

Based on J.R.R. Tolkien's MIDDLE-EARTH® as detailed in
THE HOBBIT™ and THE LORD OF THE RINGS™



& the Halls of the Elven Smiths



ADVENTURE WITH:

- GALADRIEL, Queen of Lórien
- CELEBORN, the Mighty Grey-elf
- ANNATAR, Lord of Gifts
(the disguised SAURON)
- CELEBRIMBOR, The Ring-maker

EXPLORE:

- CARAS GALADHON, the High Tree-City
- CERIN AMROTH,
the Abandoned Capital
- OST-IN-EDHIL, the Fortress of the Eldar
- THE HALLS OF THE JEWEL SMITHS

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Lórien & the Halls of the Elven Smiths™

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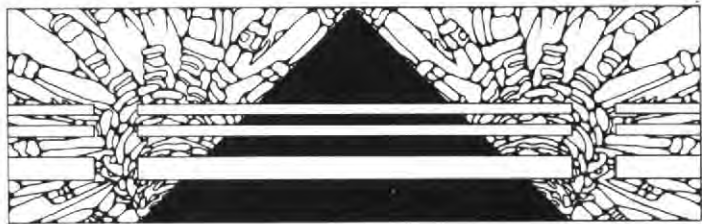
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THE COVER

Tathar held his breath, awed by the presence of his Noldorin Queen. In his arms he gently held his Silvan comrade Lîndal, a messenger from Thranduil's kingdom in far Mirkwood. "Curse the filthy Orcs!" seethed the Elf. Ambushed hardly a league from the Golden Wood, all of Lîndal's party had perished; he had barely escaped with the message, suffering a poisoned arrow wound. Near death he staggered to the river Nimrodel, where Tathar, of the northern border Guard, found him. Knowing the complexity of the Orc-poisons, he applied only a *Carnerem* leaf to the wound, carrying the unconscious Lîndal to Caras Galadhon. There a fellow Sindar guard awaited them at the gates. "Go directly to the Lady's Mirror-Glade; she will see to the messenger there."

So here they stood, Galadriel looking more beautiful and powerful than ever, her golden hair shimmering in the starlight. As with all the Eldar she seemed somehow remote, but deep in her eyes lay genuine concern. Lîndal was now little more than a dead weight against Tathar; if any magic could heal him, it must work quickly! The Lady of Lórien approaches, her healing hands outstretched...



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1.0 GUIDELINES

Fantasy role playing is akin to a living novel where the players are the main characters. Everyone combines to write a story which is never short of adventure. They help create a new land and strange new tales.

This series is designed as a tool for gamemasters who wish to run scenarios or campaigns set in J.R.R. Tolkien's Middle earth. Campaign Modules are complete studies of specific areas and are intended to be used with a minimum of additional work. Each has statistical information based on the *Middle-earth Role Playing (MERP)* and *Rolemaster (RM)* fantasy systems. The modules are, however, adaptable for use with most major role playing games. Creative guidelines, not absolutes, are emphasized.

Professor Tolkien's Legacy

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

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. These modules are derived from *The Hobbit* and *The Lord of the Rings*, although they have been developed so that no conflict exists with any of the other sources.

1.1 DEFINITIONS AND TERMS

1.11 ABBREVIATIONS

Game Systems

MERP — Middle-earth Role Playing *RM* — Rolemaster

Character Stats

Ag — Agility (<i>RM</i> and <i>MERP</i>)	Me — Memory (<i>RM</i>)
Co — Constitution (<i>RM</i> and <i>MERP</i>)	Pr — Presence (<i>RM</i> and <i>MERP</i>)
Em — Empathy (<i>RM</i>)	Qu — Quickness (<i>RM</i>)
Ig — Intelligence (<i>MERP</i>)	Re — Reasoning (<i>RM</i>)
It (In) — Intuition (<i>RM</i> and <i>MERP</i>)	Sd — Self Discipline (<i>RM</i>)
	St — Strength (<i>RM</i> and <i>MERP</i>)

Game Terms

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

Middle-earth Terms

A — Adûnaic	Kh — Khuzdul (Dwarvish)
BS — Black Speech	LotR — <i>The Lord of the Rings</i>
Gir — Cirth or Certar	Or — Orkish
Du — Dunlending	Q — Quenya
E — Edain	R — Rohirric
El — Eldarin	Rh — Rhovanion
Es — Easterling	S — Sindarin
I.A. — First Age	S.A. — Second Age
F.A. — Fourth Age	Si — Silvan Elvish
Hi — Hillman	T.A. — Third Age
H — Hobbitish (Westron variant)	Teng — Tengwar
Har — Haradrim	V — Variag
Hob — <i>The Hobbit</i>	W — Westron (Common Speech)
Kd — Kuduk (ancient Hobbitish)	Wo — Wose (Druedain)

1.12 DEFINITIONS

Alabaster: A translucent white stone, a finely granular gypsum.

Avari: (Q. "Refusers") Those Elves who would not undertake the Great Journey. See Section 4.

Azanulbizar: (Kh. "Valley of the Dim Rills"; W. "Dimrill Dale"; S. "Nanduhirion") This vale lies on the east side of the Misty Mountains, at the headwaters of the River Celebrant and is tucked between the three great peaks of *Fanuidhol*, *Caradhras*, and *Celebdil*. The Great-Gates (East-gate of Moria) face on Azanulbizar and a Dwarf-stair leads out of the portico, joins the Dimrill Stair, and — alongside a series of short waterfalls — descends through the vale. It becomes a road which runs down toward Lórien. An enchanted lake called the *Mirramere* lies at the vale's center. In T.A. 2799 a climactic battle was fought here; it ended with the Orc-lord Azog slain and Dwarves victorious, thus putting to rest the Great War Between the Dwarves and Orcs.

Azurite: In origin a form of copper ore, this stone is a deep blue in color, usually uniform but occasionally mottled.

Bruinen: (S. "Loudwater") A river running through Eriador, marking the northern border of Eregion. At Tharbad it joins the *Mittheithel* to form the *Gwathlo*.

Caras Galadon: (S. "City of the Tree-people") Capitol of Lórien after Galadriel's return in T.A. 1981.

Celebrant: (S. "Silverlode"; Kh. "Kibil-nāla") The river running eastward out of the Misty Mountains at the Kheled-zāram. 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.

Chalcedony: A translucent variety of quartz, bluish-grey to white in color. It is occasionally banded.

Cirith Caradhras: (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-zāram.

Eldar: (Q. "Elves"; "People of the Stars") The *Calaquendi* (Q. "High Elves"), who made the Great Journey to the Undying Lands. See Section 4.

En Egladil: (S. "The Angle"; "The Forsaken Point") The area of the Naith near the Anduin. Caras Galadon is in En-Egladil.

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 has been essentially depopulated since S.A. 1697 and is now known for its numerous holly trees. It also contains the West-gate of Moria, which faces the river Sirannon, the chief tributary of 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. "Gwathlo") 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*, *Rhûdaur*, *Arthedain*, and, by some, *Dunland* and *Enedwaith*.

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 un-walled 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.

Glade: Generically referring to any open space in a forest, this word in Lórien also refers to the various craft and service guilds.

Glanduin: (S. "Swanfleet") A major river marking the southern border of Eregion. It joins the *Mittheithel* at Tharbad, the two becoming the *Gwathlo*. It is called "Swanfleet" because of the many swans which frequent it in the lower reaches — especially Ost-in-Edhil.

Gwaith-i-Mirdain: (S. "Brotherhood of the Jewelsmiths") 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.

Hollin: See "Eregion".

Hythe: (W. "Harbor") A small port or dock, specifically the small harbor in Lórien near the confluence of Anduin and Celebrant.

Khazad-dûm: (Kh. "Dwarf-mansion"; S. "Hadhodrond"; W. "Dwarrowdelf") It is also known as *Moria*: (S. "Black Chasm"), the Black Pit, and the Mines of Moria. Khazad-dûm stands as a citadel, mansion, and city-hold of Durin's Folk, the noblest of the Seven Tribes of the Dwarves. Founded in the early First Age in caves beneath the Misty Mountains, it overlooks and incorporates the holy vale called Azanulbizar. Khazad-dûm has since been expanded to include seven principle levels which stretch the width of the mountain range and extend under the three mountains *Fanuidhol*, *Caradhras*, and *Celebdil*. Early in the Second Age, the Dwarves discovered *mithril* here, and many from the Blue Mountains migrated to Durin's home. Khazad-dûm was abandoned in T.A. 1982, two years after the release of the *Bulrog*. As a realm, it includes the Azanulbizar and all the passages and chambers within the mountains.

Lórien: (S. "— Dream") Also known at various times as *Lothlorien* (S. "Dreamflower"), *Laurelindorenan* (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 Nandor Elves preceded her there. See Section 6 for details.

Malachite: Another copper ore, malachite is usually in pale green stripes.

Moria: (S. "Black Chasm") See *Khazad-dûm* above.

Moriquendi: (Q. "Dark Elves") Those Elves who did not complete the Great Journey. See Section 4.

Naith: (S. "Triangle?"; W. "Gore") The central part of Lórien: the land between the angle of the Celebrant and Anduin.

Nandor: (S? "Those Who Turn Back") The Elves who would not continue the Great Journey over the Misty Mountains. See Section 4.

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. See Section 4.

Ost-in-Edhil: (S. "Fortress of the Eldar") Capital city and citadel of Eregion. It was inhabited until S.A. 1697, when it was overrun and sacked by Sauron's armies.

Pentallie Marble: A particularly beautiful, pure white crystalline marble.

Porphyry: Very hard, purplish-red rock containing feldspar crystals.

Rhodochrosite: A white, translucent stone with pink-red bands.

Silvan: All of the Elves who are not *Eldar*. See Section 4.

Sindar: (S. "Grey Elves"; alt. "Elves of Twilight") The Sindar are neither *Moriquendi* nor *Calaquendi*.

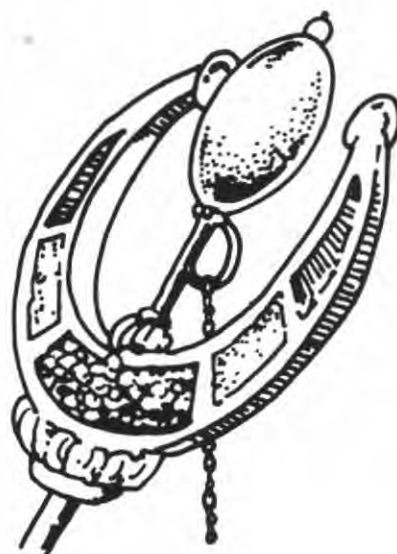
Sirannon: (S. "Gatestream") The river which runs down from the West doors of Moria.

Tharbad: (S. *Across-way*) City in southern Eriador at the meeting of the rivers Glanduin and *Mittheithel*. Founded in the mid Second Age, it outlived the ravages of the Sauronic assault of S.A. 1697, but began a slow decline in the early Third Age until the plagues of T.A. 1636 finally completely depopulated it.

Travertine: A light brown variety of marble which is slightly porous, but can be polished to a soft lustre.

Vanyar: (Q. "Fair Elves") The First Kindred of the Eldar. See Section 4.

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 Eldarin capital of Eregion.



1.2 ADAPTING THIS MODULE TO YOUR CAMPAIGN

This module is designed for use with most major fantasy role playing systems. Since the various FRP rules have their own particular approaches to combat, spells, and character generation and development, certain common descriptive terms have been selected for the individual outlines of places, people, creatures, and things. Unfortunately, statistical data such as bonuses and character "stats" differ widely between systems; after all, they are keyed to specific game mechanics. ICE has chosen to use percentile (D100) terms as a base, since conversion to D20, D18, and D10 can be achieved with relative ease (note Sec. 1.32 for a handy conversion chart). Player character and NPC characteristics/stats are also detailed in one particular manner; again, simplicity and consistency have been emphasized, and conversion to your game system should be relatively painless.

Keep in mind that fantasy role playing is by nature a creative experience, and the individual GM or player should feel free to incorporate his/her own ideas into their game.

The following steps may be helpful when beginning to explore the region here described:

- (1) Read the entire module to get a flavorful idea of the region;
- (2) Reread the sections devoted to notes for the gamemaster, and converting statistics for your game system;
- (3) Choose the time setting for your campaign. Should you choose to run a game at the beginning or end of the Third Age, or early in the Fourth Age, pay particular attention to the section devoted to this region "at other times." In fact, this section will give the GM an idea of the considerations involved with setting a campaign at any date other than that chosen here. ICE chose the mid-Third Age as a particularly exciting era, but you may enjoy another time even more;
- (4) Assemble any source materials (note suggested reading) you find necessary;
- (5) Research the period you have chosen and compose any outlines you need in addition to the material provided here;
- (6) Convert the NPC, trap, weapon, spell, and item statistics to terms suitable to your game. Note changes in the system you are using which must be made in order to keep your campaign in line with the flow of life in Middle-earth;
- (7) Create a total setting, using lots of maps to detail patterns and provide a creative framework. In this way you will have a rich and consistent world, and the foundation data will give you the flexibility to detail random areas and events.

1.3 CONVERTING STATISTICS

When using this module with your FRP campaign, be careful to note all the non-player character statistics before beginning play. Should any adjustments need to be made, you may wish to consider the following guidelines. The material provided is in terms of percentages and is intended to give the reader a relatively clear picture of the strengths and weaknesses of the individuals and creatures discussed. Most FRP systems will relate to the data, and conversion should be simple; remember, however, that there are dozens of role playing rules and the change-over from the statistics given here may be troublesome; you may wish to design your own NPCs using this module as no more than a framework.

1.31 CONVERTING HITS AND BONUSES

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

1.32 CONVERTING STATISTICS FOR ANY MAJOR FRP SYSTEM

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

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

1.33 CONVERTING STATS

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

- 1) Assign the appropriate stat from your FRP system to the value given beside the analogous characteristic listed in the module. If your rules use fewer stats, you may wish to average the values for those combinations of factors which contribute to a characteristic found in your system (e.g. dexterity = an average of quickness + agility). Should your guidelines utilize more stats to describe part of a character, you may wish to use the value provided for more than one "corresponding" characteristic (e.g. you might use the value assigned to constitution for both endurance and durability). The following is a chart listing some examples of equivalent stat terms:

STRENGTH: *power, might, force, stamina, endurance, conditioning, physique, etc.* Note that the vast majority of systems include strength as an attribute.

AGILITY: dexterity, deftness, manual skill, adroitness, maneuverability, stealth, dodging ability, litherness, etc.

QUICKNESS: dexterity, speed, reaction ability, readiness, etc.

CONSTITUTION: health, stamina, endurance, physical resistance, physique, damage resistance, etc.

SELF DISCIPLINE: will, alignment, faith, mental strength or power, concentration, self control, determination, zeal, etc.

EMPATHY: emotional capacity, judgement, alignment, wisdom, mana, magical prowess, bardic voice, etc.

REASONING: intelligence, learning ability, study ability, analysis rating, mental quickness, logic, deductive capacity, wit, judgement, I.Q., etc.

MEMORY: intelligence, wisdom, information capacity, mental capacity, recall, retention, recognition, etc.

INTUITION: wisdom, luck, talent, reactive ability (mental), guessing, ability, psychic ability, insight, clairvoyance, inspiration, perception, pre-sentiment, etc.

PRESENCE: appearance, level-headedness, panic resistance, morale, psychic ability, self control, vanity, perceived power, mental discipline, bardic voice, charisma, etc.

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



1.34 CONVERTING COMBAT ABILITIES

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

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

- 4) **Armor Types** given are based on the following breakdown:

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

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

- 5) **Defensive bonuses** are based on the NPC's quickness bonus as computed on Table 1.32. Where the defensive bonus is in parentheses, the value also includes the added capability of a shield (an extra 20 for non-magic normal shields, plus any value for magical enhancement). In such a case, simply note that there is or is not a shield, and if there is, what type.

1.35 CONVERTING SPELLS AND SPELL LISTS

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

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

1.36 A NOTE ON LEVELS

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

1.37 SKILL BONUSES

General skill bonuses can be obtained by taking the level of the character and calculating the appropriate bonus under the system being used. An NPC's add, as noted above, will be based on a compilation of level, his weapon and/or other items, the relevant stats, and skill levels. The normal bonus derived from skill development has been computed as follows: (a) where the skill level is zero the bonus is -25, a reflection of basic unfamiliarity; (b) a bonus of +5 is awarded for skill level one (a +30 jump); (c) for each skill level between one and ten an additional +5 bonus is applied (e.g. skill level seven yields +35); (d) for skill levels eleven through twenty the additional bonus is +2 (e.g. skill level nineteen yields +68); (e) for skill levels twenty-one through thirty an additional bonus of +1 per level is awarded (e.g. skill level twenty eight yields +78); and (f) a bonus of +½ is given for each skill level above thirtieth level.



1.38 LOCKS AND TRAPS

The locks and traps found in this module are described in terms of difficulty to unlock or disarm. Subtractions are from the rolls representing a person's attempt to find or overcome these devices. The difficulty factor may represent a specific column on an action/maneuver chart (e.g. *Rolemaster*) or an additional subtraction or modification to the attempt roll. In any case, the terms are descriptive and will help the GM determine whether the trap is of above average difficulty, and how much. The descriptive term is a relative constant based on the following order of modification: Routine (+30), Easy (+20), Light (+10), Medium (0), Hard (-10), Very Hard (-20), Extremely Hard (-30), Sheer Folly (-50), Absurd (-70). Poor lighting, one's physical condition, nearby activity, etc. may affect the lock/trap modification number, but not the difficulty category. Thus, a trap might read "very hard (-50)," indicating it is normally a "-20" construct, but other factors (e.g. dark) make it harder to disarm. These additional problems are easier to overcome than the intrinsic complexity of the mechanism; this explains why it differs from a well-lit pit which reads "sheer folly (-50)" to disarm. The "-50" associated with the "very hard" trap can, with thought, easily be reduced to "-20," but no more advantage is normally attainable, short of disassembling the mechanism. We suggest that a modified (D100) roll exceeding 100 results in success; skills, stats, etc. should be applied versus the difficulty subtraction and the roll to yield a result.

2.0 INTRODUCTION

Many bonds unite the realms of Lórien and Hollin, even though these two Elven-homes were sundered by time (Lórien did not reach its peak until long after the fall of Ost-in-Edhil), by war, and by the sometimes impassable barrier of the Misty Mountains.

It is perhaps ironic that for a long time the main link between Ost-in-Edhil and Lórien was provided by the Dwarves. Indeed, Moria was a great highway for east-west traffic; Celebrimbor especially was considered to be a Dwarf-friend, and encouraged intercourse between the disparate races.

Another important connection is the fact that Galadriel and Celeborn ruled both lands (at different times) and although the Lady is associated with Lórien, Ost-in-Edhil was not untouched by her fair hand.

The reasons why one Elven kingdom survived to see the dawn of the Fourth Age and one fell to the Dark Lord over four thousand years earlier are myriad: Celebrimbor's overzealous heart led to a dark alliance; the power of Galadriel (and one of the Three Rings) could protect only one realm; and of course Sauron's hatred of the Noldor and the Dúnedain was unsurpassed. This last reason brought his armies into Eregion to destroy Hollin and assail the Arnorian kingdoms. All the while Lórien, though nearer to the Black land, lay shrouded and quiet, its mistress too strong to be overcome by the devices of the wraith-prince in Dol Guldur, and too clever to become a target for the Dark Lord Himself.

TIMELINE OF EVENTS

Second Age

c. 750 — Founding of a Noldor kingdom of Hollin in Eregion, ruled by Galadriel and Celeborn from the capitol city of Ost-in-Edhil (*S. Fortress of the Eldar*). Celebrimbor the smith establishes the great forging complex and the Guild of Forgers, the Gwaith-i-Mírdain (*S. People of the Jewel-smiths*). They establish trade with the Dwarves of Khazad-dûm.

c. 1000 — Founding of Tharbad by the Númenoreans in central Eregion. It is a few days travel down the Glanduin from Ost-in-Edhil (at the birth of the Gwathló). Celebrimbor forges the second Elf-Stone *Elessar* (the first made by Fëanor and lost) and gives it to Galadriel.

1200 — Sauron, in a fair disguise and going by the name of Annatar ("*Lord of Gifts*"), attempts to win the favor of the Elves. Gil-galad in Lindon will not allow him to enter, mistrusting his intentions. The fallen Maia of Aüle fares better with the Eldar of Eregion, and begins to seduce Celebrimbor with his guile. Galadriel, however, refuses to have any dealings with him.

1200-1500 — Annatar (Sauron) instructs the Mírdain (Elven Jewel-smiths) in new ways of forging (and learns much from Celebrimbor).

1350-75 — Sauron persuades the Smiths of Eregion (who have great influence in Ost-in-Edhil) to rebel against the rulership of Galadriel and Celeborn.

1375 — After renouncing her rule, Galadriel passes through Khazad-dûm with many Noldor and accepts guardianship of the forest east of the Misty Mountains called *Lórinand*. She founds the realm of *Lórien*. Celeborn remains, refusing to enter the Dwarf-city.

c. 1500 — The Elven-smiths, at the height of their power, begin forging the Rings of Power under Sauron's watchful eye.

1580 — Sauron returns to Mordor to begin forging the One.

1580-90 — Celebrimbor creates the Three Rings alone.

1600 — Sauron forges the One Ring in Orodruin and completes his dark design. The instant the Dark Lord places the ring on his finger, Celebrimbor, far away in Eregion, realizes that he has been betrayed. He hides the Three.

1601 — Furious that the Elves were not trapped as he had planned, Sauron demands that they hand over the Rings of Power; they refuse. Celebrimbor repents and goes to Lórien to seek advice and forgiveness from Galadriel. He gives her *Nenya*, one of the Three. She counsels that the Rings must not be used while Sauron holds the One.

1693 — War between the Elves and Sauron begins. Celebrimbor sends the other two of the Three (*Narya* and *Vilya*) north to Gil-galad in Lindon.

1697 — Ost-in-Edhil is assailed. The House of the Mírdain is sacked and Sauron finds nine rings; Celebrimbor is captured and tortured into revealing the location of the Seven given to the Dwarves. He will not tell where the Three are hidden, and the Dark Lord slays him. Eregion falls. Elrond retreats to Imladris; Celeborn, leading many Noldorian refugees, goes to Lórien and rejoins Galadriel. Moria is shut. Ost-in-Edhil is abandoned and falls into ruin, never to be re-inhabited.

1698 — Galadriel leaves Lórien, travelling to Lindon to aid Gil-galad in the defense of the north.

1699 — Sauron gains complete control of Eriador.

1700 — The Dark Lord's forces are defeated by an army from Númenor, come to aid the Elves on Lindon. Sauron is driven out of Eregion.

1780 — A Council in Imladris. Galadriel and Celeborn attend, leaving Lórien to the rule of the Sindarin Elf, Amdír. Gil-galad gives the mightiest of the Elven-rings, *Vilya*, to Elrond Half-elven.

c. 2200 — First appearance of the Nine Ringwraiths (*Nazgûl*).

3319 — Downfall of Númenor

3430 — The Last Alliance of Elves and Men is formed. Gil-galad gives the Red Ring to Círdan.

3441 — Sauron is defeated and the One is taken. Amdír, king of Lórien is killed, and his son Amroth succeeds him. The Ringwraiths pass into shadow. Galadriel and Celeborn retire to Belfalas near the sea. End of the Second Age.

Third Age

Now the Elves are free to use their Rings, and they do so for the benefit of Middle-earth, healing the wounds made by the Dark Lord. Lindon, Imladris, and later Lórien become safe havens.

c. 1000 — Sauron takes shape in Middle-earth again. The Istari (wizards) first appear, Maia from the Undying Lands sent to combat the Darkness.

c. 1050 — Sauron sets up rulership in Dol Guldur. The south of Greenwood falls under shadow, becoming *Mirkwood*.

1409-1636 — Gradual disintegration and final fall of the kingdom of Cardolan.

1635-37 — The Great Plague devastates much of Gondor and Eriador. Tharbad is deserted except for the South Bank and becomes a den of thieves.

1980 — The Balrog comes forth from Moria. Many Elves flee Lórien.

1981 — Amroth and Nimrodel are lost. Galadriel and Celeborn, fearing that Lórien will be abandoned without a ruler, return. They take no titles, however. Galadriel exerts her power and the land is made secure.

2060 — The power in Dol Guldur grows. The Wise fear that it is Sauron taking shape again. Lórien maintains a close watch on its neighbor.

2063-2460 — Wolves plague Eriador.

2463 — The White Council is formed.

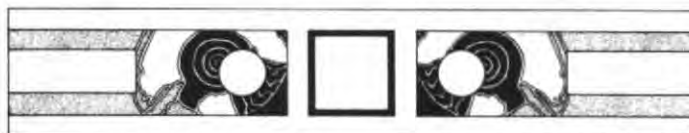
2911-2912 — The Fell Winter. White Wolves appear in force on both sides of the Misty Mountains. Lórien is one of few safe havens. The ensuing great flood destroys Tharbad.

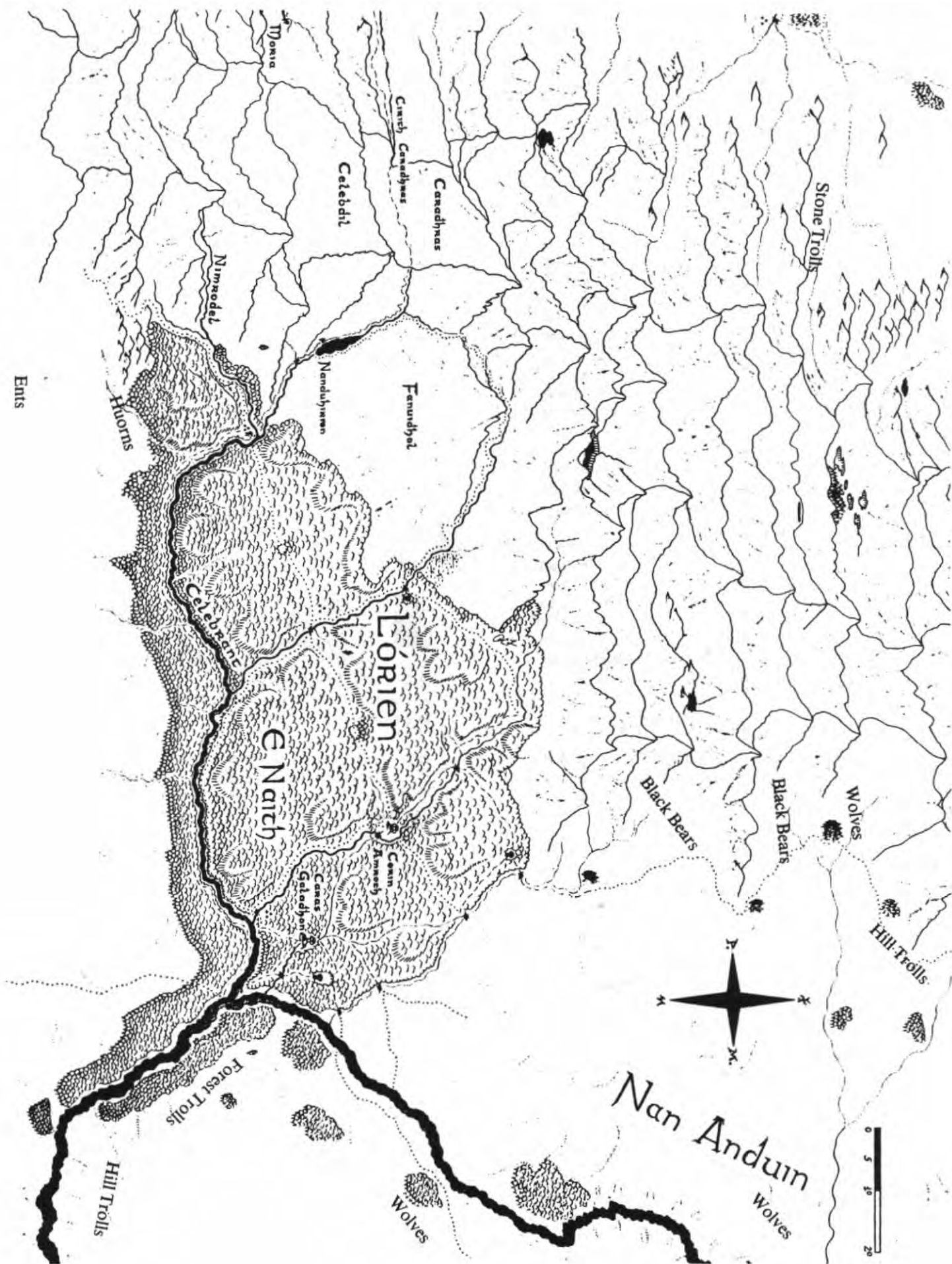
2941 — The White Council (including the Istari, the wielders of the Three, and others of the Wise) drives Sauron from Dol Guldur.

2951 — Sauron, now in Mordor, makes himself known and declares his rapacious intentions. Dol Guldur is reoccupied by the Nazgûl, and the Dark Lord begins rebuilding Barad-dûr. Galadriel continues to keep Lórien hidden from Sauron.

3018-3019 — The War of the Ring. Sauron is cast down. The One Ring is destroyed, and the others are either destroyed or rendered virtually powerless.

3021 — Passing of the Ring-bearers (including Galadriel, Gandalf, Frodo and Bilbo) into the Undying lands. Caras Galadon is abandoned. Celeborn returns to the cleansed Mirkwood (the southern half now "East Lórien"). End of the Third Age.





3.0 THE LANDS

In this section will be detailed no fewer than four different climates, including the carefully controlled weather inside the protected realm of Lórien, and the conditions of the area surrounding it. Also, the general conditions in Hollin are highlighted. Finally one finds a brief overview of the possible weather one might face in the Redhorn pass, the only above-ground connection between Eregion and Lórien for hundreds of miles.

3.1 TO THE EAST

3.1.1 LÓRIEN

The forest of Lórien proper runs about 120 miles (east-to-west) and is just under 70 miles long north-south. Golden Mallorn trees indicate the borders of the land, for they will not grow beyond the perimeter of Galadriel's influence. Along the northwest, the mallorns are the first trees to be sighted below the deep-cloven Dimrill Dale and the East-Gate of Moria. To the south, the Golden Wood's border is the river *Celebrant* (Silverlode) — though on the far side grows a dense forest of mundane trees which slowly thins to nothing as it continues southwards. In the early Second Age, the forest called Fangorn grew unbroken across this expanse and came very near to Lórien. Along the eastern edge the golden mallorns grow nigh to the Anduin, but are always cloaked in mist so that their nature was uncertain. The river bank along this stretch is steep, rocky and high — almost impossible to scale. Only at the confluence of the Celebrant and Anduin are the banks low, and there is a wide grassy area: the southernmost point of Lórien.

The Golden Wood has many natural features which shield it from strong winds and harsh weather fronts. To the northwest the mountain *Fanuidhol* ("Cloudyhead") stretches long spurs eastward towards Anduin, providing a barrier against bitter northerly winds and marauders from the wild lands. Westward lie the Misty Mountains themselves, a formidable chain with only one pass over them for many miles: the Redhorn, perilous and impenetrable most of the year. To the east is the wide Anduin, greatest river in all Middle-earth. Southward is the Celebrant, and while it is not an impassable moat, it provides a clear boundary — and running water is an effective barrier to many creatures.

Under the power of Galadriel, Lórien was a land where winter in its more severe forms never came; storms were infrequent and never damaging. This was possible at first with the aid of the Elf-stone *Elessar* given to the Noldor Queen by Celebrimbor, and later by the even more powerful Elven Ring *Nenya*. Even while Galadriel was not present, a lingering presence seemed to hold Lórien apart from the surrounding lands. The mallorn trees, which do not lose their leaves in the winter, also helped to minimize heat loss and serve as effective windbreaks against the brutal gusts from the east.

Below is an excerpt from the *Fellowship of the Ring* which vividly illustrates the power Galadriel, wielding *Nenya*, exerted over Lórien. Frodo, from the height of Cerin Amroth, looks out over the surrounding lands. No doubt his perception was intensified by his being a ring-bearer.

"As he stepped out at last upon the lofty platform, Haldir took his hand and turned him toward the South. 'Look this way first!' he said.

Frodo looked and saw, still at some distance, a hill of many mighty trees, or a city of green towers: which it was he could not tell. Out of it, it seemed to him that the power and light came that held all the land in sway.

...Then he looked eastward and saw all the land of Lórien running down to the pale gleam of Anduin, the Great River.

He lifted his eyes across the river and all the light went out, and he was back again in the world he knew. Beyond the river the land appeared flat and empty, formless and vague, until far away it rose again like a well, dark and drear. The sun that lay on Lórien had no power to enlighten the shadow of that distant height.

"There lies the fastness of Southern Mirkwood," said Haldir. 'It is clad in a forest of dark fir, where the trees strive one against another and their branches rot and wither. In the midst of that stony height stands Dol Guldur, where long the Enemy hid his dwelling. ...In this high place you may see the two powers that are opposed one to another; and ever they strive now in thought, but whereas the light perceives the very heart of the darkness, its own secret has not been discovered. Not yet.'

Climate

No chart is necessary to delineate the weather of Lórien; the patterns are far more regular and less variable than the whims of nature.

In the summer months the temperature during the day hovers in the mid seventies to eighties (Fahrenheit). In the spring and fall around 70° is the norm, and winter is rarely cooler than the mid 50's, and usually more in the 60° range.

Precipitation all year comes in the form of brief, soft, cleansing rains, most frequently in the early evening or just before dawn. Snow is unknown in Lórien under Galadriel's rule, though it falls often outside the confines of the White Lady's realm. When it is not raining, the sky is almost invariably clear and blue, and at night the stars seem very clear and bright. A strange anomaly of the night sky in the Golden Wood is that the moon is absent, though it is obscured by no haze or fog. Thus, it is difficult for one unaccustomed to this haven to measure the passing of the days.

Flora

The most outstanding — and unique — feature of Lórien is of course the *mallorn* trees. Hardy and strong, able to grow to great heights and with branches seemingly bred to accommodate the platforms and structures of the the Silvan Elves, the beautiful mallorn have no equal in beauty in Middle-earth. Their trunks and branches are covered by a smooth silver-white bark. In the summer the trees grow long leaves, pale green on top and silver underneath. In late autumn these leaves turn pure gold, and remain on the trees until spring, until pale gold blossoms sprout. Thus, in the spring Lórien is roofed and carpeted with gold.

Mallorn trees do not die of old age and are immune to all forms of disease and plague which other trees might suffer. They grow quickly in their early life, and their main branches grow perpendicular to the trunk, providing ideal foundations for the flets (or *telain*), arboreal platforms which are the preferred lodging-place of the Golden Wood's inhabitants (thus their name: Galadhrim or "tree-dwellers").

The mallorns are not native to Middle-earth; they originated in the Undying Lands and are probably related to *Laurelin*, one of the original Two Trees (thus one of the earlier names for the Golden Wood: *Laurelindórenan* or "Land of the valley of Singing Gold") Galadriel was given a few mallorn seeds Gil-galad, who had in turn been given a number as a gift from the Númenorean king Tar-Aldarion (The mallorns prospered in Númenor, carried there from Eressëa). The trees would not grow in Lindon, but by the power of Galadriel they flourished in Lórinand — though not to the height they achieved in Valinor.

Galadriel was one of very few who had actually seen Lórien in Valinor and had a great understanding of growing things. For a long while the place became known as *Laurelindórenan*, then was shortened to *Lothlórien* ("Dreamflower") then finally, in the autumn of the realm, to simply Lórien ("Dream").

Two flowering plants are also associated with Lórien: *Elanor*, which bears small, star-shaped yellow blossoms, and *Nimphredil*, with pale green flowers. These grow freely, interspersed with the short, soft green grass which covers the ground all through the Golden Wood.

Lórien also harbors other, more mundane forms of plantlife, including various fruit-bearing trees and shrubs, but most important is the overall richness of the flora. There is no disease or sickness in Lórien; everything that grows there thrives, yet does not compete with other life. There is a "natural order" to things, neither contrived nor artificial, and no riotous overgrowth. Only in the Golden Wood is nature tamed yet free.

Fauna

Although there is animal life in Lórien, it is not overabundant and is present in the lower forms only. There are insects such as bees to pollinate the flowers (and make honey for many Silvan foods) and butterflies, but most other flying insects are not to be found. A number of varieties of birds dwell there, mostly the smaller types which feed on seeds or berries.

Squirrels, chipmunks, rabbits, and other rodents live mostly along the border areas of Lórien, displaying a reluctance to go further in. Larger mammals are simply not encountered. Wolves especially were barred from the eaves of Lórien.

3.12 THE WILDS OUTSIDE

The wilderness outside of the haven of the Golden Wood is at times a stark contrast. Often dreary and colorless by comparison, the landscape is for the most part rolling hills or lowlands, covered with brown grasses and scattered, stunted trees. Numerous beasts prowl the borders of Lórien.

Climate

Weather in this region is fickle and at times brutal; it seems indeed to be one of the battlegrounds between the warring towers of Caras Galadon and Dol Guldur. Since the Hill of Sorcery's reinhabitation around T.A. 1000 (even as Greenwood falls under shadow), the average temperature in the lands around Lórien begins to fall. The winters are more and more bitter, with spring coming late; sometimes a sudden frost kills fragile buds. Snows come suddenly and lay heavy on the open lands.

In the summer, foul smokes from the river and eastern shore often roll across to obscure the sun and hang stagnant over the lands. Only about the Golden Wood does a silvery-white mist hold back these unclean vapours.

Flora

Oaks and Elms are prevalent, interspersed with firs and pines. Near the borders of Lórien there are more beeches and poplars. Tall grass, seemingly eternally brown, covers the open lands between the Golden Wood and Fangorn.

The lands surrounding Lórien seem indeed to be bleak and dreary, though this may only be in contrast to the vibrant, colorful life within. Further south lie the Brown Lands and north are the Wilds between Mirkwood and the Misty Mountains; neither of these regions is known for its beauty, and their very emptiness forms a useful girdle of insulation between Lórien and the rest of the world.

Fauna

Although few larger animals frequent the open lands, bears and deer are known to live in the forested areas, the former also making their homes in caves along the more rocky shores of the Anduin. Smaller mammals live in the plains, as well as a variety of snakes (most of them harmless).

3.2 TO THE WEST: EREGION (HOLLIN)

Eregion, the "Holly-land", is technically considered to be the region between the rivers Hoarwell (Mitheithel) and Loudwater (Bruinen) to the north and west, and the Glanduin to the south. The lands south of the long "Hollin Ridge" extending eastward from the Misty Mountains were most densely populated.

3.21 CLIMATE

The western side of the Misty Mountains in general has a more moderate climate, though still suffering greater extremes of weather than Lórien. The area around Ost-in-Edhil has especially mild weather, while the lands near the mountains tend towards colder air and more precipitation (often in the form of snow).

3.22 FLORA

Not surprisingly, Hollin took its name from the many holly trees which grew in that region — especially in the Ost-in-Edhil area. These evergreens grow to great height (larger than anywhere else in Middle-earth), bearing stiff, dark green leaves, small white flowers and red berries.

In addition to holly trees there also grow the usual conifers: firs, pines, cedar, and some magnolias in the more southerly regions. Beeches and poplars also thrive in central Eregion in its happier years. Many of the forested areas in Eregion were destroyed in the war when Sauron and his armies assailed the Noldor in S.A. 1693-97, leaving only a few stunted clusters of trees, most of these clinging to the mountain foothills. The rest of the land was left barren and rocky, broken only by brown grass and thorny bushes.

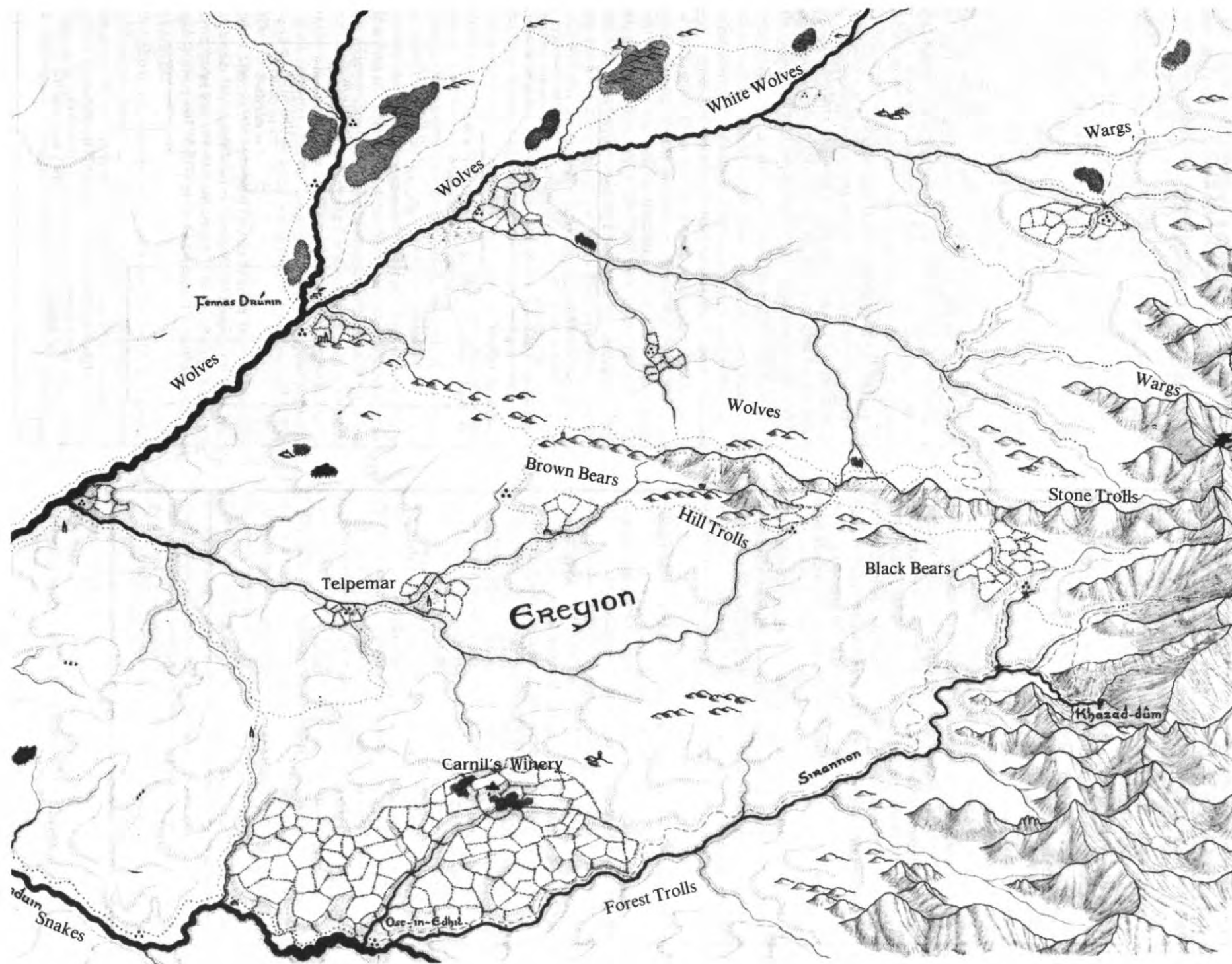


Elanor and Nimphredil

3.23 FAUNA

Eregion is also a land heavily populated by wildlife, especially birds — including a wide variety of ducks and pheasants. Squirrels and rabbits are also common (more so when the land is forested, as is true for all the fauna mentioned) as are deer and many smaller mammals. Foxes, black bears and wolves live mostly in the hilly regions, bears especially staying near rivers where there is always a plentiful supply of trout and other freshwater game. Wolves are more plentiful in the Third Age, their numbers increasing until the early third millenium when they are a serious plague through the land, packs of them threatening travellers. In the Fell Winter of T.A. 2911-2912 the fearsome White Wolves crossed the frozen Brandywine and Greyflood, leading the others in attacks on populated areas as far south as Rohan.

Minks, beavers, foxes, and the rare Grey Ferrets also populate Eregion, although it is feared that the latter are extinct by the mid Third Age. The ferrets, with their silvery grey coats broken only by black feet and mask, are unusually intelligent and are favored pets of the Noldor of Ost-in-Edhil. Growing to nearly two feet in length, they are amazingly quick and powerful, able to kill a much larger animal with their strong jaws.



CLIMATE AND CALENDARS

Below are represented two calendars: on the left the version preferred by mannish groups consisting of twelve months, three months in each of the four seasons. On the right are listed the six seasons of the Eldarin calendar of Imladris — no doubt similar to the system used in Ost-in-Edhil. (In Quenya, the tongue spoken by the Noldor, and thus most inhabitants of Imladris or Ost-in-Edhil they are *tuilë, lairë, yávië, quellë, hrë, and coirë*. The Sindarin translations given below are the tongue spoken in Lórien). *Laer* and *rhîw* each have 72 days, and the rest each have 54. Three "middle days" are added at midyear, providing a total of 365. This is supplemented with three additional "middle days" every twelve years to keep the calendar accurate.

It can be seen that the seasonal translations do not correspond, the Elven "stirring" occurring at the point in the mannish calendar when autumn is turning to true winter. This is roughly correct, as both calendars start at the same point, with *Yestarë*. This can perhaps be explained by the idea that Elves feel the stirring of growing things long before men are aware of them; in addition, the technical beginning of winter is at the beginning of the solar year, after much of the harshest weather has already been felt.

It is also of interest to note that the true Eldarin "year" (Q: *yén*) really means 144 of mannish years — such vast passages of time mean little to the immortal Elves. The Eldarin solar year is called *coranar* ("sun-round") or *loa* ("growth").

CLIMATE CHART

Months	Mountain Foothills	Ost-in-Edhil	Redhorn Pass	Elven Season
1. Narwain (winter)	20-40° Moderate	30-45° Moderate	10-25° Very Heavy	Ethuil (autumn)
2. Ninui (winter)	15-35° Moderate	25-45° Moderate	15-30° Very Heavy	Laer (summer)
3. Gwaeron (winter)	20-40° Moderate	30-50° Moderate	15-30° Heavy	
4. Gwirth (spring)	25-45° Heavy	35-55° Moderate	20-35° Heavy	
5. Lothron (spring)	35-50° Heavy	40-55° Heavy	25-40° Heavy	Iavas (autumn)
6. Nórui (spring)	40-60° Moderate	45-60° Moderate	25-45° Moderate	
— Loëndë (intercalary day: <i>Midyear</i>) —	—	—	— enderi: (three <i>middle days</i>) —	
7. Cerveth (summer)	50-70° Moderate	55-75° Dry	30-50° Moderate	Firith (fading)
8. Úrui (summer)	55-75° Dry	60-80° Dry	40-60° Moderate	
9. Ivanneth (summer)	60-75° Dry	65-80° Very Dry	45-65° Dry	Rhîw (winter)
10. Narbeleth (fall)	50-70° Moderate	60-75° Dry	40-60° Moderate	
11. Hithui (fall)	50-65° Moderate	55-70° Dry	35-50° Moderate	Echuir (stirring)
12. Girthron (fall)	45-60° Moderate	50-65° Dry	20-35° Heavy	
— Mettarë (intercalary day: <i>Yearsend</i>) —	—	—	—	

Precipitation Codes: Very Dry = less than one inch (of rain) per month; Dry = one to two inches; Moderate = two to three inches; Heavy = four to five inches; Very Heavy = over five inches. One inch of rain is approximately a foot of snow, which would be the more likely precipitation in temperatures under 33° F.

4.0 OF THE ELVES

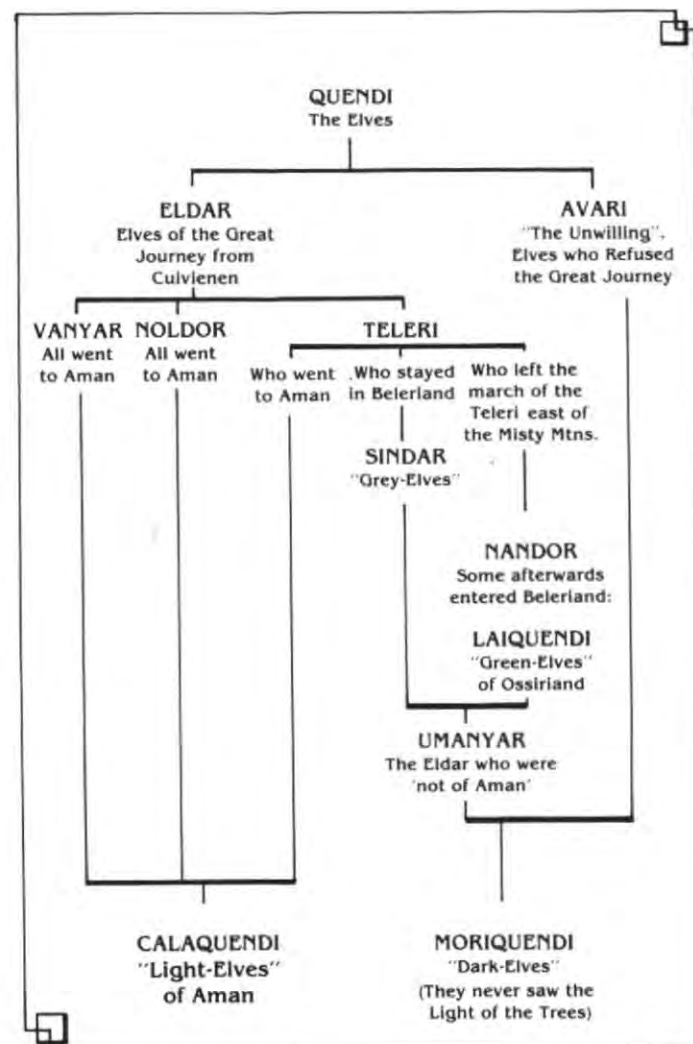
4.1 GENERAL ATTRIBUTES

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

Though the mists of time may eventually blur understanding of the nature of the Firstborn, it remains clear during this period that they are not simply a collection of ethereal beings who live in utopian societies where there are no laws, no social structures or other such mundane organizational boundaries. Indeed, it seems that only the Silvan Elves (and to a lesser extent, a number of the Moriquendi Teleri) even desire this existence, and they happily submit themselves to rule under Sindar or Noldor. The Noldor more than any other kindred seek order and design in all facets of their lives. They have governments (usually monarchies) and frequently elaborate guilds and brotherhoods. Families tend to rule not only realms but the Guilds within them in a dynastic fashion.

FAMILIAL AND GEOGRAPHIC DIVISIONS

There are two different hierarchies among the Elven peoples: that of geographical location, and that of family or kindred. The chart below should help to clarify the distinctions of the divisions. This is delved into in more detail in section 4.2, but here are touched upon the basic divisions.



The *Calaquendi* ("Light Elves") have travelled to the Undying Lands and seen the Light of Aman. This classification includes all descendants, for the Light permeates the very being of the Firstborn and leaves with them an internal light which they carry with them forever. This is sometimes seen as a visible aura. The *Moriquendi* ("Dark Elves") never made the journey to Aman, or stopped along the way, failing to achieve their destination. There is also a third division, the *Sindar* ("Grey Ones") travelled as far as the western shores of Middle-earth and stopped there. However, they lived in Doriath under King Thingol (Elwë) and the Maia Melian. Thus they achieved greater wisdom and understanding than the *Moriquendi*, yet did not personally witness the Light as did the *Calaquendi*. They are in between; the Elves of twilight. Paralleling this geographic distinction is that of race. All of the Vanyar, Noldor and Teleri are considered the *Eldar* ("People of the Stars") even though some Teleri groups did not complete the journey (specifically the *Sindar* and *Nandor*). Those Elves who are not *Eldar* are by definition *Silvan*.

LANGUAGE

When the Firstborn awoke on the shores of Cuivien, with them awoke language in Middle-earth. It is the Elves — or, appropriately, the *Quendi* ("Speakers") as they called themselves — who taught all other races and creatures language, each after its fashion. When the *Eldar* went West, however, they encountered the Valinorean Tongue of Aman, and adopted it for their own. Indeed, this may have occurred as early as the return of Linwë, Elwë and Olwë from Aman with Oromë the Vala. This became the pure tongue *Quenya*. The myriad *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 have become so divergent that the two have no common ground. When *Silvan* Elves live with *Sindar* or *Noldor*, they invariably learn *Sindarin* and use it except when exclusively among their own kind. For instance, the *Silvan* Elves of Lórien speak *Sindarin*, but with an "accent" harkening to their Greenwood *Silvan* origins.

The *Sindar* learned *Quenya*, but adapted it for their own use, creating a language less formal, and more practical for everyday writing and conversation. 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* are the first written letters ever devised, invented by the *Noldorin* poet Rúmil of Tirion. This pure version of the *Tengwar* is known and used only in the Undying lands. Fëanor later adapted and revised this alphabet, and the Fëanorean *Tengwar* attained much more widespread use, including in Middle-earth. Both of these written alphabets are *cursive*, meaning that they are designed to be joined, written in flowing strokes as with a pen. They are somewhat impractical for engraving, but the Great Smiths such as those in Erebor — and Sauron — were up to the task. (The Ring Inscription is inscribed in *cursive*.)

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

RELIGION

Religion in any organized sense is unknown to the Elves. Especially the *Eldar*, who know the Valar more as esteemed and revered teachers than actual deities. Virtually all Elves worship *Eru Iluvatar* ("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 see themselves on equal (though perhaps different) standing with

all other beings. Worship of Eru is very informal, however, involving no specific temple or other structure more elaborate than an open garden. There are certain seasonal holidays during which celebrations are held, but ritual is in this case very minimal. Music, the Essence of Arda, inevitably plays an important part.

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

Keep in mind that Elven communities — like any community — require economic support; again, they are not idyllic communities where there is no need for work. Elves garden, mine, build, cook, and generally labor even as do mortals in their society. It is true, though, that the Elves have different mental capabilities, and even the most odious labor does not weigh on them at all. Perhaps it is because of their ability to "walk as if in a waking dream" which gives them a reputation of being free of care and responsibility.

4.11 PHYSICAL CHARACTERISTICS

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

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

Elven men have no facial hair, as a rule. Elves have less body hair than humans. Highly resistant to extremes of natural heat and cold, their clothing is worn for decoration, camouflage, or, perhaps, modesty. Elves are invariably more handsome in appearance than their mortal brethren, having finer features and unmarred skin.

Their senses are extremely keen, especially hearing and sight. Elves are able to see on a clear starlit night as well as if it were full daylight. Their vision is correspondingly restricted with less light, down to a few feet in what a man would call "pitch blackness".

Elves do not need sleep to rest their bodies as do Men and Dwarves; instead they enter (for a few hours a day) a sort of trance, a waking dream in which they are able to recall happy times earlier in their long lives. Gimli the Dwarf makes this observation as the Fellowship is leaving 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." (*LotR* I p.490).

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

Elves heal quickly (though they cannot regenerate severely damaged organs or body parts) and they show no scars. Their bodies mature through a slightly longer adolescence than mortals, and at full maturity the aging process stops. Only in the depths of their eyes can one perhaps feel a glimmering of the true age of the greater Elves, and only upon those for whom the weight of Middle-earth lies heavy. The lesser kindreds, even after thousands of years, look like beautiful, carefree youths.

4.12 THE VANYAR

The Vanyar have golden-blond hair and fair skin, with eyes of clear blue or violet. They are the tallest and most beautiful of the Elves, beloved of the Valar. Ingwë is their king, and as such he is King of all the Elves. Their musical skills are unsurpassed, except perhaps by the Lindar (Teleri) who were taught to sing by the Maia Ossë. The Vanyar speak pure Quenya, the original tongue of the Eldar, which is in fact the vocal and written form of Valinorean, the mental language of the Valar.

4.13 THE NOLDOR

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

Most of this kindred have fair skin and are substantial of build. Some of the greatest warriors of the First Age were Noldor Lords, some of whom were able to hold their own in single combat with a *Valarauko* (Balrog), a great demon of Morgoth. Fingolfin, son of Finwë and Indis, is accounted the greatest warrior in all of Endor, surpassing the all other Elves and Men.

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

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

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

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

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

4.14 THE TELERI

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

4.15 THE SINDAR AND NANDOR

Less tall and lordly than the Eldarin kindreds, these Elves are nevertheless more noble than the Avari. All tend to be slender, possessing a wiry strength and great agility. Physically they resemble the Teleri, being an offshoot of that group, though they lack a certain "aura", having not seen the Light of Aman. Most, because of their preference for spending extended periods of time outdoors, have darker, lightly tanned skin. Not surprisingly, this group speaks Sindarin almost exclusively.

4.16 THE AVARI MORIQUENDI

These are the Silvan Elves, most rustic of the Kindreds, and most plentiful. They are similar in appearance to the Sindar groups, but

slightly less in stature, with darker hair (generally chestnut to dark brown) and eyes. Spread throughout Middle-earth, they speak their own tongues amongst themselves, but when living with the higher kindreds invariably adopt Sindarin.

4.2 ELVEN RACIAL TREES

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 exist in the Second and Third Ages of Middle-earth.

In the early years of the world, before the Sun and the Moon first rose, the Elves, the "First-born", awoke under the stars on the shores of Cuivien, a large bay in the inland sea of Helcar in eastern Middle-earth. They lived in the twilight world, far from the light of Valinor, for many years before one of the Valar — Oromë the Huntsman — discovered them. The Valar loved these young creations of *Ilúvatar* (the One, lord of the Valar and all Middle-earth) and wished to bring them to the light of Aman, the Undying Lands. All the Valar but one agreed: Melkor, the greatest of his kind, who hated the Elves 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.

It was at the summons of the Valar that the Elves first divided. Those who undertook the Great Journey Westward to Aman became known as the Eldar. These Elves were made greater by their stay in the Undying Lands, and forever after their descendants have held that pure light in their eyes. Those Elves who declined to follow the Valar became known as the *Avari* ("Refusers"). These became the lesser Silvan Elves. They are by far the most plentiful of the Elves, and despite harassment by Melkor, they spread through eastern and eventually, much of western Middle-earth. They make up the greater percentage of the populations of the realms of Mirkwood and Lórien, and as is typical of Elven hierarchies, are often ruled by Sindarin or Eldarin kings.

THE ELDAR

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

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

In general, the Teleri were also considered the fairest singers in all Middle-earth (rivaling the Vanyar) and called themselves the *Lindar*.

The Nandor ("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 are referred to as the *Moriquendi* ("Dark Elves"). Some eventually went on to settle in Ossiriand, but most remained east of the Misty Mountains, spreading through the forested lands there. These later came under the rulership of the Sindarin King Thranduil in Mirkwood and of course Galadriel in Lórien.

THE SINDAR

Again, the Sindar are not a clear-cut group. The original Sindar are believed to be those Teleri who waited for their leader Elwë (Thingol), who had disappeared. Adding to this group are the Nandor who travelled as far west as Beleriand. Although perhaps more noble than the original Avari, they are still Moriquendi. The origin land of the Sindar is generally considered to be the realm of Doriath in Beleriand, ruled by Thingol and Melian. Although merely Moriquendi, the Sindar gained great wisdom under the tutelage of Melian and her husband, who was Eldarin, having once been to Valinor. The Sindar speak Sindarin, and originated the written script *Cirth*. 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.

THE VANYAR

Fairest of the Eldar, the Vanyar are the first of the three kindreds to arrive in the Undying Lands (Aman). Together with the Noldor they built and lived for a long time in the fair city of Tírión. Some time later, however, they moved further westward through the gap in the *Pelori* ("Mountains of Defense"), and there they have made their permanent home.

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

THE NOLDOR

The Second Kindred of the Calaquendi, both in size and in order of arrival in Aman, the Noldor are also called the *Deep Elves*. They are the most skilled in crafts and lore of the Immortals, the most fiery of spirit, proud and curious. It was Fëanor the Noldo who made the Silmarils, and because of his unwillingness to surrender them, doomed his kindred to a hopeless war against Melkor (Morgoth) to recover the stolen gems, and later to exile from Aman.

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

4.3 THE TECHNOLOGY OF THE JEWELSMITHS

The craft-skill and mechanical design — in a word: technology — of the Noldor of Eregion is never surpassed at any time in the past or future of Middle-earth. Although the Elves of the Undying Lands (with the aid of the Valar) achieved perhaps the greatest feats, and the Dwarves are the most industrious engineers, it is the Gwaith-i-Mírdain who excel in wedding beauty to function. They create items magical and mechanical of unequaled subtlety and precision. And, with the help of Annatar, they rose to the pinnacle of accomplishment only to fall into utter ruin.

To compare the Elven Smiths of Eregion to the Dwarves of Moria is an analysis filled with contrasts and unlikely similarities. It is clear, though, that each group learned a great deal from the other, and the quality of both crafts was enhanced.

4.31 THE SMITHS

The Gwaith-i-Mírdain is both a school and a guild. More, it is a brotherhood of Immortals uniquely devoted to their craft. A passion to create burns hot in every heart, and they are united by this common goal. Through this community of competition and cooperation, the Brotherhood of the Jewelsmiths becomes itself a single forged entity.

One major advantage the Elves have over any other Smiths in Middle-earth is their ability to concentrate on a single task for seemingly endless periods. Sleep they do not need, and hunger can be staved off for days if necessary. While many of the facets of Smithing (forging, smelting, etc.) require unpleasant environments, the Elves take steps for their own comfort. To complement their natural resistance to extremes of temperature, the Mírdain have installed ventilation systems, and enchantments which maintain a livable — if not ideal — climate in even the hottest smelter-chambers.

Several days of virtually unbroken toil are invariably interspersed with periods of leisure; though the Noldor are capable of feats of unparalleled strength and endurance they also have a seemingly infinite tolerance for inactivity.



4.32 TOOLS AND TECHNIQUES

The equipment used by the Smiths of Eregion is in general more elegant and fragile-seeming than used by other races. This is perhaps best explained in an excerpt from Celebrimbor's notebook, taken from one of his first meetings with the Chief Smith of Khazad-dûm:

"21 Iavas, 750

"I find that I like this Órin, although he is grudging to admit that our ways of doing things might be better than Naugrim ways, he is quick to understand concepts and I think he will come around after he sees a few examples of our abilities. Would that he could have seen my smithy in Nargothrond! I have yet to perceive the signs of vice or foul intent that Celeborn warned me all Dwarves are dominated by; I fear that he speaks rashly, wronged long ago by an unrelated tribe. These Naugrim (once one overcomes their appearance and abuse of Sindarin!) are not unlike the Noldor in some ways.

"I gave Órin a tour of the foundations of the City and Smith-hall, and while he was spare with compliments I could see that he was indeed impressed with our architectural skill. Ulgonde he was especially astounded by: our liquid stone which can be poured into the wood molds, and after hardening a few days is stronger than any natural rock. The Smith was derisive of my set of hammers and tongs, saying 'surely these are too delicate for any real metalwork!' He found the filigreed handles and other decoration foolish and impractical ('impractical' seemed to be one of his favorite words). Unable to convince him with words — and, alas, having no complete forge here — I lent him one of my hammers, bidding him to do his worst. He made me promise not to be angry when he returned with it bent or broken. Unworried, I gave him my word.

"40 Iavas, 750

"Órin has returned from his halls, his face inscrutable. Only after considerable prodding did he produce my hammer. 'I scratched it.' He reported somberly, indicating a tiny — almost invisible — mark along the face. 'And how did you manage even that?' I asked. 'I struck the point of one of my hardest chisels with all my might.' He grunted. 'I dulled my chisel.'

"No more needed be said. I had made my point."

This is not to indicate that Dwarven tools are in any way inferior to Noldorin. Celebrimbor undoubtedly lent Órin one of his most indestructible hammers, his pride being more fragile and valuable than any of his tools. Elven tools tend to have more decoration, devote more to comfort and aesthetics. Although sacrificing nothing of their usefulness or strength, they might appear "impractical".

4.33 SMELTING

In general, Elves employ enchantments more than any of their compatriots when smithing. They disdain coal or wood fires as ineffective and dirty. Magma fires have their advantages, but are inconvenient, massive and difficult to control. Therefore the Noldor depend — with few exceptions — heavily upon natural gas fires, and enchanted heat.

For the former the Eldarin smiths utilize both natural vents located nearby, and ducts of the gas gathered from other locations. It burns hot and cleanly, and can be controlled with relative ease, fulfilling all requirements. It is somewhat dangerous, of course, and volumes are not unlimited.

The latter, the enchanted fires, are used frequently on the largest and smallest jobs: the Smelters and High Forges. In the Smelter Hall, a Master Smith supervises the loading of ore into one of the several *laen* crucibles. Each is of the clear, ultrahard volcanic glass, the outside bottom third covered with an enchanted metal. Once loaded, the Master touches the metal, speaks the proper Words, and activates the spell. Immediately the metal begins to heat to the commanded temperature. The *laen* (which only grows harder with increased heat) uniformly distributes the heat, and the ore is soon liquid and ready to be separated as desired. *Laen* is perfect for use as receptacles not only because of its heat resistance, but the transparent nature allows easy observation of the contents.

The crucibles, hung from great hooks, are moved about on ceiling tracks via chains and pulleys. The slag is separated from the pure metal, which is poured into ingots or sheets for later use.

Aegnor is master of the enchanted fires, having created most of the magically heating crucibles and forges himself. Aegnor is also one of the few who can fully utilize the cold forges, those necessary for the working of *laen*. He is always standing by during the larger *laen* projects, ready to lend a hand.

4.34 FORGING

The next step in metalcrafting is the actual working — or forging — of the material into the desired form. This may entail remelting and mixing with other metals to make an alloy, and/or softening and working the material with hammer and anvil. Forging techniques vary greatly depending on the material, and here are broken down by the six subdivisions of the Halls:

4.35 THE WORKSHOPS

Unlike many other Smithies, where apprentices perform the more odious phases of work, the Smiths of Eregion take pride in personally performing every task along the road to the work's completion. When a work calls for the involvement of more than one shop, (such as jewelry) the smiths work together. For example, a gold ring with a gem setting: the A Goldsmith designs the ring, and finds a smith from the needed complimentary school (Jewel Smithy — or in special cases, the High Jewel Smithy) willing to assist. The Jewelsmith assists the Goldsmith during the Goldwork phase, and then the project phase involving the setting is turned over to the Jewelsmith, with the Goldsmith assisting. All smiths are somewhat familiar with all aspects of smithing. Master Smiths have free run of the complex, able to create items involving multiple smithies without aid.

4.351 High Jewel Smithies

The sanctum of the High Jewel Smiths, this Hall is where gems are made. This is a different art and science altogether than commonly known gem cleaving and polishing. These smiths, in the tradition of Fëanor and the Silmarils, *make* gems. A craft that few even comprehend, only a handful have ever mastered it. Celebrimbor carried many of the secrets of his grandfather out of Nargothrond and has applied them here.

It is known that extreme heat and pressure over time creates natural gemstones from less noble elements. With the aid of powerful Essence, the Noldor are able to duplicate this process and greatly accelerate it. This is the science and art of the high Jewelsmiths. Other methods were also mastered: the pouring of liquids which later harden, the crystallization of chemical mixtures, and other enchanted means.

These smiths have the unique qualification of skill at *laen* working. Because of *laen*'s unusual properties, this Hall is also distinguished by its Coldforging chambers, where *laen* is softened and formed.

Although the Silmarils could never be made again, the enchanted presses of Mirdaithrond have produced a number of beautiful gems. Celebrimbor is the chief of the High Jewelsmiths.

FAVORED GEMS:

Adamant: *Made only here, and only by the skill of Celebrimbor, adamant is harder than diamond or laen, yet can be colored in the making like the latter and faceted like the former. Adamant resembles diamond, being clear and brilliant, but is even brighter than that stone. It is no wonder that Celebrimbor chose this most pure and beautiful of stones as the set for Nenya, the Elven Ring given to Galadriel.*

Laen: ("Long Thread") *The name referring to the incredibly long crystal lattice structure, allowing for the strength of the material. Of course, this does not explain the bizarre property of laen: it gains strength and rigidity with heat. Only by chilling to temperatures beyond cold can it be softened, and then it is sculpted and molded to the desired form. Natural laen is black or smoky, but it can be cleared with treatments and tinted any number of transparent colors.*

4.352 Jewel Smithies

These craftsmen by obviously work closely with the metal smithies, for most gems require settings. The Smiths of this Hall cleave and polish gems in preparation for their being placed in any number of settings.

FAVORED GEMS:

Emerald: Called "Elfstones" by many mortals, they are indeed favored by the Firstborn. Their bright green color is often found in jewelry.

Opal: The cloudy, rainbow-hued opal has found favor with many Elves, often used in rings or weapon pommels. The more rare red-blue-violet Fire Opal is also highly prized. Still less common is a brilliant Black Opal — few have the color play of their brethren, but those that do display a unique dark beauty. Orrerë loves them dearly.

Sapphire: The pure blue form is most prized by the Elves (one being used in Vilya of the Three), though the yellow variety is also appreciated. Some smiths also like the very rare Black Sapphire, blue-black and ominous in hue.

Violet Garnet: The only garnet which the Noldor take seriously, it is a clear pale violet in hue, very delicate and beautiful in appearance.

Ruby: Another favorite stone (used in Narya), the Noldorin smiths prefer the richest dark reds.

Diamond: Although this gem is most prized by many cultures, many of the Mírdain find the pure white stones "dull". They do, however, covet the very scarce colored varieties, especially blues and pale violets.

4.353 Silver Smithies

Celebrimbor's other great love (besides gems and Galadriel) is silver, and its truest form: *mithril*. Like the Dwarves of Khazâd-dûm, the Noldor use mithril as a base metal for several alloys. However, the fabulous truesilver is known to exist in only two places: Númenor and deep beneath Moria. Very little made its way westward to Nargothrond, and the samples which did were highly prized. When Celebrimbor left Beleriand he urged the Noldor to head towards Eregion, hoping to make contact with the Dwarves of Durin. Their eventual alliance brought more mithril into the hands of the Noldor than they imagined could have existed. From this truesilver many wondrous alloys emerged.

Ithilnaur ("moon-fire") is a favorite alloy made from mithril and other metals combined at very high heat. Once cooled to a nearly solid state in ingot form, it is hammered into an elongated shape to compress the lattice structure, folded and hammered again. Periodic rewarming is done in a small enchanted furnace standing nearby. For weapons of this alloy the refolding is done literally dozens of times, in essence creating an extremely strong laminate. Edges and additional reinforcements are fused to the rough blade, and the Smith carefully cools the metal to room temperature before the sharpening and polishing phases.

FAVORED METALS:

Mithril: ("Grey Brilliance") Pure mithril is in many ways like normal silver: shining white and very malleable — but it does not tarnish and alloys with other metals to produce unique results.

Celeb: ("Silver") Fortunately celeb is plentiful in Moria, or they would share little of it with their Elven neighbors. Although a poor second to mithril, the Noldor still prize it and use it for utensils, cups and plates, and other, more "common" purposes.

Ithilnaur: ("Moon-fire") The fabulously strong alloy of mithril, titanium and other metals, ithilnaur shines like pure mithril but is very hard, maintains a superbly keen edge, and yet is somewhat flexible. Perfect for weapons and armor.

Ithildin: ("Moon-star") A soft, silvery metal invented by Celebrimbor, it is used almost exclusively for inlay. During the day it appears dull and lustreless, and is often invisible against surrounding metal. Under the moon and stars, however, it regains the silvery brilliance and more: it glimmers with a fine white luminosity.

Eog: ("Eöl's Iron") A rare metal, eog is a fusion of mithril, durand, and other arcane materials. This formula is one the Elves will not trade with the Naugrim, even as the Dwarves will not divulge certain of their own recipes. It requires both hot and cold forging, and so the cooperation of two Halls. The resulting material is extremely hard — stronger than Dwarven adarcir and even ithilnaur. It also has other properties as a damp against certain enchantments. The color is the key, and it can be made as black, white, red, blue or grey.

Galvorn: ("Shining Black") This metal is most rare of all known in Middle-earth. First developed by Eöl, it is malleable yet resists cuts or punctures: the ultimate armor. When forged with certain elements it is the hardest substance known. It is said that galvorn is made in part from meteoric iron: incredibly dense metal fallen from the sky. The only two Smiths in Eregion who might have rediscovered the skill and/or materials necessary are Celebrimbor and Fendómë, and neither will speak of it.

Mithrarian: ("Abyss of High Silver") Beyond rare, this alloy is legendary. Annatar introduced the concept to the Gwaith-i-Mírdain, and though it attracted much interest, not even Finculin or Celebrimbor would undertake its making. If the Lord of Gifts Himself ever created any here it was alone and with no one's aid. Mithrarian is said to be an alloy of mithril, eog and another metal, *celebur* ("burning silver"; uranium). The resulting material (Annatar claimed) defied Arda's pull, so that a boat or other object with even the thinnest layer of mithrarian on the lower surfaces would float without weight. What made this more significant than enchantments which do the same thing is that mithrarian resists all counter-spells. Celebrimbor found the concept of the stuff somewhat disturbing, and also admitted reluctance to work with celeb, a material the Dwarves knew of but shied away from, saying that it caused sickness and death.

4.354 Gold Smithies

Although the Noldor have little use for gold for wealth's sake, they value it as a beautiful metal, and are able to make from it some very strong alloys unknown to Durin's folk. It is quite possible that the reason the Dwarves don't use gold extensively in alloys is that they value it so much as coinage. It isn't that they are incapable of making the stronger metals the Elves use; they are simply unwilling.

The Gold Smithy is the smallest of the metal works, being devoted mostly to jewelry and smaller, delicate items of decorative intent.

FAVORED METALS:

Mal: ("Gold") The staple of the Smiths, they know every way of forming and cutting it. Mixed with Mithgl in it becomes white-gold; other elements strengthen it for use as armor or tools. One of its great advantages is its resistance to corrosion, and when skillfully combined with lesser metals, it confers this attribute.

Mithin: (S. "Pale Grey"; W. Beryllium) Used mostly in jewelry, it is a rare, strong yet light material.

Mithglîn: (S. "Gleaming Grey"; W. Platinum) Also rare, it is prized for its shining hue — although it does not compare to mithril.

4.355 Metal Smithies

Smiths of this hall work in all of the metals which are not primarily gold, silver or mithril alloys. Students aspiring to one of those halls almost invariably start here, where there is less at stake. Although (some feel) it is not as prestigious a Hall, the works produced by its Smiths and apprentices are crucial to the survival of the other Halls, are of uniformly superb quality. The metalsmiths take no less pride in their work than any others, and they are able to produce items of remarkable beauty from common materials.

Like the specialty metalsmiths above, these forgers utilize smaller furnaces — either gas or magically heated — to soften ingots for forming or combining with other metals. Working with tongs, a variety of hammers and anvils, the metalworker beats and folds the soft material into the desired form.

Metalsmiths also make extensive use of molds, some clay-lined stone, the finer ones of laen, for the forming of metal.

FAVORED METALS:

Alcam: ("Tin") Like *paer* (copper) below, the Elves seem to have more uses for this metal than the Dwarves, employing it as facings and roofs, and combining with *paer* to make bronze.

Ang: ("Iron") Pure *ang* is silver-white and malleable. The more common variety is dark grey and more strong. The Noldor use it principally in the making of *Borang*.

Borang: ("Steel") Iron, carbon and a few trace metals create *Borang*, a durable and strong metal suitable for a variety of common uses. Although the Mírdain consider it unattractive and flawed, they use it extensively.

Evyth: ("Bronze") The Elves love this red-gold alloy, sheathing columns and doors in it, covering roofs and casting sculpture. Of the common metals this is their favorite.

Galnin: ("Shining-white"; W. "Aluminum") Of what little *Galnin* the Naugrim mine in their halls, they give nearly all to the Noldor. In its pure form it does not tarnish, and has a soft, silver-white color. The Elves like it because it is malleable and extremely light, yet corrosion-free. They frequently use it as a building material. The Dwarves seem to think it too insubstantial, and not worth the labor of smelting.

Paer: ("Copper") Unlike the Dwarves — who have little use for this material — the Noldor like to use it as roofing for certain buildings and for pipes to carry water, as well as to make *Evyth* (bronze).

4.356 Glass Smithies

In addition to glassblowing and carving, this hall also oversees the working of a variety of other, unusual materials, as noted below. Their crystal work is prized by the mannish settlements nearby, and the Naugrim snatch up all they can for their decorative lamps.

FAVORED MATERIALS

Ogamur ("From Gamur") this strange black material is elastic and flexible, the former an especially unusual quality in a metal. The Noldor have many uses for it in their mechanical devices. It is an endless frustration for them that they must purchase it from Durin's people, who refuse to relinquish the recipe.

Tasarang: ("Willow Iron"; W. "Shalk") Extremely light and flexible but with perfect resilience, *tasarang* also has a vast number of applications for the Mírdain. It has been used with some success to make powerful bows, but the value of the material makes this impractical in most situations.

4.4 THE ELVES OF LÓRIEN

The majority of the Elven population is properly Silvan, though there are many Sindar and Nandor Elves there as well. Galadriel is one of very few Noldor still residing there. (She led a group of her followers out of Ost-in-Edhil in the Second Age.) These few are generally Guild or Loremasters, true lords among the rustic Silvan and Nandor Elves.

The "official" language of Lórien is Sindarin, the preferred tongue of the general population, though the Silvan Elves tend to speak with a Greenwood Silvan "accent".



4.5 THE ELVES OF OST-IN-EDHIL

Eregion was informally founded by Galadriel and Celeborn, who led a large contingent of Noldor eastward in the early Second Age. As they travelled, they were joined by a number of Nandor and Silvan Elves, as well as Sindar refugees from Doriath. Thus, although the Noldor were the most notable group, they were certainly not the only inhabitants. In fact, they are not even a majority by the time that Eregion is being settled. They naturally are at the top of the Elven hierarchical system, however, and rule the lesser kindreds by birthright and by their "blessed" status.

In this fashion there are very real castes in the society of Eregion, with the Noldor as the Elite, the Sindar as a middle group, respected in some ways by the Noldor, but definitely considered to be inferior, and finally the Silvan Elves, who are the most rustic and close to the earth. They are the "laborers" (if such a term can be used) of the society. This is not to say that there is "repression" or a forced system of classes; the lesser kindreds willingly defer to the Noldor, and are usually quite happy gardening, building and acting in other functions that the Noldor sometimes think of as too menial. Around S.A. 850, Thranduil — submitting to pressure from the Dwarves who hold no liking for that kindred — departs Eregion with the majority of the Sindar. The land is thus left with an elite class of Noldor and a large number of Silvan Elves in service and support roles.

5.0 POLITICS AND POWER: THE FORTRESS OF THE ELДАР

After the War of the Great Jewels and the destruction of Beleriand, Galadriel and Celeborn led a great contingent of Noldor Elves through Lindon and over the Blue Mountains into Eriador. During their travels they were joined by a number of Sindarin and Silvan Elves who were leaderless. The lesser kindred joined with the Noldor and moved eastward. For a while they remained in the vicinity of Lake Evendim, but Galadriel wished to go further east.

At last they came to a land rich in fine stone and metals, and full of holly trees. This area they named *Eregion*, and faced with the barrier of the Misty Mountains if they desired to go further East, decided to settle here. Nearby stood the Dwarven-realm of *Hadhodrond* (K. "Khazad-dûm") within the Misty Mountains themselves.

It was here in Eregion that the Noldor set up what was to be their last great realm. They erected a beautiful capitol, *Ost-in-Edhil*, and to the east, they established the house of the *Gwaith-i-Mirdain* (S. "People of the Jewel-smiths"), the greatest guild of craftsmen ever to exist in Middle-earth. To make communication easier between the Dwarven and Elven craftsmen, a high road to the West-gate of Hadhodrond was constructed. With Celebrimbor as its head, the Gwaith-i-Mirdain achieved heights of skill surpassing any smiths before, save only Fëanor himself. Ironically, it was their great skill which in the end helped to bring about their downfall and the destruction of nearly all they held dear.

5.1 OST-IN-EDHIL: SECOND AGE 1350

The majority of the Silvan and Sindarin Elves, though recognizing the authority of Galadriel and Celeborn as rulers, chose to settle in small communities scattered throughout Eregion. It is important to note that they did not actually live in trees, however; only the inhabitants of Lórien were true *Galadhrim* (S. "People of the Trees"). Instead these Elves — often with Noldorin aid — constructed fine stone homes graceful in design yet secure. Often gathered in clusters, these small communities formed the agricultural support for Ost-in-Edhil and (to some extent) Khazad-dûm. Orchards, vineyards and fields of grain soon partitioned the countryside, and interspersed with pastureland, all were connected by a network of paved roads.

5.11 CITY OVERVIEW

In the early years, the realm of Eregion was ruled by Galadriel and Celeborn as Queen and King, with Celebrimbor as friend, advisor, and master of the Gwaith-i-Mirdain. Their people were great friends with the Dwarves, engaging in trade (not only of supplies and wares, but also of knowledge). Galadriel was a major instigator of the alliance with Khazad-dûm, partly because she was Noldo and shared the Naugrim desire for knowledge. More importantly, she saw further than all other Elves, knowing that the Evil of Morgoth had not yet been purged. Galadriel knew that one day all free peoples must join together against the Dark Lord's servants. The Smiths also worked closely with the Naugrim, though Celeborn and many of the Sindar still remembered the sack of Doriath by the Dwarves of Nogrod. Although the Dwarves of Moria were an unrelated tribe and innocent of any association to Doriath, the Sindarin lord long held a mistrust for all Naugrim.

All was well until Sauron, the evil Maia and former lieutenant of Melkor, arrived at the gates of Ost-in-Edhil. He appeared in a fair guise, resembling one of the Eldar, and called himself by names equally fair: *Annatar*, the Lord of gifts; and *Aulendil*, Maia of Aulë.



5.12 THE LORD OF GIFTS (SAURON)

It was around the year 1200 in the Second Age (as time is reckoned by mortals) that a man arrived at the gates of Ost-in-Edhil. His name was *Annatar* (S. "Lord of Gifts"), and he claimed to be *Aulendil*, a Maia of the Master of all Smiths, Aulë.

Annatar had tried to enter Lindon, but Gil-galad turned him away. He was permitted to pass into Ost-in-Edhil at the urging of Celebrimbor (and despite Galadriel's reservations). She, like Gil-galad, intuitively mistrusted this Maia who claimed to be an emissary from Aman, but was unable to define exactly her misgivings. Thus was he allowed within the city of the Noldor, yet Galadriel would have no dealings with him. In fact, she made no effort to hide her contempt for him, an attitude which he bore with outward grace. He knew her to be his great enemy, however, and never forgot her scorn.

It is possible that Sauron was not even altogether evil during this period, although it is clear that he desired to dominate the Noldor, especially the powerful Gwaith-i-Mirdain. Soon he had Celebrimbor's ear, and poisoned his mind with thoughts of revolt: "Who is this Woman, descendant of Indis?" (The descendants of Miriel, Finwë's first wife who died soon after giving birth to Fëanor, have always held dislike for Finwë's second wife, the Vanyar woman Indis.) "Why should she and a *Sindar* rule the Noldor? You, Celebrimbor, should be king of Eregion."

For many years Celebrimbor was in torment, his pride fueled by the oiled words of the Maia, yet he still held a deep love and respect for Galadriel. Though she was always friendly to him, she would never return his love.

Celebrimbor is not the only one seduced by clever manipulations of the Lord of Gifts. Many members of the Jewelsmith's Brotherhood listen attentively to Annatar's speeches and begin to see things his way. Many of them are younger smiths, eager to grow in expertise. Annatar offers them great skills, and quickly; how can they refuse? Finculin was notable among these Eldar, very talented and quick-minded, yet always impatient, even to the point of rushing projects before their time.

Sauron (Appearing as Annatar)

These stats and factors given for Sauron are approximate, and should be considered in conjunction with the time period (mid Second Age). He has not yet poured his strength into the One Ring, and he is also somewhat restrained by the form he has currently assumed. Stats given for Sauron in *Southern Mirkwood* are mid Third Age, after he has lost the Ring, and the ability to assume fair form. He is once again growing in power, though.

In appearance Annatar stands 6'6" tall with delicate features, pale grey eyes and long flowing blond hair. Indeed, he resembles a Vanya, an unnerving sight in Middle-earth. He makes plain his origin as a Maia, but his exact association is cloudy. He goes not only by the name Annatar, but also *Aulendil* ("Servant of Aulë") and *Artano* ("High-Smith"). He may indeed have once been a Maia associated with Aulë, but he was long ago seduced away by the lure of Morgoth.

Note that he is currently at level 240. When he makes the One Ring he, in effect, puts 120 levels of his strength into it, rendering him 120th level. However, with the Ring, he is 240th plus the 120 he gave to it, thus 360th level.

Rolemaster		MERP	
St:	110	Co:	101
Qu:	100	Ag:	101
Em:	90	SD:	99
In:	100	Re:	101
Pr:	200	Me:	102
		St:	110

Level: 240 (240)

Hits: 500

Melee Bonus: +200

Missile Bonus: +180

Armor Type: 20 (-150) Treat as a Large Creature vs. Critical Strikes

Spell Bonus: +120 to any directed spell

Race: Maia

Power Points: $6 \times 5 \times 240 = 7200$ (!)

SYSTEM NOTE: *Level designations:* The number in parenthesis is the Power Level, used mainly for the purpose of resistance rolls and as a gauge of internal strength, rather than as a working level for calculation of skills, combat bonuses, etc.

Spell Lists and abilities: Sauron is basically a Sorcerer, and naturally possesses all such base Lists to 50th level. He also has *all* Base, Open and Closed lists for all Essence and Channeling professions to 50th lvl. Note that at this time the Dark Lord does not yet possess any spells of Mentalism, that realm being most closely associated with the Eldar and their innate abilities. With the One Ring, however, those powers will be at his disposal as well...

In addition to the regular spells, Sauron has two important abilities. One is almost never used, the other is his key to the Elves of Eregion. Sauron can Wield the power of *Dark Absolution* as no other being in Middle-earth, the evil channeling which destroys the unlucky target's soul. This he would only use in the most dire circumstance, however, as he is "Annatar the Fair, friend of Elves". The casting of a 240th level Dark Absolution would send out shock waves detectable in Lindon.

Sauron's other power is much more subtle. Possessing a Presence of 200, he is able to charm and manipulate those around him (namely Celebrimbor and the other Smiths). All within his sight are potential targets, and he can control a total number of target "levels" equal to his own; e.g., Annatar could hold in sway the minds and souls of 240 first-level beings, or 12 lords of 20th level. (all receive Resistance rolls). It should be said that the Eldar who have seen the Light of Aman receive a bonus against the Lord of Gifts' power; no doubt the reason Gil-galad and Galadriel resisted his dubious charms.

ITEMS:

Ring: Diamond in mithril.

— +30 to DB

— *Changing*

— Continuous Mystic *Misfeel* (Power, Calling, "alignment")

Staff: dir-wood with gold head, inlays.

— x6 Power Points, any profession

— Continuous *Perceive Power*, 600' Radius.

— Stores up to 6 20th level spells.

Robes: protect as AT 20.

Sword: Galvorn, +45, *Of Slaying Elves*.

Javelin: dir-wood with mithril tip; +30

— Intelligent

— Will seek out target up to 9 miles away

— Returns instantly via teleport

5.13 THE JEWEL-SMITHS

The *Gwaith-i-Mirdain* ("People of the Jewel-smiths"), a brotherhood of forgers, smiths and craftsmen, was formed very soon after the Noldor and their following decided to settle in Eregion. Their headquarters, *Mirdaithrond*, ("Halls of the Jewel-smiths") lies just outside of Ost-in-Edhil.

As the name implies, this Brotherhood is a closely-knit group. Admission to the brotherhood requires that the applicant fulfill number of very demanding requirements, as well as show superior aptitude in his chosen skill. Finally, the Council of Master Smiths must approve his (or her) admission.

Members of the Brotherhood receive a bracelet of *mithril*, inscribed with their name, and their *Hall* (or subdivision) within the Brotherhood. This bracelet is welded onto the left wrist and cannot be removed. Brothers are also given a secret name, known only to other members, which is used during occasions of ceremony within the Halls. On special occasions (and often when appearing in public) members of the Brotherhood also wear robes of a specific color matched to their rank and/or Hall. Note that robes of the Lord Smiths and Master Smiths are trimmed with the color of their original Hall. Hall Masters' robes are the color of their Hall, trimmed with white.

Title	Sindarin Form	Color
Lord Smiths	Valdan, pl. Veldain	White
Master Smiths	Turidan, pl. Tyrdain	Purple
Hall Masters	Turthron, pl. Tyrthron	White trim.
High Jewel Smith	Armirdan, pl. Ermirdain	Metallic Silver
Jewel Smith	Mirdan, Mirdain	Red
Silver Smith	Celedan, pl. Cilidain	Grey
Gold Smith	Maldan, pl. Meldain	Golden-yellow
Metal Smith	Dinodhan, pl. Dinydhain	Dark Blue
Glass Smith	Heledhan, pl. Hilidhain	Sky Blue

All of the robes are full-length, flowing garments with wide sleeves and hoods. The trim color is in two inch wide bands on the cuffs, hem and accentuating flared shoulders. Robes are stitched with gold or silver thread incorporating elaborate designs and runes. Student/apprentice robes are black, trimmed with the color of their hall, and lacking any metallic thread adornment. Remember that the robes are only worn when members are in public (although even this is not a requirement) and at ceremonial occasions. More practical clothing is worn at classes and in the workshops.

From the founding of the Brotherhood, there were only three **Lord Smiths**: Celebrimbor, Aegnor, and Fendómë. However, sometime after Galadriel leaves Eregion there is pressure to make Annatar a Lord Smith. After much debate he is granted honorary status, much the Aegnor's disgust. The Keeper of Fires retains his internal Brotherhood title, but renounces the Lordship soon after Annatar is granted his (c. S.A. 1450). The Lord Smiths are also keepers of the Keys of the Mirdaithrond, and wear the keys around their necks when robed. Annatar was never given a set of keys.

The **Master Smiths**, who meet as a council to govern the Halls, were originally a group of nine (The three Lord Forgers, and the six other Master Smiths), but their ranks swelled until they were eighteen in 1300, and finally bloated to 27 by 1600. Annatar is made a Council member in 1299.

Hall Masters number 12, two from each Hall. Together they share the supervisory duties of their hall, including coordinating students with their teachers (the Smiths). Hall Masters, though accomplished craftsmen, are not necessarily the best in their Hall; rather they are the Hall administrators, answerable to the Master Smiths. Although elected to their positions for renewable thirty year terms, most of the Hall Masters have held their positions for hundreds of years.

Smiths earn their title after many years of tutelage and patience, and only those who have proven their skill and aptitude (usually through a work of superior achievement). The student's teacher-Smith nominates him to the Council when he feels that his apprentice is ready. The work is judged by the Council and a decision is made whether to grant the student Smith Status.

The number of Smiths grows from 30 (with 60 students) at the founding of the Gwaith-i-Mirdain to 60 (120 students) in 1375. Many follow Galadriel east, but the ranks have risen to 90 (180 students) at their height in 1590.

5.131 Celebrimbor

Among the greatest of the Noldorin Elves, Celebrimbor (S. "Hand of Silver") the smith was born and lived his early life in Nargothrond, and studied the ways of his grandfather, Fëanor ("Spirit of Fire"). When the War of the Jewels ended, he, with many of his fellows, went eastward over the Blue Mountains. There they founded the realm of Eregion, and he 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 himself in the Undying Lands, he spent many years in Beleriand working with the most illustrious Eldarin smiths, honing his skills. He also has Fëanor's fiery spirit.

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

In manner the master Smith is soft-spoken, but he has a deserved reputation for impatience with others. Few pupils are bright enough to follow his instruction, and those who are not he has no time to coddle. Celebrimbor is also a basically secretive person; he only shared his techniques of 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 — lack the subtlety of the Elven works.



Celebrimbor defending the Halls of the Elven-smiths

Celebrimbor**STATS:**

<i>Rolemaster</i>				<i>MERP</i>	
St:	99	Co:	98	Ag:	101
Qu:	100	Ag:	101	Co:	98
Em:	101	SD:	76	Ig:	85
In:	90	Re:	94	In:	97
Pr:	100	Me:	99	Pr:	100
				St:	99

Profession: Alchemist (Forger/Master Smith)
 Level: 50 (60)
 Hits: 180
 Melee Bonus: 210
 Missile Bonus: 160
 Armor Type: 20 (-100), also Disp. V
 Spell Bonus: +20/+80 Lightning Bolt/+150 Icy Wind
 Race: High Noldor
 Power Points: 3 x 9 x 50 = 1350

Spell Lists:

Celebrimbor has all of the Alchemist base lists to 50th level, as well as Magician Base *Light Law*, *Wind Law*, *Ice Law*, and *Fire Law*, each 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.

ITEMS:**Lesser Elven Ring:**

- +33 to DB
- Invisibility once/round
- +33 levels to RR's against all realms of Power
- x9 PP enhancer

Longsword: Súlhelka (Q. "Icy Wind")

- Clear laen with an edge of Eog, +45 broadsword table
- Highly intelligent, telepathic
- Holy weapon
- Able to *Long Door*, it can instantly appear in Celebrimbor's hand at his mental call from up to 100 miles away.
- Of Cold, it gives off a chill mist and delivers a Cold Critical equal in severity to any other critical delivered. It gives triple damage to any creatures related to fire.
- Capable of summoning 3x per day the *Uttercold*, a force developed/discovered by Celebrimbor. The Uttercold appears as a stream of blue-white energy which fires from the end of the sword. It is considered to be *Channeling* because of the unusual origins of the sword's power. Items which normally protect their wearer from cold have no effect. It can have one of three effects, depending on the will of the wielder:

1. Transform up to 10,000 cubic feet of water to ice in one round.
2. Deliver a 100' radius *Cold Ball* ground zero up to 300' away (wielder is immune to the sword's effects) with no range subtractions and a base +30, x6 damage.
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.

Mithril Chain: improved *Ithilnaur* alloy protects as full plate (AT 20, with a DB of 60) but encumbers as AT 13.

Bow: Composite bow of white wood and shaalk

- +45 to hit.
- fire every round without penalty.
- strung with Elf-hair; will not break.

Bowguard: fine leather and shaalk

- +20 to hit
- -2 to chance of fumble

Amulet: Emerald set in mithril/beryllium

- highly intelligent
- can analyze any material or alloy within 30 feet.
- stores (and can cast) up to 3 10th-level Essence spells/day
- +33 to all forging operations

Gloves: of Eog and Shaalk.

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

Face Shield: of laen, shaalk and other elements.

- 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.

Cloak: grey-silver, full length

- will change color at a thought, adds +80 to hiding.
- Will cast *Displacement V* 1x/day.
- Will cast *Fly 600'/rnd* 3x/day.

Boots: of *Landing True 3000'*, *Wallrunning*, *Limbrinning*, *Waterunning* at will.

**5.132 Fendomë**

Warden of the *Mirdaithrond* ("Halls of the Jewel-Smiths"), Fendomë is a Master Smith, second in skill and experience only to Celebrimbor. He is one of three (besides himself, only Celebrimbor and Aegnor) who hold a complete set of keys to the *Mirdaithrond*.

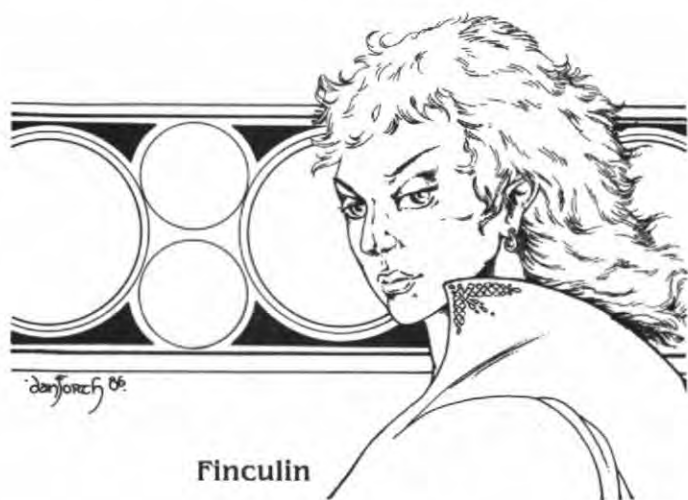
Fendomë (his name means "threshold of dusk") is pure Noldo with pale blue-grey eyes and black hair so dark that it has a bluish tint. Of average height (6'5") and build, he has the classic Noldor appearance. He has lived in the Undying Lands and suffers the Ban of the Valar with many of the other Noldor here, regretting the thoughtless acts of his youth; his eyes in particular betray an unusual sadness. His manner now is cautious and conservative, carefully planning every project from first step to last. If his works lack intuitive genius, they are never wanting for precision quality. He dislikes Annatar intensely, refusing to speak with him or recognize his presence. Celebrimbor has unfortunately dismissed Fendomë's dislike as professional jealousy — an emotion not uncommon within the Gwaith-i-Mirdain (after the seeds planted by the Lord of Gifts began to bear fruit).

5.133 Aegnor

An assistant of Celebrimbor's since their days in Nargothrond, Aegnor (no relation to the First-Age Aegnor, son of Finarfin) is in every way a lord of the Noldor. Tall (6'10") and strong (an imposing 260 lbs.), he has thick, dark brown hair and piercing blue-violet eyes. True to his name ("fell-fire"), he is a master of all manner of furnaces, the Keeper of Fires of the Smiths. As such he is most knowledgeable in the ways of the many forges used by the Gwaith-i-Mirdain. He alone besides Celebrimbor knows the ways of some of the Essence Fires. This was one of the few secrets Annatar never learned fully, and he was in the end forced to use awesome heat of Orodruin to forge the One Ring — again an example of the Dark Lord turning to raw power when subtlety escaped him.

Although not the most skilled Jewelsmith, Aegnor is best known for his prowess as a metalsmith. He spends long hours — often for days at a time with hardly a rest — his face glowing with perspiration before a furnace of white-hot incandescence, pounding and shaping the imperishable alloys into weapons and tools of unparalleled strength and beauty.

Aegnor is even-tempered, and often even jovial, his booming laugh echoing through the Halls of the smiths. He finds humor and delight in the smallest things — but that is not to say that he doesn't take his craft seriously. Although one of the chief smiths of the brotherhood, he took no part in the ringmaking, also harboring a personal dislike for Annatar but keeping his opinions to himself.



Finculin

5.134 Finculin

A nephew of Celebrimbor, Finculin ("hair of golden-red") also has relations in the house of Finarfin. This is evidenced by his — as his name indicates — reddish blond hair, extremely rare among Elves of any race. His eyes are also an unusual hazel, almost amber color. He is tall, (6'9") and unusually slender (merely 220 lbs) but is possessed of a wiry strength of surprising magnitude. Striking amongst his mostly dark-haired kin, his youthful appearance makes him a very sought-after by Elven maids. Unfortunately for them, his passion is smithing; females are merely temporary diversions.

Finculin's attitudes typify the Noldor in many ways, especially in his unrelenting curiosity. Born in the early days of Ost-in-Edhil (and so relatively young) and has the exuberance and enthusiasm of an Elf who has not yet tired of Middle-earth and its wonders. Like most Noldor, his interest with nature is in how to catch it, imitate it, and even better it — a trap which this vain kindred falls into again and again.

Although young, Finculin is a supreme craftsman and aids in the crafting of the Rings of Power. Early in his apprenticeship, Celebrimbor took his nephew under his wing and began instructing him personally in the high arts of forging items of power.

Unhappily, he is one of Annatar's most devout followers and has not only provided the disguised Dark Lord much priceless information, but was one of those who swayed Celebrimbor to listen to the Lord of Gifts.

5.135 Orrerë

Another of the younger, but very talented craftsmen, Orrerë ("Lonely-heart") is a friend of Finculin's and a Jewelsmith. Slender and of average height (6'6"), Orrerë has short brown hair and very dark grey eyes. He has unusually dark skin for a Noldo because he spends much of the day-hours outdoors in the sun, wandering alone through the may fields, gardens and orchards which surround Ost-in-Edhil. He is very quiet, speaking rarely, and with a soft voice when he does.

Once very close to Finculin, the two have grown apart in recent years, partly because of Finculin's insatiable desire to hear every lesson from Annatar, and partly because of a certain jealousy on the part of Orrerë himself. Unwilling to share Finculin's friendship, he has taken to avoiding him, preferring to sulk alone.

This attitude has manifested itself in his work: where once he created bright jewels which shone with a fine, clear light, he now makes gems of a dark, uncertain hue, mysterious as they shift from glittering ebon to cloudy grey.

5.136 Fanari

A Noldorin woman, Fanari ("Clouded-fire") has very long black hair and eyes of pale grey. She is slender and stands 6'2" tall, a willowy woman who dresses primarily in grey. Though not a member of the Brotherhood, Fanari is recognized and well-liked by most of the membership. She holds a secret love for Finculin, but knows in her heart that he will never care for anyone more than himself and his work. Orrerë, observant and sensitive, is aware of her affections and is suspicious of her because of them.

Fanari works mainly with herbs and alchemical substances in her connection to the Gwaith-i-Mirdain. She uses her skills to heal an injured or burned smith, and also her knowledge of chemistry is put to use in creating special fires, alloys, and treatments.

5.14 ITEMS OF NOTE: THE RINGS OF POWER

The fashioning of Rings of Power was begun soon after the arrival of Annatar, though the first rings were but trinkets to the Smiths in comparison with the true rings which were to follow.

Even the rings which became known as the Seven and the Nine were amazing creations in their adaptability and mutable powers, though of course the Dwarven Kings did not react to the seduction of the Rings the way Sauron had planned. Only Mortal men fell completely under his spell.

All of the Rings of Power save the One Ring had a single gem, and not one was repeated; all were beautiful in their simple yet elegant design; all were imbued with a power which could only come from the combined skill of a Noldor Lord of consummate skill and the transcendent knowledge of one of the *Ainur*. Keep in mind that the Seven and the Nine — like the Three — were originally made with good intentions. It was only after Sauron recovered them and was able to corrupt their purpose (having taken part in their forging and so possessing power over them) that they became evil in nature.

Of all the twenty Rings of power only the Three Elven Rings, forged by Celebrimbor alone, are untouched by the hand of Sauron. Even so, because they were made partly with knowledge learned from the Evil Lord of Gifts, their fate was tied with the One. Although they granted great personal power to their wielders, their primary purpose was more lofty and noble: to aid in learning, healing and understanding, not only for the wearer but those around him. As such they served their wearers well during the Third Age, when the free peoples struggled to unite against the Dark Lord. The Three are:

1) **Nenya**, the Ring of Adamant, of mithril set with a clear gem like diamond. It was given by Celebrimbor to Galadriel and kept by her through the end of the third Age. It was also called the Ring of Water.

2) **Narya**, the Red Ring, the Ring of Fire, was of gold set with a ruby. It was first given to Gil-galad, who passed it on to Círdan, and was in turn given to Gandalf. Gandalf in particular, though not an Elf, was well able to use Narya because he was of the Istari, wielders of the Secret Fire, the ultimate Flame of Light.

3) **Vilya**, mightiest of the Three, of gold set with a sapphire. It was also given by Celebrimbor to Gil-galad, who held it until he went to war at the end of the Second Age. At that time he gave it to Elrond his herald, who wielded it until the end of the Third Age. It was also known as the Ring of Air.

5.2 OST-IN-EDHIL: THIRD AGE 1640

Although the city as an entity ceased to exist in S.A. 1697 when Sauron and his armies laid waste to all of Eregion, many of the buildings were left intact, and a few even survive (at least partially intact) into the Third Age. The ruins of Ost-in-Edhil are a place feared by the local Dunlendings, who claim that it is haunted (unlikely, since Elves cannot be "undead"). The once-grand estates of the Noldor are now moldering remains, the tilled fields gone almost completely wild. Eregion has returned to a wilderness.

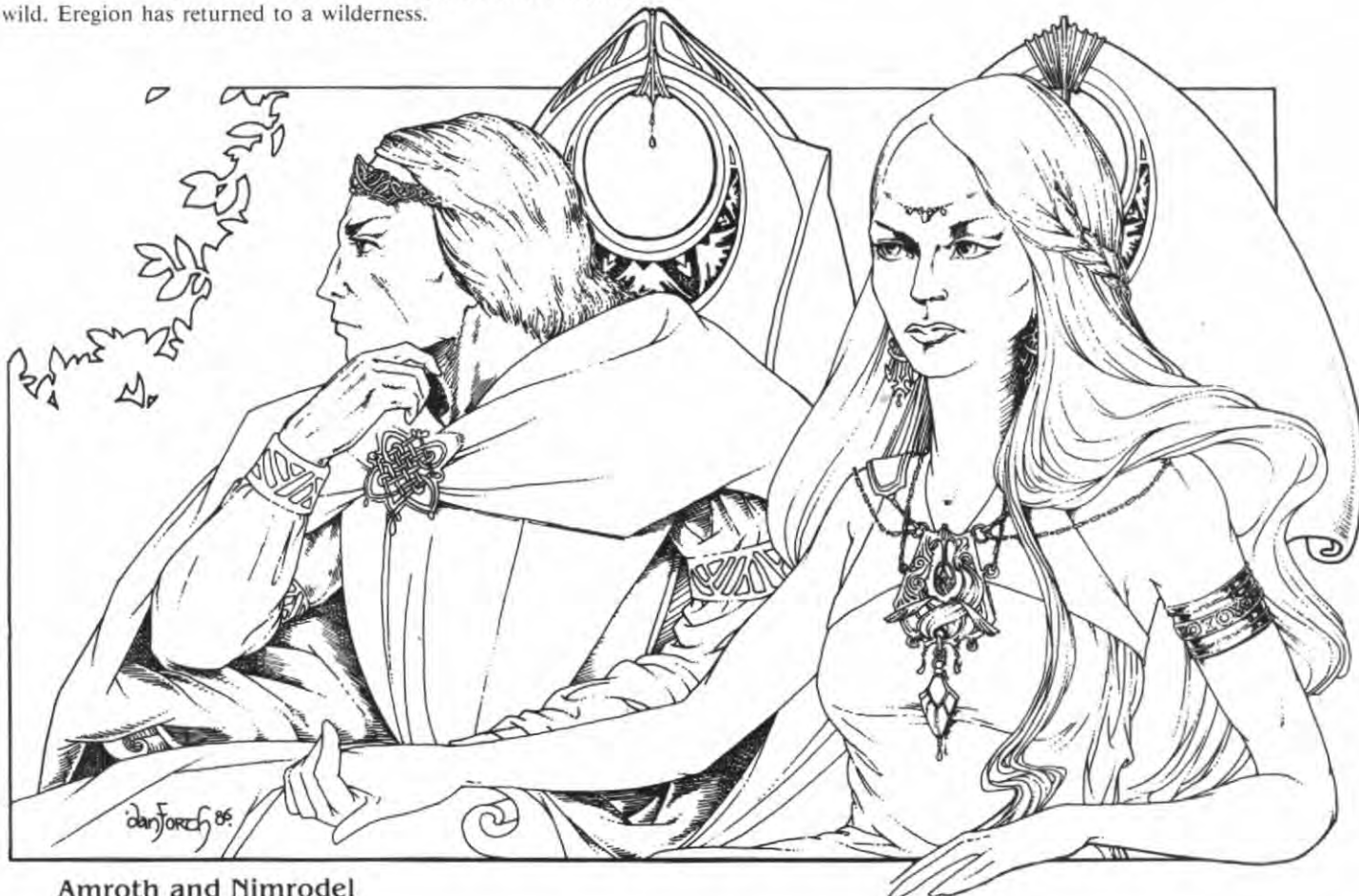
6.0 POLITICS AND POWER: THE GOLDEN WOOD

6.1 LÓRIEN: S.A. 1375 — 1780

Before the arrival of Galadriel, Lórien was called *Lindórinand* (S. "Land of the Valley of Singers"), and settled in the First Age by wandering Teleri who abandoned the Westward March towards the Undying Lands. These Elves, under Lenwë, became known as the "singers", or the *Nandor*. Although it was an expansive and beautifully forested land, there were no mallorns, and the forest was wild, without boundaries or order, and inhabited only by these Nandor, a few Sindar, and a number of Silvan Elves.

It is worthy of note that the informal borders of Lórinand (and indeed Lórien in the Second Age and Early Third Age) spanned the Anduin and encompassed much of southern Greenwood, including the area which was later to become Dol Guldur. To maintain the secrecy of her realm, Galadriel was forced to pull in her borders, protecting fully only the heart of what was once a huge forest-realm.

In 1375 Second Age, Celebrimbor and the Smiths rebelled against the rule of Celeborn and Galadriel. It was a bloodless revolt in which Galadriel willingly renounced her power. Indeed, it seems clear that she foresaw this event, having made many contacts in Lórinand in previous years, paving the way for her move there. Thus, in that year she left Eregion never to return as Queen. Passing through the halls of Khazad-dûm with a following of loyal Noldor (Aegnor, after surrendering his keys to the Mírdathron, was among them) she came to the Dimrill Dale, and down into Lórinand. Celeborn, refusing to enter the halls of the Dwarves, remained behind in Eregion and did not move to Lórien until the fall of Ost-in-Edhil in 1697.



Amroth and Nimrodel

The Silvan, Sindarin and Nandor Elves were more than pleased to accept this beautiful and powerful Noldo, and welcomed her as their Queen. Although she did not yet have the Elven Ring *Nenya*, Galadriel did possess the *Elessar* given to her by Celebrimbor. With its power and the seeds given to her by Gil-galad, she wasted no time in transforming and enhancing the land. The golden trees took root only here, growing nowhere else in Middle-earth, rising tall and strong. Caras Galadon was born as the heart of *Laurelindórenan* ("Land of the Valley of Singing Gold"). This new name embraced the unique golden nature of the mallorn, as well as the original name, meaning "land of singers". During the Third Age the Golden Wood comes to be known as *Lothlórien* ("Dreamflower") and eventually just *Lórien* ("Dream"). As the forest becomes more and more separated — literally as well as figuratively — from the outside world, like an island in a river of time in which events and people flow past, the Golden Wood remains apart, protected and ageless.

Lórien thrived and remained secure for several centuries of the Second Age, the mallorns spreading and multiplying under the careful supervision of the Noldorin Queen and the Woodsmen (see sec. 6.31). In S.A. 1601 Celebrimbor, in fear and uncertainty, came to Galadriel in her land, seeking advice about the Rings of Power. At this time she counseled him to hide the rings far from Eregion, where Sauron would surely look first. She could not bring herself to advise that he destroy them, perhaps knowing that he had not the strength to do so. Heeding her counsel, he gave her *Nenya*, the Ring of Water, and sent the other two north to Gil-galad. She did not use *Nenya* yet, knowing that Sauron would detect her immediately.

In 1697, Ost-in-Edhil is attacked and destroyed by the advancing armies of the Dark Lord. Celeborn leads a number of Noldor refugees to Lórien, where he rejoins his wife. The next year, she departs her forest, going north to aid Gil-galad. The pair are reunited again in 1780 when they answer a call to the first White Council of *Imladris* (Rivendell). At this time Galadriel gives the *Elessar* to her daughter, Celebrian. Gil-galad gives *Vilya* to Elrond. Celeborn then abdicates Lórien to a Sindarin Elf, Amdír.

6.2 LÓRIEN: S.A. 1780 — T.A. 1981

Since the Second Age 1780, the rulership of Lórien has been left to a line of Sindarin Kings. First, the Lord Amdír was made king, and he ruled a peaceful land until the end of the Second Age, when he led an army alongside Gil-galad as part of the Last Alliance. Amdír was slain in the Battle of Dagorlad, however, and his son Amroth assumed the Kingship at the beginning of the Third Age.

6.21 AMROTH

Amroth, son of Amdír, ruled Lórien throughout a large portion of the early Third Age, succeeding his father to the throne upon Amdír's death in the Last Alliance. This social structure (a Sindar ruling the less governmentally-oriented Silvan Elves) is also found in Thranduil's land of Mirkwood.

Lórien is in its "spring" while under the rule of Amroth, the mallorns still grow and spread across the land, and the borders of the Golden Wood are uncontested and calm. Amroth made his home on a fair hill where grew the largest mallorn in the wood: Cerin Amroth. The tree was surrounded by a ring of smaller (but still quite impressive) mallorns, which were in turn ringed by much smaller white trees, leafless in the winter but bearing silver leaves in the summer. These smaller trees, being silvery-white in appearance, might be related to Nimloth, the white tree of Númenor, which was in turn descended from Telperion, one of the Two Trees (mallorns are descendants of Laurelin the Golden). In the central tree was built a great house where Amroth and his love Nimrodel lived for many years, until the terror of the Balrog drove her away.

6.22 NIMRODEL

One of the saddest legends in Middle-earth surrounds the parting of the lovers Amroth and Nimrodel. She, though a Silvan Elf, was accounted more beautiful than many of the Eldar. Amroth loved her dearly, but she would not marry him, instead living alone near the river Nimrodel, to which she gave her name. Then came the Terror from Khazaad-dûm in T.A. 1981, and, unable to bear the wrath of the Balrog in Moria, fled southwards to the eaves of Fangorn. Amroth was loathe to depart his realm and leave it without a king (he had no heir) in a time of crisis, but his love for Nimrodel drove him. He found her there, barred from entering Fangorn by the Huorns. Amroth begged her to return, but she refused. At last she agreed to marry him if he would take her to a place of peace — the Uttermost West.

He somehow came to the bay ahead of her, and there found that all but one ship had set sail for the West. That last ship was about to depart, for the autumn winds were coming, and storms in the bay were sometimes too much even for Elven-ships. But Amroth convinced the captain to wait, hoping that Nimrodel would come. A month passed, and the weather grew steadily worse. There was no sign or word from Nimrodel. At last, one stormy night the ship tore loose from its moorings and headed out to sea. Amroth, who had been living on the ship, awoke in a panic, and rushed out onto the deck. The shore was fast receding. Unable to bear leaving his love, he dove into the sea, determined to swim back to shore. He was never seen again. Of the fate of Nimrodel nothing is known.

6.3 LÓRIEN: T.A. 1981 — 3020

It is unfortunate that it required tragedy to bring Galadriel back to Lórien, but that indeed was the reason. In the Third Age 1980 the Dwarves of Moria, in their lust for *mithril* ("truesilver"), dug too deep into the roots of the Misty Mountains and released a monster from the First Age: a Balrog.

Perhaps the last of its kind, the shadowy demon, lord of terror, Spirit of Fire, slew Durin VI (and later his son Nain I) and drove the tribe of Durin from their home. In nearby Lórien the Elves were understandably concerned when their stalwart neighbors fled Khazaad-dûm in fear. The fair Elven maid Nimrodel left the Golden Wood, and Amroth the King soon followed, pursuing his beloved.

News of these events soon reached Galadriel and Celeborn south in *Lebennin* ("Five Rivers"), and they realized that Lórien, so near to the lair of the Balrog and without a strong protector, might soon be abandoned. They returned to their old home, Galadriel exerted the full power of *Nenya*, and the land was made secure again. The Balrog retreated into the depths of Moria and did not come forth.

Although this regal pair virtually ruled the forest, they took no formal titles, asking to be called only *Lord* and *Lady*. The Silvan and Sindarin Elves living in the Golden Wood delighted in the return of their Eldarin former Queen and happily welcomed Galadriel and her husband. From this time on, Lórien was unthreatened until it was finally abandoned at the beginning of the Fourth Age, despite several assaults — including three determined attacks by Orcs from Mirkwood and Moria during the War of the Ring. All three were effectively turned by a combination of the Power of Galadriel and the fierce bravery of the Elven border Guardians.

The boundaries of Lórien have varied greatly over the millenia; in the distant past it is said that the Wood's borders extended over Anduin and into what was Greenwood. Certainly in the Fourth Age this is true again, when Celeborn moves there and establishes East Lórien. Westward the realm reaches to the feet of the Misty Mountains. To the south Lórien once claimed all the land between the Silverlode (Celebrant) and Limlight — though no Elves lived beyond the eaves of the Wood. There was apparently a pact between the King of Lórien and Fangorn regarding the common borders of their two lands.

6.31 THE GLADES (GUILDS)

Lórien is depicted in *The Lord of the Rings* as a utopian society where it might seem to the casual visitor that the inhabitants do nothing but sit in the trees and sing day and night. This is, of course, not true. The fortunate visitor in Lórien would soon see that the Elves of the Golden Wood are far from sedentary beings.

Although the majority of the population is Silvan (and so anarchic by nature), there are many Sindar and Nandor. And of course, a Noldorin Queen would not allow a realm to exist in chaos. Soon after her arrival in the Second Age, Galadriel ordered the groupings which had already formed of their own accord. Each guild, gathered around a specific clearing or glade in the wood, was known as a *pelerin* (S. "glade"; lit. "encircled by forest"; pl. *piliryn*).

6.311 Weavers' Glade

One of the larger glades, this group makes most of the clothing for the populace of Lórien, as well as other woven items such as ropes, the plaited screens used to divide flets, and any other items of cloth or related materials.

Near the borders of the Wood are many small fields (tended by the Woodsmen — see below) where a cotton-like plant is grown. From this is made the fine grey cloth preferred by the Sindar, as well as the more rustic apparel of the Silvan Elves. A tall grass related to hemp is also grown, and the long, soft strands, once treated in a manner known only to the Weavers, attains a very high tensile strength. It is used for bowstrings, thread for heavier garments, and is woven to make the silky ropes necessary in the day-to-day life of the tree-dwellers.

6.312 Boatmen's Glade

Although Lórien does not use many boats, there are several vessels maintained at all times in the "Hythe" along the Silverlode. Some are barges, others small canoes (like the Fellowship used), a few are truly seaworthy craft. These vessels are primarily for use on the Silverlode and Anduin, however, to carry messengers from the Golden Wood.

The members of this small *pelerin* build and maintain the boats and are skilled operators of these ships as well.

6.313 Guardians' Glade

Even the power of Nyenya cannot completely thwart all determined intruders, and so the Guardians are necessary. In this glade are the defenders of the Wood are trained. Those Elves, like Haldir, guard the perimeter and watch the surrounding lands. Elves are known for their stealth and keen senses; these are the finest of their kin. All are trained in weapons use, are adept with the long knife, and are deadly with their long Elven bows.

The Guardians communicate while stationed on their perimeter flets or spread out on a scouting mission via an elaborate language of bird-cries.

6.314 Smiths' Glade

Although the smiths of Lórien are unquestionably far from the sophistication of the master smiths of Eregion, many Noldor went with Galadriel when she left Ost-in-Edhil in the Second Age. Some of these — including Aegnor the Master-smith — were members of the Gwaith-i-Mírdain, and they tutored the smiths of Lórien. These forgers are able to create weapons, armor and tools of unique, delicate beauty and superior (though not exceptional) strength.

6.315 Bakers' Glade

The Elves of this Glade are the cooks of Lórien, specializing in grinding the harvested grains into flour, the making of breads and cakes (including the Elven waybread, *lembas*) in their large, open-air ovens, and other, similar chores.

Hardly simple bakers, though, this guild also makes cheese and butter, harvests honey, ferments wine and mead, and brews beer.

6.316 Minstrels' Glade

These are the Loremasters of the Golden Wood, remembering in song the long history of the Elves. Their job is no less important than any other in Lórien. The Minstrels are master-singers, teaching the young and preserving the magical spell which holds the wood apart from the rest of the world.

6.317 Craftsmen's Glade

The members of this guild fashion most items which do not fall under the category of "weaving" or "smithing". Thus they make all items of wood, such as boats and flets. They work closely with the woodsmen, both in the gathering of timber (from trees outside of Lórien proper) and when fashioning new flets (*telain*).



Elven Warden

6.318 Woodsmen's Glade

These are the keepers of the forest. Though there is a great power maintaining the health of the wood, more mundane maintenance is also necessary. The paths must be maintained, and the timber forests on the perimeter tended. These timber woods are of course not mallorns, but fine beech, birch, and other light-colored woods. Woodsmen also work with the Craftsmen when designing flets for the mallorns, training branches to grow a certain way to make the platforms as sturdy as possible.

The central job of the Woodsmen is the maintenance of Lórien's gardens, vinyards and fields. This is the largest Glade, and is often supplemented by members of other groups to help during harvest periods. Small fields within the forest boundaries yield bountiful harvests of grains, fruits and vegetables. Vineyards, started with cuttings from the renowned vines of Dorwinion, have achieved new quality under the power of Galadriel.

6.4 GALADRIEL

Galadriel was generally considered to be the equal of Fëanor, superior to him in many ways. Born in the Undying Lands, the daughter of Finarfin and Eärendil, she grew to be very tall, in height comparable to her brothers. She was also strong-willed, and competitive. The Eldar enjoyed athletic games as well as mental exercise, and Galadriel proved again and again that she was the equal of any of the Noldor Lords in depth of thought as well as athletic ability.

One of the leaders of the Noldor living in Tirion in the Undying Lands, she went with her brethren to fight in the hopeless war against Morgoth. Although she took no oaths, she — like the rest of the Deep Elves — suffered the Ban of the Valar and was forbidden to return to Aman after the war.

At that time Galadriel had no desire to return, having become enamored with the wide lands of Middle-earth, and she desired a realm of her own to rule.

So it was for many ages of the world that the Noldorin Queen remained in Middle-earth, and the lands were bettered by her presence. Finally, however, by the end of the Third Age she grew weary of the world. Because of her deeds against Sauron, and most especially her refusal to accept the One Ring when it was freely offered, the Ban was lifted and she sailed into the Uttermost West with the other Ringbearers.

STATS

Rolemaster		MERP	
St:	95	Co:	100
Qu:	101	Ag:	100
Em:	101	SD:	98
In:	100	Re:	96
Pr:	102	Me:	94
Level: 60 (90)		Ag: 100	
Hits: 185		Co: 100	
Melee Bonus: 170bs		Ig: 97	
Missile Bonus: 190lb		In: 100	
Armor Type: 20/PI* (-150) See also below		Pr: 102	
Spell Bonus: 20/90		St: 95	
Race: High Noldor, House of Finwë			
Profession: Seer/Mystic (MERP: Bard)			
Power Points: 2160			

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*.

ITEMS:

Robes of Aman: Woven in the Light of the Trees, these robes are naturally silvery-white in color. They have several powers:

- Change to any color or mottling at the wearer's thought, adding 100 to hiding.
- Cast **Mystic Base Displacement V** at a thought.
- Provide wearer with AT 20, additional -30 to DB*
- Wearer is impervious to all heat and cold.

Long Knife: *Tintelpë* (Q. "Silver Spark"):

- +33, uses the broadsword table.
- Glows with a blue light near Servants of Morgoth/Sauron.
- Of *Slaying* Orcs, Evil Clerics, Magicians and Sorcerers.

- Delivers a Cold critical (of same severity as any other given).
- Will cast *Lightning Bolt* 300' 3x/day.
- A *Holy* weapon.

Longbow:

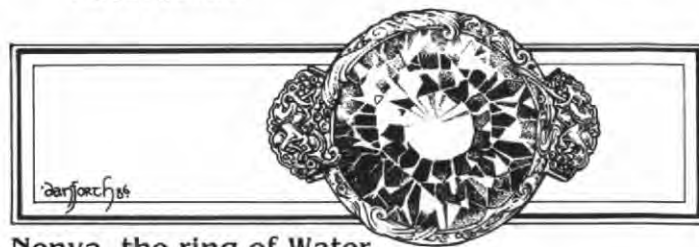
- +33.
- Double normal range.
- Can be fired twice per round without penalty.
- All arrows fired from the bow are *Holy*.

The Mirror of Galadriel: A Seer focus device, it enhances the range and scope of the Seer spells in the *Future Visions*, *Past Visions*, and *True Perception* lists, often combining them into a series of visions. Manipulated with caution and skill, it is a very powerful aid, with virtually unlimited range in time and distance. However, as with all items of such power, it is perilous, especially when used by someone unfamiliar with it. In such cases, the Mirror will show swift, fleeting visions, of past present and future, often far away. The images often are drawn from the viewer's subconscious, and can be misleading if taken too literally.

The Elessar: (given in the Second Age by Galadriel to Celebrian, then to Arwen, then entrusted to Galadriel to be given to Aragorn in mid TA 3019). In appearance the Elessar is a brooch in the form of an eagle with spread wings, set with a large oval emerald.

- Continuous **Clerical Base: Prayer**
- *x6 PP Enhancer* (any profession)
- *Preservation True:* a power beyond the norm; it is similar in nature and effect to the power of the Three Elven Rings (though not nearly as powerful): Time seems to pass slowly within the area under the influence of the Elessar; living things do not die, and age at a very reduced rate. This power, like that of the Three, is highly the function of the intrinsic might of the wielder.

Nenya, one of the three Elven Rings of Power: See box for Nenya's powers.



Nenya, the ring of Water

6.5 CELEBORN

A kinsman of Elu Thingol ("Greycloak"), Celeborn is a Sinda of royal blood. He met Galadriel when she came to Doriath in the First Age. There they lived together until that land was overrun, and they fled eastward over the Blue Mountains.

With his wife he ruled Eregion until Celebrimbor led a bloodless uprising against them. But when he went to Lórinand, Celeborn remained behind in Eregion, refusing to pass through the Dwarven-city. He remained there for many years, living in a fortified country house, taking no part in the affairs of Ost-in-Edhil.

Galadriel, disappointed but no doubt unsurprised by this turn of events, led a contingent of her followers east, passing through Moria into Lórinand.

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

NENYA (S. "Of Water"); ONE OF THE THREE ELVEN RINGS

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. Like all true artifacts, Nenya's power is a function of its wielder.

As with the other two Elven Rings, Nenya is a mighty item capable of being an awesome weapon. This was not its purpose, however. 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 have the power to hold off the Shadow, and in fact keep at bay the decays of Time itself. Each ring is the center of an Elven haven where the passage of days is not felt, Time flows in strange ways. This is especially true in Lórien, where Galadriel holds sway.

In Rivendell there was memory of ancient things; in Lórien the ancient things still lived on in the waking world. Evil had been seen and heard there, sorrow had been known; the Elves feared and distrusted the world outside: wolves were howling at the wood's borders: but on the land of Lórien no shadow lay.

FotR, p. 453

She is of the Noldor, and has lived in Aman (the Undying Lands) and being a woman of such background, power and understanding, she is ideally suited to use one of the Three as it was designed. While Galadriel wields Nenya time passes very slowly in the Golden Wood, and the forest is shielded from the Eye of Sauron. As long as the Dark Lord lacks the One Ring, she has the power to cloak her land from him.

During the Third Age, Dol Guldur and Caras Galadon were entrenched in a sort of cold war. Even when Sauron made his home in that tower of sorcery, he could not pierce the white mists which shrouded the wood just across the river. As Galadriel herself said to Frodo:

"...I perceive the Dark Lord and know his mind, or all of his mind that concerns the Elves. And he gropes ever to see me and my thought. But still the door is closed!"

FotR, p. 472

As long as Sauron does not possess the One, the holders of the Elven Rings are left free to operate; and Galadriel does so many times during the Age. One specific example tells of the ride of the army of Eorl, heading south to aid the troops of Gondor at the Field of Celebrant. They were forced to ride along the Anduin near Dol Guldur, and would surely have been seen by spies from there — or ambushed in the foul clouds which often poured forth from that hill.

But as they neared, a white mist spread from the Golden Wood, crossing the Anduin and driving back the unclean vapors to enclose the marching army in a tunnel of gleaming, impenetrable mist. They arrived in secret, in time to aid Cirion and save Gondor. Here was clearly evidence of the hand of Galadriel, wielding the power of Nenya, to aid her neighbors. With the Ring she was able to stand against even the power of the Necromancer.

A more specific delineation of some of Nenya's powers:

- Continuous Mystic Base **Hiding Unpresence**; *Nondetect*; Mentalist *Inner Wall*. Doubles RR level of wearer when resisting the Dark Lord's detection powers. These spells can also be enacted with a radius to shield an entire area.
- Continuous Aura of *Misfeel* and *Confusion*. This power is most effective when the ring has been in one place for an extended period of time, and the wielder is associated with that place. Radius is a function of the wearer's level and intrinsic power. In Nenya's case, Galadriel is able to bring all of central Lórien within the protective borders (see B&W map). Those failing to resist vs. 10% of the level of the wielder (against Galadriel: lvl 9, since she is 90th for RR purposes) are unable to sense anything beyond the barrier, and unwittingly skirt the protected land. When a group attempts to enter, those who fail to resist, yet are dragged on by those who succeed have feelings of uneasiness, which intensify as they go deeper.
- Continuous *Prayer* (RR and maneuver bonus): +30 to all friends within a 30' radius.
- +33 to Constitution Bonus.
- Free use of Mentalist **Brilliance**, **Gas Manipulation**, and **Liquid Manipulation** to 50th level. Ranges variable but usually 10-100x normal range listed. Duration also variable; concentration unnecessary unless a special feat is involved (such as shielding an army near Dol Guldur from Sauron).
- Regeneration 3 hits/rnd.
- Wearer cannot be stunned.
- +33 to wearer's DB.
- x9 PP Enhancer (any profession).

NOTE: Should Sauron recover the One, Nenya and all things touched by it would be revealed — and thus vulnerable to the Dark Lord's undoing. With the destruction of the One Ring, all of the other Rings lost their greater powers, having been unavoidably linked to it.

STATS:

Rolemaster		MERP
ST: 100	CO: 101	Ag: 99
QU: 101	AG: 99	Co: 101
EM: 82	SD: 95	Ig: 96
IN: 96	RE: 97	In: 96
PR: 100	ME: 96	Pr: 100
		St: 100

Profession: Warrior
 Level: 40
 Hits: 155
 Melee Bonus: 190 longsword
 Missile Bonus: 200 longbow
 Armor Type: Plate/AT 20-(80)
 Spell Bonus: —
 Race: Teleri (Sindar)
 Power Points: —

ITEMS:

Long Sword: *Ithilnaur* alloy, +45, *Of Slaying Orcs*.
 Mithril Plate: *Ithilnaur* alloy protects as full plate: AT 20 (-30) but wears as AT 13.
 Bow: Longbow
 — +35 to hit
 — fire every round without penalty
 — strung with Elf-hair; will not break
 — 2x normal range
 Ring: gold, set with an emerald, +30 to DB.

7.0 SITES OF INTEREST: THE FORTRESS OF THE ELDAR

Ost-in-Edhil is one of the most beautiful and complex cities to grace Middle-earth. Although technically a fortress, the designs of the Noldor quickly outgrew the original intentions. Situated just downriver from the confluence of the Sirannon and Glanduin rivers, Ost-in-Edhil is built upon a bluff of granite. It looks westward over a long swell in the Glanduin, a small lake called by the Noldor *Estelin* ("pool of rest"). This lake was originally formed by a natural dam of rock further west, later enhanced by Noldorin engineers. Guarding the northwest edge of the city bluff is the small, swift river *lantalaith* ("tumbling laughter") which drains the runoff from the rolling hills north of Ost-in-Edhil.

As one approaches the city from the west, along the Tharbad Road, the nearby bank of the Glanduin becomes increasingly steep and rocky. At times the river is swift and even foamy, at others it widens and moves sluggishly. About thirty miles west of Ost-in-Edhil twin rectangular obelisks thirty feet tall flank the way, and inscribed on the inner face of each are the words, in Westron and Sindarin: "*Ten leagues east lies The Fortress of the Eldar. May the Valar watch over your journey.*" And below, in smaller, fine letters of ithildin (the mithril alloy which can only be seen under star and moonlight) are the words in Quenya: "*The Brotherhood of Jewsmiths bids welcome to our kindred.*" Beyond these impressive markers the road is wide and paved with smooth white flags, fitted skillfully together.

The road climbs along with the bank, gracefully sloping upward, and after the river widens to become the *Estelin*, the gleaming city of marble might be seen nearly a league away. The copper roofs of the three towers and the bronze dome of the Council Hall are often visible in the afternoon sun. Nearing the city — now on a road a precipitous one hundred feet above the river — the traveller first comes upon two massive marble planters, twenty feet square and ten high. Flourishing in each is a large holly tree, symbol of Eregion. The "prow" of Ost-in-Edhil looms to the east, four hundred feet tall.

Beyond the holly trees lie a large track, gamecourts and an amphitheatre: the Noldor frequently test their physical prowess in competitions and games, and enjoy dramatic presentations of every variety.

Over a graceful stone bridge one approaches the northern section of town, much lower than the main section of the city. Past a number of hedged, triangular gardens, the traveller at last arrives at the North-gate, where mail-clad wardens will politely check a merchant's business, and make any necessary arrangements for the stabling of horses, carts, etc. A dizzying ride in one of the amazing *ortani* (or a long stair-climb for the squeamish) later one arrives in the beautiful fortress-city of the Eldar.

7.1 THE OVERALL PLAN

It is interesting to note the unusual overall design of this fortress-city, which holds many insights into the psychology of the Eldar. First (and most obvious), like many structures built by the Noldor it is based on a tripartite geometry of primarily equalateral triangles. The plan is more complex by far, however, for triangular grids of different orientations are overlaid, and the unusual scheme is superimposed against a more customary (for mortals, at least) orthogonal grid, creating a seemingly random net of chaotic roads, avenues and alleys. Nothing less sophisticated would be enough for the Noldor, however, to prevent their becoming bored with a more orthodox plan.

Another, more visually apparent aspect of the city is its resemblance to a great ship. Built upon a carved bluff of rock, the east and west ends are higher, like the forecandle and stern of a sailing craft. Certainly it is no coincidence that the exiled Noldor have built their new capitol in Middle-earth in the form of a huge ship overlooking a long, westward-reaching lake. There are even three plazas set in a line, in the center of each rises a tall, slender, mastlike belltower. The Noldor may voice denial of any desire to return to the Blessed Realm of Aman, but their works speak even louder of a longing for the Undying Lands.

The stone bluff upon which the city is constructed is solid granite. Elven masons carved and chiseled this huge mass to meet their design. Forming the wastage into huge blocks, they fashioned the high walls of the city and faced the entire mass with a fine glittering white *pentallitic* marble. During the day Ost-in-Edhil glows with a pure light; the setting sun illuminates it a deep amber.

Within the city's high, graceful walls can be found a multitude of building materials and designs. Somehow, though, the result resembles not chaos but a fine gallery of differing styles. Transitions are buffered by the many parks, gardens and plazas scattered throughout the city. A variety of marbles of different shades and textures are used, as well as granite and porphyry. Other, more fragile stone such as agates, chalcedony and travertine are utilized for decorative trim and facings.



The average structure within the city is two or three stories high — although a few boast four levels. The Noldor are master architects and engineers as well as artists, and because of their superior skill are able to overcome many of the mundane structural obstacles of building. As a result, designs are daring: balconies, cantilevers and wide spans are frequently used. Supports are slender and graceful, leaving space available for many large windows — and the glassworkers of Ost-in-Edhil have no equal elsewhere. Multipaned, stained glazes are used everywhere in elegant designs and patterns. Beautiful crystal lamps are everywhere at night, lighting the streets, the gardens, and the buildings with a warm glow.

The city has an extensive plumbing and sewage system; virtually every building has running water and complete sanitary facilities. The streets are wide and all paved with marble, skillfully designed to quickly drain rainwater. There are no horses within the city — indeed, there is no way for them to get inside. Large stables are available at both the east and north gates to house the mounts of travellers and city inhabitants.

Ost-in-Edhil is partitioned into several districts, divided both by levels and by inner marble walls. These districts, generically called *Telerim*, sing. *Talarem*, ("flat sections of the grid") are connected by stone stairways and in some cases, by sophisticated lifts (*ortani*), with gateways to the higher levels guarded by wardens and large steel gates. The westernmost section *Tirannún* ("western watch"), is some four hundred feet above the river and consists of the West Garden, the small palace of Galadriel and Celeborn, and the Council Hall. The outer walls of this section along the garden side are only five feet tall, allowing the inhabitants to see outwards. Note the two flanking areas, the northern one holding the Council hall, and the southern one enclosing the city palace of Celeborn and Galadriel. The walls of this southern enclosure slope downwards, allowing a wide view from the house.

Just below the Tirannûn is the Ardhlaem ("high city"), set three hundred feet above the water with fifteen foot high walls. Here are found the residences of the most prominent Noldor, as well as the more elite shops and inns. The center of Ost-in-Edhil, at two hundred feet above the water line with twenty foot walls, is the Middle City (*Medhlaem*). This section is given over almost completely to commercial areas and storage. The southernmost region is adjacent to the city's harbor, *Pelondë* ("fenced haven"). Stepping down to the north of the city are the *Pennahithri* ("misty steps downward"), two shelves which follow the descending granite bluff towards the Lantalaith river. These are so named because they are considerably lower than even the Middle City, and on cool mornings the entire section is completely shrouded in mist, while the main city seems even more like a great ship, sailing on a foggy sea.

Further east is the other residential section of the city, the *Galadharm* ("Wooded city"), again three hundred feet above the water. Here live for the most part the Sindar, Silvan and a few Teleri Elves who choose to reside within Ost-in-Edhil. This section has a different character than the Ardhlaem, bearing a larger number of trees and a generally more rustic atmosphere. Intruding into the northern portion of this section is the High Citadel, which serves as the home of the Guard of the city, and a last place of retreat in time of danger. Finally, the furthest section is dominated by another garden and a small tower, *Tirómmen* ("East-watch").

7.2 THE LANDS AROUND OST-IN-EDHIL

Eregion proper is all the lands north of the Glanduin and south of the Mitheithel/Bruinen (see the area map in the color insert). Thus, Ost-in-Edhil is situated on the southern border of the realm; Elven settlements are almost exclusively north of the river Glanduin. The triangle between Sirannon and the Glanduin is very sparsely inhabited except by a few rustic Silvan shepherds. By far the majority of the Noldor either live in the city proper or in the rolling hills to the immediate north. Many of the more prominent families have houses both in the city and country.

In addition to the estates, most of the land for many miles around Ost-in-Edhil is cultivated, the fields partitioned into large triangular tracts. Chief among the nearby crops are wheat, barley and grapes: the wines of Eregion are the finest in Middle-earth. Even the vintages of Dorwinion in the Third Age cannot compare with the drink of Eregion's vineyards.

7.3 SITES WITHIN THE CITY

A few sites within the walls of Ost-in-Edhil deserve special note.

7.31 CELEBORN AND GALADRIEL'S HOUSE (A2)

Built of pale brown travertine marble, with its almost wood-grain like bands, the trim of this small but regal house is dark cherry, stained to almost black. The house is constructed upon the side of the granite bluff, so that the terraces and all rooms look westward. Interior furnishings tend to be simple but elegant, stressing organic comforts. When Galadriel leaves in 1375, They remove most of their possessions to their country house, where Celeborn retires. The city house is closed and never reinhabited.

The Layout

1. Entry Hall. Entry is gained through either of two large solid oak doors. Galadriel and Celeborn have a staff of three Silvan Elves to prepare meals and maintain the place; one of them would answer the door for a guest.

2. Reception Hall. Down a short flight of steps one enters the Reception Hall, a large room whose entire west side is windows. The ceiling is double height, with an interior balcony (10) running along the east wall. The floor is covered in a rich carpet, and the furnishings are plush and comfortable. A large fireplace dominates the east wall beneath the balcony.

3. Guest Rooms. These are quarters for any houseguests of the Lord and Lady, such as emissaries from other Lindon or Greenwood.

4. Dining Room. Back down the stairs and down again past the Entry Hall, one comes to the Dining room, beneath the Reception hall. The west wall is glass doors, opening onto a wide terrace. From this terrace winding paths lead down the granite bluff to a small spring.

5. Servants' Quarters.

6. Kitchen.

7. Small Vault. Here are kept a number of minor items and cash: 450 gp.

8. Celeborn's Study. The Lord's private office, it is windowless, reminding him of his home on lost Menegroth.

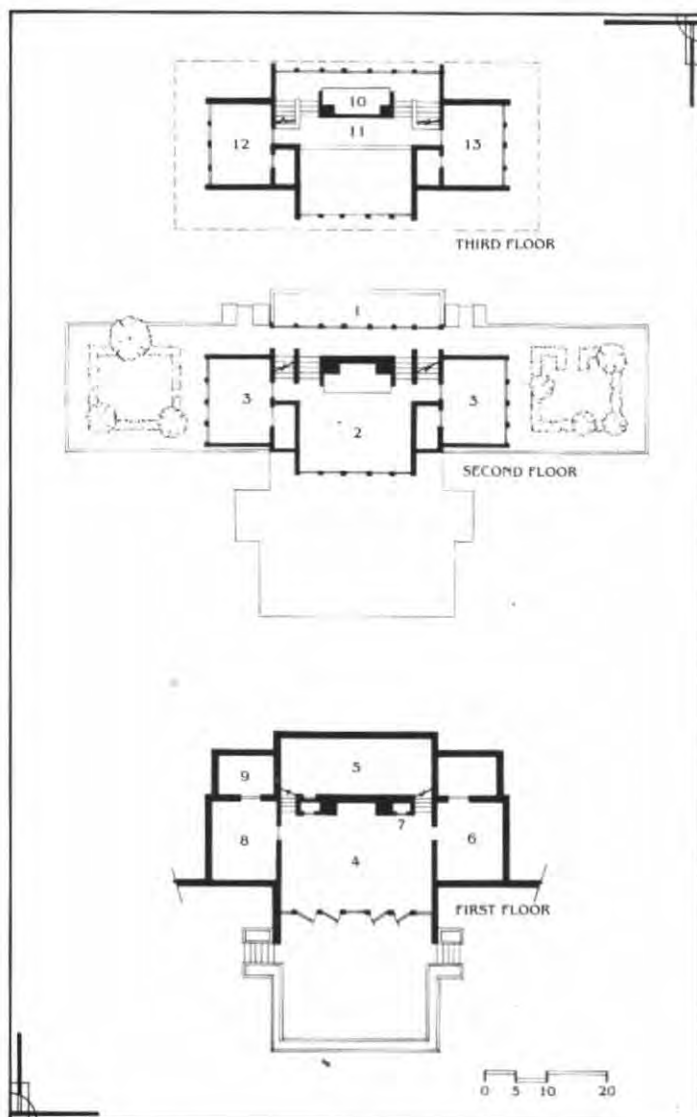
9. Main Vault. When Ost-in-Edhil is not threatened, all of Celeborn and Galadriel's weapons and combat-related equipment is stored here.

10. Bathing Room. Back up the stairs, past the Reception Hall, one comes to the sophisticated bathing facilities. Like most homes in Ost-in-Edhil, this one has running water, and also has an enchanted ewer which heats water.

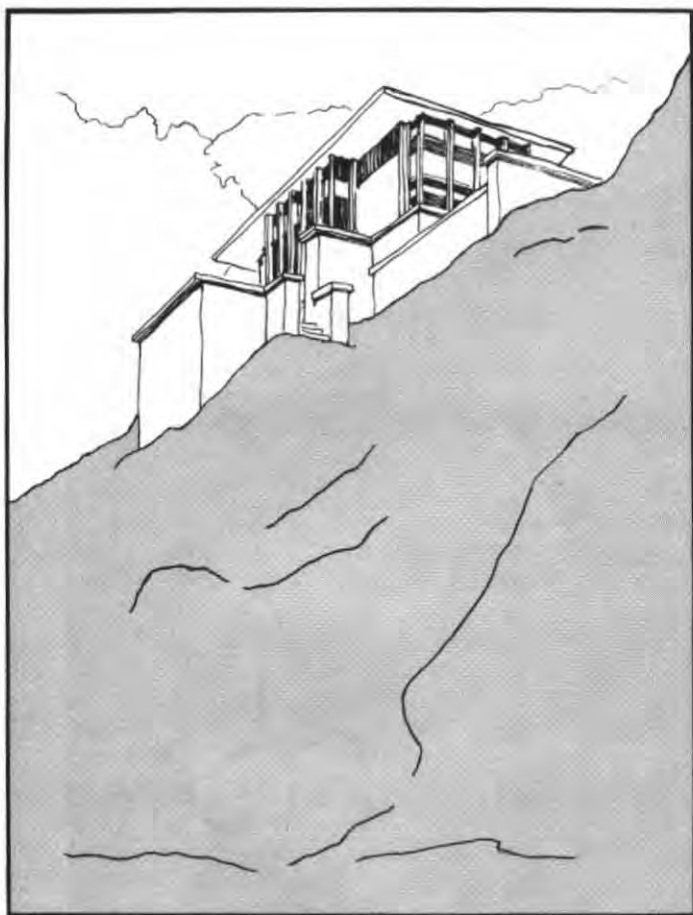
11. Balcony. Overlooking the Reception hall, this passage connects the master bedroom to Galadriel's sitting room.

12. Sitting Room. Galadriel's chamber, this room is the example of understated elegance. A beautiful dresser, a loom and a priceless gold harp dominate this chamber where the Noldorin Queen spends much of her time.

13. Rest Chamber. Galadriel and Celeborn's room.



Celeborn and Galadriel's House



7.32 CELEBRIMBOR'S HOUSE (M3)

Osteledan (S. "Fortress of the Silver-smith")

Continuing the triangular motif of the city (the design for which Celebrimbor was primarily responsible), his house is isolated on a small rocky outcrop, connected to the city by a single bridge. The villa is palatial, and includes a large library, a laboratory, and three vaults. There is also a secret passage under the river connecting this house to the Mirdaithrond. The house is constructed primarily of grey-blue azurite, trimmed at the railings and frames with purple porphyry. The roof is of very resilient tiles painted and glazed to match the trim. At night, blue-tinted lanterns are lit along the perimeter walls, giving the villa an unusual luminous blue appearance. Although Celebrimbor did not actually make the Three Rings here, much of his preliminary research was done in this house.

Unlike most of the Noldor, who have many servants, Celebrimbor has only one: *Danil* (S. "Devoted to the Smith"). A Noldo of the house of Fingolfin, Danil has the characteristic blond hair, is tall and lean, and is indeed the Master Smith's dedicated servant. His duties are made easier by the plethora of strange and magical devices which fill *Osteledan*. Both Celebrimbor and Danil have keys to all doors in the house, except the vaults, for which only the Master Smith has keys. All windows in the house are of the nearly unbreakable high glass, and though most can be opened, they all have very strong locks, *Hard* (-80) to pick from the outside (the difficulty is not due to the lock sophistication so much as the fact that there is no exposed mechanism on the outside — thus the -80 modifier).

Osteledan is nearly intact through the Third Age, mainly because it was the brunt of Sauron's wrath, the Dark Lord instead finding Celebrimbor defending the gates of the Mirdaithrond. The house is also built of extremely durable materials, and, as can be seen from the descriptions below, it has its own special defenses.

THE LAYOUT

ENTRY LEVEL (4)

1. Bridge: A gracefully arching stone bridge spans the distance between Celebrimbor's home and the main city. There is a lever (concealed in the stonework near the front door) which, when pulled, causes the center 50 feet of the bridge to drop into river. (In the attack by Sauron of 1697 the bridge is collapsed; *Osteledan* has remained isolated ever since.)

2. Front doors. Beautiful double doors of clear, tinted lean form a graceful mosaic. They are much more, however. The frames are laced with *kregora*, the magic-resistant material, thus protecting the doors from any sort of magical attack or *Opening* spells. They are normally kept locked, and are *Sheer Folly* (-50) to pick.

3. Living Room. The floor is covered in a steel-grey carpet, and all the furnishings are in tints of blue and grey. On cool days a fire is kept blazing in the central hearth (7).

4. Sitting Room. One of Celebrimbor's favorite rooms, this chamber is paneled in dark oak and has many full-length windows allowing one to just glimpse the halls of the Mirdain.

5. Dining Room. Separated from the Living area only by two movable screens, this long room is dominated by a huge oval table of Obsidian.

6. Stair. A wide spiral staircase of polished silver leads down to level 3.

7. Central Hearth. A huge mass of glazed black stone, this triangular pillar boasts three fireplaces on this level. It also holds a secret door — *Sheer Folly* (-50) to detect — and a spiral stair down the center.

8. Drawing Room. Tall northeast facing windows provide a dramatic view of the Siranon in this large room. The floor is covered in blue-veined marble, and the walls are covered in white wood.

9. Landing. This door is framed high glass, normally locked, *Sheer Folly* (-50) to pick. The landing accesses two stairways: one down to a large western porch, the other leading far down directly to the river.

10. Kitchen. This room is filled with a variety of strange objects, most of them magical and all of them designed to aid in food preparation. Celebrimbor's amusement with creating minor items of power for mundane uses is clearly revealed.

11. Pantry. A number of cabinets magically maintain a cool temperature to keep food from spoiling. A steel spiral stairway connects this room with level 3.

12. Danil's Room. The houseservant's private quarters are simple but comfortable. A large fireplace warms the room during the cool nights.

LEVEL 3

13. Porch. This granite-floored room is all glass doors on both of the open sides. The doors can be slid back on tracks to allow the river breezes to pass freely through the room. The doors open onto a very large patio.

14. Music Room. With walls of polished oak and a travertine floor, this room holds a large keyboard instrument as well as a number of woodwinds and a harp. Celebrimbor is able to play them all.

15. Guest Room. Very comfortably furnished.

16. Washroom. Hot water is instantly available from a faucet.

17. Celebrimbor's Chambers. Truly palatial, with bale blue carpet, furnishings of grey wood, and one wall a huge window.

18. Sitting Room.

19. Storeroom.

20. Porch. A smaller version of 13.

LEVEL 2

21. Library. The great spiral stair continues down into Celebrimbor's library, a huge triangular room. Sliding a hidden control (21A) causes an eog panel to slide across the circular opening between levels 2 and 3. It is unopenable from above. All the walls are covered with wood shelves filled with books. None are magical, but all are fine volumes, including texts of all facets of Smithing, Architecture, history, "science", and many works of fiction and poetry. The glass doors out onto the patio (23) are actually laen, and Extremely Hard (-100) to force from the outside. The floor is covered with a grey carpet, and in the center of the room, set on a three-foot high pedestal of black marble, is the *Súlrigrarn* (Q. "Storm-stone"). This one foot diameter crystalline orb is highly intelligent, possesses *Awareness True*, and is the defender of the house. Always alert, it is notes the presence of anyone on or within 100' of Celebrimbor's island home. Normally it takes no action, but when the Master Smith is away, it can be ordered to treat anyone but Danil as a threat. Its defenses are considerable. Once per day it can cast *Stormcall*.

summoning winds of 60 mph, as the skies over Ost-in-Edhil darken. The orb can then summon up to 3 lightning strikes per minute, x3, no range modifiers, +60 to hit, targeting anyone outside the house. It can also cast *Following Lightning Bolt*, with the same modifiers, as often as 1x/rnd until the intruders are disposed of (or it runs out of energy, being able to cast 12 such bolts per day).

22. Gallery. This room is all stark white: pentalic marble covers the walls, floor and ceiling. Even the central chimney is white (still housing a secret stair). The room is lit magically, the ceiling being luminous. The room is essentially a gallery, housing a collection of Celebrimbor's favorite art objects.

23. Patio. Overlooking the Glanduin.

24. Ortan. Behind a secret panel Extremely Hard (-30) to detect is a locked door, Sheer Folly (-50) to pick. Inside is a small chamber which is actually an ortan. Moving a lever inside carries the passenger far down below the level of the river to Celebrimbor's underground workshop and vaults.

LEVEL 1

25. Forge/Workshop. This large room contains all the equipment needed for the working of a variety of materials. The facilities are somewhat limited however, so the Master Smith must perform any truly advanced work at the Mirdaithrond.

26. The Lens Chamber. A very sophisticated device, the Lens is one of Celebrimbor's triumphs. The door to this room is of black eog, and locked, Absurd (-70) to pick. Only Celebrimbor has a key. Within the triangular room is a single large chair, facing what appears to be a large oval mirror, about seven feet tall and mounted at the far end of the room. When one sits in the chair and stares at the mirror, the Lens is activated. Anyone under 10th level must make a RR vs Mentalism or become nauseous and unable to operate the device. Surviving this, one now has an awesome tool at one's disposal. The Lens is able to cast any spells from the Seer Base lists *Past Visions*, *True Perception*, and *True Sight* to 30th level. The *Long Eye* spells have a range of 3000 miles, however. The only limitation on the use of the device is one's stamina. For the purposes of Lens-use, multiply Constitution x level. This number is the number of Power Points worth of spells the user may command the Lens to cast in a day before becoming exhausted.

27. Furnace.

28. Document Vault. An eog door guards this room, and it has three locks, all Absurd (-70) to pick; they must be unlocked in the correct order, this being Very Hard (-20) to determine. Inside are a number of large books, containing Celebrimbor's notes and sketches of all the items of power he has ever made — including the Three Rings. These beautifully rendered tomes, though not magical, are worth a fortune to certain buyers in the Third Age. Also here, secured in a glass-covered wall cabinet, are spell books for every list of every profession (except evil) of all three Realms to 50th level. Celebrimbor alone is able to use these books — written by Fëanor — to implant spells in items without burning off the enured spells. A truly priceless collection.

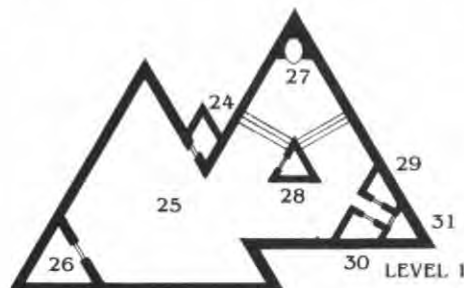
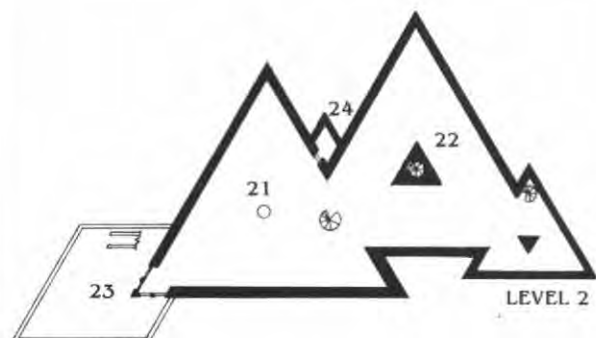
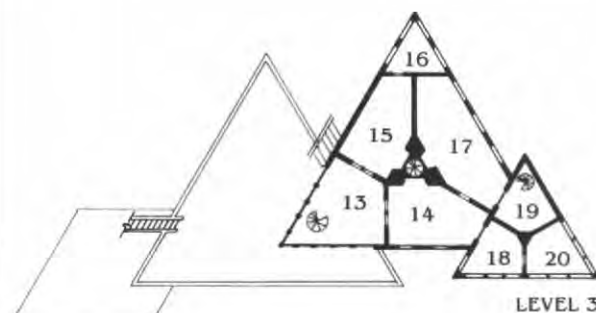
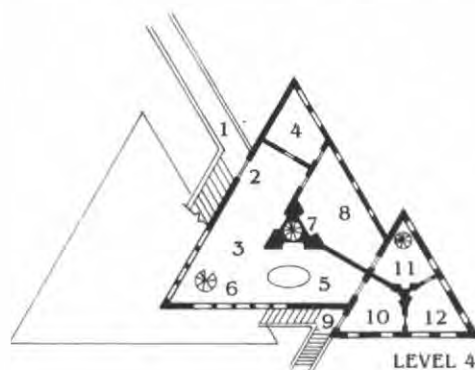
29. Vault. Mithril doors guard a treasury of items. The lock is Absurd (-100) to pick. Beyond the door is another door of clear laen laced with a net of *kregora* (as are all the walls of the room, preventing detection of the items within, as well as magical transportation in or out). This door has three locks, Absurd (-80) to pick, which must be unlocked in the correct order, this being Extremely Hard (-30) to determine. Note that no skill enhancing spells or magical lock pick items will work in proximity to *kregora*. The contents:

- Staff of Earthmastery: a five foot long staff of gnarled dark wood, it allows the holder to cast up to 60 PP's per day of *Earth Law* spells as high as 30th level.
- Rod of Fire: A three foot long silver metal rod, almost weightless. At one end is a carved white wood handle the other end splits into three prongs, each of which is tipped with a ruby. The rod will cast either up to nine *Fire Bolts* per day, either in the form of nine *Fire Bolts 300'*, or three *Triad Aflames*.
- Collar, of mithril links, will cast up to 50 points of *Monk Body Renewal* spells on the wearer per day.
- A dozen rings, of gold, mithril and other metals, set with various gems, most are x3, x4, +3, +4 PP enhancers for various professions.
- Mace, +10, will cast *Undoer* 1x a day when it is used to strike a door.
- A small orb, able to cast up to 30 PP's of *Open Channeling Weather Ways* spells as high as 30th level.
- Robes of Merging: Allow the wearer to merge with any material and the *Open Channeling Lofty Movements* spell *Merging True Organic*.
- A variety of other items, at the GM's discretion.

30. Vault. An eog door bars the way to Celebrimbor's mithril hoard. It is locked, Absurd (-110) to pick. just over 300 pounds of coins and ingots sit in small chests, valued at approximately 1,000,000 gp.

31. Stairwell. The reinforced eog door to this tiny room is kept locked, Absurd (-100) to open from either side. The steel stairway leads down and to a passage under the river, which exits in a secret door in vault 23 of the Gold Halls.

Celebrimbor's Island House



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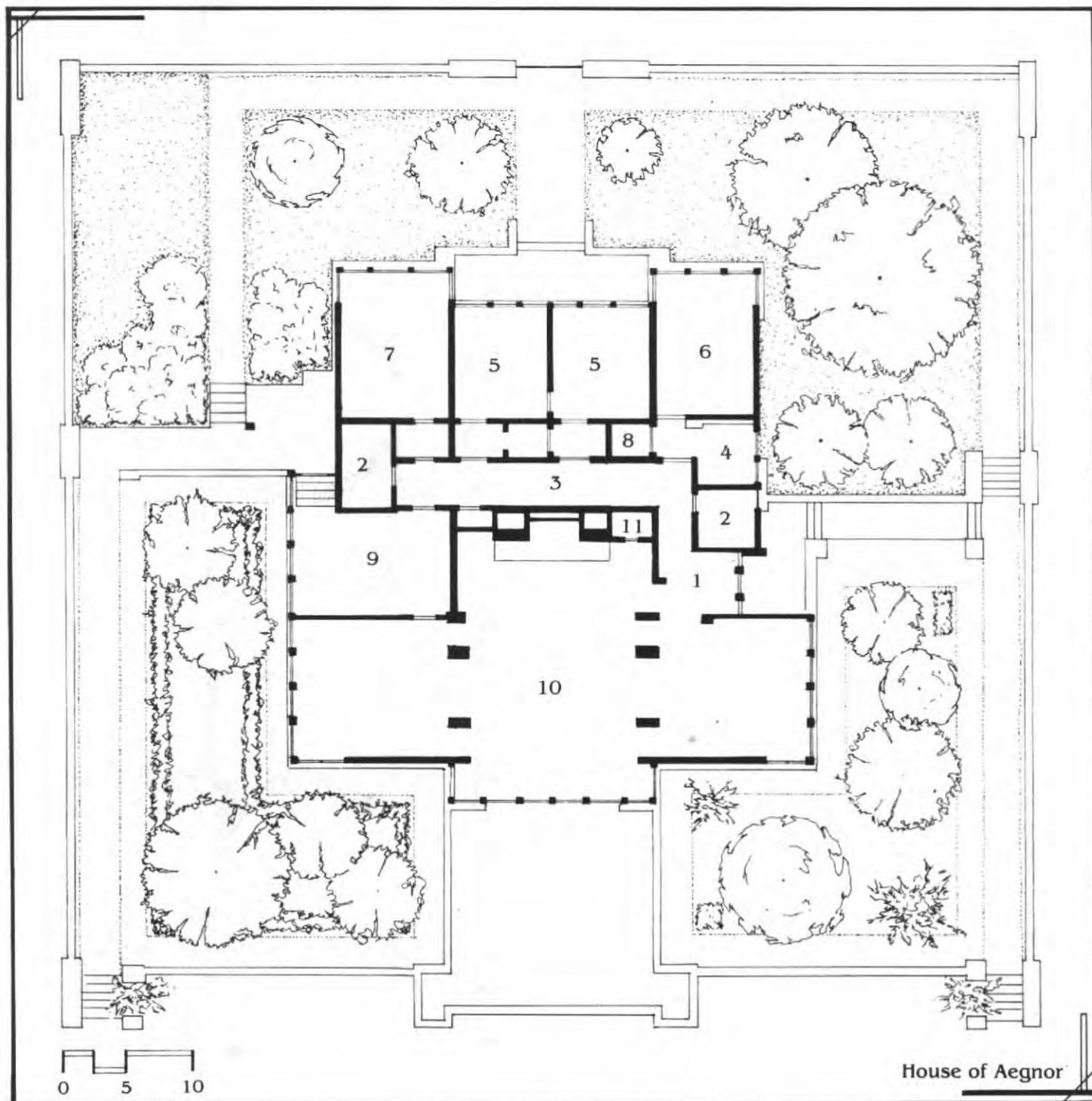
7.33 AEGNOR'S HOUSE (A4)

Seemingly "tied to the earth", one of the most rustic of the great houses in Ost-in-Edhil is Aegnor's. Perhaps the design was inspired in part by his beautiful Sindarin wife Súlima, who lived many years in Menegroth, cavern-citadel of Doriath. All beneath one sheltering roof, the house spreads out from a central hearth. The fireplace and all exterior walls are fashioned from rough-cut stones of earthen hue. Richly stained paneling and trim provide a feel of warmth, as do woven carpets in orange, reds and yellows.

Aegnor's house is unpretentious and welcoming, an accurate extension of its master, for his home is often a gathering-place of many Elves seeking fellowship: a song, a glass of wine, or talk of projects to come.

The Layout

1. Entry. Through double doors of heavy wood stained almost black. They can be locked Medium (+0) to pick.
2. Bathing Room.
3. Main hall.
4. Sitting Room.
5. Guest Chambers.
6. Aegnor's Study and Library. In addition to a vast array of valuable notebooks kept here, Aegnor has above his desk, in a small compartment, a journal of events in the Gwaith-i-Mirdain with his impressions. This compartment is locked, Hard (-10) to open (it could be forced as well). The journal tells of Aegnor's distrust of Annatar and his concern over the making of the Three Rings (how detailed this is would depend on what date the notebook is read).



7. Aegnor and Sulima's Rest Chamber.

8. Library Vault. The door to this small room is locked, Extremely Hard (-30) to pick, and holds 12 volumes. 1-6 are the spell lists of Alchemy, levels 1-15; volumes 7-12 are spell lists of Alchemy 20, 25, 30, and 50. These could be used (and "burned off") as runes.

9. Kitchen.

10. Living Area. This huge, wood-trussed room is a combined dining and gathering area, dominated by a huge hearth. Glass door open onto a large, sheltered terrace and gardens.

11. Vault. Hidden — Very Hard (-20) to detect — behind the hearth is Aegnor's vault where he stores many of his personal valuables. There are three locks. The first is Hard (-10), the second Very Hard (-20), the third Extremely Hard (-30), and is also trapped. Failure to disarm the trap before tinkering with the third lock causes a noxious powder to spray out of hidden holes in the adjacent wall. The powder — actually mushroom spores — causes immediate unconsciousness for 2-20 hours to all those within 20' who fail to resist vs 20th level poison. Inside the vault:

- 40,000 gp worth of jewelry.
- A belt of mithril links which will cast *Fly 450'/rnd 3x/day*, *Long Door 300' 3x/day*, and *Landing True 3x/day* (allowing wearer to land safely from a fall of up to 1500 feet).
- 300 mithril pieces (worth approx. 30,000 gp).
- 39,000 gold pieces.

7.34 ANNATAR'S HOUSE (A5)

Soon after his arrival, Annatar was granted a place of his own upon which to build a house. The design was unlike any other in Ost-in-Edhil, being both more severe and more harshly symmetrical than any other in the city. It resembles more a mausoleum of the dead Edain than a home for the living. The Eldar who deal with the Lord of Gifts either chose not to notice, or simply discarded any criticism as closed-mindedness.

The exterior of the house is faced in a black marble through which runs red-gold veins. The central dome itself is of polished gold on the outside, and a luminous pearl finish on the inside, where Annatar greets guests. The interior furnishings are mostly hard and smooth: polished marble walls and floors, unupholstered furniture of rare *Dir-wood* from the far north. All of the doors and windowframes (what few windows there are) are of a black metal with a dull luster. The windowpanes are of high glass — almost unbreakable — and do not open. A secret portal leads down to a foul altar.

The Layout

1. Entrance. Double doors faced with gold guard the front entrance to Annatar's home. Actually made of eog, they are almost indestructible. When Annatar is out, they are kept locked, Sheer Folly (-50) to open. Only the Lord of Gifts has keys.

2. Rotunda. Forty-five feet high at the apex and forty in diameter, this room is devoid of furnishing and practically without decoration. The dome is covered with a silvery-white pearl finish; the walls are of pink marble. A black iron balcony runs the perimeter of the room, supported by ornate gold-leafed columns. All of the doors into this room are of mithril and can be locked, Extremely Hard (-30) to pick. At the apex of the dome is an oculus allowing light to enter, but covered with a sheet of clear laen. The floor of the room is a beautiful mosaic of highly polished marble and other stone, forming an arcane six-pointed compass. It is in fact an abstracted symbol relating to Morgoth. A 6' diameter circle at the very center of the mosaic is a Sheer Folly (-50) to detect secret door, actually a lift. Only by standing in the center and thinking clearly the phrase — *One Ring to Rule them all* can the door be triggered. When the words are spoken, the section of floor lowers into the basement; a replacement floor section slides into place immediately, concealing Annatar's departure.

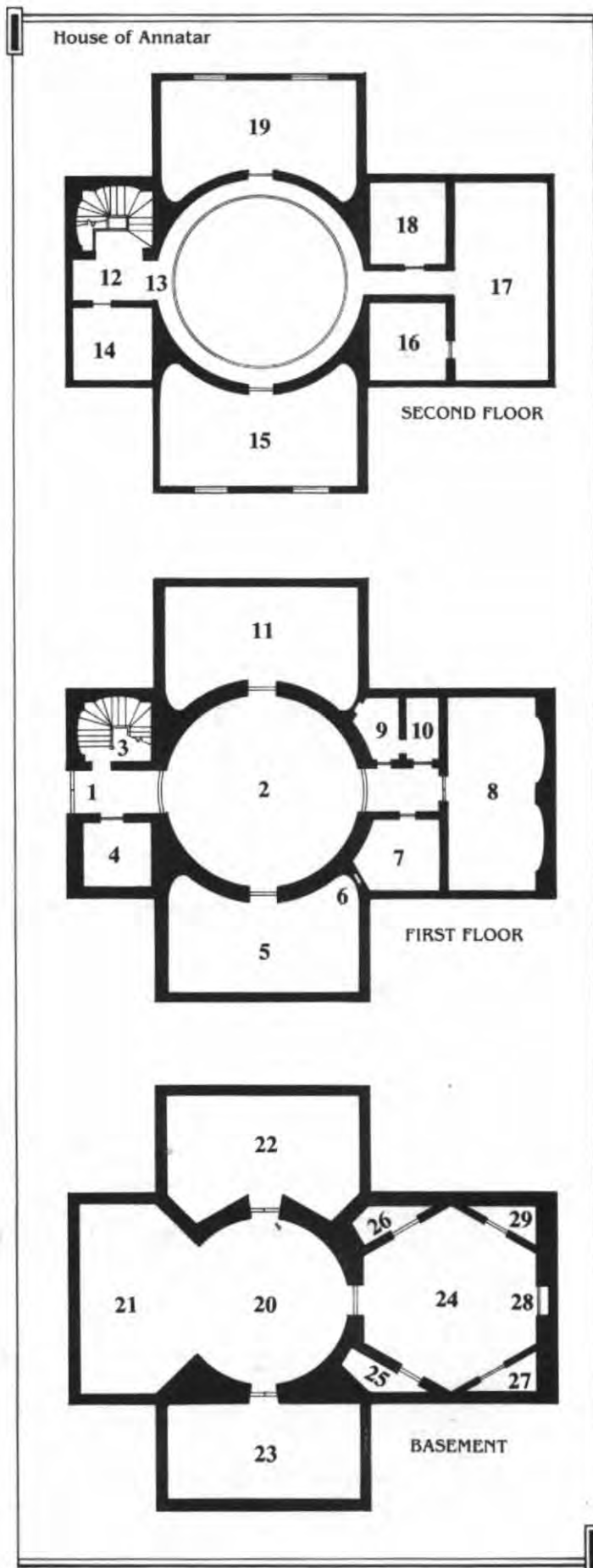
3. Stairs. Leading up to the second floor.

4. Guardroom. Here stands on guard one of Annatar's six dedicated (and unsuspecting of his true nature) Silvan servants.

5. Drawing Room. Floored in white marble with walls of silver-white wood, this room is furnished in white-woods and chrome. It always seems cold.

6. Secret Door. Extremely Hard (-30) to discover, this room connects the Library to the Drawing Room. Within the passage are spyholes, allowing someone to observe the occupants of either of those rooms or the rotunda.

7. Library. Filled with innocuous volumes on poetry, fiction and history, as well as Noldorin science. Several fine works of art adorn the walls, and stand on marble pedestals. This room is actually furnished comfortably, with black leather upholstered chairs, and two reading desks of black *dir-wood*.



8. Office. Annatar spends much of his time in this room, which is carpeted in pure white-wool. The wall facing the door and both side walls are of black marble, while the fourth is a single huge mirror. In the center rests a huge desk of polished ebony stone, with a carved dir-wood chair behind it. The other furnishings are of white enameled wood.

9. Kitchen.

10. Servants' Quarters. The three Silvan Elves share these quarters.

11. Dining Room. Dominated by a glass-topped table, this room has a capacity to seat twelve.

12. Upstairs Hall.

13. Balcony. Running the perimeter of the rotunda, it allows access to the upstairs rooms.

14. Washroom. A very ornate and sophisticated facility, for the convenience of guests.

15. Guest Room.

16. Washroom. Annatar's personal facility.

17. Bedchamber. Dominated by a huge bed with headboard of carved oak.

18. Sitting Room. An anteroom to 17.

19. Guest Room.

20. Lift. This section of floor lowers flush with the black stone floor of the basement.

21. Symbol This area is bare except for a huge Symbol of 60th level *Unminding*. Should anyone stumble upon this area, they will find the symbol hard to ignore. If the Symbol is read, the lift rises back to its former location, so that any intruders will find themselves back in the rotunda with no memory of what happened. A special feature of this Symbol also causes the victims to forget ever having discovered the lift.

22. Dark Library. Behind locked Sheer Folly (-50) to pick iron doors is a library containing a collection of histories written from the Melkoric point of view, as well as spell books of all Essence and Channeling (including Evil) lists to 50th level.

23. Storage. This chamber is unlocked and empty.

24. Forge. Annatar's personal smithy is sophisticated and compact, with facilities for cold-forging, jewel-work, and all other aspects of metalwork. The door to this room is made of black laen and locked, Sheer Folly (-50) to pick.

25. Storage. Filled with 50,000 gp worth of metal ingots.

26. Storage. Holding 100,000 worth of mithril and gold.

27. Vault. Locked, Absurd (-70) to open, this lead-lined chamber holds 100 pounds of mithril and 10 pounds of kregora. Anyone opening the door will be subjected to a lethal dose of 'deadly essence'. The door to this small room is steel, faced with lead on the inside.

28. Vault. Locked, Absurd (-70) to open, this mithril door slides to one side, revealing only a stone-framed doorway which seems to hold only absolute darkness. It is actually a *Gate* which will transport anyone who steps through immediately to Barad-dûr (good luck from there).

29. Vault. Locked, Sheer Folly (-50) to open, this chamber is empty.

7.35 THE BELL TOWERS

All three of these towers — named the *Mindolini* ("Lofty towers of Song") — are essentially the same in design, no more than a hollow pillar of white marble with a steep spiral stair twisting up through the central core to a hexagonal platform at the top. This lookout is fifteen feet across and fully enclosed. Marble walls rise to three feet, and framed windows fill the remainder of the gap to a ten foot high ceiling. Through the insulated ceiling is a small trap door leading to the bellroom, where are hung a set of bells; the bellropes also hang down in a row along a portion of the room perimeter. This upper chamber is open to the outdoors so that the bell peals can be clearly heard. The central tower is taller and slightly larger in circumference than its neighbors and sports an *ortan*, one of the sophisticated counterbalance lifts, allowing quicker access to the lookout. It also has a spiral stair which wraps around the *ortan* shaft.

The towers are capped by tall conical roofs, sheathed in polished copper. Each tower room has a door (all face west) which opens out onto a three foot wide railed walkway ringing the room. Inside each is a desk, chair, writing tools, lantern, and a case containing three telescopes of different power and size, for use by the lookouts. Also, set on a pedestal in the center of each room is a large magical lamp fixed in a lens system; these are lit every night and slowly turn, providing guides for any river or lake travellers.

The east and west towers rise a hundred and fifty feet above the surrounding plazas, the central tower is a dizzying three hundred feet tall, thus rising one hundred feet higher than its neighbors (due to the different city levels) and five hundred feet above the river.

7.36 THE HIGH CITADEL

The tallest part of the city, the High Citadel is built on a solid granite base four hundred feet tall (delved with many passages and halls) and surrounded by thick walls fifty feet high. The Citadel is sheathed not in white marble but coarsely finished dark granite, a curiously brooding presence penetrating the otherwise fair lines of Ost-in-Edhil. Even its geometry is different, though its walls cast reflections in parallel streets far into the middle city. This is perhaps a reminder from the sometimes haughty Noldor to themselves: Evil is not dead in Middle-earth, and even the mighty Eldar cannot afford to live here without fortification. Between the thick walls is a wide open space, filled with grassy areas, trees, and airy quarters for the City Guard who reside here. Underground are vast mansions, armories and halls, large enough to store many tons of food and house the entire city in times of emergency. Even this was not enough to stop the power of the Dark Lord in his wrath, however.

7.37 THE PARKS

7.371 The West Garden (Parth Dûn)

Covered by a green lawn beneath poplars and birches, this westernmost tip of the city affords a breathtaking view over the lake for many miles. Numerous carefully tended flowers bloom here year-round, as well as *thurl*, *athelas*, and other healing herbs. Many winding paths lead through hedges to sheltered clearings, each with a marble bench for rest and contemplation.

7.372 The East Garden (Parth Rhûn)

The two gardens here contain a variety of trees, including a large beech. In each is a small fountain surrounded by benches.

7.38 THE ORTANI

These devices, called *ortani* ("to lift up") are no less than elevators, which, though manually operated, are cleverly designed and operate with smooth efficiency. There are not many of these machines, which are placed where a great height is spanned, or cargo is moved. Three are located adjacent to the docks, one in the central tower, and two in the each of the city gates. The last and undoubtedly most beautiful one is built against the wall behind Galadriel and Celeborn's house, connecting their enclosure to the upper city. Though relatively short (65 feet high), it is an elegant glass-enclosed carriage clinging to the white marble wall. At night it is lit with many small lamps, looking like a strange, huge crystal and gold lantern as it glides skyward.

The lifts are operated by counterweights and other complex mechanisms which act to balance the weight of the passengers. Controlled externally by an operator, they run on steel tracks supported by several cables. All can be locked at the top and disabled should the city be attacked.

7.39 OTHER LOCATIONS OF INTEREST

Following is a list of other prominent sites in the Fortress, followed by brief descriptive notes. For easier reference, the locations are subdivided by which of three general sections they fall in: the *Ardhlarem*, or High City, including the western watch; the *Medhlarem* ("middle city"), including the stepped areas to the north; and the *Galadharm* ("Wooded city"), including the western garden and Inner Citadel. **NOTE:** the codes refer directly to the color map in the center of this module.

ARDHLAREM ("High City")

A1. Council Hall and Library

This great structure holds not only the domed Council Chamber, but the greatest library of the Noldor in Middle-earth, brought with them out of Beleriand. Although the Mirdaithron has most of the texts on the physical arts and science, here are the histories, literature and songs of the people.

A3. Vintner

Carnil the Vintner has a shop here where he sells his vintages for coin or trade. Normally one of his daughters actually operates the shop, aided by a Sindarin clerk.

A6. Herbalist

Brethil the Herbalist is the premier grower of plants both medicinal and recreational. See the *Master Herb Chart* (sec 11.3) for details; every herb on the chart is available here — with the exception of those noted to grow only in Lórien.

A7. Baker

Ragnor does little more than intermittently supervise his crew of Silvan bakers, but his breads and cakes remain the most prized in the city.

A8. The Fountain Baths

A favorite gathering place of the Noldor, this building features the usual amenities: sauna, warm baths, and a swimming pool. More than a recreation area, the baths of Ost-in-Edhil (as is true of any city of this size) are a major social center.

A9. Inn

Vingilot's Quay, the name referring to the ship which bore Eärendil and the Silmaril into the sky, is an elegant, quiet inn and dining room. All twelve rooms are for one or two occupants, though spacious and richly furnished.

A10. Glassblower

Although associated with the Gwaith-i-Mírdain, Khelgin and his two sons prefer to live and work in the city proper, and are generally accepted as the finest glassblowers and cutters in Eregion. Occasionally a smith from the Halls will visit Khelgin to confer or seek advice on a technique related to glassworking.

A11. Astrologer

Valglin the Astrologer, by most peoples' standards, is not a sane man. This was not always the case, however. A friend of Galadriel's, this short (5'8") grey-eyed Noldo was, in the early days of Eregion, a seemingly happy man of even temper and quick wit. He was also a forecaster of considerable skill, and very knowledgeable in the ways of the stars. It is curious that his mental abnormality developed soon after the arrival of Annatar to Ost-in-Edhil. Valglin's sense of humor departed, and he became a recluse, cloistered in his domed house, often studying the stars but telling nothing of what he saw. At last Galadriel, concerned for his welfare, visited him one summer night and tried to breakthrough his melancholy. The entire time he spoke only gibberish, except for one phrase: "*The Noldor are trapped; Artano has entangled us in the Remmirath!*" He gestured to his telescope, then collapsed. She called the best Healers in the city, who rushed him to the House of Healing. Galadriel looked in the telescope, and there illuminated were the Remmirath: the Net of Stars (also known to some mannish peoples as the Seven Sisters) but in the center was Eärendil, the Evening Star, most beloved of the Elves. Valglin recovered his physical health, but would never speak again. Although the Noldorin Queen feared that Annatar was somehow responsible (some of the Noldor called him at times Artano: the High Smith), she had no proof.

A12. Healer

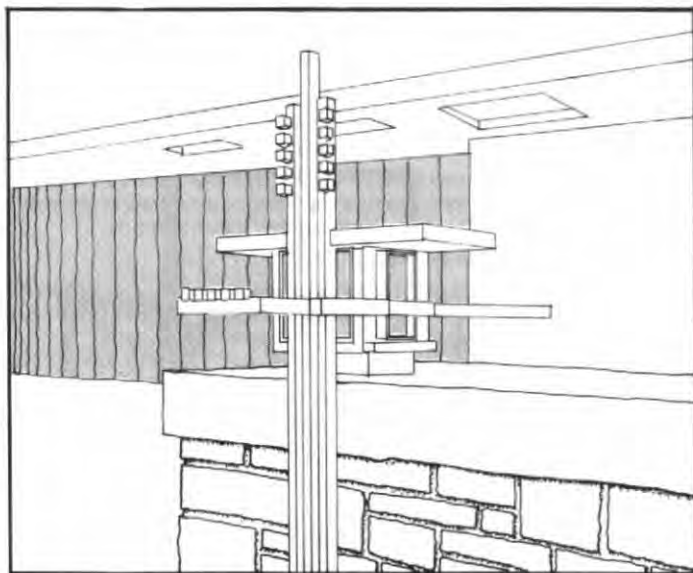
His house open to anyone in need of aid, Thalos the Healer is a widely trusted and respected Noldo. Although Elves are immune to disease and sickness, they can at times fall victim to injury. Two Sindar aid Thalos and tend the occasional patient who must stay for an extended period.

A13. Tavern

Serving a variety of wines as well as mead and beer, the *Tangled Vine* is an informal room with adjacent gazebo, all situated in a well-tended garden.

A14. Scribe

Neithan is the Master Scribe of Ost-in-Edhil and supervises maintenance of the Library, aided by nine Sindar. He has a considerable collection of his own here in his combined house/shop, where he also has three Elves in his employ, all of whom copy and transcribe various texts.



Lamp Detail

MEDHLAREM ("Middle City")

M1. The Common Baths

Considerably larger than the Fountain Baths, these serve a similar purpose for the majority of Sindar and Silvan Elves.

M2. The Central Market

The forum and main marketplace for Ost-in-Edhil, this wide open area is the daily scene of much trade and social intercourse. A great number of foodmerchants have set up shop here, selling their comestibles to the city dwellers.

M4. The Harbor

The *Pelondë* ("Fenced Haven") is a small but well-protected harbor, serving mainly as a stopping-point for the bustling river trade along the wide Glanduin.

M5. Shipwright

These large buildings house materials for ship construction and are large enough to accommodate smaller ships in drydock.

M6. Inn

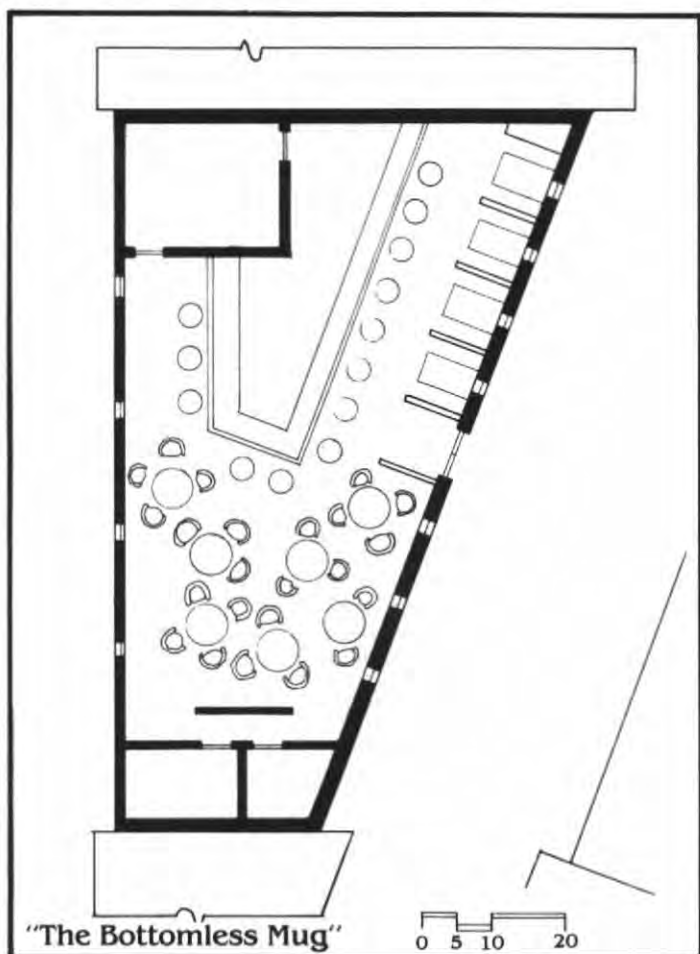
Estelisse ("Sweet Rest") is a three-story building faced in Malachite and trimmed with white wood. Facing the central plaza, it is an impressive structure, and the traveller will find the interior no disappointment. Twenty-four suites are all well furnished and each is fit for a king. Although — as mentioned earlier — Elves do not usually "sleep", all rooms have comfortable beds for the convenience of mortal guests.

M7. Brewer

Daniros ("Man of Foam") is a Noldo of the House of Fingolfin, and so a possessor of the prized golden hair. He also has pale blue eyes, and a penchant for strong ale. He is master of his own brewery (operated by several Silvan Elves) and is generally acclaimed the best brewer in Eregion.

M8. Tavern

Coincidentally very near Daniros' Brewery, the *Bottomless Mug* is a popular spot for many Silvan Elves to gather and sing. It is frequently the scene of *Vairëmbre* ("— entangle") meaning anything from a rowdy party to a good-natured brawl.



M9. Seer

Orophin the Seer is a sulky, mysterious Noldo with curly black hair and ebony eyes. He habitually wears a full length hooded black robe over his large frame. Frequently seen in the company of An-natar (who is fair-haired and wears white) they are an odd pair.

M10. North-Gate and Stables

Two lifts as well as twin spiral stairs connect the eight floors of the tower. At ground level are the gates — made of reinforced steel — and numerous stables delved into the rock. Within the stables are not only horses, but numerous beautiful chariots and carriages, transport for the Noldor to their country homes or other far-flung destinations.

GALADHARM ("Wooded City")

G1. Herb Baths

Replete with several steam chambers, the Herb Baths feature a variety of diversions; most of the herbal steams have some sort of "effect" (relaxant, intoxicant, etc.). A central, invigorating pool is available when the sauna is complete.

G2. Herbalist

Rúmil the Silvan Elf is a skilled gardener, though somewhat absent-minded. He has a tendency to wander in a dreamlike state at unlikely times.

G3. Healer

Actually a Lay Healer, the beautiful Noldor woman Ariel is skilled and efficient, if perhaps chill of demeanor.

G4. Theatre

This domed chamber serves the entire city, and is the site of many smaller dramatic productions (larger plays are put on in the large, outdoor amphitheatre).

G5. Tavern

Aldamar ("tree-house") is a dining room facing a large garden and outdoor seating area. Across the way is a small inn.

G7. East-Gate and Stables

Similar in concept to the rectangular North-Gate, the eastern portal has two lifts as well as twin spiral stairs connecting the twelve floors of this high tower. At ground level are reinforced steel gates and numerous stables delved into the rock.

7.4 ESTATES OUTSIDE OF THE CITY

7.41 CELEBORN AND GALADRIEL'S VILLA

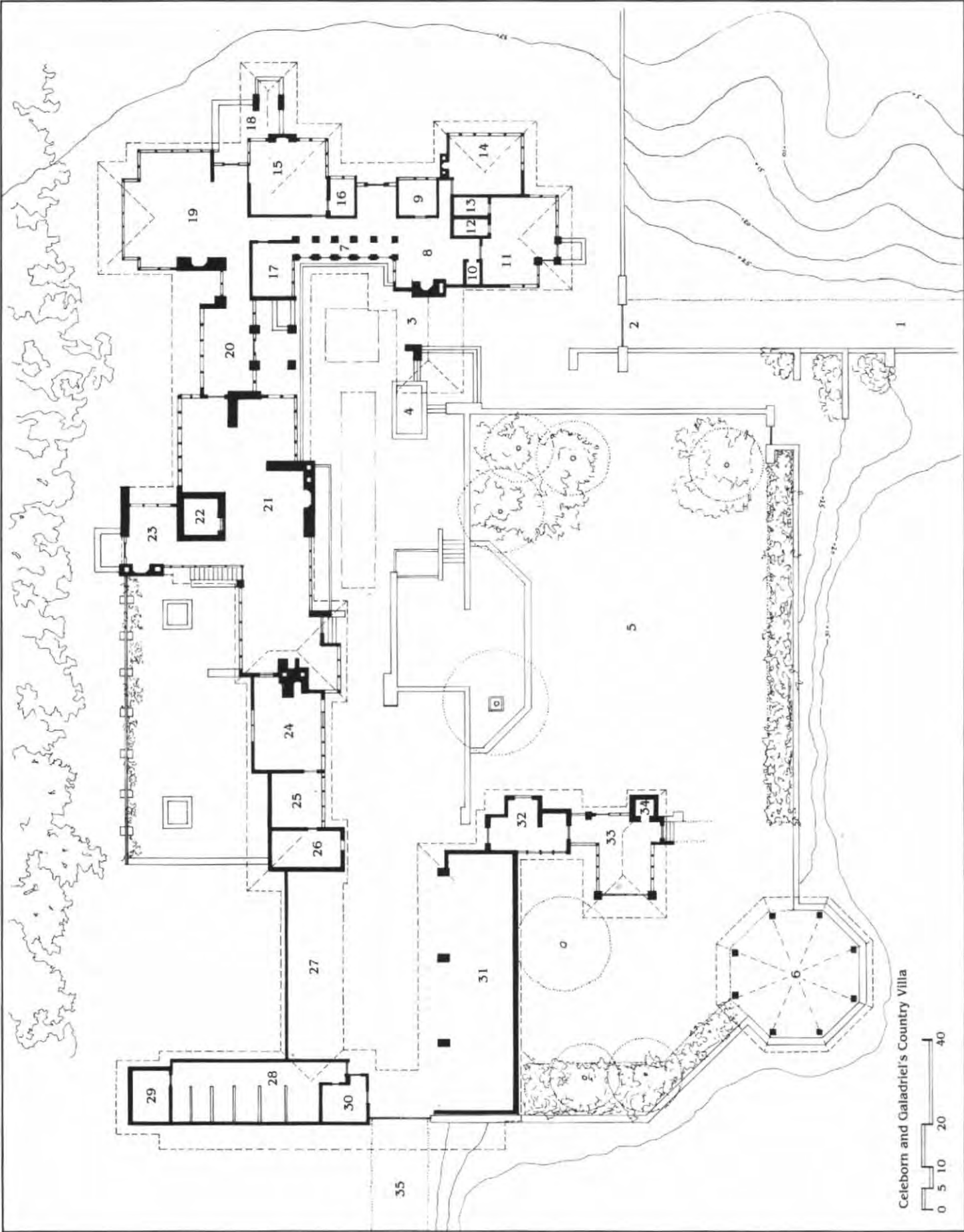
Telpemár ("House on the Hill of Silver Trees"), so named for the many silver birches which surround this secluded retreat, is an elegant, yet unpretentious mansion for the Noldorin Queen and her husband. Roofs with wide eaves give the house a long, low profile, and the rough-hewn rock of the walls is uncharacteristic of Noldor architecture. The place is almost Silvan in character, and perhaps foreshadows Galadriel's disenchantment with the Deep Elven love of "High Style" design.

Located 50 miles north-northeast of Ost-in-Edhil as the crow flies (nearly a hundred miles by road), Telpemár faces south, overlooking a confluence of streams to the west. It is surrounded by hundreds of acres of forest, dotted with small vineyards and fields, all tended by a resident contingent of Silvan Elves.

The house itself, while not really fortified, is protected by a steep hill on the south and west, and dense wood constantly patrolled to the north and east. A long, winding drive enters from the south, passes through a garden courtyard, and departs through a gate in the eastern end. Galadriel and Celeborn travel back and forth between here and Ost-in-Edhil either by horse-drawn carriage or simply on horseback.

The Layout

1. **Driveway.** Well maintained and covered with gravel.
2. **Front Gate.** A huge iron gate, always attended by a guard.
3. **Covered Entry.** Those entering pause under this roof to disembark. Entry to the house is through the doors just around the corner.
4. **Fountain.**
5. **Galadriel's Garden.** Every herb on the Herb Chari can be found growing here while Galadriel is still in residence. For every hundred years since her permanent departure, subtract 2 from a theoretical hundred percent chance of finding such an herb. For example, if running adventure 10.22 in T.A. 1409, it has been 3475 years since Galadriel left. There is still a 30% chance of finding any of the herbs there (assuming anyone thinks to look and would recognize them in the wild). Roll separately for each herb.
6. **Gazebo.** Featuring a breathtaking view of the stream below and a vista for miles to the south and west, this is one of Galadriel's favorite spots to retreat to.
7. **Loggia.** The doors facing west are thrown open during temperate weather, allowing the free flow of air through the house.
8. **Sitting Room.**
9. **Servant's Chambers.** Galadriel's three handmaidens (Sindarin Elves) share these quarters.
10. **Closet.**



11. Galadriel's Chambers. Filled with light, and views south, west and east, this room overlooks the entrance and wooded areas. A balcony extends southward with even more sweeping views.

12. Dressing Room.

13. Washroom.

14. Celeborn's Chambers.

15. Guest Room. This room is usually where Galadriel and Celeborn's daughter Celebrián stays when she is at Telpemár.

16. Washroom.

17. Kitchen.

18. Balcony.

19. Living Room. Richly furnished with items of priceless craftsmanship.

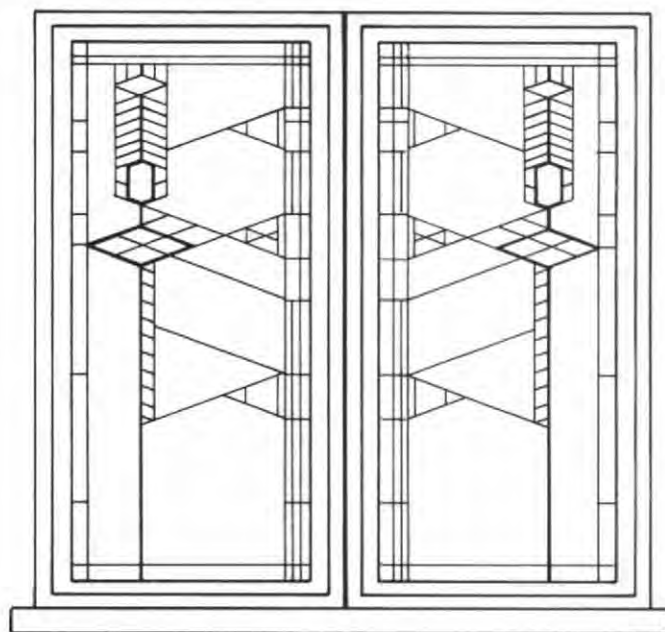
20. Loggia.

21. Library. This huge room is filled with books and scrolls, many of them valuable for their intellectual worth, though none magical.

22. Vault. The target for any number of looters, this vault is extraordinarily well-protected. The stone walls are lined with two inches of steel, and an inner layer of *Eog*, which prevents the transmission of Essence. Thus, any magical items within could not be detected from without. The door and lock mechanisms described below are also fashioned of shalk and eog, so that any spells employed to try opening them are useless.

The outer vault door, composed of Eog laminated within steel, is nearly indestructible. Treat as AT 20 (-100) and 500 hits. There are two locks, each Very Hard (-20) to pick; they must be picked (or the keys used) simultaneously, however, so the operation is Absurd (-70). The inner door is as strong as the outer door, and has three locks, each Sheer Folly (-50). They do not have to be operated simultaneously, but in the correct order. Determining the order is Extremely Hard (-30). If a lock is picked out of sequence, a trap of sorts is sprung: heavy spring-loaded bolts shoot into the door from the surrounding frame, anchoring the door in place. The bolts cannot be removed; the vault is sealed. Inside: a fortune left by Celeborn on his departure.

- 10,000 gp in mithril pieces
- 50,000 gp.
- Opal earrings, one of *Slyears*, the other of *Long Ear* (Seer True Perception) each can be cast up to 3x/day.
- A staff, x5 Essence PP, able to safely *Teleport* the holder once per day. The staff must have been to the destination and stayed for 24 hours. It is highly intelligent.
- Spectacles, able to cast *Sight True* (Seer True Sight) 1x per day.
- A miniature carriage, when set on the ground in an unconfined area and ordered to "grow" in Quenya, will become a full-sized carriage drawn by four spectral horses, able to carry up to 4 people, and move at 60 mph. The carriage can only remain full size for three hours, and can only be caused to assume full size once per day.
- Boots of *Wallrunning*. A helm which protects the wearer as a 30th level Fighter vs. all spells and effects of *Fear*, *Presence*, *Confusion*, *Panic*, and similar effects.



Window Detail

- A pendant of moonstone set in silver which will allow the wearer to resist any *Fatal Channeling Projection* (Absolution, etc.) as a 60th level. If the wearer resists, the amulet disintegrates. If the wearer fails, the amulet is unharmed. For those running a Third Age adventure, this vault has not been penetrated by Featur.

23. Study. A comfortable room, its most notable feature is well hidden. A secret compartment in the stone fireplace — Extremely Hard (-30) to detect — holds a small safe. The safe is trapped, Sheer Folly (-50) to disarm. It is impossible to know whether the disarming operation is successful until one tries to pick the Absurd (-70) lock. If the trap is not disarmed, the picker receives a point-blank x6 damage *Lightning Bolt*. The trap can go off an infinite number of times. If this is somehow defeated, inside the tiny safe is a leather pouch lined with velvet (and a fine net of *Kregora* which muffles any sort of magical emanations even more effectively than *Eog*). Inside the pouch is a ring: a Lesser Elven Ring of Power. It is *Elenya*, Ring of Stars. Made by Finculin with aid from Annatar and Celebrimbor, it is a pale shadow in might compared to the Three, but is still an item of considerable power. It is fashioned of mithril with an amethyst set. Its powers: +30 to wearer's DB; x3 and +3 PP enhancer (any profession); ring will cast *Invisibility* upon the wearer as often as every round (the wearer is free to cast other spells if he wishes); ring can be invisible and undetectable to all but other Ringwearers if desired; wearer, if mortal, ages at about a tenth the normal rate — he loses on permanent Con point per ten years, however, and will not die, instead, when his Con reaches 0 he becomes a Wraith; wearer, if a Mentalism-related spell user, has knowledge of all Seer Base lists to 30th level, which he may cast (if he has the PP's) as if he were 30th level. If this ring is worn during the Second Age, the wearer is in great danger of being tracked down and slain by servants of the Dark Lord. It is not evil, but it is tied to the One by nature, and so very dangerous. Once put on, the wearer must make a RR vs. a 10th level Mentalism attack to take it off; every time it is worn (or every day it is worn) after that the attack level rises by 1.

24. Servants Common Room. The household servants share this comfortable room for eating and recreation.

25, 26. Servants Quarters. Three Sindarin Elves live in each room.

27. Covered Shelter. This open area is used for stabling extra horses, hay, etc.

28. Stables.

29. Office. The Sindarin Stablemaster lives and works here.

30. Gear Room. Saddles, etc. are stored here.

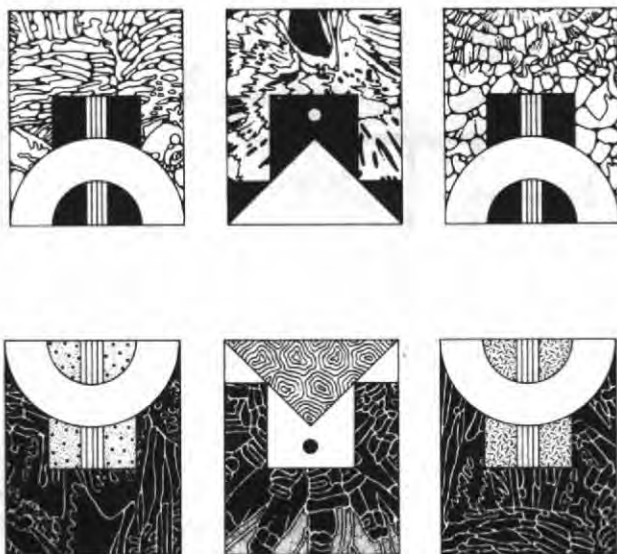
31. Carriage Garage.

32. Guesthouse Living Room.

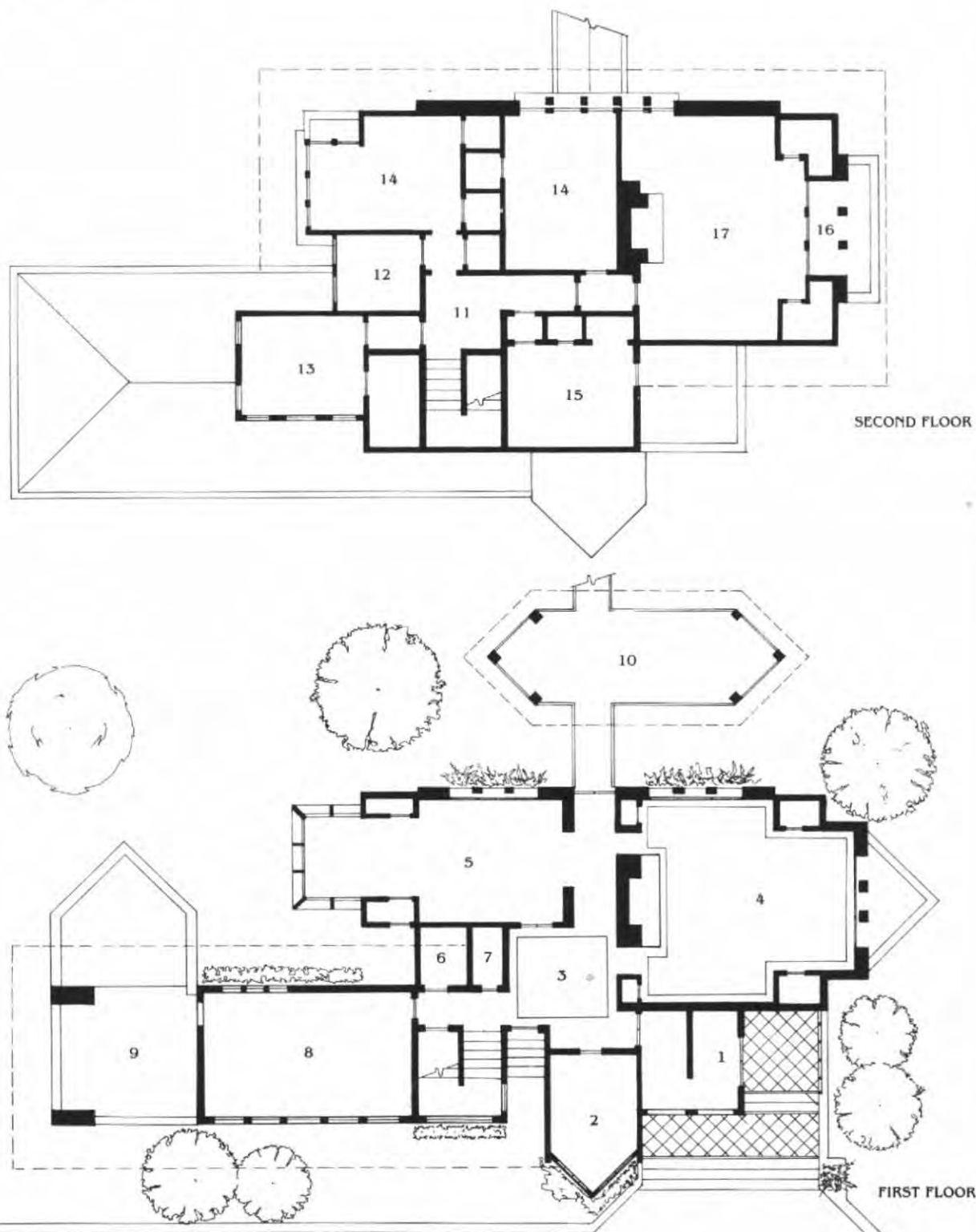
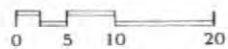
33. Guesthouse Bedroom.

34. Guesthouse Vault. Usually empty, in the Third Age it is ruined and holds only dust.

35. Exit.



Carnil's House and Winery



7.42 ESTATE OF CARNIL THE VINTNER

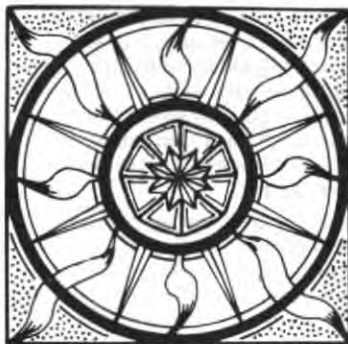
Carnil is a Noldo and one of the original founders of Eregion. He has lived in Aman and so has within him a skill and understanding of living things possessed by few. It is no surprise that his vines thrive, and produce the best wines in the valley. Two in particular are famous from Lindon to the Mouths of Anduin: *Carmirë* ("sparkling red") a deep red Cabernet, and *Yuldelisë* ("sweet draught"), a Chardonnay. The estate mansion rests on a low hill amidst the vineyards, with the winery and associated buildings clustered nearby.

Carnil was grieved when his eldest son Orrerë decided to join the Gwaith-i-Mírdain and become a Smith. Although it was a prestigious profession, Carnil would have preferred to have Orrerë work in the winery. Instead, Carnil continues to take an active part in the operation (as well as being a Councilman at Ost-in-Edhil) aided by his daughter *Laithen* ("Misty eyes") and three Silvan Elves, who oversee the several dozen Silvan laborers. No one could ask for better workers: tireless Elves who love nothing more than "gardening" in the grandest sense.

The mansion, about thirty miles northeast of Ost-in-Edhil, rests on the edge of a great bluff and is surrounded by thousands of acres of vineyards. The house is of frame and stucco, standing on a firm foundation of stone. The only reason it has survived into the Third Age, however, is that it was converted into a small monastery by a little known cult of monks around S.A. 1800.

The Layout

1. Entry Foyer.
2. Office. Carnil's favorite room, from which he runs his operation.
3. Reception Hall.
4. Living Room. Dominated by a huge fireplace.
5. Dining Hall.
6. Kitchen.
7. Wine Cellar. Stocked with the best vintages from Carnil's fields.
8. Library.
9. Porch.
10. Gazebo. Northward lies the winery complex.
11. Upstairs Hall.
12. Washroom.
13. Orrerë's Room.
14. Guest Rooms.
15. Laithen's Room.
16. Balcony.
17. Carnil's Chambers. The Master Vintner and his wife share this huge, luxurious room.



House of Fëanor (Grandfather of Celebrimbor)

7.5 HALLS OF THE MÍRDAIN

The *Mírdraithron* is undoubtedly one of the most unusual and interesting of all the Noldorin structures in Eregion. Designed by Celebrimbor, it is a strange marvel of architecture, combining a love for nature with a lust to conquer the mysteries of science as the Elves know it. The Halls of the Gwaith-i-Mírdain proper are mostly above ground and are discussed in the text immediately following. The actual forges are deep beneath the House, access gained through the "Portal to the Forge".

Three triangular buildings, each sixty feet in height, anchor the complex and serve as starting points for the unleashed "ripples" to follow: gazebos, stepped balconies and verandas, fountains and enclosed courts. To the north, standing guard over the entrance stairway is a ninety-foot belltower. Note the altitudes given on the color map of the main level, designating the various heights of the verandas and courts. All of the outer walls of the complex are faced in Rhodochrosite, a smooth, marble-like rock, primarily white with subtle bands of pink and red.

7.51 THE MAIN LEVELS

A long, wide stairway of pure white marble switches back, passing beneath the looming sentinel of the Belltower before opening onto the North Court.

A. NORTH COURT

This large open area, about twenty-five feet above the ground, is covered in short, springy grass (as are all the courts) and planted with a number of ornamental trees and flowers. In the south corner splashes a stepped fountain. A wide stair of marble leads up five feet to the main gate.

B. BELLTOWER

Standing watch over the *Mírdraithron*, the tall watchtower, faced in pure blue azurite, can only be entered from the West Court. Tall windows flank three doors, locked and Extremely Hard (-30) to pick. All Smiths and the guards have keys. The steep stairway is open to the entry stair on the northwest, but stands about fifteen feet above it; the spaces between the carved pillars is too narrow for anyone to slip through anyway. High up in the tower is a small lookout room, and above that the bellchamber, where hang nine beautiful bells. They are operated via ropes which hang down into the lookout room. The hours are rung on these bells, as well as an occasional tune.

C. GATEHOUSE

Gates of fine wrought mithril alloy guard the entrance to the Smith halls, and behind them doors of reinforced metal can be rolled shut on tracks and bolted into place, the locks Extremely Hard (-30) to pick. These doors are almost always open, however. Even the gates usually are swung wide on their hinges, and two mail-clad Sentinels stand watch. At night the gates are shut, though, locked and Sheer Folly (-50) to open. All Smiths and the Sentinel on watch have keys. Within, the structure is much more than a gatehouse, this building being home for the Sentinels and a gallery of works by the Gwaith-i-Mírdain.

Main Level

1. **Stairwell.** This stair leads both down (to the underground gallery) and up (to the quarters of the Sentinels).
2. **Alcove.** Here large works of art are displayed.
3. **Small Gallery.** This separate room is reserved for a collection of thematic works. A Sentinel is always on guard here.
4. **Enclosed Galleries.** These chambers, each enclosed by glass and secured by a wrought mithril gate — Extremely Hard (-30) — hold items of particular value or fragility.
5. **Inner Doors.** Flanked by beautiful stained glass windows, this inner gate of a strong gold alloy is attended by two sentinels.

D. CENTRAL ENCLAVE

Dominating this wide, marble-floored plaza is a large multilevel fountain. Benches and small tables are scattered about for the Smiths, Apprentices and guests to make themselves comfortable. Sheltered by the trees of the Courts and the three main buildings, this enclave is very serene and quiet, the only sounds being the splash of water and the whisper of wind through leaves.

E. WEST COURT

A few steps above the central enclave, this court boasts a miniature orchard, the trees bearing a variety of delicious fruits. At the north corner of the court is the Belltower entrance.

F. EAST COURT

A smaller court, this one contains a few more private conversation spots nestled between trees and manicured shrubbery.

G. GAZEBO

Each of these triangular structures is open except for a gently peaked roof of white wood. Some do sport trellises on which are thriving flowering vines; all contain comfortable chairs and tables.

H. GUESTHOUSE

The entire inward-facing wall of this building is of elegant multipaned glass panels.

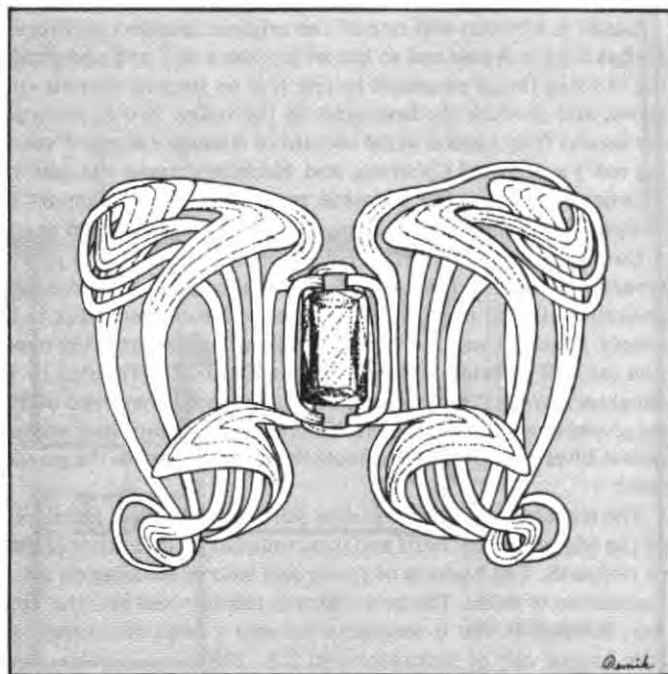
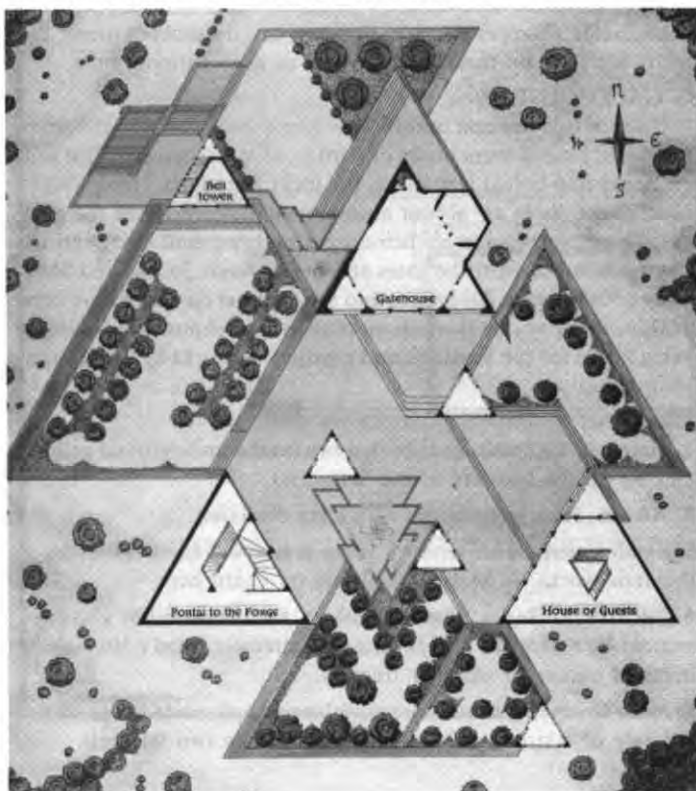
I. PORTAL TO THE FORGE

1. Main Floor. The entire main level of this structure is a gallery, filled with beautiful sculpture and items of great beauty set in display cases. The floor and walls are faced in pure white marble, and the room is lit by tall windows. A great stairway twists up through the center of the high-ceilinged chamber, leading upward to the Council Hall of the Master Smiths. In the center of this stair is a large triangular glass-walled lift. A door in the side of the lift allows entry — except when locked, then it is Very Hard (-20) to pick. Normally there is an attendant on duty. This lift can carry its occupants 100 feet underground, to the Forge Complex.

2. Council Hall. The room is dominated by a triangular table of alabaster, surrounded by elaborately carved wooden chairs, the seats of the Council. Light filters into the chamber through clerestory windows running the perimeter of the room, and at night by glass rods, varying in length from 1 to 4 feet, hanging in clusters from the ceiling. These enchanted rods give off a bright blue-white radiance.

J. SOUTH COURT

Another large open space, overlooking the fields west of Ost-in-Edhil, the Moria-road, and the Sirannon.



7.52 THE FORGES

LOWER LEVEL: THE METAL HALLS

This lower level actually has two access points: the three glass-walled ortani, and a river entrance from the Sirannon. This latter way is well guarded and actually not commonly known. The Eldar use it in their trade with the Dwarves of Khazad-dûm, carrying ores from that great mine downriver and into the very vaults of the Mirdaithrond.

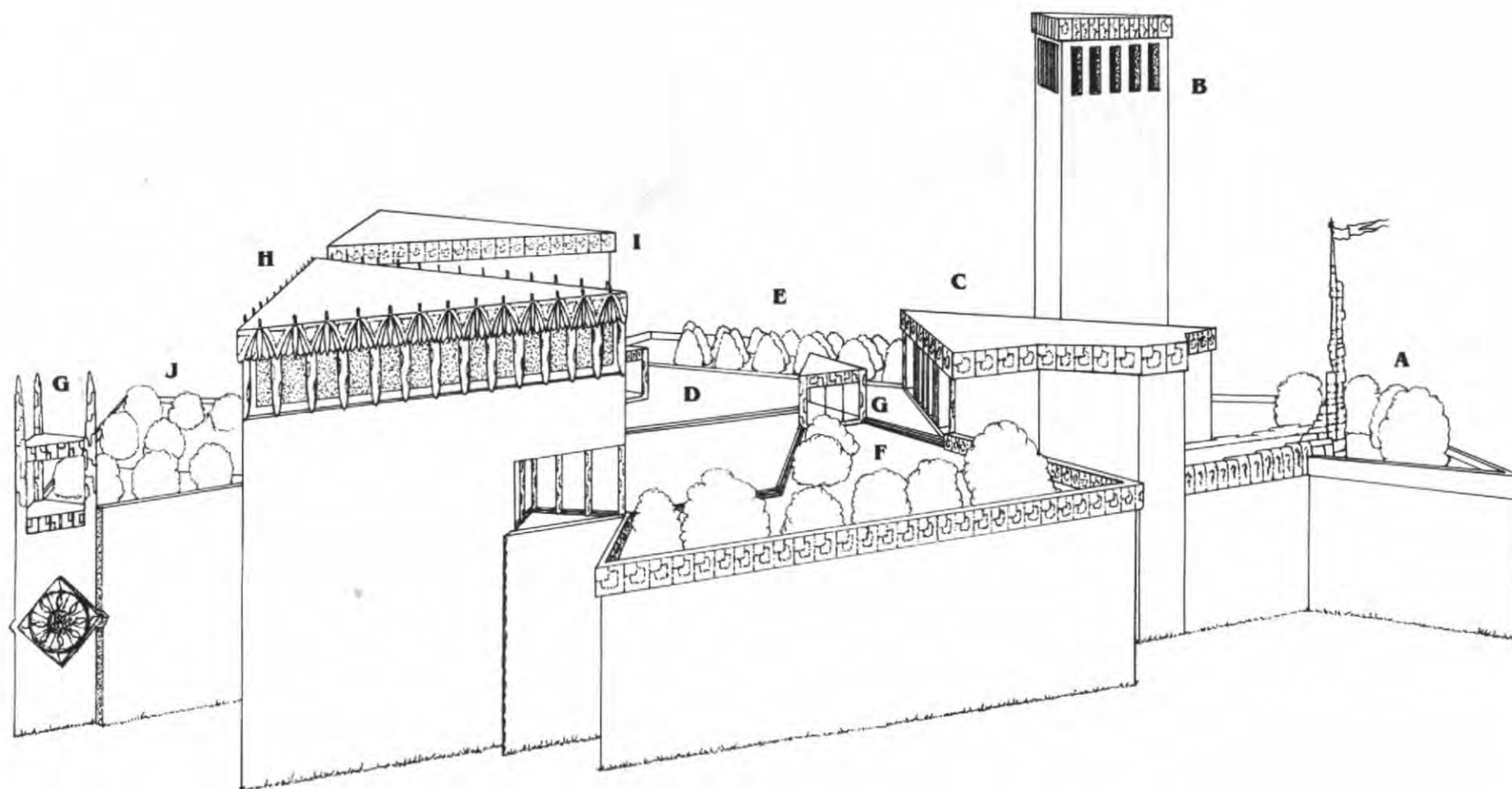
s s: Sentinels. The two "s"s indicate a pair of stone statues — usually carved from marble — which guard the portalway indicated. The *Sentinels* are usually a pair of tall, regal Elves in full armor, and stand in small niches facing each other across the threshold. Fashioned with great skill, they might be mistaken for real guards in the dim light (a Light, +10, Perception). All have eyes set with faceted jewels which glitter when unauthorized beings approach. The *Sentinels* are intelligent (after a fashion) and aware of their surroundings. They ignore all who wear the mithril bracelet of membership, or who wear an *Apprentice Ring* (a plain gold ring worn by all apprentices) or a *Guest Amulet*, of which there are six, kept in the Gatehouse for use by the rare invited guest of the Smith-halls. Other, very powerful and intelligent items may also override the will of the *Sentinels*. Some *Sentinels* will only allow specific Smiths into certain areas. The *Sentinels* were constructed under Annatar's supervision, with Celebrimbor's permission. The Lord of Gifts asserted that the Halls 'lacked adequate security'. Although fair of appearance and not evil in nature, they can be compared to the *Silent Watchers* which Sauron much later placed in the entry of the Tower of Cirith Ungol. Although the *Watchers* were hideous and evil, the idea is the same, as is the hand of the Creator.

The purpose of the *Sentinels* is to prevent unauthorized personnel from entering certain sections of the complex. The *Sentinels* should all be considered 10th level for purposes of attack, though their exact secondary powers (in addition to preventing entry) vary. Anyone passing through a given portal (even invisible or via *Leaving*, *Long Door*, *Teleport*, etc.) is subject to the will of the *Sentinels*. The GM may wish to select from the chart below, or roll randomly 1 — 10:

- 1 — 3: Confusion (As *Essence List Spirit Mastery Confusion*).
- 4 — 5: Stunning (As *Essence List Spirit Mastery Word of Stunning*).
- 6 — 7: Sleep (As *Essence List Spirit Mastery Word of Sleep*).
- 8 — 9: Pain (As *Essence List Spirit Mastery Word of Pain*).
- 10: Death (As *Essence List Spirit Mastery Word of Death*).

Should any unauthorized beings succeed in passing through any sentinels, a booming voice will cry out in Sindarin: "Halt! Pass not this gateway!", (*Daro! auti hi annon!*). The statues are very resilient (AT 20, DB -80, 200 hits each), but can be destroyed (note that those desiring to attack them must Resist as if they were passing through). Each time a given being tries to pass through, another RR must be made (e.g. even though one might successfully get in, one must roll again to get out.) If one fails to pass, the attempt cannot be made again for one full day; subsequent attempts within one day will guarantee the penalty (and no passage for that attempt).

MIRDAITHROND (Halls of the Jewelsmiths)



A — NORTH COURT (+25')
 B — BELLTOWER (+90')
 C — GATEHOUSE (+60')
 D — CENTRAL ENCLAVE (+31')
 E — WEST COURT (+33')

F — EAST COURT (+31')
 G — GAZEBO (+12')
 H — GUESTHOUSE (+60')
 I — COUNCIL HALL and Portal to the Forge (+60')
 J — SOUTH COURT (+30-31')

1. Water Entry. A tunnel several hundred feet long winds north from a shielded cave entry off the Sirannon. In this grotto there is room for the maneuverable riverboats to dock, turn about, and depart.

2. Quay. Along this wide, flat dock the rich wares of the Elven traders from Moria are unloaded. In addition to the usual complement of Apprentice laborers, several Guardians are always on attentive duty here. Walls have been strategically placed for defensive purposes in the unlikely event of a river assault.

3. Bridge and River Conveyer. No rail offers security across this stone bridge, nor do the sure-footed Elves need any. A number of low, flat boats await their cargo, loaded from the bridge, to be carried along the encircling waterway to its destination. Operators pole the flatboats in the still water, all moving counterclockwise until they arrive at the appropriate Vault-gate.

4. Gates. Large doors of reinforced steel guard the way into the Mirdaithron. Set in deep grooves and designed to roll easily back into the flanking walls, they are nevertheless very strong, and could withstand an indefinite battering. They are fitted with a lock, Very Hard (-20) to pick, and can also be barred from within, so that they are unopenable from the outside.

5. Lift. This heavy-duty lift carries any supplies bound for the Glass-Halls upward into the Foyer of the Glass Forge, from whence they are dispersed as needed.

6. The Glass Lifts. The usual way the Smiths travel to and from their Halls, the lifts are always a bustling hive of activity. The crystalline lift shafts run down the center of the huge, echoing central Well of the Forge complex. Sixty feet high and over 120 feet across, the room is a vast chamber. Above the Metal hall bridges, the three Glass Hall tongues of stone stretch from center to edge, connecting the lifts to those three hall clusters. The great Well is lit by numerous lamps running the length of the tubes, and the three supporting columns.

7. Passage to the Iron Halls. This wide bridge spans the echoing chamber, ending in a set of polished uncorroding steel doors. These doors glide apart at the approach of any Smith or Apprentice, being enchanted and able to detect any Presence within 20 feet.

At the far end of the vaulted corridor are another set of doors. While they normally open on approach like the first set, they can also be locked: Sheer Folly (-50) to pick (partly because of their enchanted nature). Ten feet beyond these doors are a set of clear reinforced High Glass (glass with a very high heat/cold resistance and tensile strength) doors which also normally open on approach, but can be locked, Extremely Hard (-30) to defeat. Lock mechanisms are set in polished wall-plates adjacent to the doors themselves on either side. All Smiths hold keys to their Hall doors; Master Smiths have "master" keys which will open the doors to any Hall. Both sets of doors are also fitted with "gaskets", rubber edging so that the Hall within can be sealed from other chambers. This is a safety precaution; volatile and dangerous gases are sometimes released in the forging process, and if there should be an accident it must be contained. The double doors here can serve as an "airlock". All High Glass doors in the complex have such seals. They can be closed in an emergency by the utterance of a Mind Word by a Master Smith. The word is a secret among the Masters.

8. Passage to the Gold Halls. Essentially identical to the Metal Halls bridge and doors above, the outer doors are faced with pure gold, glinting in the lamplight chamber. The inner doors are of High Glass.

9. Passage to the Silver Halls. Again, similar to the metal halls, these doors are faced with mithril, which shimmers most brightly in the subterranean hall. The inner doors are of clear High Glass like the others, though the lock is Sheer Folly (-50) to pick.

10. Pool. The floor of the Well is water. Connected to the encircling waters by narrow tunnels, the water is ever moving, yet seems smooth as glass. It is 60 feet deep. In the Third Age, it is rumored that a hideous creature — similar to the Watcher outside Moria — inhabits these waters.

11. Iron Hall: Foyer. The hexagonal chamber is devoid of furnishing, enhancing the feeling of size. Six niches enclose columns of polished purple marble, and the floor is covered in shining hexagonal flags of white and grey marble. From this room five sets of doors open to the various rooms of the Hall. All doors in the Iron Hall unless otherwise specified are of stainless steel and locked, Extremely Hard (-30) to open. All Iron Smiths have keys.

12. Residence Wing. Eighteen comfortable rooms house the apprentices (who are required to live in the complex) of the Metals Hall. Originally each apprentice had his own chamber, but as membership grew, doubling up became necessary.

13. Vault. Although few items of relatively great value are produced by the Iron Smithies, a vast number of high-quality steel tools and weapons are made. In this room are +10 (high steel) weapons and armor: 50 broadswords, 30 short swords, 60 daggers, 30 sets each of chain and plate (various sizes), 20 maces, 60 various pole arms, 100 shields, various types. There are twice as many of each item in low steel (+5).

14. Bronze Works. The doors to this room are bronze, and work involving tin, copper, zinc (brass is copper and zinc) is done here.

15. Smelter. Like rooms 17, 25, 27, 35 and 37, this chamber has great doors of steel, locked, Extremely Hard (-30) opening onto a quay where supplies are unloaded. The rooms are storehouses and smelters, the walls lined with crates and carts of ore and ingots, and the ceiling crisscrossed with tracks from which cranes and crucibles are suspended. Doors between smelters and Works are of clear High Glass.

In this room there can usually be found 2 tons of iron, and several hundred pounds of copper and tin, somewhat less zinc, titanium, mercury (needed in the process) and carbon.

16. Steel Works. All of the steel alloys are made and worked in this area.

17. Smelter. See 15. Most of this room is devoted to aluminum operations because of the complexity of the breakdown. Several hundred pounds of aluminum is kept here.

18. Aluminum Works.

19. Vault. Mostly devoted to storage of tools and finished aluminum products.

20. Library and Lab. Devoted to geological and historical texts concentrating on iron and related ores, and chemical experiments along the same lines.

21. Gold Hall. The floor of this room is paved with white marble laced with golden veins. The pillars are faced with luminous gold, and the walls are polished travertine. All doors in the Gold Hall unless otherwise specified are of steel faced in gold and locked, Extremely Hard (-30) to open. All Gold Smiths have keys.

22. Residence Wing. See 12.

23. Vault. The golden doors to this chamber are kept locked, Sheer Folly (-50) to pick. Within is the gold treasury of the Mirdain, about 6000 pounds of gold ingots (190,000 gp worth) carefully packed and crated. 300 pounds of Mithril (beryllium), worth 19,200 gp, and 600 pounds of mithglin (platinum), worth 115,200.

24. Gold Works. Gold and related metals are worked in this complex.

25. Smelter. See 15. A more sophisticated operation than the huge, hot crucibles of the Metalworks, this room is devoted to extracting pure gold from ore.

26. Alloy works. Projects involving beryllium, titanium and platinum are centered around this area.

27. Smelter. See 15. Mostly devoted to the difficult operation of securing pure beryllium, titanium and platinum from ores.

28. Gold Craftworks. Not so much a forge as a workshop, this area is where delicate jewelry is fashioned.

29. Vault. A treasury of items lies behind reinforced, gold plated doors, Absurd (-70) to open without the keys, held only by the Master Smiths.

30. Library and Lab. Devoted to geological and historical texts concentrating on gold and related ores, and chemical experiments along the same lines.

31. Silver Hall. See the layout Silver Halls for a more detailed description of these chambers. All doors in the Silver Hall unless otherwise specified are of steel faced in mithril and locked, Extremely Hard (-30) to open. All Silver Smiths have keys.

32. Residence Wing. See 12.

33. Vault. See 11, Silver Halls, for details of contents.

34. Silver Works. Here most crafting of actual silver and silver alloys takes place.

35. Smelter. See 15.

36. Mithril Works. Any forging of items primarily mithril in makeup is done here (including *Ithilnaur*, *Ithildin*, etc.).

37. Smelter. See 15.

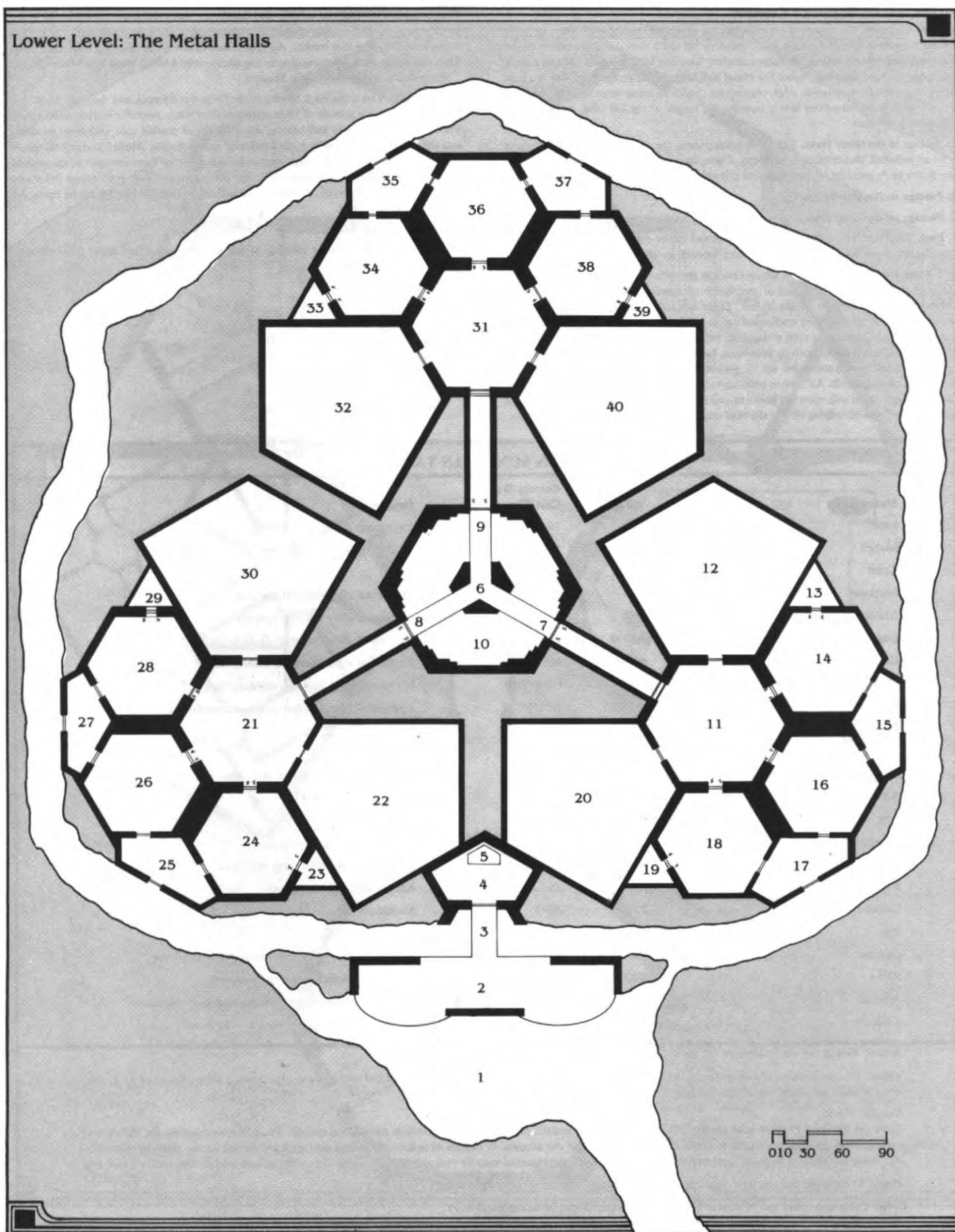
38. Special Metals Works. Eog, galvorn, and other, unusual metals are worked here.

39. Vault. See 16, Silver Halls, for details of contents.

40. Library and Lab. Devoted to geological and historical texts concentrating on mithril, silver, and related ores, and chemical experiments along the same lines.



Lower Level: The Metal Halls



SILVER HALLS: DETAILED LAYOUT

1. The Glass Lift. The usual way the Smiths travel to and from their Halls, the lift is always a bustling hive of activity. The crystalline lift shaft runs down the center of the huge, echoing central Well of the Forge complex. Sixty feet high and over 120 feet across, the room is a vast chamber. Above the Metal hall bridges, the three Glass Hall tongues of stone stretch from center to edge, connecting the lift to those three hall clusters. The great Well is lit by numerous lamps running the length of the lift tube, and the three supporting columns.

2. Passage to the Silver Halls. This wide bridge spans the echoing chamber, ending in a set of polished uncorroding steel doors. These doors glide apart at the approach of any Smith or Apprentice, being enchanted and able to detect any *Presence* within 20 feet.

3. Passage to the Iron Halls.

4. Passage to the Gold Halls.

5. Pool. The floor of the Well is water. Connected to the encircling waters by narrow tunnels, the water is ever moving, yet seems smooth as glass.

6, 7. Entry Doors These doors — like the ones at the other end of the passage — normally glide apart at the approach of any Smith or Apprentice, being enchanted and able to detect any *Presence* within 20 feet. These can also be locked: Sheer Folly (-50) to pick (partly because of their enchanted nature). Beyond these doors are a set of clear reinforced *High Glass* (glass with a very high heat/cold resistance and tensile strength) doors which also normally open on approach, but can be locked, Extremely Hard (-30) to defeat. Lock mechanisms are set in polished wall-plates adjacent to the doors themselves on either side. All Smiths hold keys to their Hall doors; Master Smiths have “master” keys which will open the doors to any Hall. Both sets of doors are also fitted with “gaskets”, flexible edging so that the Hall within can be sealed from other chambers.

This is a safety precaution: volatile and dangerous gases are sometimes released in the forging process, and if there should be an accident it must be contained. The double doors here can serve as a barrier. All High Glass doors in the complex have such seals. They can be closed in an emergency by the utterance of a Mind Word by a Master Smith. The word is a secret among the Masters.

8. Silver Halls. This is the High Smithy of the three metal forges, and the entry is suitably regal. The floor is a mosaic of huge sheets of pure white *pentallic* marble interspersed with designs in porphyry and azurite, the walls are of marble shot with veins of silver, and the columns are faced in mithril polished mirror-bright. Mithril and crystal lamps sparkle from the walls and a huge chandelier is suspended from the apex of the vaulted ceiling. Truly an impressive anteroom. All doors in the Silver Hall unless otherwise specified are of steel faced in mithril and locked, Extremely Hard (-30) to open. All Silver Smiths have keys.

9. Residence Wing. See 12.

10. Silver Works. Here most crafting of actual silver and silver alloys takes place.

A. Casting Forge.

B. Sheet Forge.

C. Wire Forge.

ELVEN MINERALS TABLE

Material	Bonus	Value	Custom Work Cost/Time	Description
Laen	+25	1000	10/20	Enchanted glass
Mithril	+20	200	5/10	Enchanted metal; True-silver
Celeb	-20	.5	.01/.5	Silver
Ithilnaur	+20	300	20/36	Enchanted alloy (mithril/special)
Ithildin	-20	500	20/36	Enchanted alloy (mithril/special)
Eog	+30	10,000	50/100	Enchanted alloy (mithril/titanium/special)*
Galvorn	+40	90,000	300/300	Enchanted alloy (meteoric iron/special)*
Mithrarian	-20	(150,000)	(1000/900)	Enchanted alloy (mithril/uranium/special)*
Kregora	-20	(66,000)	(600/60)	Enchanted alloy (mithril/gold/uranium/special)*
Mal	-25	5	.01/.5	Gold
Mithin	+15	10	.1/1	Beryllium
Mithglin	+20	30	10/15	Titanium (usually alloyed with other metals)
Alcam	-20	.0004	.002/.3	Tin
Ang	0	.00004	.002/.5	Iron
Borang	+5	.005	.05/1	Alloy (Iron/carbon), low steel
Arborang	+10	.05	.15/1.5	Alloy (Iron/carbon/varies) high steel
Evyth	-10	.04	.01/.5	Alloy (Tin/copper), Bronze
Galnin	-15	2	.05/1	Aluminum
Paer	-20	.004	.001/.3	Copper
Ogamur	-20	150	5/20	Enchanted alloy, 2 oz can make a +5 bowstring
Heled	(-50)	.00005	.001/.1	Glass (not normally used for weapons)
Arheled	(+10)	1	.2/.5	High Glass (high tensile strength and heat resistance)
Tasarang	-5	50	1.5/8	Enchanted metal, Shalk, makes +15 bows

Bonus: This is the normal bonus for melee weapons made of this material.

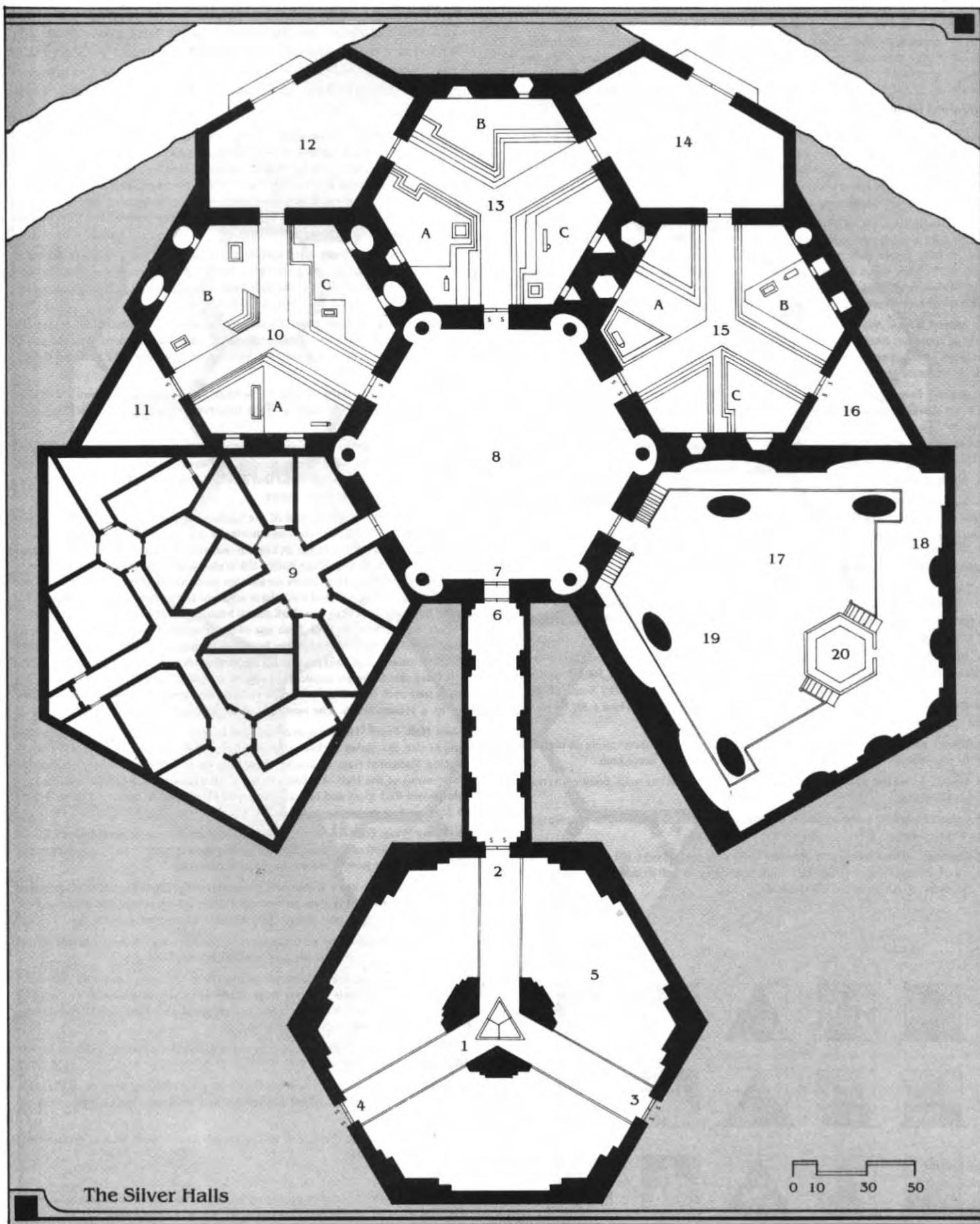
Value: This is the price of one ounce of the material in standard Eregion gold pieces. Items marked with *'s are approximate values since the Elves may not normally sell those materials. See text for more information.

Custom Work:

Cost: (in standard Eregion gold pieces) For items not on a standard price list, custom work is naturally required. To obtain an estimate for the cost of such an item (in addition to the material cost), just determine the amount in ounces of material required and multiply by the factor given in this table. For materials marked with an *, money is not always enough; the material may be completely unavailable. For galvorn and mithrarian, this is a safe bet.

Time: An estimate for the time required to make the item is given in hours per ounce.

Note: Costs and times are of course higher for unusual, fancy, or ornamental work.



11. Vault. Primarily a raw materials repository, this chamber holds some 10,000 pounds of silver, pure and cast into 1/2 pound ingots, valued at approximately 32,000 gp. Also here is 900 pounds of mithril, valued at 1,520,000 gp. The favorite material of the Smiths, this is their greatest treasure. Also kept here is a small amount of titanium, and some other rare elements. The door is always locked, Absurd (-70) to pick; only the Master Smiths have keys. The lock on the door to this vault is trapped, the mechanism being Sheer Folly (-50) to detect and disarm. Anyone failing to disable the trap before opening the door (the keys do this automatically) is able to pass within, but ten seconds later the doors roll shut and lock. They cannot be opened except from the outside, and after they shut the walls of the vault begin to grow hot, raising the room temperature to 300° F. (deadly to any living things after a few minutes). It remains at that temperature for 30 minutes — enough to kill anything unprotected. As a technicality, treat as a point-blank fireball every minute on everyone inside.

12. Smelter. Like room 14, this chamber has great doors (of steel, locked, Extremely Hard (-30)) opening onto a quay where supplies are unloaded. The rooms are storehouses and smelters, the walls lined with crates and carts of ore, and the ceiling crisscrossed with tracks from which cranes and crucibles are suspended. Doors between smelters and Works are of clear High Glass. In this chamber, and 14, pure mithril, silver and other elemental metals are extracted from raw ores brought from Khazad-dûm.

13. Mithril Works. Any forging of items primarily mithril in makeup is done here (including *Ithilnaur*, *Ithildin*, etc.). Celebrimbor spends much of his time here. The three divisions of the chamber are raised on diases, and also divided by invisible *Airwalls*, which moderate temperature and sound, making each area a quiet workcenter.

A. Armory Forge. Items, primary of *ithilnaur*, are made here by Master Smiths.

B. Craft Works. Small items of incredible beauty are born in this shop, the walls lined with delicate tools for the working of mithril jewelry. *Nenya* began here.

C. Casting, sheet and wireworks. Here the mithril ingots are alloyed with appropriate other materials and shaped into forms suitable for later use.

14. Smelter. See 12.

15. Special Metals Works. Eog, Galvorn, and Kregora (and Mithrarian) are made and worked here, under particularly controlled circumstances. The doors to this room (both from room 8 and room 14) are faced with a black alloy, and the lock is Absurd (-70) to penetrate. They are emblazoned with a silver emblem of warning. Only Fendome, Aegnor, Celebrimbor and later Annatar, have keys to this room.

A. Galvorn Forge and Workshop.

B. Eog Forge and Workshop. This area includes a special Cold Forge.

C. Special Metals Forge. Equipped to handle any new or special alloy, such as kregora or mithrarian.

16. Vault. This room holds the unusual raw material necessary for the creation of the unusual materials, and includes fifty pounds of galvorn (valued at over 500,000 gp but not for sale) resting in a corner, carefully crated and awaiting a worthy Smith. There are also several pounds of uranium, kept in a locked, Extremely Hard (-30) to pick, lead box. The lock on the room is Absurd (-70) to pick.

17. Library and Lab. Devoted to geological and historical texts concentrating on mithril, silver, and related ores, and chemical experiments along the same lines.

18. Stacks. Along the walls of the raised perimeter are held the main book collection of the Silver Halls.

19. Labs. This central lower section is the metals lab, devoted primarily to experiments along those lines.

20. Catalogue. This glass-walled chamber is locked, Very Hard (-20) to pick. Within is a set of reference volumes for the room's collection, as well as complete spell books of the realm of Alchemy to fiftieth level.

UPPER LEVEL: THE JEWEL HALLS

The Jewel-halls can only be reached by the three glass-walled lifts — unless one counts the service lift which connects the Glass Halls to the river quay below. This second way is only used to transport supplies, however, and the lift is hidden in the floor of the Glass Halls antechamber.

1. The Glass Ortni. The usual way the Smiths travel to and from their Halls, the three organs are always a bustling hive of activity. The crystalline lift shafts run down the center of the huge, echoing central Well of the Forge complex. Sixty feet high and over 120 feet across, the room is a vast chamber. Above the Metal hall bridges, the three Glass Hall tongues of stone stretch from center to edge, connecting the lifts to those three hall clusters. The great Well is lit by numerous lamps running the length of the lift tube, and the three supporting columns.

2. Passage to the Glass Halls. This wide bridge spans the echoing chamber, ending in a set of *High Glass* (glass with a very high heat/cold resistance and tensile strength) doors. These doors glide apart at the approach of any Smith or Apprentice, being enchanted and able to detect any *Presence* within 20 feet.

3. Passage to the High Jewel Halls. Essentially identical to the Glass Halls bridge and doors above, the outer doors are of purple-tinted clear laen, each of the twin panels etched with a huge pattern resembling a *brilliant* cut gem face. The polished designs glint in the lamplit chamber.

4. Passage to the Jewel Halls. Similar to the High Jewel Halls, these doors are of clear laen tinted green, flickering brightly in the subterranean hall. The lock is Sheer Folly (-50) to pick.

5. Pool. The bottom of the Well is covered with water. Connected to the encircling waters by narrow tunnels, the water is ever moving, yet seems smooth as glass. It is 60 feet deep. In the Third Age, it is rumored that a hideous creature — similar to the Watcher outside Moria — inhabits these waters.

6. Glass Hall Entry. At the far end of the vaulted corridor are another set of doors, of clear reinforced high glass which also normally open on approach, but can be locked, Extremely Hard (-30) to defeat. While they normally open on approach like the first set, they can also be locked; Sheer Folly (-50) to pick (partly because of their enchanted nature). Ten feet beyond these doors are another set of identical high glass panels. Lock mechanisms are set in polished wall-plates adjacent to the doors themselves on either side. All Smiths hold keys to their Hall doors; Master Smiths have "master" keys which will open the doors to any Hall. Both sets of doors are also fitted with "gaskets", rubber edging so that the Hall within can be sealed from other chambers. This is a safety precaution: volatile and dangerous gases are sometimes released in the forging process, and if there should be an accident it must be contained. All high glass doors in the complex have such seals. They can be closed in an emergency by the utterance of a *Mind Word* by a Master Smith. The word is a secret among the Masters.

7. Glass Hall: Foyer. The hexagonal chamber is devoid of furnishing, enhancing the feeling of size. Six niches enclose columns of blue high glass, and the floor is covered in shining hexagonal flags of azurite. From this room five sets of doors open to the various rooms of the Hall. All doors in the Glass Hall unless otherwise specified are of blue tinted high glass and locked, Extremely Hard (-30) to open. All Glass Smiths have keys.

8. Residence Wing. Eighteen comfortable rooms house the apprentices (who are required to live in the complex) of the Glass Hall. Originally each apprentice had his own chamber, but as membership grew, doubling up became necessary.

9. Vault. Although few items of relatively great value are produced by the Glass Smithies, a vast array of high-quality glass and crystal objects fill the room. The doors are high glass, framed with steel, and locked, Very Hard (-20) to open without keys.

10. Glassblowing Works. The art and science of glassblowing reaches its height among the Gwaith-i-Mirdain, and the masters work their craft here.

11. Smelter. The rooms are storehouses and smelters, the walls lined with crates and carts of the raw materials of glass: high-grade silicates and silicon. The ceiling is crisscrossed with tracks from which cranes and crucibles are suspended. Doors between smelters and Works are of clear high glass.

12. Glass Sheet Works. Here such objects as the high glass doors, as well as common window panes are made.

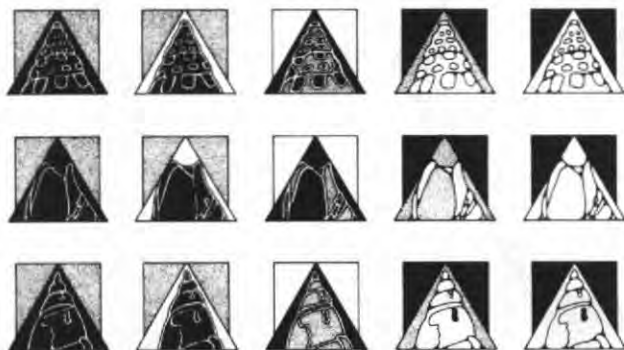
13. Smelter. See 11. This room is devoted to high glass smelting because of the complications of the operation: added ingredients and extremely high temperatures are required.

14. Glass Casting Works. Objects of solid glass are formed here, such as architectural elements, art objects, etc.

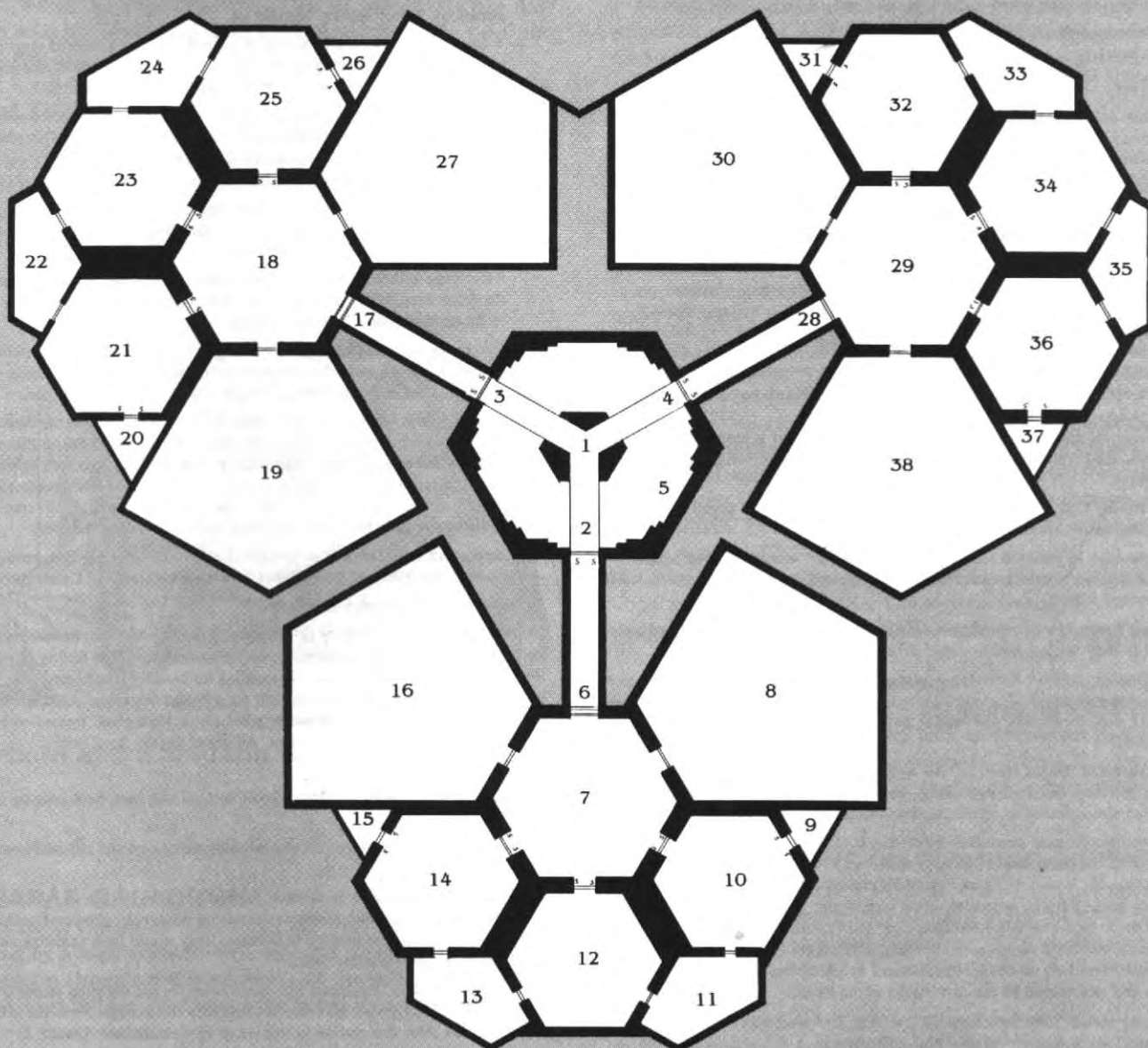
15. Vault. See 9.

16. Library and Lab. Devoted to geological and historical texts concentrating on glass and related silicates, and chemical experiments along the same lines.

17. High Jewel Hall Entry. See 6 for details.



Upper Level: The Glass Halls



18. High Jewel Hall: Foyer. The floor of this hall is strange and wonderful indeed. It is of clear laen, and beneath it is a fabulous illusion: that of a high-altitude aerial view of Ost-in-Edhil. The scene is brightly illuminated by "daylight" during the day, dim at night; billowing clouds float past, seemingly far underfoot. The sensation is disturbingly like walking out over nothingness — as if the room was floating high in the sky, and has no floor at all. The six columns are of clear purple glass and give off a pale radiance at night; the walls are polished porphyry. All doors in the High Jewel Hall unless otherwise specified are of blue-tinted transparent laen framed with mithril and locked, Sheer Folly (-50) to open. All High Jewel Smiths have keys.

19. Residence Wing. See 8.

20. Vault. Behind ominous opaque black laen doors, locked and Absurd (-70) to pick, is an array of laen artefacts in differing tints and incarnations. All weapons and armor is +25 unless otherwise noted.

- 5 broadswords
- 20 daggers.
- 4 suits of full plate (2 frosted translucent, one clear, one black); all encumber as AT 17.
- 1 suit of chain with greaves, clear; encumbers as AT 13.
- 3 two-handed swords.
- 3 hand-axeheads.
- 2 full shields.
- 1 quarterstaff, clear.
- *Macirille* (Q. "Brilliant Sword"), a broadsword of clear laen which glows with a bright white light when not in its scabbard (cannot be controlled) and delivers an Electricity critical of the same value as any normal critical given to the target. It can also cast *Lightning Bolt 300'* 3x per day, +30 (plus any Directed Spell bonus the wielder gains skill in). It also, when drawn, protects the holder vs. all lightning attacks directed at him, instead absorbing and storing the energy. It can so store up to three bolts and fire them like its own (so it can throw as many as six bolts a day if it has stored three from other attackers). If *Macirille's* storage is full, it will still absorb bolts, but simply reverse any further attacks against its holder.
- Dagger, of green laen, which is highly intelligent, and is able to cast the Animist spell *Herb Mastery III*, and *Herb Finding 1 Mile* once each every ten days.

21. Laen Works. This is the one chamber in all the Mirdaithron devoted entirely to Cold Forging, the unusual process necessary to work laen.

22. Laen Smelter. In addition to dozens of crates of raw laen ore locked within surrounding rock, there are seven crates of pure laen ingots, a total of 700 pounds; worth approximately 4,480,000 gp.

23. Cleaving Works. Here the finishing of made gems is done, and the completed jewels are placed in their setting. *Nenya* was finished here.

24. Presses. In this chamber are several huge machines, combining hydraulic and magical powers to compress various substances at incredible pressures, thus recreating the natural forces which make gemstones. The Noldor, however, have learned to accelerate this process manifold.

25. Jewel Furnaces Works. Heat, as well as pressure, transforms coal into diamonds (and other common materials into gems). Here materials under pressure are kept at brutally high temperatures to accelerate their transformation.

26. Vault. Perhaps the most beautifully filled vault in the entire complex, this room holds the accumulated wealth in gems — both set and unset — of the Gwaith-i-Mirdain. Stone niches line the walls, within which are beautifully crafted cases of wood, metal and stone, all of which hold treasures: note that values include the "fame" of the item (the fact that it was made by the Gwaith-i-Mirdain, etc.). Most could probably only be sold for that amount in the Third Age to very knowledgeable buyers — with a lot of cash. The most valuable items were no doubt either rescued by smiths fleeing to Lórien, or seized by Sauron and now locked in the dark vaults of Barad-dûr.

- *Alcarinlai* (Q. "Glorious Emerald") a huge emerald (over two inches in diameter) set in a rim of mithril and suspended by a delicate chain of the same metal. Although it possesses no magical properties, it is very valuable (200,000 gp) and a famous gem.
- *Remmirail* (S. "The Netted Stars") Seven large faceted gems: a diamond, ruby, emerald, jacinth, violet garnet, amethyst, and a yellow sapphire, set in a delicate beryllium spiderweb in a cluster as a brooch. Each gem may hold a spell up to tenth level, to be cast instantly by the wearer when desired (only one spell/round as per the rules of *Spell Law*). The term *Remmirail* also refers to the constellation of the Pleiades, or Seven Sisters. Value: approx 60,000 gp.

• *Carlhach* (S. "Leaping Red Flame") Five fire opals, each set in a gold ring, each ring made for a different finger of a hand. The rings are all connected by a network of tiny gold chains; designed to be worn as a set on the left hand. The Carlhach is able to cast a x3 damage 300' *Firebolt* 3x and *Triad of Flame* 1x per day. Wearer of the ring-set is immune to all magical fires and suffers only 1/3 damage and criticals by 3 of natural flame. If the rings are separated or the chains are broken the item's magic is destroyed. Value: approx 30,000 gp.

• *Vardamir* (Q. "Jewel of Varda") a three-inch diameter blue-white adamant suspended in a simple mithril pendant, this is one of Celebrimbor's triumphs of gem-creation. The gem glows with a rainbow of colors, becoming more bright in dim lighting. Of course it cannot compare to the living beauty of the Silmarils, but it is a radiant gem indeed. Celebrimbor wears it at ceremonial occasions. Value: approx. 500,000 gp.

• *Undome* (S. "twilight") A ring of mithril, holding a faceted deep purple amethyst. It is a x6 Mentalism PP enhancer, and trebles all Mentalist *Presence* and *Mind Speech* spell ranges. Value: approx. 10,000 gp.

• *Cormallor* (S. lit. "Encircling Gold-gold") A bracelet of interwoven gold links, set with dozens of bright Jacinths and yellow sapphires. This beautiful item is capable of casting *Bladeturn III* or *Deflections III* once a day each; it also can cast a *Shield* spell as often as 3x a day. Value: approx. 3,000 gp.

• *Hismire* (Q. "Misty Jewel") A large opal set in a platinum brooch, it can cast any three spells from the Mentalist *Gas Manipulation* list (up to 15th level) per day. Value: approx. 1500 gp

• Earrings, mithril set with black sapphires, one will cast *Haste V* 3x per day, the other *Invisibility I/R* 3x per day. Both earrings must be worn for them to be useable. Value: approx. 2000 gp.

• Approximately 3,000,000 gp worth of jewelry, fashioned of gold, platinum, beryllium, mithril and other fine metals, and set with perfectly formed opals, sapphires, emeralds, diamonds, Adamant and other precious gems.

The doors to this vault are of opaque smoky grey laen and locked, Absurd (-70) to pick. The doors are also trapped, the trap being Sheer Folly (-50) to disarm. Behind the doors is a slab of granite one foot thick, inscribed with a 20th level *Symbol of Fear*. If the trap is disarmed, the slab slowly lowers into a slot in the floor, rendered harmless; it rises back up and locks into place after the doors are closed. If the trap is *not* disarmed, the doors slide back into their wall niches, revealing the rune.

27. Library and Lab. Devoted to geological and historical texts concentrating on the making of gems. Many of the volumes here were authored by Celebrimbor.

28. Jewel Hall Entry. See 6 for details.

29. Jewel Hall: Foyer. The floor of this room is paved with clear, unwearing high glass, beneath which seems to be an ever-moving blue-green sea. The feeling of walking just above a churning surface of water is unsettling for those unaccustomed to it. The pillars are of clear red-tinted glass, and the walls are polished Malachite. All doors in the Jewel Hall unless otherwise specified are of green-tinted high glass, framed with gold and locked, Extremely Hard (-30) to open. All Jewel Smiths have keys.

30. Residence Wing. See 12.

31. Vault. Within is Absurd (-70) to open without the keys, held only by the Master Smiths.

32. Gemstone Works. Jewels of the highest value are cleaved and polished here by Master Jewelsmiths.

33. Storeroom. This room is devoted mainly to crates of ore in which are hidden gemstones, awaiting a Smith to release them from their rocky prisons. Carefully packed and organized, the crates labelled in Sindarin, they would look to the casual observer to be boxes full of worthless rocks.

34. Setting Workshop. Equipped with small furnaces for warming settings, this room is devoted to uniting gemstones from this Hall with the settings fashioned below. *Narya* and *Vilya* saw their completion in this room by Celebrimbor alone.

35. Storeroom.

36. Lesser Gemstone Works. In this workshop, stones such as opals, garnets, peridots, and other gems of (relatively) less value are cleaved and polished.

37. Vault. A treasury of items lies behind these frosted, translucent doors to this chamber. They are kept locked, Sheer Folly (-50) to pick. Most are of modest magical value, but the total worth of the contents is approximately 500,000 gp.

38. Library and Lab. Devoted to geological and historical texts concentrating on gems and related ores, and chemical experiments along the same lines.

8.0 SITES OF INTEREST: LÓRIEN

8.1 CERIN AMROTH

This beautiful site was once the home of Amroth, King of Lórien, and stands in the center of the Golden Wood. The name literally means "Mound of Amroth", indicating the great grass-covered hill which is the foundation of the place. Two concentric rings of trees, the inner one of great mallorns, the outer one of graceful white leafless trees, surround the huge central mallorn. It was in this tree that Amroth built his house, and from Cerin Amroth that he ruled the Golden Wood.

After his ill-fated departure, Galadriel and Celeborn returned to the wood. Galadriel decided to build a great capitol further east — so better to penetrate the mists of Dol Guldur and thwart the Dark Lord's designs. Although Amroth's house was dismantled, a gleaming white flet was built in the topmost branches of the central mallorn. Cerin Amroth remained a place of peace and reverence even amongst the Galadhrim for as long as the forest itself continued.



Celeborn and a Sindarin Elf

8.2 CARAS GALADHON

Designed by Galadriel, this City of the Trees was fortified, being protected by a high grass-covered wall and a dry-moat. It reflects the Noldorin Queen's acute awareness of the peril of Lórien with the Dark Lord so near, yet retains a Silvan beauty and simplicity worthy of the forest-realm.

Double spirals of grey-flagged paths run up the green hill past dozens of great mallorns. All are filled with flets ("telain", sing. "talan"; tree platforms) which are the homes of the Galadhrim. The larger trees are homes of important groups in the city, such as the Mystics, Armorers and Warrior/guardians. In the center, at the very top of the hill, is the greatest tree in the wood, standing at one end of a wide lawn. At the other is a fountain, a spring which is the source of a stream running down the hill and out of the city. The mighty silver-boughed tree is the home of Galadriel and Celeborn; high in its branches is built a house, resembling a ship in form, which serves as palace, great-hall, and keep. To the southeast, not far from the entrance, is Galadriel's garden, where stands her mirror.

9.0 ADVENTURE GUIDELINES

This section provides some helpful Gamesmaster notes which relate to running adventures in the Ost-in-Edhil and Lórien areas. The GM should read over these guidelines before studying and selecting one of the adventures in Section 10.

9.1 SELECTING AN ADVENTURE

Section 10.0 is devoted to specific adventure sites and is organized according to locale. As *Lórien* is organized in campaign format, the GM will need to refer to earlier sections for the appropriate layouts and floorplans. All NPC's are in the chart, Section 11.2 grouped according to locality and time period.

9.2 CHOOSING A TIME PERIOD

Take careful note of the varying time periods in this module. The heyday of Ost-in-Edhil is Second Age 1300-1500, a time not extensively explored in this series before. However, Tharbad has been built and there is steady trade between the two cities. Moria, of course is also thriving, and continues to be inhabited until Third Age 1980, when the Balrog appears. The Fortress of the Eldar is a complex and unusual environment in the Second Age, where political intrigues run rampant. Annatar is constantly trying to turn one faction against another.

The alternative time setting for Ost-in-Edhil is of course the Third Age, when the place is a complete ruin. Although thousands of years have passed, many things may yet remain hidden in long-abandoned Elven-towers. Thieves and brigands now wander Eregion, as well as wild animals. Perils of a different kind await an adventurer in the Third Age.

Lórien is always a haven of peace and safety throughout the Second and Third Ages (after Galadriel's arrival in S.A. 1375), but danger surrounds this retreat, and adventurers not pure of heart might discover a new kind of danger within.

Once a time period has been chosen, the GM should carefully check the timeline and note pertinent events. It might be advisable to misinform the players as to the actual date, to counteract the problem of the players being aware of future events the characters could not know. The incorrect date can easily be explained as the curious methods of Elven timekeeping.

9.3 SUGGESTIONS ON RUNNING ADVENTURES

Once you're acquainted with the general background material, look over the statistical summaries outlined in the tables of Section 11. Get to know the Non-player Characters (NPC's). Read what the individual backgrounds have to say, and try to think as that person would.

Look over the layouts of the complexes and note where traps, guards points, and weak points are located. Even if a room does not have an occupant indicated, consider the possibility that someone may be there when the characters enter.

9.4 USING TRAPS, WEAPONS, AND SPELLS

Layout sections include frequent references to traps and locks. The following cross-references are provided for GM's using *MERP* or *Rolemaster*.

In order to compute the success or failure of attempts to disarm or unlock these mechanisms, simply have the acting PC roll, add his appropriate bonuses, and subtract the difficulty factor assigned to the lock or trap. Then refer to *MERP* table MT-2, p. 79 (or *RM: Character Law*).

Results of Fall/Crush attacks and animal attacks can be determined using *MERP* tables CST-2 and AT-5 or AT-6, all on page 70. If you employ *Rolemaster*, see *Claw Law*.

Weapon attacks can be computed using *MERP* table CST-1, p. 72 and AT-1 through AT-4 on p. 71 (or *RM: Arms Law*).

Non-magic bonus items are only used with *Rolemaster*. When using *MERP*, all items with bonuses are assumed to be magical.

Some traps will not be functional due to not being activated or maintained. For each 50 years that have passed since the last known habitation of a location, there is a 1% chance that the trap will not operate when it would normally be set off (due to disuse and lack of maintenance). Such a trap still has a chance of going off every time that someone hits the trigger mechanism (e.g. a trap might not go off when the first person hits the trigger, but it might go off later). The GM may also wish to assign a chance that traps are not activated (i.e., not armed or primed to go off). A 10-20% chance overall is suggested.



Swan-boat

10.0 ADVENTURES

10.1 OST-IN-EDHIL: SECOND AGE

10.11 INTRIGUE AMONG THE MÍRDAIN (Ost-in-Edhil c. S.A. 1350-1375)

Setting: Eregion, Second Age, at the height of the political schism.

Requirements: A group of brave and stealthy adventurers, mid to upper level.

Aids: None given.

THE TALE

Orrerë, Smith and son of Carnil the Vintner, is one of Annatar's greatest detractors, taking every opportunity to insult the Lord of Gifts and otherwise embarrass him. Though the feeling is no doubt mutual, Annatar seems capable of infinite patience. As with Galadriel, he treats Orrerë with courtesy — although with this less important Noldo the disguised Sauron occasionally allows himself an insult to the spiteful Smith.

Finculin, on the other hand, once Orrerë's devoted friend, is now consumed with eagerness to learn all that Annatar has to teach. After all, how often does the Maia of the greatest Smith of all — Aulë the Vala — come to Middle-earth to share his wisdom? Orrerë, hurt and furious over Finculin's new obsession, is determined to discredit the Lord of Gifts. What he does not know, of course, is how dangerous Annatar really is.

Orrerë wants to hire a group of outsiders (Elves would be preferable, but mortals would do) to spy on Annatar with the intention of gathering damaging information about the High Smith. He is offering 3000 gp. (or 5000 gp. in items from his personal store) for conclusive information proving Annatar to be "evil" — or at least having dishonorable intentions. Operating from his father's winery north of Ost-in-Edhil, Orrerë will dispatch the group, suggesting that they follow the Lord of Gifts, and/or slip into his house and spy out possible leads.

Spying on the Lord of Gifts has its special dangers, though. Sauron, even as Annatar, has a particularly cruel streak, and, should he discover a break-in, or spying of any kind, he will undoubtedly devise a twisted revenge. Use of the Evil Cleric and Evil Magician Spells are not beneath him, nor is casting spells upon the group to force them to return to the winery and try to slay Orrerë and his family. One savior from disaster might be Galadriel, who, perhaps detecting the use of evil Essence, could possibly counter the enchantments. Annatar has so enamored himself with the Gwaith-i-Mírdain, however, that it would be difficult to truly discredit him, even if Galadriel were convinced of his nature (since she clearly suspected him of questionable intentions from the beginning). This is an adventure which, though might end in profit for the players, is doomed to ultimate failure for Eregion no matter the outcome.

THE TASK

To successfully penetrate Annatar's house and make off with proof (e.g., letters, documents, etc.) of his "evil" origins and nature. Alternatively, to overhear conversations (perhaps with Orophin) which conclusively indicate his true hatred of the Eldar.

10.12 STEALING SECRETS FOR AULENDIL

Setting: Ost-in-Edhil in c. S.A. 1375, as dissension is reaching its height in the Noldorin Kingdom.

Requirements: A group of Elves (or at least mixed Elven/mannish descent) experienced — or willing to gain experience — in espionage. It would be helpful if some were Apprentice Smiths.

Aids: Maps of the locations to be infiltrated, and even sophisticated (+30) lockpick equipment if necessary.

THE TALE

Annatar needs information about Forging Fires in his Smith research, knowledge which only Aegnor possesses. Aegnor is, of course, unwilling to give the Lord of Gifts the time of day, much less his most valued secrets.

THE TASK

Annatar suspects that there are notebooks in Aegnor's house containing this information and is willing to pay 200 gp per person for conclusive information. (There are no such notes, the players will discover.) Annatar will then ask them to go into the Smith-Halls themselves and try to gain the information from the appropriate library. For successfully penetrating the Halls, Annatar will pay 1000 gp per person (up to 5). There is significant information for Annatar's use in the Silversmith's Library. **Note:** Although Annatar/Aulendil/Artano/Sauron is not thought of as a popular figure, he is during this period respected and very influential. The GM might try to confuse players into believing that Aegnor is the evil influence, and that spying on him is a service to the Noldor. Annatar is very convincing, and certainly not above speaking a few half-truths. Using one of his lesser-known names (such as "Artano") might help to throw off players who know who Annatar "really is" — though their characters would not know.

10.13 THEFT FROM THE NOLDOR

Setting: The Mírdathron, Ost-in-Edhil, in the Second Age.

Requirements: A relatively high-level group of thieves and rogues who actually believe that they can penetrate the well-guarded Smith-halls and make off with some of the treasures of the Noldor.

Aids: Plans of the Halls would be invaluable but difficult to come by. A set would be in the Library in the Council Hall. An insider (one of the Apprentices with no scruples) might be paid off to help.

THE TALE

At the height of their skill, the Elven-smiths of Eregion produced the most wondrous treasures in the history of Middle-earth. The Halls of the Mírdain were filled with jewelry and weapons with incredible magical properties, not to mention items of mere monetary value, and vast stores of gold, mithril, and unset gems.

THE TASK

Quite simply, to get in and get out with some treasure — alive. The Noldor are not known for their mercy with people who try to steal their magic items.

10.14 MURDER IN OST-IN-EDHIL

Setting: Ost-in-Edhil, c. S.A. 1375, a city whose loyalty is divided between Galadriel and a Celebrimbor/Annatar coalition.

Requirements: A group of Elves (or at least mixed Elven/maannish descent). This is necessary for them to be trusted by any of the inhabitants of the city. Interviewing and deductive skills also helpful.

Aids: The cooperation of Galadriel, and a statement from Orrerë (who saw Finculin come out of the house the night of the murder, his eyes glazed) and Annatar's associate Orophin, who inadvertently witnessed the whole scheme and is tortured with doubt and fear.

THE TALE

Thalos the Healer is Murdered. He has no known enemies, so there are no suspects and no motives. Valglin the Seer (*refer to the commentary on Valglin's house, Section 7.39, All*) has been in Thalos' care, and (some visitors will claim) was improving, actually able to say something coherent once in awhile. Now he is a complete babbling idiot. He apparently witnessed Thalos' brutal killing (with a black dagger, found in the Healer's back, with nine stab wounds) but just starts screaming when questioned. Galadriel will relate the tale of her visit with Valglin if questioned, though she will be reluctant to voice her suspicion of Annatar/Artano.

Galadriel is offering a 3000 gp reward for information leading to the arrest of the killer.

THE TRUTH

Finculin did indeed commit the crime, but acted under Annatar's power; he has no memory of the deed (and would never normally commit such an act). Valglin was on the road to recovery, and was on the brink of recounting his vision of Annatar's true heritage and intent. This had to be prevented, of course. Annatar, thinking that murdering Valglin was too obvious and knowing that any trauma could send him completely over the edge, devised his cruel plan. He even arranged for Orrerë to witness the crime to further confuse things and cast suspicion (such as Galadriel's) away from him. The only way the PC's might get to the bottom of the situation is to realize the implications of Valglin's vision, hunt down Orophin and get him to talk. This last *might* be achieved with Galadriel's help — if she is convinced that there is a conspiracy.

THE TASK

To uncover the murderer and collect the reward without being killed themselves by Annatar's operatives.

RAMIFICATIONS

If the players are successful, the outcome is as follows: Galadriel is now convinced of Annatar's evil nature, and is able to clear Finculin of guilt. The thread of guilt which leads back to the Lord of Gifts is too tenuous to take any formal action, not only because of the difficulty in proving his involvement, but his current popularity is running high. The result is that Galadriel leaves Eregion with those faithful to her, and the Noldorin realm begins its decline into corruption.

Should the group fail to trace the real killer, the end is even more tragic. One of two things will occur: either Orrerë will come forth with his story, and Finculin will be found guilty and put to death, or Orrerë will remain silent, leaving the Gwaith-i-Mírdain and retiring to his father's vineyards.

10.2 OST-IN-EDHIL: THIRD AGE

10.21 LOOTING THE HALLS OF THE MÍRDAIN

(Ost-In-Edhil in TA 1640)

Setting: The long-abandoned Halls of the Jewel-smiths, now dark and crumbling, filled with ancient traps which may or may not be operational, and any number of creatures.

Requirements: An experienced party of adventurers capable of working in the dark and dealing with the sophisticated contraptions of the Noldor Smiths.

Aids: Complete plans of the Halls would be invaluable but almost impossible to come by. A set would be in Celebrimbor's house, the Library in the Council Hall, or Annatar's House (if they haven't turned to dust or already been stolen). The last location might be an adventure in itself.

Especially helpful would be knowledge of the river entrance to the Metal Halls, allowing the adventurers to avoid the inoperative ortani problem.

THE TALE

Although the Mírdainthron was taken by Sauron and his armies, and ransacked by the Dark Lord in his desperate search for the Three Rings, a number of lesser items could (and did) get left behind.

THE TASK

Evade the traps and other perils and escape the halls with priceless loot.

10.22 THE RUINS OF TELPĒMÁR

Setting: The dilapidated villa of Galadriel and Celeborn, long abandoned by the regal Elves, now home for bandits.

Requirements: A medium-level party of stealthy and/or doughty adventurers willing to ferret out the secrets of the ruin.

Aids: An ancient map of the Hollin area including Telpemár, perhaps purchased in Tharbad. (For those with the Adventure module *Thieves of Tharbad*: the map, still in a rotting leather tube, could be bought from Morwen in her "House of Exchange" for 200 gp — an outrageous price, but well worth it in the long run. Morwen would have hints of the potential riches of the site, and urge the PC's to buy it with lures of hidden magic items and treasure. It is said that a lesser Elven Ring of Power is hidden somewhere in the house.

THE TALE

Hidden in the wasteland that is all that remains of Hollin are the many estates of the Noldor. Although thousands of years have passed, many of these sturdy stone structures survive — at least in part. Galadriel and Celeborn's Villa is substantially intact, and is the hideout of a gang of highwaymen. The leader of this group — the mysterious (some say crazed) Mage who calls himself Fëatur — claims to have Noldorin blood and has delusions of reclaiming all of Hollin. Even Fëatur, however, is unaware of the treasures within his very house.

THE TASK

The adventurers could either drive out the bandits — or perhaps easier — sneak in and secure what treasures can be made off with, escaping with their lives.

10.3 LÓRIEN

10.31 AN HERB FOR THE PRINCE (Lórien c. TA 1981)

Setting: Gondor, Lórien, and the lands between.

Requirements: A group of adventurers unafraid of the Golden Wood and basically pure of heart.

Aids: None offered.

THE TALE

Eärnil II is king of Gondor, and his only son, Eärnur has suddenly taken ill. A Prince of Gondor needs a very rare herb (*Laurelin*, whose primary power is Elven Lifegiving) to save his life, and the Court Seers have declared that the herb can only be found in Lórien, a place looked upon with fear and suspicion.

Eärnil II has offered 10,000 gp for a dose of the herb from wherever he can get it. Eärnur has only about 30 days to live, to time is short. There are many perils on the way: Orc patrols, wainriders, and other hostiles.

THE TASK

To secure the Herb from Lórien and return to Gondor before the prince dies. **NOTE:** to prevent the alteration of history, should the PC's fail in their mission an alternative resolution might be devised; for example, Galadriel would become aware of the Prince's plight, and might be moved to send a messenger with a dose of the herb at the last minute.



10.32 A MESSAGE TO GALADRIEL (T.A. 3019)

Setting: Lórien and the lands about.

Requirements: A group of brave, responsible travellers willing to honor a dying Elf's wish.

Aids: A leaf-brooch given by Lindal.

THE TALE

The group, travelling somewhere between Mirkwood and Lórien, comes upon a badly wounded Silvan Elf. If they come to his aid, he will tell them that he is a messenger from Thranduil in Northern Mirkwood, with an urgent message for Galadriel in Lórien. He begs them to help, and if they agree, charges them to get the message to the Lady of Lórien personally. As a token (in addition to a sealed message tube) he gives them his leaf-brooch. He then expires, dead of a poisoned arrow. He has no items of particular value, and no money.

THE TASK

To get the message to Galadriel. Before even reaching the Golden Wood, the group will face the perils of Orc patrols, much more frequent than usual. Wargs and wolves are also on the prowl. Once at Lórien, the group basically has two alternatives. Sneaking in to Caras Galadhon is one option, but one not likely to succeed. The alternative is to convince the border guard to let the group in. At the least, the guard will escort the players to the city under heavy guard. If there are Dwarves among the PC's, things are more difficult; any Elven players will ease tensions. The brooch will also help, but the decision is pretty much up to the GM based on the group performance.

If the message is successfully delivered, the players will meet Galadriel and Celeborn, and each will be given a fine gift for his/her help. Suggested gifts:

- An Elven cloak which adds +80 to *Hiding* maneuvers while motionless, +20 while moving.
- Boots which add +60 to *Stalking* maneuvers and greatly increase chances of moving silently.
- A longbow, +15.
- A longbow which can be fired every round without subtraction.
- A bowguard, adding +10 to all bow OB's.
- 3 arrows, +15 and *Of Slaying Orcs*.
- A leaf-shaped brooch, +3 PP adder.

10.33 TO STEAL A MALLORN-SEED (T.A. 1435)

Setting: Gondor, Lórien, and the lands between.

Requirements: A group of stealthy mercenaries willing to risk the wrath of Amroth for gold.

Aids: None but the lure of cash.

THE TALE

The throne of Gondor has been cast into turmoil by the death of King Valacar. Eldacar the heir has been driven out by Castamir the Usurper. Castamir, now self-proclaimed King of Gondor, wants a Mallorn tree to complement the White Tree in Osgiliath, and is willing to pay 5000 gp to anyone who can bring him a mallorn seed. Lórien is closely patrolled during this unstable period, so the task is not as easy as it might sound.

THE TASK

To secure a seed and return with it to Castamir in Gondor. If the adventure takes place at any time other than autumn, seeds will be Absurd (-70) to find (one perception roll per day allowed). In autumn it is Sheer Folly (-50). One reason the seeds are so rare is that the mallorn grow few seeds to maturity. Another is that the Elves collect the seeds and plant new trees themselves. Anyone caught within the borders of Lórien will be driven out by Guardians. If caught a second time, they will be captured, blindfolded, and taken to Amroth, in his high house. If the group is guilty, he will ask Nimrodel to cast a selective *Amnesia* spell on them, making them forget their purpose and experiences in Lórien. They will also forever have a terrible fear of the place. Guardians will then transport the group to the southern borders of the land.

Note: Although Galadriel (and so Nenya) has not yet returned to Lórien, there is still a legendary 'aura' of mystery about the place, and Guardians patrol it vigilantly.



House of Celeborn

11.0 TABLES

11.1 MASTER MILITARY TABLE

	Race	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Ost-in-Edhil (T.A. 800-1697)											
Lord Captain/1	Noldo	24	180	Pl/20+	120	Y+	A/L	210bs+	200cb	20	Commander of city defenses. +30 equipment
Guard Captains/12	Noldor	12	150	Ch/18+	100	Y+	A/L	165ss+	140cb	20	Each leads 240 warriors. +15 equipment.
Elite Warriors/120	Noldor	8	110	Ch/18+	90	Y+	A/L	120ss+	95cb	15	+10 equipment.
Warriors/2760	Noldor/Silvan	4	80	No/1	40	Y+	N	70ss+	65lb	15	Silvan Elves use longbows. +10 equipment.
Light Horses	—	3	100	SL/3	35	—	—	35LTr	—	35	One per warrior/courier
Medium Horses	—	4	120	SL/3	25	—	—	45LTr	—	25	One per Elite warrior
Gwaith-i-Mirdain Sentinels											
Vice-Warden/1	Noldo	20	180	Pl/20+	110	Y+	A/L	195bs+	170cb	20	Fendome's assistant. +30 equipment.
Elite Wardens/6	Noldo	10	120	Pl/20+	100	Y+	A/L	130bs+	100cb	15	Guard captains. +20 equipment.
Eregion: After the fall of Ost-in-Edhil (S.A. 1697)											
Orcs (usually found in bands of 5-20)											
Lurg Leaders/1	Uruk-hai	6	70	Ch/13	30	Y5	N	80sc	50sb	15	+5 equipment.
Adult Warriors/2-3	Lesser Orcs	2	45	SL/8	25	Y	N	50sc	20sb	0	
Young Warriors	Lesser Orcs	1	35	SL/7	5	N	N	40sc	10sb	5	
Highwaymen (found in bands of 3-10)											
Leader	Mixed	3	50	SL/8	25	Y	N	75ss	45lb	10	One per group. Will have +5 or +10 item.
Thieves	Mixed	2	40	SL/7	20	N	N	50da	40sb	20	1-2 per group.
Warriors	Mixed	2	55	RL/9	30	Y	N	60bs	35sb	15	Balance of group.
Lórien: S.A. 1350-1781: First reign of Galadriel (and Celeborn)											
Glademaster/1 (Fanar)	Nando	18	170	No/1	100	Y	N	180bs	190lb	30	Magic Defensive clothes; +30 equipment.
Guardian Captain/60	Nando/Silvan	8	100	No/1	30	N	N	90ss	100lb	25	+10 equipment; excellent hiding bonus (+80).
Guardian/600	Nando/Silvan	4	75	No/1	25	N	N	75ss	85lb	20	+5 equipment; good hiding bonus (+20 — +60)
Lord Wardens/3	Sindar	15	160	Pl/20+	90	Y+	A/L	160bs	150lb	20	Captains of Caras Galadon Guard. +25 equipment.
Wardens/30	Sindar	5	80	Ch/17+	80	Y+	A/L	100bs	90lb	20	Caras Galadon Guard. +15 equipment.
Lórien: S.A. 1781 — T.A. 1980: Reign of Amdír and Amroth											
Glademaster/1 (Fanar)	Nando	20	180	No/1	100	Y	N	190bs	200lb	30	Magic Defensive clothes; +30 equipment.
Guardian Captain/120	Nando/Silvan	10	120	No/1	30	N	N	100ss	120lb	25	+20 equipment; excellent hiding bonus (+100).
Guardian/1200	Nando/Silvan	4	75	No/1	25	N	N	75ss	85lb	20	+5 equipment; good hiding bonus (+20 — +60)
Lord Wardens/3	Sindar	17	160	Pl/20+	90	Y+	A/L	160bs	150lb	20	Captains of Caras Galadon Guard. +25 equipment.
Wardens/90	Sindar	5	80	Ch/17+	80	Y+	A/L	100bs	90lb	20	Caras Galadon Guard. +15 equipment.
Lórien: T.A. 1981 — F.A. 1: Informal reign of Galadriel and Celeborn											
Glademaster/1 (Fanar)	Nando	24	180	No/1	100	Y	N	195bs	201lb	30	Magic Defensive clothes; +30 equipment.
Guardian Captain/333	Nando/Silvan	12	130	No/1	30	N	N	110ss	130lb	25	+20 equipment; excellent hiding bonus (+100).
Guardian/3333	Nando/Silvan	6	80	No/1	25	N	N	85ss	100lb	20	+5 equipment; good hiding bonus (+20 — +60)
Lord Wardens/3	Sindar	21	185	Pl/20+	110	Y+	A/L	210bs+	190cb	20	Commander of Caras Galadon defenses. +30 equipment
Elite Wardens/60	Sindar	15	160	Pl/20+	90	Y+	A/L	160bs+	150cb	20	Captains of Caras Galadon Guard. +25 equipment.
Wardens/360	Sindar	5	80	Ch/17+	80	Y+	A/L	100bs	90lb	20	Caras Galadon Guard. +15 equipment.

KEY:

+ next to armor, shield, or weapon indicates that it is of *mithril* (or an alloy). Thus, for example, an AT noted as Ch/17+ is really only a chain shirt (AT 13), and encumbers as AT 5 (SL), although it protects as a breastplate, with an additional +20 to DB (included in the chart above). AT Pl/20+ is actually full plate, but only encumbers as AT 11, and has an additional +30 to the wearer's DB.

Codes: The statistics given describe each type of combatant. Some of the codes are self-explanatory. **Race**, **Lvl** (Level), **Hits**, **Sh** (Shield), and **Mov M** (Movement and Maneuver Bonus). See Master NPC chart for weapons codes.

Note: Uruk-hai can operate freely in daylight. Lesser Orcs fight with a subtraction of -100 in true daylight and -25 in magical or enchanted light. Normal artificial light will not bother them. Mortals operate at -25 on a dark night. Elves have no subtractions due to lighting conditions.

11.2 MASTER NPC TABLE

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
OST-IN-EDHIL (S.A.)										
Annatar(Sauron)	240	500	Pl/20	150	N	N	200bs	180lb	30	Maia Mage/Sorcerer. Resists criticals as a "Large Creature"; cannot be truly killed. See 5.12 for stats/items.
Celebrimbor	50/65	180	Pl/20	100	Y30	A/L	210bs	160cb	15	Noldo Mage/Alchemist. See 5.131 for stats/items.
Fendome	35	170	Ch/17	90	Y20	N	150bs	150ja	15	Noldo Mage/Alchemist (Master Silversmith). Ag100 Co98, SD87, Me79, Re81, St94, Qu99, Pr98, Em96, In82, Swim40, Traps50, Locks90, S/H80, Per80, Runes70, St/Wnds80, DirSpell40, Act80, Music70, Smithing90. 350 PP's. Mithril chain armor, x5 PP (black opal earring), +30 Ithilnaur sword, boots of water/mistrunning, mithril circlet protects as helm, +30 throw and return (300') javelin w/no range subtraction, complete set +25 forging tools.
Aegnor	30	175	Ch/20	90	Y20	A/L	200bs	160lb	15	Noldo Mage/Alchemist (Master Smith). Ag99, Co100, SD67, Me87, Re84, St101, Qu98, Pr99, Em97, In72, Climb60, Swim60, Ride40, Traps30, Locks50, Per90, Runes60, St/Wnds80, DirSpell50, PblcSpeak60, Seduct80, Smithing110. All Base Alch. to 30th; also Mentalist <i>Solid, Liquid, Gas Manipulation</i> to 20th. 180 +3 PP's. Mithril chain armor, +40 Glavorn broadsword; +30 longbow; x3, +3 PP enhancers (laen bracelets, both can be used; both must be worn), forging tools, doubles speed of work; collar, continuous <i>Fire/Ice Armor</i> ; gold/blue diamond ring, <i>Invisibility True</i> 3x/day.
Fincullin	20	160	Ch/17	60	N	N	170ss	180cb	20	Noldo Mage/Alchemist (Jewelsmith). Ag99, Co98, SD60, Me75, Re81, St99, Qu100, Pr100, Em89, In88, Locks70, S/H60, Per80, Runes90, St/Wnds80, DirSpell40, Acrob60, Act50, Music50, Seduct90, Smithing70. Mithril chain armor; +30 ithilnaur short sword, +25 composite bow, mithril/topaz ring, x5 PP; +20 forging tools.
Orreë	17	150	No/1	100	N	N	150da	180da	25	Noldo Mage/Alchemist (Jewelsmith). Ag98, Co89, SD67, Me87, Re90, St85, Qu100, Pr97, Em99, In76, Climb60, Swim70, Ride50, Locks70, S/H80, Per90, Runes75, St/Wnds60, DirSpell60, Acrob60, Act70, Music62, Sailing52, Smithing65, Tracking45. Non-encumbering grey robes, +60 to DB, hiding; Black sapphire earring, x5 PP; Black Opal/mithril Ring, <i>Merge True</i> 3x/day; +30 ithilnaur dagger, throw and return 100' w/no range subtraction, <i>of slaying Orcs</i> .
Fanari	15	110	No/1	30	N	N	90da	80lb	20	Noldo Mage/Alchemist (Herbalist). Ag96, Co86, SD78, Me88, Re80, St75, Qu97, Pr95, Em96, In89, Swim62, Ride57, Per50, St/Wnds70, Acrob72, Act50, Music65, PblcSpeak45, RopeMstry54, Sailing45, Seduct60, Tracking70. Also has Animist Base <i>Herb Mastery</i> to 10th. Boots of Stone/Limb/Waterrunning; Cloak, +60 to hiding, allows wearer to pass freely through even heavy undergrowth; leather wristband, x4 PP; +25 dagger, glows near Orcs & Trolls; +20 longbow; gold chalice instant herb preparation.
Carnil	20	160	Ch/17	75	Y10	N	150ss	120cb	20	Noldo Animist (Vintner/Brewer). All Ag94, Co96, SD50, Me70, Re86, St95, Qu99, Pr96, Em45, In86, Climb62, Swim80, Ride70, S/H60, Per88, Music60, PblcSpeak74, RopeMstry40, Sailing60, Tracking54. Animist base to 20th, plus Ranger <i>Path mastery</i> to 10th. Mithril chain armor, +20 broadsword, glows within 1000' (and <i>Slaying</i>) of Orcs and Trolls; +15 compbow; amulet, x4 PP.
Brethil	16	125	No/1	35	N	N	80da	90lb	15	Noldo Animist (Herbalist). Ag90, Co89, SD67, Me84, Re95, St76, Qu96, Pr98, Em55, In95, Climb45, Swim50, Ride62, Per82, RopeMstry45, Sailing50. Mithril/emerald necklace, +4 PP; boots of Silent Passing; urn of growth seed placed in soil-filled urn will grow to maturity in 3 days; +20 dagger.
Ragnor	12	120	No/1	30	N	N	80ma	—	20	Noldo Warrior/Rogue (Baker). Ag85, Co90, SD65, Me75, Re83, St88, Qu95, Pr94, Em60, In75, Per45, Acrob40, Act60, Music62, PblcSpeak40, RopeMstry68, Sailing50, Seduct70. +25 mace.
Khelgin	17	150	Pl/20	95	Y20	A/L	160bs	120cb	15	Noldo Mage/Alchemist (Jewelsmith/glassworker). Ag90, Co94, SD71, Me65, Re78, St98, Qu99, Pr97, Em96, In87, Per62, Runes56, St/Wnds45, DirSpell45, Music60. Mithril chain armor, +25 laen broadsword; +15 compbow; mithril/amethyst ring, +4 PP; +20 glassblowing tools.
Valglin	20	110	No/2	115	Y*	N	80da	—	20	Noldo Bard/Astrologer (Astrologer). Ag96, Co73, SD65, Me80, Re65, St63, Qu98, Pr96, Em45, In98, Per70, Runes58, St/Wnds78, DirSpell80, Music80, PblcSpeak56. All base Astrologer lists to 20th. Reputedly insane. Robes, +60 to DB; emerald earring, x6 PP; +15 dagger; Enchanted telescope; mithril/blue diamond ring, <i>Starfires True</i> 3x/day.
Thalos	16	130	No/1	30	N	N	100ma	—	20	Noldo Cleric/Healer (Healer). Ag96, Co100, SD84, Me67, Re88, St86, Qu97, Pr98, Em87, In99, Climb52, Swim45, Runes60, St/Wnds70. All Healer Base lists to 15th. Leather Headband w/emeralds, x4 PP; +25 mace.
Hiradur	15	125	RL/12	40	Y	N	120bs	100hcb	15	Noldo Warrior/Fighter (Shipwright). Ag98, Co95, SD75, Me80, Re74, St96, Qu99, Pr95, Em67, In79, Climb50, Swim80, Per66, Acrob45, RopeMstry80, Sailing92, Seduct67, Woodcraft100. +25 laen-edged wood broadsword (floats); +15 heavy crossbow; +20 leather armor with ogamur and shaalk reinforcement; Enchanted mithril sextant/compass.
Daniros	12	130	Ch/17	65	Y	N	115bs	90lb	15	Noldo Scout/Rogue (Brewer). Ag96, Co100, SD60, Me56, Re75, St94, Qu95, Pr99, Em60, In83, Climb45, Swim50, Acrob40, Act52, Music64, PblcSpeak52, RopeMstry40, Sailing20, Seduct66. +20 ithilnaur broadsword; +10 longbow; amethyst/gold ring, will cast any Mentalist <i>Brilliance</i> spell (to 10th lvl) 3x/day; Mithril chain armor.
Orophin	17	123	No/2	90	Y*	N	90da	—	30	Noldo Bard/Seer (Seer). Ag98, Co78, SD66, Me84, Re80, St69, Qu99, Pr100, Em49, In76, S/H40/120, Per82, Runes78, St/Wnds70, DirSpell85, Amb6, Act56, Music40. All Seer Base to 15th. A follower of Annatar's. Enchanted black robes, +60 to DB, 80 to hiding at night; +45 Galvorn dagger (a gift from Annatar; unknown to Orophin, it is <i>of Slaying Elves</i>); Black Diamond/mithril ring, x6 PP; dir-wood staff, allows "safe" overcasting of Seer spells (Staff drains 1 temp Co point per 5 levels of overcast per spell — another gift from Annatar).
Rómil	13	102	No/1	20	N	N	80da	100lb	20	Silvan Animist (Herbalist). Ag96, Co88, SD77, Me30, Re60, St91, Qu97, Pr94, Em75, In98, Climb50, Swim45, Ride60, Per62, St/Wnds30, Music50, RopeMstry40, Tracking52. Leather bracelet, +4 PP; Staff of Growth, doubles growth rate for all herbs/plants within 33'.
Ariel	15	90	No/1	30	N	N	—	90lb	15	Noldo Cleric/Lay Healer. Ag90, Co85, SD91, Me77, Re86, St59, Qu96, Pr98, Em85, In67, Swim40, Ride52, Per64, Runes50, St/Wnds45, Act40, Music45, PblcSpeak 60. Mithril/opal ring, halves recovery time for all healing spells; opal earring, +5 PP; +15 longbow.
EREGION (Third Age)										
Féatur	8	70	No/1	70	N	N	75da	—	20	Dúadan/Noldo Mage/Mystic. Ag99, Co72, SD65, Me90, Re83, St89, Qu100, Pr101, Em100, In79, Hide 110, Swim20, Ride10, Per45, Runes40, St/Wnds62, DirSpell60, Act40, Amb4, PblcSpeak35. Mystic Base lists to 10th, Essence Lists <i>Unbarring Ways, Lofty Bridge, Shield Mastery</i> to 10th. 4' rod of white wood <i>Celenaur</i> (S. "Silver fire"), Highly intelligent, stores one spell up to 10th level, x5 Mystic PP enhancer (ttl 120 pp), casts <i>Lightning Bolt</i> 200' 5x/day; hidden +25 Ithilnaur dagger (A Noldorin item); non-encumbering robes, add +80 to hiding, +30 to DB, change color at a thought; ring, amethyst in gold, casts <i>Holy Presence</i> (Mystic <i>Mystical Change</i>) 1x/day.
Irdal	4	54	SL/5	20	N	N	70ss	45sb	20	Dúadan Scout/Thief. Ag99, Co97, SD45, Me80, St96, Re58, Qu99, Pr89, Em91, In76, Climb35, Hide50, Per30, Act20, Amb8. +20 short sword; 3 +10 arrows.
LÓRIEN (S.A. 1375 — 1781)										
Galadriel	60(90)	185	Pl/20	150	Y*	N	170bs	190lb	25	Noldo Bard/Mystic/Seer. See 6.4 for stats/items.
Celeborn	40	155	Pl/20	80	Y	A/L	190bs	200lb	15	Teleri (Sinda) Warrior/Fighter. See 6.5 for stats/items.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Arvaire	15	120	No/1	35	N	N	80da	120lb	20	Sinda Scout/Thief. Mistress of the Weaver's Glade. Ag96, Co81, SD65, Me89, Re76, St79, Qu100, Pr90, Em67, In85, Climb40, Locks70, Per50, RopeMstry52, Weaving 100, Lthwrkng64, Herding 70. Spinning wheel will not tangle; loom, weaves 3x normal speed, allows enchanting of cloth.
Carthir	18	150	No/1	60	Y	N	120ss	150hcb	25	Sinda Warrior/Rogue. Master of the Boatmen's Glade. Ag99, Co98, SD60, Me45, Re79, St98, Qu100, Pr98, Em72, In87, Diving40, Navigation60, Rowing50, Swim72, Per45, Acrob30, Music20, PblcSpeak30, RopeMstry57, Sailing80, Seduct40, WeathWatch72, Woodcarving60. Sextant, +20 to navigation; +20 short sword; boots of water-running.
Fanar	20	180	No/1	100	N	N	190bs	200lb	30	Nando Warrior/Fighter. Master of the Guardian's Glade. Ag100, Co99, SD77, Me70, Re56, St101, Qu100, Pr98, Em60, In78, Climb50, Swim30, Per50, Amb12, Acrob40, Music35, PblcSpeak45, RopeMstry50, Tracking40. +30 broadsword, <i>Of Slaying Orcs</i> ; +30 Longbow, can be fired every round without penalty. Boots of Limbrunning; enchanted shirt, adds 60 to DB.
Ivren	9	96	No/1	25	N	N	60da	80sb	15	Taurdhel (Silvan) Animist. Mistress of the Baker's Glade. Ag87, Co80, SD86, Me91, Re68, St81, Qu94, Pr96, Em78, In99, Climb40, Swim20, Music40, RopeMstry30, Cookery80, Foraging72. All Animist Base to 10th. +15 dagger; +10 short bow; pendant, +4 PP.
Turlindë	16	112	No/1	60	Y*	N	90bs	110da	25	Nando Bard. Master of the Minstrel's Glade. Ag99, Co94, SD81, Me93, Re85, St96, Qu100, Pr101, Em89, In52, Climb45, Swim30, S/H35, Per60, Runes40, St/Wnds25, Acrob40, Act40, Music82, PblcSpeak70, Seduct80, Singing90. All Bard Base Lists to 20. Ring, x4 PP; Magic Harp, always in tune, adds +33 to music rolls and all <i>Controlling Songs</i> . Dagger, +20, throw and return 200' with no distance subtraction; +25 broadsword.
Aidan	18	125	No/1	30	N	N	100ss	120lb	20	Sinda Warrior/Fighter. Master of the Craftsmen's Glade. Ag100, Co89, SD78, Me56, Re70, St99, Qu98, Pr95, Em76, In45, Climb60, Locks45, Per50, RopeMstry40, Fletching35, Leatherworking60, Woodcarving100. +20 long knife (uses ss table); +15 longbow; +20 set of woodcarving tools.
Taurnil	20	115	No/1	40	N	N	110ma	130lb	30	Sinda Animist/Ranger. Master of the Woodsmen's Glade. Ag100, Co92, SD68, Me70, Re80, St93, Qu99, Pr98, Em85, In78, Climb82, Swim35, S/H64, Per35, Amb8, Acrob20, RopeMstry35, Tracking80. All Base Animist to 20th. Boots of limbrunning; leather bracelet, +5 PP; +20 mace; +15 longbow.
LÓRIEN (S.A. 1780 — T.A. 1980)										
Amdir	35	160	Ch/17	80	Y	A/L	180th	140lb	20	Sinda Warrior/Fighter. King of Lórien SA 1780 — 3441. Ag99, Co100, SD90, Me86, Re88, St100, Qu100, Pr101, Em94, In89, Climb76, Swim80, S/H60, Per50, Amb6, Acrob60, Act30, Music60, PblcSpeak78, RopeMstry40, Sailing52, Tracking60. <i>Cirdae</i> (S. "Shadow cleaver"), +30 yellow laen two-handed sword, flames on command to deliver a Heat critical equal in severity to any other given; Mithril chain; +20 longbow, 2x range; bracers, protect as greaves but cause no missile penalty due to armor, also 50% chance they annul any hand/wrist/forearm critical.
Amroth	32	155	Ch/17	100	Y20	A/L	190bs/th	130lb	20	Sinda Warrior/Fighter. King of Lórien SA 3441 — TA 1981. Ag100, Co98, SD65, Me77, Re89, St101, Qu100, Pr100, Em99, In50, Swim50, Per65, DirSpell50, Amb3, Acrob40, Music40, PblcSpeak62, RopeMstry35, Sailing50, Seduct70, Tracking30. <i>Luingurth</i> (S. "Blue Death"), +30 blue laen sword, will transform from two-handed to a broadsword at a thought, flames cold blue fire on command to deliver a Cold critical equal in severity to any other given, will fire 3x/day a bolt of blue flame 300' range (attacks as a <i>Firebolt</i> with Cold criticals); +30 longbow, can fire 2x/rnd without penalty; mithril armor; shield, +20, will float in front of user, allowing him to use a 2-h weapon and still have advantages of a shield.
Nimrodel	25	110	No/1	30	N	N	80da	140lb	30	Taurdhel (Silvan) Bard/Mystic; betrothed of Amroth. Ag97, Co89, SD67, Me81, Re80, St93, Qu100, Pr101, Em73, In30, Climb60, Swim45, Per30, Runes40, St/Wnds35, DirSpell50, Act35, Music90, Seduct80, Singing100. All Mystic base to 25th. +20 longbow; pendant, X5 PP.
LÓRIEN (T.A. 1981 — F.A. 1)										
Haldir	10	124	No/1	40	N	N	120ss	170lb	25	Taurdhel (Silvan) Warrior. Guardian of Lórien. Ag99, Co98, SD65, Me70, Re81, St96, Qu101, Pr100, Em85, In69, Climb65, Swim52, S/H54, Per80, Amb11, Acrob45, Music64, RopeMstry50, Seduct40, Tracking80. +20 longknife (uses ss table); +15 longbow.
Rúmil	7	96	No/1	30	N	N	90ss	110lb	25	Taurdhel (Silvan) Warrior. Guardian, brother of Haldir. Ag100, Co88, SD80, Me91, Re78, St96, Qu100, Pr98, Em59, In89, Climb56, Swim40, S/H40, Per40, Amb7, Acrob20, Music35, RopeMstry50, Mathematics52. +20, longknife (uses ss table); +15 longbow.
Orophin	6	85	No/1	20	N	N	85ss	120lb	30	Taurdhel (Silvan) Warrior. Guardian, brother of Haldir. Ag100, Co96, SD45, Me69, Re37, St87, Qu95, Pr101, Em95, In89, Climb62, Swim20, S/H25, Per30, Music20, RopeMstry30, Seduct40, Subdue35, Tracking40. +15 longknife (uses ss table); +15 longbow.

KEY

* — Shield is a spell rather than physical.

CODES The statistics given describe each NPC; a more detailed description of some of the more important NPC's can be found in the main text. Some of the codes are self-explanatory **Lvl** (level) **Hits**, **Sh** (shield), and **Mov M** (movement and maneuver bonus). The more complex codes are listed below.

AT (Armor Type) The two letter code gives the being's **MERP** armor type (No = No Armor, SL = Soft leather, RL = Rigid Leather, Ch = Chain, Pl = Plate); the number is the equivalent **ROLEMASTER** armor type.

DB (Defensive Bonus) Note defensive bonuses include stats and shield. Shield references include quality bonuses (e.g., "Y5" indicates "Yes, a +5 shield").

Gr (Greaves) "A" and "L" are used to indicate arm and leg greaves respectively.

OB's (Offensive Bonuses) Weapon abbreviations follow OB's 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 — quarter staff, da — dagger, sp — spear, ml — mounted lance, ja — javelin, pa — pole arm, sl — sling, cb — composite bow, sb — short bow, lb — long bow, lcb — light crossbow, hcb — heavy crossbow, bo — bola, wp — whip, ts — throwing star, hb — halberd. Melee and missile offensive bonuses include the bonus for 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. For **MERP**, average Re and Me for Intelligence.

Skills: Most skills are self-explanatory: S/H — Stalking and Hiding, Per — Perception, Amb — Ambush, Acrob — Acrobatics, etc.

Lórien standard equipment all have the shimmering grey cloaks which add 80 to all attempts while static, 20 while moving, and boots which add 30 to attempts to move silently (if other boots are listed, the footwear has the combined qualities). The hiding bonus has not been incorporated in the above bonuses due to its variable nature.

11.3 MASTER HERB CHART

NAME	CODES	FORM/PREP	COST	EFFECT
Healing Herbs				
Arfandas	c-F-6N	stem/apply	2sp	AF1. Doubles rate of healing for fractures.
Arnuminas	m-S-2NW	Leaf/apply	6bp	AF8. Doubles healing rate for sprains, torn ligaments and cartilage damage.
Burstheles	t-S-8U	Stalk/brew	110gp	AF22. Shatter repairs.
Carnerem	t-S-5M	Leaf/apply	40gp	AF8. Halts the effects of any poison for 24 hours. Does not neutralize the effects; only delays.
Harfy	s-S-6E	Resin/apply	175gp	AF9. Immediately stops any form of bleeding.
Laurelin	m-O-9NW	Leaf/ingest	999gp	AF21. Lifegiving for Elves, if given within 28 days of death.
Mirena	c-M-3U	Berry/ingest	10gp	AF1. Heals 10. Instant effect.
Oiolossé	f-F-8N	Clove/ingest	600gp	AF22. Lifegiving for Elves, if given within 7 days of death.
Reglen	t-M-3W	Moss/brew	75gp	AF7. Heals 50.
Suranie	t-F-3SW	Berry/ingest	2gp	AF3. Stun relief (1 rd).
Tarnas	h-J-6M	Nodule/brew	220gp	AF60. Nausea for 1-10 hrs (-50). Repairs organ damage.
Yavethalion	m-O-5NW	Fruit/ingest	45gp	AF4. Heals 5-50.
Intoxicants				
Ecsásse	m-H-6N	clove/brew	20gp	AF25. Stimulant/Hallucinogen. User is immune to all mind attacks and diseases for duration, but is also basically useless, believing everyone and anyone in sight is a dear friend (unless directly attacked). In general, user is at -30 for 5-10 hours, after which user is at -70 and in pain for 5-10 hours.
Feduilas	m-D-5NW	flower/dry,smoke	11sp	AF15. Relaxant. User resists vs Mental and Essence attacks at +20 for 1-5 hours, but Ag and Qu are at -10
Gort	h-J-5N	leaves/powder,inhale	10gp	AF20. Euphoric stimulant/hallucinogen. +10 to user's Pr and Co for 2 hrs, but afterwards causes user to be at -50 for 1-10 hrs.
Kirtir	c-C-3NW	buds/dry,crush,inhale	5gp	AF5. Stimulant. User's Qu is raised by 10 for 1 hr, but Ag is at -5. After 1 hour Co is at -30 for 1-10 hours and user is exhausted. Ill effects can be allayed by repeated use every hour for up to 24 hours (note potential "psychological addiction")
Lembas	(Lórien)	bread/ingest	—	Elven waybread, made only in the Elven-realm of Lórien. Provides a day's nutrition, +10 to Co for the day, and heals 1-10 concussion hits.
Lu-Jy-Mirena	f-A-7N	berry/ingest	100gp	AF50. Powerful Hallucinogen. User is able to manipulate visions to some extent. Visions are normally beneficial and instructive, though frequent use is perilous.
Nelisse	s-V-5NW	Leaf/brew	9sp	AF15. Euphoria (-50) for 1 hour. Yields 1 day's nutrition.
Chrumé	t-U-4W	Mushroom/ingest	15sp	AF10. Euphoric Stimulant. User is at -20 to Ag and Qu for 5-10 hours, but +20 to Co and Pr. User is easily distracted by mundane objects and is basically useless for the duration.
Tartiella	m-F-3W	Leaf/dry,smoke	4sp	AF10. Euphoric relaxant. All of user's stats drop by 10 for 1-10 hours, but user is very happy.

CODES:

The codes give a small letter for the climate that the herb (or poison) is normally found in, a capital letter for the type of locale that the herb is normally found in, and a number for the difficulty of finding a dose of such an herb.

Climate Codes: a = arid; c = cold; e = everlasting cold; f = severe cold (frigid); h = hot and humid; m = mild temperate; s = semi-arid; t = cool temperate.

Locale Codes: A = Alpine; B = Breaks/Wadis; C = Coniferous (evergreen) forest; D = Deciduous/mixed forest; F = Freshwater coasts and banks; G = Glacier/snowfield; H = Heath/scrub; J = Jungle/rain forest; M = Mountainous; O = Ocean/saltwater shores; S = Short grass; T = Tall grass; U = Underground (caverns, etc.); V = Volcanic; W = Waste; Z = Desert.

Difficulty of Finding: 1 = Routine (+30); 2 = Easy (+20); 3 = Light (+10); 4 = Medium (+0); 5 = Hard (-10); 6 = Very Hard (-20); 7 = Extremely Hard (-30); 8 = Sheer Folly (-50); 9 = Absurd (-70).

Compass Code: Last code in the sequence shows are aof the main continent where herb is indigenous, or most common. "U" equals Universal; "M" indicates Mid-continent.

Form and Preparation: Brew: Takes 20 rounds after water is boiled, then it may be drunk. Ingest: May be eaten, chewed, or drunk, whichever is appropriate. Inhale: powdered or mist form of drug is inhaled through nostrils for immediate bloodstream infusion. Paste: poison is made into a paste which may be applied to edged or pointed weapon. It will remain effective for up to one week, or until opponent is struck. If a critical is obtained the opponent must make a Resistance Roll (RR) or he takes the Maximum effect. The result of the attack is only hits, the poison is lost. Liquid: as Paste, except it only remains effective for 1 hour. Powder: may not be applied to weapons; it may be placed in food or drink.

Cost: Normal cost if available.

Effect: A maximum of 1 dose can take effect on a character in each round. The effect is based on a dose weighing 1/2 ounce (but can vary).

Addiction: A Gamesmaster may wish to make certain herbs addictive. In such a case, use of the herb will become less effective, and the herb will be required to operate at full effectiveness.

11.4 MASTER ENCOUNTER CHART

	SA 750-1697		Eregion SA 1698-TA 1600		TA 1600-FA 1	Lórien	
	Civilized	Wilds	Civilized	Wilds	(Wilds Only)	Inside Lórien	The Wilds Outside
Encounter							
Chance (%)	25%	10%	15%	10%	10%	50%	15%
Distance (miles)	10	8	10	8	8	3	10
Time (hours)	4	4	4	4	4	1	4
Animals/Creatures							
Wolves (2-10)	—	01-05	—	01-10	01-8	—	01-05
White Wolves (2-20)	—	—	—	11-12	09-13	—	06-07
Wargs (2-20)	—	06-07	—	13-14	14-16	—	08-10
Brown Bear	—	08-09	—	15-16	17-18	—	11-13
Black Bear	—	10	—	17	19-20	—	14
Poisonous snake	01	11-12	01	18-19	21-22	—	15-17
Deer/Elk (1-20)	—	13-15	—	20-22	23-24	—	18-22
Stone Troll (1-5)	—	16	—	23	25-27	—	23-25
Hill Troll (1-5)	—	17	—	24	28-30	—	26-30
Orcs/Half Orcs							
Scout	—	—	—	25-30	31-35	—	31-33
Small Patrol (2-6)	—	—	—	31-40	36-38	—	34-36
Lrg Patrol (6-10)	—	—	—	41-45	39-41	—	37-38
Peoples							
Men							
Local	02	18	02-35	46-55	43-50	—	39-45
Foreigner	03-04	19-20	36-50	56-63	51-55	—	46-60
Brigands	—	21	51-55	64-73	56-60	—	61-66
Merchants	05-08	22-25	56-70	74-80	61-65	—	67-70
Elves							
Silvan	09-40	26-65	71-85	81-90	66-70	01-70	71-85
Sindar	41-55	66-75	86-92	91-93	71-78	71-89	86-88
Noldor	56-82	76-85	93-94	94	79-80	90-94	89-90
Dwarves	83-96	86-96	95-97	95-96	81-96	—	91-93
Ents	—	97	—	97	97	—	94-95
Huorns	—	98	—	98	98	—	96-97
Other Being(s)*	97-00	99-00	98-00	99-00	99-00	95-00	98-00

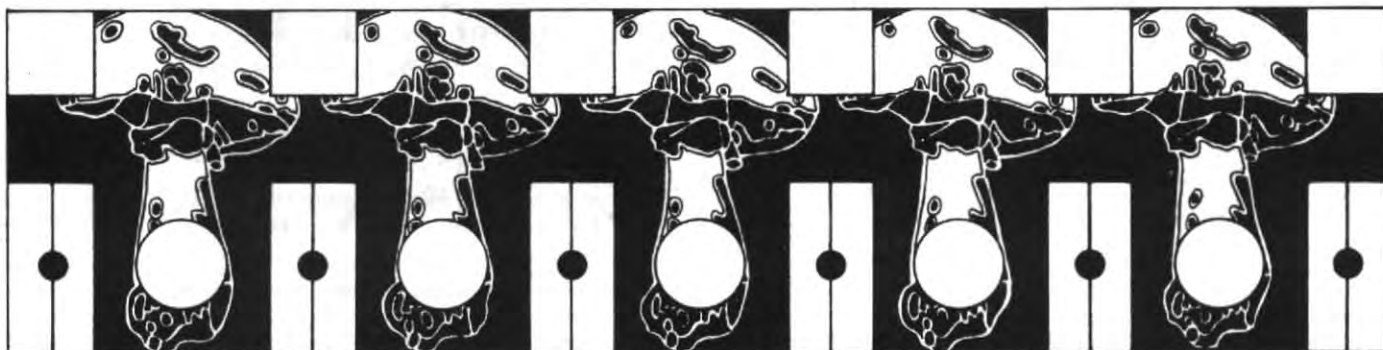
Notes: This chart is designed to aid a Gamesmaster. It can be used to determine the location and nature of encounters which are not set in a fixed place by this package or the GM. If an encounter is rolled which seems inappropriate, just reroll until an appropriate one is obtained.

An encounter does not always require a fight of similar activity; a group can avoid or placate some of the above dangers with proper action or good maneuver rolls. The chart only gives the Gamesmaster a guide for encounters with unusual or potentially hostile traps or creatures.

Use of this Chart: Different dates and locations are given across the top of the chart; choose the appropriate time period and general area. **Civilized** should be defined as any city, town, or manmade connecting routes while such areas are inhabited, or within 5 miles of any significant holding. **Wilds** is an area which is essentially uninhabited and has been for a number of years. For example, central Eregion in TA 1350 has almost no areas which could be considered "wilds". On the other hand, after 1698, almost the entire realm is in wilderness.

The period of time covered by an encounter roll is either the **Time** given on the chart or the time it takes to travel the **Distance** given on the chart, whichever is shorter. If an encounter roll is less than or equal to the **Chance of Encounter** given on the chart, a second roll (1-100) is made to determine the nature of the encounter.

* **Other Beings** are usually alone, frequently powerful and often, but not always, evil. They might be Wizards, Lords, monsters, etc. The GM may reroll, or, ideally, construct an encounter with a unique group or individual, such as a figure from the Master NPC Table. In Ost-in-Edhil, for instance, one is quite likely to come upon any of the prominent forgers, Galadriel (before 1350) etc.



11.5 MASTER BEAST CHART

Type	Lvl	#/Encoun	Size	Speed	Hits	AT	DB	(Primary/ Secondary/Tertiary) Attack	Notes
Bear (Black)	4	1-5	M	F/F	150	SL/4	30	60LGr/70LCI/30MBi	Will not normally attack unless provoked.
Bear (Brown)	5	1-2	L	MF/MF	170	SL/8	10	70LGr/60LCI/20MBi	May charge (60LGr). Mean when provoked.
Deer/Elk	4	1-4	L	F/F	140	SL/4	20	55LHo/50LGr/—	Found in woods and highland regions.
Ent	35	1	H	S/F	400	PI/20	30	80HGr/50HCr/160both	Use Super Large Creature Criticals.
Huorn	25	1-20	H	VS/VS	400	PI/20	0	60HGr/30HCr/120both	Use Large Creature Criticals.
Silver Ferret	2	1-2	S	MF/VF	30	SL/3	50	40SBI/40TCI	Playful.
Snake (Poisonous)	8	1-2	L	FA/VF	100	NO/4	60	70MBi/30MGr/Special	Poison delivered with bite critical.
Troll (Forest)	6	1-6	M	M/MF	100	RL/11	10	70LCI/60LCI/—	Found in the woods (no!).
Troll (Hill)	10	1-3	L	SL/M	150	RL/11	20	95LGr/85LCI/—	Use Large Creature Crit table. Found in the hills.
Troll (Stone)	7	1-5	L	SL/M	120	RL/11	15	80LGr/65LCI/—	Use Large Creature Critical table.
Warg	6	1-10	M	VF/VF	150	No/4	50	75LGr/60LCI/—	Operate in packs.
White Wolf	8	1-20	M	VF/VF	170	No/4	70	90LGr/80LCI/—	Cunning and Ferocious.
Wolf	3	2-40	M	F/F	110	No/3	30	65LGr/—/—	Will not attack groups unless provoked.

Codes: The statistics given describe a typical creature of that type. Most of the codes are self-explanatory: **Lvl** (Level), **#/Encoun** (number encountered), **Size** (Tiny, Small, Medium, Large, or Huge), **Hits**, and **DB** (Defensive Bonus). The more complex statistics are described below:

Speed: A creature's speed is given in terms of "Movement Speed/ Attack Quickness": C = Creeping, VS = Very Slow, S = Slow, M = Medium, MF = Moderately Fast, F = Fast, VF = Very Fast, BF = Blindingly Fast. **AT (Armor Type):** The two letter code gives the creature's *MERP* armor type (No = No Armor, SL = Soft Leather, RL = Rigid Leather, Ch = Chain, PI = Plate); the number is the equivalent to the *Rolemaster* numeric armor type.

Attack: Each attack code starts with the attacker's Offensive Bonus. The first letter indicates the size of the attack = T = Tiny, S = Small, M = Medium, L = Large, and H = Huge. The last two letters indicate the type of attack = Ti = Tiny, Pi = Pincher/Beak, Ba = Bash, Bi = Bite, Cl = Claw, Cr = Crush, Gr = grapple, Ho = Horn, TS = Trample/Stomp, St = Stinger, and We = Weapon. These codes may differ slightly from the *MERP* and *Rolemaster* codes.

(Primary/Secondary/Tertiary) = Each creature usually initiates combat using its "Primary" attack. Depending upon the situation or success of the Primary attack, it may later use its "Secondary" or "Tertiary" attacks (all in the same round if previous attacks are very successful).

11.6 THE ANGERTHAS

1	ᐅ	p	11	ᐅ	dh	21	ᐅ	gh	31	ᐅ	l	41	ᐅ	hy★	51	ᐅᐅ	ō
2	ᐅ	b	12	ᐅ	n—r	22	ᐅ	n—n	32	ᐅ	lh	42	ᐅ	u	52	ᐅᐅ	ö
3	ᐅ	f	13	ᐅ	ch	23	ᐅ	kw	33	ᐅ	ng-nd	43	ᐅ	ū	53	ᐅ	n★
4	ᐅ	v	14	ᐅ	j	24	ᐅ	gw	34	ᐅ	s—h	44	ᐅ	w	54	ᐅ	h—s
5	ᐅ	hw	15	ᐅ	sh	25	ᐅ	khw	35	ᐅ	s—'	45	ᐅᐅ	ü	55	ᐅ	★
6	ᐅ	m	16	ᐅ	zh	26	ᐅ	ghw,w	36	ᐅ	z—n	46	ᐅ	e	56	ᐅ	★
7	ᐅ	(mh)mb	17	ᐅ	nj-z	27	ᐅ	ngw	37	ᐅ	ng★	47	ᐅ	ē	57	ᐅ	ps★
8	ᐅ	t	18	ᐅ	k	28	ᐅ	nw	38	ᐅᐅ	nd—nj	48	ᐅ	ā	58	ᐅ	ts★
9	ᐅ	d	19	ᐅ	g	29	ᐅ	r—j	39	ᐅ	i(y)	49	ᐅ	a	59	ᐅ	+h
10	ᐅ	th	20	ᐅ	kh	30	ᐅ	rh—zh	40	ᐅ	y★	50	ᐅ	o	60	ᐅᐅ	&

Note: The material on the *Angerthas* is digested from *LotR III*, Appendix E, p. 501-504. The letters are based on the originally unsystematic runic *Cirth* (sing. *Certh*) devised by the Sindar. Angular, they are ideal for carved relief. The *Cirth* numbered 39, 42, 46, and 50 represent vowels. Those in the series 13-17 and 23-28 appeared when Eregion's Noldor created the current system, while those numbered 37, 40, 41, 53, 55, and 56 are additions made by Moria's Dwarves. Erebor's Dwarves added 57 and 58. The later Dwarven *Cirth*, the *Angerthas Moria*, includes the new forms and uses sound changes represented here after the various slashes.

CONVERSION NOTES

Various FRP rules systems have their own "statistics" which are keyed to specific game mechanics. Section 1.3 provides general conversion notes for statistics, but more specific guidelines are often very useful. This section provides notes converting *Rolemaster/MERP* (*RM/MERP*) statistics. Since there are so many FRP systems in existence, we have chosen to restrict our specific notes to two of the other major FRP systems: *AD&D* (a level based system) and *Fantasy Hero* (a skill based system). Since *Rolemaster* is a level & skill based system, a Gamemaster should be able to use techniques similar to those presented in this section to convert *RM/MERP* statistics to other systems.

NOTE: *AD&D* is TSR's (Lake Geneva, WI) trademark for their fantasy role playing product, and our references to them are in no way meant to indicate that ICE has a license from TSR with regards to this or any of our products. *Fantasy Hero* is a trademark property of Hero Games.

CONVERSION TO *AD&D* STATISTICS

The statistics given in this module fall into one of two categories: character descriptions (primarily Tables 11.1 and 11.2) and creature descriptions (primarily Table 11.5). Using these statistics, we will now discuss how to obtain each of the basic *AD&D* statistics. A Gamemaster should keep in mind the following "rules" are guidelines and rules of thumb and should be modified if they give inappropriate results.

Bonuses: *RM/MERP* bonuses are based on a 1-100 system, while *AD&D* statistics are based on a 1-20 system. To obtain a *AD&D* bonus, just divide the *RM/MERP* bonus by 5 and round down. For example, a +18 mace in *RM/MERP* would be a +3 *AD&D* mace. Since the typical *RM/MERP* item bonuses tend to be higher than typical *AD&D* item bonuses, a Gamemaster may wish to halve *RM/MERP* bonuses and then divide by 5 (and round up).

Level: To obtain an *AD&D* 'Level', multiply the *RM/MERP* level by 1/3 and round down (keep the fraction for Experience Point purposes if necessary). This is only a rule of thumb, and the Gamemaster should examine the character/creature as a whole to determine if it needs adjustment.

Hits: To obtain *AD&D* 'Hits', divide the *RM/MERP* hits by 3 and round down. For very powerful creatures, you may want to divide by 4 or even 5. Alternatively, use the character/creature's level to determine the hits using normal *AD&D* rules.

Armor Class: Use the following *RM/MERP* 'armor types' (AT) to determine a creature's *AD&D* 'Armor Class' (AC): AT1-4 = AC10; AT5-9 = AC8; AT10-12 = AC6; AT13-17 = AC4; AT18-20 = AC2. If a shield is used, increase the AC obtained by one.

The *RM/MERP* 'Defensive Bonus' (DB) may also affect the *AD&D* Armor Class. If a shield is normally used (a 'Y' in the 'Sh' column), subtract 25 from the DB. Then use the process described above to obtain the equivalent *AD&D* 'bonus'. This bonus is either added to the Armor Class OR used as a subtraction from attackers 'To Hit' dice rolls.

CREATURE STATISTICS

Move: Use the following Movement Speeds (MS) to determine a creature's *AD&D* 'Move' rate:

CR = 1-3"	SL = 6-7"	MF = 10-12"	VF = 16-20"
VS = 4-5"	MD = 8-9"	FA = 13-15"	BF = 21" and up

Magic Resistance: A *RM/MERP* Resistance Roll modification can be used as a character/creature's *AD&D*'s 'Magic Resistance' statistic.

Hit Dice: This is a difficult *AD&D* statistic to convert exactly because it reflects both a creature's ability to take damage and its ability to successfully 'hit' a foe. To get an estimate, first calculate the creature's *AD&D* hits using the guidelines given above, then divide the result by 5 (round up).

No. of Attacks: A creature gets one attack for every attack listed for it on the Master Beast Table (i.e., primary, secondary, and tertiary attacks).

Damage/Attack: First, use the following types of attack to determine a creature's base *AD&D* 'Damage/Attack' for each *RM/MERP* attack indicated:

Ti = 1-2	Ba = 1-10	Cl = 1-4	Gr = 1-3	TS = 1-8
Pi = 1-6	Bi = 1-6	Cr = 1-12	Ho = 1-10	St = 1-4

Then use the attack's *RM/MERP* size to increase or decrease the Damage/Attack as follows (remember: these are only guidelines):

Tiny (Ti)	= fixed, usually 1-1, 1-2, or 1-3.
Small (S)	= decrease the maximum damage by up to half (e.g., 1-8 could become 1-7, 1-6, 1-5 or 1-4).
Medium (M)	= the standard attack, normally no change.
Large (L)	= double number of dice OR add up to 3 to damage (e.g., 1-8 could become 2-9, 3-10, 4-11, or 2-16).
Huge (H)	= double or triple number of dices OR add up to 6 to damage (e.g., 1-8 could become 2-9 to 7-14 or 2-16 or 3-24).

CHARACTER STATISTICS

Stats: Use the Chart in Section 1.32 to convert 1-100 *RM/MERP* stats to 3-18 *AD&D* stats, according to the following guidelines. If more than one RM stat is given, average them before converting.

<i>AD&D</i> Stat	<i>MERP</i> Stat	<i>Rolemaster</i> Stat(s)
Strength	Strength	Strength
Intelligence	Intelligence	Reasoning & Empathy
Wisdom	Intuition	Memory & Intuition
Dexterity	Agility	Quickness & Agility
Constitution	Constitution	Constitution
Charisma	Presence	Presence & Self Discipline

Character Class: Unless otherwise stated in its "Notes section" a character's profession is Warrior/Fighter. The Multi-Class cases mentioned below also indicate a possibility of a "Two Class" *AD&D* character. Due to *AD&D* rules restrictions on certain Character Classes, a Gamemaster must examine each profession to Character Class conversion with care.

<i>MERP/PM</i> Profession	<i>AD&D</i> Character Class
Warrior/Fighter	Fighter or Paladin
Warrior/Rogue	Fighter or Assassin or Multi-Class Fighter
Warrior/Warrior Monk	Monk
Scout/Thief	Thief
Scout/Rogue	Thief or Assassin or Multi-Class Thief
Scout/Warrior Monk	Monk
Mage/Magician	Magic-User
Mage/Illusionist	Illusionist
Mage/Alchemist	Magic-User
Mage/Sorcerer	Magic-User or Magic-User/Cleric Multi-Class
Mage/Astrologer	Cleric or Magic-User/Cleric Multi-Class
Animist/Animist	Druid
Animist/Cleric	Cleric
Animist/Healer	Cleric
Ranger/Ranger	Ranger or Multi-Class Druid or Cleric
-/Mentalist	Magic-User with Psionic Ability
-/Lay Healer	Cleric with Psionic Ability
-/Seer	Magic-User or Cleric with Psionic Ability
-/Monk	Thief or Fighter with Psionic Ability or Multi-Class Magic-User
Bard/Bard	Bard (perhaps with limited Fgt./Thf. abilities) or Thief or Fighter with Psionic Ability or Multi-Class Magic-User

Spells: When choosing spells for a converted *AD&D*[®] character, keep the following *RM/MERP* spell guidelines in mind (*RM* professions are given with *MERP* professions in parentheses):

Magician (Mage) spells deal mainly with manipulating the elements: earth, water, air, heat, cold, and light.

Illusionist spells of misdirection and illusion deal mainly with the manipulation of elements which affect the human senses: sight, sound, touch, taste, smell, mental impulses, and the combination of these senses.

Alchemist spells deal mainly with manipulating matter to form items and embed spells in items.

Cleric (Animist) spells deal directly with life: communing with deities, summoning live creatures, protection from servants of opposing deities, etc.

Animist (Animist) spells deal with things of "nature": plants, animals, nature in general, and weather.

Healer (Animist) spells deal mainly with self-healing and the ability to take the injuries of others upon themselves.

Mentalist spells deal with the detection of mental Presence, mental communication, mind control, mind attack, mind merging, and sense control.

Lay Healer spells deal with the specific healing of certain diseases and injuries: organs, blood, muscles, bones and hits.

Seer spells deal with gaining information through the use of spells: precognition, and the control and modification of the senses.

Sorcerer spells deal with the specific destruction of animate and inanimate material.

Mystic spells of misdirection and modification deal with personal illusion as well as the modification of matter.

Astrologer spells pertain to gathering information: detection, communing, precognition and communication.

The following three professions can only throw spells of limited potency.

Monk spells deal with personal movement and the control of their own body and mind.

Ranger (Ranger) spells deal with operating in the outdoors and the elements (weather).

Bard (Bard) spells deal with sound, lore, and item use.

USING THIS MODULE WITH FANTASY HERO™

Fantasy Hero from Hero Games is part of the Hero System family of role playing products. It uses a significantly different combat and spell system from those found in *MERP* and *Rolemaster*. The conversion of characters and creatures requires some mathematics but, if you play *Fantasy Hero*, the task should not present a great obstacle.

SKILL BONUS CONVERSION

Skill categories can be translated to *Fantasy hero* skills by simply comparing the name of the skill. *Fantasy Hero* skill bonuses can be derived giving the character a +1 bonus for every +10 bonus listed in the module.

CONVERTING ARMOR AND WEAPONS

Weapon skills listed in the charts in this module usually correspond to the *RM* weapon skill categories, which are keyed to the specific or individual weapon (e.g., a rapier) rather than a grouping of weapons. In order to convert to *Fantasy Hero*, simply turn to the chart on page 78 of the *Fantasy Hero* guidelines to determine where to assign the weapon in terms of the appropriate general weapon skill category.

Where weapon skills are broadly defined in terms of *MERP*'s weapon categories, conversion is even easier. *Fantasy Hero*'s weapon skill categories are fairly close to those found in *MERP*, so simply use the following table to find the equivalent label.

<i>MERP</i>	<i>Fantasy Hero</i>
1-hand Edged	Swords
1-hand Concussion	Axes, Maces, Hammers, etc.
2-hand	2-hand
Pole Arms	Pole Arms
Missile	Missile
Thrown	Thrown, Javelin

CONVERTING TIME

During combat or other situations where game time is precisely reckoned, *Fantasy Hero* uses twelve-second "turns" which are divided into one second "segments." *MERP* and *Rolemaster (RM)* employ one minute "turns" which are divided into ten-second "rounds." All references to "rounds" in this module should be considered as equivalent to three times the number of *Fantasy Hero* "segments." Where "turns" are mentioned, multiply the number by eighteen to get the proper number of *Fantasy Hero* "segments."

CONVERTING STATS (CHARACTERISTICS)

This module describes PC and NPC stats or characteristics according to a percentile value (using the *MERP/RM* system). Divide this value by five to get the equivalent *Fantasy Hero* value, using a minimum of 8 for the result. Thus, a *MERP* character with a stat value from 01 to 42 would have an 8 value for his *Fantasy Hero* characteristic. The following conversion table shows how *MERP/RM* stats relate to their *Fantasy Hero* counterparts.

<i>MERP/RM</i> Stat	<i>Fantasy Hero</i> Stat
ST (Strength)	STR 3 (Strength)
AG (Agility)*	DEX (Dexterity)*
CO (Constitution)	CON (Constitution), BODY
IG (Intelligence)**	INT (Intelligence)**
IT (Intuition)***	EGO ***
PR (Presence)	PRE (Presence)
AP (Appearance)	COM (Comeliness)
QU (Quickness)*	DEX (Dexterity)*
RE (Reasoning)**	INT (Intelligence)**
ME (Memory)**	INT (Intelligence)**
EM (Empathy)***	EGO ***
SD (Self Discipline)***	EGO ***

* DEX is equivalent to *MERP*'s AG or the higher value of *RM*'s AG or QU.

** INT is equivalent to the higher value of *MERP*'s IG or IT, or *RM*'s RE or ME.

*** EGO is equivalent to *MERP*'s IT or the higher value of *RM*'s IT, SD, or EM.

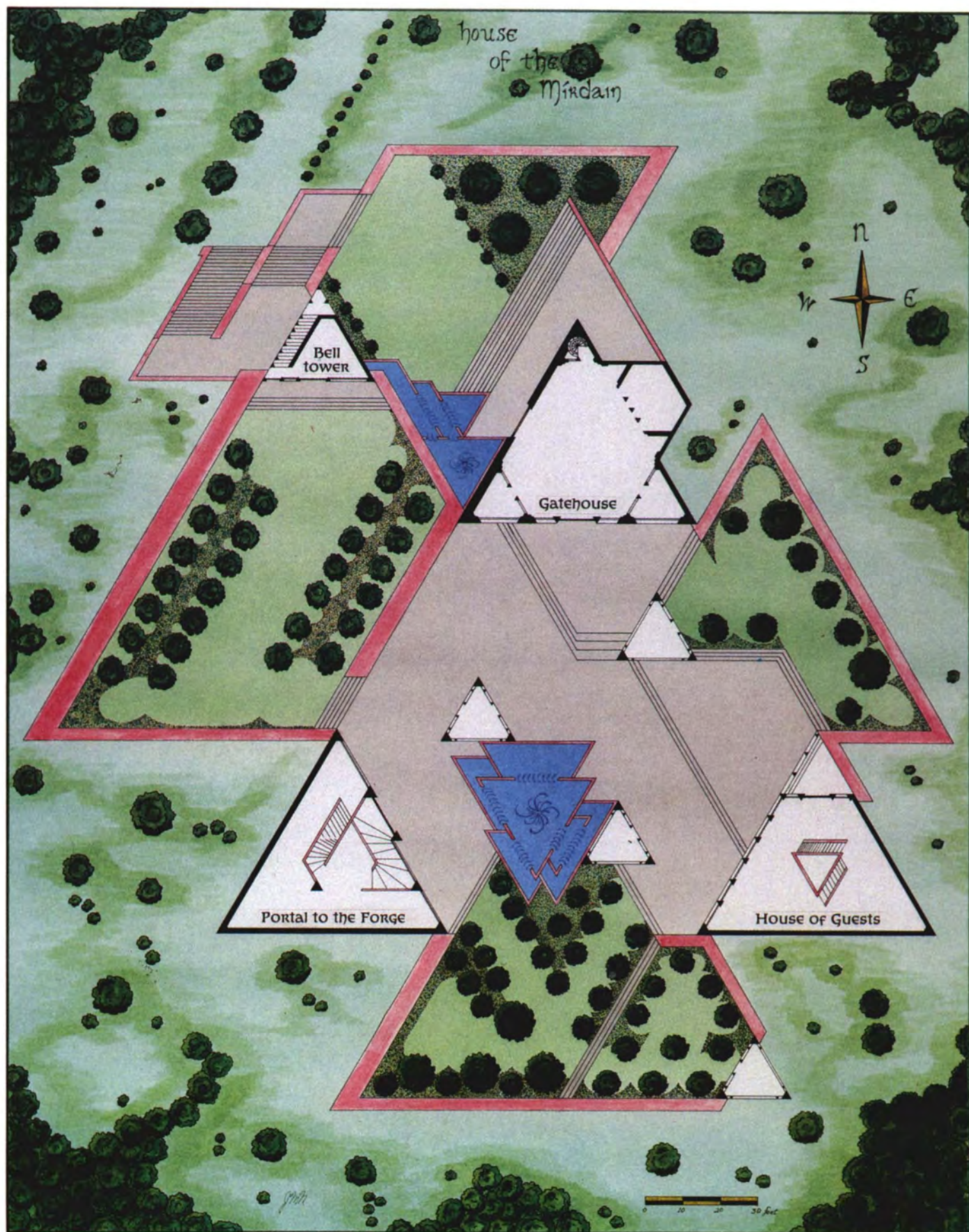
SPELL CONVERSION

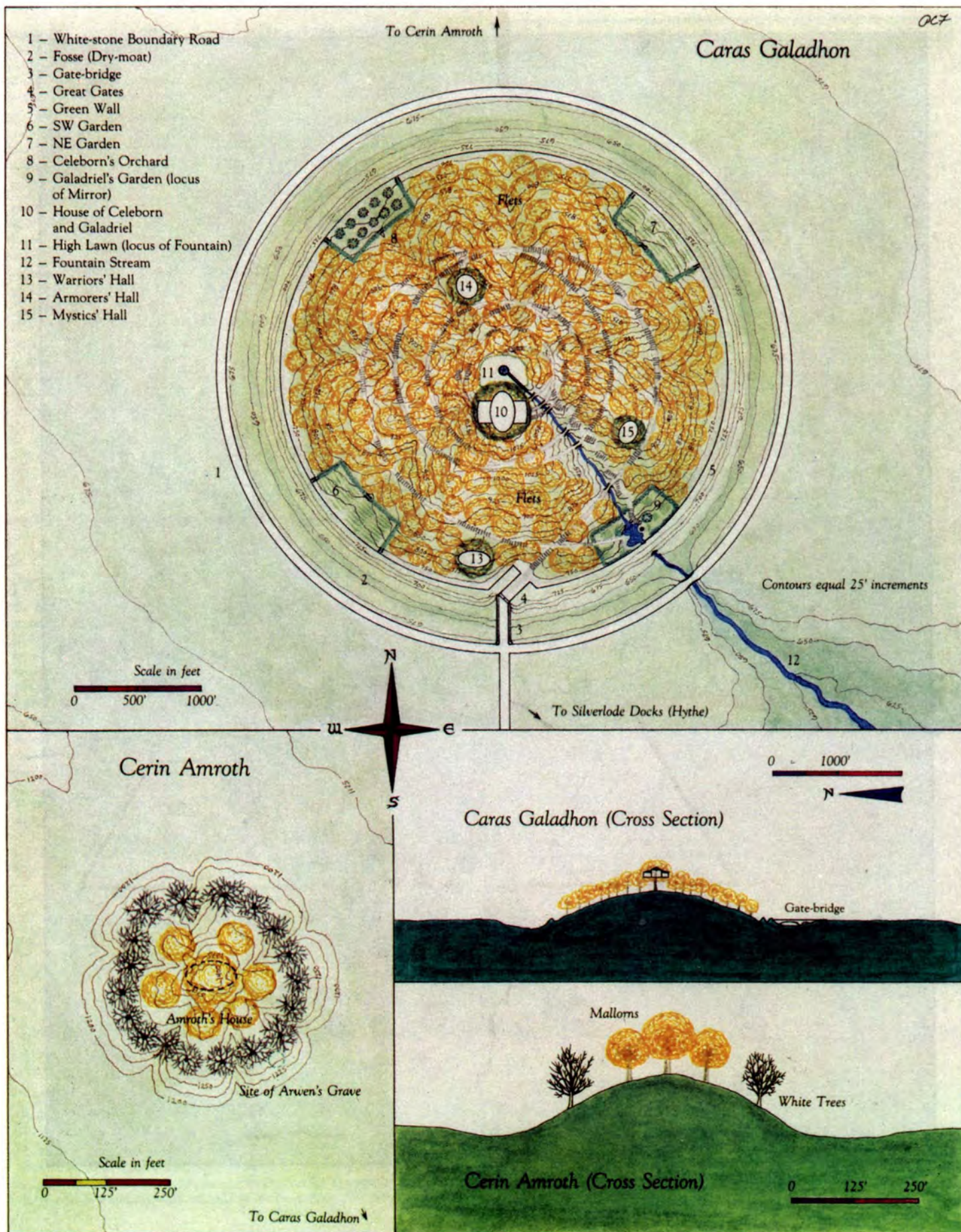
There is no room here to list each of the *MERP/RM* spell lists and the myriad spell descriptions found in this module, nor is there space to demonstrate how to construct *Fantasy Hero* spells which correspond to them. Generally, the easiest approach is to simply give the *Fantasy Hero* spellcaster Character Points to spend on spell construction. The Character Points should be equal to twice the *MERP/RM* Development Points. Note the common themes of the character's spell lists (e.g., "fire" in the *Fire Law* list) should be retained when constructing *Fantasy Hero* spells. If you are familiar with the system, *Fantasy Hero* spell construction and spell effects can easily approximate those described in this module.

CREATURE CONVERSION

Unlike PCs and NPCs, the creatures listed in this module have no stats. This follows the rules found in *MERP* and *RM*, where creatures only have characteristics and bonuses. *Fantasy Hero* creatures have stats, so use the following table for conversion formulas.

<i>MERP/RM</i>	<i>Fantasy Hero</i>
Offensive Bonus (OB)/15	OCV
Offensive Bonus (OB)/10	Damage Class
Defensive Bonus (DB)/7	DCV
Armor Type (AT)/2	ED, resistant PD
Armor Type (AT) x2	ED, total PD
Base Movement Rate/10	Move in inches per phase
Hits/10	BODY (min. 10)















Nen-i-Sûl

Fennes Drúmin

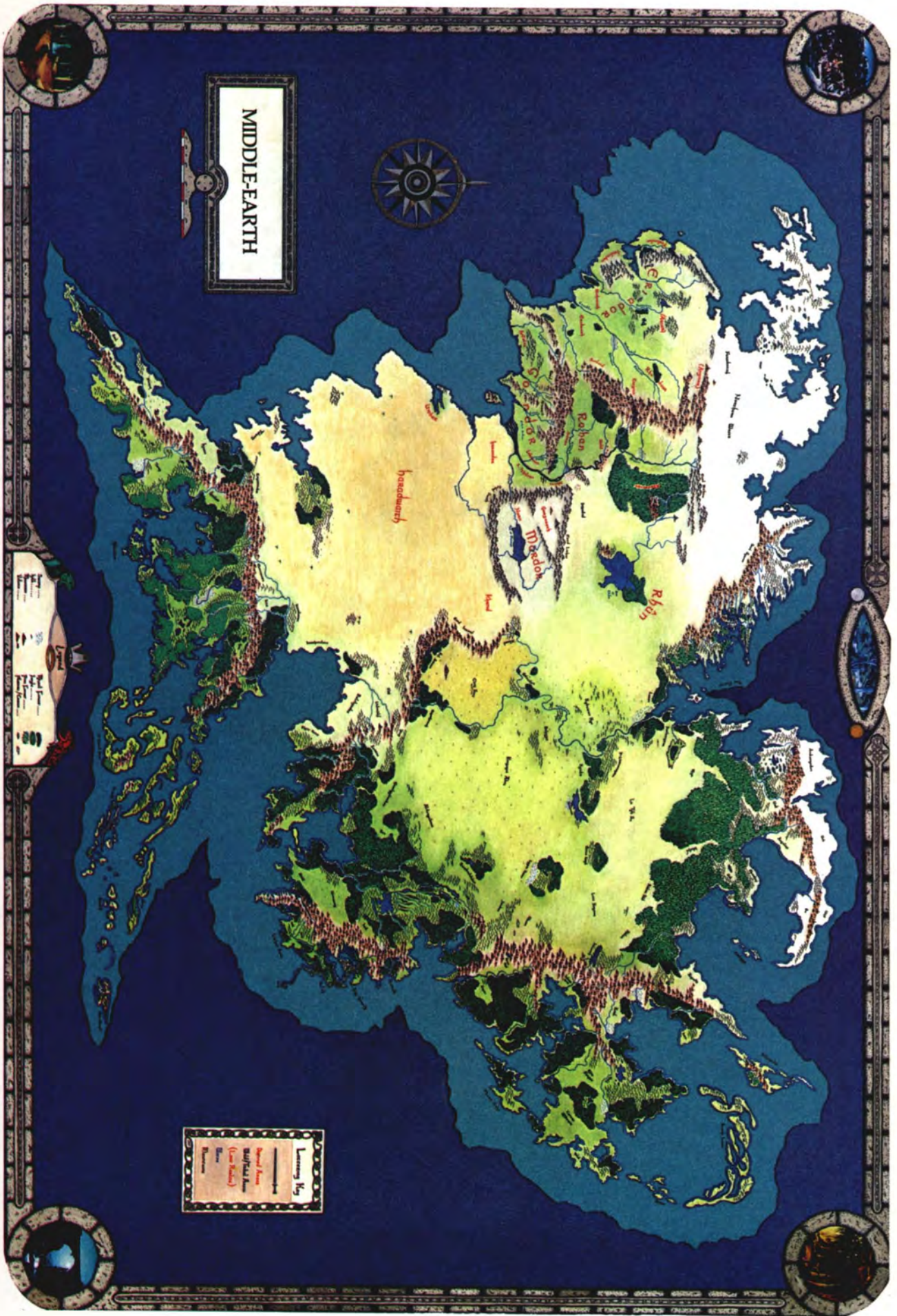
Eregion

En Egladûn

Sinnannen

Hyarad-dûm

Oss-in-Ghâd



MIDDLE-EARTH

Legend Key

- Mountains
- Low Land
- Water (Blue)
- Sea (Dark Blue)
- Forest (Green)
- Desert (Yellow)
- Ice (White)

Lórien

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