (I)*

By his name alone one can guess that Fëatur was close to the Fëanturi, the Valar Námo (Mandos) and Irmo (Lórien). For many years he and his sister (see below) were pupils of these two, and gained great insights into the ways of Spirits. Born of the House of Finrod, both were graced with golden blond hair and unusual amber eyes.

In the waning of the Noontide of Valinor, the fair twins were lured by the guile of Morgoth. They, along with many others, fell to his charms—as did many of the Maiar. Fëanor was the greatest to listen to Melkor, but he was so strong-willed and proud that, while he was corrupted, he did not become true slave to the Black Enemy. It was otherwise with Elves of lesser stature.

Fëatur fled to Angband with Morgoth and the Silmarils, but soon regretted his decision. He slipped away and took the Helcaraxë crossing alone. But the way was closed. Lost on the grinding ice of the far north he prayed to Manwë for forgiveness. The Lord of the Valar allowed Fëatur to re-enter Valinor and forgave him for his evil deeds. Mandos suggested that Fëatur might yet have a mission to fulfill in Endor, and the male twin was sent back to undo his wrongs.

FĒATUR (I)

Lvl: 36.

Race: Noldo.

Home: Valinor; Beleriand; Angband; Angkirya in Mûmakan.

Names: (S. "Lord Spirit"/"Lord of Spirits?"); Heruthulë (Q. "Spirit Master"); The Illusionist.

FĒATUR (I) IN MERP

Hits: 130 Melee OB: 130 Missile OB: 120

AT: None (120).

MERP Profession: Mage.

MERP Stats: ST 100, AG 100, CO 99, IG 101, IT 86,

PR 101.

MERP Skills: Acrobatics 45, Acting 122, Administration (Influence) 67, Ambush 10, Climbing 80, Contortions 45, Dance (Athletic) 30, Diplomacy (Influence) 66, Directed Spells 95, Falsification (Craft) 90, Leadership (Influence) 84, Martial Arts Striking 50, Mathematics (Lore) 66, Meditation 70, Music (Artistic) 55, Perception 110, Public-speaking (Influence) 42, Read Runes 83, Seduction (Influence) 112, Signaling 92, Singing (Influence) 86, Skiing (Athletic) 35, Stalk/Hide 100, Star-gazing (Sky-Watching) 81, Use Item 83, Strategy/Tactics (Lore) 75, Swimming 67.

MERP Spells: 108 PP (x5 PP multiplier). Knows all levels of Open Essence and Mage Spell lists.

FĒATUR (I) IN ROLEMASTER

Hits: 130 Melee OB: 130 Missile OB: 120

AT: I (120).

RM Profession: Mentalist.

RM Stats: St 100, Qu 101, Em 99, In 86, Pr 101, Ag 100, Co 99, Me 99, Re 96, SD 87.

RM Skills: Acrobatics 45, Acting 122, Administration 67, Adrenal Defense 30, Adrenal Moves 70, Ambush 10, Channeling 28, Climbing 80, Contortions 45, Dance 30, Diplomacy 66, Directed Spells 95, Falsification 90, Leadership 84, Linguistics 16*, Martial Arts Stalking 50, Mathematics 66, Meditation 70, Music 55, Perception 110, Public-speaking 42, Runes 83, Seduction 112, Signaling 92, Singing 86, Skiing 35, Spell-mastery 70, Stalk/Hide 100, Star-gazing 81, Staves & Wands 83, Strategy/Tactics 75, Subduing 80, Swimming 67.

RM Spells: 108 PP (x5 PP multiplier). Knows all Base Mystic to 30th lvl; Mentalist Mind Mastery, Telekinesis, Damage Resistance to 20th; Mind's Door to 30th; Cloaking, Movement lists to 25th lvl.

Appearance: 103.

FĒATUR (I) IN LoR

LoR Profession: Bard.

LoR Stats: Strength 3, Agility 3, Intelligence 4, Movement 3, Defense 3, Melee OB 9, Missile OB 9, General 4, Subterfuge 7, Perception 8, Magical 8, Endurance 155.

LoR Spells: Balance, Camouflage, Clairvoyance, Concentration, Healing, Speed, +I on Water.

LoR Experience Points: 27,700.

FĒATUR'S PRINCIPAL ITEMS

Pendant—Crystal orb on a gold chain, PPx5 (Mentalist) enhancer.

MERP/RM: +30 DB; allows free use on MERP Sound/Light list or RM Mentalist Brilliance list to 30th lvl, creates enhanced *Blur* effect.

Enchanted Card Deck—Ardan Deck, see Ardana.

Ring—Made by Aulë, invisible while worn, it protects Fëatur's mind, and allows him to manipulate the Enchanted Ardan Cards.

FĒATUR'S LESSER ITEMS OF NOTE

Kynac.

MERP/RM: +25 OB; +40 OB rapier.

Headband—Protects as a helm.

MERP: constant *Protection III*.

RM:: continuous *Mirrormind*.

See ICE's *Court of Ardor* 17, 29-30.

FĚATUR (II)*

Identical in almost every way to her brother, FĚatur differed only in that her service to evil never wavered. As Morgoth's page she dwelt within the very halls of Thangorodrim and became an integral member of the Ardan Council when the Black Enemy charged his most trusted servants with the destruction of the Sun and Moon.

FĚATUR (II)

Lvl: 36.

Race: Noldo.

Home: Valinor; Beleriand; Angband; Angkirya in Mûmakan.

Names: S. "Lord Spirit"/"Lord of Spirits"; Heruthulë (Q. "Spirit Master"); The Illusionist.

FĚATUR (II) IN MERP

Hits: 130 Melee OB: 130 Missile OB: 120

AT: None (105).

MERP Profession: Mage.

MERP Stats: ST 100, AG 100, CO 99, IG 100, IT 86, PR 101.

MERP Skills: Acting 72, Administration (Influence) 45, Ambush 20, Cookery 40, Diplomacy (Influence) 30, Directed Spells 95, Falsification (Craft) 80, Leadership (Influence) 65, Mathematics (Lore) 45, Meditation 70, Perception 90, Public-speaking (Influence) 65, Read Runes 66, Seduction (Influence) 112, Signaling 80, Skiing (Athletic) 45, Stalk/Hide 100, Star-gazing (Sky-Watching) 60, Use Item 66, Strategy/Tactics (Lore) 80, Swimming 30.

MERP Spells: 108 PP (x5 multiplier). Knows spells on the Open Essence and Mage Spell lists.

FĚATUR (II) IN ROLEMASTER

Hits: 130 Melee OB: 130 Missile OB: 120

AT: 1 (105).

RM Profession: Mystic.

RM Stats: St 100, Qu 101, Em 99, In 86, Pr 101; Ag 100, Co 99, Me 99, Re 96, SD 87.

RM Skills: Acting 72, Administration 45, Adrenal Defense 30, Ambush 20, Cookery 40, Diplomacy 30, Directed Spells 95, Falsification 80, Leadership 65, Linguistics 14*, Mathematics 45, Meditation 70, Perception 90, Public-speaking 65, Runes 66, Seduction 112, Signaling 80, Skiing 45, Spell-mastery 81, Stalk/Hide 100, Star-gazing 60, Staves & Wands 66, Strategy/Tactics 80, Subduing 75, Swimming 30.

RM Spells: 108 PP (x5 multiplier). Knows all Base Mystic to 30th lvl; Mentalist Telekinesis, Sense Mastery, Lofty Bridge, Unbarring Ways, Rapid Ways to 20th; Evil Mentalist Mind Death, Mind Disease to 20th.

Appearance: 103.





FĚATUR (II) IN LoR

LoR Profession: Bard.

LoR Stats: Strength 3, Agility 3, Intelligence 4, Movement 3, Defense 3, Melee OB 9, Missile OB 8, General 5, Subterfuge 8, Perception 8, Magical 8, Endurance 140.

LoR Spells: Balance, Camouflage, Clairvoyance, Concentration, Item Analysis, Speed.

LoR Experience Points: 24,600.

FĚATUR'S (II) PRINCIPAL ITEMS

Pendant—Crystal orb on a gold chain, PPx5.

MERP: +30 DB; Allows free use of the Light Way list.

RM: +30 DB; allows free use on Mentalist Brilliance list to 30th lvl, creates enhanced *Blur* effect.

Enchanted Card Deck—Ardan Deck, see Ardana.

See *ICE's Court of Ardor* 17, 21, 40-41.

FĚATUR (III)*

FĚatur lived as a highwayman in Eriador in the Third Age; he was said to have been a bully. Certainly, his disposition was mischievous, and trickery his favored outlet for high spirits. He adopted the Dunnish custom of treating the head hair with a lime wash, and thus his cropped tresses were pure white and stood up in spikes. His presence was commanding and his gaze unnerving: one eye was ice-blue and the other emerald green. Rumors that he was, in fact, the reincarnation of FĚatur (the male twin) of Ardor have no basis in fact.

FĚATUR (III)

Lvl: 8.

Race: Half-elf (Dúnadan/Noldo).

Home: Eriador.

Names: FĚatur (S. "Master of Spirits"), Arevorn (S. "Lord Black-heart"), Trevor Aran.

FĚATUR (III) IN MERP

Hits: 70 **Melee OB:** 75 **Missile OB:** —

AT: No (70).

MERP Profession: Mage.

MERP Stats: ST 54, AG 87, CO 83, IG 95, IT 39, PR 67.

MERP Skills: Swim 42, Ride 87, Perception 30, Acrobatics 72, Acting 90, Music (Artistic) 65, Stalk/Hide 44, Use Item 54, Public Speaking (Influence) 75, Seduction (Influence) 90.

MERP Spells: 16 PP (x4 PP multiplier). FĚatur (III) knows all the Open Essence lists.

FĚATUR (III) IN ROLEMASTER

Hits: 70 **Melee OB:** 75 **Missile OB:** —

AT: I (70).

RM Profession: Mystic.

RM Stats: St 54, Qu 92, Em 95, In 31, Pr 100, Ag 81, Co 83, Me 47, Re 73, SD 33.

RM Skills: Swim 42, Riding 87, Perception 30, Acrobatics 72, Acting 90, Music 65, Stalk/Hide 44, Staves & Wands 54, Public Speaking 75, Seduction 90.

RM Spells: 16 PP (x4 PP multiplier). Base Spell OB is +25. FĚatur (III) knows all the Mystic Base lists and the Open Mentalist Brilliance list to 20th level.

Appearance: 102.

FĚATUR (III) IN LoR

LoR Profession: Bard.

LoR Stats: Strength 0, Agility 3, Intelligence 0, Movement 2, Defense 2, Melee OB 6, Missile OB 0, General 2, Subterfuge 4, Perception 3, Magical 1, Endurance 51.

LoR Spells: Luck, Charm Animal, Camouflage, Shield.

LoR Experience Points: 9,000.

FĚATUR (III)'S PRINCIPAL ITEMS

Long Kynac—Forged of a tough black alloy.

MERP/RM: +25 OB

Throwing Kynac—Returns via flying to its wielder from up to 200 feet away.

MERP/RM: +20 OB.

Bracelet—Silver set with onyx.

MERP/RM: x4 PP multiplier.

Headband—A silver fillet; protects head as a helm.

Ring—Silver band set with a black pearl; casts *Shield* three times each day.

Jacket—Fashioned of black leather.

MERP/RM: +20 DB.

FENDOMË*

The Warden and one of the Lords of Mírdathron, Fendomë was a master smith during the heyday of Eregion. Quiet and methodical, he lacks the burning passion of many of his kindred—perhaps extinguished by guilt over his rash acts as a youth. He was one of the most vocal proponents of the pursuit of Morgoth. In Ost-in-Edhil he befriended Galadriel and shared her suspicion of Annatar. Their warnings fell, unfortunately, on deaf ears.

Fendomë in many ways exemplifies the Noldo appearance: grey eyes, coal black hair, and a strong build.

Note: MERP rules do not cover alchemy—The creation of enchanted articles—Because, in Middle-earth, embedding magical properties into weapons, armor, and other articles is much more than a systematic process. Unique rituals, known only to certain individuals or groups (such as the Gwaith-i-Mírdain), must be used in special places on special materials. Mere cleverness or skill or book-learning does not suffice.

FENDOMË

Lvl: 35.

Race: Noldo.

Home: Valinor, Beleriand, Ost-in-Edhil.

Names: (S. "Dusk's Door").

FENDOMË IN MERP

Hits: 170 Melee OB: 150 Missile OB: 150

AT: Chain (90).

MERP Profession: Mage.

MERP Stats: ST 94, AG 100, CO 98, IG 96, IT 82, Pr 98.

MERP Skills: Administration (Influence) 60, Appraisal 78, Architecture (Lore) 80, Crafting (Craft) 111, Directed Spells 50, Disarm Trap 50, Leadership (Influence) 45, Leather-working (Craft) 70, Mathematics (Lore) 61, Meditation 50, Music (Artistic) 64, Perception 80, Pick Lock 90, Public-speaking (Influence) 40, Read Runes 70, Sailing (Athletic) 35, Seduction (Influence) 30, Signaling 70, Singing (Influence) 64, Smithing (Craft) 101, Stalk/Hide 80, Star-gazing (Sky-Watching) 62, Use Item 80, Swimming 40.

MERP Spells: 70 PP (x5 PP multiplier). Knows all Open Essence lists; see note above.

FENDOMË IN ROLEMASTER

Hits: 170 Melee OB: 150 Missile OB: 150

AT: 17 (90).

RM Profession: Alchemist.

RM Stats: St 94, Qu 99, Em 96, In 82, Pr 98, Ag 100, Co 98, Me 79, Re 81, SD 87.

RM Skills: Administration 60, Appraisal 78, Architecture 80, Crafting 111, Directed Spells 50, Disarm Trap 50, Leadership 45, Leather-working 70, Linguistics 12*, Mathematics 61, Meditation 50, Music 64, Perception 80, Pick Lock 90, Public-speaking 40, Runes 70, Sailing 35, Seduction 30, Signaling 70, Singing 64, Smithing 101, Spell-mastery 45, Stalk/Hide 80, Star-gazing 62, Staves & Wands 80, Swimming 40.

RM Spells: 70 PP (x5 PP multiplier). Knows all base Alchemist lists to 30th lvl; Closed Essence to 10th lvl.

Appearance: 96.

FENDOMË IN LoR

LoR Profession: Bard.

LoR Stats: Strength 3, Agility 3, Intelligence 4, Movement 3, Defense 3, Melee OB 9, Missile OB 9, General 6, Subterfuge 6, Perception 7, Magical 6, Endurance 153.

LoR Spells: Item Analysis, Luck, Protection from Magic, Speed, +8 to all general (smithing, crafting) maneuver attempts.

LoR Experience Points: 27,900.

FENDOMË'S ITEMS OF NOTE

Sword—Ithilnaur.

MERP/RM: +30 OB.

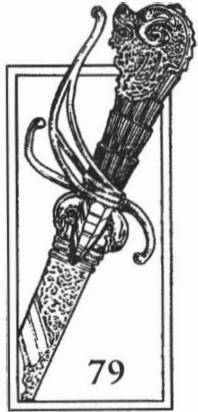
Earring—PPx5 (Alchemist).

Boots—Of water/mist running.

Javelin—Can be thrown 300' with no range penalty.

MERP/RM: +30 OB.

See ICE's *Lórien* 22, 56.





FINARFIN

Finarfin was a Noldo prince, the youngest son of Finwë. His mother was the Vanya maiden Indis; therefore Finarfin was brother to Fingolfin and half-brother to Fëanor. He was the wisest and fairest of Finwë's children. He tried to remain apart from the disputes of the Noldor and only reluctantly joined in their pursuit of Morgoth. He was deterred by the Kinslaying and the Doom of Mandos. Finarfin forsook Fëanor's march into exile and repented of rebellion against the Valar, leading many of his people back to dwell in Valinor. He was forgiven and allowed to dwell in Tirion forever after. Finarfin was the commander of his people in the Great Battle.

Finarfin married Eärwen and produced five children, all noteworthy: Finrod, Orodreth, Angrod, Aegnor, and Galadriel.

Because Finarfin's mother was of the Vanyar, both he and his descendants were blonde and fair, resembling Vanyar more than Noldor. Naturally, Finarfin was very tall (7'5").

FINARFIN

Lvl: 125.

Race: Noldo.

Home: Araman, Eldamar.

Names: Finarphir.

FINARFIN IN MERP

Hits: 275 Melee OB: 490 Missile OB: 490

AT: Plate (240).

MERP Profession: Warrior.

MERP Stats: AG 107, CO 107, IG 96, IT 102, PR 109; ST 107.

MERP Skills: Acrobatics 130, Acting 90, Administration (Influence) 100, Ambush 20, Athletic Games (Athletic) 120, Caving 80, Climbing 240, Dance (Athletic) 65, Diplomacy (Influence) 110, Diving (Athletic) 90, First Aid 145, Leadership (Influence) 205, Martial Arts Sweeps 90, Meditation 181, Music (Artistic) 175, Perception 215, Public-speaking (Influence) 175, Riding 150, Read Runes 125, Seduction (Influence) 165, Singing (Influence) 160, Skiing (Athletic) 120, Stalk/Hide 200, Use Item 135, Strategy/Tactics (Lore) 180, Swimming 240, Tracking 170.

MERP Spells: 500 PP (x6 PP multiplier) Knows all Animist and Open Channeling Spells.

FINARFIN IN ROLEMASTER

Hits: 275 Melee OB: 490 Missile OB: 490

AT: 20 (240).

RM Profession: Fighter (Paladin).

RM Stats: Co 107, SD 103, Ag 107, Me 94, Re 96, St 107, Qu 106, Pr 109, In 102, Em 92.

RM Skills: Acrobatics 130, Acting 90, Administration 100, Ambush 20, Athletic Games 120, Caving 80, Climbing 240, Dance 65, Diplomacy 110, Diving 90, First Aid 145, Frenzy 190, Leadership 205, Linguistics 21*, Martial Arts Sweeps 90, Meditation 181, Music 175, Perception 215, Public-speaking 175, Riding 150, Runes 125, Seduction 165, Singing 160, Skiing 120, Stalk/Hide 200, Staves & Wands 135, Strategy/Tactics 180, Subduing 200, Swimming 240, Tracking 170.

RM Spells: 500 PP (x6 PP multiplier). Knows Purifications, Concussion's Ways, Blood Law, Bone Law, Organ Law, Muscle Law, Nerve Law, Life Mastery, and Calm Spirits lists to 10th lvl.

Appearance: 108.

FINARFIN IN LoR

LoR Profession: Warrior.

LoR Stats: Strength 5, Agility 5, Intelligence 4, Movement 4, Defense 7, Melee OB 12, Missile OB 12, General 9, Subterfuge 10, Perception 11, Magical 7, Endurance 312.

LoR Spells: Calm, Concentration, Healing, Item Analysis, Luck, Shield, Speed.

LoR Experience Points: 55,500.

FINARFIN'S PRINCIPAL ITEMS

Sword (Ainacrist)—(S. "Holy Sword") Broadsword, white eog, hits as a two-handed sword doing triple concussion hits, wielder does not fumble and cannot be stunned.

MERP/RM: +75 OB; *Haste X* 5x/day.

Helm (Tholthoron)—(S. "Eagle Helm") Golden mithril helm with a flying eagle as a crest, light blue laen faceplate: wearer may transform into a giant eagle 1x/day, negates 50% of head crits.

MERP/RM: +50 to visual perception rolls, +50 on moving maneuvers, MERP *Landing* with a maximum distance of 10,000' - RM *Landing True* 10,000'.

Armor (Arennon)—(S. "High Armor") White eog plate, wearer resists all spells at +75, maneuver penalties reduced to 0.

MERP/RM: ; AT:PI/20 (+75 DB); MERP acts as *Protection III*; RM acts as *True Armor* (Lvl 50 Elemental Shields), constant *Alkar*.

Shield (Sulthalion)—(S. "Shield of the Wind") Full shield of clear laen, mithril, and white eog. May deflect directed spells 3x/rnd may be thrown as a battle axe 1500', flies back to wielder in one round.

MERP/RM: +50 DB; +75 OB battle axe; attacking spell must save vs a 50th level spell or be effected as MERP *Protection III* or RM *Spell Bending True*, Cast 100 PP/day from Wind Law (RM to lvl 25).

FINARFIN'S LESSER ITEM OF NOTE

Ring—Summons a Great Eagle if such is within 100 miles.

MERP/RM: PPx6 (Channeling), triples rate of healing spells.

Read Sil 60, 83, 84, 85, 88, 176, 251, 305, 306.

FINCULIN*

Curious, passionate, impatient, and prideful all describe Finculin, traits he shared with his ancestor Fëanor. A youthful member of the Gwaith-i-Mírdain, the smith proved himself to be very skilled, attracting the praise of his uncle Celebrimbor—and the Lord of Gifts, Annatar. Eager to learn, Finculin swiftly fell into Annatar's trap and became a useful (if unwitting) tool of the disguised Dark Lord. Although Finculin was not corrupted, he abandoned all interests except smithing, becoming obsessed with his craft.

Note: MERP rules do not cover alchemy—The creation of enchanted articles—Because, in Middle-earth, embedding magical properties into weapons, armor, and other articles is much more than a systematic process. Unique rituals, known only to certain individuals or groups (such as the Gwaith-i-Mírdain), must be used in special places on special materials. Mere cleverness or skill or book-learning does not suffice.

FINCULIN

Lvl: 20.

Race: Noldo.

Home: Ost-in-Edhil.

Names: (S. "Hair of Golden-red").

FINCULIN IN MERP

Hits: 160 Melee OB: 170 Missile OB: 180

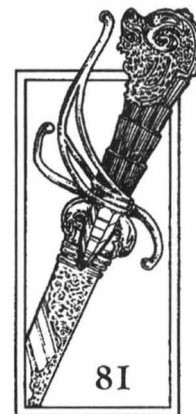
AT: Chain (60).

MERP Profession: Mage.

MERP Stats: ST 99, AG 99, CO 98, IG 80, IT 88, PR 100.

MERP Skills: Acrobatics 60, Acting 50, Appraisal 47, Architecture (Lore) 60, Athletic Games (Athletic) 45, Crafting (Craft) 70, Directed Spells 40, Leadership (Influence) 62, Leather-working (Craft) 45, Mathematics (Lore) 80, Meditation 35, Music (Artistic) 60, Perception 80, Pick Lock 70, Public-speaking (Influence) 52, Read Runes 90, Seduction (Influence) 85, Singing (Influence) 45, Smithing (Craft) 60, Stalk/Hide 60, Star-gazing (Sky-Watching) 25, Use Item 80, Swimming 20, Trickery 30, Weather-watching (Sky-Watching) 25.

MERP Spells: 100 PP (x5 PP Multiplier). Knows all Open Essence lists; see note above.



Finculin





FINCULIN IN ROLEMASTER

Hits: 160 Melee OB: 170 Missile OB: 180
AT: 17 (60).

RM Profession: Alchemist.

RM Stats: St 99, Qu 100, Em 89, In 88, Pr 100,
Ag 99, Co 98, Me 75, Re 81, SD 60.

RM Skills: Acrobatics 60, Acting 50, Appraisal 47,
Architecture 60, Athletic Games 45, Crafting 70,
Directed Spells 40, Leadership 62, Leather-working
45, Linguistics 7*, Mathematics 80, Meditation 35,
Music 60, Perception 80, Pick Lock 70, Public-
speaking 52, Runes 90, Seduction 85, Singing 45,
Smithing 60, Stalk/Hide 60, Star-gazing 25, Staves
& Wands 80, Swimming 20, Trickery 30, Weather-
watching 25.

RM Spells: 100 PP (x5 PP multiplier). Knows all
Alchemist Base lists to 20th lvl; Essence Lofty
Bridge, Unbarring Ways, Essence Hand to 10th.

Appearance: 101.

FINCULIN IN LOR

LoR Profession: Bard.

LoR Stats: Strength 5, Agility 5, Intelligence 3,
Movement 3, Defense 3, Melee OB 10, Missile OB
10, General 3, Subterfuge 4, Perception 4, Magical
4, Endurance 110.

LoR Spells: Concentration, Fire Bolt, Item Analysis,
Protection from Magic, Strenght, Sustenance.

LoR Experience Points: 20,100.

FINCULIN'S PRINCIPAL ITEMS

Sword (Dagnirdraug)—(S. "Wolf's Bane") An
ithilnaur short sword, which glows near wolves and
wargs; of *Slaying* those creatures.

MERP/RM: +30 OB.

Ring—Mithril and topaz, PPx5, heals wearer 3 hits/
rnd.

MERP/RM: casts *MERP Light V* or *RM Alkar 3x*/
day, adds 30 to all RRs vs Essence.

FINCULIN'S LESSER ITEMS OF NOTE

Mithril Chain.

MERP/RM: +20 DB.

Bow—Composite.

MERP/RM: +25 OB.

Tools—Set of forging tools.

MERP/RM: +20 to all forging operations.

See *ICE's Lorien* 23, 53-54, 56.

FINDUILAS

Finduilas was a Noldo princess and daughter of
Orodreth (who was brother to Finrod and son of Finarfin).
Beloved by Gwindor, Finduilas fell in love with Turin
when he came to Nargothrond. Gwindor released her
from her commitment to him, but bound Turin to be
Finduilas' protector. Turin failed in this duty due to the
deception of Glaurung. He was embarking for Dor-lómin
in search of Morwen and Nienor when Finduilas was
captured by Orcs during the assault on Nargothrond. She
was murdered by her captors when the Haladin ambushed
them at the Crossings of Teiglin.

FINDUILAS

Lvl: 20.

Race: Noldo.

Home: Nargothrond.

Names: Faelivrin.

FINDUILAS IN MERP

Hits: 85 Melee OB: 145 Missile OB: 130
AT: None (68).

MERP Profession: Bard.

MERP Stats: AG 96, CO 76, IG 105, IT 100,
PR 105; ST 60.

MERP Skills: Ambush 12, Appraisal 98, Athletic
Games (Athletic) 45, Caving 75, Climbing 50,
Dance (Athletic) 135, Diplomacy (Influence) 60,
Directed Spells 50, Diving (Athletic) 75, Medita-
tion 65, Music (Artistic) 96, Perception 110,
Public-speaking (Influence) 81, Riding 100, Read
Runes 120, Seduction (Influence) 91, Singing
(Influence) 86, Stalk/Hide 95, Star-gazing (Sky-
Watching) 25, Use Item 90, Swimming 65.

MERP Spells: 100 PP (x5 PP multiplier). Knows all
Bard Base lists, knows the Illusions, Physical
Enhancement, Sound/light Ways lists to 5th lvl.

FINDUILAS IN ROLEMASTER

Hits: 85 Melee OB: 145 Missile OB: 130
AT: 3 (68).

RM Profession: Bard.

RM Stats: Co 76, SD 80, Ag 96, Me 98, Re 90,
St 60, Qu 89, Pr 105, In 100, Em 101.

RM Skills: Ambush 12, Appraisal 98, Athletic Games
45, Caving 75, Climbing 50, Dance 135, Diplo-
macy 60, Directed Spells 50, Diving 75, Linguistics
9*, Meditation 65, Music 96, Perception 110,
Public-speaking 81, Ride 100, Runes 120, Seduc-
tion 91, Sing 86, Spell-mastery 35, Stalk/Hide 95,
Star-gaze 25, Staves & Wands 90, Swim 65.

RM Spells: 100 PP (x5 PP multiplier). Knows all Bard
lists to 20th lvl, knows 5 Open Mentalist lists to
5th lvl.

Note: Finduilas will cast *True Aura* if she has the opportunity.

Appearance: 102.

FINDUILAS IN LOR

LoR Profession: Bard.

LoR Stats: Strength 2, Agility 3, Intelligence 5, Movement 4, Defense 3, Melee OB 9, Missile OB 9, General 4, Subterfuge 7, Perception 8, Magical 6, Endurance 68.

LoR Spells: Calm, Charm Animals, Concentration, Item Analysis, Luck, Sustenance.

LoR Experience Points: 17,100.

FINDUILAS' ITEMS OF NOTE

Harp—Small and played with a bow, PPx5 (Bard).

Short Sword—Grey laen

MERP/RM: +35 OB; casts a 20th lvl *Sleep* spell when a critical is inflicted for 1 rnd/10% failure.

Dancer's Garb and Cape.

MERP/RM: AT: No/3 (+33 DB); casts *MERP Light V* or *RM True Aura 3x/day*.

Read Sil 209, 210-11, 213, 214, 216, 225, 305.

FINGOLFIN

A great Noldo prince, Fingolfin was the second son of Finwë; his mother was Indis. Although the strongest, most valiant of all the Noldo warriors, his temperate response to an insult and attack by Fëanor displayed an exceptional wisdom, perceptivity, and ability to forgive. He was given the High Kingship by Maedhros after the death of Fëanor.

Fingolfin was a great tactician: perceiving the infinite strength of Angband against assault upon his arrival in Endor, he laid the foundation for the defensive Elvish siege line. His deployment contained Morgoth for more than 400 years.

Fingolfin's finish is the stuff of legends and song; he died in single combat against Morgoth—the greatest champion of good against the greatest force of evil. It came to pass after the Dagor Bragollach forced the High King to retreat with all his forces. He perceived the defeat of the Noldor on every front and understood fully the irresistible and unbreakable might of Morgoth's hoardes. In a rage of despair, he charged alone across the burning plains of Ard-galen to the very gates of Angband. There Fingolfin challenged the Black Enemy to single combat. Though there could only be one result from such a battle (his own death), he avoided the earthshaking assaults of the deadly mace-Grond long enough to wound his Vala foe no less than seven times.

Fingolfin had the gaze of eagles, a natural hero among heroes, with a shrewd tactical mind and unrivaled gifts of leadership. He was blonde like the Vanyar, extremely tall (7'7"), and possessed of a muscular physique.

FINGOLFIN

Lvl: 135.

Race: Noldo.

Home: Aman, Araman, Helcaraxë, Hithlum.

Names: King of the North.

FINGOLFIN IN MERP

Hits: 300 Melee OB: 565 Missile OB: 545

AT: Plate (303).

MERP Profession: Warrior.

MERP Stats: AG 109, CO 110, IG 99, IT 104, PR 107; ST 110.

MERP Skills: Acrobatics 160, Acting 100, Administration (Influence) 150, Ambush 36, Appraisal 90, Athletic Games (Athletic) 120, Climbing 240, Dance (Athletic) 140, Diplomacy (Influence) 190, Diving (Athletic) 75, Fletching (Craft) 152, Leadership (Influence) 235, Martial Arts Striking 145, Martial Arts Sweeps 130, Meditation 195, Music (Artistic) 180, Navigation (Lore) 85, Perception 200, Public-speaking (Influence) 175, Riding 210, Read Runes 145, Sailing (Athletic) 80, Seduction (Influence) 150, Signaling 145, Singing (Influence) 135, Skiing (Athletic) 140, Stalk/Hide 175, Star-gazing (Sky-Watching) 121, Use Item 145, Strategy/Tactics (Lore) 200, Swimming 190, Tracking 186, Tumbling (Athletic) 190, Weather-watching (Sky-Watching) 150.

MERP Spells: 675 PP (x4 PP multiplier). Knows all Open Channeling lists to 10th lvl.

FINGOLFIN IN ROLEMASTER

Hits: 300 Melee OB: 565 Missile OB: 545

AT: 20 (303).

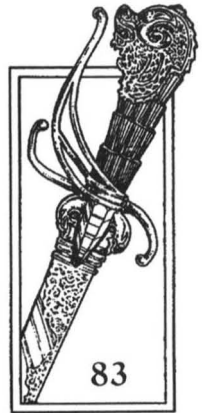
RM Profession: Fighter.

RM Stats: Co 110, SD 100, Ag 109, Me 96, Re 99, St 111, Qu 110, Pr 107, In 104, Em 94.

RM Skills: Acrobatics 160, Acting 100, Administration 150, Adrenal Moves 140, Ambush 36, Appraisal 90, Athletic Games 120, Climbing 240, Dance 140, Diplomacy 190, Diving 75, Fletching 152, Frenzy 200, Leadership 235, Linguistics 16*, Martial Arts Stalking 145, Martial Arts Sweeps 130, Meditation 195, Music 180, Navigation 85, Perception 200, Public-speaking 175, Riding 210, Runes 145, Sailing 80, Seduction 150, Signaling 145, Singing 135, Skiing 140, Stalk/Hide 175, Star-gazing 121, Staves & Wands 145, Strategy/Tactics 200, Subduing 220, Swimming 190, Tracking 186, Tumbling 190, Weather-watching 150.

RM Spells: 675 PP (x4 PP multiplier). Knows all Open and Closed Channeling lists to 10th lvl.

Appearance: 107.





FINGOLFIN IN LoR

LoR Profession: Warrior.

LoR Stats: Strength 9, Agility 9, Intelligence 6, Movement 5, Defense 8, Melee OB 15, Missile OB 15, General 7, Subterfuge 10, Perception 11, Magical 15, Endurance 352.

LoR Spells: Balance, Camouflage, Luck, Protection from Magic, Speed, Strength.

LoR Experience Points: 71,500.

FINGOLFIN'S PRINCIPAL ITEMS

Sword (Ringil)—(S. “Chill Star”) Two-handed sword, made of white eog, mithril, clear laen, and adamant sapphires. It is Holy and “of Cold”, doing additional Cold criticals and quadruple concussion damage. It is also “of Will”: the wielder cannot be stunned, stunned unable to parry, made afraid, charmed, or possessed, and will never fumble.

MERP/RM: +88 OB. It is *of slaying* armor and shields at lvl 100 (enchanted items get a RR based on their level of enchantment). It casts constant *Haste* when drawn from the scabbard as well as a constant *Utterlight V*. It may cast up to 200PP/day from Ice Law (up to level 20) with all spells having ranges, radii, and hits multiplied x5.

Armor (Belegennon)—(S. “Armor of Might”) All white eog and mithril, negates 50% of all criticals to the wearer, unencumbering.

MERP/RM: AT: Pl/20 (+88 DB), constant *MERP Light V*; RM constant *Displacement III*, and *Alkar*.

Cloak (Collothalion)—(S. “Cloak of Shields”) Great animated cloak with woven filaments of shalk and ogamur, highly intelligent. It continually whips and blows around the wearer during combat able to defend him as a wall shield.

MERP/RM: +50 DB.

FINGOLFIN'S LESSER ITEMS OF NOTE

Long Bow—Triple concussion damage, fire 2 arrows/rnd with no penalty, requires strength of 104 to draw or string.

MERP/RM: +75 DB.

Read Sil 60, 69-71, 75, 83-90, 100, 108-09, 111, 113, 115, 119, 121, 143, 147, 150, 152, 154, 305.

FINGON

A Noldo prince, Fingon was the eldest son of Fingolfin, the father of Gil-galad, and High King of the Noldor from I.A. 455-473. In Eldamar he was very close to Maedhros, Angrod, and Aegnor, and he was one of the ones who favored the pursuit of Morgoth and the Silmarils (even though his relationship with Fëanor was not strong). Fingon led the hosts of Fingolfin in the Kinslaying.

Fingon took it upon himself to end the division between the House of Fëanor and the House of Fingolfin. He climbed the shoulders of Thangorodrim in search of Maedhros, who had been captured by Morgoth. He found Fëanor's eldest son hanging from a precipice, his wrist encircled by a manacle fastened into the rock. With the help of the Great Eagle Thorondor, Fingon rescued Maedhros from his bondage. For this act especially, but also for his strength and courage, Fingon was called the Valiant.

Fingon was slain by Balrogs in the Nirnaeth Arnoediad. He was succeeded as High King by his brother Turgon.

Fingon was blonde after the nature of his family, tall (7'4"), strongly built, and a powerful fighter.

FINGON

Lvl: 120.

Race: Noldo.

Home: Eldamar, Dor-lómin, Mithrim.

Names: (S. “Golden-haired Commander”); the Valiant; Findakáno.

FINGON IN MERP

Hits: 275 Melee OB: 495 Missile OB: 485
AT: Plate (250).

MERP Profession: Warrior.

MERP Stats: AG 110, CO 108, IG 106, IT 96, PR 106; ST 109.

MERP Skills: Acrobatics 220, Acting 140, Administration (Influence) 120, Ambush 30, Athletic Games (Athletic) 160, Climbing 215, Contortions 100, Diving (Athletic) 115, First Aid 205, Fletching (Craft) 172, Foraging 145, Leadership (Influence) 200, Meditation 180, Music (Artistic) 165, Navigation (Lore) 90, Perception 140, Public-speaking (Influence) 160, Riding 225, Read Runes 115, Sailing (Athletic) 73, Seduction (Influence) 141, Signaling 130, Singing (Influence) 123, Skiing (Athletic) 112, Stalk/Hide 185, Star-gazing (Sky-Watching) 111, Use Item 115, Strategy/Tactics (Lore) 190, Swimming 215, Tracking 155, Weather-watching (Sky-Watching) 90.

MERP Spells: 720 PP (x4 PP multiplier). Knows all of the following lists to 10th lvl: Blood Ways (except Area of Effect is self), all Open Essence and Mage Base lists.





FINGON IN ROLEMASTER

Hits: 275 **Melee OB:** 495 **Missile OB:** 485
AT: 20 (250).

RM Profession: Fighter.

RM Stats: Co 108, SD 92, Ag 110, Me 90, Re 94, St 109, Qu 108, Pr 106, In 96, Em 99.

RM Skills: Acrobatics 220, Acting 140, Administration 120, Adrenal Moves 150, Ambush 30, Athletic Games 160, Climbing 215, Contortions 100, Diving 115, First Aid 205, Fletching 172, Foraging 145, Frenzy 210, Leadership 200, Linguistics 20*, Meditation 180, Music 165, Navigation 90, Perception 140, Public-speaking 160, Riding 225, Runes 115, Sailing 73, Seduction 141, Signaling 130, Singing 123, Skiing 112, Stalk/Hide 185, Star-gazing 111, Staves & Wands 115, Strategy/Tactics 190, Subduing 205, Swimming 215, Tracking 155, Weather-watching 90.

RM Spells: 720 PP (x4 PP multiplier). Knows all Open and Closed Mentalism lists to 10th lvl.

Appearance: 105.

FINGON IN LOR

LoR Profession: Scout.

LoR Stats: Strength 7, Agility 6, Intelligence 4, Movement 5, Defense 7, Melee OB 14, Missile OB 14, General 5, Subterfuge 10, Perception 10, Magical 5, Endurance 329.

LoR Spells: Calm, Camouflage, Clairvoyance, Concentration, Shield, Speed.

LoR Experience Points: 65, 100.

FINGON'S ITEMS OF NOTE

Broadsword—Of cold or fire: doing either an additional Heat or Cold critical, x5 concussion hits.

MERP/RM: +75 OB; constant *Haste*, *Firebolt* or *Icebolt* +50 x5 hits range 500' 5x/day.

Armor—Unencumbering, repairs itself in 24 hours.

MERP/RM: AT: Pl/20 (+75 DB); casts 50PP day from *MERP* Blood Ways (usable only on self), *RM* Self Healing)

Long Bow—Triple concussion damage, fires 2 arrows/rnd no penalty, of *slaying* Orcs, Trolls, and lycanthropes.

MERP/RM: +60 OB.

Full Shield—Repairs itself, flies 500' to hand of wielder at a thought, unencumbering.

MERP/RM: +50 DB.

Read Sil 60, 84, 85, 87, 109-11, 116, 119, 121, 152, 154, 160, 164, 189, 191, 192, 193-94, 205, 358, 360.

FINROD

A great Noldo prince, the eldest offspring and son of Finarfin, Finrod was brother to Orodreth, Angnor, Aegnor, and Galadriel. He was friend to the Adan lord Barahir of the House of Bëor.

Finrod was renowned for not only his great strength and power, but also for his wisdom, justice, loyalty, and for his brilliance as an architect.

He joined the quest for the Silmarils only reluctantly and suffered the separation of his beloved Amarië of the Vanyar, who remained behind in Aman. He was one of the leaders of the host of Fingolfin.

He first settled in Beleriand and built the remarkable fortress city of Minas Tirith. Then he was prompted in a dream by Ulmo to build a stronghold more secure. Thingol of Doriath told him of the Caverns of Narog, and there he delved the legendary halls of Nargothrond, capitol of the largest Noldo realm in Beleriand.

Finrod was the first of the Eldar to encounter the Edain and he taught them in Beleriand. He was rescued from Orcs in the Dagor Bragollach by Barahir to whom Finrod gave a ring as a pledge of aid to his house.

Beren, son of Barahir, later requested Finrod's help in the Silmaril quest. Finrod accompanied Beren and was imprisoned by Sauron in Tol-in-Gaurhoth, that had been Minas Tirith. He was imprisoned in the dungeons of the great tower he himself had built and slain by a werewolf.

Finrod was tall (7'4") and blonde, as was common for his house. He was truly one of the most noble of the Noldor and so carried himself.

FINROD

Lvl: 115.

Race: Noldo.

Home: Eldamar, Tol Sirion, Minas Tirith, Nargothrond.

Names: (S. "Golden-haired Champion"); (S. "Hair-eminent one"), Felagund (S. "Cave Hearer"); Lord of the Caves; Master of Caves, Nóm, the Faithful, Friend of Men, Findaráto.

FINROD IN MERP

Hits: 250 **Melee OB:** 450 **Missile OB:** 440
AT: Plate (215).

MERP Profession: Bard.

MERP Stats: AG 106, CO 107, IG 105, IT 102, PR 105; ST 105.

MERP Skills: Acrobatics 180, Acting 120, Administration (Influence) 100, Ambush 30, Architecture (Lore) 245, Athletic Games (Athletic) 150, Caving 205, Climbing 200, Dance (Athletic) 185, Diplomacy (Influence) 130, Diving (Athletic) 105, First Aid 190, Fletching (Craft) 145, Foraging 110, Leadership (Influence) 182, Leather-working (Craft) 110, Mathematics (Lore) 95, Meditation

125, Music (Artistic) 170, Navigation (Lore) 113, Perception 210, Public-speaking (Influence) 150, Riding 180, Rope Mastery 90, Read Runes 165, Sailing (Athletic) 145, Seduction (Influence) 125, Signaling 145, Singing (Influence) 140, Skiing (Athletic) 80, Stalk/Hide 195, Star-gazing (Sky-Watching) 80, Use Item 165, Strategy/Tactics (Lore) 148, Swimming 200, Tracking 150.

MERP Spells: 575 PP (x6 PP multiplier). Knows all Bard Base lists, knows all Open Essence and Channeling to 10th lvl.

FINROD IN ROLEMASTER

Hits: 250 Melee OB: 450 Missile OB: 440
AT: 20 (215).

RM Profession: Bard (Fighter).

RM Stats: Co 107, SD 102, Ag 106, Me 108, Re 108, St 105, Qu 104, Pr 105, In 102, Em 99.

RM Skills: Acrobatics 180, Acting 120, Administration 100, Adrenal Moves 150, Ambush 30, Architecture 245, Athletic Games 150, Caving 205, Climbing 200, Dance 185, Diplomacy 130, Diving 105, First Aid 190, Fletching 145, Foraging 110, Frenzy 195, Leadership 182, Leather-working 110, Linguistics 21*, Mathematics 95, Meditation 125, Music 170, Navigation 113, Perception 210, Public-speaking 150, Riding 180, Rope Mastery 90, Runes 165, Sailing 145, Seduction 125, Signaling 145, Singing 140, Skiing 80, Stalk/Hide 195, Star-gazing 80, Staves & Wands 165, Strategy/Tactics 148, Subduing 190, Swimming 200, Tracking 150.

RM Spells: 575 PP (x6 PP multiplier). Knows all Bard lists to 50th lvl, knows all Open and Closed Mentalism to 20th lvl.

Appearance: 106.

FINROD IN LoR

LoR Profession: Bard (Warrior).

LoR Stats: Strength 8, Agility 8, Intelligence 8, Movement 6, Defense 7, Melee OB 14, Missile OB 14, General 7, Subterfuge 11, Perception 11, Magical 5, Endurance 286.

LoR Spells: Balance, Calm, Clairvoyance, Fire Bolt, Luck, Protection from Magic, Shield, Speed.

LoR Experience Points: 57,900.

FINROD'S ITEMS OF NOTE

Broadsword—Laen with white eog edges, double concussion hits, of light: on a critical target receives a point blank +50 lightening bolt.

MERP/RM: +60 OB; 5x/daily can throw *Lightening Bolt* +50 x5 hits to 500' may throw 100PP/day up to 10th from *MERP Light Law* or *Sound/Light Ways*; *RM Light's Way*, *Light Law*, or *Light Molding*.

Full Shield—Clear laen and mithril rim, does not encumber, may be ridden on water or air 200'/rnd
MERP/RM: +50 DB

Armor—Unencumbering, no penalites.

MERP/RM: AT P1/20 (+60 DB); *RM Displacement III* constant.

Headband—Of galvorn and mithril, negates 50% head crits, may become an ornate mithril full helm at a thought

MERP/RM: PPx6 (Mentalism), constant *MERP Light V* or *RM Alkar*, allows Mentalism casting.

Drawing Table & Tools—Laen.

MERP/RM: +50 math and architecture maneuvers.

Hammer Dulcimer w/Hammers—Mallorn and tasarang with golden mithril fittings.

MERP/RM: Songs lists attacks at +30, durations and ranges are doubled.

Read Sil 61, 73, 85, 90, 109, 114, 120-21, 124, 128-30, 140-43, 151-52, 169-72, 174, 175-76, 305, 306, 356, 358; *LoR III* 453, 506.

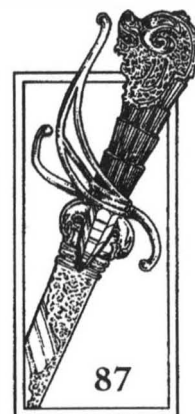
FINWĒ

Finwë was the first High King of the Noldor and one of the four who led the Eldar on the Great Journey from Middle-earth to Aman in the beginning (the others were Ingwë, Olwë, and Elwë). He married the Noldo lady Míriel, and she bore his first son Fëanor and then died. After long grief, Finwë married Indis of the Vanyar, and she gave him two sons: Fingolfin and Finarfin. Fëanor opposed his father's second marriage, and there was strife because of it for many years; yet Finwë loved Fëanor more than any other of his kin.

When Fëanor was banished and went to his fortress Formenos, Finwë himself accompanied the exile. So it was that when Morgoth stole the Silmarils from Fëanor's armory, Finwë was slain by Morgoth defending the home and treasury of his son. Even though Finwë was untouched by the shame that was to come upon his house in years ahead, he perished for the same cause as two of his sons: Fëanor and Fingolfin. Like them he was slain by Morgoth for the Silmarils.

In *The Book of Lost Tales*, it is recounted that, following Finwë's death, his heart was taken by Orcs, but later recaptured by Turgon (his grandson) and encased in gold by him. This relic was called the Scarlet Heart and became the emblem of the King's folk in Gondolin.

Finwë was majestic in appearance, very tall (7'8"), and having long black hair and grey eyes soft with compassion. He was known for his wise counsel, concern for the welfare of all, and his calming influence on the rash Noldor.



FINWĒ

Lvl: 140.

Race: Noldo.

Home: Aman, Tirion, Formenos.



Finwë

FINWĒ IN MERP

Hits: 370 Melee OB: 350 Missile OB: 0
AT: Plate (220).

MERP Profession: Animist.

MERP Stats: AG 110, CO 106, IG 108, IT 110,
PR 110; ST 106.

MERP Skills: Acrobatics 180, Administration (Influence) 200, Athletic Games (Athletic) 200, Climbing 265, Crafting (Craft) 200, Dance (Athletic) 175, Diplomacy (Influence) 200, Directed Spells 210, Diving (Athletic) 170, First Aid 200, Fletching (Craft) 210, Foraging 195, Herding 100, Leadership (Influence) 281, Leatherworking (Craft) 85, Martial Arts Striking 150, Martial Arts Sweeps 150, Mathematics (Lore) 90, Meditation 145, Music (Artistic) 241, Perception 240, Public-speaking (Influence) 250, Riding 190, Read Runes 225, Seduction (Influence) 160, Singing (Influence) 250, Skiing (Athletic) 90, Star-gazing (Sky-Watching) 180, Use Item 240, Strategy/Tactics (Lore) 120, Swimming 265, Weather-watching (Sky-Watching) 200.

MERP Spells: I 120 PP (x12 PP multiplier). Knows all Open Channeling lists to 10th lvl.

FINWĒ IN ROLEMASTER

Hits: 370 Melee OB: 350 Missile OB: 0
AT: 20 (220).

RM Profession: Cleric (Animist, Astrologer).

RM Stats: Co 106, SD 106, Ag 110, Me 110,
Re 108, St 106, Qu 106, Pr 110, In 110, Em 108.

RM Skills: Acrobatics 180, Administration 200, Adrenal Defense 50, Adrenal Moves 160, Athletic Games 200, Climbing 265, Crafting 200, Dance 175, Diplomacy 200, Directed Spells 210, Diving 170, First Aid 200, Fletching 210, Foraging 195, Frenzy 240, Herding 100, Leadership 281, Leatherworking 85, Linguistics 40*, Martial Arts Stalking 150, Martial Arts Sweeps 150, Mathematics 90, Meditation 145, Music 241, Perception 240, Public-speaking 250, Riding 190, Runes 225, Seduction 160, Singing 250, Skiing 90, Spell-mastery 169, Star-gazing 180, Staves & Wands 240, Strategy/Tactics 120, Subduing 230, Swimming 265, Weather-watching 200.

RM Spells: I 120 PP (x12 PP multiplier). Knows base Cleric lists to 100th lvl, knows Animist and Astrologer base lists to 50th lvl, knows all Open and Closed Channeling lists to 50th lvl.

Appearance: 109.

FINWĒ IN LoR

LoR Profession: Bard.

LoR Stats: Strength 8, Agility 8, Intelligence 8, Movement 7, Defense 6, Melee OB 13, Missile OB 13, General 8, Subterfuge 7, Perception 12, Magical 11, Endurance 462.

LoR Spells: All.

LoR Experience Points: 82,890.

FINWĒ'S PRINCIPAL ITEMS

Staff (Aldatar)—(Q. "Father of Staves") PPx12 for any realm, formed of braided limbs of the Two Trees, hits as a mounted lance 5x damage giving Crush, Impact, and Unbalancing Criticals.

MERP/RM: +100 OB; wielder protected by constant *MERP Protection III*; *RM Resistance True* and *Protections True*. At will the wielder may desire a target that has been struck to suffer the attack of a +50 point blank fireball (only the target and his gear suffers this blast).

Robes (Collatar)—(Q. "Father's Robe") Gleaming white, all spells cast by wearer cost half the normal amount of power points.

MERP/RM: AT: Pl/20 (+88 DB); *MERP Utterlight*; *RM Aura Blaze* and *Displacement V* at will.

Crown (Aglarthol)—(Q. "Crown of Glory") Crown of golden mithril, laen, precious stones. The center prominent stone is a sapphire Fëanorean lamp which shines on its own. Wearer is immune to fear, stun, charm, control, or possession. Crown negates 50% of head crits.

MERP/RM: +10 DB. On any head strike the weapon must save vs a 50th level of slaying weapons.

Boots (Nimril Palandal)—(Q. "Brilliant White Boots of Travel") Beautiful white boots which come to mid-thigh, they are studded with 88 large diamonds.

MERP/RM: They may cast any Running spell off the *MERP* Moving Ways or *RM* Lofty Movements list at will. All maneuvers are +50.

Read Sil 52-53, 60-62, 63-65, 69-72, 75, 79, 305.

GALADOR

Galador was the first Prince and Lord of Dol Amroth. As the son of Imrazôr the Númenórean and Mithrellas, an Elven maid who accompanied Nimrodel when she fled the outskirts of Lórien, he was of the Peredhil. His person was imposing; he stood 6'4", and his face held the weighty wisdom of the mighty who hold others' lives in trust. His black hair fell to his shoulders; a mithril circlet about his brow swept his locks back and held them in place. Galador was very protective of his younger sister Gilmith

GALADOR

Lvl: 20.

Race: Half-elf (Númenórean/Elf).

Home: Dol Amroth.

Names: Galador (S. "Lord of Trees").

GALADOR IN MERP

Hits: 145 Melee OB: 191 Missile OB: 180
AT: PI (105).

MERP Profession: Warrior.

MERP Stats: ST 100, AG 93, CO 89, IG 76, IT 73, PR 94.

MERP Skills: Acrobatics 45, Climb 72, Diving (Athletic) 74, Swim 85, Dance (Artistic) 76, Leadership (Influence) 92, Perception 81, Stalk/Hide 45, Boat Handling 79, Seduction (Influence) 36, Strategy & Tactics (Lore) 79.

MERP Spells: None.

GALADOR IN ROLEMASTER

Hits: 145 Melee OB: 191 Missile OB: 180
AT: 17 (105).

RM Profession: Fighter.

RM Stats: St 100, Qu 100, Em 67, In 87, Pr 97, Ag 86, Co 89, Me 59, Re 85, SD 90.

RM Skills: Acrobatics 45, Adrenal Defense 78, Adrenal Moves 90, Climb 72, Diving 74, Swim 85, Dance 76, Leadership 92, Perception 81, Stalk/Hide 45, Boat Handling 79, Seduction 36, Strategy & Tactics 79.

RM Spells: None.

Appearance: 91.

GALADOR IN LoR

LoR Profession: Warrior.

LoR Stats: Strength 5, Agility 4, Intelligence 2, Movement 3, Defense 2, Melee OB 7, Missile OB 7, General 2, Subterfuge 6, Perception 7, Magical 2, Endurance 94.

LoR Spells: None.

LoR Experience Points: 21,000.

GALADOR'S PRINCIPAL ITEMS

Circlet—The mithril circlet allows Galador to tell whether or not someone speaking to him is telling the truth. It can be so used up to five times a days.

Broadsword—The enchanted blade never loses its razor-sharp edge.

MERP/RM: +25 OB.

Longbow.

MERP/RM: +20 Missile OB.

Read UT 248, 316.

GALADRIEL

The daughter of Finarfin, Galadriel was considered to be the equal of Fëanor, superior to him in many ways. Born in the Undying Lands to Finarfin and Eärwen of Alqualonde, she grew to be very tall (6'4"), comparable in height to her brothers. She was strong willed, and competitive. The Eldar enjoyed athletic games as well as mental exercise, and Galadriel proved again and again that she was the equal of any of the Noldo Lords in both depth of thought and athletic ability.

She departed Tirion in Aman with her brothers to fight in the war against Morgoth. It was in Beleriand, in the guarded realm of Doriath, that she met her future husband Celeborn. Although she took no oaths, she—like the rest of the Deep Elves—suffered the Ban of the Valar and was forbidden to return to Aman after Morgoth's defeat. Galadriel, however, felt no desire to return; she was enamored with the wide lands of Middle-earth, and desired a realm of her own there to rule.

So it was for many ages of the world that Galadriel remained in Middle-earth, and the land was bettered by her presence. At last, with the end of the Third Age, she accepted the waning of the Elve's presence in Endor. Because of her deeds against Sauron, and most especially her refusal to accept the One Ring when it was freely offered, the Ban was lifted and she sailed into the Uttermost West with the other Ringbearers.

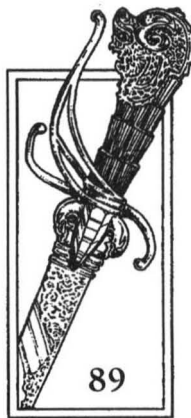
GALADRIEL

Lvl: 60(90).

Race: Noldo.

Home: Undying Lands; Beleriand (in Doriath); Eregion; Imladris; Lórien; Lebennin; Lórien.

Names: Alatarriel, Artanis, Nerwen; also called Lady of the Noldor, Lady of the Golden Wood, and the White Lady.





GALADRIEL IN MERP

Hits: 185 Melee OB: 170 Missile OB: 190
AT: Plate (15).

MERP Profession: Mage.

MERP Stats: ST 95, AG 100, CO 100, IG 102,
IT 100, PR 102.

MERP Skills: Acting 70, Administration (Influence)
100, Architecture (Lore) 60, Athletic Games
(Athletic) 130, Climbing 96, Cookery 60, Crafting
(Craft) 81, Dance (Athletic) 76, Diplomacy
(Influence) 132, Directed Spells 90, Diving
(Athletic) 60, First Aid 145, Fletching (Craft) 90,
Foraging 120, Herding 100, Leadership (Influence)
131, Leather-working (Craft) 45, Mathematics
(Lore) 85, Meditation 121, Music (Artistic) 126,
Navigation (Lore) 97, Perception 156, Public-
speaking (Influence) 114, Riding 80, Rope Mastery
68, Read Runes 111, Seduction (Influence) 106,
Singing (Influence) 116, Skiing (Athletic) 45,
Stalk/Hide 120, Star-gazing (Sky-Watching) 109,
Use Item 121, Strategy/Tactics (Lore) 96, Swim-
ming 102, Trickery 65, Weather-watching (Sky-
Watching) 88, Wood-carving (Craft) 46.

MERP Spells: 360 PP (x9 multiplier). Galadriel
possesses all Open and Closed Essence, and all
Open Channeling and Animist lists to 10th lvl.

GALADRIEL IN ROLEMASTER

Hits: 185 Melee OB: 170 Missile OB: 190
AT: 20 (120).

RM Profession: Seer (Mystic).

RM Stats: St 95, Qu 101, Em 101, In 100, Pr 102,
Ag 100, Co 100, Me 94, Re 96, SD 98.

RM Skills: Acting 70, Administration 100, Adrenal
Defense 50, Architecture 60, Athletic Games 130,
Channeling 90, Climbing 96, Cookery 60, Crafting
81, Dance 76, Diplomacy 132, Directed Spells 90,
Diving 60, First Aid 145, Fletching 90, Foraging
120, Herding 100, Leadership 131, Leather-
working 45, Linguistics 35*, Mathematics 85,
Meditation 121, Music 126, Navigation 97,
Perception 156, Public-speaking 114, Riding 80,
Rope Mastery 68, Runes 111, Seduction 106,
Singing 116, Skiing 45, Spell-mastery 92, Stalk/
Hide 120, Star-gazing 109, Staves & Wands 121,
Strategy/Tactics 96, Subduing 85, Swimming 102,
Trickery 65, Weather-watching 88, Wood-carving
46.

RM Spells: 360 PP (x9 multiplier). Galadriel possesses
all Seer and Mystic Base Lists to 50th level. She also
has the Mentalist Base list Mind Speech to 20th
level, the following Open and Closed Mentalist lists
to 50th: Brilliance, Awareness, Illusions, Spell
Resistance, Mind Mastery, Telekinesis, Mind's
Door, Movement, and the following Lay Healer
Base lists to 20th: Muscle mastery, Concussion
Mastery, Bone Mastery, Blood Mastery, Nerve and
Organ Mastery.

Appearance: 105.

GALADRIEL IN LoR

LoR Profession: Bard.

LoR Stats: Strength 5, Agility 6, Intelligence 7,
Movement 7, Defense 9, Melee OB 10, Missile OB
10, General 5, Subterfuge 8, Perception 9, Magical
9, Endurance 398.

LoR Spells: All.

LoR Experience Points: 64,800.

GALADRIEL'S PRINCIPAL ITEMS

Nenya—(White Ring of Water) Of all the twenty
Rings of Power, only the Three Elven Rings, forged
by Celebrimbor alone, are unsullied by the evil hand
of the Dark Lord. In appearance, Nenya was an
elegant, delicate band of mithril holding a clear,
multifaceted gem of adamant, a crystalline material
of great beauty and harder than diamond.

Like all true artifacts, Nenya's power is a function
of its wielder. The Elven Rings were made to aid
their wearer in learning, healing and understanding,
not only for him or her, but those around them.
They had the power to hold off the Shadow, and in
fact keep at bay the decays of Time itself. Each ring
was the center of an Elven haven where the passage
of days is not felt, Time flows in strange ways. This
was especially true in Lórien, where Galadriel held
sway.

MERP/RM:

- (1) Continuous *MERP Unseen*, RM Mystic Base
Hiding *Unpresence*, *Nondetect*, and Mentalist *Inner
Wall*. Doubles RR level of wearer when
resisting the Dark Lord's detection powers.
These spells can also be enacted with a radius
to shield an entire area.
- (2) Continuous *Confusion* and RM *Aura of Misfeel*.
This power is most effective when the ring has
been in one place for an extended period of
time, and the wielder is associated with that
place. Radius is a function of the wearer's
level and intrinsic power. In Nenya's case,
Galadriel was able to bring all of central
Lórien within the protective borders.

- (3) Continuous *Prayer* (RR and maneuver bonus): +30 to all friends within a 30' radius.
- (4) +33 to Constitution Bonus and Defensive Bonus.
- (5) Allows wearer to freely employ all *MERP* Mage Base lists; *RM* Mentalist Brilliance, Gas Manipulation, and Liquid Manipulation lists to user's level. Ranges variable but usually 10-100x normal range listed.
- (6) Wearer regenerates 3 hits/rnd upon herself or anyone she touches.
- (7) Wearer cannot be stunned.
- (8) Acts as a PPx9 (any profession).

The Mirror of Galadriel—A Seer focus device.

Manipulated with caution and skill, it is a very powerful aid, with virtually unlimited range in time and distance. However, as with all items of such power, it is perilous, especially when used by someone unfamiliar with it. In such cases, the Mirror will show swift, fleeting visions, of past, present, and future, often far away. The images often are drawn from the viewer's subconscious, and can be misleading if taken too literally.

MERP/RM: Enhances the range and scope of the *MERP* Direct Channeling list; *RM* Seer spells in the *Future Visions*, *Past Visions*, and *True Perception* lists, often combining them into a series of visions.

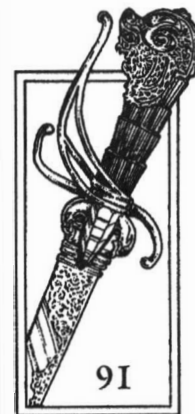
The Elessar—(Given in the Second Age by Galadriel to Celebrian, then to Arwen, then entrusted to Galadriel to be given to Aragorn in mid T.A. 3019.) In appearance, the Elessar is a brooch in the form of an eagle with spread wings, set with a large oval emerald.

MERP/RM:

- (1) Continuous *Prayer*.
- (2) PPx6 (any profession).
- (3) Preservation True: a power beyond the norm, IT is similar in nature and effect to the power of the Three Elven Rings (though not nearly as powerful): time seems to pass slowly within the area under the influence of the Elessar; living things do not die, and age at a very reduced rate. This power, like that of the Three, is highly the function of the intrinsic might of the wearer.

Long Knife (Tintelpë)—(Q. "Silver Spark") Uses the broadsword table. It glows with a blue light near Servants of Morgoth/Sauron, is of *Slaying* Orcs, Evil Clerics Magicians and Sorcerers, delivers a Cold critical (of same severity as any other given), and is a Holy weapon.

MERP/RM: +33 OB; will cast *Lightning Bolt* 300' 3x/day.



Galadriel

GALADRIEL'S OTHER ITEMS OF NOTE

Robes of Aman—Woven in the Light of the Trees, these robes are naturally silvery-white in color, but can change to any color or mottling at the wearer's thought, and wearer is impervious to all heat and cold.

MERP/RM: See Gil-galad below. AT PI/20 (+30 DB); +100 to hiding. Robes also cast *RM* Mystic Base *Displacement V* at a thought.

Longbow—Double normal range, can be fired twice per round without penalty, and all arrows fired from the bow are Holy.

MERP/RM: +33 OB.



GALDOR

Galdor was the messenger from Círdan to the Council of Elrond. Thus it may be assumed that he was a Sinda Elf. It was he who asked for proofs of the identity of the One Ring and also requested news of any advice from Saruman. At that point he was informed by Gandalf that Saruman had misled them.

Círdan chose Galdor for the errand because of Galdor's astute mental faculties and wisdom, his knowledge of the people of the Grey Havens, and the trust which Círdan felt for the Elf.

Important Dates: *Attended the Council of Elrond in T.A. 3018.*

GALDOR

Lvl: 28.

Race: Sinda.

Home: Grey Havens.

GALDOR IN MERP

Hits: 100 **Melee OB:** 115 **Missile OB:** 60

AT: Rigid Leather (75).

MERP Profession: Animist.

MERP Stats: AG 90, CO 92, IG 100, IT 101, PR 97; ST 84.

MERP Skills: Acting 80, Administration (Influence) 60, Climbing 120, Diplomacy (Influence) 80, Directed Spells 70, Diving (Athletic) 85, Fletching (Craft) 65, Leadership (Influence) 82, Leather-working (Craft) 45, Mathematics (Lore) 84, Meditation 82, Music (Artistic) 77, Navigation (Lore) 96, Perception 135, Public-speaking (Influence) 80, Riding 65, Read Runes 100, Sailing (Athletic) 116, Signaling 91, Singing (Influence) 67, Stalk/Hide 150, Star-gazing (Sky-Watching) 98, Use Item 100, Swimming 120, Weather-watching (Sky-Watching) 102.

MERP Spells: 84 PP (x5 PP multiplier). Knows all Animist Base lists to 10th lvl, 12 Open lists to 10th lvl.

GALDOR IN ROLEMASTER

Hits: 100 **Melee OB:** 115 **Missile OB:** 60

AT: 12 (75).

RM Profession: Animist.

RM Stats: Co 92, SD 101, Ag 90, Me 99, Re 100, St 84, Qu 94, Pr 97, In 101, Em 98.

RM Skills: Acting 80, Administration 60, Climbing 120, Diplomacy 80, Directed Spells 70, Diving 85, Fletching 65, Leadership 82, Leather-working 45, Linguistics 26*, Mathematics 84, Meditation 82, Music 77, Navigation 96, Perception 135, Public-speaking 80, Riding 65, Runes 100, Sailing 116, Signaling 91, Singing 67, Stalk/Hide 150, Star-gazing 98, Staves & Wands 100, Swimming 120, Weather-watching 102.

RM Spells: 84 PP (x5 PP multiplier). Knows all Animist base lists to 25th lvl, 12 Open and Closed lists to 20th lvl.

Appearance: 98.

GALDOR IN LoR

LoR Profession: Bard.

LoR Stats: Strength 2, Agility 3, Intelligence 4, Movement 4, Defense 3, Melee OB 7, Missile OB 7, General 4, Subterfuge 10, Perception 9, Magical 5, Endurance 86.

LoR Spells: Balance, Calm, Charm Animals, Clairvoyance, Concentration, Healing, Item Analysis, Luck.

LoR Experience Points: 18,900.

GALDOR'S LESSER ITEMS OF NOTE

Armor—Sea-drake skin, wearer may swim as fast as he may run, may breathe underwater.

MERP/RM: AT: RL/12 (+30 DB).

Glaive—Large mithril blade on a mallorn staff, acts as a normal shield.

MERP/RM: +25 OB; PPx5 (Channeling), casts *Sudden Light* 4x/day.

Elven Cloak.

MERP/RM: +50 to stalking and hiding maneuvers.

Elven Boots—Silent step.

MERP/RM: +30 to moving maneuvers, may cast 20 PP/daily from *MERP Moving Ways*; *RM Lofty Movements* to level 10.

Read LotR I 315, 327-28.

GALION

Galion was the longtime Silvan butler of King Thranduil. A dedicated under-achiever, Galion's notorious wine-bibbing and his careless partying with Thranduil's chief guard permitted Bilbo and his company to escape.

GALION

Lvl: 14.

Race: Silvan Elf.

Home: Mirkwood (the Woodland Realm).

GALION IN MERP

Hits: 85 **Melee OB:** 110 **Missile OB:** 105

AT: Chain (70).

MERP Profession: Bard.

MERP Stats: AG 94, CO 80, IG 95, IT 79, PR 98; ST 86.

MERP Skills: Caving 50, Climbing 60, Diving (Athletic) 35, Gambling 42, Leather-working (Craft) 52, Music (Artistic) 41, Perception 80, Riding 65, Read Runes 65, Singing (Influence) 45, Stalk/Hide 70, Use Item 65, Swimming 80, Wood-carving (Craft) 25.

MERP Spells: 28 PP (x3 PP multiplier). Knows all Bard Base lists to 10th lvl, knows 5 Open Channeling lists to 5th lvl.

GALION IN ROLEMASTER

Hits: 85 Melee OB: 110 Missile OB: 105
AT: 13 (70).

RM Profession: Bard.

RM Stats: Co 80, SD 63, Ag 94, Me 97, Re 81, St 86, Qu 90, Pr 98, In 79, Em 87.

RM Skills: Caving 50, Climbing 60, Diving 35, Gambling 42, Leather-working 52, Linguistics 5*, Music 41, Perception 80, Riding 65, Runes 65, Singing 45, Stalk/Hide 70, Staves & Wands 65, Swimming 80, Wood-carving 25.

RM Spells: 28 PP (x3 PP multiplier). Knows all Bard Base lists to 10th lvl, knows 5 Open lists to 5th lvl.

Appearance: 97.

GALION IN LoR

LoR Profession: Bard.

LoR Stats: Strength 2, Agility 2, Intelligence 2, Movement 3, Defense 3, Melee OB 8, Missile OB 8, General 5, Subterfuge 10, Perception 10, Magical 4, Endurance 58.

LoR Spells: Charm Animals, Concentration, Luck, Sustenance.

LoR Experience Points: 15,600.

GALION'S LESSER ITEMS OF NOTE

Armor.

MERP/RM: AT: Ch/13 (+20 DB).

Target Shield.

MERP/RM: +20 DB.

Short Sword—Additional Electrical crits one degree less.

MERP/RM: +25 OB.

Two Daggers.

MERP/RM: +15 OB; casts 15th level *Sleep* when delivers a crit 3x/daily.

Lute—+10 to Bard base attack spell rolls, durations of spells cast with lute are doubled.

MERP/RM: Bard PPx3

Read Hob 173-76.

GELMIR

A noble Noldo from Nargothrond, Gelmir was the son of Guilin and brother to Gwindor. He was captured by Morgoth during the Dagor Bragollach and blinded. Later he was tortured, mutilated, and slain before the walls of Barad Eithel. This terrible fate motivated the mad charge of his brother against Angband.

Important Dates: died I.A. 473.

GELMIR

Lvl: 55.

Race: Noldo.

Home: Nargothrond.

GELMIR IN MERP

Hits: 195 Melee OB: 275 Missile OB: 240
AT: Plate (170).

MERP Profession: Ranger.

MERP Stats: AG 101, CO 99, IG 98, IT 101, PR 98; ST 102.

MERP Skills: Acrobatics 80, Acting 95, Ambush 20, Athletic Games (Athletic) 90, Caving 50, Climbing 120, Contortions 80, Dance (Athletic) 40, Disarm Trap 85, Diving (Athletic) 60, First Aid 105, Fletching (Craft) 65, Leadership (Influence) 90, Meditation 50, Music (Artistic) 65, Perception 110, Pick Lock 80, Riding 100, Read Runes 70, Singing (Influence) 70, Stalk/Hide 130, Use Item 70, Strategy/Tactics (Lore) 88, Swimming 90.

MERP Spells: 165 PP (x3 PP multiplier). Knows all Ranger Base lists to 25th lvl. All Open Channeling lists to 20th lvl.

GELMIR IN ROLEMASTER

Hits: 195 Melee OB: 275 Missile OB: 240
AT: 20 (170).

RM Profession: Ranger.

RM Stats: Co 99, SD 96, Ag 101, Me 94, Re 92; St 102, Qu 101, Pr 98, In 101, Em 98.

RM Skills: Acrobatics 80, Acting 95, Adrenal Moves 80, Ambush 20, Athletic Games 90, Caving 50, Climbing 120, Contortions 80, Dance 40, Disarm Trap 85, Diving 60, First Aid 105, Fletching 65, Frenzy 110, Leadership 90, Linguistics 16*, Meditation 50, Music 65, Perception 110, Pick Lock 80, Riding 100, Runes 70, Singing 70, Stalk/Hide 130, Staves & Wands 70, Strategy/Tactics 88, Swimming 90.

RM Spells: 165 PP (x3 PP multiplier). Knows all Ranger Base lists to 10th lvl. All Open Channeling lists to 10th lvl.

Appearance: 99.

GELMIR IN LoR

LoR Profession: Bard.

LoR Stats: Strength 5, Agility 4, Intelligence 5, Movement 4, Defense 5, Melee OB 13, Missile OB 13, General 4, Subterfuge 9, Perception 8, Magical 6, Endurance 163.

LoR Spells: Balance, Camouflage, Concentration, Healing, Shield, Sustenance.

LoR Experience Points: 37,800.

GELMIR'S PRINCIPAL ITEMS

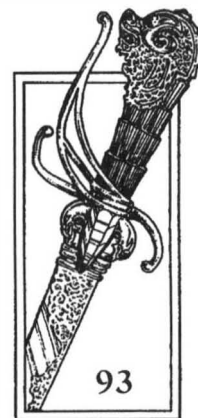
Plate Armor.

MERP/RM: +30 DB.

Two-handed Sword.

MERP/RM: +35 OB.

Read Sil 188, 191.





GILDOR INGLORION

A Noldo of the House of Finrod, Gildor led one of the Wandering Companies, the Raenar Dirnen, throughout the later Third Age. He and the Elves under his authority traveled primarily within the bounds of Lindon, with infrequent sojourns to Rivendell to visit their kin in that haven. During one of these trips to Imladris, Gildor encountered Frodo, Sam, Merry, and Pippin as the Hobbits departed the Shire. He and his companions rendered aid to the frightened Little Folk—who had just sighted a Black Rider—proffering a festal supper, witty conversation, a bit of advice, and a safe refuge for the night.

Gildor was tall, slim, and regal of bearing. His dark hair harbored strands of silver; his charcoal grey eyes shone with the light of stars. He could perceive much that remained hidden to lesser folk. His insight was both blessing and curse: from it stemmed wisdom and terrible weariness. When the Ringbearers set sail for the West, Gildor was ready to leave the lands of Middle-earth with them.

Note: Gildor bore the same given name as one of the Edain: one of the twelve warriors who lived to remain loyal to Barahir after Morgoth had destroyed their dwellings in Dorthonion and captured, slain, or driven away their wives and children. The Man and the Noldo are not one and the same individual.

Gildor
Inglorion

GILDOR INGLORION

Lvl: 30.

Race: Noldo.

Home: Rivendell.

Names: Gildor Inglorion (S. "Starlord").

GILDOR INGLORION IN MERP

Hits: 185 Melee OB: 180 Missile OB: 190
AT: PI (120).

MERP Profession: Ranger.

MERP Stats: ST 98, AG 89, CO 105,
IG 73, IT 105, PR 100.

MERP Skills: Acrobatics 75, Base Spell OB 35, Climb 99, Diving 84, Swim 89, Music (Artistic) 90, Perception 101, Stalk/Hide 110, Ride 94, Read Runes 64, Boat Handling 76, Tracking 99.

MERP Spells: 150 PP (x3 PP multiplier). Base Spell OB is +35. Gildor Inglorion knows all the Ranger Base lists and the Open Channeling lists.

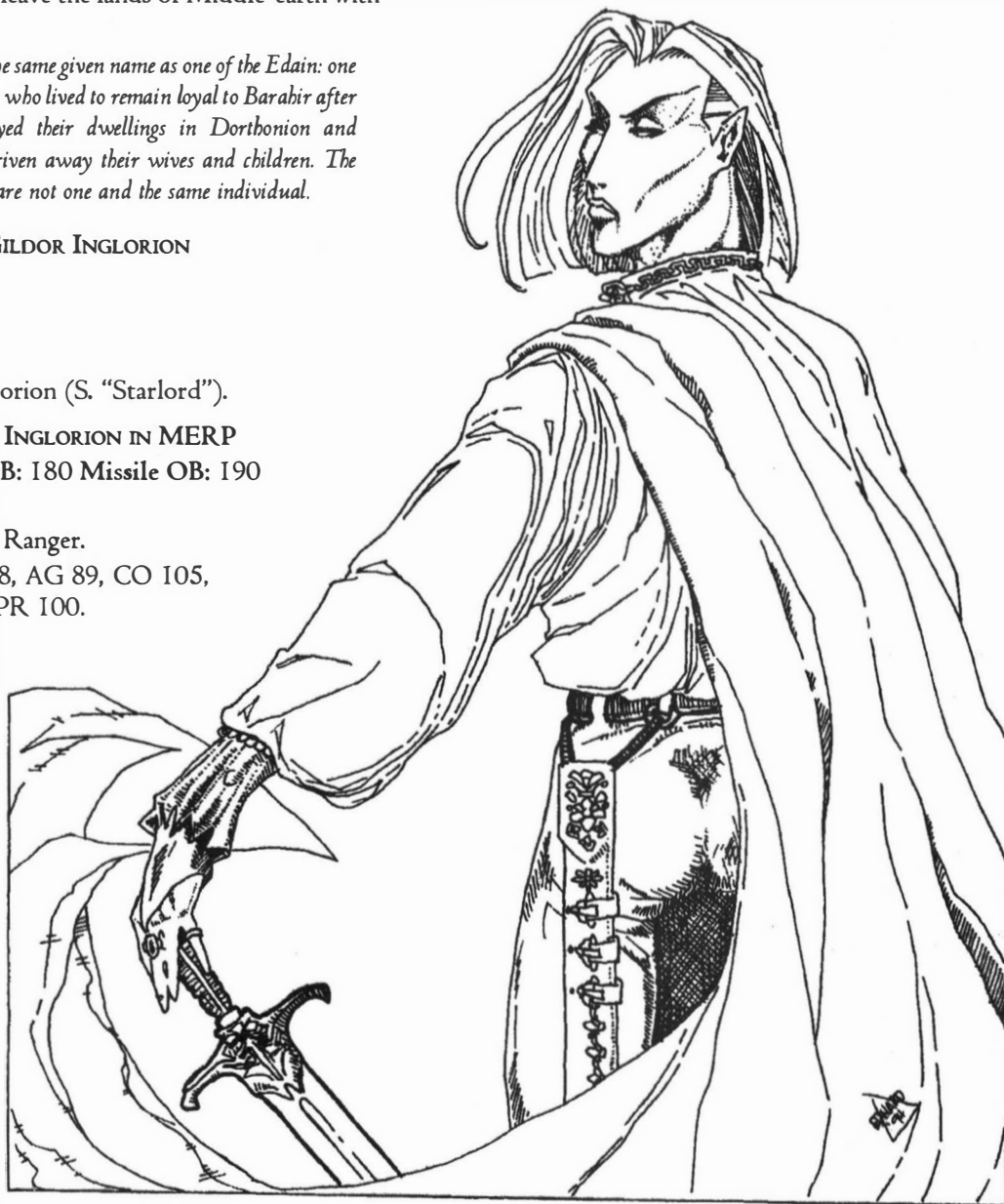
GILDOR INGLORION IN ROLEMASTER

Hits: 185 Melee OB: 180 Missile OB: 190
AT: 17 (120).

RM Profession: Ranger.

RM Stats: St 98, Qu 87, Em 68, In 105, Pr 99,
Ag 91, Co 105, Me 100, Re 77, SD 100.

RM Skills: Acrobatics 75, Climb 99, Diving 84, Swim 89, Music 90, Perception 101, Stalk/Hide 110, Riding 94, Runes 64, Boat Handling 76, Tracking 99.



RoM Spells: 150 PP (x3 multiplier). Base Spell OB is +35. Gildor Inglorion knows all the Ranger lists and the Open Channeling lists.

Appearance: 95.

GILDOR INGLORION IN LoR

LoR Profession: Ranger.

LoR Stats: Strength 4, Agility 3, Intelligence 4, Movement 4, Defense 4, Melee OB 10, Missile OB 11, General 3, Subterfuge 8, Perception 7, Magical 4, Endurance 134.

LoR Spells: Charm Animal, Concentration, Luck, Healing, Protection from Magic, Speed, Clairvoyance.

LoR Experience Points: 33,900.

GILDOR INGLORION'S PRINCIPAL ITEMS

Staff—The enchanted staff permits the bearer to walk four times as far as normal without rest. When rest is taken, only a quarter as much as usual is needed. PPx3.

Broadsword—The blade glows whenever Orcs or Trolls are within 1000'.
MERP/RM: +25 OB.
LoR: +2 Damage.

Longbow—Sends arrows far and true. The weapon's range is doubled.
MERP/RM: +20 Missile OB.
LoR: +2 Missile OB, +2 Damage.

Tabard—Confers protection on the wearer as though it were plate armor.
MERP/RM: AT PI/17.
LoR: +3 Defense.

Boots—Permit the user to pass over any sort of ground without leaving any tracks.

Read LotR I 116-124.

GIL-GALAD

Gil-galad was the last of the Noldo High Kings. He descended from a line of powerful rulers: the son of Fingon, who was the son of Fingolfin, who was the son of Finwë.

Though he was born before the Dagor Bragollach, he was saved from the aftermath that claimed so many women and children by his father who sent his young son to dwell with Círdan the shipwright in the Havens of Falas. He escaped also the sack of the Havens, fleeing to the Isle of Balar. Following the deaths of Fingon and Turgon, he became High King of the Noldor. When Celeborn departed Harlindon, the remaining Grey-elves also pledged themselves to Gil-galad.

Only Gil-galad and his people doubted Annatar, the Lord of Gifts, and his fair-seeming guise, though they did not know his true identity. The imposter was not admitted into Lindon. And that realm remained safe when Sauron openly assaulted Eregion and laid waste to Eriador. With the aid of Tar-Minastir, eleventh king of Númenor, Sauron was forced to concentrate his power in the south and east.

When Sauron again rose to power, Gil-galad renewed the alliance with the surviving Númenóreans and defeated Sauron again in the Wars of the Last Alliance. The High King himself, however, was slain in the final battle, falling in single combat with Sauron. Had it not been for the preservation of the One Ring—claimed by Isildur as weregild for the deaths of his father and brother—the victory over Sauron would have been complete.

Gil-galad was one of Middle-earth's greatest, noblest, most honorable, and most consistent leaders. His realm of Lindon was the longest lasting Elven kingdom in Endor. He was wise, perceptive, and a faultless judge of character and intent. Physically he possessed the remarkable physique of the greatest Noldo princes (7'6"), the golden hair of his august lineage, and the penetrating blue eyes of the Vanyar.

Important Dates: *S.A. 3434 defeated Sauron in the Battle of Dagorlad. S.A. 3441, with Elendil, overthrew Sauron, but was slain.*

GIL-GALAD

Lvl: 100.

Race: Noldo.

Home: Born in Hithlum, then lived in the Havens, then a fugitive on the Isle of Balar, then served as Lord of Lindon.

Names: (S. "Star of Radiance"), originally Ereinion (S. "Son of Kings"), then Gil-galad Ereinion.

GIL-GALAD IN MERP

Hits: 225 Melee OB: 430 Missile OB: 340
AT: Plate (240).

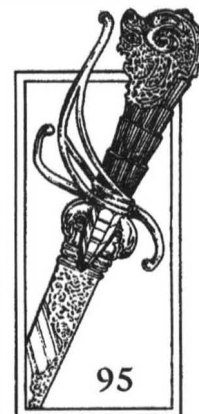
MERP Profession: Warrior.

MERP Stats: AG 103, CO 100, IG 105, IT 107, Pr 105; ST 102.

MERP Skills: Acrobatics 110, Acting 100, Administration (Influence) 180, Architecture (Lore) 165, Athletic Games (Athletic) 150, Climbing 200, Dance (Athletic) 140, Diplomacy (Influence) 165, Directed Spells 110, Diving (Athletic) 120, First Aid 125, Fletching (Craft) 110, Leadership (Influence) 200, Martial Arts Striking 150, Martial Arts Sweeps 150, Meditation 165, Music (Artistic) 140, Navigation (Lore) 120, Perception 210, Public-speaking (Influence) 152, Riding 170, Read Runes 170, Sailing (Athletic) 98, Seduction (Influence) 112, Signaling 146, Singing (Influence) 125, Skiing (Athletic) 97, Stalk/Hide 200, Stargazing (Sky-Watching) 112, Use Item 150, Strategy/Tactics (Lore) 185, Swimming 180, Weather-watching (Sky-Watching) 122.

MERP Spells: 600 PP (x10 PP multiplier). Knows all Base Bard lists to 10th lvl, all Open Channeling and Essence lists.

Note: *DB includes Alkar from Veil of Lindon. DB rises to 340 with Bladeturn or Deflect.*





Gil-galad

GIL-GALAD IN ROLEMASTER

Hits: 225 Melee OB: 430 Missile OB: 340
AT: 20 (240).

RM Profession: Fighter (Astrologer).

RM Stats: Co 100, SD 104, Ag 103, Me 105,
Re 106, St 102, Qu 104, Pr 105, In 107, Em 105.

RM Skills: Acrobatics 110, Acting 100, Administration 180, Adrenal Defense 50, Adrenal Moves 100, Architecture 165, Athletic Games 150, Climbing 200, Dance 140, Diplomacy 165, Directed Spells 110, Diving 120, First Aid 125, Fletching 110, Frenzy 160, Leadership 200, Linguistics 30*, Martial Arts Stalking 150, Martial Arts Sweeps 150, Meditation 165, Music 140, Navigation 120, Perception 210, Public-speaking 152, Riding 170, Runes 170, Sailing 98, Seduction 112, Signaling 146, Singing 125, Skiing 97, Spell-mastery 85, Stalk/Hide 200, Star-gazing 112, Staves & Wands 150, Strategy/Tactics 185, Subduing 180, Swimming 180, Trading 130, Weather-watching 122.

RM Spells: 600 PP (x10 PP multiplier). Knows all Base Astrologer lists to 50th lvl, all Open Channeling and Mentalism lists to 20th lvl.

Note: DB includes Alkar from Veil of Lindon. DB rises to 340 with *Bladeturn* or *Deflect*.

Appearance: 105.

GIL-GALAD IN LoR

LoR Profession: Bard.

LoR Stats: Strength 7, Agility 7, Intelligence 6, Movement 6, Defense 8, Melee OB 14, Missile OB 13, General 7, Subterfuge 11, Perception 11, Magical 7, Endurance 213.

LoR Spells: Balance, Fire Bolt, Luck, Protection from Magic, Speed, Strength.

LoR Experience Points: 57,000.

GIL-GALAD'S PRINCIPAL ITEMS

The Great Spear (Aeglos)—(S. "Snow Point" or "Icicle") Made of pure white eog, Holy, triple concussion criticals, additional Cold and Impact criticals. Protects the wielder vs any cold and the draining power of undead. Aeglos with Gil-galad was destroyed by Sauron's Gauntlet of Slaying on the slopes of Orodruin. But Gil-galad's fatal contest with Sauron permitted Elendil to strike Sauron down.

MERP/RM: +88 OB, IT can cast the following spells 3x/daily each, 2/rnd: *MERP Resistance* except bonus is +50; RM, at 50th level of ability, *Bladeturn I*, *Ice Bolt* (5x hits), *Regeneration V*, and *Resistance True*.

The Ring of Air (Vilya)—See entry covering Elrond.
Robes of Aman—Naturally silver-white, they change to any desired coloring and/or mottling.

MERP/RM: AT: PI/20 (+88 DB); adds 100 to hiding. RM *Displacement V*.

The White Crown—Woven from sprigs of the White Tree, PPx10 all professions, maintain concentration spells without concentration for 1 rnd/lvl, protects as a full helm, negates 50% of head criticals.

The Veil of Lindon—A cape with the same coloring properties as Gil-galad's Robes of Aman, swirls to defend its wearer like a full shield.

MERP/RM: +50 DB; can cast *MERP Light V*; RM *Alkar* at will.

Read *Sil* 154, 196, 244, 247, 254, 267, 286, 287, 290, 292, 293-94, 305; *LoRI* 83, 250, 257, 319-320, 332; *LoRIII* 389, 452, 453-55.

GILMITH

Gilmith was a fair maiden with long, dark locks and light-filled grey eyes. She was slender and stood a statuesque 6'0". Her demeanor was always pleasant, open, and happy. She translated her inner joy into song and music. Gilmith's dulcet voice accompanied by harmonies on the harp charmed many an informal audience of courtiers. Her smiling countenance contrasted strongly with the sober lines of her brother's face; Galador seemed to have inherited only the grimmer side of his parents' natures. Gilmith was the daughter of Imrazôr the Númenórean and Mithrellas, a companion to the maiden Nimrodel.

GILMITH

Lvl: 18.

Race: Half-elf (Númenórean/Elf).

Home: Dol Amroth.

Names: Gimlith (S. "Star-ember").

GILMITH IN MERP

Hits: 95 Melee OB: 96 Missile OB: 106
AT: No (55).

MERP Profession: Bard.

MERP Stats: ST 67, AG 84, CO 87, IG 100, IT 86, PR 94.

MERP Skills: Acrobatics 85, Climb 92, Diving 54, Swim 85, Dance (Artistic) 96, Music (Artistic) 100, Perception 91, Stalk/Hide 85, Read Runes 65, Boat Handling 76, Seduction (Influence) 86.

MERP Spells: 54 PP (+3 spell adder). Base Spell OB is +5. Gilmith knows all the Bard Base lists.

GILMITH IN ROLEMASTER

Hits: 95 Melee OB: 96 Missile OB: 106
AT: I (55).

RM Profession: Bard.

RM Stats: St 67, Qu 98, Em 80, In 76, Pr 100, Ag 69, Co 87, Me 96, Re 58, SD 87.

RM Skills: Acrobatics 85, Climb 92, Diving 54, Swim 85, Dance 96, Music 100, Perception 91, Stalk/Hide 85, Runes 65, Boat Handling 76, Seduction 86.

RM Spells: 54 PP (+3 Spell Adder). Base Spell OB is +25. Gilmith knows all the Bard Base lists.

Appearance: 99.

GILMITH IN LoR

LoR Profession: Bard.

LoR Stats: Strength 0, Agility 2, Intelligence 2, Movement 3, Defense 3, Melee OB 7, Missile OB 7, General 3, Subterfuge 6, Perception 7, Magical I, Endurance 71.

LoR Spells: All.

LoR Experience Points: 17,400.

GILMITH'S PRINCIPAL ITEMS

Lute—An enchanted instrument that enhances a Bard's abilities.

MERP/RM: +20 to user's Base Spell OB for any spells from the Base Bard lists. +3 spell adder.

Bracelet—Wearer may appear to be someone else. The change in appearance does not affect the wearer's clothing or belongings. The effect lasts for 1 hour and can be used once per day.

Longbow.

MERP/RM: +20 Missile OB.

Read UT 248.

GLORFINDEL (I)

A valiant captain of the guard in Gondolin, Glorfindel escaped the sack of that city and aided in Tuor's and Idril's flight. The party was attacked by an evil force led by a Balrog, however. Glorfindel engaged the demon in single combat while the others escaped. Both the Elf-lord and the Balrog fell to their deaths. Glorfindel was of the house of Finarfin, and lord of the House of the Golden Flower.

GLORFINDEL

Lvl: 50.

Race: Noldo.

Home: Aman, later Gondolin.

Names: (Q. "Golden-haired One").

GLORFINDEL IN MERP

Hits: 220 Melee OB: 306 Missile OB: 256
AT: Plate (135).

MERP Profession: Warrior.

MERP Stats: ST 103, AG 100, CO 101, IG 99, IT 99, PR 103.

MERP Skills: Acrobatics 70, Acting 100, Administration (Influence) 90, Athletic Games (Athletic) 110, Caving 50, Climbing 110, Dance (Athletic) 70, Diplomacy (Influence) 60, Disarm Trap 66, Diving (Athletic) 80, First Aid 90, Fletching (Craft) 65, Leadership (Influence) 92, Martial Arts Striking 90, Martial Arts Sweeps 70, Music (Artistic) 104, Perception 116, Pick Lock 76, Public-speaking (Influence) 81, Riding 106, Read Runes 86, Seduction (Influence) 74, Singing (Influence) 80, Skiing (Athletic) 54, Stalk/Hide 121, Star-gazing (Sky-Watching) 93, Use Item 56, Strategy/Tactics (Lore) 102, Swimming 100, Tracking 94, Tumble (Athletic) 74, Weather-watch (Sky-Watch) 82.

MERP Spells: None.

GLORFINDEL IN ROLEMASTER

Hits: 220 Melee OB: 306 Missile OB: 256
AT: 20 (135).

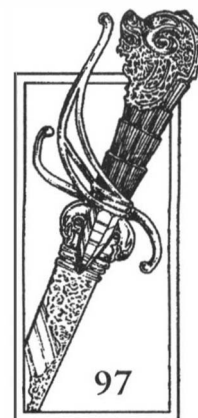
RM Profession: Fighter.

RM Stats: St 103, Qu 102, Em 98, In 99, Pr 103, Ag 100, CO 101, Me 99 Re 100, SD 104.

RM Skills: Acrobatics 70, Acting 100, Administration 90, Adrenal Moves 100, Athletic Games 110, Caving 50, Climbing 110, Dance 70, Diplomacy 60, Disarm Trap 66, Diving 80, First Aid 90, Fletching 65, Frenzy 100, Leadership 92, Linguistics 14*, Martial Arts Stalking 90, Martial Arts Sweeps 70, Music 104, Perception 116, Pick Lock 76, Public-speaking 81, Riding 106, Runes 86, Seduction 74, Singing 80, Skiing 54, Stalk/Hide 121, Star-gazing 93, Staves & Wands 56, Strategy/Tactics 102, Subduing 112, Swimming 100, Tracking 94, Tumbling 74, Weather-watching 82.

RM Spells: None.

Appearance: 104.



GLORFINDEL IN LoR

LoR Profession: Bard.

LoR Stats: Strength 6, Agility 4, Intelligence 3, Movement 4, Defense 5, Melee OB 13, Missile OB 12, General 6, Subterfuge 8, Perception 8, Magical 4, Endurance 250.

LoR Spells: Camouflage, Charm Animals, Healing, Speed.

LoR Experience Points: 46,800.

GLORFINDEL'S PRINCIPAL ITEMS

Sword (Calninquë)—(Q. "White Cleaving") A two-handed sword, it was of clear laen with an edge of white eog. Calninquë was Holy and Of Slaying demons. The wielder is immune to all heat and cold.

MERP/RM: +60 OB; the wielder is *Hasted* whenever he draws the weapon.

Surcoat—A sleeveless overgarment of white cloth, it protects while not encumbering.

MERP/RM: AT PI/20 (+30 DB).

GLORFINDEL'S LESSER ITEMS OF NOTE

Shield—Of steel and white eog.

MERP/RM: +30 DB.

Bow of Power—Possessing 3x normal range and delivering 2x normal concussion hits.

Read Sil 237, 301-2.

GLORFINDEL (II)

Though not to be confused with another Glorfindel—a Lieutenant of Turgon in Gondolin, head of the House of the Golden Flower—this Glorfindel was a Noldo prince of great strength and lineage, chief of the Guardians of Rivendell. Not least among his accomplishments was no doubt the instruction of Aragorn in the ways of combat.

He departed the Undying Lands with his brethren (though somewhat reluctantly), fought valiantly against Morgoth, and survived the downfall of Eregion and the War of the Elves and Sauron. He led a force in the Last Alliance of Men and Elves, as well as commanding the Elven army which defeated Angmar in the Battle of Fornost (T.A. 1975). Few of his kind remained in Middle-earth by the end of the Third Age.

Not only strong, Glorfindel was accounted one of the Wise, and attended the Council of Elrond. He sailed into the West with the Ringbearers at the end of the Third Age.

Glorfindel was tall (6'10") and strong, with clear, bright blue eyes and golden hair.

GLORFINDEL

Lvl: 50.

Race: Noldo (House of Finarfin).

Home: Aman; Beleriand; Eregion; Imladris.

Names: (S. "Golden-haired").

GLORFINDEL IN MERP

Hits: 225 Melee OB: 291 Missile OB: 265

AT: Plate (110).

MERP Profession: Warrior (Bard).

MERP Stats: ST 102, AG 101, CO 101, IG 102, IT 91, PR 102.

MERP Skills: Acrobatics 80, Acting 80, Administration (Influence) 70, Athletic Games (Athletic) 91, Caving 50, Climbing 120, Dance (Athletic) 86, Diplomacy (Influence) 111, Disarm Trap 56, Diving (Athletic) 81, First Aid 106, Fletching (Craft) 70, Foraging 83, Leadership (Influence) 84, Martial Arts Striking 80, Martial Arts Sweeps 80, Music (Artistic) 91, Perception 126, Pick Lock 76, Public-speaking (Influence) 72, Riding 136, Read Runes 76, Seduction (Influence) 85, Skiing (Athletic) 65, Stalk/Hide 131, Star-gazing (Sky-Watching) 88, Use Item 56, Strategy/Tactics (Lore) 108, Swimming 90, Tracking 92, Tumbling (Athletic) 85, Weather-watching (Sky-Watching) 106, Wood-carving (Craft) 35.

MERP Spells: 200 PP (x6 PP multiplier). Glorfindel knows all Bard Base and Open Essence lists to 10th lvl.

GLORFINDEL IN ROLEMASTER

Hits: 225 Melee OB: 291 Missile OB: 265

AT: 17 (110).

RM Profession: Fighter (Mentalist).



98

Glorfindel



RM Stats: St 102, Qu 102, Em 94, In 91, Pr 102, Ag 101, Co 101, Me 92, Re 89, SD 98.

RM Skills: Acrobatics 80, Act 80, Administration 70, Adrenal Moves 100, Athletic Games 91, Caving 50, Climb 120, Dance 86, Diplomacy 111, Disarm Trap 56, Diving 81, First Aid 106, Fletch 70, Forage 83, Frenzy 80, Leadership 84, Linguistics 23*, Martial Arts Strikes 80, Martial Arts Sweeps 80, Music 91, Perception 126, Pick Lock 76, Public-speaking 72, Riding 136, Runes 76, Seduction 85, Skiing 65, Stalk/Hide 131, Star-gazing 88, Staves & Wands 56, Strategy/Tactics 108, Subduing 115, Swim 90, Tracking 92, Tumbling 85, Weather-watching 106, Wood-carving 35.

RM Spells: 200 PP (x6 PP multiplier). Glorfindel knows Mentalist base Mind Speech and Presence lists to 10th lvl, Brilliance to 20th lvl, Mind Mastery, and Cloaking to 10th lvl.

Appearance: 104.

GLORFINDEL IN LoR

LoR Profession: Bard.

LoR Stats: Strength 6, Agility 4, Intelligence 3, Movement 4, Defense 5, Melee OB 14, Missile OB 13, General 5, Subterfuge 9, Perception 8, Magical 4, Endurance 286.

LoR Spells: Camouflage, Concentration, Healing, Luck.

LoR Experience Points: 50,400.

GLORFINDEL'S PRINCIPAL ITEMS

Sword (Macilrómen)—(Sunrise Sword) A lightweight two-handed sword, Macilrómen has a blade of golden alloy with a huge topaz orb in the pommel. Orcs suffer a -30 penalty to their RR's and are at -50 when attacking Glorfindel. Glorfindel's comrades within 30' gain +30 to all RR's (including morale). The sword cannot be fumbled if held by an Elf, is a Holy weapon, and delivers 3x normal concussion hits. Wielder is able to parry even missile weapons.

MERP/RM: +45 OB; when drawn, acts as the *MERP Utterlight* or *RM Astrologer* spell *Aura Blaze*, except Blinding attack is to all within 30', and the -25 penalty to all attackers is continuous as long as the sword is drawn. The sword also confers *Firearmor* on its wielder. Wielder is also *Hasted* at will.

Boots—Elven boots.

MERP/RM: confer all of the Ranger *Running* spells upon the wearer, as well as silent movement, *Traceless Passing* and +50 to climbing.

Tabard—White, with the emblem of his house on the breast. The tunic provides protection, but does not encumber.

MERP/RM: AT Pl/17 (+30 DB).

Lorglin (Gold-gleam)—A lesser Elven ring fashioned by Celebrimbor before the Great Rings were forged with Annatar's help, it is gold with a yellow topaz.

MERP/RM: +30 DB; regenerates wearer at the rate of 3 hits/rnd, is a PPx6 (Mentalism) and will cast *Invisibility* 6x/day.

GLORFINDEL'S SPECIAL POWERS

Healing—Like many of the greater Elves who lived in Aman, Glorfindel possessed some limited intrinsic healing powers, as if he knew the Channeling Purifications and Concussion's Ways/Surface Ways lists to 10th level.

GLORFINDEL'S LESSER ITEMS OF NOTE

Cloak.

MERP/RM: +50 to hiding bonuses.

Circlet—Acts as a full helm.

Bracelets—Protect the lower arms as greaves and prevent wrist/forearm criticals 60% of the time.

Read Lot R 1280-86, 293-99, 315, 348-61, *Lot RIII* 309.

GORTHAUR*

A shadowy figure in the Court of Ardor, Gorthaur spend much of his time either in his dark cavern or abroad acting as Amaru. He never wavered from his dedication to bring down the Sun and the Moon; although perhaps he was at times less than wholly enthusiastic.

Of average build, Gorthaur was fairly tall (6'8") with brown hair and hazel eyes.

GORTHAUR

Lvl: 35.

Race: Noldo.

Home: Beleriand; Aurax-Dûr in Mûmakan.

Names: (S. "The Abominable"; "Dread Abomination") not to be confused with the Maia Sauron; Morlin (S. "Quiet Darkness"); The High Priest; Amaru, god of Mûmakan.

GORTHAUR IN MERP

Hits: 125 **Melee OB:** 130 **Missile OB:** 0

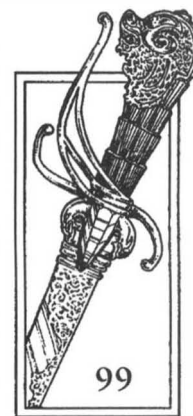
AT: Chain (100).

MERP Profession: Animist.

MERP Stats: ST 98, AG 100, CO 99, IG 86, IT 101, PR 100.

MERP Skills: Acting 56, Administration (Influence) 76, Climbing 46, Diplomacy (Influence) 70, Directed Spells 95, Falsification (Craft) 90, Leadership (Influence) 103, Mathematics (Lore) 80, Navigation (Lore) 68, Perception 70, Public-speaking (Influence) 91, Read Runes 80, Seduction (Influence) 75, Signaling 55, Stalk/Hide 89, Use Item 82, Strategy/Tactics (Lore) 85, Swimming 66, Trickery 76, Weather-watching (Sky-Watching) 80.

MERP Spells: 105 PP (x6 multiplier). Knows all Base Animist and Mage spells.





GORTHAUR IN ROLEMASTER

Hits: 125 Melee OB: 130 Missile OB: 0
AT: 15 (100).

RM Profession: Cleric.

RM Stats: St 98, Qu 100, Em 89, In 101, Pr 100,
Ag 100, Co 99, Me 88, Re 82, SD 89.

RM Skills: Acting 56, Administration 76, Channeling
96, Climbing 46, Diplomacy 70, Directed Spells
95, Falsification 90, Leadership 103, Linguistics
14*, Mathematics 80, Navigation 68, Perception
70, Public-speaking 91, Runes 80, Seduction 75,
Signaling 55, Spell-mastery 60, Stalk/Hide 89,
Staves & Wands 82, Strategy/Tactics 85, Swim-
ming 66, Trickery 76, Weather-watching 80.

RM Spells: 105 PP (x6 multiplier). Knows Base
Clerical Summons, Communal Ways, Life Mastery,
Protections lists to 30th; Evil Base Channeling Dark
Channels, Dark Lore, Curses lists to 30th; Weather
Ways, Light's Way, Barrier Law, Lofty Movements,
Locating Ways lists to 20th.

Appearance: 89.

GORTHAUR IN LoR

LoR Profession: Bard.

LoR Stats: Strength 3, Agility 3, Intelligence 3,
Movement 3, Defense 3, Melee OB 9, Missile OB
0, General 4, Subterfuge 6, Perception 6, Magical 5,
Endurance 158.

LoR Spells: Calm, Charm Animals, Fire Bolt, Item
Analysis, Luck, Protection from Magic.

LoR Experience Points: 23,700.

GORTHAUR'S PRINCIPAL ITEMS

Scepter (Rod of Umaran)—3' long rod of ebony with
gold head and fittings; strikes as a mace; delivers
additional Electricity critical.

MERP/RM: +30 OB; is Of Slaying nonevil users
of Channeling, also Unholy. Multiplies range
of MERP Nature's Lore; RM Weather Ways
spells x10 and all MERP *Lightning Bolt*, RM
Lightning Call strikes are x5 concussion hits.

Enchanted Card Deck—Ardan Deck, see Ardana.

GORTHAUR'S LESSER ITEMS OF NOTE

Armor—Blue leather.

MERP/RM: AT Ch/15 (+20 DB), encumbers as
AT SL/6.

Shield—Blue laen, weightless.

MERP/RM: +25 frontal DB, MERP *Protecton III*,
RM *Spell Shield True*.

Collar.

MERP/RM: casts MERP *Teleport*—To any place
that the caster has lived for one year, RM
Returning, *Rereturning* 1x/day each.

Ring—PPx6 enhancer.

See ICE's *Court of Ardor* 17, 20.

GWINDOR

Two of the youngest Noldor to depart Aman for
Middle-earth, the brothers Gwindor and Gelmir rapidly
gained both skill and honor in the host of Nargothrond.
The pair marched to war against Morgoth in the Dagor
Bragollach, but Gwindor alone returned. Gelmir was
captured and held prisoner.

When Orodreth was forced to abandon Tol Sirion to
Sauron, taking refuge with his brother Finrod in
Nargothrond, Gwindor met and gave his heart to Finduilas,
Orodreth's daughter. He named her Faelivren—a sun-
beam on the pools of Ivren—and hoped to gain her hand
in wedlock. The death of Finrod Felagund was also the
death of Gwindor's hopes. Orodreth inherited Finrod's
crown, and Finduilas became the heir of Nargothrond,
destined for a mate of greater stature than the King's
warlord.

Grieving this loss and the earlier one of his brother's
capture, Gwindor again confronted Morgoth's forces at
Maedhros' bidding in the Fifth Battle of the First Age. He
led but a small company of Elves, against the will of his
lord, Orodreth, who refused to aid any son of Fëanor.
Gwindor joined his warriors to the host of Fingon,
arrayed in the forested foothills of the Ered Wethrin and
on the heights of the fortress Eithel Sirion. There the
Elves awaited the arrival of Maedhros' forces.

Morgoth's captain was under orders to draw Fingon's
army out from the woods where they sheltered. Taunts
and challenges proved ineffective for this purpose, so the
Black Enemy's minion devised another scheme. His riders
brought Gelmir before the outworks of Barad Eithel and
there blinded the captive, hewed off his hands and feet,
and then his head.

Witnessing his brother's torture, Gwindor's rage in-
creased to madness. He charged forward on horseback, his
company behind him. They pursued the heralds who had
slain Gelmir, slew these riders in turn, and pressed deep
into Morgoth's host.

Fingon, seeing the bulk of his forces ready to break
ranks, and unwilling to abandon the Elves of Nargothrond,
ordered the trumpets sounded for a general charge. His
army leapt forth from the hills. So fierce was their
onslaught that they passed over the plain of Anfauglith
and came even to the walls of Angband. Ever in the
forefront of the conflict were Gwindor and his warriors.
They burst through the Great Gate of the Iron Prison and
slew the guards within, shaking even Morgoth on his dark
throne.

The valor of Nargothrond was spent unrewarded. The
Black Enemy permitted his main host, kept until now in
waiting, to issue forth. Fingon was beaten back from the
walls and could not come to Gwindor's aid. The Elves of
Nargothrond all died in the halls of Angband, save their
leader who was captured.

Twelve years in Morgoth's mines did not break Gwindor's spirit, but they lessened it and ruined his body. A shadow of his former self, he escaped and encountered Beleg in the wilds. Together they rescued Túrin from the Orcs that held the Adan captive. Beleg was mistakenly slain by Túrin in the confusion, and thus Gwindor alone brought Húrin's son to Nargothrond.

For Gwindor's sake, Túrin was made welcome and permitted to dwell in Orodreth's halls. After a time, the Adan was loved for himself alone, for he was young and in the flower of his manhood, beautiful to look upon, and noble in bearing and demeanor. Finduilas' heart turned unwillingly from Gwindor toward Túrin. Then Gwindor revealed Túrin's true identity, which he had kept hidden at Túrin's desire, initially naming the Adan only Agarwaen, son of Umath.

When Orodreth learned the truth, he bestowed great honor upon Húrin's son, and Túrin became mighty in Nargothrond. The Mormegil disliked the King's manner of warfare, an affair ambush and stealth, and counselled him to fight Morgoth's Orcs more openly. Gwindor spoke against Túrin, but his words went unheeded. Orodreth built a bridge from the Doors of Felagund crossing the River Narog, and the Elves sallied forth over it to drive the servants of Angband out of the lands surrounding.

The change in policy drew the Black Enemy's wrath to Nargothrond. Glaurung and a great host of Orcs were dispatched to defeat the peoples of Narog. The warriors of Nargothrond marched forth to meet the threat, but they were crushed and their King slain. Gwindor took his death wound in the fray. He charged Túrin with the rescue of Finduilas before he died, gifted with the foresight that only the Elf-maid might lift Morgoth's curse from the Adan. Túrin failed to make good Gwindor's request and went unhindered to his doom.

GWINDOR

Lvl: 75 (before capture); 30 (after Angband).

Race: Noldo.

Home: Aman, Nargothrond, Angband, Nargothrond.

Names: Gwindor, Warlord of Nargothrond.

GWINDOR (BEFORE CAPTURE) IN MERP

Hits: 270 Melee OB: 400 Missile OB: 200

AT: Pl (230).

MERP Profession: Warrior.

MERP Stats: ST 105, AG 107, CO 104, IG 98, IT 97, PR 104.

MERP Skills: Acrobatics 90, Acting 50, Administration (Lore) 150, Ambush 70, Appraisal 100, Athletic Games (Athletic) 150, Caving 100, Climb 90, Cookery 90, Dance (Artistic) 100, Diplomacy (Influence) 50, Disarm Traps 50, Diving (Athletic) 90, First Aid 100, Leadership (Influence) 150, Music (Artistic) 50, Navigation (Lore) 150, Perception 150, Read Runes 50, Ride 150, Stalk & Hide 160, Swim 80, Use Item 50.

MERP Spells: 150 PP. Base Spell OB is +45. Directed Spell OB is +90. Gwindor knows all Open Essence lists to 10th level and all Open Channeling lists to 10th level.

GWINDOR (BEFORE CAPTURE) IN ROLEMASTER

Hits: 270 Melee OB: 400 Missile OB: 200

AT: 20 (230).

RM Profession: Fighter.

RM Stats: St 105, Qu 105, Em 88, In 91, Pr 104, Ag 107, Co 104, Me 83, Re 89, SD 90.

RM Skills: Acrobatics 90, Acting 50, Administration 150, Adrenal Defense 250, Adrenal Moves 200, Ambush 150, Appraisal 100, Athletic Games 150, Caving 100, Climb 90, Cookery 90, Dance 100, Diplomacy 50, Disarm Traps 50, Diving 90, First Aid 100, Frenzy 200, Leadership 150, Linguistics 15, Martial Arts Strikes 100, Martial Arts Sweeps & Throws 100, Music 50, Navigation 150, Perception 150, Ride 150, Runes 50, Stalk & Hide 160, Staves & Wands 50, Subduing 100, Swim 80.

RM Spells: 150 PP. Base Spell OB is +45. Directed Spell OB is +90. Gwindor knows the Paladin Base lists to 20th level and all Open Mentalism lists to 10th level.

Appearance: 91.

GWINDOR (BEFORE CAPTURE) IN LoR

LoR Profession: Bard.

LoR Stats: Strength 9, Agility 9, Intelligence 4, Movement 5, Defense 7, Melee OB 14, Missile OB 11, General 8, Subterfuge 10, Perception 10, Magical 3, Endurance 216.

LoR Spells: All.

LoR Experience Points: 53,100.

GWINDOR (AFTER ANGBAND) IN MERP

Hits: 145 Melee OB: 270 Missile OB: 180

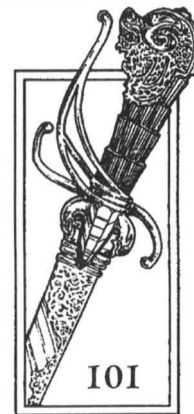
AT: Pl (130).

MERP Profession: Warrior.

MERP Stats: ST 92, AG 102, CO 86, IG 81, IT 72, PR 74.

MERP Skills: Acrobatics 48, Acting 10, Administration (Lore) 90, Ambush 7, Appraisal 100, Athletic Games (Athletic) 90, Caving 90, Climb 90, Cookery 90, Dance (Artistic) 40, Diplomacy (Influence) 60, Disarm Traps 40, Diving (Athletic) 80, First Aid 100, Leadership (Influence) 150, Music (Artistic) 30, Navigation (Lore) 80, Perception 110, Read Runes 50, Ride 90, Stalk & Hide 160, Swim 50, Use Item 40.

MERP Spells: 30 PP. Base Spell OB is +45. Directed Spell OB is +50. Gwindor knows all Open Essence lists to 10th level and all Open Channeling lists to 5th level.





GWINDOR (AFTER ANGBAND) IN ROLEMASTER

Hits: 145 **Melee OB:** 270 **Missile OB:** 180
AT: 20 (130).

RM Profession: Fighter.

RM Stats: St 92, Qu 101, Em 72, In 82, Pr 74,
Ag 102, Co 86, Me 48, Re 81, SD 92.

RM Skills: Acrobatics 72, Acting 10, Administration 90, Adrenal Defense 140, Adrenal Moves 120, Ambush 15, Appraisal 100, Athletic Games 90, Caving 90, Climb 90, Cookery 90, Dance 40, Diplomacy 60, Disarm Traps 40, Diving 80, First Aid 100, Frenzy 100, Leadership 65, Linguistics 40, Martial Arts Strikes 100, Martial Arts Sweeps & Throws 100, Music 30, Navigation 80, Perception 110, Ride 90, Runes 50, Stalk & Hide 160, Staves & Wands 40, Subduing 80, Swim 50.

RM Spells: 30 PP. Base Spell OB is +45. Directed Spell OB is +50. Gwindor knows the Paladin Base lists and all Open Mentalist lists to 10th level.

Appearance: 73.

GWINDOR (AFTER ANGBAND) IN LoR

LoR Profession: Bard.

LoR Stats: Strength 4, Agility 6, Intelligence 4, Movement 4, Defense 5, Melee OB 12, Missile OB 11, General 4, Subterfuge 10, Perception 8, Magical 2, Endurance 105.

LoR Spells: Strength, Shield, Balance, Camouflage, Concentration, Item Analysis, Clairvoyance, Healing, Prot. from Magic, Sustenance, Charm Animal.

LoR Experience Points: 31,100.

GWINDOR'S PRINCIPAL ITEMS

Uraglar—(S. "Blaze of Glory") A two-handed sword forged of a rare earth alloy containing tungsten and titanium. The Dwarves of Nogrod made a gift of it to the Elves of Nargothrond.

MERP/RM: +70 OB; 1.5x the normal weight of a two-handed sword, it is difficult for anyone with a Strength stat under 96 to wield (-20 penalty); the more furiously the weapon is wielded, the more accurate it becomes: for each attack or parry during continuous combat, the fumble range drops by 1, and when there is no chance of a fumble the OB increases by one; of parrying, if an opponent's attack is successfully parried, he must roll on the fumble table; of fire, delivers an additional heat crit with every normal crit achieved.

Plate Armor—Forged of galvorn.

MERP/RM: +90 DB; unencumbering; allows wearer to cast from the Concussion Ways and Light Ways spell lists without expending his own PPs, provides 300 PPs for this purpose; +50 to leadership maneuvers; +30 to RRs.

Read Sil 188, 190-2, 207-12.

HALDIR

Haldir, along with his brothers Rúmil and Orophin, met the Fellowship of the Ring when they first entered Lórien. Haldir was a Guardian of the Wood. His duties included patrolling its borders, as well as travelling abroad to gather news and to note the doings of enemies. Of necessity, he spoke the tongues of many peoples. Haldir guided Frodo and Company through Lórien to Caras Galadhon where Gladriel and Celeborn awaited.

HALDIR

Lvl: 10.

Race: Silvan Elf.

Home: Lórien.

Names: Haldir (S. "Tall Watcher").

HALDIR IN MERP

Hits: 124 **Melee OB:** 120 **Missile OB:** 170
AT: No (40).

MERP Profession: Warrior.

MERP Stats: ST 96, AG 100, CO 98, IG 83, IT 70, PR 83.

MERP Skills: Climb 65, Swim 52, Stalk/Hide 54, Perception 80, Ambush 1, Acrobatics 45, Music (Artistic) 64, Rope Mastery 50, Seduction (Influence) 40, Tracking 80.

MERP Spells: None.

HALDIR IN ROLEMASTER

Hits: 124 **Melee OB:** 120 **Missile OB:** 170
AT: 1 (40).

RM Profession: Fighter.

RM Stats: St 96, Qu 101, Em 85, In 69, Pr 100, Ag 99, Co 98, Me 70, Re 81, SD 65.

RM Skills: Climb 65, Swim 52, Stalk/Hide 54, Perception 80, Ambush 1, Acrobatics 45, Music 64, Rope Mastery 50, Seduction 40, Tracking 80.

RM Spells: None.

Appearance: 98.

HALDIR IN LoR

LoR Profession: Warrior.

LoR Stats: Strength 3, Agility 5, Intelligence 2, Movement 2, Defense 2, Melee OB 8, Missile OB 10, General 1, Subterfuge 8, Perception 10, Magical 0, Endurance 72.

LoR Spells: None.

LoR Experience Points: 19,500.

HALDIR'S PRINCIPAL ITEMS

Long Knife—The weapon delivers blows equivalent to those of a short sword.

MERP/RM: +20 OB; strikes as a short sword.

Longbow—Of extremely high quality.

MERP/RM: +15 Missile OB.

Read LotR I 443-458.

HELADIL*

Heladil was nephew to Thranduil, King of Mirkwood's Wood-elves. Heladil commanded a nine-elf unit—an Uialcu (S. "Twilight Bows")—of elite warriors. He was well-loved by those under him; his strength and valor in battle were matched by an equal measure of wit and light-hearted merriment. Heladil was slain in the Battle under the Trees, in T.A. 3019, when Sauron's forces in Dol Guldur marched northward to assail Thranduil's realm.

HELADIL

Lvl: 8.

Race: Sinda.

Home: Northern Mirkwood.

Names: Heladil (S. "Pointed Glass").

HELADIL IN MERP

Hits: 91 **Melee OB:** 95 **Missile OB:** 120

AT: Ch (50).

MERP Profession: Warrior.

MERP Stats: ST 98, AG 100, CO 90, IG 95, IT 90, PR 69.

MERP Skills: Acrobatics 75, Athletic Games (Athletic) 78, Climb 99, Swim 35, Dance (Artistic) 79, Leadership 84, Perception 91, Stalk/Hide 95, Seduction (Influence) 46, Strategy & Tactics (Lore) 88, Trickery 62.

MERP Spells: None.

HELADIL IN ROLEMASTER

Hits: 91 **Melee OB:** 95 **Missile OB:** 120

AT: I3 (50).

RM Profession: Fighter.

RM Stats: St 98, Qu 99, Em 96, In 90, Pr 91, Ag 100, Co 90, Me 90, Re 94, SD 47.

RM Skills: Acrobatics 75, Adrenal Defense 56, Adrenal Moves 83, Athletic Games 78, Climb 99, Swim 35, Dance 79, Leadership 84, Perception 91, Stalk/Hide 95, Seduction 46, Strategy & Tactics 88, Trickery 62.

RM Spells: None.

Appearance: 92.

HELADIL IN LoR

LoR Profession: Warrior.

LoR Stats: Strength 3, Agility 5, Intelligence 3, Movement I, Defense I, Melee OB 7, Missile OB 8, General 3, Subterfuge 7, Perception 7, Magical 0, Endurance 54.

LoR Spells: None.

LoR Experience Points: 14,400.

HELADIL'S PRINCIPAL ITEM

Shield of Concealment—Changes color to match that of its surroundings.

MERP/RM: +25 to bearer's Hiding maneuvers.

See *ICE's Mirkwood* 125

HIRADUR*

Hiradur was a shipwright in Ost-in-Edhil during the Second Age. He created elegant vessels to carry the dwellers of the city on the waters of the Sirannon. Shallops for lone Elves enjoying the stars, gondolas for twosomes or threesomes, and swan-boats for more—all emerged from Heladur's shipyards, adjacent to the Pelondë (S. "Fenced Haven") of Ost-in-Edhil.

Hiradur was an impressive Noldo; he stood 6'6" and boasted a broad chest and well-muscled arms. His empathy for water-craft stemmed from a love of the sea. The crash of waves and the cries of sea-birds ever haunted his dreams, eventually compelling him to leave Ost-in-Edhil for the West.

HIRADUR

Lvl: 15.

Race: Noldo.

Home: Ost-in-Edhil (Second Age).

Names: Hiradur (S. "Lord's Friend").

HIRADUR IN MERP

Hits: 125 **Melee OB:** 120 **Missile OB:** 100

AT: RL (40).

MERP Profession: Warrior.

MERP Stats: ST 96, AG 99, CO 95, IG 71, IT 80, PR 85.

MERP Skills: Climb 50, Swim 80, Perception 66, Acrobatics 45, Rope Mastery 80, Sailing (Athletic) 92, Seduction (Influence) 67, Woodcraft (Craft) 100, Navigation (Lore) 89.

MERP Spells: None.

HIRADUR IN ROLEMASTER

Hits: 125 **Melee OB:** 120 **Missile OB:** 100

AT: I2 (40).

RM Profession: Fighter.

RM Stats: St 96, Qu 99, Em 67, In 79, Pr 95, Ag 98, Co 95, Me 80, Re 74, SD 75.

RM Skills: Climb 50, Swim 80, Perception 66, Acrobatics 45, Rope Mastery 80, Sailing 92, Seduction 67, Woodcraft 100, Navigation 89.

RM Spells: None.

Appearance: 102.

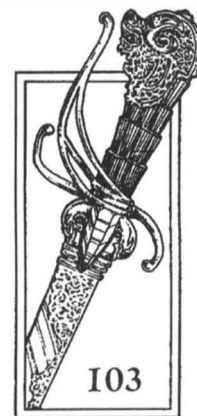
HIRADUR IN LoR

LoR Profession: Warrior.

LoR Stats: Strength 3, Agility 5, Intelligence 3, Movement 3, Defense 4, Melee OB 7, Missile OB 8, General 4, Subterfuge 7, Perception 7, Magical 0, Endurance 60.

LoR Spells: None.

LoR Experience Points: 16,800.





HIRADUR'S PRINCIPAL ITEMS

Broadsword—A wooden blade edged with laen, giving it sharpness while allowing it to float in water.

MERP/RM: +25 OB.

Heavy Crossbow—A well-made mechanism that flings its bolts true.

MERP/RM: +10 Missile OB.

Leather Armor—Lined with ogamur and shaalk, bestowing greater protection without much weight.

MERP/RM: +20 DB.

Navigating Tools—Include a mithril compass and sextant. +25 to Navigating maneuvers.

See *ICE's Lórien* 37, 56.

HUINEN*

A resident of southern Mirkwood in the Third Age, Huinen attempted to hold back the Shadow from his part of the forest. His origins were mysterious, though it was likely that he descended from the Exiles of Aman, doomed to remain in Middle-earth until he had paid for the oath taken by his forefathers.

Huinen's nature was strange: his cohorts (few though there were) figured him to be insane. Radical shifts in demeanor accompanied bizarre disguises and journeys, although such oddities may have been ruses to lull servants of the Dark Lord into complacency.

The master of Ceber Fanuin was 6'10" tall, slender of build, and possessing black curly hair, shot with white streaks. His hazel eyes seemed to change color randomly.

HUINEN

Lvl: 33.

Race: Noldo.

Home: Ceber Fanuin, in Southern Mirkwood.

Names: (S. "Eyes of Gloom").

HUINEN IN MERP

Hits: 112 Melee OB: 100 Missile OB: 0

AT: None (100).

MERP Profession: Mage.

MERP Stats: ST 76, AG 100, CO 89, IG 100, IT 89, PR 101.

MERP Skills: Acting 110, Administration (Influence) 53, Architecture (Lore) 73, Climbing 52, Dance (Athletic) 45, Diplomacy (Influence) 43, Directed Spells 98, Diving (Athletic) 16, Falsification (Craft) 113, First Aid 86, Leadership (Influence) 97, Mathematics (Lore) 82, Meditation 91, Music (Artistic) 33, Perception 121, Read Runes 83, Seduction (Influence) 89, Singing (Influence) 45, Skiing (Athletic) 20, Stalk/Hide 119, Use Item 72, Strategy/Tactics (Lore) 62, Swimming 67, Tracking 115, Trickery 85, Weather-watching (Sky-Watching) 92, Wood-carving (Craft) 26.

MERP Spells: 99 PP (x6 PP multiplier). Knows all Open Essence and Mage Base lists to 10th lvl.

HUINEN IN ROLEMASTER

Hits: 112 Melee OB: 100 Missile OB: 0

AT: 1 (100).

RM Profession: Seer.

RM Stats: St 76, Qu 98, Em 87, In 89, Pr 101, Ag 100, Co 89, Me 98, Re 97, SD 96.

RM Skills: Acting 110, Administration 53, Adrenal Moves 50, Architecture 73, Climb 52, Dance 45, Diplomacy 43, Directed Spells 98, Diving 16, Falsification 113, First Aid 86, Leadership 97, Linguistics 24*, Mathematics 82, Meditation 91, Music 33, Perception 121, Runes 83, Seduction 89, Singing 45, Ski 20, Spell-mastery 54, Stalk/Hide 119, Staves & Wands 72, Strategy/Tactics 62, Subduing 102, Swim 67, Tracking 115, Trickery 85, Weather-watching 92, Wood-carving 26.

RM Spells: 99 PP (x6 PP multiplier). Knows 3 Seer lists to 30th level, 3 to 20th level, 10 Mentalists Open and Closed lists to 10th.

Appearance: 100 (though usually lower).

HUINEN IN LOR

LoR Profession: Bard.

LoR Stats: Strength 2, Agility 3, Intelligence 4, Movement 3, Defense 2, Melee OB 7, Missile OB 0, General 4, Subterfuge 8, Perception 8, Magical 6, Endurance 148.

LoR Spells: Calm, Clairvoyance, Concentration, Item Analysis, Luck, Shield.

LoR Experience Points: 21,900.

HUINEN'S PRINCIPAL ITEMS

Ring (Paurnen)—(S. "Water Fist") A ring of blue laen unadorned except for a delicate inscription on the inside which reads, in Sindarin: "The wrath of water." It allows the wearer to walk on water and mists as if on dry land.

MERP/RM: The ring can create a mist about the wearer, adding +30 to his DB. The ring will fire waterbolts, 100' range, as often as 3x per day.

Orb of Seeing—A one-foot diameter orb set in a small table, it rests in a high tower in Ceber Fanuin. PPx6 enhancer.

MERP/RM: Allows a spell user to cast spells (in any list he already knows) 20 levels higher than he normally would (*MERP* Mage profession only; *RM* Seer profession only).

HUINEN'S LESSER ITEMS OF NOTE

Headband—Protects as a full helm.

Cloak of Protection.

MERP/RM: +30 DB; +60 to all Stalking/Hiding maneuvers.

Dagger—Of ithilnaur alloy, acts as a short sword.

MERP/RM: +20 OB.

Read *ICE's Southern Mirkwood* 48-50, 55.

IDRIL CELEBRINDAL

Idril was the daughter of Turgon, King of Gondolin, and she suffered the unwelcome attentions of Maeglin until his bitter fall in the destruction of the Hidden City. With the help of Glorfindel, she escaped with her husband—the lordly Adan Tuor—and their son: Eärendil the Mariner.

Idril dwelt with Tuor for many years in Arvernien, until the Adan grew old; then they sailed together into the West. Whether they arrived at last in Aman is not known. Idril's son went on to play a crucial role in the history of Eä.

IDRIL CELEBRINDAL

Lvl: 40.

Race: Noldo.

Home: Gondolin until its fall, then Arvernien.

Names: (S. "Sparkling Brilliant Silver-foot").

IDRIL CELEBRINDAL IN MERP

Hits: 135 Melee OB: 140 Missile OB: 165

AT: Plate (140).

MERP Profession: Bard.

MERP Stats: ST 96, AG 110, CO 100, IG 104, IT 100, PR 104.

MERP Skills: Acting 90, Athletic Games (Athletic) 60, Climbing 80, Dance (Athletic) 80, Diplomacy (Influence) 91, Directed Spells 80, Diving (Athletic) 66, First Aid 60, Meditation 90, Music (Artistic) 126, Perception 126, Public-speaking (Influence) 89, Riding 96, Read Runes 88, Seduction (Influence) 112, Signaling 95, Singing (Influence) 131, Stalk/Hide 112, Star-gazing (Sky-Watching) 90, Use Item 76, Swimming 76, Trickery 83, Weather-watching (Sky-Watching) 69.

MERP Spells: 200 PP (x8 PP multiplier). Knows all Open Essence Lists to 10th lvl.

IDRIL CELEBRINDAL IN ROLEMASTER

Hits: 135 Melee OB: 140 Missile OB: 165

AT: 17 (140).

RM Profession: Mentalist.

RM Stats: St 96, Qu 104, Em 101, In 100, Pr 104, Ag 110, Co 100, Me 100, Re 98, SD 99.

RM Skills: Acting 90, Athletic Games 60, Climbing 80, Dance 80, Diplomacy 91, Directed Spells 80, Diving 66, First Aid 60, Linguistics 12, Meditation 90, Music 126, Perception 126, Public-speaking 89, Riding 96, Runes 88, Seduction 112, Signaling 95, Singing 131, Spell-mastery 65, Stalk/Hide 112, Star-gazing 90, Staves & Wands 76, Swimming 76, Trickery 83, Weather-watching 69.

RM Spells: 200 PP (x8 PP multiplier). Knows all Mentalist Base lists to 30th lvl; all Open and Closed Lists to 20th lvl.

Appearance: I05.

IDRIL CELEBRINDAL IN LoR

LoR Profession: Bard.

LoR Stats: Strength 3, Agility 3, Intelligence 4, Movement 4, Defense 5, Melee OB 9, Missile OB 10, General 4, Subterfuge 8, Perception 8, Magical 5, Endurance 299.

LoR Spells: Calm, Camouflage, Clairvoyance, Concentration, Item Analysis, Sustenance.

LoR Experience Points: 42,600.

IDRIL'S PRINCIPAL ITEM

Tiara—PPx8, it was a delicate item of mithril and diamonds.

MERP/RM: Provided Idril with a permanent *MERP Protection III*; RM *Mirrormind* spell vs all mental attacks and intrusions.

IDRIL'S LESSER ITEMS OF NOTE

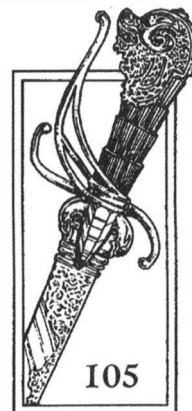
Cloak.

MERP/RM: casts a misty aura, providing wearer with a +50 DB.

Tunic—Does not encumber.

MERP/RM: AT P1/17 (+30 DB).

Read *Sil* 151, 160, 163, 165-66, 296-300, 303-4, 308, 315, 322.



Idril
Celebrindal





INGWĒ

Ingwë was the greatest of the Elves, being King of the Vanyar, and High King of the Eldar. He was revered for his awesome power, his imminent wisdom, and the glory of dwelling forever in the light of Manwë, closest to Eru. He transcended the Elves in knowledge and power and was in some ways greater than any Maia. Ingwë led the first of the Eldar, the Vanyar, to Aman following their awakening. He was therefore the leader of the first company, and unlike so many of his fellows, did not tarry for any reason on the way. Ingwë was the first Elf to ever set foot on Aman. The High King never returned again to Middle-earth except for the single occasion when he commanded the army of the Vanyar who, along with the Valar themselves, drove Morgoth out forever, destroyed almost all of his foul armies, and ruined both Thangorodrim and Angband.

Ingwë far exceeded normal and natural limitations. Having dwelt in the music and wisdom of Aman for all the ages, he was among the Elves greatest in wisdom and master of almost every vocation and skill.

Ingwë was tall (7'4") and possessed long golden blond hair and golden amber eyes.

INGWĒ

Lvl: 150.

Race: Vanya.

Home: Halls of Manwë and Varda on the mountain of Taniquetil (Oiolossë) in Aman.

INGWĒ IN MERP

Hits: 500 **Melee OB:** 570 **Missile OB:** 455
AT: Plate (173).

MERP Profession: Bard (Fighter, Cleric, Animist, Astrologer, Magician, Illusionist, Mentalist, Seer, Lay Healer, Mystic).

MERP Stats: AG 109, CO 105, IG 110, IT 114, PR 120; ST 110.

MERP Skills: Acrobatics 300, Acting 300, Administration (Influence) 300, Athletic Games (Athletic) 300, Climbing 300, Contortions 300, Dance (Athletic) 300, Diplomacy (Influence) 300, Directed Spells 300, Diving (Athletic) 300, First Aid 300, Fletching (Craft) 300, Foraging 300, Herding 300, Leadership (Influence) 300, Leather-working (Craft) 300, Martial Arts Striking 300, Martial Arts Sweeps 300, Meditation 300, Music (Artistic) 300, Navigation (Lore) 300, Perception 300, Public-speaking (Influence) 300, Riding 300, Rope Mastery 300, Read Runes 300, Sailing (Athletic) 300, Seduction (Influence) 300, Signaling 300, Singing (Influence) 300, Skiing (Athletic) 300, Star-gazing (Sky-Watching) 300, Use Item 300, Strategy/Tactics (Lore) 300, Swimming 300, Tracking 300, Tumbling (Athletic) (Athletic) 300, Weather-watching (Sky-Watching) 300.

MERP Spells: 1350 PP (x16 PP multiplier). Knows all Open and Closed Spell lists to 10th lvl.

INGWĒ IN ROLEMASTER

Hits: 500 **Melee OB:** 570 **Missile OB:** 455
AT: 20 (173).

RM Profession: Bard (Fighter, Cleric, Animist, Astrologer, Magician, Illusionist, Mentalist, Seer, Lay Healer, Mystic).

RM Stats: Co 105, SD 105, Ag 109, Me 107, Re 107, St 110, Qu 109, Pr 120, In 110, Em 107.

RM Skills: Acrobatics 300, Acting 300, Administration 300, Adrenal Moves 300, Athletic Games 300, Channeling 300, Climbing 300, Contortions 300, Dance 300, Diplomacy 300, Directed Spells 300, Diving 300, First Aid 300, Fletching 300, Foraging 300, Frenzy 300, Herding 300, Leadership 300, Leather-working 300, Linguistics **, Martial Arts Stalking 300, Martial Arts Sweeps 300, Meditation 300, Music 300, Navigation 300, Perception 300, Public-speaking 300, Riding 300, Rope Mastery 300, Runes 300, Sailing 300, Seduction 300, Signaling 300, Singing 300, Skiing 300, Spell-mastery 300, Star-gazing 300, Staves & Wands 300, Strategy/Tactics 300, Subduing 300, Swimming 300, Tracking 300, Trading 300, Tumbling 300, Weather-watching 300.

RM Spells: 1350 PP (x16 PP multiplier). Knows all base lists of Cleric, Animist, Astrologer, Magician, Illusionist, Mentalist, Seer, Lay Healer, Mystic to 50th level. Has all Open and Closed Spell lists to 50th lvl.

Appearance: 120.

INGWĒ IN LoR

LoR Profession: Bard.

LoR Stats: Strength 9, Agility 9, Intelligence 9, Movement 14, Defense 9, Melee OB 15, Missile OB 15, General 13, Subterfuge 13, Perception 13, Magical 12, Endurance 535.

LoR Spells: All.

LoR Experience Points: 70,800.

INGWĒ'S PRINCIPAL ITEMS AND POWERS

The Gift of Manwë—A brilliant cloak of white and gold. Allows flight at 888'/rnd for 16 hours each day; summons and commands up to 8 Great Eagles within a range of 88 miles.

MERP/RM: Allows unlimited use of Light Law, Wind Law, and Water Law to 50th level.

The Gift of Varda—A beautiful suspended medallion, PPx16, wearer cannot be stunned, possessed or controlled, and is immune to *Fear*.

The Gift of Yavanna—Beautiful white, green, and gold boots which cause I plant to spring fully mature in each footstep according to the wearer's desire: fruit trees, nut trees, Ul-Naza, Culkas, Hugburtun, Mirennā, Oiolosse, Vulcurax, Ankii, or Splayfoot. Usually the beautiful little white or yellow flowers called Simbelmynë (or alfirin or uilos or evermind) fill Ingwë's steps.

The Gift of Namō—Beautiful white and gold gloves. Additionally, the wearer may magically bury all the bodies of the goodly dead within 888' by waving both hands and singing.

MERP/RM: They allow free use of the *MERP* Spell Defense or *RM* Repulsions lists up to 2 spells per round to level 50.

The Gift of Nienna—Innate ability to touch the "mind" of an Elf by touching his or her face. Any Elf afflicted with an unbalanced mind, possession by unclean spirits, compulsion by enemies, or great sorrow may be instantly healed to well-being, health, and peace.

The Gift of Estë—A ring of mithril and multi-colored laen jewels.

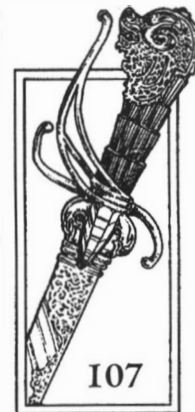
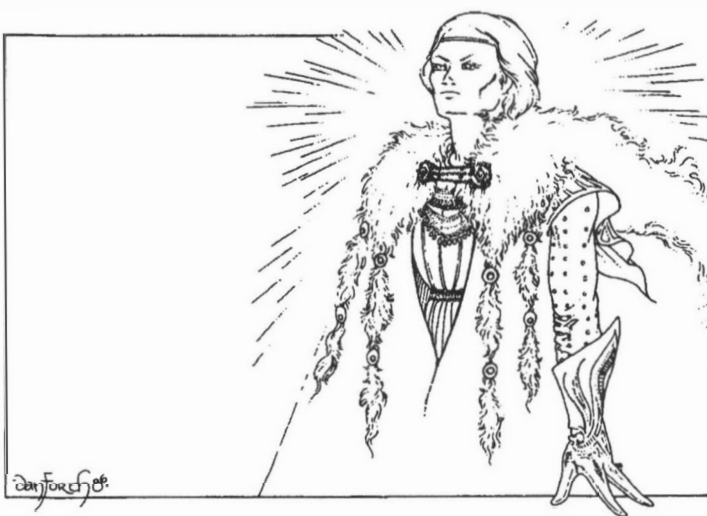
MERP/RM: Bestows instant Lifekeeping and return to Aman at the feet of Varda upon any fatal injury.

The Gift of Tulkas—A beautiful clear white adamant two-handed sword, allows the wielder to make up to 8 full attacks and 8 full parries each round. The sword does not encumber and will return to Ingwë's hand instantly on mental command from up to 888 miles away.

MERP/RM: +88 OB; wielder (or wearer) is naturally AT PI/20 (+88 DB); on a critical result, the wielder may choose to give either 8x normal concussion damage, slaying criticals, or a value of 88 on the critical hit roll (50% chance), wielder (or wearer) takes criticals on the Large creature table.

The Gift of Friends—(from Oromë, Nessa, Vairë, and Vána) A wreath crown woven from the twigs of the Two Trees: Telperion and Laurelin. It also permits friendship, healing, command, and summons of all natural animals within 888'.

MERP/RM: The radiance of the crown acts as a *Bless V* spell to all allies within 888'.



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Ingwë

INGWË'S SPECIAL POWERS

Presence—Sitting in the light of Manwë, Ingwë radiates the absorbed Glory and so has a supernatural Presence of 120. His Presence causes a constant Awe effect to a radius of 8000', and the more modest constant power of *MERP Light V* or *RM Alkar*. All within the Awe radius and in line of sight must save versus a 50th level spell attack or either panic (if evil) or kneel in obedient submission (if good) unless Ingwë intentionally represses the Light Within. (Some extremely powerful evil beings may be able to protect their troops from Ingwë's Awe.) Ingwë has returned but once to Middle-earth, for the Great Battle at the close of the First Age, and it is unlikely that he would ever do so again—at least without the direct encouragement of Manwë or Varda. However, if he did, after a period of 888 days, his Presence would drop to its "mere" natural value of 110 and the innate abilities would be lost until another 888 days had been spent in the presence of Manwë.

Resistance—Ingwë is immune to spell attacks by anyone except the Valar (unless he wills otherwise).

Criticals—Resolve criticals on Ingwë on the Large Creature tables.

Read Sil 52-53, 62.



IVREN*

Ivren was Mistress of the Baker's Glade in Lórien. There she supervised the baking of loaves, rolls, biscuits, muffins, and cakes, including lembas, as well as the making of cheese, butter, wine, mead, and beer, and the harvesting of honey. Ivren experimented continuously with new recipes, adding hundreds of unusual combinations to Elven repertoires and delighting the palettes of all dwelling in Lórien's by the close of her career.

Ivren stood 5'9"; she was a wisp of a woman, never one to consume many of her own wares. She possessed jade-green eyes and long, auburn hair, worn in a single, shining braid.

IVREN

Lvl: 9.

Race: Silvan Elf.

Home: Lórien.

Names: Ivren (S. "Waterfall"—specifically, a waterfall near the river Narog).

IVREN IN MERP

Hits: 96 Melee OB: 60 Missile OB: 80

AT: No (25).

MERP Profession: Animist.

MERP Stats: ST 81, AG 91, CO 80, IG 73, IT 95, PR 91.

MERP Skills: Climb 40, Swim 20, Music (Artistic) 40, Rope Mastery 30, Read Runes 81, Cookery (Craft) 80, Foraging 72, Perception 85.

MERP Spells: 18 (+3 spell adder). Base Spell OB is +15. Ivren knows all Open Animist lists.

IVREN IN ROLEMASTER

Hits: 96 Melee OB: 60 Missile OB: 80

AT: I (25).

RM Profession: Animist.

RM Stats: St 81, Qu 94, Em 78, In 99, Pr 96, Ag 87, Co 80, Me 91, Re 68, SD 86.

RM Skills: Climb 40, Swim 20, Music 40, Rope Mastery 30, Read Runes 81, Cookery 80, Foraging 72, Perception 85.

RM Spells: 18 (+3 spell adder). Base Spell OB is +20. Ivren knows all Open Animist lists.

Appearance: I04.

IVREN IN LoR

LoR Profession: Bard.

LoR Stats: Strength 2, Agility 2, Intelligence 2, Movement 2, Defense 2, Melee OB 5, Missile OB 6, General I, Subterfuge 2, Perception 7, Magical 2, Endurance 59.

LoR Spells: Healing, Luck, Protection from Magic, Sustenance, Calm.

LoR Experience Points: 16,500.

IVREN'S PRINCIPAL ITEMS

Dagger—A sharp knife, good for more than cutting bread; Ivren uses it mostly for that innocuous purpose.

MERP/RM: +15 OB.

Short Bow—High quality.

MERP/RM: +10 Missile OB.

Pendant—An enchanted gold pendant that enhances a spell user's abilities.

MERP/RM: +3 spell adder.

See ICE's Lórien 57

KHELEGLIN*

Although associated with the Gwaith-i-Mírdain, Kheleglin and his two sons preferred to live and work in the Ardhlaem (S. "High City") of Ost-in-Edhil. They were regarded as the finest glassblowers in Eregion, and smiths from the Mírdathron visited the trio frequently, seeking advice on their craft.

Slim and slight of build, Kheleglin carried himself with regal pride. His hands were delicate and steady, the source of the intricacy gracing his work.

KHELEGLIN

Lvl: 17.

Race: Noldo.

Home: Ost-in-Edhil (Second Age).

Names: Kheleglin (S. "Glass-gleam," from Kheled-glin).

KHELEGLIN IN MERP

Hits: 150 Melee OB: 160 Missile OB: 120

AT: Pl (95).

MERP Profession: Mage.

MERP Stats: ST 98, AG 95, CO 94, IG 95, IT 76, PR 84.

MERP Skills: Read Runes 56, Staunch Wounds (Lore) 45, Music (Artistic) 60, Glassblowing (Craft) 99, Perception 90.

MERP Spells: 34 (+4 spell adder). Base Spell OB is +15. Kheleglin knows all Mage lists and all Open Essence lists.

KHELEGLIN IN ROLEMASTER

Hits: 150 Melee OB: 160 Missile OB: 120

AT: 20 (95).

RM Profession: Alchemist.

RM Stats: St 98, Qu 99, Em 96, In 87, Pr 97, Ag 90, Co 94, Me 65, Re 94, SD 71.

RM Skills: Runes 56, Staunch Wounds 45, Directed Spell 45, Music 60, Glassblowing 99, Perception 90.

RM Spells: 34 (+4 spell adder). Base Spell OB is +15. Kheleglin knows all Alchemist Base lists and all Open Essence lists.

Appearance: 97.

KHELEGLIN IN LoR

LoR Profession: Bard.

LoR Stats: Strength 4, Agility 4, Intelligence 3, Movement 3, Defense 4, Melee OB 10, Missile OB 8, General 3, Subterfuge 2, Perception 3, Magical 2, Endurance 95.

LoR Spells: Strength, Shield, Luck, Speed, Balance, Camouflage, Fire Bolt, Protection from Magic.

LoR Experience Points: 23,400.

KHELEGLIN'S PRINCIPAL ITEMS

Armor—Shimmering chain mail fashioned of mithril; protects the wearer as plate mail; encumbers as a linen shirt.

MERP/RM: AT PI/20; +20 DB.

Broadsword—Forged of laen.

MERP/RM: +25 OB.

Composite Bow—Fashioned of laminated mallorn.

MERP/RM: +15 Missile OB.

Ring—An intricately carved mithril ring set with a dazzling amethyst.

MERP/RM: +I spell adder.

Glassworking Tools—An array including crucibles, blowing pipes, kilns, and carving chisels.

MERP/RM: +20 to Glassworking maneuvers.

See *ICE's Lórien* 36, 56.

KHELEKAR*

Khelekar is as cold as his name implies, possessing biting dry wit and no patience for ignorance. The Scholar of the Court is ever in Taurclax's shadow, serving him and the Court faithfully until its dissolution.

Striking and bizarre in appearance, Khelekar is 6'8" tall and very slender, with snow-white hair and pale grey eyes. He regularly wears voluminous black robes.

KHELEKAR

Lvl: 33.

Race: Noldo.

Home: Taurang.

Names: (S. "Hard as Ice"); The Scholar.

KHELEKAR IN MERP

Hits: 80 Melee OB: 110 Missile OB: 70
AT: None (85).

MERP Profession: Mage.

MERP Stats: ST 86, AG 96, CO 90, IG 100, IT 89, PR 100.

MERP Skills: Acting 62, Administration (Influence) 67, Ambush 10, Diplomacy (Influence) 52, Directed Spells 85, Falsification (Craft) 101, Mathematics (Lore) 94, Meditation 96, Perception 50, Read Runes 72, Signaling 84, Stalk/Hide 60, Star-gazing (Sky-Watching) 91, Use Item 62, Strategy/Tactics (Lore) 97, Swimming 20, Trickery 102, Weather-watching (Sky-Watching) 84.

MERP Spells: 99 PP (x5 PP multiplier). Knows all Open Channeling list and the Direct Channeling list to 10th lvl.

KHELEKAR IN ROLEMASTER

Hits: 80 Melee OB: 110 Missile OB: 70
AT: I (85).

RM Profession: Seer.

RM Stats: St 86, Qu 100, Em 67, In 89, PR 100, Ag 96, Co 90, Me 98, Re 101, SD 97.

RM Skills: Acting 62, Administration 67, Ambush 10, Diplomacy 52, Directed Spells 85, Falsification 101, Linguistics 22*, Mathematics 94, Meditation 96, Perception 50, Runes 72, Signaling 84, Spell-mastery 68, Stalk/Hide 60, Star-gazing 91, Staves & Wands 62, Strategy/Tactics 97, Subduing 85, Swimming 20, Trickery 102, Weather-watching 84.

RM Spells: 99 PP (x5 PP multiplier). Knows all Base Seer to 30th lvl; Mentalist Mind Mastery, Mind's Door, Sense Mastery, Brilliance, Cloaking, Attack Avoidance, Movement to 20th; Evil Base Mentalist Mind Death to 20th lvl.

Appearance: 90.

KHELEKAR IN LoR

LoR Profession: Bard.

LoR Stats: Strength 2, Agility 3, Intelligence 4, Movement 4, Defense 3, Melee OB 8, Missile OB 6, General 3, Subterfuge 5, Perception 5, Magical 4, Endurance 122.

LoR Spells: Calm, Camouflage, Clairvoyance, Healing, Shield, Strength.

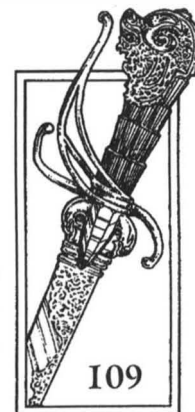
LoR Experience Points: 22,200.

KHELEKAR'S ITEMS OF NOTE

Sword—A short sword, black alloy, of *slaying* Elves.
MERP/RM: +30 OB.

Enchanted Card Deck—Ardan Deck, see Ardana.

See *ICE's Court of Ardor* 17, 20.





KLAEN*

A member of the Guild of Elements (an organization in southern Middle-earth whose purpose was to combat the evil Court of Ardor), Klaen travelled the region seeking information with which to defeat those who wished to bring down the Sun and Moon. He was the illegitimate son of Gorthaur, his mother a prisoner in Aurax-Dûr. Klaen swore to avenge the crime against his mother and slay Gorthaur.

Reputedly an extremely handsome and charming individual, Klaen was frequently able to elicit secrets from otherwise unwilling targets. He was of average height (6'6"), slender build, and possessed the sandy hair of his Sinda ancestors and almost hypnotic blue eyes.

KLAEN

Lvl: 22.

Race: Noldo/Sinda.

Home: Aurax-Dûr (as a youth); Tumlindë in Mûmakan.

Names: (S. "Shining Still Lake").

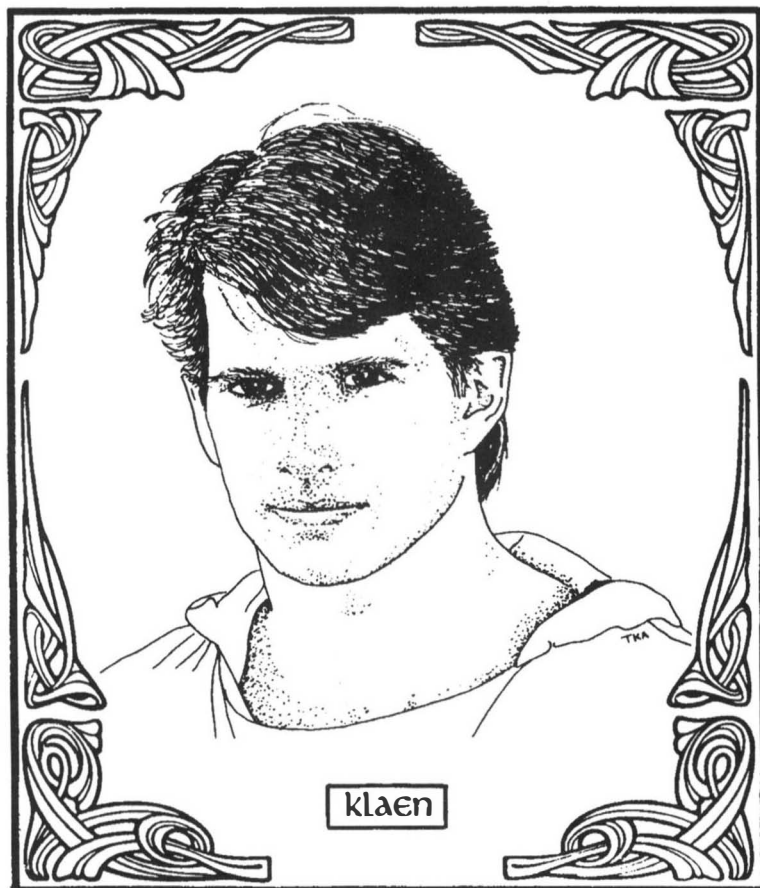
KLAEN IN MERP

Hits: 100 Melee OB: 120 Missile OB: 130
AT: Plate (55).

MERP Profession: Bard.

MERP Stats: ST 99, AG 100, CO 99, IG 102, IT 96, PR 102.

Klaen



MERP Skills: Acrobatics 40, Acting 107, Ambush 5, Animal Handling 25, Appraisal 60, Athletic Games (Athletic) 50, Climbing 90, Contortions 40, Dance (Athletic) 82, Diplomacy (Influence) 77, Directed Spells 85, Disarm Trap 60, Diving (Athletic) 65, Falsification (Craft) 58, First Aid 62, Foraging 74, Gambling 81, Leather-working (Craft) 32, Mathematics (Lore) 40, Meditation 55, Music (Artistic) 104, Perception 50, Pick Lock 60, Public-speaking (Influence) 85, Read Runes 45, Seduction (Influence) 102, Signaling 68, Singing (Influence) 105, Skiing (Athletic) 45, Stalk/Hide 90, Star-gazing (Sky-Watching) 25, Use Item 45, Swimming 65, Trickery 42.

MERP Spells: 88 PP (x5 PP multiplier). Knows all Bard Base and Open Essence lists to 10th lvl.

KLAEN IN ROLEMASTER

Hits: 100 Melee OB: 120 Missile OB: 130
AT: 20 (55).

RM Profession: Bard.

RM Stats: St 99, Qu 101, Em 84, In 96, Pr 102, Ag 100, Co 99, Me 99, Re 89, SD 81.

RM Skills: Acrobatics 40, Acting 107, Adrenal Moves 50, Ambush 5, Animal Training 25, Appraisal 60, Athletic Games 50, Climbing 90, Contortions 40, Dance 82, Diplomacy 77, Directed Spells 85, Disarm Trap 60, Diving 65, Falsification 58, First Aid 62, Foraging 74, Frenzy 80, Gambling 81, Leather-working 32, Linguistics 25*, Mathematics 40, Meditation 55, Music 104, Perception 50, Pick Lock 60, Public-speaking 85, Runes 45, Seduction 102, Signaling 68, Singing 105, Skiing 45, Spell-mastery 35, Stalk/Hide 90, Star-gazing 25, Staves & Wands 45, Subduing 70, Swimming 65, Trickery 42.

RM Spells: 88 PP (x5 PP multiplier). Knows all Bardic Base lists to 20th lvl; Mentalist Mind Mastery, Mind's Door, Self-healing, Brilliance, Cloaking, Anticipations, Damage Resistance, Delving lists to 10th.

Appearance: 102.

KLAEN IN LoR

LoR Profession: Bard.

LoR Stats: Strength 3, Agility 4, Intelligence 3, Movement 3, Defense 3, Melee OB 8, Missile OB 9, General 4, Subterfuge 7, Perception 5, Magical 4, Endurance 116.

LoR Spells: Calm, Charm Animals, Concentration, Item Analysis.

LoR Experience Points: 21,000.

KLAEN'S PRINCIPAL ITEMS

Broadsword (Blade of Inaril)—Mithril broadsword, of slaying Orcs and Dark Priests, glows near either; very intelligent.

MERP/RM: +30 OB.

Collar of Vallir—Creates defensive field over wearer; protecting him as if he were wearing full plate, yet causing no encumbrance penalties.

MERP/RM: AT Pl/20 with no encumbrance.

KLAEN'S LESSER ITEMS OF NOTE

Ring—PPx5 (Bard).

MERP/RM: casts *Haste X* 1x/day; *RM* also allows access to Closed Mentalist lists by Bards.

Orb of the Guild of Elements—Crystal sphere in chain, allows contact with any of the other four orbs of the Guild.

See *ICE's Court of Ardor* 28-29.

LAURRË MENELRANA*

Descended from the line of Finrod, Laurrë inherited leadership of the Guild of Elements from his father, who founded it early in the Years of the Sun. Chrys Menelrana created the Guild to thwart any minions of darkness which might spring up in the south. He forged many artifacts—strange and powerful items fashioned with skills long lost to Middle-earth. Laurrë stepped into his sire's shoes when Chrys departed for the Undying lands in S.A. 500, and supervised the Guild until it completed its purpose. The Noldo prince possessed a certain naiveté which on more than one occasion nearly cost him his life. He was never able to clearly predict the actions of the Court—an organization of evil. Only with the help of Fëatur was he able to act effectively.

Laurrë was short in stature (6'4"), but lacked nothing in skill and strength as a warrior. His gold hair and blue eyes harkened more to the Vanyar than the Noldor.

LAURRË MENELRANA

Lvl: 33.

Race: Noldo.

Home: Beleriand, then Tumlinde in Mûmakan.

Names: (S. "Golden Wanderer of the Heavens".)

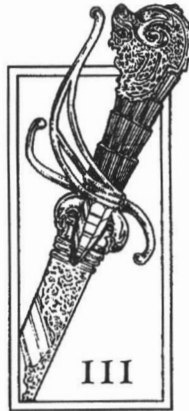
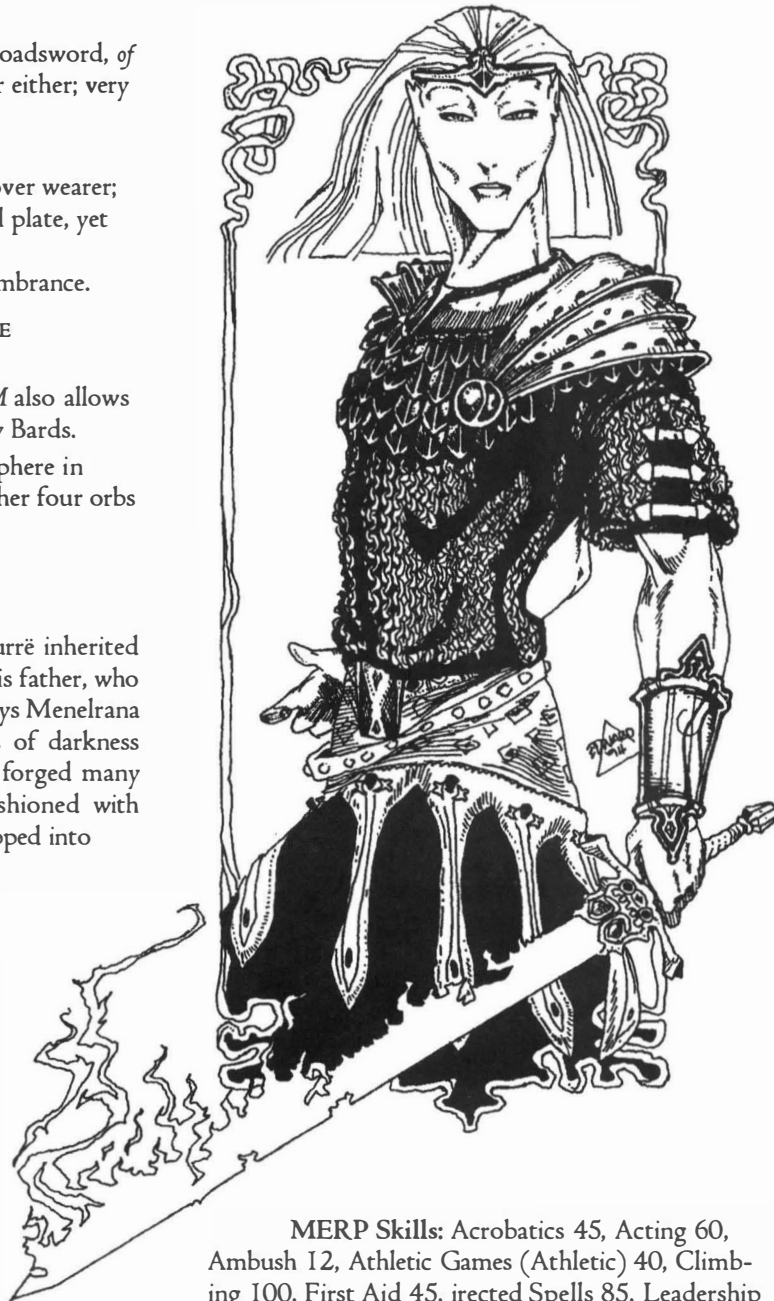
LAURRË MENELRANA IN MERP

Hits: 150 Melee OB: 220 Missile OB: 190

AT: Plate (110).

MERP Profession: Warrior.

MERP Stats: ST 101, AG 99, CO 100, IG 93, IT 98, PR 100.



Laurrë
Menelrana

MERP Skills: Acrobatics 45, Acting 60, Ambush 12, Athletic Games (Athletic) 40, Climbing 100, First Aid 45, Irected Spells 85, Leadership (Influence) 85, Meditation 45, Music (Artistic) 62, Perception 90, Riding 50, Seduction (Influence) 58, Signaling 51, Singing (Influence) 32, Skiing (Athletic) 21, Stalk/Hide 120, Star-gazing (Sky-Watching) 50, Strategy/Tactics (Lore) 80, Swimming 45, Weather-watching (Sky-Watching) 35.

MERP Spells: 66 PP (x3 PP multiplier). Knows Light Law, Purifications, Creations, Surface Ways Lists to 5th lvl.



LAURRÉ MENELRANA IN ROLEMASTER

Hits: 150 **Melee OB:** 220 **Missile OB:** 190

AT: 17 (110).

RM Profession: Fighter.

RM Stats: St 101, Qu 100, Em 85, In 98, Pr 100, Ag 99, Co 100, Me 82, Re 94, SD 96.

RM Skills: Acrobatics 45, Acting 60, Adrenal Moves 70, Ambush 12, Athletic Games 40, Climbing 100, First Aid 45, Frenzy 105, Irected Spells 85, Leadership 85, Linguistics 16*, Meditation 45, Music 62, Perception 90, Riding 50, Seduction 58, Signaling 51, Singing 32, Skiing 21, Stalk/Hide 120, Star-gazing 50, Strategy/Tactics 80, Subduing 94, Swimming 45, Weather-watching 35.

RM Spells: 66 PP (x3 PP multiplier). Knows Channeling Light's Way, Purifications, Barrier Law, Concussion's Ways Lists to 5th lvl.

Appearance: 101.

LAURRÉ MENELRANA IN LoR

LoR Profession: Bard.

LoR Stats: Strength 4, Agility 4, Intelligence 3, Movement 3, Defense 3, Melee OB 11, Missile OB 11, General 3, Subterfuge 8, Perception 7, Magical 3, Endurance 127.

LoR Spells: Healing, Shield.

LoR Experience Points: 26,700.

LAURRÉ'S PRINCIPAL ITEM

Sword (Kirlhach)—(S. "Cleaving Leaping-flame") A sword of *changing* (could become a dagger/broad-sword/2-handed sword at a thought) and a laen blade, it was Holy and was not only a flaming sword, but also fired a stream of flame; provides heat/cold immunity, intelligent.

MERP/RM: +30 OB; fired a stream of flame as a x5 *Firebolt*, casts *Haste X*, *Stun Relief III*.

LAURRÉ'S LESSER ITEMS OF NOTE

Armor—Mithril scales light but strong.

MERP/RM: AT P1/17(-40 DB).

Orb—Of the Guild of Elements, crystal sphere on a chain, allows contact with any of the other four orbs of the Guild.

Circlet—Protects as helm.

MERP/RM: +30 to RR (RM Mentalism).

See *ICE's Court of Ardor* 26-28.

LEGOLAS

Legolas was the son of Thranduil, the Elven-king of northern Mirkwood. He was Thranduil's emissary to the Council of Elrond, and one of the Nine Walkers on the quest to destroy the One Ring. He retired to the shores of Lebennin and eventually sailed into the West.

LEGOLAS

Lvl: 8.

Race: Sinda.

Home: Northern Mirkwood.

LEGOLAS IN MERP

Hits: 94 **Melee OB:** 90 **Missile OB:** 125

AT: Chain (50).

MERP Profession: Warrior.

MERP Stats: ST 98, AG 100, CO 91, IG 90, IT 94, PR 81.

MERP Skills: Acrobatics 25, Athletic Games (Athletic) 20, Climbing 50, Dance (Athletic) 40, Fletching (Craft) 58, Foraging 61, Music (Artistic) 65, Perception 76, Riding 60, Rope Mastery 50, Singing (Influence) 62, Stalk/Hide 86, Star-gazing (Sky-Watching) 35, Swimming 35, Tracking 61, Weather-watching (Sky-Watching) 48.

MERP Spells: None.

LEGOLAS IN ROLEMASTER

Hits: 94 **Melee OB:** 90 **Missile OB:** 125

AT: 13 (50).

RM Profession: Fighter.

RM Stats: St 98, Qu 99, Em 92, In 94, Pr 81, Ag 100, Co 91, Me 92, Re 95, SD 72.

RM Skills: Acrobatics 25, Athletic Games 20, Climbing 50, Dance 40, Fletching 58, Foraging 61, Linguistics 8*, Music 65, Perception 76, Riding 60, Rope Mastery 50, Singing 62, Stalk/Hide 86, Star-gazing 35, Subduing 40, Swimming 35, Tracking 61, Weather-watching 48.

RM Spells: None.

Appearance: 93.

LEGOLAS IN LoR

LoR Profession: Warrior.

LoR Stats: Strength 3, Agility 3, Intelligence 3, Movement 2, Defense 2, Melee OB 7, Missile OB 9, General 2, Subterfuge 7, Perception 6, Magical 0, Endurance 55.

LoR Spells: None.

LoR Experience Points: 10,800.

LEGOLAS' PRINCIPAL ITEMS

Bow—Of quickness, it fires 3x every two rounds
MERP/RM: +30 OB.

Shield—Of Concealment, it gives off a shadowy aura.
MERP/RM: +25 to hiding attempts.

LEGOLAS' LESSER ITEMS OF NOTE

Boots—Of silence; wearer moves without sound.
MERP/RM: -20 to foes attempting to hear the wearer pass.

Long Knife—Strikes as a short sword.
MERP/RM: +20 OB.

Read LotR I 315, 335-56, 361, 366, etc.
See ICE's Northern Mirkwood 43.

LENWĒ

One among the host of Olwë, Lenwë abandoned the Great Journey West when the Teleri arrived on the banks of the Anduin River. He traveled southward along the water, and many Elves went with him. They became the Nandor, who loved running streams and dwelt beside cascades. Although of the Eldar, they were Moriquendi who never saw the light of the Two Trees. Their descendants came later to dwell in Greenwood the Great, under Oropher and then Thranduil, and in Lórien under Galadriel.

LENWĒ

Lvl: 75.

Race: Nando.

Home: Cuiviénen, later Wilderland east of the Misty Mountains.

LENWĒ IN MERP

Hits: 315 **Melee OB**: 331 **Missile OB**: 356
AT: Chain (120).

MERP Profession: Warrior.

MERP Stats: ST 105, AG 105, CO 102, IG 100, IT 101, PR 103.

MERP Skills: Acrobatics 90, Athletic Games (Athletic) 54, Climbing 94, Contortions 40, Dance (Athletic) 114, First Aid 105, Fletching (Craft) 96, Foraging 86, Herding 90, Leadership (Influence) 103, Leather-working (Craft) 68, Meditation 92, Music (Artistic) 145, Perception 116, Public-speaking (Influence) 96, Riding 104, Read Runes 84, Seduction (Influence) 98, Singing (Influence) 150, Stalk/Hide 121, Star-gazing (Sky-Watching) 106, Use Item 94, Swimming 84, Tracking 92, Weather-watching (Sky-Watching) 106.

MERP Spells: None.

LENWĒ IN ROLEMASTER

Hits: 315 **Melee OB**: 331 **Missile OB**: 356
AT: 13 (120).

RM Profession: Fighter.

RM Stats: St 105, Qu 104, Em 102, In 101, Pr 103, Ag 105, Co 102, Me 101, Re 100, SD 98.

RM Skills: Acrobatics 90, Adrenal Moves 80, Athletic Games 54, Climbing 94, Contortions 40, Dance 114, First Aid 105, Fletching 96, Foraging 86, Herding 90, Leadership 103, Leather-working 68, Linguistics 11*, Meditation 92, Music 145, Perception 116, Public-speaking 96, Riding 104, Runes 84, Seduction 98, Singing 150, Stalk/Hide 121, Star-gazing 106, Staves & Wands 94, Subduing 108, Swimming 84, Tracking 92, Weather-watching 106.

RM Spells: None.

Appearance: 103.

LENWĒ IN LOR

LoR Profession: Warrior.

LoR Stats: Strength 7, Agility 7, Intelligence 7, Movement 6, Defense 5, Melee OB 13, Missile OB 13, General 4, Subterfuge 8, Perception 8, Magical 0, Endurance 232.

LoR Spells: None.

LoR Experience Points: 51,300.

LENWĒ'S PRINCIPAL ITEMS

Bow—An Elven longbow, double normal range, with all arrows fired from it considered Holy.
MERP/RM: +45 OB.

Sword—A broadsword of wood with an edge of green laen. The sword will not harm plants, trees, or animals (unless such are under the power of evil).
MERP/RM: +20 OB, *Hastes* wielder at will.

LENWĒ'S LESSER ITEMS OF NOTE

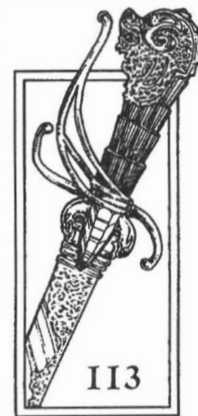
Cloak.

MERP/RM: +60 to hiding.

Boots—Allow traceless passing

MERP/RM: All Ranger *Running* spells available to the wearer at his command.

Read Sil 56, 108.





LINSÛL*

Linsûl and Klaen, both bards, experienced a mutual respect and attraction for one another, perhaps because of their allegiance to opposing sides in the scheme of southern Middle-earth. Linsûl herself was a powerful spellcaster, more than a match for most of her targets. She served Rilia at Naurindol, but was most frequently abroad, gathering information for the Court of Ardor.

Linsûl possessed red-blond hair and deep blue eyes. Standing a statuesque 6'0" tall, she attracted attention wherever she went (when she wished it, that is).

LINSÛL

Lvl: 27.

Race: Sinda.

Home: Naurindol.

Names: (S. "Wind-song"); The Harper.

LINSÛL IN MERP

Hits: 100 **Melee OB:** 110 **Missile OB:** 120

AT: None (80).

MERP Profession: Bard.

MERP Stats: ST 86, AG 99, CO 98, IG 101, IT 93, PR 101.

MERP Skills: Acrobatics 35, Acting 88, Ambush 8, Appraisal 78, Climbing 100, Contortions 67, Dance (Athletic) 48, Directed Spells 80, Disarm Trap 35, Falsification (Craft) 80, Gambling 56, Music (Artistic) 123, Perception 60, Pick Lock 50, Riding 30, Read Runes 58, Seduction (Influence) 108, Signaling 54, Singing (Influence) 127, Skiing (Athletic) 25, Stalk/Hide 100, Star-gazing (Sky-Watching) 45, Use Item 58, Swimming 40, Trickery 82.

MERP Spells: 81 PP (x4 PP multiplier). Knows all Bard Base and Open Essence lists to 10th.

LINSÛL IN ROLEMASTER

Hits: 100 **Melee OB:** 110 **Missile OB:** 120

AT: 1 (80).

RM Profession: Bard.

RM Stats: St 86, Qu 100, Em 78, In 93, Pr 101, Ag 99, Co 98, Me 98, Re 82, SD 90.

RM Skills: Acrobatics 35, Acting 88, Adrenal Moves 50, Ambush 8, Appraisal 78, Climbing 100, Contortions 67, Dance 48, Directed Spells 80, Disarm Trap 35, Falsification 80, Gambling 56, Linguistics 21*, Music 123, Perception 60, Pick Lock 50, Riding 30, Runes 58, Seduction 108, Signaling 54, Singing 127, Skiing 25, Stalk/Hide 100, Star-gazing 45, Staves & Wands 58, Subduing 96, Swimming 40, Trickery 82.

RM Spells: 81 PP (x4 PP multiplier). Knows all Bard lists to 25th, Mentalist Brilliance, Cloaking, Attack Avoidance, Delving, Illusions to 10th.

Appearance: 101.

LINSÛL IN LoR

LoR Profession: Bard.

LoR Stats: Strength 2, Agility 3, Intelligence 3, Movement 3, Defense 3, Melee OB 8, Missile OB 8, General 3, Subterfuge 7, Perception 6, Magical 4, Endurance 109.

LoR Spells: Charm Animal, Luck, Protection from Magic, Sustenance.

LoR Experience Points: 19,800.

LINSÛL'S PRINCIPAL ITEMS

Harp—PPx4; allows silent casting of Bardic spells.

MERP/RM: Allows use of *MERP Stun Song True*,

RM Slaying Song 1x/day.

Enchanted Card Deck—Ardan Deck, see Ardana.

LINSÛL'S LESSER ITEMS OF NOTE

Long Kynac—Flames.

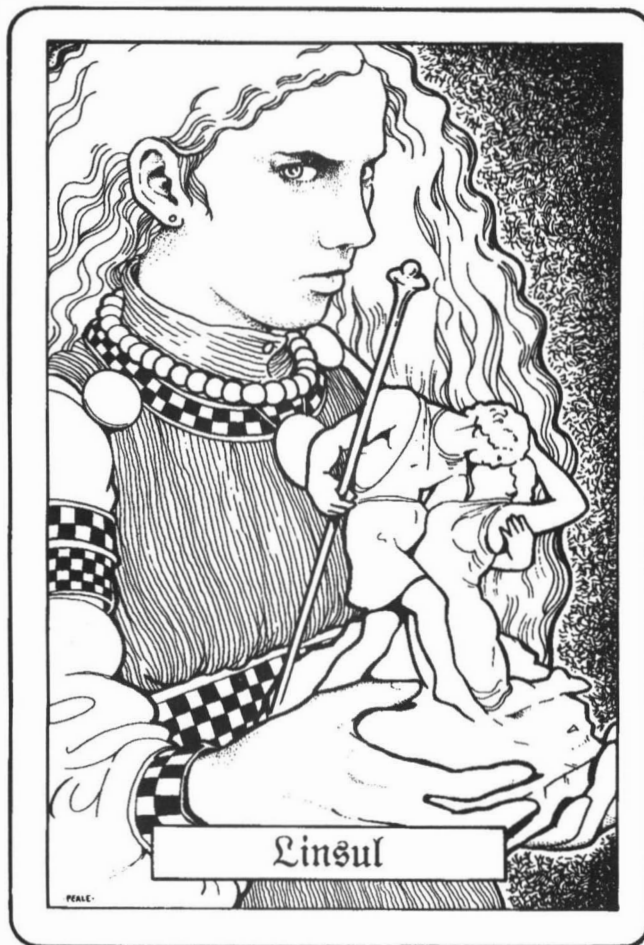
MERP/RM: +25 OB; casts *Firebolt* 3x/day.

Earrings—One of which is highly intelligent and able to translate any language.

Ring—Provides immunity from all heat and flame.

See *ICE's Court of Ardor* 19-20.

Linsûl



LÚTHIEN

Lúthien was the loveliest of all of the Children of Ilúvatar and while adorned with the Nauglamír was considered the most entrancing sight outside of Valinor. Her might matched her beauty, for she was the daughter of the Maia Melian and the Elven High-king Thingol. Under the tutelage of her Ainu mother, Lúthien mastered the art of song as no other in Middle-earth.

Lúthien fell in love with the mortal Beren, against the wishes of her father. Thingol set the Adan a task to prove himself worthy of Lúthien: the theft of a Silmaril from Morgoth's Iron Crown and the successful conveyance of the jewel to Doriath. Only by the power of Lúthien was the deed possible. She sang a song so beautiful that its melody enthralled Sauron and then the Black Enemy himself. She and her beloved cut a jewel from the crown and escaped. As they fled, Morgoth's Fell-wolf, Carcharoth attacked Beren and bit off the hand that bore the Silmaril. Beren and Lúthien won their way to Doriath, despite Beren's wound, and were married there.

Beren was later killed when he went to hunt Carcharoth and recover the swallowed 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.

Lúthien was tall (6'6") and possessed the beauty of the Ainur. The *Lay of Leithian* presents her as she first appeared to Beren: "Blue was her raiment as the unclouded heaven, but her eyes were grey as the star-lit evening; her mantle was sewn with golden flowers, but her hair was dark as the shadows of twilight."

LÚTHIEN

Lvl: 150.

Race: Sinda/Maia.

Home: Originally in Thingol's kingdom of Doriath, then with Beren in Tol Galen.

Names: Tinúviel (S. "Daughter of Twilight").

LÚTHIEN IN MERP

Hits: 400 Melee OB: 390 Missile OB: 410

AT: P1 (180).

MERP Profession: Bard.

MERP Stats: AG 106, CO 99, IG 113, IT 111, PR 115, ST 99.



Lúthien

MERP Skills: Acrobatics 135, Acting 200, Ambush 20, Animal Handling 168, Athletic Games (Athletic) 150, Climb 162, Contortions 110, Dance (Artistic) 300, Diving (Athletic) 125, First Aid 180, Foraging 115, Meditation 210, Music (Artistic) 300, Perception 280, Read Rune 255, Ride 145, Sailing (Athletic) 110, Stalk & Hide 285, Seduction (Influence) 300, Signaling 150, Singing (Artistic) 320, Sky-watching 185, Tracking 80, Tumbling (Athletic) 155, Use Item 178.

MERP Spells: 1350 PP (x10 PP multiplier). Knows all Base Mage, Bard, and Animist lists to 10th level, knows all Open Essence and Channeling lists to 10th level.

Note: Lúthien's DB will increase to 230 with the Nauglamír and to 280 with the Silmaril (but with the Silmaril opponents also get a +40 OB due to lust). This may be further increased by some spells.



LÚTHIEN IN ROLEMASTER

Hits: 400 Melee OB: 390 Missile OB: 410
AT: 20 (180).

RM Profession: Bard (Illusionist, Lay Healer, Mystic).

RM Stats: Co 99, SD 105, Ag 106, Me 105, Re 109,
St 99, Qu 106, Pr 115, In 106, Em 109.

RM Skills: Acrobatics 135, Acting 200, Adrenal
Movement 100, Ambush 20, Animal Training 168,
Athletic Games 150, Channeling 80, Climb 162,
Contortions 110, Dance 300, Diving 125, First Aid
180, Foraging 115, Linguistic 15, Martial Arts
Strikes 140, Martial Arts Swings 160, Meditation
210, Music 300, Perception 280, Ride 145, Rune
255, Sailing 110, Stalk & Hide 285, Staves &
Wands 178, Seduction 300, Signaling 150, Singing
320, Spell Mastery 242, Star-gazing 185, Subduing
120, Tracking 80, Tumbling 155, Weather
Watching 110.

RM Spells: 1350 PP (x10 PP multiplier). Knows all
base Illusionist, Mystic, Bard, and Lay Healer lists
to 50th level, knows all Open and Closed Essence
and Mentalist lists to 50th level.

Note: *Lúthien's DB will increase to 230 with the Nauglamír
and to 280 with the Silmaril (but with the Silmaril opponents
also get a +40 OB due to lust). This may be further increased
by some spells.*

Appearance: 125.

LÚTHIEN IN LoR

LoR Profession: Bard.

LoR Stats: Strength 4, Agility 8, Intelligence 8,
Movement 7, Defense 8, Melee OB 12, Missile OB
10, General 6, Subterfuge 14, Perception 14,
Magical 11, Endurance 485.

LoR Spells: All (+4 bonus when casting Charm
Animal or Calm).

LoR Experience Points: 87,000.

LÚTHIEN'S PRINCIPAL ITEMS

Mother's Gift—A wreath of ever-beautiful flowers
about Lúthien's head, PPx10 multiplier for all
professions, maintain concentration spells without
concentration for 1 rnd/lvl, protects the head as a
full helm, negates 50% of head criticals.

The Sash of Yavanna—Wearer can become translu-
cent.

*MERP/RM: +88 DB; constant RM Displacement V,
subtract 50 from all Perception rolls trying to
find her.*

The Veil of Daeron—A lightweight dancer's garb,
deflects attacks.

*MERP/RM: AT Pl/20 with no encumbrance;
+100 to spell RR's.*

The Dagger of the Dancer—Blue mithril, hits as a
battle axe doing double concussion hits, throw
8000' with no penalty, does additional Impact and
Puncture criticals.

*MERP/RM: +88 OB; instant Long Door return to
hand. If used to full parry, may also cast
Deflections V or Bladeturn V.*

*Read Sil 91, 123, 148, 165-88, 198, 234-36, 306, 307;
LotRI 258-61; LotRIII 388.*

LYRIN*

The only member of the "Three" of Ty-Ar-Rána to
survive into the Second Age, Lyrin was apparently a
Noldo, but may have in fact been (at least partially) of the
Nando race which founded the ancient Order. A consum-
mate unarmed warrior, he was the least intellectual of the
Three and wandered for many years without guidance
before meeting Laurrë and rejoining the Guild.

6'7" tall with dark skin, emerald green eyes, and
unusual red-brown hair, Lyrin bore the same familial signs
as his brethren of Ty-Ar-Rána, but little resemblance to
the Noldor.

LYRIN

Lvl: 35.

Race: Noldo.

Home: Geshaan.

LYRIN IN MERP

Hits: 150 Melee OB: 150 Missile OB: 200
AT: No (150).

MERP Profession: Warrior.

MERP Stats: ST 100; AG 101, CO 100, IG 100,
IT 87, PR 100.

MERP Skills: Acrobatics 110, Ambush 10, Athletic
Games (Athletic) 120, Climbing 75, Contortions
90, Dance (Athletic) 95, Directed Spells 20, Diving
(Athletic) 60, First Aid 110, Foraging 105, Martial
Arts Striking 150, Martial Arts Sweeps 150,
Meditation 90, Music (Artistic) 85, Perception 60,
Seduction (Influence) 80, Signaling 92, Singing
(Influence) 95, Stalk/Hide 100, Swimming 50,
Tumbling (Athletic) (Athletic) 90, Weather-
watching (Sky-Watching) 85.

MERP Spells: 630 PP (x6 PP multiplier). Knows all
Open Essence lists to 10th lvl.

LYRIN IN ROLEMASTER

Hits: 150 Melee OB: 150 Missile OB: 200
AT: 1 (150).

RM Profession: Monk.

RM Stats: St 100, Qu 100, Em 100, In 87, Pr 100,
Ag 101; Co 100, Me 73, Re 84, SD 89.

RM Skills: Acrobatics 110, Adrenal Defense 80, Adrenal Moves 100, Ambush 10, Athletic Games 120, Climbing 75, Contortions 90, Dance 95, Directed Spells 20, Diving 60, First Aid 110, Foraging 105, Frenzy 100, Linguistics 20*, Martial Arts Stalking 150, Martial Arts Sweeps 150, Meditation 90, Music 85, Perception 60, Seduction 80, Signaling 92, Singing 95, Stalk/Hide 100, Subduing 105, Swimming 50, Tumbling 90, Weather-watching 85.

RM Spells: 105 PP (x6 PP multiplier). Knows all Monk lists to 30th lvl.

Appearance: 100.

LYRIN IN LOR

LoR Profession: Warrior.

LoR Stats: Strength 3, Agility 3, Intelligence 4, Movement 4, Defense 3, Melee OB 10, Missile OB 11, General 3, Subterfuge 7, Perception 6, Magical 3, Endurance 113.

LoR Spells: Balance, Concentration, Speed, Sustenance.

LoR Experience Points: 30,300.

LYRIN'S PRINCIPAL ITEM

Earrings of Lyrin—PPx6 (Monk).

MERP/RM: create an aura providing a +30 DB, and will *Haste* the wearer at will.

LYRIN'S LESSER ITEMS OF NOTE

Bracers.

MERP/RM: +30 OB to all Martial Arts attacks.

Orb of the Guild of Elements—Crystal sphere in chain, allows contact with any of the other four orbs of the Guild.

Cloak.

MERP/RM: Will turn wearer invisible at will.

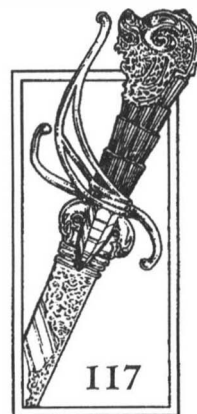
See *ICE's Court of Ardor* 26-28.

MABLUNG

Mablung was a powerful warrior who lived in Doriath, where he served King Thingol as Captain of the Guard. He accompanied his King, together with Beleg Strongbow, Beren Erchamion, and Huan the Hound when they rode out to defeat Morgoth's minion Carcharoth, who ran through Doriath, maddened by the Silmaril in his belly. After Huan slew the wolf, Mablung ripped open his innards and drew out the jewel.

This defeat of the Black Enemy gave hope to the Noldor of Beleriand. Maedhros, of the sons of Fëanor, called for the mustering of all the Eldar against their common foe. Yet, constrained by the oath of Fëanor, Maedros also demanded that Thingol surrender to him the Silmaril gained by Lúthien and Beren. Refusing the demand, Thingol went not to war, permitting only Mablung and one other to assail Morgoth in the host of Fingon.

Mablung survived the disaster of the Nirnaeth Arnoediad, the fifth battle of the First Age, and returned to Doriath to become entangled in the fates of the children of Húrin. The captain's failure in vigilance permitted Nienor to encounter the Dragon Glaurung alone and to become ensorcelled by the Worm. Straying in a spell of forgetfulness, she married her brother Túrin Turambar, who had last seen her when she was but a child and did not recognize her as a woman. Four years later, Mablung brought news of the loss of Nienor and her mother to Túrin, unknowingly confirming the tale Turambar had heard of his friend Brandir: that his wife was also his sister. Mablung held himself responsible when Túrin fell upon his sword Gurthang in fey despair.



Mablung





MABLUNG

Lvl: 60.

Race: Sinda.

Home: Doriath.

Names: Mablung (S. "Heavy Hand").

MABLUNG IN MERP

Hits: 195 Melee OB: 335 Missile OB: 300

AT: PI (130).

MERP Profession: Warrior.

MERP Stats: ST 120, AG 108, CO 100, IG 72,
IT 63, PR 98.

MERP Skills: Acrobatics 95, Athletic Games (Ath-
letic) 98, Climb 92, Diving 89, Swim 65, Leader-
ship (Influence) 95, Perception 91, Stalk/Hide
110, Boat Handling 59, Seduction (Influence) 66,
Strategy & Tactics (Lore) 68, Trickery 74.

MERP Spells: None.

MABLUNG IN ROLEMASTER

Hits: 195 Melee OB: 335 Missile OB: 300

AT: 20 (130).

RM Profession: Fighter.

RM Stats: St 120, Qu 110, Em 75, In 56, Pr 99,
Ag 106, Co 100, Me 71, Re 68, SD 97.

RM Skills: Acrobatics 95, Adrenal Defense 103,
Adrenal Moves 112, Athletic Games 98, Climb 92,
Diving 89, Swim 65, Leadership 95, Perception 91,
Stalk/Hide 110, Boat Handling 59, Seduction 66,
Strategy & Tactics 68, Trickery 74.

RM Spells: None.

Appearance: 100.

MABLUNG IN LoR

LoR Profession: Warrior.

LoR Stats: Strength 10, Agility 9, Intelligence 2,
Movement 6, Defense 7, Melee OB 13, Missile OB
12, General 4, Subterfuge 8, Perception 7, Magical
0, Endurance 157.

LoR Spells: None.

LoR Experience Points: 39,900.

MABLUNG'S PRINCIPAL ITEMS

Hirmacil—(S. "Lord's Blade") The broadsword glows
softly whenever Orcs or Trolls are within 1000'.
MERP/RM: +30 OB.

Morthalion—(S. "Black Strength") A great bow
fashioned of laminated Dírwood.
MERP/RM: +30 Missile OB.

Ilringollo—(S. "Cloak of Forgetting") Garment
changes color to match its surroundings.
MERP/RM: +30 to wearer's Hiding skills.

Read Sil 113, 184-6, 200, 217-219, 225, 230, 234.

MAEDHROS

The eldest son of Fëanor, Maedhros the Tall, was from the very first passionately given to his father's terrible Oath and thereby committed many terrible and grievous acts. Despite his heinous deeds, he was most temperate of all Fëanor's sons, with the single exception of Maglor. Though pledged to the foolish pursuit of Morgoth and the Silmarils, Maedhros opposed and regretted violence against Eru's Children. He was a patient ruler, guarding the March of Maedhros for many years, and striving to curb the arrogance of his brothers.

Maedhros was captured by an embassy of Balrogs sent by Morgoth (feigning to acknowledge defeat and offering terms) soon after his father's death. The Black Enemy shackled his prisoner by his right wrist to the sheer face of Thangorodrim in an unbreakable band of iron. Maedhros was rescued by Thorondor the greatest of eagles and Fingon ("the Valiant"), but suffered the severance of his right hand. The loss but caused his spirit to burn with greater fierceness, and he wielded his sword with his left hand, developing more skill as a warrior than he had possessed before.

Maedhros obtained a Silmaril at the end of the First Age. It burned his hand, unfit to hold the gem because of his many sins, and the Noldo cast himself in despair and regret with his prize into a deep chasm to find there, it is supposed, an unknown grave.

Maedhros was accounted tall even among the Noldo princes (7'8"), perhaps surpassed only by Elwë. He had the fair hair and sapphire eyes so striking in his family. The absence of his right hand, the skill of his mighty sword, and the aura of his grim, but noble, visage marked him as one of the truly notable figures in Middle-earth.

MAEDHROS

Lvl: 105.

Race: Noldo.

Home: born and reared in Eldamar, he then went to Middle-earth: he first battled in many regions, then he was shackled to the face of Thangorodrim, then built and dwelt in the great fortress Himring guarding the March of Maedhros, and finally with Himring taken he wandered homeless.

Names: the Tall.

MAEDHROS IN MERP

Hits: 240 Melee OB: 460 Missile OB: 440
AT: PI (240).

MERP Profession: Warrior.

MERP Stats: AG 110, CO 108, IG 104, IT 104,
PR 104, ST 108.

MERP Skills: Acrobatics 100, Acting 150, Administration (Influence) 70, Athletic Games (Athletic) 120, Climbing 195, Crafting (Craft) 137, Dance (Athletic) 94, Diplomacy (Influence) 147, First Aid 90, Fletching (Craft) 80, Foraging 105, Leadership (Influence) 180, Leather-working (Craft) 70, Martial Arts Striking 120, Martial Arts Sweeps 120, Meditation 140, Music (Artistic) 90, Navigation (Lore) 76, Perception 187, Public-speaking (Influence) 120, Riding 175, Read Runes 91, Seduction (Influence) 120, Signaling 86, Singing (Influence) 112, Skiing (Athletic) 68, Stalk/Hide 160, Star-gazing (Sky-Watching) 90, Use Item 91, Strategy/Tactics (Lore) 130, Swimming 187, Tracking 163, Weather-watching (Sky-Watching) 84.

MERP Spells: 525 PP (x5 PP multiplier). Knows all Open Essence and Channeling lists to 10th lvl.

Note: *Displacement III*, DB becomes 250 when using *Deflect* or *Bladeturn*.

MAEDHROS IN ROLEMASTER

Hits: 240 Melee OB: 460 Missile OB: 440
AT: 20 (240).

RM Profession: Fighter.

RM Stats: Co 108, SD 90, Ag 110, Me 95, Re 100, St 108, Qu 110, Pr 104, In 95, Em 98.

RM Skills: Acrobatics 100, Acting 150, Administration 70, Adrenal Moves 140, Athletic Games 120, Climbing 195, Crafting 137, Dance 94, Diplomacy 147, First Aid 90, Fletching 80, Foraging 105, Frenzy 145, Leadership 180, Leather-working 70, Linguistics 16*, Martial Arts Stalking 120, Martial Arts Sweeps 120, Meditation 140, Music 90, Navigation 76, Perception 187, Public-speaking 120, Riding 175, Runes 91, Seduction 120, Signaling 86, Singing 112, Skiing 68, Stalk/Hide 160, Star-gazing 90, Staves & Wands 91, Strategy/Tactics 130, Subduing 180, Swimming 187, Tracking 163, Weather-watching 84.

RM Spells: 525 PP (x5 PP multiplier). Knows all Open Mentalist lists to 10th lvl.

Note: *Displacement III*, DB becomes 250 when using *Deflect* or *Bladeturn*.

Appearance: 104.

MAEDHROS IN LoR

LoR Profession: Bard.

LoR Stats: Strength 7, Agility 5, Intelligence 4, Movement 5, Defense 7, Melee OB 14, Missile OB 14, General 8, Subterfuge 10, Perception 11, Magical 4, Endurance 277.

LoR Spells: Calm, Concentration, Healing, Speed.

LoR Experience Points: 55,200.



MAEDHROS' PRINCIPAL ITEMS

Sword (Silmarûth)—(S. "Fury of the Silmarils") Broadsword, probably made by Fëanor. Red laen with an eog edge, does triple concussion hits, does additional Heat and Slash criticals.

MERP/RM: +75 OB; casts continuous *Haste* on its bearer when wielded.

A Hand (Cammaedhros)—(S. "Hand of Maedhros") A prosthetic eog right hand. It is initially white, but mystically begins to be stained by the blood of his battles. While Maedhros is not comfortable wearing the hand all the time or to wielding his sword with it, the blade is mighty in battle.

MERP/RM: Acts as a +50 normal shield, intelligent, can cast *Deflection I* or *Bladeturn I* each round (each spell cast 16 times daily). It may attempt to crush anything in its grasp: either a LGr attack (OB +150), or a 30th level attack on an inanimate item (e.g., swords, etc).

Armor (Heruannon)—"Prince's Armor" Negates 30% of body crits.

MERP/RM: AT: Pl/20 (+75 DB); *RM Displacement III*, continuous *MERP Light V*; *RM Alkar*, cast *Stun Relief III* (Body Renewal Lvl 9) at will.

MAEDHROS' LESSER ITEMS OF NOTE

Long Bow—Double concussion hits, additional Impact crits.

MERP/RM: +50 OB.

Golden Mithril Crown—Protects head as full helm, negates 50% head crits.

MERP/RM: PPx5 (Mentalism), +50 to spell resistance rolls.

Read Sil 60, 83, 90, 108, 110-111, 112, 115, 116, 119, 122, 124, 152-53, 157, 188-90, 192-93, 195, 236-37, 246-47, 250, 252-54, 305.

Maedhros



MAEGLIN

The son and only child of Eöl the Smith and Aredhel, Maeglin was a secretive Elf who lusted for power—more than even the principdom of Gondolin provided. His father was dark of mood, jealous, and spiteful, and these flaws of character passed into the son. Maeglin's mother, Aredhel, sister of Turgon, the King of Gondolin, defied her brother by departing the secret valley of the Hidden City, and eventually marrying the reclusive Eöl. She remained with him for many years, bearing their child.

At last, missing her kin and weary of her husband's refusal to allow her to visit the sons of Fëanor, she fled with Maeglin to Gondolin. Eöl followed. When he learned that neither he nor his wife and child might then depart the Hidden City, he chose death for his fate. In an attempt to take his son with him, Eöl's spear found Aredhel's shoulder instead. The poison on the weapon's tip killed her. Eöl was executed, and the orphaned Maeglin adopted by Turgon.

He prospered for many years, but when captured in battle by Morgoth's minions, he proved unworthy. Realizing that he would never become King of Gondolin (his adopted father Turgon never having named him true heir), he betrayed the location of the secret valley to the Black Enemy's forces. He was slain in the sack of the city. The Noldor curse his name.

Note: *MERP rules do not cover alchemy—The creation of enchanted articles—Because, in Middle-earth, embedding magical properties into weapons, armor, and other articles is much more than a systematic process. Unique rituals, known only to certain individuals or groups (such as the Gwaith-i-Mirdain), must be used in special places on special materials. Mere cleverness or skill or book-learning does not suffice.*

MAEGLIN

Lvl: 40.

Race: Noldo/Teler.

Home: Nan Elmoth, later Gondolin.

Names: S. "Sharp Glance"; Lómion (Q. "Son of Twilight," the name his mother gave him).

MAEGLIN IN MERP

Hits: 165 Melee OB: 266 Missile OB: 195

AT: PI (225).

MERP Profession: Bard.

MERP Stats: ST 101; AG 101, CO 101, IG 100, IT 98, PR 103.

MERP Skills: Acrobatics 45, Acting 86, Ambush 24, Appraisal 136, Climbing 116, Crafting (Craft) 136, Disarm Trap 111, Falsification (Craft) 98, Fletching (Craft) 104, Leather-working (Craft) 130, Mathematics (Lore) 94, Perception 146, Pick Lock 116, Riding 76, Read Runes 81, Seduction (Influence) 125, Signaling 95, Smithing (Craft) 135, Stalk/Hide 126, Use Item 76, Stone-carving (Craft) 121, Strategy/Tactics (Lore) 93, Swimming 85, Trickery 105, Weather-watching (Sky-Watching) 45, Wood-carving (Craft) 120.

MERP Spells: 120 PP (x6 PP multiplier). Knows all Open Essence lists to 10th lvl. See note above.

MAEGLIN IN ROLEMASTER

Hits: 165 Melee OB: 266 Missile OB: 195

AT: 20 (225).

RM Profession: Alchemist (Fighter).

RM Stats: Stats: St 101, Qu 102, Em 100, In 98, Pr 103, Ag 101; Co 101, Me 100, Re 99, SD 96.

RM Skills: Acrobatics 45, Acting 86, Adrenal Moves 71, Ambush 24, Appraisal 136, Climbing 116, Crafting 136, Disarm Trap 111, Falsification 98, Fletching 104, Leather-working 130, Linguistics 9*, Mathematics 94, Perception 146, Pick Lock 116, Riding 76, Runes 81, Seduction 125, Signaling 95, Smithing 135, Stalk/Hide 126, Staves & Wands 76, Stone-carving 121, Strategy/Tactics 93, Subduing 104, Swimming 85, Trading 98, Trickery 105, Weather-watching 45, Wood-carving 120.

RM Spells: 120 PP (x6 PP multiplier). Knows all Alchemist base lists to 50th lvl.

Appearance: 100.

MAEGLIN IN LoR

LoR Profession: Bard.

LoR Stats: Strength 5, Agility 4, Intelligence 4, Movement 4, Defense 5, Melee OB 12, Missile OB 11, General 5, Subterfuge 8, Perception 10, Magical 8, Endurance 195.

LoR Spells: Concentration, Healing, Item Analysis, Luck, Protection from Magic, Sustenance.

LoR Experience Points: 42,300.

MAEGLIN'S PRINCIPAL ITEMS

Sword (Anguirel)—(S. "Living Star-iron") One of two fabulous blades made by Eöl (the other being Anglachel), Anguirel was stolen from its maker by Maeglin. Of the shiny black meteoric iron galvorn, and cleaves normal metals with ease. All armor but ithilnaur, eog and galvorn (or other powerful enchanted armor) is useless. Anguirel was an intelligent blade and has many other powers as well—though it does not 'speak' as such. By Eöl, it could not be fumbled—in Maeglin's hands there was a chance (on a roll of 01) of fumbling. It is a bastard sword, but its effect is that of a two-handed blade. All spells directed at the wielder must resist versus 60th level or fail (wielder's spells are unaffected). The sword also delivers a Slash critical in addition to any other indicated.

MERP/RM: +100 OB; whenever it is drawn, all in sight are affected by a 30th level spell of *Loathing*. Those who fail a RR wish to slay the wielder. It can be used one-handed at -20 OB. It will *Haste* the user at a thought

Armor—Also made by Eöl. Maeglin's armor is of the strange metal galvorn.

MERP/RM: AT Pl/20 (+60 DB); encumbers as AT Ch/I3.

Shield—A full shield, it is of smoky laen with an edge of galvorn, and hovers to protect the wielder.

MERP/RM: +30 DB.

MAEGLIN'S SPECIAL POWERS

Sight—Maeglin was extremely perceptive and was able to read the thoughts of the unguarded minds of those in his sight.

MERP/RM: As if he were using the Seer Mind Visions list to 20th lvl.

Voice—Maeglin's voice was renowned for its power and his persuasiveness.

MERP/RM: Treat this power as if he were utilizing the Astrologer list Way of the Voice to 15th lvl.

MAEGLIN'S LESSER ITEMS OF NOTE

Composite Bow—Of an unusual laminate of ogamur, shalk, galvorn, and wood.

MERP/RM: +45 OB.

Ring—PPx6.

MERP/RM: +30 DB

Cloak.

MERP/RM: +30 DB; +90 to hiding.

Read Sil 104, 159-66, 192, 237, 247, 297-9.

MAGLOR

The Oath of Fëanor bound Maglor throughout his life and eventually brought about a bitter death. Fëanor's second son and one of the first to swear the Oath, Maglor went with his brothers and father to recover the Silmarils. His realm in Beleriand was one of the first to fall to Morgoth's forces (through no fault of his own), and afterwards he travelled with his closest sibling, Maedhros.

Although not evil or violent by nature, Maglor was driven by his vow to recover the Silmarils. With his brother, he captured the young Elrond and Elros (who were not mistreated as prisoners), but the two proved unable to ransom a Silmaril from Elwing, the boys' mother. In the end, desperate, they stole the other two gems from the Host of the Valar (which had recently wrested the jewels from Morgoth). Maglor was unable to bear the pain of his Silmaril and the crimes committed in pursuit of it; he cast his gem into the ocean. Thereafter he wandered the shore, shunning all but solitude. It is said that he paces beside the waves yet, singing laments for the lost glory of the Noldor.

Maglor was a great bard, composer of some of the greatest songs in history—including the Noldolantë, the basis for the Silmarillion.

MAGLOR

Lvl: 85.

Race: Noldo.

Home: Aman, later Beleriand.

Names: (S. "Golden Hand").

MAGLOR IN MERP

Hits: 205 Melee OB: 331 Missile OB: 286
AT: Pl (250).

MERP Profession: Bard.

MERP Stats: ST 106; AG III, CO 107, IG I10, IT 96, PR 104.

MERP Skills: Acrobatics 65, Acting I2I, Ambush 12, Appraisal 127, Architecture (Lore) 65, Athletic Games (Athletic) 55, Climbing 140, Dance (Athletic) 121, Diplomacy (Influence) 162, Directed Spells 97, First Aid 80, Fletching (Craft) 45, Foraging 96, Leadership (Influence) 140, Martial Arts Striking 90, Martial Arts Sweeps 70, Meditation 120, Music (Artistic) 170, Perception 131, Public-speaking (Influence) 130, Riding III, Read Runes 96, Sailing (Athletic) 60, Seduction (Influence) 165, Signaling 86, Singing (Influence) 172, Skiing (Athletic) 74, Stalk/Hide 120, Star-gazing (Sky-Watching) 102, Use Item 93, Swimming 126,

MERP Spells: 680 PP (x9 PP multiplier). Knows all Bard Base lists to 10th lvl, all Open Essence lists to 10th lvl.

MAGLOR IN ROLEMASTER

Hits: 205 Melee OB: 331 Missile OB: 286
AT: 20 (250).

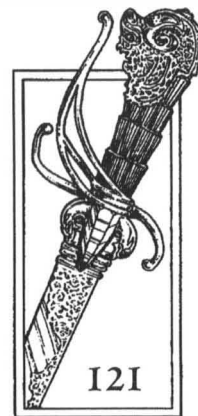
RM Profession: Bard (Fighter).

RM Stats: St 106, Qu I10, Em 99, In 96, Pr I10, Ag III; Co 107, Me 96, Re 102, SD 96.

RM Skills: Acrobatics 65, Acting 121, Adrenal Moves 89, Ambush 12, Appraisal 127, Architecture 65, Athletic Games 55, Climbing 140, Dance 121, Diplomacy 162, Directed Spells 97, First Aid 80, Fletching 45, Foraging 96, Frenzy 125, Leadership 140, Linguistics 21*, Martial Arts Stalking 90, Martial Arts Sweeps 70, Meditation 120, Music 170, Perception 131, Public-speaking 130, Riding III, Runes 96, Sailing 60, Seduction 165, Signaling 86, Singing 172, Skiing 74, Spell-mastery 98, Stalk/Hide 120, Star-gazing 102, Staves & Wands 93, Subduing 100, Swimming 126, Trading 85.

RM Spells: 680 PP (x9 PP multiplier). Knows all Bard base lists to 50th lvl, all Mentalist Open and Closed lists to 30th lvl.

Appearance: 108.





MAGLOR IN LoR

LoR Profession: Bard.

LoR Stats: Strength 7, Agility 7, Intelligence 7, Movement 5, Defense 6, Melee OB 13, Missile OB 13, General 8, Subterfuge 8, Perception 9, Magical 9, Endurance 498.

LoR Spells: All.

LoR Experience Points: 87,000.

MAGLOR'S PRINCIPAL ITEMS

Sword (Silmanainië)—(Q. "Lament of the Silmarils") Broadsword, identical in design to Maedhros' sword, also made by Fëanor. Silmanainië differed in that it was forged of blue eog, delivered additional Cold and Impact criticals. It delivered triple concussion hits.

MERP/RM: +75 OB; it *Hastes* the wielder.

Armor—Truly unusual armor consisting of many layers of shalk and white eog. It also protects Maglor from all evil spells.

MERP/RM: AT P1/20(+75 DB); encumbers as AT Ch/13.

Lute—Allows silent casting of Bardic spells.

MERP/RM: Triples range of all Bardic Controlling Songs and Sound Control spells.

Míriel



MAGLOR'S LESSER ITEMS OF NOTE

Cloak—Protects from heat and cold.

MERP/RM: +30 to DB; +60 to hiding.

Earring—Of mithril and ruby, PPx9.

Read *Sil* 63, 93, 98, 133, 135, 138, 148, 167, 184, 222, 236, 305-6, 310, 313-4.

MÍRIEL

So fine were the tapestries and brocades fashioned by Míriel that she was named Serindë, Broidress. Her hands were more attuned to fine work than any others among all the skill-loving Noldor.

Finwë, King of the Deep-elves, took Míriel to wife in the Noontide of the Blessed Realm. Long and full of bliss were their days together, for no shadow fell upon Valinor in that time. Míriel was conceived of a son, Curufinwë, named Fëanor by her. Though the fruit of happiness, Fëanor brought sorrow. In the bearing and birthing of her son, the Queen grew weary and wan, diminished of both spirit and strength. She knew no child would ever again bless her womb: Fëanor had taken all that might have nourished brothers and sisters.

Urged by Finwë, Míriel sought rest and refreshment in Irmo's realm, Lórien. There she fell into a deep sleep from which the Queen never awoke. Her spirit left her body, which remained unwithered, and passed into the halls of Mandos, Keeper of the Houses of the Dead.

MÍRIEL

Lvl: 80.

Race: Noldo.

Home: Undying Lands.

Names: Míriel, Serindë (Q. "Broidress").

MÍRIEL IN MERP

Hits: 160 Melee OB: 155 Missile OB: 85
AT: No (95).

MERP Profession: Bard.

MERP Stats: ST 87, AG 101, CO 100, IG 102, IT 98, PR 106.

MERP Skills: Climb 62, Diving 44, Swim 75, Dance (Artistic) 99, Music (Artistic) 100, Perception 95, Stalk/Hide 98, Read Runes 75, Seduction (Influence) 96, Public Speaking (Influence) 87, Weaving (Craft) 110, Embroidery (Craft) 120.

MERP Spells: 320 PP (x2 PP multiplier). Base Spell OB is +35. Míriel knows all the Bard Base lists and the Open Essence lists.

MÍRIEL IN ROLEMASTER

Hits: 160 Melee OB: 155 Missile OB: 85
AT: I (95).

RM Profession: Seer.

RM Stats: St 87, Qu 101, Em 91, In 93, Pr 104, Ag 100, Co 100, Me 103, Re 96, SD 100.

RM Skills: Climb 62, Diving 44, Swim 75, Dance 99, Music 100, Perception 95, Stalk/Hide 98, Runes 75, Seduction 96, Public Speaking 87, Weaving 110, Embroidery 120.

RM Spells: 320 PP (x2 PP multiplier). Base Spell OB is +35. Míriel knows all the Bard and Seer Base lists and the Open Mentalist lists.

Appearance: 110.

MÍRIEL IN LoR

LoR Profession: Bard.

LoR Stats: Strength 4, Agility 6, Intelligence 5, Movement 5, Defense 5, Melee OB 10, Missile OB 6, General 6, Subterfuge 7, Perception 7, Magical 5, Endurance 208.

LoR Spells: Strength, Shield, Luck, Calm, Protection from Magic, Clairvoyance, Item Analysis, Concentration, Camouflage, Fire Bolt, Healing.

LoR Experience Points: 44,400.

MÍRIEL'S PRINCIPAL ITEMS

Embroidery Tools—An assortment of magical needles, hoops, and pins surpassingly easy to utilize.
MERP/RM: +30 to user's Embroidery skill.

Dagger—The mithril-handled, laen blade has several diamonds set into its hilt.
MERP/RM: Add +25 OB.

Long Bow—Comprised of hollow mithril.
MERP/RM: +20 Missile OB; double range.

Bracelet—Fashioned of mithril and laen, the bracelet enhances a spell user's power.
MERP/RM: x2 PP multiplier.

Read Sil 60, 63-4, 69.

MORNAUR*

Mornaur is a fiery Noldo, quick to kindle with enthusiasm, equally swift to anger. His disposition is autocratic, and matters both great—tactics to incite the Mûmakani to war on their neighbors, the Kirani of Tuktan—and small—the failure of a page to refill an ink pot and sharpen a quill—excite his interest and judgement. The Lord of Staves is not a companion or friend easily borne, but he is a superb strategist. His grasp of fine detail together with his sensitivity to changes in the overall pattern of events mean that most campaigns under his supervision succeed.

Mornaur wears the garb of his suit: robes of crimson silk partially covered by a tabard of apricot and a stole of golden yellow. A badge on his left breast takes the shape of an inverted triangle behind a flaming staff.

MORNAUR

Lvl: 19.

Race: Noldo.

Home: Ithilkir.

Names: Mornaur (S. "Black Fire"), Lord of the Suit of Staves.

MORNAUR IN MERP

Hits: 70 **Melee OB:** 80 **Missile OB:** 40
AT: No (110).

MERP Profession: Mage.

MERP Stats: ST 34, AG 84, CO 55, IG 101, IT 55, PR 93.

MERP Skills: Climb 72, Swim 35, Perception 92, Stalk/Hide 27, Boat Handling 22, Use Item 88, Acting 74, Administration (Influence) 54, Dance (Artistic) 78, Music (Artistic) 89, Public Speaking (Influence) 90, Read Runes 22, Sky-watching 56, Trickery 76.

MERP Spells: 57 PP (x4 PP multiplier). Base Spell OB is +19. Directed Spell OB is +64. Mornaur knows the Fire Law, Wind Law and Light Law lists and all Open Essence lists.

MORNAUR IN ROLEMASTER

Hits: 70 **Melee OB:** 80 **Missile OB:** 40
AT: 2 (110).

RM Profession: Magician.

RM Stats: St 34, Qu 89, Em 101, In 54, Pr 97, Ag 78, Co 55, Me 56, Re 102, SD 89.

RM Skills: Climb 72, Swim 35, Perception 92, Stalk/Hide 27, Boat Handling 22, Directed Spell 70, Staves & Wands 88, Acting 74, Administration 54, Dance 78, Music 89, Public Speaking 90, Runes 22, Star-Gazing 56, Trickery 76.

RM Spells: 57 PP (x4 PP multiplier). Base Spell OB is +19. Directed Spell OB is +64. Mornaur knows the Fire Law, Wind Law and Light Law lists and all Open Essence lists.

Appearance: 104.

MORNAUR IN LoR

LoR Profession: Bard.

LoR Stats: Strength -1, Agility 3, Intelligence 4, Movement 3, Defense 4, Melee OB 6, Missile OB 4, General 3, Subterfuge 2, Perception 7, Magical 2, Endurance 69.

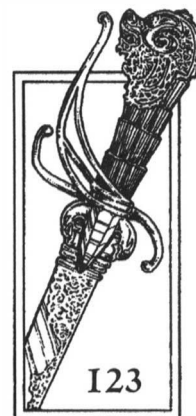
LoR Spells: Fire Bolt, Luck, Shield, Strength, Protection from Magic, Clairvoyance, Balance.

LoR Experience Points: 14,100.

MORNAUR'S PRINCIPAL ITEMS

Gnarled Staff—A twisted piece of brown-grey wood. Upon the command "Runya!" (Q. "Flame"), it will burst into flame without harm to the bearer. In doing so, it provides the user immunity to all heat and flame. The staff is attuned to Mornaur and can be used by no other.

MERP/RM: x4 PP multiplier; allows the wearer to use the Fire Law list up to ten levels higher than normal, whether the user knows the list or not. The user still expends PPs at the full spell level.





Robes of Staves—Attuned to Mornaur and can be worn by no other.

MERP/RM: AT No/2; +40 DB.

Dagger—Forged of red steel.

MERP/RM: +10 OB.

Cloak—This black cloak allows the user to become invisible once per day.

See *ICE's Court of Ardor* 24.

MORTHAUR*

Chief engineer of the scheme to bring down the Sun and Moon, Morthaur was more of a planner than implementer. He rarely left the Citadel of Ardor, preferring to lurk in the certain safety it provided. An original Noldo rebel, he almost immediately fell to Morgoth's offers of power and realms in the south.

Of average height with black hair, he invariably chose black for his garments.

MORTHAUR

Lvl: 40.

Race: Noldo.

Home: Beleriand, then Ardinaak.

Names: (S. "Black Bondage"); The Lord; Vornocollo (Q. "Cloak of Darkness").

MORTHAUR IN MERP

Hits: 120 Melee OB: 140 Missile OB: 70

AT: No (95).

MERP Profession: Mage.

MERP Stats: ST 94; AG 99, CO 93, IG 100, IT 89, PR 99.

MERP Skills: Acting 45, Administration (Influence) 87, Architecture (Lore) 60, Crafting (Craft) 65, Directed Spells 70, Falsification (Craft) 110, Leadership (Influence) 90, Mathematics (Lore) 115, Perception 85, Public-speaking (Influence) 94, Read Runes 96, Stalk/Hide 80, Use Item 106, Strategy/Tactics (Lore) 95.

MERP Spells: 120 PP (x5 PP multiplier). Knows all Mage Base lists to 10th; virtually all other Essence lists to 10th.

MORTHAUR IN ROLEMASTER

Hits: 120 Melee OB: 140 Missile OB: 70

AT: 2 (95).

RM Profession: Magician.

RM Stats: St 94, Qu 100, Em 100, In 89, Pr 99, Ag 99; Co 93, Me 99, Re 101, SD 96.

RM Skills: Acting 45, Administration 87, Architecture 60, Channeling 81, Crafting 65, Directed Spells 70, Falsification 110, Leadership 90, Linguistics 8*, Mathematics 115, Perception 85, Public-speaking 94, Runes 96, Spell-mastery 105, Stalk/Hide 80, Staves & Wands 106, Strategy/Tactics 95.

RM Spells: 120 PP (x5 PP multiplier). Knows all Magician Base lists to 30th; virtually all other Essence lists to 30th.

Appearance: 95.

MORTHAUR IN LoR

LoR Profession: Bard.

LoR Stats: Strength 3, Agility 3, Intelligence 3, Movement 4, Defense 4, Melee OB 9, Missile OB 6, General 5, Subterfuge 6, Perception 6, Magical 5, Endurance 160.

LoR Spells: Balance, Calm, Concentration, Fire Bolt, Healing, Item Analysis, Luck, Protection from Magic, Shield, Speed.

LoR Experience Points: 28,200.

MORTHAUR'S PRINCIPAL ITEMS

Ardan Amulet—Octagonal brooch with laen inlay.

MERP/RM:

(1) Invisibility, 1' radius, 1x/rnd.

(2) Long Door, 300', 1x/day.

(3) Haste V, 1x/day.

(4) Deflections III (-100 from 3 missile attacks), 1x/day.

(5) Bladeturning, one weapon -100 OB/round, 1x/day.

(6) +200 spell range, 1x/day.

(7) Essence Shield, 1x/day.

(8) Teleport at will to the Citadel of Ardor.

Enchanted Card Deck—Ardan Deck, see Ardana.

See *ICE's Court of Ardor* 17-18.

NERDANEL

Daughter of the Noldo Mahtan, a smith among those most loved by Aulë, Nerdanel wed Fëanor. She was as strong willed as her mate, but possessed of greater patience. She desired understanding more than mastery, and for a time her wisdom served to check Fëanor when his fiery spirit burned too hot. Yet even her eloquence failed to influence her husband when matched against the wiles of Melkor. The Black Enemy, freed by Manwë's pardon to walk Valinor, fanned the jealousy between the sons of Finwë. Listening to Morgoth's lies, Fëanor made a secret forge and tempered fell weapons for himself and his sons.

With his armory filled, Fëanor spoke of rebellion, urging the Noldor to depart Aman. His words further provoked his half-brothers, who approached their father. Then Fëanor drew his sword against Fingolfin and was banished from Tirion. Nerdanel, grieved by her mate's violent arrogance, did not accompany him. Nor did she follow Fëanor when he led the hosts of the Noldor to the Kinslaying at Aqualondë and then out of the realm of the Valar.

Before her estrangement from Fëanor, Nerdanel bore her husband seven sons: Maedhros, Maglor, Celegorm, Curufin, Caranthir, Amrod, and Amras. Some portion of her calm strength did she impart to them, but their father's passionant spirit was more evident in the deeds all seven. Nerdanel lost her sons with her husband, for they departed Aman with him. She withstood much for and from Fëanor, and it can be said that the fault in their marriage lay not within her.

NERDANEL

Lvl: 65.

Race: Noldo.

Home: Aman.

Names: Nerdanel (S. "Man-maker?").



NERDANEL IN MERP

Hits: 125 Melee OB: 140 Missile OB: 110
AT: No (120).

MERP Profession: Animist.

MERP Stats: ST 89, AG 95, CO 100, IG 85, IT 106, PR 100.

MERP Skills: Climb 52, Diving 41, Swim 78, Dance (Artistic) 80, Music (Artistic) 90, Perception 100, Public Speaking (Influence) 97, Hide/Stalk 99, Read Runes 76, Seduction (Influence) 100, Midwifery (Lore) 95.

MERP Spells: 390 PP (x2 PP multiplier). Base Spell OB is +35. Nerdanel knows the Animist lists and the Open Channeling lists.

NERDANEL IN ROLEMASTER

Hits: 125 Melee OB: 140 Missile OB: 110
AT: 1 (120).

RM Profession: Cleric.

RM Stats: St 89, Qu 93, Em 87, In 106, Pr 94, Ag 97, Co 100, Me 99, Re 83, SD 105.

RM Skills: Climb 52, Diving 41, Swim 78, Dance 80, Music 90, Perception 100, Public Speaking 97, Hide/Stalk 99, Runes 76, Seduction 100, Midwifery 95.

RM Spells: 390 PP (x2 PP multiplier). Base Spell OB is +35. Nerdanel knows the Cleric and Healer Base lists and the Open Channeling lists.

Appearance: 102.

NERDANEL IN LoR

LoR Profession: Bard.

LoR Stats: Strength 4, Agility 3, Intelligence 5, Movement 5, Defense 5, Melee OB 9, Missile OB 8, General 5, Subterfuge 7, Perception 7, Magical 5, Endurance 153.

LoR Spells: Luck, Protection from Magic, Charm Animal, Calm, Healing, Concentration, Clairvoyance, Sustenance, Item Analysis, Speed, Shield.

LoR Experience Points: 33,300.

NERDANEL'S PRINCIPAL ITEMS

Dagger—A jewel-encrusted weapon with a mithril blade.

MERP/RM: +20 OB. x2 PP multiplier.

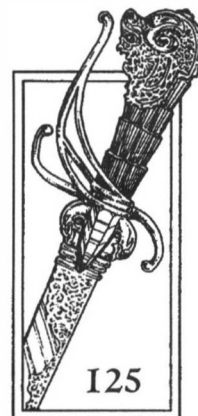
Longbow—Adorned with cabochons of jade.

MERP/RM: +20 Missile OB.

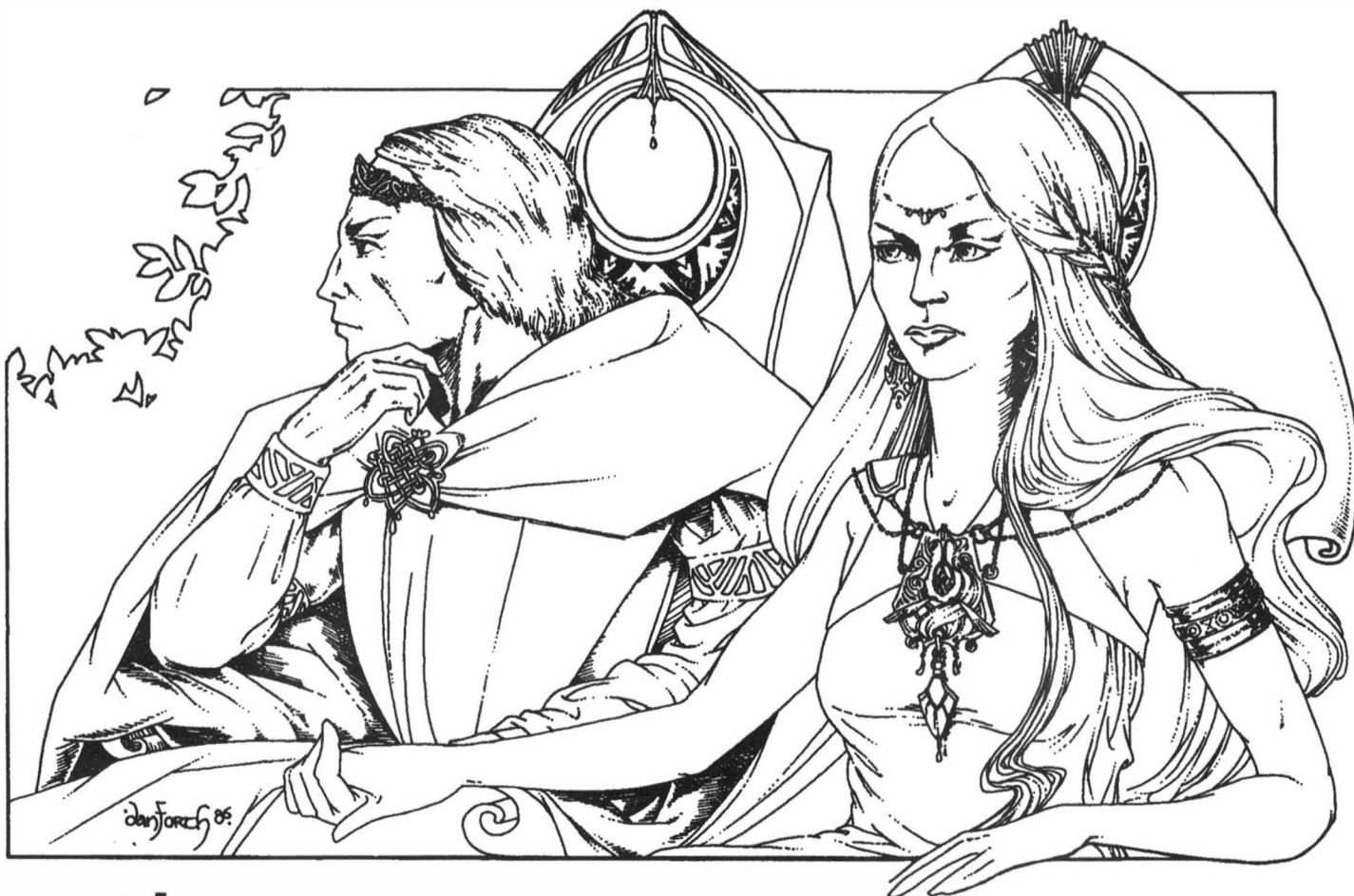
Tunic—This enchanted garment is run through with threads of mithril.

MERP/RM: +50 DB.

Read Sil 64, 66, 69.



Nerdanel



*Amroth &
Nimrodel*

NIMRODEL

One of the saddest legends in Middle-earth surrounds the parting of the lovers Amroth and Nimrodel. Though a Silvan Elf, Nimrodel was accounted more beautiful than many of the Eldar. Amroth loved her dearly, but she would not marry him, instead living alone near the stream in Lórien to which she gave her name.

In T.A. 1981, the Terror of Khazad-dûm was unleashed. Unable to bear the wrath of the Balrog in Moria, Nimrodel fled south to the eaves of Fangorn. Amroth was loath to depart his realm and leave it without a King (he had no heir) in a time of crisis, but his love for Nimrodel prevailed. He found her, barred from entering Fangorn by the Huorns. Amroth begged her to return, but she refused. At last she agreed to marry him if he would take her to a place of peace—the Uttermost West.

They traveled separately. Amroth came to the Bay of Belfalas ahead of her, and there found that all but one ship had set sail for the West. That last ship was about to embark, for the autumn winds were coming, and storms on the water were sometimes too wild even for Elven-ships. Amroth convinced the captain to wait, hoping that Nimrodel would come.

A month passed, and the weather grew steadily worse. There was no sign or word from Nimrodel. At last, one stormy night, the ship tore loose from its moorings and was blown out to sea. Amroth, who had slept onboard, awoke in a panic, and rushed to the gunwhale. The coast was fast receding. Unable to bear leaving his love, he dove into the sea, determined to swim back to shore. He was never seen again. Of the final fate of Nimrodel nothing is known.

NIMRODEL

Lvl: 25.

Race: Taurdhel (Silvan Elf).

Home: Lórien (east of the Misty Mountains).

Aka. (S. "Lady of the White Cave").

NIMRODEL IN MERP

Hits: 110 Melee OB: 80 Missile OB: 140

AT: No (35).

MERP Profession: Bard.

MERP Stats: ST 93; AG 97, CO 89, IG 100, IT 90, PR 101.

MERP Skills: Acting 35, Climbing 60, Directed Spells 50, Foraging 70, Leather-working (Craft) 45, Meditation 72, Music (Artistic) 108, Perception 70, Riding 50, Read Runes 40, Seduction (Influence) 81, Singing (Influence) 116, Stalk/Hide 58, Star-gazing (Sky-Watching) 60, Use Item 35, Swimming 45, Weather-watching (Sky-Watching) 45.

MERP Spells: 75 PP (x5 PP multiplier). Knows all Bard Base lists to 10th lvl; all Essence Open and Closed lists to 10th lvl.

NIMRODEL IN ROLEMASTER

Hits: 110 **Melee OB:** 80 **Missile OB:** 140

AT: 1 (35).

RM Profession: Mystic.

RM Stats: St 93, Qu 100, Em 100, In 90, Pr 101, Ag 97; Co 89, Me 81, Re 80, SD 67.

RM Skills: Acting 35, Climbing 60, Directed Spells 50, Foraging 70, Leather-working 45, Linguistics 12*, Meditation 72, Music 108, Perception 70, Riding 50, Runes 40, Seduction 81, Singing 116, Spell-mastery 90, Stalk/Hide 58, Star-gazing 60, Staves & Wands 35, Swimming 45, Weather-watching 45.

RM Spells: 75 PP (x5 PP multiplier). Knows all Mystic Base lists to 25th lvl; all Mentalist Open and Closed lists to 10th lvl.

Appearance: 104.

NIMRODEL IN LoR

LoR Profession: Bard.

LoR Stats: Strength 3, Agility 3, Intelligence 3, Movement 3, Defense 3, Melee OB 6, Missile OB 9, General 3, Subterfuge 5, Perception 6, Magical 4, Endurance 117.

LoR Spells: Calm, Clairvoyance, Concentration, Item Analysis.

LoR Experience Points: 19,500.

NIMRODEL'S PRINCIPAL ITEMS

Longbow—+20 OB, it has triple the normal range and cannot be fumbled.

Necklace—PPx5, it provides a misty aura.

MERP/RM: +50 DB.

Read UT 240-3, 246, 248, 255, 257, 261, 316;

LotRI 439-42, III 119, 181.

See ICE's Lorien 25, 57.

OHTAR*

Celebannon is an elegant hamlet comprised of neat cabins with finely carved window- and door-moldings and thatched roofs. Wood-elves of Thranduil's realm dwell there, loading rafts with goods for shipment downstream to communities along the Annen, Celduin, and Carnen Rivers.

Ohtar is the Master of Celebannon. Trade proceeds smoothly under his dominion, but his orderly methods detract little from his proclivity to enjoy feasts and dancing. His subjects are a merry bunch, invited each eventide to their lord's Hall for a banquet.

OHTAR

Lvl: 21.

Race: Sinda.

Home: Celebannon.

Names: Ohtar (S. "Warrior").

OHTAR IN MERP

Hits: 130 **Melee OB:** 145 **Missile OB:** 160

AT: Pl (65).

MERP Profession: Warrior.

MERP Stats: ST 98, AG 100, CO 94, IG 90, IT 90, PR 76.

MERP Skills: Acrobatics 35, Athletic Games (Athletic) 40, Climb 92, Dance (Artistic) 78, Leadership (Influence) 88, Perception 81, Stalk/Hide 55, Seduction (Influence) 66, Strategy & Tactics (Lore) 28, Trickery 93.

MERP Spells: None.

OHTAR IN ROLEMASTER

Hits: 130 **Melee OB:** 145 **Missile OB:** 160

AT: 17 (65).

RM Profession: Fighter.

RM Stats: St 98, Qu 99, Em 93, In 91, Pr 87, Ag 100, Co 94, Me 88, Re 87, SD 64.

RM Skills: Acrobatics 35, Adrenal Defense 91, Adrenal Moves 83, Athletic Games 40, Climb 92, Dance 78, Leadership 88, Perception 81, Stalk/Hide 55, Seduction 66, Strategy & Tactics 28, Trickery 93.

RM Spells: None.

Appearance: 108.

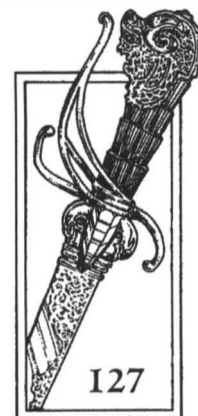
OHTAR IN LoR

LoR Profession: Warrior.

LoR Stats: Strength 4, Agility 5, Intelligence 2, Movement 3, Defense 4, Melee OB 9, Missile OB 10, General 4, Subterfuge 5, Perception 7, Magical 0, Endurance 86.

LoR Spells: None.

LoR Experience Points: 22,200.





OHTAR'S PRINCIPAL ITEMS

Staff—A gnarled wooden staff that permits the bearer to cast spells, whether he is a spell user or not.

MERP/RM: x3 PP multiplier. Permits the bearer to cast spells from Open Essence lists up to 10th level.

See *ICE's Mirkwood* 60, 62.

OLWË

Olwë was the younger brother of Elwë (Thingol Greycloak) and leader of the second Host of the Teleri. When Elwë vanished in Beleriand during the Great Journey, Olwë became King of the Teleri and brought nearly all of his people to Aman in the second crossing. The Teleri settled on Tol Eressëa—there learning the art of shipbuilding from the Maia Ossë—before settling on the shores of Eldamar and building the fair port of Alqualondë.

Olwë



Olwë's people suffered the cruel attack of the Noldor and the theft of their ships; they never forgot the heinous crimes of Fëanor's people. When the Valar sailed to overthrow Morgoth for the last time, the Teleri reluctantly agreed to transport the Vala Host, but they remained with their ships, aloof from battle. Olwë himself never returned to Middle-earth.

OLWË

Lvl: 135.

Race: Teler.

Home: Cuivienen, the coast of Beleriand, Tol Eressëa, and finally Alqualondë on the shores of Eldamar.

OLWË IN MERP

Hits: 395 **Melee OB:** 353 **Missile OB:** 328

AT: P1 (180).

MERP Profession: Warrior.

MERP Stats: ST 104; AG 108, CO 103, IG 103, IT 103, PR 106.

MERP Skills: Acrobatics 60, Acting 190, Administration (Influence) 156, Architecture (Lore) 170, Athletic Games (Athletic) 140, Climbing 190, Crafting (Craft) 145, Dance (Athletic) 120, Diplomacy (Influence) 181, Diving (Athletic) 210, Leadership (Influence) 235, Mathematics (Lore) 105, Meditation 118, Music (Artistic) 175, Navigation (Lore) 240, Perception 241, Riding 210, Rope Mastery 105, Read Runes 186, Sailing (Athletic) 230, Seduction (Influence) 192, Singing (Influence) 241, Stalk/Hide 237, Star-gazing (Sky-Watching) 150, Use Item 182, Strategy/Tactics (Lore) 158, Swimming 235, Weather-watching (Sky-Watching) 195, Wood-carving (Craft) 120.

MERP Spells: None.

OLWË IN ROLEMASTER

Hits: 395 **Melee OB:** 353 **Missile OB:** 328

AT: 20 (180).

RM Profession: Fighter.

RM Stats: St 104, Qu 106, Em 105, In 103, Pr 106, Ag 108; Co 103, Me 103, Re 103, SD 103.

RM Skills: Acrobatics 60, Acting 190, Administration 156, Adrenal Moves 110, Architecture 170, Athletic Games 140, Climbing 190, Crafting 145, Dance 120, Diplomacy 181, Diving 210, Frenzy 180, Leadership 235, Linguistics 17*, Mathematics 105, Meditation 118, Music 175, Navigation 240, Perception 241, Riding 210, Rope Mastery 105, Runes 186, Sailing 230, Seduction 192, Singing 241, Stalk/Hide 237, Star-gazing 150, Staves & Wands 182, Strategy/Tactics 158, Subduing 152, Swimming 235, Weather-watching 195, Wood-carving 120.

RM Spells: None.

Appearance: 105.

OLWĒ IN LOR

LoR Profession: Warrior.

LoR Stats: Strength 7, Agility 7, Intelligence 7, Movement 6, Defense 7, Melee OB 13, Missile OB 13, General 7, Subterfuge 12, Perception 12, Magical 0, Endurance 322.

LoR Spells: None.

LoR Experience Points: 67,300.

OLWĒ'S PRINCIPAL ITEMS

Crown of the Teleri—Clear laen and mithril crown, protects as a full helm and negates all head/neck criticals;

MERP/RM: +50 DB; allows wearer use of the *MERP* Nature's Lore to 10th lvl; *RM* Weather Ways to 50th lvl.

Scepter—Strikes as a mace, it delivers an additional Lightning critical.

MERP/RM: +50 OB.

OLWĒ'S LESSER ITEMS OF NOTE

Cloak.

MERP/RM: +30 DB; +90 to hiding;.

Boots—Insure solid footing on any wood surface (such as the deck of a ship).

MERP/RM: +40 to climbing.

Read UT 229, 232-4; Sil 54-8, 60-1, 63-5, 97-100, 107, 130, 152.

ORODRETH

The second son of Finarfin, Orodreth alone of his brothers and sister stood with his father against Fëanor when the Silmarils' creator sought to lead the Noldor out of Aman in pursuit of Morgoth. Orodreth's words were calm and full of wisdom, but availed not in halting the Elves' departure. Finarfin chose to forsake the exodus after the Prophecy of North. All his offspring, including Orodreth, chose to follow Fëanor to Middle-earth for their love of the sons of Fingolfin.

Orodreth dwelt with his eldest brother in Beleriand until Nargothrond was complete. Then Finrod removed to that cavern hold, leaving Orodreth the wardenship of Minas Tirith on Tol Sirion. For nearly four hundred years he held the pass against Morgoth's Orcish raiders.

Two years after the Dagor Bragollach, Sauron, Morgoth's most powerful minion, later the Lord of the Rings, was sent against Tol Sirion with a great force of Werewolves and Orcs. His shadow of sorcery fell over the isle, and all those defending the ramparts were struck with fear. Orodreth and his warriors were driven out, and the stronghold became a watchtower for the Black Enemy. Its name was Tol-in-Gaurhoth.

Orodreth fled to Nargothrond and dwelt there with his brother. When Beren, son of Barahir, bade Finrod accompany him on the quest for a Silmaril from Morgoth's crown, Orodreth urged the King to refuse. Yet Finrod held himself bound by the oath he had sworn to Barahir after his rescue in battle to aid the Adan's son. He asked Orodreth to serve as steward in his absence. This suited Celegorm and Curufin who sought to seize the crown of Nargothrond. Their plotting was revealed by Lúthien, who liberated Tol Sirion from Sauron with the help of Huan the Hound. With the arrival of the freed captives came word of Finrod's death. Orodreth was taken by the Elves of Nargothrond as their King, and he banished Celegorm and Curufin from his realm.

Orodreth pursued a policy of secrecy and guarded strength, of stealth and ambush, of wizardry and the hidden arrow. He did not send a host to join the Union of Maedhros, since he refused to aid any son of Fëanor (holding Maedhros' brothers responsible for Finrod's death). Against his wishes, his warlord Gwindor led a small company of Elves in the Nirnaeth Arnoediad.

Túrin Turambar came to Nargothrond after the Fifth Battle of the First Age and urged the King to boldness and open attacks against Morgoth's Orcs. Orodreth built a bridge across the River Narog, permitting his warriors to sally forth from the Doors of Felagund with ease. The Black Enemy's raiders were routed from the lands east to Sirion and west to the Nenning.

In response, Morgoth dispatched a great host along with the dragon Glaurung against Nargothrond. Orodreth and Túrin led their warriors forth to meet the enemy in open battle. The Orcish forces proved more numerous than report had told, and the dragon's flames scorched all who faced him, save the warlord who was protected by his Dwarvish mask. The Elves were crushed and their King slain.

Orodreth stood 7'3", possessed a calm and determined demeanor, and boasted the golden hair of his mother. His wife, the reclusive Miredhel, bore him one daughter, Finduilas. Unlike her mother, Finduilas chose to enjoy fully her status as a princess of Nargothrond. No other children of the union are recorded in the lore of Middle-earth.

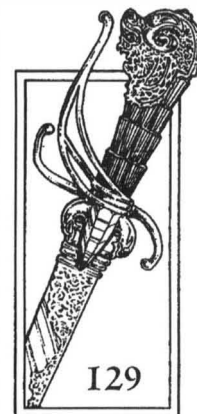
ORODRETH

Lvl: 100.

Race: Noldo.

Home: Aman, Tol Sirion, Nargothrond.

Names: Orodreth (S. "Mountain Progeny?"), Lord of Narog.





ORODRETH IN MERP

Hits: 250 Melee OB: 300 Missile OB: 250
AT: PI (230).

MERP Profession: Bard.

MERP Stats: ST 106, AG 104, CO 106, IG 107,
IT 103, PR 102.

MERP Skills: Acrobatics 180, Acting 120, Administration (Lore) 200, Ambush 55, Architecture (Lore) 190, Athletic Games (Athletic) 200, Caving 115, Climb 200, Crafting (Craft) 185, Dance (Artistic) 130, Diplomacy (Influence) 150, Diving (Athletic) 155, First Aid 220, Fletching (Craft) 165, Forage 110, Leadership (Influence) 132, Leather-working (Craft) 110, Mathematics (Lore) 95, Perception 210, Public Speaking (Influence) 100, Read Runes 140, Ride 180, Signaling 145, Sing (Artistic) 160, Skiing (Athletic) 80, Sky-watching 90, Stalk & Hide 200, Strategy & Tactics (Lore) 148, Swim 200, Tracking 200, Use Item 140.

MERP Spells: 600 PP. Base Spell OB is +25. Directed Spell OB is +50. Orodreth knows all Base Bard lists to 10th level, as well as Essence Perception, Spirit Mastery, Light Law, and Surface Ways to 5th level.

ORODRETH IN ROLEMASTER

Hits: 250 Melee OB: 300 Missile OB: 250
AT: 20 (230).

RM Profession: Fighter/Bard.

RM Stats: St 106, Qu 105, Em 100, In 104, Pr 107,
Ag 105, Co 105, Me 109, Re 105, SD 99.

RM Skills: Acrobatics 180, Acting 120, Administration 200, Adrenal Defense 100, Adrenal Moves 180, Ambush 55, Architecture 190, Athletic Games 200, Caving 115, Climb 200, Crafting 185, Dance 130, Diplomacy 150, Diving 155, First Aid 220, Fletching 165, Forage 110, Frenzy 255, Leadership 132, Leather-working 110, Linguistics 21, Mathematics 95, Perception 210, Public Speaking 100, Ride 180, Runes 140, Signaling 145, Sing 160, Skiing 80, Stalk/Hide 200, Star-gazing 80, Staves & Wands 140, Strategy & Tactics 148, Subduing 200, Swim 200, Tracking 200, Weather-watching 90.

RM Spells: 600 PP. Base Spell OB is +25. Directed Spell OB is +50. Orodreth knows all Base Bard lists to 20th level, as well as Concussion Ways, Detections, Light Law, and Way of the Voice to 10th level.

Appearance: I04.

ORODRETH IN LoR

LoR Profession: Bard.

LoR Stats: Strength 9, Agility 9, Intelligence 9,
Movement 8, Defense 6, Melee OB 13, Missile OB 12, General 8, Subterfuge 12, Perception 11,
Magical 10, Endurance 233.

LoR Spells: Calm, Luck, Healing, Protection from Magic, Calm, Charm Animals, Concentration, Clairvoyance.

LoR Experience Points: 60,300.

ORODRETH'S PRINCIPAL ITEMS

Aralda—(Q. "High Stave") A 7-foot mallorn staff. At the bearer's will, it becomes a 12-foot spear, including a 5-foot golden mithril point in its length.

MERP/RM: As a staff: +20 OB; +50 DB;

functions as a wall shield, even against missiles; *of peace*, any creature receiving a critical from the staff must make a RR vs. a 75th level spell or cease fighting; at bearer's will, casts spells from the Lofty Bridge list.

As a spear: +60 OB; +10 DB; strikes as a mounted lance (no extra bonus when so used); *of slaying* attackers (foes making the first attack on the bearer, not foes making a counterattack); criticals delivered by the spear are slaying crits; at bearer's will, spear casts spells from the Deflections list.

Both forms: Stores 500 power points which supply the means to cast the spells intrinsic to the weapon; recharging is accomplished by holding the staff, speaking its name aloud, and mentally willing one's energy (PPs, holder's choice of how many) into the item; overcharging is not possible, the staff refusing to accept the extra power.

Throndomakil—(S. "Rootsword") Forged of a mithril/titanium alloy by Celebrimbor and Curufin in a rare cooperative effort.

MERP/RM: +50 OB; enchanted especially to be wielded in the off hand of the bearer (i.e., the left hand of a righthanded fighter, or vice versa); when wielded in the off hand, it bestows an additional +30 OB, +30 to all RRs, and can be used to parry missiles.

Plate Mail—Forged of a mithril alloy.

MERP/RM: AT PI/20; unencumbering.

Read Sil 61, 83, 120, 155-6, 170, 173, 176, 188, 209-12, 216.

OROPHIN (I)*

Orophin the Seer was a sulky, mysterious Noldo with curling black hair and dark eyes. He habitually wore a full-length, hooded black robe. He was frequently seen in the company of Annatar (Sauron), who was fair-haired and wore white. Visually, they made a dramatic study in contrasts.

Orophin was seduced to evil by the Lord of Gifts, and his conversion changed his temperament from boyant cheer to deepest gloom. Once he trusted in life and life's goodness. Annatar showed him the power of fate and the grim destiny accorded the Eldar, shattering the Seer's illusions. His outlook grew as dark as his companion's soul.

OROPHIN (I)

Lvl: 17.

Race: Noldo.

Home: Ost-in-Edhil (Second Age).

Names: Orophin (S. "Mountain —?").

OROPHIN (I) IN MERP

Hits: 123 **Melee OB:** 90 **Missile OB:** —
AT: No (90).

MERP Profession: Bard.

MERP Stats: ST 69, AG 99, CO 85, IG 100, IT 80, PR 83.

MERP Skills: Stalk/Hide 40 (80), Perception 82, Read Runes 78, Staunch Wounds (Lore) 70, Ambush 6, Acting 56, Music (Artistic) 40.

MERP Spells: 51 PP (x6 PP multiplier). Base Spell OB is +5. Directed Spell OB is +5. Orophin (I) knows all Open Essence and Bard lists.

OROPHIN (I) IN ROLEMASTER

Hits: 123 **Melee OB:** 90 **Missile OB:** —
AT: 2 (90).

RM Profession: Seer.

RM Stats: St 69, Qu 99, Em 49, In 76, Pr 100, Ag 98, Co 85, Me 84, Re 80, SD 66.

RM Skills: Stalk/Hide 40 (120), Perception 82, Runes 78, Staunch Wounds 70, Directed Spell 85, Ambush 6, Acting 56, Music 40.

RM Spells: 51 PP (x6 PP multiplier). Base Spell OB is +25. Directed Spell OB is +5. Orophin (I) knows all Seer Base lists.

Appearance: 90.

OROPHIN (I) IN LOR

LoR Profession: Bard.

LoR Stats: Strength 0, Agility 3, Intelligence 2, Movement 3, Defense 3, Melee OB 7, Missile OB 0, General 2, Subterfuge 4, Perception 7, Magical 1, Endurance 78.

LoR Spells: Luck, Clairvoyance, Concentration.

LoR Experience Points: 15,160.

OROPHIN (I)'S PRINCIPAL ITEMS

Robes—These long, black, hooded robes protect their wearer from harm and help him hide in the dark.

MERP/RM: +60 DB; +80 to the wearer's ability to Hide at night.

Galvorn Dagger—Finely crafted with a black handle and a vicious blade. Unknown to Orophin (the weapon was a gift from Annatar), it is a dagger of Elf slaying.

MERP/RM: +45 OB.

Ring—An intricately carved mithril ring set with a black diamond.

MERP/RM: x6 PP multiplier.

Dirwood Staff—This staff of dark, polished wood allows the bearer to cast powerful spells. It is another gift from Annatar.

MERP/RM: Allows bearer to cast Seer spells of a higher level than normal. It drains 1 temporary Const. point for every five levels over the user's normal level the spell is.

See ICE's *Lórien* 37, 56.

OROPHIN (II)

Orophin was a Guardian of Lórien (in the Third Age). It was he, along with his brothers Haldir and Rúmil (III), who encountered the Fellowship of the Ring soon after its members crossed Lórien's borders.

OROPHIN (II)

Lvl: 6.

Race: Silvan Elf.

Home: Lórien.

Names: Orophin (S. "Mountain —?").

OROPHIN (II)

Hits: 85 **Melee OB:** 85 **Missile OB:** 120
AT: 1 (20).

MERP Profession: Warrior.

MERP Stats: ST 87, AG 98, CO 96, IG 66, IT 79, PR 73.

MERP Skills: Climb 62, Swim 20, Stalk/Hide 25, Perception 30, Music (Artistic) 20, Rope Mastery 30, Seduction (Influence) 40, Tracking 40.

MERP Spells: None.

OROPHIN (II) IN ROLEMASTER

Hits: 85 **Melee OB:** 85 **Missile OB:** 120
AT: 1 (20).

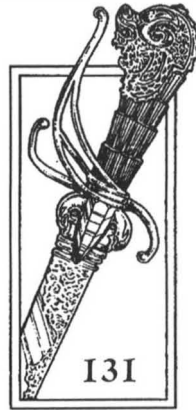
RM Profession: Fighter.

RM Stats: St 87, Qu 95, Em 95, In 89, Pr 101, Ag 100, Co 96, Me 69, Re 37, SD 45.

RM Skills: Climb 62, Swim 20, Stalk/Hide 25, Perception 30, Music 20, Rope Mastery 30, Seduction 40, Subdue 35, Tracking 40.

RM Spells: None

Appearance: 100.





OROPHIN (II) IN LoR

LoR Profession: Warrior.

LoR Stats: Strength 2, Agility 5, Intelligence 0, Movement 2, Defense 1, Melee OB 6, Missile OB 8, General 1, Subterfuge 2, Perception 3, Magical 0, Endurance 40.

LoR Spells: None.

LoR Experience Points: 9,000.

OROPHIN (II)'S PRINCIPAL ITEMS

Long Knife—This extra-sharp weapon attacks like a short sword.

MERP/RM: +15 OB.

Longbow—A bow of exceptional quality.

MERP/RM: +15 Missile OB.

Read LotRI 445.

ORRERË*

A friend of Finculin's (q.v.) in the Gwaith-i-Mírdain, Orrerë and the other smith grew apart when Annatar began to monopolize Finculin's time. Orrerë, a brilliant smith himself, began to turn inward and create items of a disturbing, almost tortured beauty. He was most likely killed in the attack on Ost-in-Edhil, but his final fate is not known for certain.

Orrerë was of average height, with short brown hair and grey eyes.

Note: MERP rules do not cover alchemy—the creation of enchanted articles—because, in Middle-earth, embedding magical properties into weapons, armor, and other articles is much more than a systematic process. Unique rituals, known only to certain individuals or groups (such as the Gwaith-i-Mírdain), must be used in special places on special materials. Mere cleverness or skill or book-learning does not suffice.

ORRERË

Lvl: 17.

Race: Noldo.

Home: Ost-in-Edhil.

Names: (S. "Lonely Heart").

ORRERË IN MERP

Hits: 150 **Melee OB:** 150 **Missile OB:** 180

AT: No (100).

MERP Profession: Mage.

MERP Stats: ST 85; AG 98, CO 89, IG 99, IT 76, PR 97.

MERP Skills: Acrobatics 60, Acting 70, Appraisal 47, Architecture (Lore) 87, Athletic Games (Athletic) 35, Climbing 60, Crafting (Craft) 61, Dance (Athletic) 25, Directed Spells 60, Falsification (Craft) 45, Fletching (Craft) 60, Leather-working (Craft) 76, Mathematics (Lore) 55, Meditation 70, Music (Artistic) 30, Perception 90, Pick Lock 70, Riding 50, Read Runes 75, Sailing (Athletic) 35, Seduction (Influence) 45, Singing (Influence) 30, Skiing (Athletic) 25, Smithing (Craft) 103, Stalk/Hide 80, Star-gazing (Sky-Watching) 45, Use Item 60, Swimming 70.

MERP Spells: 34 PP (x5 multiplier). Knows all Open Essence lists to 10th lvl. See note above.

ORRERË IN ROLEMASTER

Hits: 150 **Melee OB:** 150 **Missile OB:** 180

AT: 1 (100).

RM Profession: Alchemist.

RM Stats: St 85, Qu 100, Em 99, In 76, Pr 97, Ag 98; Co 89, Me 87, Re 90, SD 67.

RM Skills: Acrobatics 60, Acting 70, Appraisal 47, Architecture 87, Athletic Games 35, Climbing 60, Crafting 61, Dance 25, Directed Spells 60, Falsification 45, Fletching 60, Leather-working 76, Linguistics 9*, Mathematics 55, Meditation 70, Music 30, Perception 90, Pick Lock 70, Riding 50, Runes 75, Sailing 35, Seduction 45, Singing 30, Skiing 25, Smithing 103, Stalk/Hide 80, Star-gazing 45, Staves & Wands 60, Swimming 70.

RM Spells: 34 PP (x5 PP multiplier). Knows all Alchemist Base lists to 20th lvl, also Unbarring Ways, Lofty Bridge, Invisibility to 10th lvl.

Appearance: 93.

ORRERË IN LoR

LoR Profession: Bard.

LoR Stats: Strength 2, Agility 3, Intelligence 2, Movement 3, Defense 3, Melee OB 10, Missile OB 10, General 3, Subterfuge 7, Perception 7, Magical 3, Endurance 109.

LoR Spells: Balance, Concentration, Fire Bolt, Speed.

LoR Experience Points: 22,500.

ORRERË'S PRINCIPAL ITEM

Dagger—Ithilnaur. throw & return 100' with no range penalty, strikes as a short sword, of *Slaying Orcs*.

MERP/RM: +30 OB.

ORRERË'S LESSER ITEMS OF NOTE

Robes—Non-encumbering

MERP/RM: +60 DB; +60 Hiding maneuvers.

Earring—Of black saphirre which is a PPx5.

Ring—Black opal set in mithril

MERP/RM: which allows Orrerë to *MERP Merging Organic*; *RM Merge True* 3x/day.

See *ICE's Lórien* 32, 51–53, 56.

PALANDOR*

Palandor is a handsome Sinda with pale blond hair and gray eyes. He stands 6'8" and weighs 215 pounds, cutting an impressive figure.

His duties as Herald of Staves in the Court of Ardor in southern Middle-earth demand that he reside in Ithilkir at least a few months out of the year, but personal inclination mitigates against the sedentary life. Palandor has long been infected with the desire to seek out and explore new lands, in part inspired by a dislike for Mornaur, the Lord of Staves. Palandor's wanderlust is reinforced by his preference for the companionship of almost anyone else other than Mornaur.

PALANDOR

Lvl: 8.

Race: Sinda.

Home: Ithilkir.

Names: Palandor, Far Lord, Herald of Staves.

PALANDOR IN MERP

Hits: 65 Melee OB: 30 Missile OB: —

AT: No (100).

MERP Profession: Mage.

MERP Stats: ST 78, AG 83, CO 82, IG 100, IT 66, PR 78.

MERP Skills: Climb 45, Swim 13, Perception 82, Stalk/Hide 47, Boat Handling 82, Use Item 78, Acting 34, Administration (Influence) 67, Public Speaking (Influence) 60, Ride 95, Read Runes 72, Trickery 89.

MERP Spells: 24 PP (x4 PP multiplier). Base Spell OB is +8. Directed Spell OB is +30. Palandor knows the Fire Law list and all Open Essence lists.

PALANDOR IN ROLEMASTER

Hits: 65 Melee OB: 30 Missile OB: —

AT: 2 (100).

RM Profession: Magician.

RM Stats: St 78, Qu 89, Em 100, In 66, Pr 78, Ag 77, Co 82, Me 65, Re 103, SD 78.

RM Skills: Climb 45, Swim 13, Perception 82, Stalk/Hide 47, Boat Handling 82, Staves & Wands 78, Acting 34, Administration 67, Public Speaking 60, Riding 95, Runes 72, Trickery 89.

RM Spells: 24 PP (x4 PP multiplier). Base Spell OB is +8. Directed Spell OB is +30. Palandor knows the Fire Law list and all Open Essence lists.

Appearance: 92.

PALANDOR IN LoR

LoR Profession: Bard.

LoR Stats: Strength 4, Agility 5, Intelligence 4, Movement 2, Defense 2, Melee OB 7, Missile OB 4, General 2, Subterfuge 2, Perception 5, Magical 2, Endurance 104.

LoR Spells: Fire Bolt, Luck, Protection from Magic, Item Analysis, Shield, Strength.

LoR Experience Points: 23,100.

PALANDOR'S PRINCIPAL ITEMS

Gnarled Staff—This twisted piece of brown-gray wood is a powerful magical device. Upon the command "Runya!" (Q. Flame), it will burst into flame without harm to the bearer. In doing so, it provides the user immunity to all heat and flame. This device is attuned to Palandor and can be used by no other.

MERP/RM: x4 PP multiplier; allows the wearer to use Fire Law list up to ten levels higher than normal, whether the user knows the list or not. The user still expends PP at the full spell level, though.

Robes of Staves—Red, orange and yellow robes bearing a badge on the left breast: an inverted triangle with a flaming staff. They offer the user protection from attack. They are attuned to Palandor and can be worn by no other.

MERP/RM: AT No/2; +40 DB.

Dagger—Forged of red steel.

MERP/RM: +10 OB.

Cloak—This black cloak allows the wearer to become invisible once per day.

See ICE's *Court of Ardor* 24.

RAGNOR*

Ragnor served his liege lady, Galadriel, as a baker in the Ardhlaem of Ost-in-Edhil. He did little more than intermittently supervise his crew of Silvan Elves, but despite this his breads and cakes remained the most prized within the city. Their delicate texture and flavorful taste were due to Ragnor's superb recipes and his uncanny ability to find skilled bakers to work under him.

RAGNOR

Lvl: 12.

Race: Noldo.

Home: Ost-in-Edhil (Second Age).

Names: Ragnor (S. "Lion-man?").

RAGNOR IN MERP

Hits: 120 Melee OB: 80 Missile OB: —

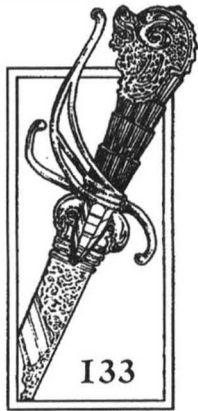
AT: No (30).

MERP Profession: Warrior.

MERP Stats: ST 88, AG 90, CO 90, IG 72, IT 75, PR 80.

MERP Skills: Perception 45, Acrobatics 40, Acting 60, Music (Artistic) 62, Administration (Influence) 95, Public Speaking (Influence) 40, Rope Mastery 68, Sailing (Athletics) 50, Seduction (Influence) 70, Stalk/Hide 75.

MERP Spells: None.





RAGNOR IN ROLEMASTER

Hits: 120 **Melee OB:** 80 **Missile OB:** —
AT: 1 (30).

RM Profession: Rogue.

RM Stats: St 88, Qu 95, Em 60, In 75, Pr 94, Ag 85,
Co 90, Me 75, Re 83, SD 65.

RM Skills: Perception 45, Acrobatics 40, Acting 60,
Music 62, Administration 95, Public Speaking 40,
Rope Mastery 68, Sailing 50, Seduction 70, Stalk/
Hide 75.

RM Spells: None.

Appearance: 101.

RAGNOR IN LoR

LoR Profession: Warrior.

LoR Stats: Strength 3, Agility 3, Intelligence 1,
Movement 1, Defense 0, Melee OB 7, Missile OB
0, General 2, Subterfuge 6, Perception 4, Magical 0,
Endurance 72.

LoR Spells: None.

LoR Experience Points: 12,300.

RAGNOR'S PRINCIPAL ITEMS

Mace—Forged of steel.

MERP/RM: +25 OB.

See *ICE's Lórien* 36, 56.

RÁNA*

A healer serving the Guild of Elements in southern Middle-earth, Rána was confronted the wounded and dying year after year, through all the long centuries during which the Free Peoples fought the Court of Ardor. His demeanor was invariably light-hearted, however—to the point where some wondered if he was indeed sane. He appeared naive (or perhaps dull-witted). Healing seemed to come naturally to him, reinforcing the idea that those of simple mind are closest to the Valar.

Of Sinda descent, Rána was unusually tall (6'8") with dark curly hair and eyes.

RÁNA

Lvl: 36.

Race: Sinda.

Home: Tumlinde.

Names: (S. "Wanderer"); not to be confused with the Moon, sometimes referred to as Rána.

RÁNA IN MERP

Hits: 150 **Melee OB:** 120 **Missile OB:** 100
AT: Ch (90).

MERP Profession: Animist.

MERP Stats: ST 99; AG 98, CO 101, IG 90, IT 100,
PR 96.

MERP Skills: Animal Handling 30, Athletic Games (Athletic) 35, Chemistry (Lore) 60, Climbing 50, Cookery 45, Dance (Athletic) 25, First Aid 132, Foraging 80, Meditation 92, Music (Artistic) 45, Perception 50, Riding 30, Read Runes 58, Singing (Influence) 35, Skiing (Athletic) 25, Stalk/Hide 25, Star-gazing (Sky-Watching) 75, Use Item 68, Swimming 45, Tracking 40, Weather-watching (Sky-Watching) 90.

MERP Spells: 108 PP (x5 PP multiplier). Knows all Animist and Open Channeling lists to 10th.

RÁNA IN ROLEMASTER

Hits: 150 **Melee OB:** 120 **Missile OB:** 100
AT: 15 (90).

RM Profession: Healer.

RM Stats: St 99, Qu 100, Em 97, In 100, Pr 96,
Ag 98; Co 101, Me 92, Re 79, SD 65.

RM Skills: Animal Training 30, Athletic Games 35, Channeling 73, Chemistry 60, Climbing 50, Cookery 45, Dance 25, First Aid 132, Foraging 80, Linguistics 9*, Meditation 92, Music 45, Perception 50, Riding 30, Runes 58, Singing 35, Skiing 25, Spell-mastery 60, Stalk/Hide 25, Star-gazing 75, Staves & Wands 68, Subduing 90, Swimming 45, Tracking 40, Weather-watching 90.

RM Spells: 108 PP (x5 PP multiplier). Knows all Healer Base lists to 30th; Channeling Blood Law, Bone Law, Organ Law, Muscle Law, Nerve Law, Purifications, Spell Defense to 20th lvl; Concussion's Ways, Weather Ways, Lofty Movements to 30th; Light's Way to 25th.

Appearance: 94.

RÁNA IN LoR

LoR Profession: Bard.

LoR Stats: Strength 3, Agility 3, Intelligence 2,
Movement 3, Defense 2, Melee OB 7, Missile OB
5, General 3, Subterfuge 1, Perception 5, Magical 3,
Endurance 121.

LoR Spells: Balance, Concentration, healing, Protection from Magic, Speed.

LoR Experience Points: 25,800.

RÁNA'S PRINCIPAL ITEMS

Bracelet—Mithril with wood and green laen inlay.
MERP/RM: PPx5, heals 1 hit/rnd, heals 1 hit/
rnd bleeding.

Broadsword—Mithril with green laen edge; glows within 300' of Orcs, Trolls, Evil priests, of *Slaying* Orcs.

MERP/RM: +25 OB.

RÁNA'S LESSER ITEMS OF NOTE

Armor—Green dragonskin.

MERP/RM: AT Ch/15(+20 DB).

Elven Longbow.

MERP/RM: +25 OB.

Cloak.

MERP/RM: casts Invisibility 5x/day.

Orb of the Guild of Elements—Crystal sphere in chain, allows contact with any of the other four orbs of the Guild.

See *ICE's Court of Ardor* 28-29.

RILIA*

As fiery of temper as her realm might imply, Rilia was both demanding and impatient. She ruled Naurindol with confidence, daring even to send Sauron of Mordor away. Rilia served the Court of Ardor well throughout its long existence.

Rilia had a wild mane of dark red hair (rare among the Noldor) and tawny eyes.

RILIA

Lvl: 33.

Race: Noldo.

Home: Naurindol.

Names: S. "Brilliant Void"; The Sorceress.



RILIA IN MERP

Hits: 110 Melee OB: 100 Missile OB: 60

AT: No (110).

MERP Profession: Mage.

MERP Stats: ST 68; AG 100, CO 87, IG 99, IT 99, PR 94.

MERP Skills: Acting 37, Administration (Influence) 67, Architecture (Lore) 45, Diplomacy (Influence) 50, Directed Spells 125, Leadership (Influence) 105, Mathematics (Lore) 56, Perception 60, Read Runes 82, Seduction (Influence) 110, Signaling 65, Star-gazing (Sky-Watching) 45, Use Item 72, Strategy/Tactics (Lore) 72, Trickery 64, Wood-carving (Craft). 35.

MERP Spells: 66 PP (x5 PP multiplier). Knows all Mage Base and Open Essence lists to 10th lvl.

RILIA IN ROLEMASTER

Hits: 110 Melee OB: 100 Missile OB: 60

AT: I (110).

RM Profession: Sorceress.

RM Stats: St 68, Qu 100, Em 99, In 99, Pr 94, Ag 100; Co 87, Me 95, Re 98, SD 85.

RM Skills: Acting 37, Administration 67, Architecture 45, Diplomacy 50, Directed Spells 125, Leadership 105, Linguistics 7*, Mathematics 56, Perception 60, Runes 82, Seduction 110, Signaling 65, Spell-mastery 85, Star-gazing 45, Staves & Wands 72, Strategy/Tactics 72, Trickery 64, Wood-carving 35.

RM Spells: 66 PP (x5 PP multiplier). Knows all base Sorcerer to 30th lvl, (Fire Law to 30th), Essence Invisible Ways, Rapid Ways, Unbarring Ways to 10th, Lofty Bridge, Shield mastery, Spirit Mastery to 20th lvl.

Appearance: 99.

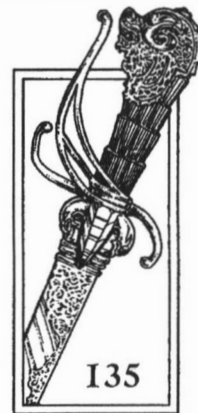
RILIA IN LoR

LoR Profession: Bard.

LoR Stats: Strength 1, Agility 3, Intelligence 2, Movement 3, Defense 2, Melee OB 7, Missile OB 5, General 3, Subterfuge 1, Perception 5, Magical 3, Endurance 121.

LoR Spells: Balance, Calm, Charm Animals, Fire Bolt, Shield, Speed.

LoR Experience Points: 17,400.



Rilia



RILIA'S PRINCIPAL ITEMS

Staff—Grey wood, PPx5, will flame on command, also rendering wielder immune to heat and cold, becomes a +25 broadsword on command.

MERP/RM: +30 to all fire attack spells; +25 broadsword; Absorbs all enemies' Essence spells when held forth aflame. Allows free use of Fire Law.

Enchanted Card Deck—Ardan Deck, see Ardana.

See *ICE's Court of Ardor* 17, 19, 26, 36, 49.

RINGLIN*

Ringlin dwelt in Ceber Fanuin, the citadel of Huinen the Seer, in southern Mirkwood. He was Huinen's protégé, and loyal to his master, although self-centered in nature. He felt strong hostility for Arien, another of the Seer's servants, since he believed her ideas to be contrary to Huinen's good health and long life. He possessed little inkling of the true source of her notions (the Necromancer).

Ringlin was slender and stood 6'7" tall. His hair was black and curling, his eyes a brilliant violet. They earned him his name (S. "Chilling Glance"), for it was said his gaze might paralyze the unworthy.

Rúmil I

RINGLIN

Lvl: 20.

Race: Noldo.

Home: Ceber Fanuin in southern Mirkwood.

Names: Ringlin (S. "Chilling Glance").

RINGLIN IN MERP

Hits: 120 **Melee OB:** 100 **Missile OB:** 40
AT: No (90).

MERP Profession: Mage.

MERP Stats: ST 96, AG 100, CO 89, IG 99, IT 89, PR 99.

MERP Skills: Climb 25, Perception 62, Stalk/Hide 27, Use Item 88, Acting 54, Public Speaking (Influence) 20, Riding 85, Read Runes 92, Trickery 79.

MERP Spells: 40 PP (x4 PP multiplier). Base Spell OB is +20. Ringlin knows all Open Essence lists and all Mage lists.

RINGLIN IN ROLEMASTER

Hits: 120 **Melee OB:** 100 **Missile OB:** 40
AT: 1 (90).

RM Profession: Mystic.

RM Stats: St 96, Qu 100, Em 97, In 78, Pr 101, Ag 100, Co 89, Me 97, Re 99, SD 97.

RM Skills: Climb 25, Perception 62, Stalk/Hide 27, Staves & Wands 88, Acting 54, Public Speaking 20, Riding 85, Runes 92, Trickery 79.

RM Spells: 40 PP (x4 PP multiplier). Base Spell OB is +30. Ringlin knows all Mystic and Mentalist Base lists and all Open Mentalism lists.

Appearance: 100.

RINGLIN IN LoR

LoR Profession: Bard.

LoR Stats: Strength 4, Agility 5, Intelligence 4, Movement 2, Defense 2, Melee OB 7, Missile OB 4, General 2, Subterfuge 2, Perception 5, Magical 2, Endurance 104.

LoR Spells: Clairvoyance, Concentrate, Luck, Speed, Protection from Magic, Fire Bolt.

LoR Experience Points: 23,100.

RINGLIN'S PRINCIPAL ITEMS

Amulet—A mithril amulet set with a violet stone that matches Ringlin's eyes perfectly.

MERP/RM: x4 PP multiplier.

See *ICE's Mirkwood* 99, 124.



RÚMIL (I)

A Noldo loremaster of Tirion in Aman during the Elder Days, Rúmil composed the Ainulindalë, an account of Arda's creation, as well as inventing the tengwar (S. "letters")—the world's first system of writing. Rúmil's symbols were designed for drawing with ink, using brush or pen on parchment. Fëanor improved upon these initial signs, and it was Fëanor's tengwar, rather than Rúmil's, that were brought to Middle-earth by the exiled Noldor.

RÚMIL (I)

Lvl: 90.

Race: Noldo.

Home: Tirion (in Aman).

Names: Rúmil (Q. "Longing for Resonance?").

RÚMIL (I) IN MERP

Hits: 175 Melee OB: 210 Missile OB: 210

AT: PI (100).

MERP Profession: Bard.

MERP Stats: ST 89, AG 102, CO 76, IG 120, IT 119, PR 120.

MERP Skills: Swim 82, Ride 97, Perception 125, Acrobatics 103, Acting 117, Music (Artistic) 130, Stalk/Hide 94, Read Runes 129, Public Speaking (Influence) 123, Seduction (Influence) 119, Singing (Artistic) 115.

MERP Spells: 1170 PP (x4 PP multiplier). Base Spell OB is +35. Rúmil knows all Open Essence lists and Closed Essence lists and all Bard lists.

RÚMIL (I) IN ROLEMASTER

Hits: 175 Melee OB: 210 Missile OB: 210

AT: 17 (100).

RM Profession: Bard.

RM Stats: St 89, Qu 105, Em 120, In 113, Pr 120, Ag 98, Co 76, Me 125, Re 117, SD 118.

RM Skills: Swim 82, Riding 97, Perception 125, Acrobatics 103, Acting 117, Music 130, Stalk/Hide 94, Runes 129, Public Speaking 123, Seduction 119, Singing 115.

RM Spells: 1170 PP (x4 PP multiplier). Base Spell OB is +35. Rúmil knows all Bard Base lists and Open Mentalism lists.

Appearance: 112.

RÚMIL (I) IN LoR

LoR Profession: Bard.

LoR Stats: Strength 3, Agility 6, Intelligence 11, Movement 7, Defense 6, Melee OB 11, Missile OB 11, General 6, Subterfuge 7, Perception 8, Magical 4, Endurance 222.

LoR Spells: All.

LoR Experience Points: 45,600.

RÚMIL (I)'S PRINCIPAL ITEMS

Necklace—The mithril neckpiece boasts seven star sapphires.

MERP/RM: x4 PP multiplier.

Broadsword—A mithril blade bearing a star sapphire in its pomel.

MERP/RM: +25 OB.

Longbow—Carved of Dírwood and set with cabochons of lapis lazuli.

MERP/RM: +25 Missile OB; double range.

Lute—Fashioned of rosewood and ash, the instrument possesses a particularly sweet tone.

MERP/RM: +30 to the player's Music skill.

Read Sil 63-4.

RÚMIL (II)

Rúmil was an accomplished and devoted herbalist. He spent his days tending extensive borders of flowers, shrubs, and herbs, and dreaming of gardens as yet unrealized. His preoccupation with the plant world made him absent-minded. When away from his herbs, he walked in a trance, a habit that landed the Elf in awkward situations from time to time.

Rúmil's good-natured disposition saw him through embarrassment with laughter and elan, but the more prideful of his cohorts were ever poised to defend their dignity in the herbalist's presence. His dark hair was the color of the rich soil he loved, as were his eyes.

RÚMIL (II)

Lvl: 13.

Race: Silvan Elf.

Home: Ost-in-Edhil (Second Age).

Names: Rúmil (Q. "Longing for Resonance?").

RÚMIL (II) IN MERP

Hits: 102 Melee OB: 80 Missile OB: 100

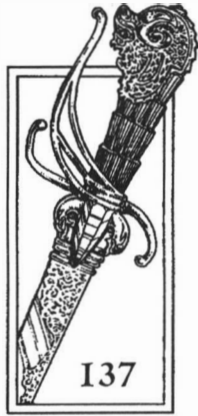
AT: PI (100).

MERP Profession: Animist.

MERP Stats: ST 91, AG 97, CO 88, IG 68, IT 96, PR 86.

MERP Skills: Climb 50, Swim 45, Ride 60, Perception 62, Staunch Wounds (Lore) 45, Music (Artistic) 50, Rope Mastery 40, Tracking 52, Read Runes 83.

MERP Spells: 26 PP (+4 spell adder). Base Spell OB is +20. Rúmil knows all Animist Base lists and Open Channeling lists.





RÚMIL (II) IN ROLEMASTER

Hits: 102 **Melee OB:** 80 **Missile OB:** 100
AT: 17 (100).

RM Profession: Animist.

RM Stats: St 91, Qu 97, Em 75, In 98, Pr 94, Ag 96,
Co 88, Me 30, Re 60, SD 77.

RM Skills: Climb 50, Swim 45, Riding 60, Perception
62, Staunch Wounds 45, Music 50, Rope Mastery
40, Tracking 52, Read Runes 83.

RM Spells: 26 PP (+4 spell adder). Base Spell OB is
+20. Rúmil knows all Animist Base lists and Open
Channeling lists.

Appearance: 92.

RÚMIL (II) IN LoR

LoR Profession: Bard.

LoR Stats: Strength 3, Agility 3, Intelligence 1,
Movement 2, Defense 2, Melee OB 6, Missile OB
7, General 2, Subterfuge 1, Perception 5, Magical 2,
Endurance 67.

LoR Spells: Charm Animal, Healing, Luck, Concen-
trate, Shield, Camouflage, Calm, Sustenance.

LoR Experience Points: 14,100.

RÚMIL (II)'S PRINCIPAL ITEMS

Leather Bracelet.

MERP/RM: +4 spell adder.

Staff of Growth—This amazing, well-worn piece of
wood doubles the growth rate for all plants within
33' of it.

RÚMIL (III)

Rúmil was one of the three Guardians of Lórien who
stumbled upon the members of the Fellowship of the
Ring soon after they crossed the Golden Wood's border.
Like his brothers, he was tall, muscular, and possessed of
curling, sandy hair. His eyes were a golden hazel, reminis-
cent of the leaves of Lórien's famous trees.

RÚMIL (III)

Lvl: 7.

Race: Silvan Elf.

Home: Lórien.

Names: Rúmil (Q. "Longing for Resonance?").

RÚMIL (III) IN MERP

Hits: 96 **Melee OB:** 90 **Missile OB:** 110
AT: No (30).

MERP Profession: Warrior.

MERP Stats: ST 96, AG 100, CO 88, IG 69, IT 90,
PR 89.

MERP Skills: Climb 56, Swim 40, Stalk/Hide 40,
Perception 40, Ambush 7, Acrobatics 20, Music
(Artistic) 35, Rope Mastery 50, Mathematics
(Lore) 52.

MERP Spells: None.

RÚMIL (III) IN ROLEMASTER

Hits: 96 **Melee OB:** 90 **Missile OB:** 110
AT: 1 (30).

RM Profession: Fighter.

RM Stats: St 96, Qu 100, Em 59, In 89, Pr 98,
Ag 100, Co 88, Me 91, Re 78, SD 80.

RM Skills: Climb 56, Swim 40, Stalk/Hide 40,
Perception 40, Ambush 7, Acrobatics 20, Music 35,
Rope Mastery 50, Mathematics 52.

RM Spells: None.

Appearance: 93.

RÚMIL (III) IN LoR

LoR Profession: Warrior.

LoR Stats: Strength 3, Agility 5, Intelligence 1,
Movement 1, Defense 1, Melee OB 7, Missile OB
8, General 1, Subterfuge 4, Perception 4, Magical 0,
Endurance 55.

LoR Spells: None.

LoR Experience Points: 11,700.

RÚMIL (III)'S PRINCIPAL ITEMS

Long Knife—Attacks as a short sword.

MERP/RM: +15 OB.

Longbow.

MERP/RM: +15 Missile OB.

Read LotRI 445.

SAEROS

Saeros was a Seer and counselor to Thingol in Doriath.
He possessed a sharp tongue, nimble wit, and a biting
jealousy of Túrin, the King's fosterson.

One night, seated opposite his rival at dinner, Saeros
taunted him, uttering contemptuous remarks about the
women of Hithlum, Túrin's birthland. Angered, Túrin
hurled a goblet at the Seer and hurt him sorely. The next
day, Saeros ambushed Túrin, seeking revenge. Túrin
defeated the injured counselor handily. While running
headlong from his vanquisher, Saeros fell over a cliff and
died. Túrin, fearing retribution, fled Doriath.

SAEROS

Lvl: 40.

Race: Nando.

Home: Doriath.

Names: Saeros (Q. "Bitter Spume").

SAEROS IN MERP

Hits: 140 **Melee OB:** 125 **Missile OB:** 110
AT: No (75).

MERP Profession: Bard.

MERP Stats: ST 67, AG 72, CO 52, IG 92, IT 93, PR 91.

MERP Skills: Swim 32, Ride 67, Perception 90, Acrobatics 32, Acting 96, Ambush 5, Stalk/Hide 24, Use Items 64, Public Speaking (Influence) 85, Seduction (Influence) 80.

MERP Spells: 40 PP (x3 PP multiplier). Base Spell OB of +10. Saeros knows all Bard lists and all Open Essence lists.

SAEROS IN ROLEMASTER

Hits: 140 **Melee OB:** 125 **Missile OB:** 110
AT: I (75).

RM Profession: Seer.

RM Stats: St 67, Qu 56, Em 44, In 91, Pr 92, Ag 87, Co 52, Me 95, Re 68, SD 89.

RM Skills: Swim 32, Riding 67, Perception 90, Acrobatics 32, Acting 96, Ambush 5, Stalk/Hide 24, Staves & Wands 64, Public Speaking 85, Seduction 80.

RM Spells: 40 PP (x3 PP multiplier). Base Spell OB of +10. Saeros knows all Seer Base lists and all Open Mentalism lists.

Appearance: 90.

SAEROS IN LoR

LoR Profession: Bard.

LoR Stats: Strength 0, Agility 1, Intelligence 1, Movement 3, Defense 4, Melee OB 8, Missile OB 8, General 3, Subterfuge 2, Perception 7, Magical 2, Endurance 122.

LoR Spells: Clairvoyance, Luck, Item Analysis, Camouflage, Concentration, Protection from Magic, Shield, Speed.

LoR Experience Points: 22,500.

SAEROS' PRINCIPAL ITEMS

Necklace—Black pearls strung together on a mithril chain.

MERP/RM: x3 PP multiplier.

Dagger—A mithril blade and hilt set with rubies.

MERP/RM: +25 OB.

Longbow—Adorned with onyx intaglios.

MERP/RM: +20 Missile OB.

Read Sil 199.

SARKARXĚ

Originally from Beleriand, Sarkarxě was lured to Mûmakan by Taurclax, the Animist. Sarkarxě was promised wealth and power—so far, he has not been disappointed, yet he hungers for more. He intends to make a bid for the position of Lord of Helms.

He stands a commanding 6'7" tall; his skin is fair, his hair silver blond, and his eyes palest blue. He reveres the sea and passes many of his days both above and below its waves.

SARKARXĚ

Lvl: 8.

Race: Sinda.

Home: Taurang.

Names: Sarkarxě (S. "Stone Jaws"), Herald of Helms.

SARKARXĚ IN MERP

Hits: 80 **Melee OB:** 100 **Missile OB:** 90
AT: No (70).

MERP Profession: Ranger.

MERP Stats: ST 87, AG 71, CO 98, IG 56, IT 101, PR 56.

MERP Skills: Ambush 6, Climb 70, Swim 95, Boat Handling 89, Perception 70, Foraging 67, Rope Mastery 35, Ride 84, Track 78, Stalk/Hide 56, Use Item 34, Sky-watching 87,

MERP Spells: 24 PP (x4 PP multiplier). Base Spell OB is +8. Sarkarxě knows all Ranger Base lists.

SARKARXĚ IN ROLEMASTER

Hits: 80 **Melee OB:** 100 **Missile OB:** 90
AT: I (70).

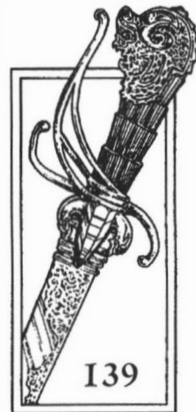
RM Profession: Ranger.

RM Stats: St 87, Qu 76, Em 56, In 101, Pr 45, Ag 66, Co 98, Me 82, Re 55, SD 67.

RM Skills: Ambush 6, Climb 70, Channeling 45, Swim 95, Boat Handling 89, Perception 70, Foraging 67, Rope Mastery 35, Riding 84, Tracking 78, Stalk/Hide 56, Staves & Wands 34, Star-Gazing 87.

RM Spells: 24 PP (x4 PP multiplier). Base Spell OB is +8. Sarkarxě knows all Ranger Base lists.

Appearance: 90.





SARKARXĒ IN LoR

LoR Profession: Ranger.

LoR Stats: Strength 2, Agility 1, Intelligence 5, Movement 3, Defense 2, Melee OB 7, Missile OB 7, General 1, Subterfuge 5, Perception 6, Magical 2, Endurance 57.

LoR Spells: Clairvoyance, Luck, Charm Animal.

LoR Experience Points: 13,500.

SARKARXĒ'S PRINCIPAL ITEMS

Helm—His blue steel headpiece transforms into a mithril circlet when placed on the wearer's head, but it still protects as a full helm. It also allows the wearer to breathe under water. The device is attuned to SarkarxĒ and can be used by no other.

MERP: x4 PP multiplier; continuous *Prayer*; allows the wearer to use Calm Spirit spells up to his own level, whether the he knows the list or not (he must be a Channeler, though).

RM: x4 PP multiplier; continuous *Protection II* (-10 from enemy elemental attacks; +10 to RR versus all spell attacks); allows the wearer to use Dark Channels spells up to his own level, whether the he knows the list or not (he must be a Channeler, though).

Stole—This elaborately tooled, floor-length stole of blue leather provides the wearer with an enchanted field to protect against physical attack. The field can be turned on and off at will.

MERP/RM: +15 DB versus both melee and missile weapons.

Mace.

MERP/RM: +20 OB.

Boots—Allow the user to walk on water as a Routine maneuver.

See *ICE's Court of Ardor 24*.

SILION*

Silion's long dark tresses remind one of the midnight sky, while her silver grey eyes shine like the stars. Despite its kinship to Varda's lanterns, her beauty is not illuminated by compassion: Silion's heart is hard with anger. She is a merciless foe, and the best a lesser enemy may expect from her is a quick and relatively painless death.

SILION

Lvl: 15.

Race: Noldo.

Home: Taurang, in Mûmakan.

Names: Silion (S. "Offspring of the Moon"), Lady of Helms.

SILION IN MERP

Hits: 100 **Melee OB:** 80 **Missile OB:** 50

AT: No (70).

MERP Profession: Animist.

MERP Stats: ST 45, AG 67, CO 57, IG 47, IT 106, PR 75.

MERP Skills: Ambush 6, Acting 79, Channeling 65, Climb 30, Swim 88, Boat Handling 62, Perception 81, Ride 34, Stalk/Hide 26, Use Item 64, Runes 76, Sky-watching 37.

MERP Spells: 90 PP (x4 PP multiplier). Base Spell OB is +15. Silion knows all Animist Base lists and Open Channeling lists.

SILION IN ROLEMASTER

Hits: 100 **Melee OB:** 80 **Missile OB:** 50

AT: 2 (70).

RM Profession: Evil Cleric.

RM Stats: St 45, Qu 67, Em 102, In 106, Pr 89, Ag 67, Co 57, Me 96, Re 82, SD 61.

RM Skills: Ambush 6, Acting 79, Channeling 65, Climb 30, Swim 88, Boat Handling 62, Perception 81, Riding 34, Stalk/Hide 26, Staves & Wands 64, Runes 76, Star-Gazing 37.

RM Spells: 90 PP (x4 PP multiplier). Base Spell OB is +15. Silion knows all Evil Cleric Base lists.

Appearance: 104.

SILION IN LoR

LoR Profession: Bard.

LoR Stats: Strength -1, Agility 0, Intelligence 5, Movement 3, Defense 3, Melee OB 7, Missile OB 5, General 2, Subterfuge 2, Perception 7, Magical 1, Endurance 77.

LoR Spells: Fire Bolt, Luck, Healing.

LoR Experience Points: 14,700.

SILION'S PRINCIPAL ITEMS

Helm—Her blue steel headpiece transforms into a mithril circlet when placed on the wearer's head, but it still protects as a full helm. It also allows the wearer to breathe under water. The device is attuned to Silion and can be used by no other.

MERP: x4 PP multiplier; continuous *Prayer*; allows the wearer to use Calm Spirit spells up to his own level, whether the he knows the list or not (he must be a Channeler, though).

RM: x4 PP multiplier; continuous *Protection II* (-10 from enemy elemental attacks; +10 to RR versus all spell attacks); allows the wearer to use Dark Channels spells up to his own level, whether the he knows the list or not (he must be a Channeler, though).

Stole—This elaborately tooled, floor-length stole of blue leather provides the wearer with an enchanted field to protect against physical attack. The field can be turned on and off at will.

MERP/RM: +15 DB versus both melee and missile weapons.

Mace.

MERP/RM: +20 OB.

Boots—Allow the user to walk on water as a Routine maneuver.

See ICE's Court of Ardor 24.

SIRNAUR*

The Lady of Staves is thin, so thin she appears frail. She stands 6'3", but weighs a mere 145 pounds. Appearances are deceptive, however, and Sirnaur possesses great reserves of inner strength.

The Noldo Elf hates the cold. She resides in the volcanic fortress of Naurindol, a citadel of the Court of Ardor. There she meditates for hours on end at the lip of the volcano's crater, staring down into the molten rock below and basking in its ferocious heat.

SIRNAUR

Lvl: 15.

Race: Noldo.

Home: Naurindol.

Names: Sirnaur, Fire Flows, Lady of Staves.

SIRNAUR IN MERP

Hits: 65 **Melee OB**: 60 **Missile OB**: 15

AT: No (100).

MERP Profession: Mage.

MERP Stats: ST 35, AG 62, CO 46, IG 104, IT 91, PR 55.

MERP Skills: Climb 22, Swim 15, Perception 72, Stalk/Hide 57, Boat Handling 12, Use Item 78, Administration (Influence) 74, Dance (Artistic) 73, Music (Artistic) 82, Public Speaking (Influence) 80, Read Runes 52, Sky-watching 36, Trickery 86.

MERP Spells: 90 PP (x4 PP multiplier). Base Spell OB is +15. Directed Spell OB is +45. Sirnaur knows the Fire Law, Wind Law and Light Law lists and all Open Essence lists.

SIRNAUR IN ROLEMASTER

Hits: 65 **Melee OB**: 60 **Missile OB**: 15

AT: 2 (100).

RM Profession: Magician.

RM Stats: St 35, Qu 46, Em 104, In 86, Pr 56, Ag 78, Co 46, Me 95, Re 98, SD 53.

RM Skills: Climb 22, Swim 15, Perception 72, Stalk/Hide 57, Directed Spell 64, Boat Handling 12, Staves & Wands 78, Administration 74, Dance 73, Music 82, Public Speaking 80, Runes 52, Star-Gazing 36, Trickery 86.

RM Spells: 90 PP (x4 PP multiplier). Base Spell OB is +15. Directed Spell OB is +45. Sirnaur knows the Fire Law, Wind Law and Light Law lists and all Open Essence lists.

Appearance: 97.

SIRNAUR IN LoR

LoR Profession: Bard.

LoR Stats: Strength -1, Agility 0, Intelligence 6, Movement 3, Defense 2, Melee OB 5, Missile OB 1, General 2, Subterfuge 5, Perception 6, Magical 4, Endurance 59.

LoR Spells: Fire Bolt, Protection from Magic, Item Analysis, Speed, Concentration, Strength, Shield.

LoR Experience Points: 11,250.

SIRNAUR'S PRINCIPAL ITEMS

Gnarled Staff—A twisted length of brown-gray wood. Upon the command "Runya!" (Q. Flame), it bursts into flame without harm to the bearer. In doing so, it provides the bearer immunity to all heat and flame. The device is attuned to Sirnaur and can be used by no other.

MERP/RM: x4 PP multiplier; allows the wearer to use Fire Law list up to ten levels higher than normal, whether the user knows the list or not.

LoR: The bearer can cast Fire Bolt, whether the spell is known or not. The bearer takes half normal Damage from spell casting.

Robes of Staves—These red, orange and yellow robes bear a badge on the left breast: an inverted triangle with a flaming staff. They are attuned to Sirnaur and can be used by no other.

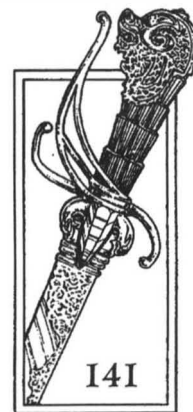
MERP/RM: AT 2 (+40 DB, in addition to any other bonuses).

Dagger.

MERP/RM: +10 OB.

Cloak—This black cloak allows the wearer to become invisible once per day.

See ICE's Court of Ardor 24.





SULDUN*

Tall and well-muscled (6'8" and 230 pounds), Sûldun is the ultimate warrior. He revels in his position as the Lord of Swords, considering the title to be evidence that his skills in melee cannot be rivaled. His assessment is correct. Woe to the enemy who challenges him in armed combat!

Aptitude on the field of battle is not the least of the Noldo's skills. Sûldun is a brilliant commander, and soldiers vie with one another to serve under him.

SULDUN

Lvl: 20.

Race: Noldo.

Home: Tirgoroth.

Names: Sûldun (S. "Valley of Winds"), Lord of Swords.

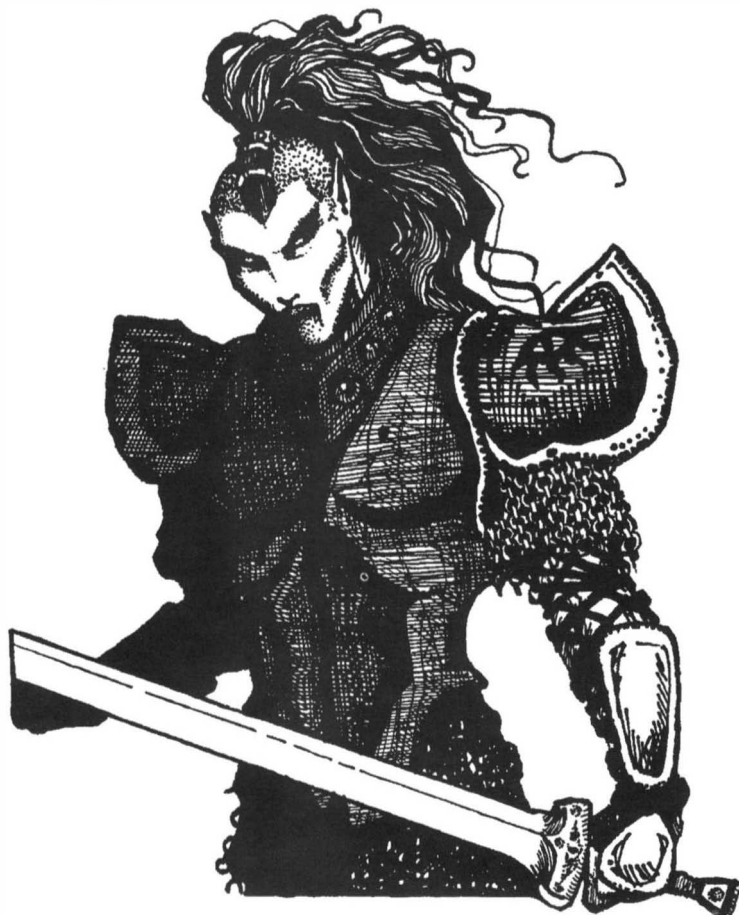
SULDUN IN MERP

Hits: 150 Melee OB: 180 Missile OB: 160
AT: 17 (75).

MERP Profession: Warrior.

MERP Stats: ST 110, AG 93, CO 106, IG 68, IT 66,
PR 87.

Sûldun



MERP Skills: Acrobatics 85, Athletic Games (Athletics) 80, Climb 72, Diving 81, Swim 85, Leadership (Influence) 94, Perception 97, Stalk/Hide 75, Boat Handling 86, Ride 85, Seduction (Influence) 65, Strategy & Tactics (Lore) 89, Trickery 71, Sky-watching 59.

MERP Spells: None.

SULDUN IN ROLEMASTER

Hits: 150 Melee OB: 180 Missile OB: 160
AT: 17 (75).

RM Profession: Fighter.

RM Stats: St 110, Qu 98, Em 65, In 76, Pr 103,
Ag 87, Co 106, Me 56, Re 71, SD 70.

RM Skills: Acrobatics 85, Adrenal Defense 89, Adrenal Moves 96, Athletic Games 80, Climb 72, Diving 81, Swim 85, Leadership 94, Perception 97, Stalk/Hide 75, Boat Handling 86, Riding 85, Seduction 65, Strategy & Tactics 89, Trickery 71, Star-Gazing 59.

RM Spells: None.

Appearance: 104.

SULDUN IN LoR

LoR Profession: Warrior.

LoR Stats: Strength 9, Agility 3, Intelligence 1, Movement 2, Defense 3, Melee OB 10, Missile OB 10, General 2, Subterfuge 6, Perception 7, Magical 0, Endurance 95.

LoR Spells: None.

LoR Experience Points: 24,000.

SULDUN'S PRINCIPAL ITEMS

Ring—The ring allows its wearer to move as if *Hasted* for four rounds once per day. The band summons a great bird of Tirgoroth to its wearer at need. The ring is attuned to Sûldun and can be used by no other.

Composite Bow.

MERP/RM: +20 Missile OB.

Armor—Mithril chain mail; unencumbering.

MERP/RMP: AT Pl/20; +20 DB.

Broadsword—A clear laen blade.

MERP/RM: +25 OB.

See ICE's *Court of Ardor* 24.

SÛLHEROK*

Valkrist's captain at Tirgoroth and the Messenger of the Ardan Court, Sûlherok distinguished himself most by staying out of the squabbles which continually rent the organization. Although forced to be the bearer of bad tidings, he yet avoided retribution.

Of Sinda descent, Sûlherok was a master rider of the great birds of Tirgoroth. He had long, sandy hair and hazel eyes.

SÛLHEROK

Lvl: 26.

Race: Teler.

Home: Tirgoroth.

Names: (S. "Lord of Steeds of the Wind"); The Messenger.

SÛLHEROK IN MERP

Hits: 150 Melee OB: 210 Missile OB: 200

AT: Pl (100).

MERP Profession: Warrior.

MERP Stats: ST 99; AG 101, CO 100, IG 93, IT 87, PR 99.

MERP Skills: Acrobatics 60, Ambush 12, Animal Handling 20, Climbing 60, Diplomacy (Influence) 92, Music (Artistic) 53, Navigation (Lore) 72, Perception 60, Riding 80, Seduction (Influence) 50, Singing (Influence) 45, Stalk/Hide 45, Star-gazing (Sky-Watching) 71, Swimming 35, Weather-watching (Sky-Watching) 65.

MERP Spells: None.

SÛLHEROK IN ROLEMASTER

Hits: 150 Melee OB: 210 Missile OB: 200

AT: 20 (100).

RM Profession: Fighter.

RM Stats: St 99, Qu 101, Em 46, In 87, Pr 99, Ag 101; Co 100, Me 94, Re 92, SD 89.

RM Skills: Acrobatics 60, Adrenal Moves 60, Ambush 12, Animal Training 20, Climbing 60, Diplomacy 92, Frenzy 75, Linguistics 6*, Music 53, Navigation 72, Perception 60, Riding 80, Seduction 50, Singing 45, Stalk/Hide 45, Star-gazing 71, Subduing 90, Swimming 35, Weather-watching 65.

RM Spells: None.

Appearance: 98.

SÛLHEROK IN LoR

LoR Profession: Warrior.

LoR Stats: Strength 3, Agility 3, Intelligence 3, Movement 4, Defense 4, Melee OB 11, Missile OB 11, General 3, Subterfuge 4, Perception 5, Magical 0, Endurance 101.

LoR Spells: None.

LoR Experience Points: 23,700

SÛLHEROK'S PRINCIPAL ITEMS

Broadsword—Mithril, it delivers an Electricity critical, also gives an "A" Electricity crit to opponent who parries with a metal weapon; chance weapon is destroyed.

MERP/RM: +20 OB.

Enchanted Card Deck—Ardan Deck, see Ardana.

SÛLHEROK'S LESSER ITEMS OF NOTE

Crossbow—Auto-reload every round, 2x heavy crossbow range, 2x concussion hits.

MERP/RM: +20 OB.

Ring.

MERP/RM: casts *Haste V* 1x/day.

See ICE's *Court of Ardor* 18, 22, 43.

TAURCLAX*

Mysterious and shadowy, Taurclax kept abreast of the Ardan Court's affairs without revealing his identity as a spy for Sauron of Mordor. Residing in the cruel fortress of Taurang ("Iron Tree"), Taurclax held an entire forest region in terror. He escaped the eventual downfall of the Court, and his final fate remains unknown.

Taurclax was of average height and build, with brown hair and green eyes.

TAURCLAX

Lvl: 31.

Race: Teler.

Home: Taurang.

Names: (S. "Fang of the Wood").

TAURCLAX IN MERP

Hits: 130 Melee OB: 120 Missile OB: 140

AT: No (80).

MERP Profession: Animist.

MERP Stats: ST 80; AG 99, CO 95, IG 90, IT 100, PR 98.

MERP Skills: Acting 67, Administration (Influence) 71, Climbing 45, Cookery 56, Directed Spells 90, Falsification (Craft) 80, Foraging 90, Leadership (Influence) 85, Perception 71, Riding 30, Read Runes 81, Signaling 90, Stalk/Hide 70, Star-gazing (Sky-Watching) 62, Use Item 81, Strategy/Tactics (Lore) 92, Swimming 40, Trickery 65, Weather-watching (Sky-Watching) 86.

MERP Spells: 93 PP (x5 PP multiplier).

TAURCLAX IN ROLEMASTER

Hits: 130 Melee OB: 120 Missile OB: 140

AT: 1 (80).

RM Profession: Animist.

RM Stats: St 80, Qu 101, Em 95, In 100, Pr 98, Ag 99; Co 95, Me 96, Re 83, SD 94.

RM Skills: Acting 67, Administration 71, Climbing 45, Cookery 56, Directed Spells 90, Falsification 80, Foraging 90, Leadership 85, Linguistics 19*, Perception 71, Riding 30, Runes 81, Signaling 90, Spell-mastery 75, Stalk/Hide 70, Star-gazing 62, Staves & Wands 81, Strategy/Tactics 92, Swimming 40, Trickery 65, Weather-watching 86.

RM Spells: 93 PP (x5 PP multiplier).

Appearance: 90.





TAURCLAX IN LoR

LoR Profession: Warrior.

LoR Stats: Strength 2, Agility 4, Intelligence 3, Movement 4, Defense 4, Melee OB 8, Missile OB 9, General 4, Subterfuge 6, Perception 6, Magical 0, Endurance 96.

LoR Spells: None.

LoR Experience Points: 19,200.

TAURCLAX'S PRINCIPAL ITEMS

Ring—Of treeform, allows wearer to become a large tree instantly, and live off the soil for an indefinite period. Wearer remains fully aware of events around him as if he still possessed his human senses.

Sceptre—Of Windmastery, this item is a mace.

MERP/RM: +20 OB; allows the holder free use of the *MERP* Wind Law list; *RM Windmastery* spell.

Enchanted Card Deck—Ardan Deck, see Ardana.

TAURCLAX'S LESSER ITEMS OF NOTE

Helm—Of mithril, acts as PPx5 (Animists), allows wearer to breathe water or any (even poisonous) gas without harm, and see underwater as if through clear air.

Bracer.

MERP/RM: *Organic Turning True*, all (primarily) organic weapons (e.g. arrows, clubs) used against caster are at -100 DB.

See *ICE's Court of Ardor* 17, 21, 38.

TAURION*

Taurion was born in the forest, and it is toward the forest that his heart still yearns. Yet power and knowledge and arcane magicks are not to be gained amidst the beauties of his birthland. The Silvan Elf seeks these commodities in the court of Ardor. He has learned the lore of the seas, lakes, and oceans, despite his hatred for open bodies of water, and become mighty in the Suit of Helms.

TAURION

Lvl: 19.

Race: Silvan Elf.

Home: Aurax-dûr, an Ardan citadel.

Names: Taurion (S. "Son of the Forest"), Lord of Helms.

TAURION IN MERP

Hits: 110 **Melee OB:** 100 **Missile OB:** 80
AT: No (70).

MERP Profession: Animist.

MERP Stats: ST 89, AG 65, CO 45, IG 43, IT 103, PR 78.

MERP Skills: Ambush 6, Acting 83, Channeling 75, Climb 70, Swim 10, Boat Handling 25, Perception 90, Ride 64, Stalk/Hide 56, Use Item 34, Tracking 56, Read Runes 46, Sky-watching 45.

MERP Spells: 76 PP (x4 PP multiplier). Base Spell OB is +19. Taurion knows all Open Animist lists.

TAURION IN ROLEMASTER

Hits: 110 **Melee OB:** 100 **Missile OB:** 80
AT: 2 (70).

RM Profession: Evil Cleric.

RM Stats: St 89, Qu 56, Em 103, In 103, Pr 90, Ag 74, Co 45, Me 99, Re 69, SD 66.

RM Skills: Ambush 6, Acting 83, Channeling 75, Climb 70, Swim 10, Boat Handling 25, Perception 90, Riding 64, Stalk/Hide 56, Use Item 34, Tracking 56, Runes 46, Star-Gazing 45.

RM Spells: 76 PP (x4 PP multiplier). Base Spell OB is +19. Taurion knows all Evil Cleric Base lists.

Appearance: 101

TAURION IN LoR

LoR Profession: Bard.

LoR Stats: Strength 1, Agility 0, Intelligence 5, Movement 3, Defense 3, Melee OB 7, Missile OB 7, General 3, Subterfuge 5, Perception 7, Magical 2, Endurance 89.

LoR Spells: Healing, Luck, Fire Bolt.

LoR Experience Points: 17,700.

TAURION'S PRINCIPAL ITEMS

Helm—His blue steel headpiece transforms into a mithril circlet when placed on the wearer's head, but it still protects as a full helm. It also allows the wearer to breathe under water. The device is attuned to Taurion and can be used by no other.

MERP: x4 PP multiplier; continuous *Prayer*; allows the wearer to use *Calm Spirit* spells up to his own level, whether the he knows the list or not (he must be a Channeler, though).

RM: x4 PP multiplier; continuous *Protection II* (-10 from enemy elemental attacks; +10 to RR versus all spell attacks); allows the wearer to use *Dark Channels* spells up to his own level, whether the he knows the list or not (he must be a Channeler, though).

Stole—This elaborately tooled, floor-length stole of blue leather provides the wearer with an enchanted field to protect against physical attack. The field can be turned on and off at will.

MERP/RM: +15 DB vs. melee and missile.

Mace.

MERP/RM: +20 OB.

Boots—Allow the user to walk on water as a Routine maneuver.

See *ICE's Court of Ardor* 24.

TAURNIL*

Taurnil is Master of the Woodsmen's Glade in Lórien. He and the Elves of his *pelerin* (S. "glade") maintain the health of the trees and the quality of the paths through them. They also tend Lórien's gardens, vineyards, and meadows. Taurnil is a capable Sinda, adept at coordinating all of the necessary elements needed to make large events such as the harvests run smoothly.

TAURNIL

Lvl: 20.

Race: Sinda.

Home: Lórien.

Names: Taurnil (S. "Lover of Trees").

TAURNIL IN MERP

Hits: 115 Melee OB: 110 Missile OB: 130

AT: 1 (40).

MERP Profession: Ranger.

MERP Stats: ST 93, AG 100, CO 92, IG 83, IT 78, PR 83.

MERP Skills: Climb 82, Swim 35, Stalk/Hide 64, Perception 75, Ambush 8, Acrobatics 20, Rope Mastery 35, Administration 85, Public Speaking 89, Tracking 80, Use Item 75.

MERP Spells: 20 PP (+5 spell adder). Base Spell OB is +5. Taurnil knows all Open Animist lists and all Ranger lists.

TAURNIL IN ROLEMASTER

Hits: 115 Melee OB: 110 Missile OB: 130

AT: No (40).

RM Profession: Ranger.

RM Stats: St 93, Qu 99, Em 85, In 78, Pr 98, Ag 100, Co 92, Me 70, Re 80, SD 68.

RM Skills: Climb 82, Swim 35, Stalk/Hide 64, Perception 75, Ambush 8, Acrobatics 20, Rope Mastery 35, Administration 85, Public Speaking 89, Tracking 80, Staves & Wands 75.

RM Spells: 20 PP (+5 spell adder). Base Spell OB is +5. Taurnil knows all Open Animist lists and all Ranger Base lists.

Appearance: 95.

TAURNIL IN LoR

LoR Profession: Ranger.

LoR Stats: Strength 3, Agility 5, Intelligence 2, Movement 2, Defense 2, Melee OB 8, Missile OB 9, General 2, Subterfuge 5, Perception 6, Magical 1, Endurance 80.

LoR Spells: Healing, Clairvoyance, Luck, Charm Animal, Strength, Shield, Camouflage.

LoR Experience Points: 19,200.

TAURNIL'S PRINCIPAL ITEMS

Boots of Limbrunning—The enchanted footgear allows the wearer to jump from branch to branch among the trees, crossing limbs far too fragile to normally support an Elf's weight. The wearer must run; if he stops while on a fragile limb, it will give way.

Leather Bracelet.

MERP/RM: +5 spell adder.

Mace—A well-made mace with a mithril-sheathed head.

MERP/RM: +20 OB.

Longbow.

MERP/RM: +15 Missile OB.

See ICE's Lórien 26, 57.

THALOS*

Thalos dwelt in the Ardhlaem of Ost-in-Edhil. There he tended the injured and the wounded—his home was open to all in need. The healer was widely trusted. His wise counsel was valued almost as highly as his skill with sprains, broken limbs, and torn skin.

Thalos stood 6'7" and weighed 190 pounds. His black hair was long and swept back from his face, held in place by an emerald-studded leather headband. His eyes were steel grey, but full of compassion.

THALOS

Lvl: 16.

Race: Noldo.

Home: Ost-in-Edhil (Second Age).

Names: Thalos (S. "Strong Fortress").

THALOS IN MERP

Hits: 130 Melee OB: 100 Missile OB:—

AT: No (30).

MERP Profession: Animist.

MERP Stats: ST 86, AG 97, CO 100, IG 88, IT 99, PR 91.

MERP Skills: Climb 52, Swim 45, Read Runes 60, Staunch Wounds (Lore) 70, Stalk/Hide 30, Perception 45.

MERP Spells: 32 PP (+4 PP multiplier). Base Spell OB is +5. Thalos knows all Animist lists.

THALOS IN ROLEMASTER

Hits: 130 Melee OB: 100 Missile OB:—

AT: 1 (30).

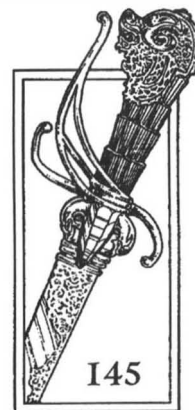
RM Profession: Healer.

RM Stats: St 86, Qu 97, Em 87, In 99, Pr 98, Ag 96, Co 100, Me 67, Re 88, SD 84.

RM Skills: Climb 52, Swim 45, Runes 60, Staunch Wounds 70, Stalk/Hide 30, Perception 45.

RM Spells: 32 PP (+4 PP multiplier). Base Spell OB is +20. Thalos knows all Healer Base lists.

Appearance: 98.





THALOS IN LoR

LoR Profession: Bard.

LoR Stats: Strength 4, Agility 3, Intelligence 3, Movement 3, Defense 3, Melee OB 7, Missile OB 0, General 2, Subterfuge 3, Perception 4, Magical 2, Endurance 93.

LoR Spells: Healing, Luck, Clairvoyance.

LoR Experience Points: 16,800.

THALOS' PRINCIPAL ITEMS

Headband.

MERP/RM: x4 PP multiplier.

Mace.

MERP/RM: +25 OB.

See *ICE's Lórien* 36, 56.

THINGOL GREYCLOAK

See *Elwë Sincollo*.

THRANDUIL

Thranduil ruled a realm of Silvan Elves in Mirkwood throughout the Third Age. He went to war with his father, King Oropher, at the end of the Second Age. There, on the field of Dagorlad, the son witnessed the horror of Mordor, and its shadow bit deep into his awareness. While the father died, slain in the first charge, the son survived. When he returned to Greenwood the Great, his rule of the woodland realm reflected Thranduil's insight. Uneasy and anxious with his perception of the changes the Third Age would bring, he held aloof from the outside world, shunning Men and Dwarves with greater determination than had even his father before him.

When the gloom of the Necromancer claimed the southern reach of the Greenwood, causing the forest to be given another name—Mirkwood—Thranduil's people retreated, concentrating their influence in the northeastern corner. Thranduil delved a fortress underground, Aradhrynd, secure and sequestered. It harkened back to Menegroth, the halls of Thingol beside Esgalduin, though its beauty was less; Thranduil possessed neither the art, the wealth, nor the help of Dwarves as did his kinsman of the First Age.

Thranduil sent his son Legolas to the Council of Elrond, where the Elf was chosen to be one of the Nine Walkers opposing the Nine Riders. Thranduil's forces aided the Men of Dale in repelling Sauron's armies, issuing from Dol Guldur, during the War of the Ring.

THRANDUIL

Lvl: 33.

Race: Sinda.

Home: Aradhrynd (S. "Halls of the Elven-king") in northern Mirkwood.

Names: (Av. "Halls of Star-shadow").

THRANDUIL IN MERP

Hits: 175 **Melee OB:** 242 **Missile OB:** 247

AT: Pl (95).

MERP Profession: Warrior.

MERP Stats: ST 98; AG 100, CO 96, IG 97, IT 95, PR 96.

MERP Skills: Acting 90, Administration (Influence) 110, Architecture (Lore) 93, Caving 96, Climbing 119, Diplomacy (Influence) 65, Directed Spells 40, First Aid 45, Fletching (Craft) 90, Foraging 102, Leadership (Influence) 105, Leather-working (Craft) 68, Meditation 90, Music (Artistic) 95, Perception 95, Public-speaking (Influence) 80, Riding 96, Read Runes 87, Signaling 80, Singing (Influence) 102, Stalk/Hide 105, Star-gazing (Sky-Watching) 74, Use Item 87, Strategy/Tactics (Lore) 104, Swimming 82, Tracking 98, Weather-watching (Sky-Watching) 90.

MERP Spells: 66 PP (x3 multiplier). Knows Animist Base lists and Open Essence lists to 10th lvl.



Thranduil

THRANDUIL IN ROLEMASTER

Hits: 175 Melee OB: 242 Missile OB: 247

AT: 17 (95).

RM Profession: Fighter (Animist, Magician).

RM Stats: St 98, Qu 99, Em 97, In 95, Pr 96,
Ag 100; Co 96, Me 93, Re 91, SD 84.

RM Skills: Acting 90, Administration 110, Adrenal Moves 50, Architecture 93, Caving 96, Climbing 119, Diplomacy 65, Directed Spells 40, First Aid 45, Fletching 90, Foraging 102, Frenzy 80, Leadership 105, Leather-working 68, Linguistics 13*, Meditation 90, Music 95, Perception 95, Public-speaking 80, Riding 96, Runes 87, Signaling 80, Singing 102, Stalk/Hide 105, Star-gazing 74, Staves & Wands 87, Strategy/Tactics 104, Subduing 100, Swimming 82, Tracking 98, Trading 110, Weather-watching 90.

RM Spells: 66 PP (x3 PP multiplier). Knows Animist Base Nature's Protection, Plant Mastery, and Nature's Movement lists to 10th lvl; Illusionist Base Guises, Illusion Mastery, and Light Molding lists to 10th lvl; Essence Lofty Bridge, Invisible Ways lists to 10th lvl.

Appearance: 98.

THRANDUIL IN LoR

LoR Profession: Bard.

LoR Stats: Strength 4, Agility 3, Intelligence 3, Movement 4, Defense 4, Melee OB 12, Missile OB 12, General 5, Subterfuge 8, Perception 7, Magical 4, Endurance 139.

LoR Spells: Calm, Camouflage, Charm Animals, Healing, Protection from Magic, Sustenance.

LoR Experience Points: 30,900.

THRANDUIL'S PRINCIPAL ITEMS

Sword—Broadsword *of slaying* Trolls and Great Spiders.

MERP/RM: +45 OB; fumbles only on an unmodified OI.

Bow—Elven Longbow; fires at twice normal speed; all arrows shot from it are *of slaying* Orcs.

MERP/RM: +45 OB.

THRANDUIL'S LESSER ITEMS OF NOTE

Ring—PPx3, reduces chance of fumble by 2.

MERP/RM: +20 OB to all bow attacks.

Boots of Limbrunning.

MERP/RM: Permit wearer to run along nearly horizontal limbs (that can support the weight) as if he were on level ground.

Helm.

MERP/RM: +50 to all hiding attempts by the creation of shadows all around.

Read UT 243-4, 252, 256-60, 272, 276, 279-83, 338, 342-4, 353; Sil 371; Hob 152, 165-66, 167-69, LotRI 315, etc.

See ICE's *Northern Mirkwood*, 43.

TIRIAL*

Tirial is lovely—elegant in carriage, dainty in stature, and fine in feature and expression. Her long dark hair reaches her ankles when released from the braid she coils around her brow, her large grey eyes shine with joy, and her skin is pale and translucent (she protects her complexion from the sun with a parasol). Many a fool has supposed that her beauty renders her defenseless. Nothing could be further from the truth. The Lady is trained in unarmed combat, and she is lethal in combat, despite her lack of the usual accouterments of armor and weaponry.

TIRIAL

Lvl: 16.

Race: Noldo.

Home: Angkiryā.

Names: Tirial (S. "Watch-woman"), Lady of Orbs.

TIRIAL IN MERP

Hits: 100 Melee OB: 120 Missile OB: 160

AT: No (120).

MERP Profession: Warrior.

MERP Stats: ST 67, AG 88, CO 83, IG 80, IT 60, PR 90.

MERP Skills: Acrobatics 95, Climb 72, Swim 85, Perception 97, Stalk/Hide 75, Ride 85, Trickery 71, Sky-watching 59.

MERP Spells: None.

TIRIAL IN ROLEMASTER

Hits: 100 Melee OB: 120 Missile OB: 160

AT: 1 (120).

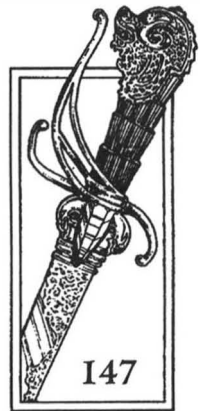
RM Profession: Warrior Monk.

RM Stats: St 67, Qu 78, Em 103, In 65, Pr 85, Ag 97, Co 83, Me 54, Re 57, SD 95.

RM Skills: Acrobatics 95, Adrenal Defense 89, Adrenal Moves 96, Martial Arts Striking Rank 1 87, Martial Arts Striking Rank 2 65, Martial Arts Sweeps & Throws Rank 1 88, Martial Arts Sweeps & Throws Rank 2 78, Climb 72, Swim 85, Perception 97, Stalk/Hide 75, Riding 85, Trickery 71, Star-Gazing 59.

RM Spells: None.

Appearance: 99.





TIRIAL IN LoR

LoR Profession: Warrior.

LoR Stats: Strength 1, Agility 2, Intelligence 4, Movement 3, Defense 3, Melee OB 9, Missile OB 10, General 2, Subterfuge 6, Perception 7, Magical 0, Endurance 78.

LoR Spells: All.

LoR Experience Points: 17,700.

TIRIAL'S PRINCIPAL ITEMS

Crystal Orb—Attached to a mithril chain worn about the neck, this 1" orb has special magical powers. It is attuned to Tirial and cannot be used by any other.

MERP/RM: Allows the wearer to use the *MERP* Light Law list or the *RM* Open Mentalist list Brilliance up to ten levels higher than normal. The user still expends PP at the full spell level, though. The orb is a x4 PP multiplier, too, and it can create a blurring effect around the user, giving another +30 to the user's DB.

Cloak—Changes color at will, making it easy for the user to blend into the background.

MERP/RM: +25 to any hiding maneuvers.

LoR: +5 to maneuvers using Subterfuge.

Bracers—Mithril armbands that fit Tirial's limbs perfectly.

MERP/RM: +20 DB.

Ikasha—A multi-bladed throwing weapon. It strikes as a short sword, but will return safely to the thrower after traveling up to 100' away.

See *ICE's Court of Ardor* 24.

TURGON

Turgon was the younger of Fingolfin's two sons; he left the Undying Lands in the Rebellion of the Noldor, but was among the host abandoned by Fëanor at the Helcaraxë. Upon reaching the shores of Endor, Turgon shunned the sons of Fëanor, even after the hatred between the two houses was assuaged by Maedhros' abdication of the kingship to Fingon (Turgon's elder brother).

Inspired by a dream sent by Ulmo, Turgon searched for a place of hidden strength where he might establish a refuge. He discovered the secret vale of Tumladen and there built Ondolindë, or Gondolin, upon a lone hill, in memory of Tirion upon Túna.

Gondolin was fair, its walls white, and in its fountains sung the music of Ulmo. It stood unassailed for long, but in the end Turgon's secret city was betrayed by his sister's son Maeglin, and Turgon himself was killed in the sacking. His daughter Idril Celebrindal and her son Eärendil escaped.

TURGON

Lvl: 85.

Race: Noldo.

Home: Aman, later Gondolin.

Names: (S. "Stone Master").

TURGON IN MERP

Hits: 245 **Melee OB:** 380 **Missile OB:** 365

AT: Pl (215).

MERP Profession: Warrior (Bard).

MERP Stats: ST 103; AG 102, CO 100, IG 102, IT 99, PR 101.

MERP Skills: Acrobatics 60, Administration (Influence) 160, Appraisal 87, Architecture (Lore) 170, Caving 50, Climbing 140, Crafting (Craft) 84, Dance (Athletic) 78, Diplomacy (Influence) 90, Diving (Athletic) 59, First Aid 125, Fletching (Craft) 110, Leadership (Influence) 161, Mathematics (Lore) 100, Meditation 112, Music (Artistic) 120, Navigation (Lore) 86, Perception 164, Public-speaking (Influence) 114, Riding 123, Read Runes 120, Seduction (Influence) 125, Singing (Influence) 111, Stalk/Hide 138, Star-gazing (Sky-Watching) 90, Use Item 120, Stone-carving (Craft) 45, Strategy/Tactics (Lore) 130, Swimming 125, Tracking 104, Weather-watching (Sky-Watching) 83.

MERP Spells: 340 PP (x4 PP multiplier). Because of Turgon's affinity for stone, he knows the Earth Law list to 10th lvl, as well as the Bard Base lists Sound Control and Item Lore list to 10th lvl.

TURGON IN ROLEMASTER

Hits: 245 **Melee OB:** 380 **Missile OB:** 365

AT: 20 (215).

RM Profession: Fighter (Bard).

RM Stats: St 103, Qu 104, Em 101, In 99, Pr 102, Ag 102; Co 100, Me 101, Re 99, SD 98.

RM Skills: Acrobatics 60, Administration 160, Adrenal Moves 80, Appraisal 87, Architecture 170, Caving 50, Climbing 140, Crafting 84, Dance 78, Diplomacy 90, Diving 59, First Aid 125, Fletching 110, Frenzy 145, Leadership 161, Linguistics 21*, Mathematics 100, Meditation 112, Music 120, Navigation 86, Perception 164, Public-speaking 114, Riding 123, Runes 120, Seduction 125, Singing 111, Spell-mastery 45, Stalk/Hide 138, Star-gazing 90, Staves & Wands 120, Stone-carving 45, Strategy/Tactics 130, Subduing 100, Swimming 125, Tracking 104, Weather-watching 83.

RM Spells: 340 PP (x4 PP multiplier). Because of Turgon's affinity for stone, he knows the Mentalist Solid Manipulation list to 30th lvl, as well as the Bard lists Sound Control and Item Lore list to 20th lvl.

Appearance: 103.

TURGON IN LOR

LoR Profession: Bard.

LoR Stats: Strength 5, Agility 5, Intelligence 4, Movement 5, Defense 7, Melee OB 13, Missile OB 13, General 6, Subterfuge 9, Perception 10, Magical 5, Endurance 348.

LoR Spells: Balance, Camouflage, Luck, Protection from Magic, Shield, Strength.

LoR Experience Points: 65,400.

TURGON'S PRINCIPAL ITEMS

Sword (Ondomacil)—(Q. "Sword of Stone") Broadsword of pale blue marble with an edge of clear laen (enchanted glass).

MERP/RM: +60 OB; it will *Haste* the wielder at will, and allows its bearer to *Merge True* with any stone (*MERP* as *Merging Organic* except into stone).

Armor—Ithilnaur alloy.

MERP/RM: AT PI/20 (+70 DB).

TURGON'S LESSER ITEMS OF NOTE

Ring—Of stone.

MERP/RM: PPx4.

Cloak.

MERP/RM: +30 DB; allows wearer to *Fly* 3x/day..

Bow—Any arrows fired from the bow are flaming (if desired).

MERP/RM: +45 OB.

Full Shield.

MERP/RM: +30 DB.

Read UT 18, 22, 24, 26-30, 32, 33-40, 42-3, 45, 47, 49-56, 63, 66, 146, 160-1, 235, 249, 400; Sil 64, 93, 100-2, 133, 135, 140-1 149-51 155-7 160, 163-5, 186, 191-3, 221, 231-2, 234-7, 240, 247, 281-2, 294-300, 302, 308, 315.

TURLINDĚ*

Turlindë is Master of the Minstrel's Glade in Lórien. The sagas recounting all the long history of the Eldar—the awakening in the East, the journey to Aman, the return to Endor, and the centuries of war against Morgoth—remain alive in his memory. He knows all the traditional renditions of these tales, but is also able to tailor his performance to his audience, mixing ballads instrumental interludes, and dramatic narrative as inspiration directs.

Turlindë stands 6'5" and weighs 175 pounds. His curling brown locks flow freely, and his hazel eyes seem always to foretell a story in the making.

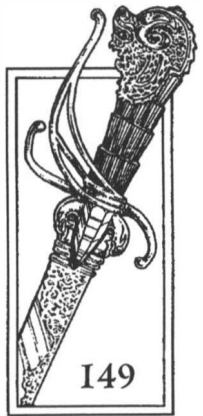
TURLINDĚ

Lvl: 16.

Race: Nando.

Home: Lórien.

Names: Turlindë (S. "Song Master").



Tirial





TURLINDĚ IN MERP

Hits: 112 **Melee OB:** 90 **Missile OB:** 110

AT: No (60).

MERP Profession: Bard.

MERP Stats: ST 96, AG 100, CO 94, IG 101, IT 73, PR 99.

MERP Skills: Climb 45, Swim 30, Stalk/Hide 35, Perception 60, Read Runes 40, Staunch Wounds (Lore) 25, Acrobatics 40, Acting 40, Music (Artistic) 82, Public Speaking (Influence) 70, Seduction (Influence) 80, Singing (Artistic) 90.

MERP Spells: 48 PP (x4 PP multiplier). Base Spell OB is +30. TurlindĚ knows all Bard lists.

TURLINDĚ IN ROLEMASTER

Hits: 112 **Melee OB:** 90 **Missile OB:** 110

AT: 1 (60).

RM Profession: Bard.

RM Stats: St 96, Qu 100, Em 89, In 52, Pr 101, Ag 100, Co 94, Me 93, Re 85, SD 81.

RM Skills: Climb 45, Swim 30, Stalk/Hide 35, Perception 60, Runes 40, Staunch Wounds 25, Acrobatics 40, Acting 40, Music 82, Public Speaking 70, Seduction 80, Singing 90.

RM Spells: 48 PP (x4 PP multiplier). Base Spell OB is +30. TurlindĚ knows all Bard Base lists.

Appearance: 103.

TURLINDĚ IN LoR

LoR Profession: Bard.

LoR Stats: Strength 3, Agility 5, Intelligence 2, Movement 2, Defense 3, Melee OB 7, Missile OB 8, General 3, Subterfuge 3, Perception 5, Magical 3, Endurance 91.

LoR Spells: Concentration, Luck, Calm.

LoR Experience Points: 19,500.

TURLINDĚ'S PRINCIPAL ITEMS

Ring—A simple mithril band.

MERP/RM: x4 PP multiplier.

Harp—The enchanted instrument is always in tune.

MERP/RM: +33 to all Music maneuvers and to all Controlling Songs.

Dagger—A laen-edged blade with an iron heart. When thrown up to 200' away, it will always return, and it never suffers any range penalties.

MERP/RM: +20 OB.

Broadsword.

MERP/RM: +25 OB.

See ICE's *Lórien* 26, 57.

VAIRESÛL*

Vairesûl dwelt in Beleriand until she encountered Valkrist, a warrior of such skill that he successfully and single-handedly confronted bands of twenty Orcs or more and went unscathed. To win Valkrist's attention and regard, Vairesûl devoted her life to the study of war. When her mentor left for the Courts of Ardor, she followed him and was named Herald of Swords.

When released from its warrior's braid, her long blond hair resembles a stream of moonlight. Its fluid tresses and her soft grey eyes contrast pleasingly with the sharp lines of her cheekbones and chin. Many find her beautiful. She stands 6'1" and weighs 155 pounds.

VAIRESÛL

Lvl: 10.

Race: Sinda.

Home: Tirgoroth.

Names: Vairesûl (S. "Wind Weaver"), Herald of Swords.

VAIRESÛL IN MERP

Hits: 110 **Melee OB:** 120 **Missile OB:** 100

AT: Pl (70).

MERP Profession: Warrior.

MERP Stats: ST 100, AG 82, CO 100, IG 45, IT 49, PR 73.

MERP Skills: Acrobatics 45, Athletic Games (Athletics) 30, Climb 62, Diving 41, Swim 75, Perception 77, Stalk/Hide 65, Boat Handling 46, Ride 85, Seduction (Influence) 68, Strategy & Tactics (Lore) 49, Trickery 78, Sky-watching 39.

MERP Spells: None.

VAIRESÛL IN ROLEMASTER

Hits: 110 **Melee OB:** 120 **Missile OB:** 100

AT: 17 (70).

RM Profession: Fighter.

RM Stats: St 100, Qu 89, Em 27, In 56, Pr 79, Ag 75, Co 100, Me 41, Re 62, SD 67.

RM Skills: Acrobatics 45, Adrenal Defense 69, Adrenal Moves 36, Athletic Games 30, Climb 62, Diving 41, Swim 75, Perception 77, Stalk/Hide 65, Boat Handling 46, Riding 85, Seduction 68, Strategy & Tactics 49, Trickery 78, Star-Gazing 39.

RM Spells: None.

Appearance: 106.

VAIRESÛL IN LoR

LoR Profession: Warrior.

LoR Stats: Strength 5, Agility 2, Intelligence -1, Movement 2, Defense 2, Melee OB 8, Missile OB 7, General 2, Subterfuge 5, Perception 6, Magical 0, Endurance 65.

LoR Spells: None.

LoR Experience Points: 15,300.

VAIRESÛL'S PRINCIPAL ITEMS

Ring—The ring allows its wearer to move as if *Hasted* for four rounds once per day. The band summons a great bird of Tirgoroth to its wearer at need. The ring is attuned to Vairesûl and can be used by no other.

Composite Bow.

MERP/RM: +20 Missile OB.

Armor—Mithril chain mail; unencumbering.

MERP/RM: AT P1/17; +20 DB.

Broadsword.

MERP/RM: +25 OB.

See *ICE's Court of Ardor* 24.

VALANDOR*

Valandor is a tall Nando who prefers his green robes to possess a hint of blue. His servants embroider the garments issued to him (by the Court of Ardor) with abstract swirls of azure, cerulean, and sapphire after dipping them in a vat of dye.

Valandor's demeanor is boyant, with a tinge of cynicism. Better hidden is a streak of paranoia: the Nando believes that all his cohorts—of both high and low degree alike—covet his belongings, his chambers, his friends, and his position. He remains ever ready for the stab in the back.

Valandor stands 6'9" and weighs 210 pounds. His hair is light brown, almost a bronze in hue. His eyes are a hazel so light as to seem gold.

VALANDOR

Lvl: 11.

Race: Nando.

Home: Angkirya.

Names: Valandor (S. "Strong One"), Knight of Orbs.

VALANDOR IN MERP

Hits: 100 Melee OB: 100 Missile OB: 120

AT: No (100).

MERP Profession: Warrior.

MERP Stats: ST 93, AG 97, CO 90, IG 79, IT 38, PR 95.

MERP Skills: Acrobatics 85, Climb 82, Swim 65, Perception 87, Stalk/Hide 85, Riding 65, Trickery 81, Sky-watching 49.

MERP Spells: 11 PP (x4 PP multiplier).

VALANDOR IN ROLEMASTER

Hits: 100 Melee OB: 100 Missile OB: 120

AT: 1 (100).

RM Profession: Warrior Monk.

RM Stats: St 93, Qu 100, Em 79, In 34, Pr 89, Ag 93, Co 90, Me 40, Re 53, SD 100.

RM Skills: Acrobatics 85, Adrenal Defense 96, Adrenal Moves 89, Martial Arts Striking Rank 1 82, Martial Arts Striking Rank 2 82, Martial Arts Sweeps & Throws Rank 1 90, Martial Arts Sweeps & Throws Rank 2 70, Climb 82, Swim 65, Perception 87, Stalk/Hide 85, Riding 65, Trickery 81, Star-Gazing 49.

RM Spells: 11 PP (x4 PP multiplier).

Appearance: 99.

VALANDOR IN LoR

LoR Profession: Warrior.

LoR Stats: Strength 3, Agility 4, Intelligence 1, Movement 2, Defense 3, Melee OB 7, Missile OB 8, General 2, Subterfuge 6, Perception 6, Magical 0, Endurance 73.

LoR Spells: None.

LoR Experience Points: 15,900.

VALANDOR'S PRINCIPAL ITEMS

Crystal Orb—Attached to a mithril chain worn about the neck, this 1" orb has special magical powers. It is attuned to Valandor and cannot be used by any other.

MERP/RM: Allows the wearer to use the *MERP* Light Law list or the *RM* Open Mentalist list Brilliance up to ten levels higher than normal. The user still expends PP at the full spell level, though. The orb is a x4 PP multiplier, too, and it can create a blurring effect around the user, giving another +30 to the user's DB.

Cloak—Changes color at will, making it easy for the user to blend into the background.

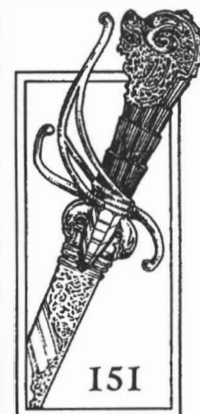
MERP/RM: +25 to any hiding maneuvers.

Bracers—Mithril armbands that fit Valandor's limbs perfectly.

MERP/RM: +20 DB.

Ikasha—A multi-bladed throwing weapon. It strikes as a short sword, but will return safely to the thrower after traveling up to 100' away.

See *ICE's Court of Ardor* 24.





VALGLIN (I)*

A quiet, even-tempered Elf, Valgin served the Court of Ardor from Naurindol, often cooling the Sorceress' outbursts. She frequently embarked on espionage missions, utilizing her skills to infiltrate strongholds of the Court's enemies.

Unusually small, even for a Silvan Elf, (5'2"), Valgin had brown hair and eyes. Her size and unobtrusive appearance often worked to her advantage.

VALGLIN (I)

Lvl: 23.

Race: Avar Moriquendi.

Home: Naurindol.

Names: . (S. Gleam of Power").

VALGLIN (I) IN MERP

Hits: 100 **Melee OB:** 150 **Missile OB:** 110

AT: No (100).

MERP Profession: Scout.

MERP Stats: ST 89; AG 101, CO 93, IG 97, IT 91, PR 79.

MERP Skills: Acrobatics 51, Ambush 45, Appraisal 60, Caving 30, Climbing 130, Cookery 45, Disarm Trap 140, Diving (Athletic) 40, Falsification (Craft) 45, Foraging 68, Leather-working (Craft) 35, Mathematics (Lore) 60, Navigation (Lore) 35, Perception 90, Pick Lock 170, Rope Mastery 68, Read Runes 15, Signaling 82, Stalk/Hide 130, Use Item 20, Swimming 45, Tracking 85, Trap-building (Craft) 143, Trickery 74, Tumbling (Athletic) 60.

MERP Spells: 46 PP. Knows Unbarring Ways, Physical Enhancement Lists to 5th lvl.

VALGLIN (I) IN ROLEMASTER

Hits: 100 **Melee OB:** 150 **Missile OB:** 110

AT: 1 (100).

RM Profession: Thief.

RM Stats: St 89, Qu 100, Em 97, In 91, Pr 79, Ag 101; Co 93, Me 95, Re 99, SD 94.

RM Skills: Acrobatics 51, Adrenal Moves 60, Ambush 45, Appraisal 60, Caving 30, Climbing 130, Cookery 45, Disarm Trap 140, Diving 40, Falsification 45, Foraging 68, Leather-working 35, Linguistics 5*, Mathematics 60, Navigation 35, Perception 90, Pick Lock 170, Rope Mastery 68, Runes 15, Signaling 82, Stalk/Hide 130, Staves & Wands 20, Subduing 90, Swimming 45, Tracking 85, Trap-building 143, Trickery 74, Tumbling 60.

RM Spells: 46 PP. Knows Unbarring Ways, Physical Enhancement Lists to 5th lvl.

Appearance: 89.

VALGLIN (I) IN LoR

LoR Profession: Bard.

LoR Stats: Strength 2, Agility 2, Intelligence 2, Movement 3, Defense 3, Melee OB 10, Missile OB 8, General 4, Subterfuge 9, Perception 7, Magical I, Endurance 74.

LoR Spells: Speed, Strength.

LoR Experience Points: 15,900.

VALGLIN'S PRINCIPAL ITEMS

Spectacles—Wearer has the ability to see through up to 2' of stone or wood, 1' of metal; ideal for examining lock or trap mechanisms.

MERP/RM: Spectacles add at least +50 to most lock or trap device.

Enchanted Card Deck—Aradan Deck, see Ardana.

VALGLIN'S LESSER ITEMS OF NOTE

Belt—Contains pockets.

MERP/RM: casts *MERP Shade*, *Shadow*; *RM Blur*, *Shadow*, +30 lockpick kit.

Boots.

MERP/RM: +30 to climbing.

Long Kynac.

MERP/RM: +25 OB.

Four Kynacs—For throwing.

MERP/RM: +10 OB.

See *ICE's Court of Ardor* 17, 19.

VALGLIN (II)*

Valglin dwelt in the Ardhlairem of Ost-in-Edhil during the Second Age. There he studied the heavens, the disposition of the stars, the movements of the air, the habits of storm and snow. He was even-tempered, quick-witted, and joyous until the arrival of Annatar.

After the Lord of Gifts entered the city, Valglin grew melancholy. His sense of humor departed, and he became a recluse, cloistered in his domed house and feverishly scanning the night skies, but telling nothing of what he saw.

Concerned for the astrologer's welfare, Galadriel visited him one summer evening, hoping to win through Valglin's impenetrable gloom. Her effort met with little success. The astrologer paid his Queen no heed, muttering gibberish to himself as though he were alone. As the moon set, he gestured toward his telescope, crying: "The Noldor are trapped; Artano has entangled us in the Remmirath!" With this mysterious phrase, he collapsed.

Galadriel summoned Thalos, a renowned healer, who removed Valglin to the House of Healing. The Queen then looked through the astrologer's telescope. There shone the Remmirath, the Net of Jewels, known to some Mannish peoples as the Seven Sisters. In their midst sailed Eärendil, the Evening Star, most beloved of the Eldar.

Valglin recovered his physical health, but never spoke again. Although Galadriel feared that Annatar was responsible (at times, some Noldor named him Artano, "the High Smith"), she had no proof, and the matter was never resolved.

VALGLIN (II)

Lvl: 20.

Race: Noldo.

Home: Ost-in-Edhil (Second Age).

Names: Valglin (S. "Gleam (as of the eyes) of Power").

VALGLIN (II) IN MERP

Hits: 110 **Melee OB:** 80 **Missile OB:** —
AT: No (115).

MERP Profession: Bard.

MERP Stats: ST 63, AG 97, CO 73, IG 96, IT 89, PR 81.

MERP Skills: Perception 70, Read Runes 58, Staunch Wounds (Lore) 78, Music (Artistic) 80, Public Speaking (Influence) 56, Sky-watching 98, Stalk/Hide 41.

MERP Spells: 40 PP (x6 PP multiplier). Base Spell OB is +5. Valglin knows all Bard Base lists.

VALGLIN (II) IN ROLEMASTER

Hits: 110 **Melee OB:** 80 **Missile OB:** —
AT: 2 (115).

RM Profession: Astrologer.

RM Stats: St 63, Qu 98, Em 45, In 98, Pr 96, Ag 96, Co 73, Me 80, Re 65, SD 65.

RM Skills: Perception 70, Runes 58, Staunch Wounds 78, Directed Spells 80, Music 80, Public Speaking 56, Star-Gazing 98, Stalk/Hide 41.

RM Spells: 40 PP (x6 PP multiplier). Base Spell OB is +20. Directed Spell OB is +5. Valglin knows all Astrologer Base lists.

Appearance: 94.

VALGLIN (II) IN LoR

LoR Profession: Bard.

LoR Stats: Strength 0, Agility 3, Intelligence 0, Movement 2, Defense 4, Melee OB 7, Missile OB 0, General 4, Subterfuge 4, Perception 6, Magical 2, Endurance 99.

LoR Spells: Clairvoyance, Luck, Protection from Magic, Concentration.

LoR Experience Points: 16,050.

VALGLIN (II)'S PRINCIPAL ITEMS

Robes.

MERP/RM: +60 DB.

Earring—Set with an emerald.

MERP/RM: x6 PP multiplier.

Dagger—A fine mithril blade with an emerald in the pommel.

MERP/RM: +15 OB.

Telescope.

MERP/RM: +30 to all Star-gazing maneuvers.

Ring—A mithril band set with a rare blue diamond.

MERP: Casts a *Shock Bolt I* three times per day.

RM: Casts *Starfires True* three times per day.

See *ICE's Lórien* 36, 53, 56.

VALKRIST*

One of the greatest warriors in Middle-earth (save the princes of the Noldor and Vanyar), Valkrist ruled Tirgoth in southern Endor, serving on the Ardan Council. Valkrist was consistent in his allegiance, if in nothing else.

Hugely built, 6'10" tall, Valkrist was a dominating presence. His visage boasted Noldo features and blue eyes framed by dark brown hair.

VALKRIST

Lvl: 35.

Race: Noldo/Adan.

Home: Tirgoth.

Names: (S. "Powerful Cleaver"); The Lord of Arms.

VALKRIST IN MERP

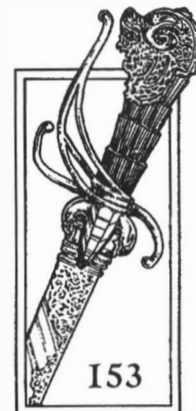
Hits: 180 **Melee OB:** 260 **Missile OB:** 200
AT: Pl (115).

MERP Profession: Warrior.

MERP Stats: ST 102; AG 101, CO 100, IG 83, IT 83, PR 96.

MERP Skills: Acrobatics 45, Acting 30, Administration (Influence) 61, Animal Handling 50, Athletic Games (Athletic) 65, Climbing 65, Diplomacy (Influence) 56, Diving (Athletic) 87, First Aid 45, Fletching (Craft) 38, Leadership (Influence) 102, Navigation (Lore) 85, Perception 50, Riding 90, Seduction (Influence) 85, Signaling 90, Skiing (Athletic) 65, Stalk/Hide 70, Star-gazing (Sky-Watching) 55, Strategy/Tactics (Lore) 94, Swimming 40, Tracking 68, Weather-watching (Sky-Watching) 90.

MERP Spells: None.





VALKRIST IN ROLEMASTER

Hits: 180 Melee OB: 260 Missile OB: 200
AT: 20 (115).

RM Profession: Fighter.

RM Stats: St 102, Qu 100, Em 89, In 83, Pr 96,
Ag 101; Co 100, Me 64, Re 78, SD 85.

RM Skills: Acrobatics 45, Acting 30, Administration
61, Adrenal Moves 80, Animal Training 50,
Athletic Games 65, Climbing 65, Diplomacy 56,
Diving 87, First Aid 45, Fletching 38, Frenzy 125,
Leadership 102, Linguistics 8*, Navigation 85,
Perception 50, Riding 90, Seduction 85, Signaling
90, Skiing 65, Stalk/Hide 70, Star-gazing 55,
Strategy/Tactics 94, Subduing 125, Swimming 40,
Tracking 68, Weather-watching 90.

RM Spells: None.

Appearance: 95.

VALKRIST IN LoR

LoR Profession: Warrior.

LoR Stats: Strength 4, Agility 3, Intelligence 2,
Movement 3, Defense 3, Melee OB 12, Missile OB
11, General 3, Subterfuge 6, Perception 5, Magical
0, Endurance 125.

LoR Spells: None.

LoR Experience Points: 24,600.

VALKRIST'S PRINCIPAL ITEMS

Sword (Ilkiran)—Laen blade of changing, of Cold, 4x
concussion hits.

MERP/RM: +30 OB; fires *MERP Ice Bolt*; RM *Cold
Bolt*, +50 3x/day.

Enchanted Card Deck—Ardan Deck, see Ardana.

VALKRIST'S LESSER ITEMS OF NOTE

Armor—Mithril plate.

MERP/RM: AT Pl/20 (+30 DB), encumbers as
AT Ch/15.

Surcoat.

MERP/RM: continuous *MERP Protection III*; RM
Fire, Lightning, Ice Armor.

Shield—Clear laen, weightless, mentally controlled,
allowing owner to use a 2-handed weapon and still
shield parry.

MERP/RM: +20 DB.

See *ICE's Court of Ardor* 17, 22-23, 43.

VALLIN*

Vallin feels little interest in his cohorts, the courtiers of
Helms, or in anyone else. He reserves his passion for the
sea and the creatures of the sea. The memories he treasures
most feature his many hours spent beneath the ocean's
waves.

Vallin stands 6'7" and weighs 200 pounds. His pow-
erful frame intimidates more slender folk, as does the
indifferent gaze of his steel grey eyes.

VALLIN

Lvl: 13.

Race: Sinda Elf.

Home: Aurax-dûr.

Names: Vallin (S. "Powerful Song"), Knight of Helms.

VALLIN IN MERP

Hits: 140 Melee OB: 160 Missile OB: 140
AT: Ch (80).

MERP Profession: Warrior.

MERP Stats: ST 106, AG 76, CO 97, IG 39, IT 50,
PR 85.

MERP Skills: Acrobatics 75, Adrenal Defense 59,
Adrenal Moves 98, Athletic Games (Athletic) 60,
Climb 22, Diving (Athletic) 86, Swim 95, Leader-
ship (Influence) 54, Perception 67, Stalk/Hide 45,
Boat Handling 81, Ride 45, Seduction 65, Strategy
& Tactics 59 (Lore), Trickery 21, Sky-watching 46.

MERP Spells: None.

VALLIN IN ROLEMASTER

Hits: 140 Melee OB: 160 Missile OB: 140
AT: 14 (80).

RM Profession: Fighter.

RM Stats: St 106, Qu 78, Em 19, In 67, Pr 82,
Ag 73, Co 97, Me 32, Re 59, SD 87.

RM Skills: Acrobatics 75, Adrenal Defense 59,
Adrenal Moves 98, Athletic Games 60, Climb 22,
Diving 86, Swim 95, Leadership 54, Perception 67,
Stalk/Hide 45, Boat Handling 81, Riding 45,
Seduction 65, Strategy & Tactics 59, Trickery 21,
Star-Gazing 46.

RM Spells: None.

Appearance: 107.

VALLIN IN LoR

LoR Profession: Warrior.

LoR Stats: Strength 6, Agility 1, Intelligence 0, Movement 2, Defense 2, Melee OB 10, Missile OB 9, General 3, Subterfuge 4, Perception 5, Magical 0, Endurance 83.

LoR Spells: None.

LoR Experience Points: 18,900.

VALLIN'S PRINCIPAL ITEMS

Helm—His blue steel headpiece transforms into a mithril circlet when placed on the wearer's head, but it still protects as a full helm. It also allows the wearer to breathe under water. The device is attuned to Vallin and can be used by no other.

MERP: x4 PP multiplier; continuous *Prayer*; allows the wearer to use Calm Spirit spells up to his own level, whether the he knows the list or not (he must be a Channeler, though).

RM: x4 PP multiplier; continuous *Protection II* (-10 from enemy elemental attacks; +10 to RR versus all spell attacks); allows the wearer to use Dark Channels spells up to his own level, whether the he knows the list or not (he must be a Channeler, though).

Stole—This elaborately tooled, floor-length stole of blue leather provides the wearer with an enchanted field to protect against physical attack. The field can be turned on and off at will.

MERP/RM: +15 DB versus both melee and missile weapons.

Mace.

MERP/RM: +20 OB.

Boots—Allow the user to walk on water as a Routine maneuver.

See *ICE's Court of Ardor* 24.

VALMORGÛL*

As Warden of the Citadel of Ardor, Valmorgûl was responsible for the security of the Tower. He was a member of the Ardan Council and often dominated that group by sheer force of will. Valmorgûl held Morthaur in contempt, and made it clear that he felt he himself should rule the organization. It was the Magician who was often responsible for the internal schisms. After the First Age Valmorgûl wore an artificial laen (enchanted glass) arm—the fleshly limb was lost in combat with the Elf-lord Chrys Menelrana.

The Magician stood 6'8" tall, and boasted blond hair and flashing blue eyes.

VALMORGÛL

Lvl: 36.

Race: Noldo.

Home: Ardinaak.

Names: (S. "Lord of Black Sorcery"); The Magician; The Sage of Tanturak; The Warden of the Citadel.

VALMORGÛL IN MERP

Hits: 120 **Melee OB:** 180 **Missile OB:** 0

AT: No (120).

MERP Profession: Mage.

MERP Stats: ST 96; AG 99, CO 98, IG 100, IT 100, PR 100.

MERP Skills: Acting 67, Administration (Influence) 57, Climbing 68, Crafting (Craft) 60, Diplomacy (Influence) 10, Directed Spells 100, Falsification (Craft) 91, Leadership (Influence) 77, Mathematics (Lore) 80, Navigation (Lore) 45, Perception 85, Public-speaking (Influence) 59, Read Runes 92, Seduction (Influence) 102, Smithing (Craft) 50, Stalk/Hide 90, Star-gazing (Sky-Watching) 75, Use Item 102, Strategy/Tactics (Lore) 105, Swimming 35.

MERP Spells: 108 PP (x6 Mage PP multiplier).

Knows all Open Essence and Channeling Spell lists to 10th lvl.

VALMORGÛL IN ROLEMASTER

Hits: 120 **Melee OB:** 180 **Missile OB:** 0

AT: I (120).

RM Profession: Sorcerer.

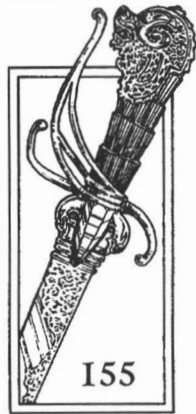
RM Stats: St 96, Qu 101, Em 100, In 100, Pr 100, Ag 99; Co 98, Me 88, Re 86, SD 85.

RM Skills: Acting 67, Administration 57, Channeling 87, Climbing 68, Crafting 60, Diplomacy 10, Directed Spells 100, Falsification 91, Frenzy 104, Leadership 77, Linguistics 28*, Mathematics 80, Navigation 45, Perception 85, Public-speaking 59, Runes 92, Seduction 102, Smithing 50, Spell-mastery 92, Stalk/Hide 90, Star-gazing 75, Staves & Wands 102, Strategy/Tactics 105, Subduing 110, Swimming 35.

RM Spells: 108 PP (x6 Sorcerer PP multiplier).

Knows all Base Sorcerer to 30th lvl, Evil Base Essence Matter Disruption to 25th lvl, Evil Channeling Dark Channels to 30th lvl, Essence Lofty Bridge, Spirit Mastery, Unbarring Ways, to 20th lvl, Channeling Barrier Law, Lofty Movements to 20th lvl.

Appearance: 86.





VALMORGÛL IN LOR

LoR Profession: Bard.

LoR Stats: Strength 3, Agility 2, Intelligence 4, Movement 4, Defense 4, Melee OB 10, Missile OB 0, General 4, Subterfuge 7, Perception 6, Magical 5, Endurance 160.

LoR Spells: Calm, Fire Bolt, Item Analysis, Luck, Protection from Magic, Shield.

LoR Experience Points: 26,100.

VALMORGÛL'S PRINCIPAL ITEMS

Arm—Of red laen and fully operational, the arm makes the user immune to heat and fire, flames on command, strikes as a mace.

MERP/RM: +30 OB; allows user to cast *Firebolts* 300' up to 6x a day.

Ardan Amulet—Octagonal brooch with laen inlay.

MERP/RM:

- (1) Invisibility, 1' radius, 1x/rnd.
- (2) *Long Door*, 300', 1x/day.
- (3) *Haste V*, 1x/day.
- (4) *Deflections III* (-100 from 3 missile attacks), 1x/day.
- (5) *Bladeturning*, one weapon -100 OB/round, 1x/day.
- (6) +200 spell range, 1x/day.
- (7) *Essence Shield*, 1x/day.
- (8) Teleport at will to the Citadel of Ardor.

Enchanted Card Deck—Ardan Deck, see Ardana.

VALMORGÛL'S LESSER ITEM OF NOTE

Ring—Gold with ruby.

MERP/RM: PPx6 (*MERP*: Mage, *RM*: Sorcerer).

See *ICE's Court of Ardor* 17, 18, 32-33.

VALNAUR*

Valnaur cuts a dashing figure: his crimson blouse sports wide cuffs and full sleeves; his apricot doublet is velvet and slashed to display the crimson below it; his yellow tabard features appliqué of gold thread set with topazes. Despite his love of flamboyance, Valnaur's attention dwells infrequently on his garb or his appearance. His duties as captain of the guard in Naurindol challenge his skills most satisfyingly, and it is upon matters military that he obsesses.

He is a man of action and has little regard for the niceties of court intrigue. As the Knight of Staves, it is difficult for Valnaur to avoid the politics of Ardor. He works to remain aloof, but is always inevitably drawn into the machinations of the Lords of the Court.

Valnaur stands 6'2" and weighs 160 pounds. His hair is curling and golden blond, his eyes hazel.

VALNAUR

Lvl: 11.

Race: Silvan Elf.

Home: Naurindol.

Names: Valnaur (S. "Flame of Power"), Knight of Staves.

VALNAUR IN MERP

Hits: 100 **Melee OB:** 120 **Missile OB:** 100

AT: No (70).

MERP Profession: Warrior.

MERP Stats: ST 95, AG 89, CO 103, IG 49, IT 67, PR 64.

MERP Skills: Acrobatics 81, Climb 76, Diving 71, Swim 35, Leadership (Influence) 64, Perception 87, Stalk/Hide 55, Boat Handling 35, Ride 75, Strategy & Tactics (Lore) 69, Trickery 41, Star-Gazing 31.

MERP Spells: None.

VALNAUR IN ROLEMASTER

Hits: 100 **Melee OB:** 120 **Missile OB:** 100

AT: I (70).

RM Profession: Fighter.

RM Stats: St 95, Qu 86, Em 41, In 74, Pr 86, Ag 91, Co 103, Me 60, Re 57, SD 41.

RM Skills: Acrobatics 81, Adrenal Defense 82, Adrenal Moves 86, Climb 76, Diving 71, Swim 35, Leadership 64, Perception 87, Stalk/Hide 55, Boat Handling 35, Riding 75, Strategy & Tactics 69, Trickery 41, Star-Gazing 31.

RM Spells: None.

Appearance: 98.

VALNAUR IN LOR

LoR Profession: Warrior.

LoR Stats: Strength 5, Agility 3, Intelligence 0, Movement 1, Defense 2, Melee OB 10, Missile OB 9, General 3, Subterfuge 4, Perception 5, Magical 0, Endurance 61.

LoR Spells: None.

LoR Experience Points: 16,200.

VALNAUR'S PRINCIPAL ITEMS

Sword—This handsome laen sword is a powerful magical device. Upon the command "Runya!" (Q. Flame), it bursts into flame without harm to the bearer. In doing so, it provides the user immunity to all heat and flame. This device is attuned to Valnaur and can be used by no other.

MERP/RM: +20 OB. Any critical hit delivers an additional heat critical of the same value.

Blouse, Doublet, & Tabard—Red, orange and yellow garments; the tabard bears a badge on the left breast: an inverted triangle with a flaming staff. They are attuned to Sirnaur and can be used by no other.

MERP/RM: AT No/I; DB +40.

Dagger—Blade of red steel.

MERP/RM: +10 OB.

Cloak—This black cloak allows the wearer to become invisible once per day.

See *ICE's Court of Ardor* 24.

VALSÛL*

Valsûl meditates on the iron bridges of Mirisgroth while practicing sword work forms developed by himself. The Elf appears to be fighting an invisible enemy, but his mind is tranquil. Several admirers among the guards of the citadel have taken up similar drills in emulation of their superior, although they occupy the bridges at times when their activities will not interfere with the Knight of Swords.

Valsûl stands 6'7" and weighs 220 pounds. His hair is silver blond and clubbed into a thick braid. His eyes are pale grey with dark charcoal rings around the iris.

VALSÛL

Lvl: 12.

Race: Silvan Elf.

Home: Mirisgroth.

Names: Valsûl (S. "Strong Wind"), Knight of Swords.

VALSÛL IN MERP

Hits: 120 Melee OB: 140 Missile OB: 100
AT: Pl (70).

MERP Profession: Warrior.

MERP Stats: ST 105, AG 78, CO 99, IG 59, IT 57, PR 82.

MERP Skills: Acrobatics 55, Athletic Games (Athletics) 30, Climb 72, Diving 49, Swim 65, Dance (Artistic) 71, Leadership (Influence) 82, Perception 51, Stalk/Hide 25, Boat Handling 36, Seduction (Influence) 66, Strategy & Tactics (Lore) 73, Trickery 54.

MERP Spells: None.

VALSÛL IN ROLEMASTER

Hits: 120 Melee OB: 140 Missile OB: 100
AT: 17 (70).

RM Profession: Fighter.

RM Stats: St 105, Qu 78, Em 43, In 67, Pr 83, Ag 78, Co 99, Me 46, Re 75, SD 80.

RM Skills: Acrobatics 55, Adrenal Defense 75, Adrenal Moves 80, Athletic Games 30, Climb 72, Diving 49, Swim 65, Dance 71, Leadership 82, Perception 51, Stalk/Hide 25, Boat Handling 36, Seduction 66, Strategy & Tactics 73, Trickery 54.

RM Spells: None.

Appearance: 92.

VALSÛL IN LoR

LoR Profession: Warrior.

LoR Stats: Strength 7, Agility 1, Intelligence 0, Movement 2, Defense 2, Melee OB 9, Missile OB 7, General 3, Subterfuge 2, Perception 5, Magical 0, Endurance 72.

LoR Spells: None.

LoR Experience Points: 15,600.

VALSÛL'S PRINCIPAL ITEMS

Ring—The ring allows its wearer to move as if *Hasted* for four rounds once per day. The band summons a great bird of Tirgoroth to its wearer at need. The ring is attuned to Valsûl and can be used by no other.

Composite Bow.

MERP/RM: +20 Missile OB.

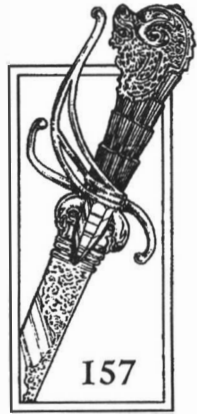
Armor—Mithril chain mail; unencumbering.

MERP/RM: AT Pl/I7; +20 DB.

Broadsword.

MERP/RM: +25 OB.

See *ICE's Court of Ardor* 24.





VORONWĚ

After the Fifth Battle of the First Age, Círdan built seven swift ships at the bidding of Turgon, Gondolin's King. The vessels sailed into the West to beg the aid of the Valar against Morgoth. Only one returned. Of the fate of the other six, no word ever came to the Havens of the Eldar.

The mariners of the seventh ship toiled long on the waves, but did not reach the Undying Lands. They turned back in despair, and their vessel foundered in a terrible storm within sight of Endor's coasts. One voyager alone was spared, preserved by Ulmo from the wrath of Ossë. The sea bore Voronwë up and cast him ashore in Nevrast, the region where Turgon dwelt before his departure to Gondolin.

In Nevrast, Voronwë met Tuor, whom Ulmo had commanded to seek the hidden city of Gondolin. The Noldo guided the Adan to the secret portal into Turgon's realm and down its dark tunnel. The pair were taken prisoner and brought before Ecthelion of the Fountain, a captain of the King's host.

Ecthelion recognized Tuor as an emissary of Ulmo and took the Adan to Turgon. In that hour, Tuor was given the words of the Lord of the Waters, words warning the King of the coming doom of Gondolin. Had Turgon listened and forsaken his hardened pride, Voronwë's deed as guide might have averted great tragedy.

Voronwë had sea-grey eyes, dark flowing hair, and ever a love of the ocean and the Lord of the Waters, Ulmo.

VORONWĚ

Lvl: 40.

Race: Noldo.

Home: Gondolin.

Names: Voronwë (Q. "Steadfast").

VORONWĚ IN MERP

Hits: 195 **Melee OB:** 295 **Missile OB:** 255

AT: PI (155).

MERP Profession: Warrior.

MERP Stats: ST 104, AG 93, CO 107, IG 79, IT 71, PR 98.

MERP Skills: Acrobatics 75, Climb 82, Diving (Athletic) 88, Swim 110, Dance (Artistic) 71, Leadership (Influence) 79, Perception 81, Stalk/Hide 55, Boat Handling 89, Seduction (Influence) 66, Trickery 34, Navigation (Lore) 107.

MERP Spells: None.

VORONWĚ IN ROLEMASTER

Hits: 195 **Melee OB:** 295 **Missile OB:** 255
AT: 20 (155).

RM Profession: Fighter.

RM Stats: St 104, Qu 97, Em 78, In 64, Pr 99, Ag 89, Co 107, Me 78, Re 80, SD 96.

RM Skills: Acrobatics 75, Adrenal Defense 78, Adrenal Moves 76, Climb 82, Diving 88, Swim 110, Dance 71, Leadership 79, Perception 81, Stalk/Hide 55, Boat Handling 89, Seduction 66, Trickery 34, Navigation 107.

RM Spells: None.

Appearance: 104.

VORONWĚ IN LoR

LoR Profession: Warrior.

LoR Stats: Strength 9, Agility 3, Intelligence 1, Movement 3, Defense 5, Melee OB 12, Missile OB 11, General 5, Subterfuge 5, Perception 6, Magical 0, Endurance 138.

LoR Spells: None.

LoR Experience Points: 32,400.

VORONWĚ'S PRINCIPAL ITEMS

Broadsword—Forged of High Steel.
MERP/RM: +30 OB.

Longbow—A mighty length of yew.
MERP/RM: +30 Missile OB.

Amulet—A golden pendant set with an aquamarine, the amulet permits Voronwë to petition Ulmo's aid.

Navigational Tools—A mithril sextant and compass.
MERP/RM: +30 to user's Navigation skill.

Read Sil 196, 239.

YAVĚKAMBA*

Shy and quiet, Yavëkamba rarely left Angkirya where she served Fëatur. She was a traitor to the Ardan Court, loyal only to the male Fëatur and aware of his conversion.

Darkly beautiful, Yavëkamba possessed long, straight black hair and brown eyes.

YAVĚKAMBA

Lvl: 27.

Race: Noldo.

Home: Angkirya.

Names: (Q. "Fruitful Hand").

YAVĖKAMBA IN MERP

Hits: 80 Melee OB: 100 Missile OB: 0
AT: No (105).

MERP Profession: Animist.

MERP Stats: ST 82; AG 100, CO 98, IG 91, IT 100, PR 100.

MERP Skills: Acting 78, Chemistry (Lore) 36, Cookery 61, Directed Spells 85, First Aid 113, Meditation 85, Music (Artistic) 60, Perception 82, Read Runes 58, Singing (Influence) 86, Star-gazing (Sky-Watching) 82, Use Item 68, Swimming 40, Weather-watching (Sky-Watching) 45.

MERP Spells: 81 PP (x5 PP multiplier). Knows All Animists and Open Essence lists to 10th lvl.

YAVĖKAMBA IN ROLEMASTER

Hits: 80 Melee OB: 100 Missile OB: 0
AT: 1 (105).

RM Profession: Lay Healer.

RM Stats: St 82, Qu 100, Em 94, In 93, Pr 100, Ag 100, Co 98, Me 94, Re 87, SD 99.

RM Skills: Acting 78, Chemistry 36, Cookery 61, Directed Spells 85, First Aid 113, Linguistics 11*, Meditation 85, Music 60, Perception 82, Runes 58, Singing 86, Star-gazing 82, Staves & Wands 68, Swimming 40, Weather-watching 45.

RM Spells: 81 PP (x5 PP multiplier). Knows All Base Lay Healer to 25th lvl, Mentalist Damage Resistance, Self-Healing, Mind's Door, Movement, Mind Mastery, Solid Manipulation, Gas Manipulation, Liquid Manipulation, Speed to 20th lvl.

Appearance: 90.

YAVĖKAMBA IN LOR

LoR Profession: Bard.

LoR Stats: Strength 2, Agility 2, Intelligence 2, Movement 3, Defense 3, Melee OB 7, Missile OB 0, General 4, Subterfuge 2, Perception 6, Magical 3, Endurance 107.

LoR Spells: Clairvoyance, Concentration, Healing, Speed.

LoR Experience Points: 14,400.

YAVĖKAMBA'S ITEMS OF NOTE

Enchanted Card Deck—Ardan Deck, see Ardana.

Cloak—Very full and hooded.

MERP/RM: Allows wearer to cast *Invisibility* over herself and a patient.

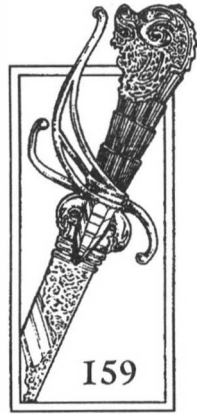
Surgical Kit—Very sophisticated; halves recovery time and guarantees complete recovery (in the hands of a skilled Lay Healer).

Cup—When filled with water can “brew” any herb instantly (eliminating preparation time).

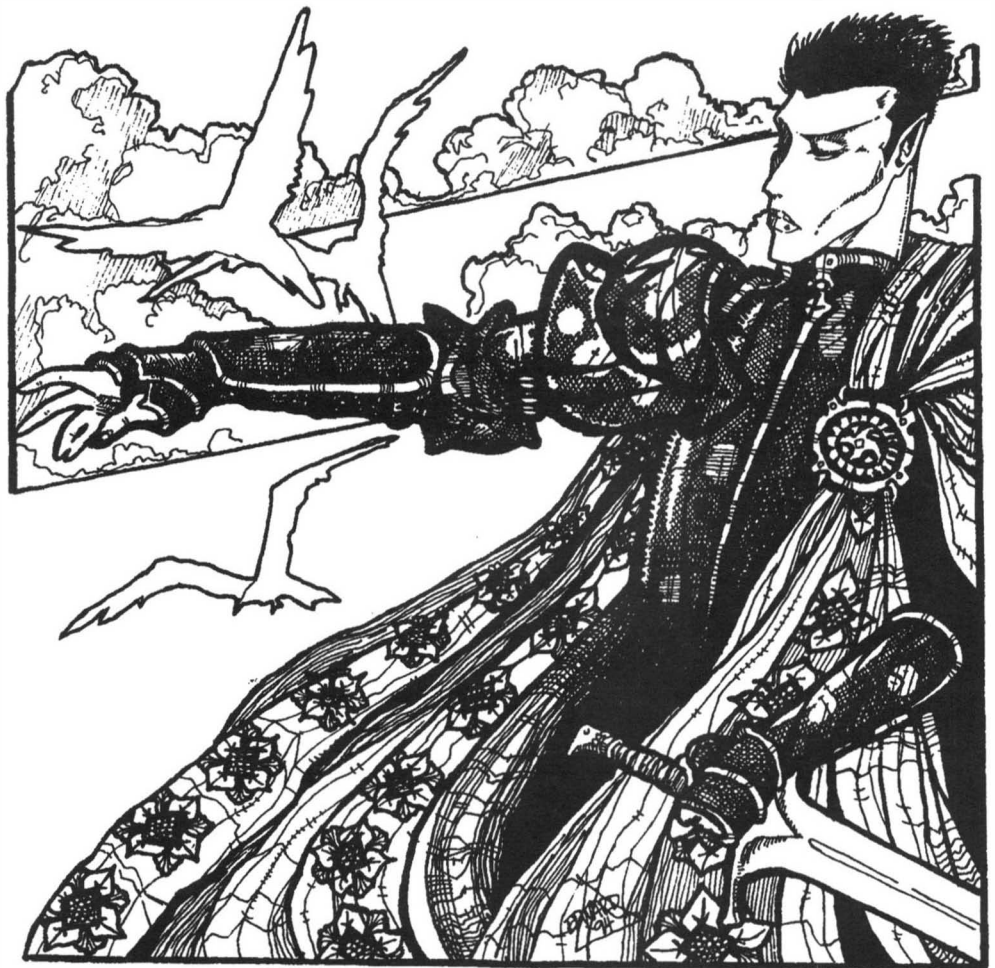
Pendant—PPx5.

MERP/RM: Free use of MERP Light Law to 10th lvl; RM Brilliance list to 25th lvl.

See ICE's Court of Ardor 22.



Voronwë





3.I MERP/RM TABLE

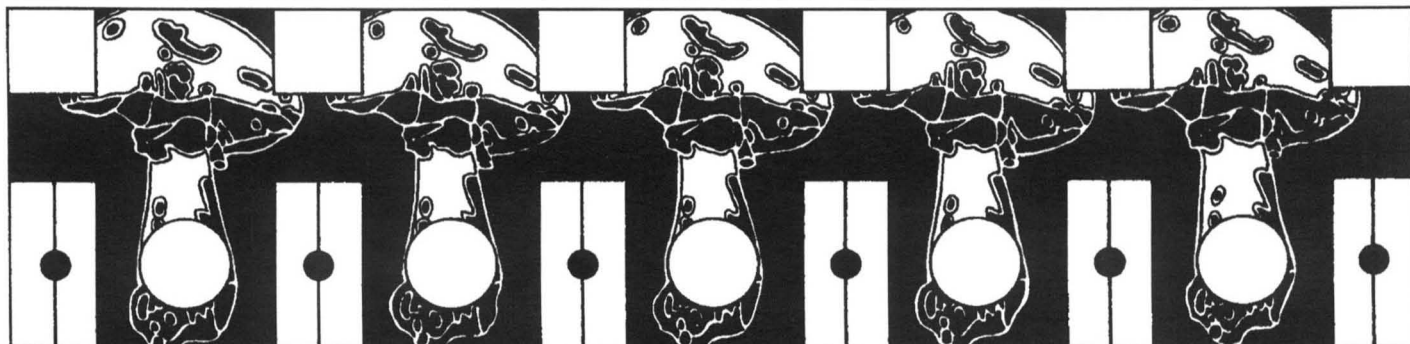
Name	Lvl	Hits	AT	DB	Sh	Gr	Mel OB	Mis OB	Mov	Notes
Aegnor (I)	90	225	Pl/20	150	Y40	A/L	380th*	350lb*	50	Noldo Warrior/Fighter, son of Finarfin.
Aegnor (II)	30	175	Ch/20	90	Y20	A/L	200bs*	160lb	40	Noldo Mage/Alchemist, a master smith of Ost-in-Edhil.
Aldan	18	125	No/I	30	N	N	100ss	120lb	45	Sinda Warrior/Fighter, Master of the Lórien Craftsmen.
Amarie	105	200	RL/12	150+	N	A/L	150da*	160da*	50	Vanya Animist/Cleric (Healer, Astrologer).
Amdir	35	160	Ch/17	80	Y	A/L	180th	140lb	30	Sinda Warrior/Fighter, King of Lórien S.A. 1780–344I.
Amras	70	215	RL/12	95	N	A/L	260th	310lb*	60	Noldo Ranger, Fëanor's son and Amrod's twin.
Amrod	70	215	RL/12	95	N	A/L	260th	310lb*	60	Noldo Ranger, Fëanor's son and Amras' twin.
Amroth	32	155	Ch/17	100	Y20	A/L	190bs/th	130lb	35	Sinda Warrior/Fighter, King of Lórien (early reign).
	40	165	Pl/20	130	Y30	A/L	245bs	200lb	45	Sinda Warrior/Fighter, King of Lórien (late reign).
Angrod	95	235	Ch/15	130	N	A/L	395fl*	360lb*	50	Noldo Warrior/Fighter, son of Finarfin.
Annael	50	155	RL/12	175+	N	A/L	225HMA*	250ky*	80	Sinda Bard/Monk, foster father of Tuor.
Aranwë	40	100	No/I	55	N	N	120ss	50da	30	Noldo Mage/Magician, servant of Ulmo, father of Voronwë.
Ardana	40	100	No/I	115+	N	N	120ma*	60lb	50	Noldo Mage/Astrologer of the Court of Ardor.
Ardaron	20	80	No/I	90+	N	N	110HMA	50lb	40	Noldo Mage/Mentalist, Lord of Orbs (Court of Ardor).
Arduin	9	50	No/2	50+	N	N	50da	—	35	Silvan Elf Mage/Seer, Herald of Orbs (Court of Ardor).
Ardúval	34	120	No/I	120+	N	N	120da*	100da*	40	Noldo Mage/Astrologer of the Court of Ardor.
Aredhel	70	205	RL/12	105	N	A/L	200ss*	255lb*	60	Noldo Ranger, daughter of Fingolfin, wife of Eöl.
Ariel	15	90	No/I	30+	N	N	—	90lb	35	Noldo Animist/Lay Healer of Ost-in Edhil in S.A.
Arien	17	80	No/I	70+	N	N	80da	—	40	Silvan Elf Mage/Seer, assistant to Huinen.
Arminas	35	170	Pl/20	140	Y35	A/L	255wh*	245lb	50	Noldo Warrior/Fighter, herald and messenger.
Arvairë	15	120	No/I	35	N	N	80da	120lb	35	Sinda Scout/Thief, Mistress of the Lórien Weavers.
Arwen	15	90	RL/12	95+	N	A/L	160rp*	135ky	50	Half-elf Bard, daughter of Elrond, wife of Aragorn.
Beleg	75	225	Pl/20	125	N	A/L	415th*	415lb*	85	Sinda Warrior/Fighter, chief of the marchwardens of Doriath.
Bladorthin	26	150	Pl/19	90	N	A/L	235sp*	225sp*	35	Sinda Scout/Rogue, Lord at Dol Amroth and Edhellond.
Brethil	16	125	No/I	35+	N	N	80da	90lb	35	Noldo Animist (Herbalist) of the Ost-in-Edhil in S.A.
Cambragol	35	150	No/I	155+	N	N	160HMA	220ky*	50	Noldo Warrior/Monk of the Court of Ardor.
Camring	34	160	No/I	85+	Y20	N	140bs	—	45	Noldo Animist/Healer of the Court of Ardor.
Camthalion	17	120	Pl/17	60	Y10	A/L	140bs	155lb	30	Silvan Elf Warrior/Fighter, Ohtar's second in command.
Caranthir	65	190	Pl/20	195	Y30	A/L	300bs*	280lcb*	75	Noldo Scout/Rogue, fourth son of Fëanor.
Carihir	18	150	No/I	60	Y	N	120ss	150hcb	40	Sinda Warrior/Rogue, Master of the Lórien Boatmen.
Carnil	20	160	Ch/17	75	Y10	N	150ss	120cb	25	Noldo Animist, a Vintner/Brewer of Ost-in-Edhil.
Celebrían	35	130	No/I	60+	N	N	105da	60da	35	Sinda Bard/Seer, wife of Elrond, mother of Arwen.
Celeborn	40	155	Pl/20	135	Y15	A/L	241bs*	200lb	30	Sinda (Teler) Warrior/Fighter, Galadriel's husband.
Celebrimbor	50(65)	180	Pl/20	153+	Y30	A/L	210bs*	160cb*	55	Noldo Mage/Alchemist (Fighter), a master smith of Ost-in-Edhil.
Celedhring	40	120	No/I	50+	N	N	75ma	—	40	Noldo Mage/Alchemist, a master smith of Dol Guldur.
Celegorm	65	185	Pl/12	210	Y35	A/L	265bs*	310lb*	85	Noldo Scout/Rogue (Ranger), third son of Fëanor.
Círdan	60	120	No/I	100	Y20	N	120sp	90lb	35	Sinda Animist, Lord of the Grey Havens (early reign).
	70	160	Ch/16	160	Y35	A/L	190wh*	185hcb	40	Sinda Animist/Cleric, Lord of the Grey Havens (late reign).
Curubor	24	150	Ch/15	50	N	A/L	180lk/mg*	200ky*	40	Noldo Scout/Rogue of the Court of Ardor.
Curufin	75	145	Pl/20	170+	N	A/L	225da*	100da*	60	Noldo Mage/Animist, fifth son of Fëanor.



3.I MERP/RM TABLE

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Name	Lvl	Hits	AT	DB	Sh	Gr	Mel OB	Mis OB	Mov	Notes
Daniros	12	130	Ch/17	65	Y	N	115bs	90lb	30	Noldo Scout/Rogue, famous brewer of Ost-in-Edhil in S.A.
Daeron	90	190	Pl/17	145+	N	N	225rp*	220ky*	50	Sinda Bard/Mystic (Bard), loremaster and bard of Elwë.
Denethor	45	160	SL/8	120	Y20	A/L	265ja*	275sb*	60	Sinda Warrior/Fighter of the Laiquendi of the Nandor.
Dior	100	255	Pl/20	225+	Y45	A/L	425th*	410da*	70	Half-elf (Maia/Elda/Adan) Bard/Magician (Fighter).
Eärendil	100	245	Pl/20	140	Y30	A/L	395bs	440lb*	50	Half-elf Warrior/Fighter, son of Tuor and Idril.
Eärwen	115	200	Pl/20	150+	N	A/L	240sp*	120sp*	45	Sinda Animist (Astrologer), wife of Finarfin.
Ecthelion	50	225	Pl/20	280	Y45	A/L	315ba*	265da	70	Noldo Warrior/Fighter, captain of Gondolin, slayer of Gothmog.
Edrahil	70	225	Pl/20	140	Y30	A/L	335wh	320lcb	30	Noldo Warrior/Fighter, Lord at Nargothrond.
Elemmire	90	190	Pl/20	103+	N	A/L	175da*	70da*	45	Vanya Bard (Seer), author of the Aldudenië.
Elendor	16	125	Pl/17	70	Y10	N	160bs	160cb	35	Noldo Warrior/Fighter, Lady of Swords (Court of Ardor).
Elenwë	65	135	No/2	90	N	N	140qs	—	30	Vanya Animist/Astrologer, wife of Turgon, mother of Idril.
Elladan	25	150	Pl/20	120	Y15	A/L	170bs	165lb*	25	Half-elf Ranger, son of Elrond and Elrohir's twin.
Elrohir	25	150	Pl/20	120	Y15	A/L	170bs	165lb*	25	Half-elf Ranger, son of Elrond and Elladan's twin.
Elrond	65(85)	230	Pl/18	143+	Y25	A/L	268bs*	250lb*	35	Half-elf Animist/Cleric (Bard, Lay Healer, Fighter) of Imladris.
Eluréd	5	70	Pl/17	115	Y	N	140ss	110sb	50	Half-elf Warrior/Fighter, son of Dior, brother of Elurín.
Elurín	3	50	Pl/17	80	Y	N	99ss	109sb	60	Half-elf Warrior/Fighter, son Dior, brother of Eluréd.
Elwë	50(120)340		Pl/20	195+	Y50	A/L	350bs*	320lb	80	Sinda Warrior/Fighter, King of the Teleri, husband of Melian.
Elwing	50	175	RL/12	105	N	A/L	145qs*	50da	65	Half-elf Animist, daughter of Dior, mother of Elrond.
Eöl	65	115	No/4	144+	Y50	N	300th*	225th*	50	Sinda Mage/Alchemist (Rogue), greatest Sinda smith.
Erestor	40	95	Ch/14	85+	Y20	A/L	115bs	—	10	Noldo Animist/Seer, Elrond's chief counselor.
Fanar	20	180	No/1	100	N	N	190bs	200lb	45	Nando Warrior/Fighter, Master of the Lórien Guardians.
Fanari	15	110	No/1	30+	N	N	90da	80lb	40	Noldo Mage/Alchemist, an herbvalist of Ost-in-Edhil.
Fëanor	130	250	Pl/20	180+	N	A/L	510th*	510th*	95	Noldo Mage/Alchemist (Fighter), eldest son of Finwë.
Fëatur (I)	36	130	No/1	120+	N	N	130HMA	120ky	50	Noldo Mage/Mentalist of the Guild of Elements.
Fëatur (II)	35	100	No/1	105+	N	N	135lk	115ky	50	Noldo Mage/Mystic of the Court of Ardor.
Fëatur (III)	8	70	No/1	70+	N	N	75da	—	35	Half-elf Mage/Mystic, a highwayman in Eriador in T.A.
Fendome	35	170	Ch/17	90+	Y20	N	150bs	150ja*	40	Noldo Mage/Alchemist, a master smith of Ost-in-Edhil
Finarfin	125	275	Pl/20	240+	Y50	A/L	490th*	490ba*	85	Noldo Warrior/Fighter, youngest son of Finwë.
Finculin	20	160	Ch/17	60+	N	N	170ss*	180cb	35	Noldo Mage/Alchemist, a master smith of Ost-in-Edhil.
Finduilas	20	85	No/3	68+	N	N	145ss*	130ss*	40	Noldo Bard, daughter of Orodreth.
Fingolfin	135	300	Pl/20	303	Y50	A/L	565th*	545lb*	95	Noldo Warrior/Fighter, second son of Finwë.
Fingon	120	275	Pl/20	250	Y50	A/L	495bs*	485lb*	90	Noldo Warrior/Fighter, eldest son of Fingolfin.
Finrod	115	250	Pl/20	215	Y50	A/L	450bs*	440lb*	80	Noldo Bard (Fighter), eldest son of Finarfin.
Finwë	140	370	Pl/20	220+	N	A/L	350qs	—	100	Noldo Animist/Cleric (Astrologer), High King of the Noldor.
Galador	20	145	Pl/17	105	Y20	N	191ss	180lb	35	Half-elf Warrior/Fighter, first Lord of Dol Amroth.
Galadriel	60(90)	185	Pl/20	150	Y	N	170bs	190lb	55	Noldo Bard/Mystic (Seer), Queen of Lórien.
Galdor	28	100	RL/12	75	Y	A/L	115pa	60lb	30	Sinda Animist, Círdan's messenger to Council of Elrond.
Galion	14	85	Ch/13	70+	Y20	N	110ss*	105da*	15	Silvan Elf Bard, Thranduil's butler.
Gelmir	55	195	Pl/20	170	Y30	A/L	275th	240lb	45	Noldo Ranger of Nargothrond, brother of Gwindor.
Gildor Inglorion	30	185	Pl/17	120	Y20	N	180bs	190lb	45	Noldo Ranger of the House of Finrod, resident of Rivendell.





Name	Lvl	Hits	AT	DB	Sh	Gr	Mel OB	Mis OB	Mov	Notes
Gil-galad	100	225	Pl/20	240+	Y50	A/L	430sp*	340sp*	65	Noldo Warrior/Fighter, last of the High Kings of the Noldor.
Gilmith	18	95	No/1	55+	N	N	96ss	106lb	35	Half-elf Bard, sister of Galador.
Glorfindel (I)	50	220	Pl/20	135	Y30	L	306th*	256lb*	50	Noldo Warrior/Fighter, Captain of the Guard in Gondolin.
Glorfindel (II)	50	225	Pl/17	110+	N	A	291th*	265lb*	45	Noldo Warrior/Fighter (Mentalist), chief guardian of Rivendell.
Gorthaur	35	125	Ch/15	100	Y25	A/L	130ma*	—	40	Noldo Animist/Evil Cleric of the Court of Ardor.
Haldir	10	124	No/1	40	N	N	120ss	170lb	40	Silvan Elf (Taurdhel) Warrior/Fighter, Guardian of Lórien in T.A.
Heladil	8	91	Ch/13	50	Y10	N	95bs	120lb	35	Sinda Warrior/Fighter, nephew of Thranduil.
Hiradur	15	125	RL/12	40	Y	N	120bs	100hcb	35	Noldo Warrior/Fighter, shipwright in Ost-in-Edhil in S.A.
Huinen	33	112	No/1	100+	N	N	100da*	—	45	Noldo Mage/Seer, Master of Ceber Fanuin in Mirkwood.
Idril	40	135	Pl/17	140+	N	N	140da	165lb	100	Noldo Bard/Mentalist, Turgon's daughter, wife of Tuor.
Ingwë	150	500	Pl/20*	173+	N	A/L	570th*	455th*	95	Noldo Bard (see text), High King of all the Elves.
Ivren	9	96	No/1	25+	N	N	60da	80sb	25	Taurdhel (Silvan Elf) Animist, Mistress of Lórien Bakers.
Kheleglin	17	150	Pl/20	95+	Y20	A/L	160bs	120cb	25	Noldo Mage/Alchemist, jewelsmith/glassworker, Ost-in-Edhil S.A.
Khelekar	33	80	No/1	85+	N	N	110ss*	70ky	40	Sinda Mage/Seer of the Court of Ardor.
Klaen	22	100	Pl/20	55+	N	A/L	120bs*	130lb	50	Noldo/Sinda Bard of the Guild of Elements.
Laurrë	33	150	Pl/17	110	Y20	N	220bs/th*	190lb	35	Noldo Warrior/Fighter of the Guild of Elements.
Legolas	8	94	Ch/13	50	Y10	N	90bs	125lb	35	Sinda Warrior/Fighter, a young Legolas around T.A. 1640.
	28	148	Ch/13	70	Y10	N	205bs	240lb*	45	Sinda Warrior/Fighter, at the time of <i>LOTR</i> .
Lenwë	75	315	Ch/13	120	Y20	N	331bs	356lb	70	Nando Warrior/Fighter, leader of the Nandor.
Linsûl	27	100	No/1	80	N	N	100lk	120lb	40	Sinda Bard of the Court of Ardor.
Lúthien	150	400	Pl/20	180+	N	A/L	390da*	410da*	100	Sinda/Maia Bard (see text), daughter of Elwë and Melian.
Lyrin	35	150	No/1	150+	N	N	150HMA	200ik	55	Noldo Warrior/Monk of the Guild of Elements.
Mablung	60	195	Pl/20	130	Y30	A/L	335bs	300lb	55	Sinda Warrior/Fighter, Captain of Elwë's Guard in Doriath.
Maedhros	105	240	Pl/20	240+	Y50	A/L	460bs*	440lb*	95	Noldo Warrior/Fighter, eldest son of Fëanor.
Maeglin	40	165	Pl/20	225+	Y30	A/L	266bs*	195lb	55	Noldo Bard/Alchemist (Fighter), son of Eöl.
Maglor	85	205	Pl/20	250+	Y30	A/L	331bs*	286lb	105	Noldo Bard (Fighter), second son of Fëanor.
Míriel	80	160	No/1	95+	N	N	155da	85lb	65	Noldo Bard/Seer, Finwë's 1st wife, Fëanor's mother.
Morthaur	40	120	No/2	95+	N	N	140bs	70lb	45	Noldo Mage/Magician of the Court of Ardor.
Mornaur	19	70	No/2	110+	N	N	80da	40da	45	Noldo Mage/Magician, Lord of Swords (Court of Ardor).
Nerdanel	65	125	No/1	120	N	N	140da	110lb	75	Noldo Animist/Cleric (Healer), Fëanor's wife.
Nimrodel	25	110	No/1	35+	N	N	80da	140lb	35	Silvan Elf (Taurdhel) Bard/Mystic, betrothed of Amroth.
Ohtar	21	130	Pl/17	65	Y10	A/L	145bs	160lb	35	Sinda Warrior/Fighter, Master of Celebannon in Mirkwood
Olwë	135	395	Pl/20	180+	N	A/L	353ma*	328lb	95	Teler Warrior/Fighter, King of the Teleri.
Orophin (I)	17	123	No/2	90+	N	N	90da*	—	40	Noldo Bard/Seer of Ost-in-Edhil in S.A., Annatar's apprentice.
Orophin (II)	6	85	No/1	20	N	N	85ss	120lb	45	Silvan Elf (Taurdhel) Warrior/Fighter, Guardian of Lórien in T.A.
Orrerë	17	150	No/1	100+	N	N	150da*	180da*	45	Noldo Mage/Alchemist, a master smith of Ost-in-Edhil.
Palandor	8	65	No/2	100+	N	N	30da	—	40	Sinda Mage/Magician, Herald of Swords (Court of Ardor).
Ragnor	12	120	No/1	30	N	N	80ma	—	30	Noldo Warrior/Rogue, a baker in Ost-in-Edhil in S.A.
Rána	36	150	Ch/15	90	Y20	A/L	120bs*	100lb	30	Sinda Animist/Healer of the Guild of Elements.
Ríliá	33	110	No/1	110+	N	N	100ky	60ky	50	Noldo Mage/Sorcerer of the Court of Ardor.
Ringlin	20	120	No/1	90+	N	N	100da	40da	50	Noldo Mage/Mystic, assistant to Huinen.
Rúmil (I)	90	175	Pl/17	100+	N	N	210lb	210bs	65	Noldo Bard, composed the Ainulindalë, created the Tengwar.
Rúnil (II)	13	102	No/1	20+	N	N	80da	100lb	35	Silvan Elf Animist (Herbalist) of Ost-in-Edhil in S.A.
Rúnil (III)	7	96	No/1	30	N	N	90ss	110lb	45	Silvan Elf (Taurdhel) Warrior/Fighter, Guardian of Lórien in T.A.
Saeros	40	140	No/1	75+	N	N	125da	110lb	55	Nando Bard/Seer, Elwë's counsellor in Doriath.
Sarkarë	8	80	No/1	70	Y10	N	100ma	90lcb	35	Sinda Ranger, Herald of Helms (Court of Ardor).
Sílion	15	100	No/2	70	Y10	N	80ma	50lcb	30	Noldo Animist/Evil Cleric, Lady of Helms (Court of Ardor).
Sirnaur	15	65	No/2	100+	N	N	60da	15da	35	Noldo Mage/Magician, Lady of Swords (Court of Ardor).
Sûldun	20	150	Pl/17	75	Y10	N	180bs	160cb	40	Noldo Warrior/Fighter, Lord of Swords (Court of Ardor).
Sûlherok	26	150	Pl/20	100	Y20	A/L	210bs	200hcb	40	Sinda Warrior/Fighter of the Court of Ardor.



3.I MERP/RM TABLE

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Name	Lvl	Hits	AT	DB	Sh	Gr	Mel OB	Mis OB	Mov	Notes
Taurclax	31	130	No/1	80+	N	N	120ma	140cb	40	Sinda Animist of the court of Ardor.
Taurion	19	110	No/2	70	Y10	N	100ma	80lcb	30	Silvan Elf Animist/Evil Cleric, Lord of Helms (Court of Ardor).
Taurnil	20	115	No/1	40+	N	N	110ma	130lb	45	Sinda Animist/Ranger, Master of the Lórien Woodsmen.
Thalos	16	130	No/1	30+	N	N	100ma	—	40	Noldo Animist/Healer (Cleric) of Ost-in-Edhil in S.A.
Thranduil	33	175	Pl/18	95	Y20	A/L	242bs*	247lb*	45	Sinda Warrior/Fighter (Animist, Magician), King of Mirkwood.
Tirial	16	100	No/1	120	N	N	120HMA	160ik	45	Noldo Warrior/Warrior Monk, Lady of Orbs (Court of Ardor).
Turgon	85	245	Pl/20	215+	Y30	A/L	380bs*	365lb*	60	Noldo Warrior/Fighter (Bard), second son of Fingolfin.
Turlindë	16	112	No/1	60+	N	N	90bs	110da*	45	Nando Bard, Master of Lórien Minstrels.
Vairesûl	10	110	Pl/17	70	Y10	N	120bs	100cb	35	Sinda Warrior/Fighter, Herald of Swords (Court of Ardor).
Valandor	11	100	No/1	100	N	N	100HMA	120ik	45	Sinda Warrior/Warrior Monk, Knight of Orbs (Court of Ardor).
Valglin (I)	23	100	No/1	100	N	N	150lk	110ky	50	Silvan Elf Scout/Thief of the Court of Ardor.
Valglin (II)	20	110	No/2	115+	Y	N	80da	—	40	Noldo Bard/Astrologer of Ost-in-Edhil.
Vallin	13	140	Ch/14	80	Y10	A/L	160ma	140lcb	20	Sinda Warrior/Fighter, Knight of Helms (Court of Ardor).
Valkrist	35	180	Pl/20	115	Y20	A/L	260bs/th	200cb	35	Half-elf Warrior/Fighter of the Court of Ardor.
Valmorgûl	36	120	No/1	120+	N	N	180lk	—	45	Noldo Mage/Sorcerer of the Court of Ardor.
Valnaur	11	100	No/1	70	N	N	120bs	100cb	40	Silvan Warrior/Fighter, Knight of Swords (Court of Ardor).
Valsûl	12	120	Pl/17	70	Y10	N	140bs	100cb	30	Silvan Warrior/Fighter, Knight of Swords (Court of Ardor).
Voronwë	40	195	Pl/20	155	Y35	A/L	295bs	255lb	50	Noldo Warrior/Fighter of Gondolin, messenger to the Valar.
Yavëkamba	27	80	No/1	105	Y25	N	100lk	—	50	Noldo Animist/Lay Healer of the Court of Ardor.

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

Codes: A more detailed description of the more important NPCs can be obtained from the text. Some codes are self-explanatory: Lvl (level), Hits, Sh (shield) and MovM (movement and maneuver bonus). More complex codes are described below. A parenthetical reference indicates the possession of an equivalent device or spell. A parenthetical level is used for Resistance Rolls.

AT (armor type): Two letter code gives *MERP* armor type (No: No Armor, SL: Soft Leather, RL: Rigid Leather, Ch: Chain, Pl: Plate); number is the equivalent *Rolemaster* armor type. DB: Note defensive bonuses include stats and shield. Shield references include quality bonus (e.g., "Y5" means "yes, a +5 shield").

Gr (greaves): "A" and "L" are used to indicate arm and leg greaves respectively. All armored NPCs are assumed to wear helms of some sort.

OB (offensive bonus): Weapon abbreviations follow OBs: bas: bastard sword, fl: flail, ra: rapier, fa: falchion, ss: short sword, bs: broadsword, sc: scimitar, th: two-handed sword, ma: mace, ha: hand axe, wh: war hammer, ba: battle axe, wm: war mattock, cl: club, qs: quarterstaff, da: dagger, sp: spear, ml: mounted lance, ja: javelin, pa: pole arm, sl: sling, cp: composite bow, sb: short or horse bow, lb: long bow, lcb: light cross bow, hcb: heavy cross bow, bo: bola, wp: whip, ts: throwing star, hb: halberd, ro: rock (large crush), bl: blow gun. Animal and unarmed attacks are abbreviated using the codes from the Master Beast Table in section 16.3. Combatants untrained in a type of weaponry (e.g., Orcs untrained in missile combat) suffer a penalty of -25 when attacking. Melee and missile offensive bonuses include the bonus of the combatant's best weapon in that category.

Stats: Ag: Agility, Co: Constitution, SD: Self Discipline, Me: Memory, Re: Reasoning, St: Strength, Qu: Quickness, Pr: Presence, Em: Empathy, In: Intuition.

Skills: Most skill abbreviations are self-explanatory. S/H: Stalking/Hiding, Perc: Perception, Amb: Ambush, S/W: Staves/Wands, Chan: Channeling, AMove: Adrenal Move, MA: Martial Arts (St: Strikes, Sw: Sweeps/Throws).





Name	EP	End	Str	Ag	Int	Mov	Def	Mel OB	Mis OB	Gen	Sub	Perc	Mag	# Lang	# Spells	Race/Profession
Aegnor(I)	50,700	230	8	8	5	5	7	13	13	5	8	8	3	15	4	Noldo Warrior
Aegnor(II)	30,600	144	6	4	4	3	4	11	10	4	7	7	3	12	4	Noldo Bard
Aldan	16,500	81	4	4	0	3	3	7	8	5	2	5	0	4	0	Sinda Warrior
Amarie	50,400	257	9	8	9	5	4	12	13	4	7	7	7	3	6	Vanya Bard
Amdír	25,500	115	5	5	2	3	3	10	9	4	5	5	0	5	0	Sinda Warrior
Amras	42,600	183	8	8	6	4	4	12	12	4	9	9	7	11	4	Noldo Bard
Amrod	40,500	182	8	8	6	4	5	12	11	5	9	9	3	11	4	Noldo Bard
Amroth	29,400	110	7	7	4	4	4	11	9	2	7	7	2	15	2	Sinda Bard
Angrod	45,000	212	8	8	4	5	5	14	13	5	9	9	10	18	0	Noldo Bard
Annael	20,100	145	5	6	6	4	4	11	12	3	8	7	3	15	6	Sinda Bard
Aranwë	19,800	110	3	4	6	3	3	8	5	5	4	7	5	18	8	Noldo Bard
Ardana	28,200	156	3	6	2	3	3	8	5	3	7	7	4	14	6	Noldo Bard
Ardaron	14,700	84	2	0	2	2	2	8	5	4	5	5	1	7	5	Noldo Bard
Arduin	7,500	44	-2	0	0	1	1	5	0	5	5	5	0	5	3	Silvan Elf Bard
Arduval	27,300	138	4	5	4	3	3	8	7	4	6	7	4	16	4	Noldo Bard
Aredhel	41,400	206	4	5	5	5	6	11	11	4	8	8	5	19	8	Noldo Bard
Ariel	9,900	67	2	4	4	3	3	0	7	3	8	4	1	5	3	Noldo Bard
Arien	9,750	67	2	4	3	3	3	6	0	2	7	6	2	7	5	Silvan Elf Bard
Arminas	31,950	127	8	7	2	4	4	11	12	4	7	7	4	8	1	Noldo Bard
Arvairë	16,200	75	2	4	1	2	2	6	8	3	6	5	0	3	0	Sinda Scout
Arwen	17,100	64	3	6	5	3	3	10	9	4	8	7	2	16	2	Half-elf Bard
Beleg	41,110	188	8	9	4	5	5	14	14	4	8	7	1	12	0	Sinda Warrior
Bladorthin	26,550	103	7	6	3	4	3	12	11	3	10	8	2	8	1	Sinda Bard
Brethil	17,100	81	0	3	2	2	2	6	7	3	3	6	1	5	8	Noldo Bard
Cambragol	27,600	131	6	6	4	4	3	10	12	3	6	7	3	11	4	Noldo Bard
Camring	33,600	165	5	5	2	3	3	9	0	2	3	3	3	9	4	Noldo Bard
Camthalion	20,400	77	3	4	3	3	4	9	10	4	6	6	0	3	0	Silvan Elf Warrior
Caranthir	38,100	179	9	9	3	4	5	12	13	5	8	7	3	16	2	Noldo Scout
Celeborn	28,200	117	6	5	5	4	4	12	11	4	8	7	3	14	0	Teler Warrior
Carihir	19,800	93	4	5	2	2	4	8	10	4	1	4	0	3	0	Sinda Warrior
Carnil	24,150	108	3	4	1	2	2	10	8	3	5	7	1	11	4	Noldo Bard
Celebrían	23,700	107	2	4	4	3	3	7	6	4	5	7	5	21	6	Sinda/Noldo Bard
Celebrimbor	55,220	290	6	6	6	5	6	11	10	6	6	8	7	25	8	Noldo Bard
Celedhring	37,200	172	3	5	5	3	4	6	0	6	7	9	4	5	8	Noldo Bard
Celegorm	37,500	207	9	9	5	5	5	12	13	4	9	8	5	13	8	Noldo Bard
Círdan	33,000	162	5	6	7	6	5	8	7	8	6	7	7	29	8	Sinda Bard
Curubor	23,700	99	6	6	3	4	3	10	11	4	8	6	0	7	0	Noldo Scout
Curufin	41,400	200	7	8	7	5	6	11	7	7	8	8	5	18	all	Noldo Bard
Daeron	45,300	239	4	8	8	5	5	11	11	5	11	10	5	all	10	Sinda Bard
Daniros	17,700	77	3	3	1	3	3	8	7	4	1	4	0	7	0	Noldo Scout



3.2 LOR TABLE

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Name	EP	End	Str	Ag	Int	Mov	Def	Mel OB	Mis OB	Gen	Sub	Perc	Mag	# Lang	# Spells	Race/Profession
Denethor	13,200	129	8	8	5	4	4	12	12	4	8	7	2	8	2	Sinda Bard
Dior	54,000	263	9	9	8	6	7	14	14	5	8	9	6	8	11	Half-elf Bard
Eärendil	60,900	223	8	7	9	4	7	14	14	5	9	8	0	17	0	Half-elf Warrior
Eärwen	50,700	272	5	8	8	4	3	2	8	5	9	8	10	26	10	Teler Bard
Ecthelion	42,000	172	9	8	5	6	7	13	12	5	8	8	4	10	2	Noldo Bard
Edrahil	45,900	182	8	7	6	5	5	13	13	5	10	9	3	15	0	Noldo Bard
Elemmírë	45,600	239	4	4	8	5	5	10	6	7	11	12	5	40	8	Vanya Bard
Elendor	18,000	78	3	3	0	2	2	10	10	3	6	3	0	4	0	Noldo Warrior
Elenwe	27,000	197	2	4	6	3	3	9	0	5	9	8	6	30	8	Vanya Bard
Elladan	31,500	110	6	7	7	5	5	10	10	4	8	7	4	16	4	Half-elf Bard
Elrohir	31,500	110	6	7	7	5	5	10	10	4	8	7	4	16	4	Half-elf Bard
Elrond	57,900	434	6	5	8	5	5	12	12	3	7	10	18	45	all	Half-elf Bard
Eluréd	6,750	45	6	6	4	1	1	9	9	0	5	1	0	3	0	Half-elf Bard
Elurin	5,400	30	6	6	4	0	1	7	7	1	4	0	0	4	0	Half-elf Bard
Elwë Singollo	71,100	370	9	9	9	7	7	13	13	7	9	9	7	13	10	Sinda Warrior
Elwing	33,600	163	4	5	8	3	3	9	4	3	11	11	5	25	6	Half-elf Bard
Eöl	34,800	168	6	5	9	4	4	12	11	5	10	10	3	6	6	Teler Bard
Erestor	20,700	96	4	4	5	4	4	9	4	1	6	8	3	21	6	Noldo Bard
Fanar	21,000	110	4	5	0	3	3	11	11	4	4	6	0	3	0	Nando Warrior
Farari	18,300	76	1	3	3	3	3	7	6	3	5	1	2	8	9	Noldo Bard
Fëanor	75,900	372	8	10	10	8	10	15	15	10	11	11	12	30	all	Noldo Bard
Fëatur (I)	27,700	155	3	3	4	3	3	9	9	4	7	8	8	16	6	Noldo Bard
Fëatur (II)	24,600	140	3	3	4	3	3	9	8	5	8	8	8	14	6	Noldo Bard
Fëatur (III)	9,000	51	0	3	0	2	2	6	0	2	4	3	1	6	4	Half-elf Bard
Fendomeë	27,900	153	3	3	4	3	3	9	9	6	6	7	6	12	4	Noldo Bard
Finarfin	55,500	312	5	5	4	4	7	12	12	9	10	11	7	21	7	Noldo Warrior
Finculin	20,100	110	5	5	3	3	3	10	10	3	4	4	4	7	6	Noldo Bard
Finduilas	17,100	68	2	3	5	4	3	9	9	4	7	8	6	9	6	Noldo Bard
Fingolfin	71,500	352	9	9	6	5	8	15	15	7	10	11	15	16	6	Noldo Warrior
Fingon	65,100	329	7	6	4	5	7	14	14	5	10	10	5	20	6	Noldo Scout
Finrod	57,900	286	8	8	8	6	7	14	14	7	11	11	5	21	8	Noldo Bard
Finwë	82,890	462	8	8	8	7	6	13	13	8	7	12	11	40	all	Noldo Bard
Galador	21,000	94	5	4	2	3	2	7	7	2	6	7	2	5	0	Half-elf Warrior
Galadriel	64,800	398	5	6	7	7	9	10	10	5	8	9	9	35	all	Noldo Bard
Galdor	18,900	86	2	3	4	4	3	7	7	4	10	9	5	26	8	Sinda Bard
Galion	15,600	58	2	2	2	3	3	8	8	5	10	10	4	5	4	Silvan Elf Bard
Gelmir	37,800	163	5	4	5	4	5	13	13	4	9	8	6	16	6	Noldo Bard
Gildor Inglorion	33,900	134	4	3	4	4	4	10	11	3	8	7	4	11	7	Noldo Ranger
Gil-galad	57,000	213	7	7	6	6	8	14	13	7	11	11	7	30	6	Noldo Bard
Gilmith	17,400	71	0	2	2	3	3	7	7	3	6	7	1	9	all	Half-Elf Bard

KEY

Enc = number encountered

EP = experience points

End = Endurance

Str = Strength

Ag = Agility

Int = Intelligence

Mov = Movement

DB = Defense Bonus

Mel OB = Melee Offensive Bonus

Mis OB = Missile Offensive Bonus

Gen = General

Subt = Subterfuge

Perc = Perception

Mag = Magical

Lang = number of languages known

Spells = number of spells known

?? = GM discretion see MERP/RM tables



Name	EP	End	Str	Ag	Int	Mov	Def	Mel OB	Mis OB	Gen	Sub	Perc	Mag	# Lang	# Spells	Race/Profession
Glorfindel (I)	46,800	250	6	4	3	4	5	13	12	6	8	8	4	14	4	Noldo Bard
Glorfindel (II)	50,400	286	6	4	3	4	5	14	13	5	9	8	4	23	4	Noldo Bard
Gorthaur	23,700	158	3	3	3	3	3	9	0	4	6	6	5	14	6	Noldo Bard
Gwindor (<i>b/cap</i>)	53,100	216	9	9	4	5	7	14	11	8	10	10	3	15	all	Noldo Bard
Gwindor (<i>a/ang</i>)	31,100	105	4	6	4	4	5	12	11	4	10	8	2	40	11	Noldo Bard
Haldir	19,500	72	3	5	2	2	2	8	10	1	8	10	0	3	0	Silvan Elf Warrior
Heladil	14,400	54	3	5	3	1	1	7	8	3	7	7	0	4	0	Sinda Warrior
Hiradur	16,800	60	3	5	3	3	4	7	8	4	7	7	0	4	0	Noldo Warrior
Huinen	21,900	148	2	3	4	3	2	7	0	4	8	8	6	24	6	Noldo Bard
Idril Celebrindal	42,600	299	3	3	4	4	5	9	10	4	8	8	5	12	6	Noldo Bard
Ingwë	70,800	535	9	9	9	14	9	15	15	13	13	13	12	all	all	Vanya Bard
Ivren	16,500	59	2	2	2	2	2	5	6	1	2	7	2	5	5	Silvan Elf Bard
Kheleglin	23,400	95	4	4	3	3	4	10	8	3	2	3	2	9	8	Noldo Bard
Khelekar	22,200	122	2	3	4	4	3	8	6	3	5	5	4	22	6	Noldo Bard
Klaen	21,000	116	3	4	3	3	3	8	9	4	7	5	4	25	4	Noldo/Sinda Bard
Laurrë Menelrana	26,700	127	4	4	3	3	3	11	11	3	8	7	3	16	2	Noldo Bard
Legolas	10,800	55	3	3	3	2	2	7	9	2	7	6	0	8	0	Sinda Warrior
Lenwë	51,300	232	7	7	7	6	5	13	13	4	8	8	0	11	0	Nando Warrior
Linsûl	19,800	109	2	3	3	3	3	8	8	3	7	6	4	21	4	Sinda Bard
Lúthien	87,000	485	4	8	8	7	8	12	10	6	14	14	11	15	all	Sinda/Maia Bard
Lyrin	30,300	113	3	3	4	4	3	10	11	3	7	6	3	20	4	Noldo Warrior
Mablung	39,900	157	10	9	2	6	7	13	12	4	8	7	0	14	0	Sinda Warrior
Maedhros	55,200	277	7	5	4	5	7	14	14	8	10	11	4	16	4	Noldo Bard
Maeglin	42,300	195	5	4	4	4	5	12	11	5	8	10	8	9	6	Noldo/Teler Bard
Maglor	87,000	498	7	7	7	5	6	13	13	8	8	9	9	21	all	Noldo Bard
Míriel	44,400	208	4	6	5	5	5	10	6	6	7	7	5	17	11	Noldo Bard
Mornaur	14,100	69	-1	3	4	3	4	6	4	3	2	7	2	10	7	Noldo Bard
Morthaur	28,200	160	3	3	3	4	4	9	6	5	6	6	5	8	9	Noldo Bard
Nerdanel	33,300	153	4	3	5	5	5	9	8	5	7	7	5	15	11	Noldo Bard
Nimrodel	19,500	117	3	3	3	3	3	6	9	3	5	6	4	12	4	Silvan Elf Bard
Ohtar	22,200	86	4	5	2	3	4	9	10	4	5	7	0	4	0	Sinda Warrior
Olwë	67,300	322	7	7	7	6	7	13	13	7	12	12	0	17	0	Teler Warrior
Orodreth	60,300	233	9	9	9	8	6	13	12	8	12	11	10	21	8	Noldo Bard
Orophin (I)	15,160	78	0	3	2	3	3	7	0	2	4	7	1	11	3	Noldo Bard
Orophin (II)	9,000	40	2	5	0	2	1	6	8	1	2	3	0	3	0	Silvan Elf Warrior
Orrerë	22,500	109	2	3	2	3	3	10	10	3	7	7	3	9	4	Noldo Bard
Palandor	23,100	104	4	5	4	2	2	7	4	2	2	5	2	6	6	Sinda Bard
Ragnor	12,300	72	3	3	1	1	0	7	0	2	6	4	0	4	0	Noldo Warrior
Rána	25,800	121	3	3	2	3	2	7	5	3	1	5	3	9	5	Sinda Bard
Ríliá	17,400	121	1	3	2	3	2	7	5	3	1	5	3	7	6	Noldo Bard
Ringlin	23,100	104	4	5	4	2	2	7	4	2	2	5	2	10	6	Noldo Bard
Rúmil (I)	45,600	222	3	6	11	7	6	11	11	6	7	8	4	all	all	Noldo Bard
Rúmil (II)	14,100	67	3	3	1	2	2	6	7	2	1	5	2	3	8	Silvan Elf Bard
Rúmil (III)	11,700	55	3	5	1	1	1	7	8	1	4	4	0	3	0	Silvan Elf Warrior
Saeros	22,500	122	0	1	1	3	4	8	8	3	2	7	2	7	8	Nando Bard



3.2 LOR TABLE

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Name	EP	End	Str	Ag	Int	Mov	Def	Mel OB	Mis OB	Gen	Sub	Perc	Mag	# Lang	# Spells	Race/Profession
Sarkarxë	13,500	57	2	1	5	3	2	7	7	1	5	6	2	4	3	Sinda Ranger
Silion	14,700	77	-1	0	5	3	3	7	5	2	2	7	1	5	3	Noldo Bard
Sirnaur	11,250	59	-1	0	6	3	2	5	1	2	5	6	4	8	7	Noldo Bard
Sûldun	24,000	95	9	3	1	2	3	10	10	2	6	7	0	4	0	Noldo Warrior
Sûlherok	23,700	101	3	3	3	4	4	11	11	3	4	5	0	6	0	Teler Warrior
Taurclax	19,200	96	2	4	3	4	4	8	9	4	6	6	0	19	0	Teler Warrior
Taurion	17,700	89	1	0	5	3	3	7	7	3	5	7	2	5	3	Silvan Elf Bard
Taurnil	19,200	80	3	5	2	2	2	8	9	2	5	6	1	4	7	Sinda Ranger
Thalos	16,800	93	4	3	3	3	3	7	0	2	3	4	2	5	3	Noldo Bard
Thingol Greycloak (see Elwë Sincollo)																
Thranduil	30,900	139	4	3	3	4	4	12	12	5	8	7	4	13	6	Sinda Bard
Tirial	17,700	78	1	2	4	3	3	9	10	2	6	7	0	4	all	Noldo Warrior
Turgon	65,400	348	5	5	4	5	7	13	13	6	9	10	5	21	6	Noldo Bard
Turlindë	19,500	91	3	5	2	2	3	7	8	3	3	5	3	10	3	Nando Bard
Vairesûl	15,300	65	5	2	-1	2	2	8	7	2	5	6	0	4	0	Sinda Warrior
Valandor	15,900	73	3	4	1	2	3	7	8	2	6	6	0	3	0	Nando Warrior
Valglin (I)	15,900	74	2	2	2	3	3	10	8	4	9	7	1	5	2	Silvan Elf Bard
Valglin (II)	16,050	99	0	3	0	2	4	7	0	4	4	6	2	11	4	Noldo Bard
Valkrist	24,600	125	4	3	2	3	3	12	11	3	6	5	0	8	0	Half-elf Warrior
Vallin	18,900	83	6	1	0	2	2	10	9	3	4	5	0	4	0	Sinda Warrior
Valmorgûl	26,100	160	3	2	4	4	4	10	0	4	7	6	5	28	6	Noldo Bard
Valnaur	16,200	61	5	3	0	1	2	10	9	3	4	5	0	3	0	Silvan Elf Warrior
Valsûl	15,600	72	7	1	0	2	2	9	7	3	2	5	0	3	0	Silvan Elf Warrior
Voronwë	32,400	138	9	3	1	3	5	12	11	5	5	6	0	6	0	Noldo Warrior
Yavëkamba	14,400	107	2	2	2	3	3	7	0	4	2	6	3	11	4	Noldo Bard





3.3 LOR CONVERSION NOTES

The *LoR* tables from this section provide you with all the statistical info you need on the characters described in *Elves*. However, the magical items possessed by the Elves also contain stats for weapons, armor, wands, staves, amulets, etc. The conversion instructions below will enable you to translate *MERP* items into *LoR* items.

3.3.1 SPELLS

Weapons, armor, garments, jewelry, wands, and staves often permit their bearer or wearer to cast spells. If an item bestows such spell casting ability, then this supplement lists the relevant *MERP* and *Rolemaster* spell lists and *MERP* and *Rolemaster* spell names. To convert the spells into *LoR* spells, look up the *MERP* spell list on the chart below which gives the corresponding *LoR* spell. (Rarely, an item grants a custom spell that exists in neither *MERP* nor *Rolemaster* nor *LoR*; in such cases, a specific description of its effects, independent of any system, is given in the text to provide all you need to know to GM the play.)

OPEN ESSENCE SPELLS

<i>MERP List</i>	<i>LoR Spell</i>
Physical Enhancement	Balance
Essence's Ways	Concentration
Unbarring Ways	Speed
Essence Hand	Shield
Spell Ways	Protection from Magic
Essence Perceptions	Concentration
Illusions	Camouflage
Spirit Mastery	Calm

MAGE SPELLS

<i>MERP List</i>	<i>LoR Spell</i>
Fire Law	Fire Bolt
Ice Law	Fire Bolt
Earth Law	Item Analysis
Light Law	Fire Bolt
Wind Law	Protection from Magic
Water Law	Luck
Lofty Bridge	Speed
Living Change	Strength

BARD SPELLS

<i>MERP List</i>	<i>LoR Spell</i>
Lore	Concentration
Controlling Songs	Calm
Sound Control	Luck
Item Lore	Item Analysis

OPEN CHANNELING SPELLS

<i>MERP List</i>	<i>LoR Spell</i>
Nature's Lore	Concentration
Nature's Movement	Speed
Spell Defense	Protection from Magic
Surface Ways	Healing
Protections	Shield
Detection Mastery	Concentration
Sound/Light Ways	Fire Bolt
Calm Spirits	Calm

ANIMIST SPELLS

<i>MERP List</i>	<i>LoR Spell</i>
Direct Channeling	Clairvoyance
Blood Ways	Healing
Bone/Muscle Ways	Healing
Organ Ways	Healing
Animal Mastery	Charm Animal
Plant Mastery	Camouflage
Purifications	Luck
Creations	Sustenance

RANGER SPELLS

<i>MERP List</i>	<i>LoR Spell</i>
Path Mastery	Concentration
Moving Ways	Speed
Nature's Guises	Camouflage
Nature's Ways	Charm Animal

3.3.2 MAGIC ITEMS

Most of the magical articles found in Middle-earth fall into three broad categories: weapons, armor, or spell casting enhancement. *MERP* describes the capabilities of such items with terms having specific game system definitions. Below, we present these terms with definitions adapted for the *LoR* system.

WEAPONS

Additional Criticals: In *MERP* combat, serious wounds are represented by critical damage. Normal weapons wielded skillfully can deliver critical damage. Magical weapons sometimes deliver an additional critical: a cold critical, an electrical critical, a grappling critical, a heat critical, an impact critical, a slashing critical, or an unbalancing critical.

In *LoR*, normal criticals are represented by the U and K results on the *LoR Combat Table*. The GM need only referee normal *LoR* combat.

Additional criticals—excepting grappling, slashing, and unbalancing—are handled thusly in *LoR* combat: upon a U or K result, for each additional critical a weapon is capable of delivering, roll one D6 die and apply the result to the damage delivered to the target. If the additional critical is labeled as being “equal in severity,” roll one die—the result is the number of dice that are rolled to determine the extra damage delivered.

Grappling criticals: Upon a U or K result, when hit by a weapon that does grappling criticals, the target must roll the dice (2D6) and add his Agility bonus; if the result is equal to or higher than the total attack roll, the target is not entangled and may act normally; if the result is lower than the total attack roll, the target is entangled and may take no action for the number of rounds equal to the difference between the attacker's total attack roll and the target's Agility maneuver.

For example, Jos Haur! the Easterling throws his enchanted bola at Ulfilas the Northman who is fleeing. Haur!'s Missile OB is +3. His bola has an OB of +2 and delivers grappling criticals. Haur!'s player rolls the dice for a result of 6. His total attack roll is $3 + 2 + 6 = 11$.

Ulfilas' defense bonus is +2. Additionally, he wears a helmet (see below), which means that U results on the Combat Table do not knock him out.

Checking the Table, we see that Haur! has achieved a U result. This means we must also check the result of the grappling ability of the bola.

Ulfilas' player rolls the dice and gets a 9. The Northman has an Agility bonus of +1, so his total is 10, which is less than Haur!'s 11. Thus Ulfilas is entangled and has taken 11 points of damage, but is not unconscious.

Unbalancing criticals: Upon a U or K result, when hit by a weapon that does unbalancing criticals, the target must roll the dice (2D6) and add his Agility bonus; if the result is equal to or higher than the total attack roll, the target remains on his or her feet and may act normally; if the result is lower than the total attack roll, the target is knocked to the ground and takes damage equal to one die roll.

Slashing criticals: Upon a U or K result, when hit by a weapon that does slashing criticals, the target must roll one die (1D6); the result is the number of points of damage the target receives at the end of each round due to bleeding.

Of Slaying creatures: Some weapons are described as being *Of Slaying Orcs* or *Of Slaying Dragons* or *Of Slaying Trolls*, etc. Whenever such a weapon is used to attack the creature designated by this description, add +2 to the attack roll on the *Combat Table*. This bonus is cumulative with any bonus present due to Holy virtues (see below). The maximum result is 12.

Of Slaying items: Some weapons are described as being *Of Slaying swords* or *Of Slaying weapons* or *Of Slaying armor* or *Of Slaying shields*, etc. Such weapons perform this destruction under conditions such as "targeting an opponent's weapon" or "if opponent parries" or some other parameters which are explicitly presented. Whenever such a weapon is used to attack the item designated by its description, the attacker should roll on the +6 column of the *Combat Table*. The GM should move the column used to the right for every +1 OB/DB possessed by the target item. If the result of the roll is a U or a K, the target item is destroyed immediately. Any number results are ignored.

Holy/Unholy weapons: These are weapons possessing the special favor of a Vala or a Maia (pure or fallen). Most have a reputation and are known on sight by their wielders' enemies. Holy weapons act as weapons *Of Slaying* versus all beings aligned with Sauron or Morgoth. Unholy weapons act as weapons *Of Slaying* versus all beings in enmity to Sauron or his evil master. (This bonus is cumulative with any more specific slaying abilities, such as *Of Slaying undead*.)

ARMOR

MERP armor is usually described as possessing a specific defensive bonus. To convert this **MERP** DB into a **LoR** defense bonus, simply divide it by 5. Sometimes armor has special capabilities, such as protecting its wearer from specific criticals. Such abilities are usually detailed in words rather than numbers and can be readily applied to any game system.

Helmets: In **LoR**, combatants who wear helms have an advantage over those who don't. Roll the dice (2D6) when a character wearing a helm receives a U result on the *Combat Table*. If the roll is 8 or higher, the character receives damage equal to the attack roll, but remains conscious, unless the damage puts his or her damage total higher than Endurance. Any bonus from a magical helm should be added to the determining dice roll.

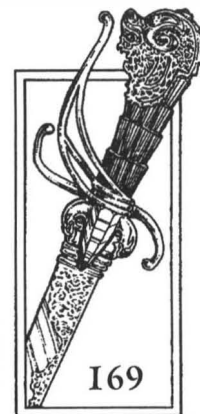
SPELL CASTING ENHANCEMENT

Many items that enhance spell casting do so by granting their user specific spells. To convert the spells of such items from **MERP** spells to **LoR** spells, use the procedure outlined under *Traps* above. Two special types of spell enhancing items are presented below.

Spell adders: Spell adders are normally described as +1 adders or +2 adders or +3 adders. Characters with an adder may cast any one learned spell once a day for every +1 possessed by the adder. (A +2 adder bestows 2 spells; a +3 adder 3 spells.) The caster takes no damage for spells cast using an adder. The caster may not carry more than one adder on his or her person.

Spell multipliers: Spell multipliers are normally described as x2, x3, x4, etc. Characters with a multiplier may reduce the damage taken due to casting a spell as follows: divide the damage taken by the multiplier value. (A character must always take at least 1 point of damage when casting a spell.)

For example, Fire Bolt results normally in 6 points of damage taken. Eun the Dunnish Bard has a x3 multiplier. When she casts a Fire Bolt, she takes only 2 points of damage ($6 \div 3 = 2$).





4.0 APPENDICES

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, etc.

Section 4.1 covers abbreviations. Section 4.2 explains the structure of the citations. Definitions of frequently employed terms are set out in Section 4.3.

4.1 ABBREVIATIONS

The most commonly used abbreviations are listed here alphabetically according to sub-categories.

LANGUAGES

A	Adûnaic
Be	Bethleur (Silvan Elvish)
BS	Black Speech
D	Dunacl (Dunlending)
Du	Daenacl (Old Dunacl)
El	Eldarin
Fu	Fuinarin (Avarin)
H	Hobbitish (Westron variant)
Har	Haradaic
Hi	Hillman
Ia	Iauradanîl
Kd	Kuduk (ancient Hobbitish)
Kh	Khuzdul (Dwarvish)
Ki	Kirani (Avarin)
M	Mablâd (Khuzdul)
Ma	Mag
Mû	Mûmakani
Or	Orkish (Orcish)
Q	Quenya
R	Rohirric
S	Sindarin
Si	Silvan Elvish
Û	Ûsakani
V	Variag
W	Westron (Common Speech)
Wm	Womaw
Wo	Wose (Drúedain)

SOURCES

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

AUTHORIZED PUBLISHERS

A&U	Allen & Unwin, Ltd. (London)
Bal	Ballantine Books (New York)
GA&U	George Allen & Unwin, Ltd. (London)
GB	Grafton Books (London)
HC	Harper Collins (London)
HM	Houghton Mifflin Co. (Boston)
UH	Unwin Hyman (London)

GAME SYSTEMS

<i>LoR</i>	<i>Lord of the Rings Adventure Game</i>
<i>MERP</i>	<i>Middle-earth Role Playing</i>
<i>RM</i>	<i>Rolemaster</i>

CHARACTER STATS

Ag, AG	Agility
Ap	Appearance
Co, CO	Constitution
Em	Empathy
IG	Intelligence
In, IT	Intuition
Me	Memory
Pr, PR	Presence
Qu	Quickness
Re	Reason
SD	Self Discipline
St, ST	Strength

GAME TERMS

AT	Armor Type
DB	Defensive Bonus
Crit	Critical strike
D	Die or Dice
DI00	Percentile Dice Result
DB	Defensive Bonus
FRP	Fantasy Role Playing
GM	Gamemaster
Lvl	Level (experience or spell level)
MA	Martial Arts
Mod	Modifier or Modification
MovM	Moving Maneuver bonus
NPC	Non-player Character
OB	Offensive Bonus
PC	Player Character
PP	Power Points
R or Rad	Radius
Rnd or Rd	Round (10 second period)
RR	Resistance Roll
Stat	Statistic or Characteristic

4.2 CITATIONS

Since this is a game supplement, the descriptions in the character entries 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 relevant works.

All citations are italicized. Citations starting with the term "read" denote a reference to Tolkien's works. Citations starting with the term "see" refer to one or more of ICE's products. ICE's publications contain extrapolated material and do not contain text attributable to J.R.R. Tolkien.

Example: A citation states: "Read *LotRI* 315, 335-56, 361, 366, etc. See ICE's *Mirkwood* 108." This means you can find more information in *The Lord of the Rings Part I, The Fellowship of the Rings*. The material is on the pages listed in the Ballantine (U.S. paperback) edition. More data is in ICE's *Mirkwood* on page 108.

4.3 GLOSSARY

The listings below include 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 Maiar—reside in Eä. The Ainur are also called the Holy Ones, the Singers, or the Spirits.

Aman: (Blessed Realm) The continent west of Middle-earth. It is located in the Utter West, across the Sundering or Great Sea ("Belegaer"). It contains Valinor, the home of the Valar, and the great of Elven Kind make their home along its eastern shores. In the west of Aman lie the Halls of Awaiting, the place of the dead.

Anduin: (S. "Long River") The great river that rises in the Ered Mithrin (S. "Grey Mountains") of Rhovanion, flows southward, and empties into the Bay of Belfalas.

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. In the Third Age it is remade as a sphere.

Avári: (Q. "Refusers"; sing. "Avar") Also known as the Silvan Elves, the Avári constitute the majority of the Firstborn. All the Ekves who are not Eldar are Avári. In turn, all the Avári are Morquendi or "Dark Elves."

Belegaer: (S. "Mighty Sea"; aka "Sundering Sea") The ocean west of Middle-earth, the Belegaer separates Endor from Aman (the "Undying Lands").

Beleriand: (Great Country) The northwesternmost 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.

Belfalas: (S. "Coast of the Powers") Great, hilly peninsula in southern Gondor. Belfalas juts out into the bay that bears its name. Belfalas is also used as an alternative name for the land called Dor-en-Ennil, but this usage is not particularly accurate. Actually, Belfalas is the southern half of Dor-en-Ennil.

Caras Galadhon: (S. "City of the Tree-people") Capitol of Lórien after Galadriel's return in T.A. 1981.

Celebrant: (S. "Silverlode"; Kh. "Kibil-nalâ") The river running eastward out of the Misty Mountains at the Kheled-zâram. It is joined downstream by the Nimrodel (S. "White Cave-lady"), cuts through Lórien, and eventually joins the Anduin.

Cerin Amroth: (S. "Hill of Amroth.") Site of the home of Lórien's King Amroth during the early Third Age.

Cirith Cardhras: (S. "Redhorn Pass"; alt. "Redhorn Gate"; Kh. "Lagil Barazinbar") The high pass crossing the Misty Mountains between Caradhras and Celebdil. It connects Eregion to Lórien. On the east side the road drops by way of a Dwarf-stair which runs alongside the falls feeding the Kheled-zâram.

Dagorlad: (S. "Battle-plain") Wide, flat, grassy plain that lies north and northeast of Udûn and the main pass into Mordor. It was on this field that the army of the Last Alliance of Men and Elves defeated the forces of Sauron near the end of the Second Age (S.A. 3434). Those slain in the battle were buried in great mounds erected on that plain.

Dol Amroth: (S. "Hill of Amroth") The city and associated castle located on the coast of northwestern Belfalas (western Dor-en-Ennil). Capital of the Land of the Prince, it was originally (before T.A. 1981) called Lond Ennil (S. "Haven of the Prince"). Dol Amroth also refers to the hill upon which the town and citadel stand, a great granite massif that juts out into the Bay of Belfalas.

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).

Edain: (S. "The Second People"; sing. Adan) Despite the fact that the term Edain originally refers to all Men, it is eventually restricted to the descendants of the High Men who first befriended the Elves and warred against the Black Enemy Morgoth. These "Fathers of Men" include many groups, notably the Dúnedain.

Edhellond: (S. "Elf-haven") Elven haven and port located in the Morthond river delta.

Eldamar: (Elvenhome) 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 Tol Eressëa off Aman's east coast.

Eldar: (Q. "Elves"; lit. "People of the Stars") The Calaquendi (Q. "High Elves"), who made the Great Journey to the Undying Lands. The Vanyar, Noldor, and Teleri kindreds comprise the Eldar.

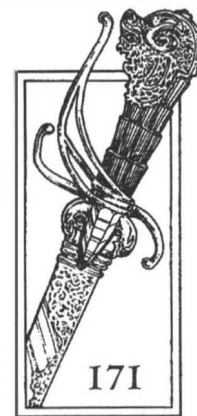
Elves: (Q. "Quendi") The immortal children of Eru and the noblest of the Free Peoples. Also called the Firstborn, they awoke before Men or Dwarves and were the first race to speak. Elves settled in both Middle-earth and Aman.

Encircling Sea: (Ekkaia) 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 early 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.

En Egladil: (S. "The Angle"; lit. "The Forsaken Point") The area of the Naith near the Anduin. Caras Galadhon is in En Egladil.

Erebor: The Lonely Mountain. An isolated peak, Erebor is located in north central Rhovanion. It is just east of Mirkwood and due north of the Long Lake. The River Running (S. "Celduin") begins beneath the mountain, spilling out onto the plains of northern Wilderland by way of a waterfall issuing out of Erebor's southern flank.





Ered Mithrin: (S. "Grey Mountains") The mountain range north of Mirkwood was the home to hoards of Orcs and a number of Dragons.

Eregion: (W. "Hollin") The highland region of Eriador between the rivers Glanduin and Bruinen is composed mostly of foothills on the western flank of the Misty Mountains. Eastern Eregion runs up to the mountain's edge, while the western reaches are rolling hills separated by streams and bogs. A long east-west mountain spine, the Hollin Ridge, runs through the center of the area. Eregion becomes essentially depopulated after T.A. 1697 and known for its numerous holly trees. It contains the West-gate of Moria, which faces the river Sirannon, the chief tributary of Glanduin. At its height, Eregion was an Elf-kingdom of the Gwaith-i-Mírdain or "People of the Jewel-smiths." Led by Celebrimbor, these Noldor Elves created great works, including the Three Rings of Power: Vilya, Nenya, and Narya. The chief Elven settlement was at Ost-in-Edhil, east of the marsh called Nin-in-Eilph (W. "Swanfleet"), at the confluence of the Sirannon and the Glanduin.

Eriador: All of the territory north of the river Isen and between the Blue Mountains (S. "Ered Luin") and the Misty Mountains (S. "Hithaeglir") Its northern boundary lies along the highland ridge that runs northwestward from Carn Dûm and reaches to the Ice Bay of Forochel. Some accounts place the southern border along the line bounded by the rivers Greyflood (S. "Gwathló") and Swanfleet (S. "Glanduin"). Most hold it to be that area north of Gondor's traditional western border. Eriador loosely translates as the "Empty Lands" and includes the regions of Minhiriath, Eregion, Cardolan, Rhudaur, Arthedain, and, by most, Dunland, and Enedhwaith.

Eru: ("The One" or "He that is Alone"; Q. "Ilúvatar") The creator of Eä and all things within and without.

First Age (I.A.): The first recorded Age of Middle-earth. Its beginnings date back to a period relatively soon after the dawn of time as we know it and its ending point was marked by the overthrow of Morgoth (the "Black Enemy"), Sauron's overlord and mentor. The tales of the First Age are, for the most part, found in J.R.R. Tolkien's *Unfinished Tales* and *The Silmarillion*.

Flet: (S. "Talan"; pl. "Telain") Platforms built of white wood, which are the homes of the Galadhrim (S. "Tree People") of Lórien. These are almost never more than unwallled platforms, having no roof or even a railing. Only the mallorn leaves and movable plaited screen windbreaks provide shelter. Flets are reached by lightweight rope ladders.

Fourth Age (F.A.): The fourth recorded Age of Middle-earth, the "Age of Men." It began with the passing of the Three Rings over the Sea. During the Fourth Age most of the Elves departed Middle-earth for the Undying Lands; other non-mannish races such as Dwarves and Hobbits began to seek solitude, for their ways were no longer understood by the overlords of the continent—Men.

Free Peoples: The "good" races of Middle-earth: Elves, Dwarves, Hobbits, and Men (especially the Dúnedain); specifically those races which were in opposition to Sauron.

Fuinar: (Q. "Shadow-elves"; sing. "Fuina") The Fuinar are a secretive Silvan or Avar people who reside in and around the great forest of Valagalen in Drel (southern Middle-earth).

Glade: Generically referring to any open space in a forest, this word in Lórien refers to the various craft and service guilds.

Glanduin: (S. "Swanfleet") A major river marking the southern border of Eregion. It joins the Mitheithel at Tharbad, the two becoming the Gwathló. It is called "Swanfleet" because of the many swans which frequent it in the lower reaches—especially near Ost-in-Edhil.

Gwaith-i-Mírdain: (S. "Brotherhood of the Jewel-smiths") A guild, school, and workshop established by Celebrimbor in Hollin. This order achieved greater feats of workmanship than any other individual or group in Middle-earth save Fëanor—and perhaps Annatar, though the power of the Elven Rings was such that even the One could not truly dominate them.

Gwathló: (S. "Gwathir" or "River of Shadow"; W. "Greyflood"; A. "Agathurush") The wide, slow-moving river that cuts through southeastern Eriador. Formed by the confluence of the rivers Mitheithel (Hoarwell) and Glanduin, it carries water southward into the Belegaer. The Gwathló separates Minhiriath from Enedhwaith (Enedwaith) and forms the long southeastern border of Cardolan. Both Tharbad and Lond Daer are situated on its banks.

Hildorien: (S. "Land of the Followers") Birthplace of Men in the First Age. Hildorien lay south of Cuiviënen, along the northern flanks of the Mountains of the Wind in the Farthest East of Middle-earth.

Hollin: See "Eregion."

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.

Laen: An unbreakable rock with glass-like texture and the strength and cohesion of superb steel. Normally, laen is found in unique volcanic "plugs," pillars of stone which hardened within the shafts of dormant or extinct volcanos. These deposits correspond with the land formed during the struggles with Morgoth and the other Valar when Middle-earth was being shaped. The most famous site is at Orthanc or Isengard. Black laen is by far the most common, although a number of clear/colored varieties also exist. Its rarity and utility are legend, but few men recognize or understand the substance.

Lindon: (S. "Place of Music"; lit. "Lofty Song") Lindon is a coastal realm which encompasses all the lands west of the Blue Mountains. It is all that remains of the ancient reaches of Beleriand. An Elf-kingdom, Lindon is divided by the Gulf of Lhûn into two parts, Forlindon (S. "North Lindon") and Harlindon (S. "South Lindon"). The Grey Havens (S. "Mithlond") ruled by Círdan the Shipwright lie on the gulf and serve as the customary center of the realm.

Lórien: (S. "— Dream") Also known at various times as Lothlorien (S. "Dreamflower"; lit. "Blossom Dream-land"), Laurelindórenan (S. "Land of the Valley of Singing Gold"), Lorinand, Lindórinand (N. "Land of the Singers"), and Dwimordene (R. "Haunted Valley"). The Golden Wood was formally established by Galadriel in T.A. 1375, although a number of Nando Elves preceded her there.

Maia: (Q. sing. "Maia") The lesser Ainur who entered Eä as servants of the Valar. 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 Maia.

Menel: (Heaven) Literally the Region of the Stars, it includes all of the heavens and lies above Arda.

Middle-earth: Endorë; Endor; the Middle Land; the Middle Continent. One continental land mass found in the world. It was not itself the entirety of the world, although the action and events found in *The Hobbit* and *The Lord of the Rings* are focused on the Third Age and the very beginning of the Fourth Age of Middle-earth.

Mirkwood: The great stretch of forest called by the Elves Taur-e-Ndaedlos (S. “Forest of Great Fear”). Like the “Old Forest” and “Fangorn,” it is a remnant of the great forest which once covered most of northwestern Endor. Prior to the end of the first millenium, it was known as “Greenwood the Great,” but Sauron’s Shadow changed the very essence of the flora and fauna of the region. Northern Mirkwood is that area north of the Men-i-Naugrim.

Misty Mountains: (S. “Hithaeglin”) Snow- and mist-capped mountains which run southward for 900 miles from the upper Anduin Vales to the Isen Gap (Gap of Rohan). The daunting Misty Mountains form the western boundary of both the Anduin Valley (S. Nan Anduin”) and (according to some) Rhovanion.

Mitheithel: (S. “Pale-grey Spring” or “Grey Spring”; W. “Hoarwell”) The relatively narrow, swift-moving stream that rises in the Misty Mountains near the junction between the Ettenmoors and the Coldfells of Eriador. Cutting through Rhudaur, the Mitheithel slows and widens after its confluence with the Bruinen (Loudwater). It joins the Glanduin in the marshes of Swanfleet, giving birth to the Gwathló.

Mordor: (S. “Black-land”) The high land east of the Anduin which is guarded on the north by the Ered Lithui (S. “Ash Mountains”), and on the west and south by the Ephel Duath (S. “Shadow Fence”). These two mountain ranges converge around the vale of Udûn. First settled by Sauron around S.A. 1000, Mordor has always remained associated with the Dark Lord. Between S.A. 3441 and T.A. 1636, Gondor’s armies guarded the land but, in later years, the watch was removed and the minions of Sauron returned.

Mórenore: (Q. “Dark Land”; aka “Móryarmene” or “Hyarmenore”) Mórenore is the Quenya Elvish label for the small continent south of Middle-earth, the remote land separated from Endor by the Haragaer.

Morgoth: (S. “Black Enemy”) The renegade Vala (see Valar below) who coveted lordship over the world, and possibly all existence. Morgoth was the embodiment and focus of darkness—evil incarnate. He established sovereignty over northern Middle-earth during the First Age. From his hold at Thangorodrim in the Iron Mountains (S. “Ered Engrin”), he began to dominate the whole of the continent; only the Elves of Beleriand, the Edain, certain Dwarvish groups, etc. opposed him. Morgoth created many foul races of beings by perverting the living (for he could not create life itself): Orcs in mockery of Elves, Trolls as dark counterparts for Ents, etc. No power aside from Eru himself, or the other Valar, could withstand his might; he could alter mountain ranges, cast flames across hundreds of miles, and send legions of warriors—including Dragons and Balrogs—on campaigns of conquest. His terror was unparalleled. Nonetheless, Morgoth’s strength waned with

each creation. His Iron Crown was his greatest prize, for it embraced the light of the Sun and Moon in the form of three Great Jewels (the Silmarilli) and contained much of the Black Enemy’s own power. Morgoth was finally overthrown by the host of the Valar in a cataclysmic battle which sank most of northwestern Middle-earth and altered the world. Sauron, one of the Enemy’s lieutenants, survived the apocalypse.

Moriquendi: (Q. “Dark Elves”) Those Elves who did not complete the Great Journey into the Utter West.

Naith: (S. “Triangle”?; W. “Gore”) The central part of Lórien: the land between the Celebrant and the Anduin.

Nandor: (S. “Those Who Turn Back”) The Elves who would not continue the Great Journey over the Misty Mountains.

Nimrodel: (S. “Lady of the White Cave”) A beautiful Silvan Elf of Lórien, betrothed of Amroth; also a river which runs through the Golden Wood named after her.

Noldor: (Q. “The Wise”; alt. “The Deep Elves”) The Second Kindred of the Eldar.

Númenor: (S. “West-land” or “Westernesse”) The large, fertile island continent located in the middle of the Great Sea (S. “Belegaer”) from its creation at the beginning of the Second Age until its destruction in S.A. 3319. The westernmost home of mortal Men, Númenor was often called Andor (S. “Land of the Gift”), for it was a reward for the Edain’s aid in the struggle against Morgoth during the First Age. From S.A. 32 until its Downfall (A. “Akallabêth”), Númenor was occupied by the High Men (Edain) of the West, who became known as the Dúnedain (Númenóreans). These proud Men were the ancestors of the Dúnanan race that later dominated western Endor.

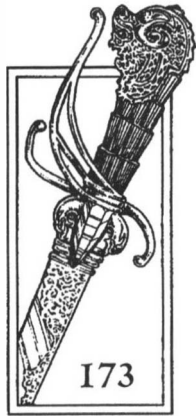
The West: Northwestern Middle-earth, specifically the area within which the events of *The Hobbit* and *The Lord of the Rings* took place. Loosely, the area from Umbar northward and west of the eastern shores of the Sea of Rhun. May also be used to indicate the Undying Lands in the Utter West.

Orcs: Originally bred by Morgoth in the First Age, these creatures quickly became servants of Darkness; it is likely that they were not inherently evil, but were culturally and mentally predisposed toward the “foul life.” Legend has it that their ancestors were Elves who were twisted in mind and body by the Black Enemy.

Ost-in-Edhil: (S. “Fortress of the Eldar”) Capitol city and citadel of Eregion. It was inhabited until S.A. 1697, when it was overrun and sacked by Sauron’s armies. Oropher and Thranduil briefly resided there during the Second Age.

Palantír: (Q. “Far Seer”; pl. “Palantiri”) Seven Spheres of “seeing” located in strategic sites in Arnor and Gondor, the two kingdoms of the Dúnedain, during the late Second Age. Originally made by the Noldor and placed in Númenor, they were later brought to Middle-earth by Elendil and the “Faithful.”

Rhovanion: (S. “Wilderland”; lit. “Wild Place”) Traditionally, a vast region encompassing all the land south of the Grey Mountains (S. “Ered Mithrin”), north of Mordor, east of the Misty Mountains, and west of the river Redwater (S. “Carnen”). This area includes Mirkwood and the northern Anduin river valley. Some scribes count the whole of the area between Mirkwood and the Sea of Rhûn, save Dorwinion, as part of Rhovanion.





Sauron: The Dark Lord, the Shadow, the Lord of the Rings. A Maia who served Morgoth in the First Age, Sauron survived and went south from the elder lands of darkness. During the Second Age, he convinced the Noldor of Eregion to create the rings for the Free Peoples; later, in secret, he forged the One Ring. It embodied much of his power and was capable of uniting and controlling the other Rings of Power—the Three Rings of the Elves, the Seven of the Dwarven lords, and the Nine Rings of mankind. Both the Dwarves and Elves resisted his trap; the former took off their rings, while the latter race entrusted theirs to three of the Wise. Men, however, were not so quick to realize the danger, and the Nine Rings remained in the hands of nine proud lords who sought power and found undying darkness—they became the Nazgûl.

Sauron removed himself to the fortress land of Mordor in the Second Age and there built Barad-dûr. Mount Doom (Orodruin) was already used as his personal forge, and within the new realm he began to cast a new Shadow upon the continent. Sauron was overthrown twice in the Second Age, first by the Númenóreans under Ar-Pharazon, and later by the Last Alliance of Men and Elves. Each time, however, he returned to power. His “body,” however, was destroyed in the Downfall of Númenor (from which he escaped), and he was never again able to assume fair form. The lidless eye (normally red upon black) was his symbol. He was responsible for creating two superior variants of creatures spawned by Morgoth—(1) the Uruk-hai, or Great Orcs, and (2) the Olog-hai, or Black Trolls. Both were formidable fighting forces.

Second Age (S.A.): The second recorded Age of Middle-earth. It began after the fall of Morgoth, with the founding of the Grey Havens and Lindon. The Age ended in S.A. 3441, when Elendil and Gil-galad overthrew Sauron. Isildur took the One Ring, and the Dark Lord and the Nazgûl passed into the shadows.

Silvan Elves: Also called Avari (Q. “Refusers”), the Silvan Elves include all of the Quendi who are not Eldar.

Sindar: (S. “Grey Elves”; sing. “Sinda”; aka “Elves of Twilight”) A branch of the Teleri, the Sindar are neither Moriquendi (Dark Elves) nor Calaquendi (Light Elves). Also see “Eldar.”

Sirannon: (S. “Gatestream”) Stream running west out of the Misty Mountains just above Moria’s West-gate. It joins the River Glanduin near the ancient Elven site of Ost-in-Edhil.

Third Age (T.A.): The third recorded Age of Middle-earth. It began following the defeat of Sauron as a result of the Last Alliance of Men and Elves and ended in T.A. 3021, when the Keepers of the Ring passed over the Sea (from the Grey Havens).

Trolls: Morgoth bred the first Trolls (S. Tereg; sing. Torog) during the Great Darkness of the Elder Days in mockery of Ents, giving his repulsive creations a substance of stone, with comparable strength, hardness, and intellect. The original Stone Trolls have over the ages diversified into several other species, including Hill, Cave, and Snow Trolls. Stone Trolls are still the most numerous sort, ranging throughout the broken lands of Rhudaur. Hill Trolls stalk the lower slopes of the Misty Mountains, while Snow Trolls lurk amidst the upper peaks and glaciers. Cave Trolls haunt the caverns beneath the mountains, never venturing onto the surface of the world.

Undying Lands: Sometimes considered synonymous with Aman, they include Aman and Tol Eressëa. The inhabitants—Elves, Maiar, and Valar—are immortal; thus the origin of the label. The land itself does not necessarily confer immortality.

Valar: (sing. “Vala”; S. “Belain”; S. “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 the mightiest. Morgoth’s name was never again spoken by the Exalted, and he was counted as the greatest of the Great Enemies. 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 land in eastern Aman which is the home of the Valar, most of the Maiar, and the Vanya Elves. It lies west of Eldamar and its capital is Valimar.

Vanyar: (Q. “Fair Elves”) The First Kindred of the Eldar.

Void: That which is outside Existence (Eä).

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 the Doors of Night in the farthest West. The Gates of Morning in the farthest East served as the only entrance.

West-gate: The western entry into Khazad-dûm; also called Durin’s Gate, the Doors of Durin, the West Door, and the Elven-door. Flanked by huge holly trees, this door opened onto a wide road which led to Ost-in-Edhil, the Elda capitol of Eregion.

White Mountains: (S. “Ered Nimrais”) Snow-capped mountains which run eastward from the Cape of Andrast and end above Minas Anor (Minas Tirith), just west of the Anduin. Alpine in character, the White Mountains rise to heights of well over 11,000 feet.

Woodland Realm: The Elven kingdom in Greenwood the Great. Founded by King Oropher, the father of Thranduil, it is ruled by Sinda Lords who left Eregion or Lórien and settled amongst the Silvan (Avar) Elves in the forest east of the Anduin. The majority of the realm’s people, however, are Avari or Silvan Elves, and it is their culture that predominates.

The Forest-folk of the Woodland Realm retreated northward soon after the founding of their domain. Even though Sauron was overthrown at the end of the Second Age and they enjoyed over a millenium of peace, the Wood-elves failed to reclaim the southern part of the forest. After T.A. 1050 and the arrival of the Necromancer in Dol Guldur, their realm shrank further. By T.A. 2900, the Woodland Realm was confined to northwestern Mirkwood.

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This 200 + page sourcebook details the most powerful artifacts of Tolkien's world, including Aragorn's sword Andúril, the palantíri saved from drowned Númenor, and Sauron's One Ring. This compendium is a revised version of the sourcebook previously released in 1989 (now out of print). This new printing will feature the same Angus McBride cover art, but with the MERP™ 2nd Ed. trade dress. The new *Treasures of M-e* features twice as many illustrations and includes complete stats for the *Lord of the Rings Adventure Game*™ in addition to MERP & Rolemaster™ stats. If, like Bilbo, you've ever felt "the love of beautiful things, made by hands and by cunning and by magic," then *Treasures of Middle-earth*™ belongs in your fantasy role playing campaign.

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Elves

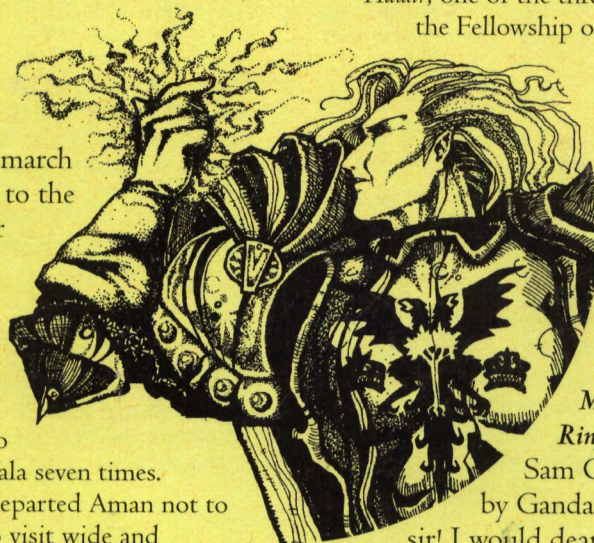
"In the beginning the Elder Children of Ilúvatar were stronger and greater than they have since become; but not more fair, for though the beauty of the Quendi in the days of their youth was beyond all other beauty that Ilúvatar had caused to be, it has not perished, but lives in the West, and sorrow and wisdom have enriched it. And Oromë loved the Quendi, and named them in their own tongue Eldar, the people of the stars; but that name was after borne only by those who followed him upon the westward road."

—*The Silmarillion**

Elves presents the Firstborn, the Quendi, the "Speakers." They awoke under the stars before the ascension of the Moon and the Sun and loved ever after the twilight when Varda's lamps shone forth. The stories of their most illustrious figures—Fëanor, creator of the Silmarils, Eärendil, voyager of the skies, Galadriel, Queen of Lórien, Celebrimbor, forger of the Rings of Power—are recounted here.

Elves includes:

- **HISTORY**—The tale of the Firstborn, from their awakening in Cuiviénen, through their long march westward to the Undying Lands, to the rebellion of the Noldor and their return to Middle-earth.
- **CALAQUENDI**—The "Light Elves" who dwelt in Aman for a time and witnessed there the light of the Two Trees:
Fingolfin, who challenged Morgoth to single combat and wounded the Vala seven times.
Galadriel, daughter of Finarfin, she departed Aman not to retrieve the stolen Silmarils, but to visit wide and unknown lands, to rule there a realm of her own.
Ingwë, High King and the greatest in wisdom of all the Elves, he dwelt in Aman for all the ages of Middle-earth.



- **ÚMANYAR**—"Those not of Aman," the Elves who heeded the summons of the Valar, but turned back before reaching the Undying Lands:
Elwë, King of the Teleri, he turned away from the Undying Lands for love of Melian, the Maia who dwelt in Endor.
Eöl, deviser of a metal hard as steel, yet malleable.
Amroth, Son of Amdír and King of Lórien.
- **AVARI**—"The Unwilling," the Elves who refused to follow Oromë into the West (and their descendants):
Haldir, one of the three Guardians of Lórien who encountered the Fellowship of the Ring as the eight survivors fled from Moria.

Nimrodel, beloved of Amroth, she regretted the return of the Elves of the West, claiming they brought war and betrayal with them.

This compendium is a revised version of material released in *Lords of Middle-earth, Vol. I, the Immortals* in 1986. *Elves* features many more illustrations and includes stats for *MERP*, *Rolemaster*, and the *Lord of the Rings Adventure Game*™. Perhaps like Sam Gamgee, when caught eavesdropping by Gandalf, you might have exclaimed: "Elves, sir! I would dearly love to see *them*. Couldn't you take me to see Elves, sir, when you go?" Unlike Sam, you won't need to travel to Mordor and back to meet Elrond, Glorfindel, or Arwen—just open the covers of *Elves*!

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