



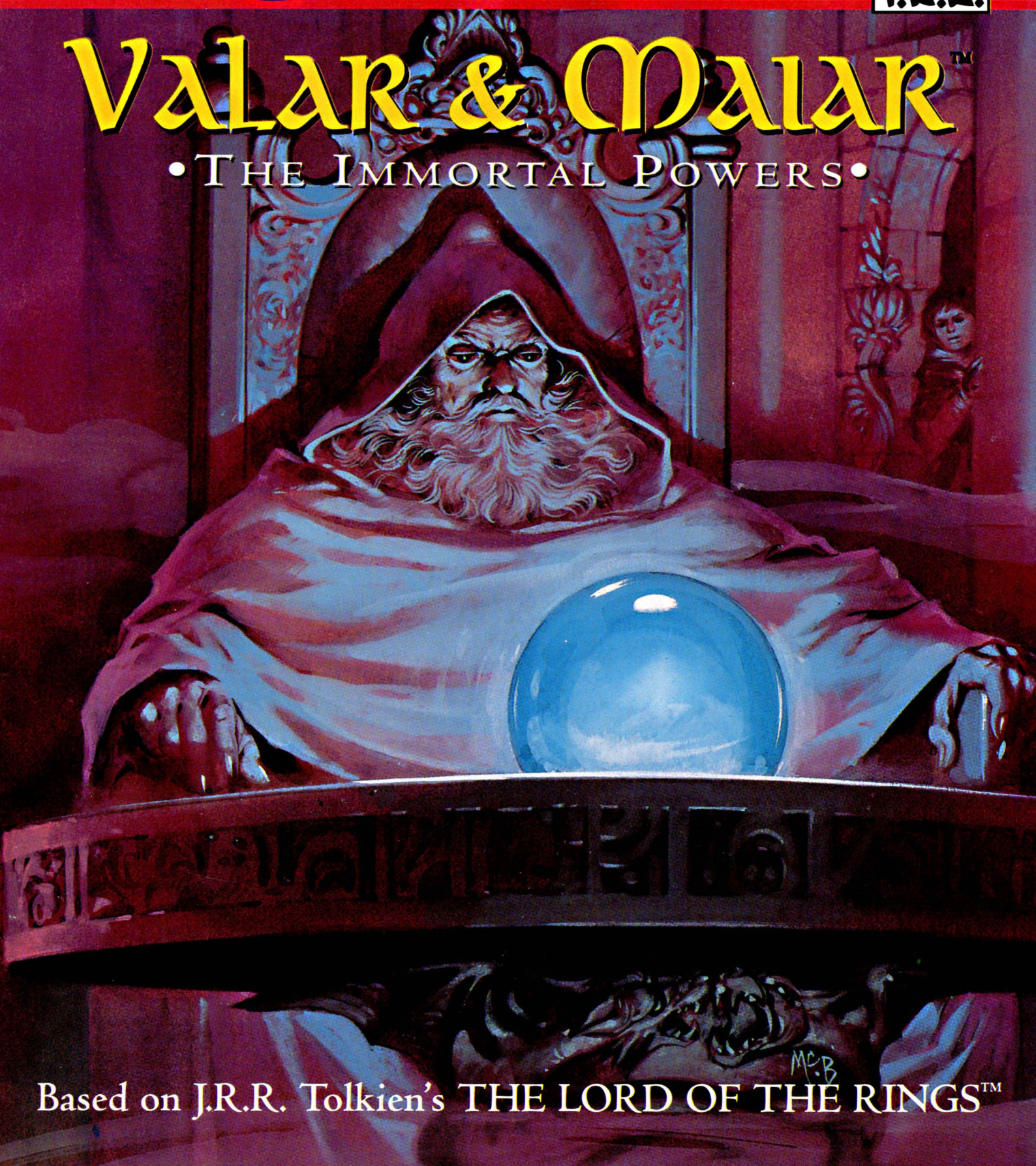
Peoples

#2006



VALAR & MAIAR™

• THE IMMORTAL POWERS •



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



Valar & MaiarTM



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Note: ICE's "Valar & Maiar" is a revised compilation of material previously published as part of a work entitled "Lords of Middle-earth, Volume I" (aka "The Immortals: Elves, Maiar, and Valar"). While ICE has added some new material and reorganized the data, most of the prose here was already in print when we began our revision.

1.0 INTRODUCTION

Picture the wonders of heaven or the horrors of hell. Imagine the sounds of angelic trumpets, or the feeling of a mast-sized mace hurling your way. Suppose you found yourself sharing wine with an ageless Wizard, or perhaps shackled before the awful Lord of the Rings. These images all convey a taste of the world and unparalleled power of the Ainur, the “Holy Ones” of J.R.R. Tolkien’s *The Hobbit* and *The Lord of the Rings*.

If you have ever wanted to seek Gandalf’s counsel, trade blades with a Balrog, or speak to Sauron through the misty crystal of a Seeing-stone, you will enjoy this work. Here, we detail the Ainur, the first beings to enter Tolkien’s world. These immortal spirits include the exalted Valar and Maiar, some of whom remain faithful to their creator and some of whom have fallen from grace. Their thoughts and passions helped shape Arda, and their story dominates much of Middle-earth’s troubled history. Although their direct influence in Endor wanes with each passing Age, the Ainur remain the most powerful beings in the World. Any understanding of the nature of Middle-earth requires some insight into their tale. So, read on.

ADVENTURE GAMING

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

As you may already know, adventure games include fantasy role playing and simpler story telling games. These games are akin to plays or interactive novels. The referee, or gamemaster, serves as a sort of actor/director, while the players portray the main characters. Everyone

combines their imaginative talents to conceive a spontaneous story which is never short of action, intrigue, and adventure. Over the years, gamemasters have chosen Endor, Middle-earth, as the setting for countless adventure games. No fantasy world exceeds Tolkien’s marvelous creation in terms of depth, flavor, and consistency—or as an adventure gaming locale.

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

USING THIS WORK

Valar & Maiar begins with two sections covering the general nature and history of all the Ainur. Material covering the specific Ainu groups—Valar, Maiar, and Fallen Ainur—follow. For a little perspective, we include a special chapter on Ungoliant, the frightful Demon of the Void. The penultimate section deals with Ainur in the context of adventure games. We finish with a pair of appendices, including a brief glossary pertaining to the Immortals and their home in Aman (the Undying Lands).

This work includes a host of terms and charts pertaining to ICE’s *Middle-earth Role Playing*,™ *Rolemaster*,™ and *Lord of the Rings Adventure Game*™ systems. You can find an explanation of these arcane concepts and statistics in Section 8.3. Since this work is intended as a general role playing supplement, this section includes provisions for adapting or translating all of these game stats and bonuses to other adventure games.

THE SOURCES

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





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

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

*The Gates of
Utumno*



2.0 AINU OVERVIEW

The Ainur, or "Holy Ones," were the first beings created by Eru, the one God. According to the Elda tale known as the *Ainulindalë*, their spirits predated the creation of Eä, "The World that Is." They came into Existence in the very Beginning. The Ainur were with Eru, "the One," before anything else was made.

Eru's thought gave birth to two groups of Ainur: the exalted Valar (Q. "Powers") and their lesser but more numerous brethren, the Maiar (Q. "Hands"). Together, these immortal servants form a community borne out of Eru's conception, a community entrusted with the both the making and guardianship of Arda, "the Place." (Endor, "Middle-earth," is the central continent in Arda.)

Eru (who the Eldar call "Ilúvatar") kindled the Ainur with the Flame Imperishable, the Secret Fire, giving the Holy Ones Being and Vision. After sending the Flame to burn at the heart of Eä, the One spoke to the Ainur. He imparted themes of music and the Ainur sang. They sang separately at first, but Eru eventually gathered them in the Timeless Halls and instilled in them a grand theme. This theme guided the Ainur into harmony and gave birth to the Great Music. The Ainu chorus sang the Great Music, and the pattern and being of all that exists was born. Eä—the World and the Heavens—grew out of the Song, as did Fate.

THE VALAR

The Valar, or "Powers," are the highest among the Ainur in Eä. Eru conceived fifteen Valar, the mightiest of whom was Melkor (Q. "He Who Arises in Might"). In time, however, Melkor would betray his Creator and fall from grace, and Eru forever removed his name from the rolls of the Exalted. Only fourteen Valar greeted the coming of the Children of Arda. As Morgoth (S. "Black Enemy"), the High Ainu Melkor was doomed to remain apart from his kind. To this day, the Eldar refuse to speak his name.

The Valar, like all Ainur, are immortal spirits without need of corporeal conveyance. Their spirits only took form so they could interact with the Children of Ilúvatar (i.e., the Elves, Dwarves, Men, etc.). It is their wardship of Arda and the Heavens that dictates their need for shape. Their role compels their occasional adoption of physical bodies. Guardians of a material world require material ties.

The Valar are few, but they are the most powerful beings in Eä. They work through (their people) their lesser brethren, the Maiar. Pledging their loyalties to the Vala royalty, these less exalted Ainur serve as the Valar's servants.

THE MAIAR

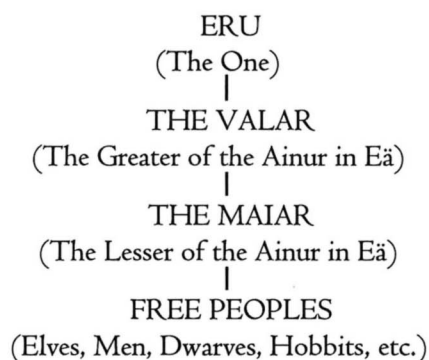
The Maiar comprise the vast majority of the Ainur who left the Timeless Halls and entered Eä. When the fifteen Valar ventured into Existence and accepted wardship over the newborn World, the Maiar followed. Maia groups ordered themselves as vassals of the greater Ainur and labored according to guidelines of their Vala masters. They set about shaping Arda as the Powers directed. The Maiar's role was, as always, to aid their lords in completing the scheme envisioned by Eru.

Although they serve the Valar, the Maiar share the nature of their greater brethren. They too are immortal, and they too are spirits without need of form. Like the Valar, Maiar adopt corporeal bodies to interact with Eru's Children. This enables them to perform their primary task, which is the tending of Arda. The Maiar carry their masters' word and serve as intermediaries between the Valar and lesser beings. Since their role both permits and requires them to interact with the inhabitants of Middle-earth more often and more directly than do the Valar, Maiar take form more frequently and maintain their forms (Q. "fanar") for longer periods. Their stronger connections to form reinforce their stronger links to lesser peoples. The Maiar, while born before Existence itself, share many of the passions and shortcomings of the Children of Ilúvatar.

The number of Maiar is unknown; however, these lesser spirits make up a true and considerable community. The Maiar are numerous enough to nurture their own societies and raise their own, magnificent war-host. Their variety is great and their tale reflects this varied character.

THE CHAIN OF GUARDIANSHIP

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



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

Fallen Ainur, however, threaten the Balance and disrupt the chain of guardianship. Morgoth's Rebellion caused many of the Maiar to fall away from their appointed path. Some, like Aulë's high servant Sauron, actually entered Arda in the service of the Black Enemy; others, like the renegade Fire Spirits (who would become known as the Balrogs), succumbed to Darkness at a later time. Each shunned Eru's conception and abandoned any loyalty to the Balance of Things. It is this internecine strife among the Ainur that spawns the greatest plagues within Arda and upon the Children of Ilúvatar. It is this Ainu infighting that serves as the most serious challenge to Eru's peace.





3.0 AINU HISTORY

If you recall, Eru's thought gave birth to the Ainur, the offspring of his mind. The One then brought these servants together and spoke to them, instilling them with a single, glorious, musical theme and calling upon them to sing. This they did and, in countless time, the music became refined and the voices joined in glorious harmony. This was the Great Music that gave birth to Eä. Each Vala had a part in this Song, and each sang his or her own purposeful melody, and together they forged Menel (the Heavens) and Arda (the Earth). At the heart of this wondrous marvel called Existence was the Flame Imperishable, the Secret, Life-giving Fire.

THE ORIGIN OF EVIL

Unfortunately, innocence and unity were sun-dered during this Creation. One of the greatest Ainur sought a larger part in the scheme and sang according to his own desire. This Ainu, Melkor, would later become known as Morgoth: the "Black Enemy." His desire to manipulate the Flame of Life and create his own vision was the beginning of Evil, for Morgoth was Evil incarnate. He was the sole renegade among the greater Ainur and he entered Eä with his own, twisted passions and conceptions.

THE SPRING OF ARDA

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

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

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

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

THE TWO LAMPS THAT LIT THE WORLD

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

THE FALL OF THE TWO LAMPS

Arda's brief Spring was short-lived, however, for Morgoth came out of exile. The rebellious Ainu slipped back out of the Void quietly, hoping to surprise and so vanquish the other Valar. Entering Eä in the far North of Arda, he set about building an unbreakable fortress. He delved a deep refuge called Utumno (Q. "The Valley of the Evil Hollow?") with the help of his lieutenant, Aulë's chief Maia servant Sauron—who he seduced before coming to Arda. Raising a great barrier to those seeking to assail his lair, he created the Iron Mountains, a semicircle of peaks that reached across Arda's sole continent.

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

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

THE FOUNDING OF AMAN

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

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

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

THE TWO TREES

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

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

THE MAKING OF THE DWARVES AND THE AWAKENING OF THE FIRSTBORN

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

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





The Two Trees

Eru knew all, though; and, at the instant the Smith completed his work, the One spoke to his misguided servant. He asked of Aulë's motives and admonished the Vala for crafting things outside his authority. Contrite, Aulë explained that he did not seek mastery over his creation, but rather sought something new and full of life. This thought touched Eru.

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

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

THE SLEEP OF YAVANNA

The World that greeted the Elves was a land in slumber. Robbed of the light of the Two Lamps, Endor slept as if in perpetual night. Although the radiance of the Two Trees graced Valinor, Middle-earth lay in twilight. Only the stars shone through the darkness, and all growth was stayed. Yavanna—mistress of the earth and guardian of the Olvar—awaited the return of the Light. Few things stirred beneath the umbral skies, save the multitudes of the Evil North.

OROMĚ'S EMBASSY AND THE CLAIM OF MORGOTH

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

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

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

THE BATTLE OF THE POWERS

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

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

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

THE GREAT JOURNEY OF THE ELVES

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

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

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

Thus began the Great Journey across Endor and into Aman. This was the first division of the Quendi, for those left behind, the Avari (Q. "Unwilling"), remained in the East of Middle-earth and developed along their own lines. Later Sunderings occurred as the Eldar marched toward the Light of the Two Trees. The Nandor, Sindar, and Laiquendi all split from the main body of the Teleri and stayed in Endor. Like the Avari, they became known as Moriquendi (Dark Elves), those that never gazed upon the Light.

The Calaquendi, or Light Elves, counted all the Eldar who eventually reached the Undying Lands. These noble peoples settled in the eastern regions of the Blessed Realm. Vanya and Noldo groups took their place in Valinor. The Teleri built their homes further east, on the island of Tol Eressëa, and in the coastal region of Eldamar, between the Pelóri mountains and the Great Sea.

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

MORGOTH'S REPENTANCE AND THE CREATION OF THE SILMARILLI

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





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

Soon after Morgoth's return, the Noldo smith Fëanor, eldest son of Finwë, created the Silmarilli (Q. "Jewels of Silima"; lit. "Jewels Shining with Bright Silvery-white Light"). They were undoubtedly the greatest work ever created by a Child of Eru. Embodying the unending light drawn from the Two Trees, these three gems burned with the glow of the spirit of the Fire Imperishable. Their beauty was without parallel in the realm of material things.

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

THE FLIGHT OF MORGOTH AND THE COMING OF UNGOLANT

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

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

THE LONG NIGHT

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

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

MORGOTH'S RETURN TO MIDDLE-EARTH

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

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

THE IRON CROWN OF MORGOTH

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

THE REVOLT OF THE NOLDOR AND THE KIN-SLAYING

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

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

The Kin-slaying of Alqualondë doomed the Noldor. Angered and bitter over what they perceived as betrayal, Fëanor's host immediately set sail from Alqualondë, leaving the bulk of their kin to fend for themselves. Temporarily abandoned, the people of Fingolfin and Finarfin (the youngest of Finwë's sons) went northward along Aman's rugged shores. They resolved to cross the treacherous ice of the Helcaraxë, which strangled the narrow straits between northeast Aman and the northwestern tip of Middle-earth.

At the same time, Fëanor's folk sailed northward, skirting the coast as their brethren journeyed along the sea's flank. Loyalty among the Noldor raged deep as the High Elves braved the cold en route to Endor.

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

Nonetheless, Uinen—one of the Vala Ulmo's two high Maiar—wept for the slain Teleri. Storms rose, buffeting the Noldo fleet as it made its way to the North. Many of the stolen ships sank in the high waves, and the small armada's course changed in the passing winds. Fëanor's haste was all for nought. The tragedy served as a testament to the troubled fate that would haunt the Kindred of Finwë from that time onward.

THE PROPHECY OF THE NORTH

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

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





FINARFIN'S RETURN TO VALINOR

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

FĒANOR'S BETRAYAL AND

THE ARRIVAL OF THE NOLDOR IN ENDOR

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

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

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

THE CREATION OF THE SUN AND THE MOON

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

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

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

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

THE DEATH OF FĒANOR

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

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

THE COMING OF FINGOLFIN

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

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

THE RISE OF THE SUN AND THE MOON

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

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

THE MAKING OF NIGHT AND DAY

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

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

THE ATTACK UPON THE SKY

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

THE DEFENSE OF AMAN

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

THE BIRTH OF MEN

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





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

THE THIRD AND FOURTH BATTLES BETWEEN MORGOTH AND THE ELVES

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

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

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

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

THE DEATH OF FINGOLFIN

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

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

THE COMING OF MEN

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

THE QUEST OF THE SILMARIL

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

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

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

Unfortunately, their escape was barred by Carcharoth, the Black Enemy's foul War-wolf. Encountering the thieves at the outer gate, he bit off Beren's hand and swallowed the stolen jewel.

This act briefly saved Beren's life, for the beast was consumed from within by the fire of Silmaril and went wild. Left alone, Lúthien, Beren, and Huan escaped on the wings of eagles.

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

THE FIFTH BATTLE

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

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



THE FALL OF GONDOLIN

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

*Duel Between
Fingolfin and
Morgoth*



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

ULMO'S APPEAL

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

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

THE VOYAGE OF EÄRENDIL

Tuor grew old in the Havens and sought the sea, as if he were an Elf. In time, he set sail with his Noldo wife Idril, bearing westward for Aman despite his mortality. His fate is unknown, although legends say that he joined the Noldor of the Blessed Realm. If so, his spirit is the only Secondborn soul to become one with the Deathless.

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

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

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

EÄRENDIL'S ERRAND

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

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

THE GREAT BATTLE

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

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

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

MORGOTH'S CAPTURE

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

THE VALAR'S GUARDIANSHIP AT THE DAWN OF THE SECOND AGE

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

The Noldor's price was paid and Morgoth was gone, so the Valar created a new order in the World. They drew bounds across the Sundering Sea, and placed a ban against mortals coming to Aman's shores. Swearing never again to intervene directly in the affairs of Endor, the Valar proclaimed Middle-earth as the land of Eru's Children.

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

THE CREATION OF NÚMENOR

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

THE RISE OF NÚMENOR AND THE BLACK YEARS

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

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

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





THE MEN OF ENDOR

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

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

Despite the fact that Sauron was a renegade Ainu and one of their people, the Valar restrained themselves from interfering with his plottings. The Powers had reluctantly intervened against Morgoth, a Vala who presented a far greater danger, and they had sworn to let the folk in Endor survive and learn from their own trials. So long as they maintained the Balance of Things, the Valar left the Dark Lord to himself. After all, they reasoned, Men were not ruled by Fate in same way as the Ainur and Elves.

THE CORRUPTION OF ANDOR AND THE FAILURE OF VALA GUARDIANSHIP

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

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

The Dark Lord methodically manipulated his captors. Quickly paroled, he became Ar-Pharazôn's advisor, sowing false dreams of immortality for Men. His smooth deception resulted in Númenor's near total corruption.

The Dúnedain questioned the Ban of the Valar, convinced that the Elves had undying life only because of their claims in Aman. Believing that the Valar had been duped by the Eldar or were false "gods" in league with the evil Elves, Ar-Pharazôn ordered the Great Armament.

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

THE DOWNFALL OF NÚMENOR

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

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

THE VALAR'S GUARDIANSHIP AFTER THE DOWNFALL

The Change in the World marked a new era in Eä. Arda was reshaped, its lands and seas bent, and Aman was removed to a place that no one could reach without leave of the Powers. The Valar's Ban manifested itself as a physical barrier and, from this time onward, the elusive Straight Way was the only route to the Undying Lands.

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

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

THE END OF THE SECOND AGE

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

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

THE VALA INTERVENTION

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

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

THE VALAR AND THE WIZARDS

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

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





*Sauron's
Citadel at
Barad-dûr*

Manwë then picked his own servant Olórin (Gandalf), for the Grey Wizard was wisest of the Order, and indeed of all the Maiar. Certainly, Gandalf's wisdom explained his reluctance, since he foresaw the pitfalls that awaited the Valar's ambassadors. Ever loyal, however, Gandalf agreed to undertake the embassy. Varda supported this decision, suspecting that the Grey Wizard represented the greatest hope, and the Queen of the Valar made clear that neither Saruman or Alatar would outrank her spouse's choice.

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

THE WIZARDS' EMBASSY

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

The five Maiar who set out to combat the Dark Lord shared, at least in essence, a great deal with their foe. In fact, Saruman inherited the mantle as Aulë's chief servant from the fallen Sauron. This common background provided them with insight about the Lord of Mordor, but it also enabled the Evil One to see into their spirits as well; and Sauron possessed far more learning about Endor and the frailties of the embodied soul.

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

AFTERWARD

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

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

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

4.0 VALAR

The mightiest of the Ainur, Valar are the greatest beings in Eä. No spirits are closer to Eru. They are truly the Powers, Eru's highest servants. The Valar remain guardians of the World they helped shape, and they remain masters of Aman and its immortal inhabitants.

4.1 VALA NATURE

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

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

THE VALAR AS BEINGS

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

The exact nature of the Valar is nevertheless beyond the comprehension of lesser beings. Except for the Maiar, who are also Ainur, no other spirits fully understand the depth of Vala feelings or the manner of their weaknesses. Valar are spirits without material form, and form dictates much in the way feelings manifest themselves.



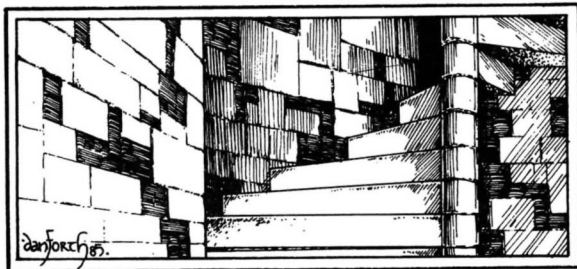


Although the Powers have one or more preferred fanar (Q. “veils;” sing. “fana”), or physical bodies, they assume and shed these corporeal guises at will. A Vala’s fana is a convenient structure which enables him to interact in Eä, but it is not essential to his being. The Valar do not permit themselves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

VALA SOCIETY

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

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



VALINOR

Manwë, like all Valar, resides in the ethereal land of Valinor (Q. “Land of the Powers”). Valinor is the greatest of the Undying Lands and is both the geographic and spiritual center of Aman, the westernmost continent in Arda. It stretches from the vast Ekkaia (Outer Ocean) in the west to the high spires of the Pelóri (Q. “Fencing Heights”) in the east. There, time is elusive and distances are irrelevant.

Manwë’s home sits atop a hallowed summit in the Pelóri called Taniquetil (Q. “High White Peak”). The highest mountain in all of Arda, Taniquetil rises above the clouds and is forever covered in snow. The Eldar refer to the uttermost heights as Oiolossë, “Ever-snow-white.” This wondrous spire supports the Halls of Ilmarin (S. “Mansion of High Airs”), the residence of Manwë and Varda.

Manwë presides over the Valinórean court, however, in the Ring of Doom (Q. “Mahanaxar”). The Ring occupies a site in the central hills of Valinor, west of the Pelóri. It stands by the green Hill of Ezollohar, upon which stand the lifeless trunks of the Two Trees. Ezollohar, the Ring of Doom, and the (now-drained) Wells of Varda lie just outside the bounds of the Valar’s capital, the city of Valmar (Q. “Dwelling of the Powers;” aka “Valimar”). This enchanted place is graced with high, domed towers and countless bells. Filled with song and splendor, Valmar serves as the home for many of Arda’s Ainur.

The Valar who dwell outside Valmar abide within the places maintained by their spirit. Ulmo inhabits the waters, wandering alone wherever they flow. Aulë labors in his Mansions, deep within the heart of the Pelóri, while Oromë hunts in the wild forests of southern Valinor. Námo lives with his wife Vairë in the far west, on the shores of the Ekkaia, where he oversees the Halls of Mandos. His sister Nienna lives nearby. Irmo, his younger brother, resides in the forest Lórien, along with his spouse Estë. (Whenever they are in Aman, the Maiar Melian and Olórin also call Lórien home.)



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

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

The following guidelines cover powers that a gamemaster can use when employing Vala characters in an adventure game.

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

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

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

(2) Vitality of *fana* (form) — When burdened with an adopted body, the Valar can utilize their forms to their uppermost limits (e.g., a Vala running as a Man, will run as fast or faster than any other Man). They never age, and they tire extremely slowly. Immune to the elements and disease, their *fanar* are perfect corporeal vessels. They require no sleep per se, although some (e.g., Estë and Irmo) desire sleep. Normally, however, a Vala uses some sort of meditative rest, particularly when taking a lesser form (e.g., 2 hours/day for a Vala in Mannish form, 1 hour/day in Elvish form, 1.5 hours/day in Dwarvish form, 2.5 hours/day in Hobbitish form, etc.).

(3) Critical strikes — Unless otherwise noted, *MERP/RM* critical strikes against a Vala are rolled on the "Super Large Creature Critical Strike Tables." This applies to both physical attacks and spells.

For *Rolemaster*, note that only "E" critical results affect Valar (and thereby enable the attacker to roll to determine a critical strike result).

Use a basic -20 modification to the critical strike roll. In the case of attacks against the Aratar (the eight Greater Powers) use an additional -20 modification to the critical strike roll (i.e., a roll would have a -40 modification versus one of the Aratar).

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

(5) Spell-casting — Unless otherwise stated, the ranges, effect radii, and effect diameters of spells cast by Valar are increased tenfold. A spell that normally has a "touch" range has a range of 50' (15m) in the hands of a Vala. These rules do not, however, apply to spells imbedded in an item and cast by a Vala.

(6) Multiple spells and targets — Unless otherwise stated, a Vala can utilize a number spells in the same round; however the sum of the spell levels involved may not exceed the Vala's level (*MERP/RM*) or Magical skill (*LOR*). For example, in *MERP/RM*, a 500th level Vala could simultaneously deploy ten 50th level spells, or fifty 10th level spells in the same round.

(7) Power Points (PPs) — References to Vala power points in Section 4.4 do not include the effect of their spell enhancing items (e.g., PP multipliers). These include only inherent capabilities based on the Vala's relevant stats, which are calculated differently than those of the Maiar or lesser beings.

If you're using *MERP/RM* and a Vala's stat is 102 or more, the number of PPs per level equals 3 + (stat -101). For instance, a Vala with a PP-related stat of 140 has 42 PPs per level.



4.2 VALA RELATIONSHIPS

Originally, there were fifteen Valar, including the virtually coequal brothers, Manwë and Melkor (Morgoth). Melkor possessed greater might, but Manwë most understood the nature of Eru's thought and enjoyed the One's special blessing. Manwë's elevation as chief of the Powers surprised none of his kin, save his jealous brother.

Fourteen Valar remained: seven male and seven female (the Valier). Elda scribes refer to the eight most influential Ainur as the Aratar (S. "Exalted"), or "Greater Powers," for they impact most on events in Eä. The other six Valar are counted as the "Lesser Powers."

Vala relationships mirror those of the Children of Ilúvatar. Some are older than others, most are married, and most have siblings. Manwë's wife Varda is Queen and her word is law to all the Powers, excepting her husband.

Although they are described in more detail in section 4.4, note the accompanying summary of the fourteen Valar.

THE GREATER POWERS (ARATAR)

Manwë (Súlimo) —

Association/theme: Air (sky, wind, weather, sight, empathy, wisdom).

Status: King of the Valar (aka the Elder King); Husband of Varda; Brother of Melkor (Morgoth).

Color: Blue.

Varda (Elbereth) —

Association/theme: Light (stars, light of Arda, hearing, insight).

Status: Queen of the Valar; Chief of Valier; Star-queen (aka Elentári, Elbereth Gilthoniel, Star-kindler); Wife of Manwë.

Color: White.

Ulmo —

Association/theme: Water (sea, rain, springs).

Status: King of the Sea (aka Ocean Lord; Master of Waters); Spirit of the Veins of the Earth.

Color: Sea-green.

Aulë (Mahal) —

Association/theme: Earth (non-living earth, crafts, creativity, insight, materiality).

Status: The Smith (Lord of Crafts); Master of the Earth; Maker (of Dwarves); Husband of Yavanna.

Color: Brown.

Yavanna (Kementári) —

Association/theme: Earth (living earth, olvar).

Status: Mistress of the Earth; Giver of Fruits; Keeper of Plants; Wife of Aulë and older sister of Vána.

Color: Deep-green.

Námo (Mandos) —

Association/theme: Spirits (death, passing).

Status: Fëantur (Spirit-master); Keeper of the Dead; Doomsman; Lord of the Halls of Awaiting; Older brother of Nienna and Námo.

Color: Black.

Nienna —

Association/theme: Conscience (grief, pity, suffering).

Status: The Weeper (also called the Loner, the Sufferer); Sister of Irmo and Námo.

Color: Red.

Oromë (Aldaron) —

Association/theme: Nature (forests, wild, kelvar).

Status: The Huntsman (aka Horn-sunder, Trumpet, Tauron, Béma, or Araw); Tamer of Beasts; Master of the Wild; Forest Lord; Master of the Wilds; Husband of Vána and older brother of Nessa.

Color: Silver.

THE LESSER POWERS

Vána —

Association/theme: Youth (wild, birth, renewal, fire, flowers, song).

Status: The Ever-young; Mistress of Flowers and Song; Wife of Oromë and younger sister of Yavanna.

Color: Spring-green.

Tulkas (surn. Astaldo) —

Association/theme: Valor (friendship, loyalty, laughter, hardiness, delight).

Status: Champion of the Valar; The Valiant; Husband of Nessa.

Color: Red-gold.



Nessa —

Association/theme: Joy (celebration, happiness).

Status: Dancer; Mistress of Celebration; Wife of Tulkas and younger sister of Oromë.

Color: Orange.

Irmo (Lórien) —

Association/theme: Spirits (dreams, desires, love, vision, peace).

Status: Fëantur (Spirit-master); Dream Master (aka Desirer); Lord of Visions; Master of the Fountains of Renewal; Husband of Estë and younger brother of Námo and Nienna.

Color: Deep Blue.

Estë —

Association/theme: Renewal (healing, rest, peace).

Status: The Healer; Mistress of the Fountains of Renewal; Wife of Irmo.

Color: Grey.

Vairë —

Association/theme: Time (fate, tales, memory).

Status: The Weaver; Wife of Námo.

Color: Purple.

THE FALLEN POWER

Melkor (Morgoth) —

Association/theme: Fire (cold, crafts, materiality, earth).

Status: The Fallen; The Mighty (aka He Who Arises in Might, the Great Enemy, the Black Enemy, the Nameless, The Unmaker); Brother of Manwë.

Color: None.

4.3 THE VALAR AND RELIGION

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

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

THE VALAR AS (MISTAKEN) DEITIES

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

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

VALA BONDS

Manwë ————— Varda

Ulmo

Aulë — Yavanna — Vána — Oromë — Nessa — Tulkas

Vairë — Námo — Nienna — Irmo — Estë

Marriage bond: ———

Sibling bond: =====



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

MONOTHEISM AND THE REVERENCE FOR ERU

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

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

RELIGION AND DARKNESS

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

Unenlightened or impoverished people relish power and oft times idolize magical or physical strength. Naturally, since the Great Enemies employed unrestrained enchanters and overwhelming armies, Darkness represented might.

This, in turn, provided Men with the two-edged symbol of fear and hope, and it is not surprising that a considerable number of races turned to Darkness. Some of the resultant religions converted local Gods to servants of Morgoth or Sauron or abandoned the old deities altogether, while others merged their ancient idols into the persona of the conquering spirit.

THE MULTIPLICITY OF RELIGIONS

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

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

DÚNADAN AND ELDA RELIGION

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

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

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

4.4 VALA DESCRIPTIONS

A brief summary of the specific character of each of the fourteen Powers follows.

AULË

Aulë is the master of crafts and material things and the closest in mind and character to Morgoth. He is the Lord of the Earth and understands and manipulates its substances. Thus, he built the mountains and carved the valleys, molding the surface of Arda according to Eru's vision. When Morgoth remade or unmade Aulë's works in the struggles before the Battle of the Powers, the Smith toiled to restore the results of his labor; but in the end this proved impossible, and Arda's image ultimately lost its symmetry.

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

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

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

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

Aulë's love can also be attributed to his spouse, Yavanna. She provides the Smith with affection, tempering his materially-oriented spirit with her knowledge and empathy for living things. Together, they preside over the caretaking of earth.

Aulë's seven foot tall fana is stout and strong. His long, braided hair, black beard, and red-brown skin give him the image of a huge Dwarf. Indeed, his children resemble their father.



Aulë





AULË

Level: 485.

Race: Vala (Exalted).

Home: The Mansions of Aulë in the Great Court outside Valimar in Valinor.

Names: The Smith; Mahal (Kh. "Maker").

AULË IN MERP

Hits: 1698 **Melee OB:** 665 **Missile OB:** 525

AT: None (-125)

MERP Profession: Mage.

MERP Stats: ST 140, AG 140, CO 145, IG 135, IT 100, PR 120.

MERP Skills: Acrobatics 242, Caving 485, Cookery 242, Dance 242, Fletching 242, Leather-working 485, Meditation 485, Music 242, Perception 242, Public Speaking 242, Rope-mastery 485, Signaling 242, Sky-watching 121, Smithing 485, Trap-building 485, Wood-carving 485.

MERP Spells: 22,220 PP. Base Spell OB is 242; Directed Spells OB is 485. Aulë knows all Mage lists and all Open Essence lists.

AULË IN ROLEMASTER

Hits: 1698 **Melee OB:** 665 **Missile OB:** 525

AT: 4 (125)

RM Profession: Alchemist.

RM Stats: St 140, Qu 100, Em 150, In 100, Pr 120, Ag 140, Co 145, Me 120, Re 150, SD 100.

RM Skills: Acrobatics 242, Appraisal 485, Architecture 485, Caving 485, Channeling 485, Chemistry 242, Climbing 485, Cookery 242, Crafting 485, Dance 242, Directed Spells 485, Disarm Trap 485, Falsification 242, Fletching 242, Frenzy 242, Leadership 242, Leather-working 485, Linguistics ∞, Math 242, Meditation 485, Music 242, Perception 242, Pick Lock 485, Public Speaking 242, Rope-mastery 485, Runes 242, Seduction 242, Signaling 242, Singing 242, Smithing 242, Spell-mastery 242, Star-gazing 121, Staves & Wands 242, Stone-carving 485, Swimming 242, Trap-building 485, Wood-carving 485.

RM Spells: 22,220 PP. Base Spell OB is 242; Directed Spells OB is 485. Aulë knows all Alchemist lists, Closed Essence lists, and Sorcerer lists.

Appearance: 100.

AULË IN LOR

LOR Profession: Bard.

LOR Stats: Strength 14, Agility 12, Intelligence 17, Movement 16, Defense 8, Melee OB 42, Missile OB 35, General 10, Subterfuge 12, Perception 14, Magical 14, Endurance 1698.

LOR Powers: Aulë receives a +7 bonus when performing any action while underground.

LOR Spells: All.

LOR Experience Points: ≈4,900,000.

AULË'S PRINCIPAL ITEMS

Forge and Tools — Aulë's mountain smithy is adjacent to his Mansions. It contains an enchanted forge and tools which enable him to create items at 100x the normal rate for a smith or alchemist.

Hammer (Echerun) — (S. "Lord Maker") Great war hammer made of gold inlaid black eog. Its enchanted head is harder than any substance.

MERP/RM: +140 Melee and Missile OB; yields I-10 impact criticals (of the same severity) each time it delivers a critical strike.

LOR: +9 Melee and Missile OB, delivers extra 3xD6 Damage.

AULË'S SPECIAL POWERS

Earth-form — Aulë can move and breathe with equal ease on or beneath the land. In order for him to move through a solid inorganic substance, he need only have a gas-permeable crack through which to pass.

Earth-weaving — Aulë has absolute control of all inorganic material which is affixed to or part of the earth within a range of 485 miles (i.e., 1 mile x Aulë's level). He need only concentrate in order to move and mold the earth, although such movement must be (i) continuous and (ii) confined to a speed which does not exceed a Dwarf's walking pace.

MERP/RM: It also requires a # of PP equal to # cubic miles of material x 10 x distance moved (in miles).

Earth-lore — Aulë knows about the origin and properties of all inorganic substances.

ESTĚ

Estě is the wife of Irmo and, like her spouse, is a caretaker of the living. Her concerns are with the rest and renewal of the body and soul. No Vala possesses greater powers of healing.

The placid, grey-veiled Estě takes care of the Fountains of Renewal in the Forest of Lórien. Both she and her husband reside in the magic woods, although she rests alone by day on the great isle in the mere called Lórellin (S. "Lake of the Golden Stars"). Estě's quiet, gentle fana walks beside Irmo during the peaceful hours of night, the time of rest and peace.

ESTĚ

Level: 450.

Race: Vala (Valië).

Home: Tol Lorellin in the Gardens of Lórien in Valinor.

Names: The Healer; Mistress of the Fountains of Renewal; Mistress of Peace and Rest.

ESTĚ IN MERP

Hits: 1238 **Melee OB:** 210 **Missile OB:** 240
AT: None (-200)

MERP Profession: Animist.

MERP Stats: ST 100, AG 120, CO 130, IG 120, IT 140, PR 110.

MERP Skills: Cookery 450, Dance 225, Diving 112, Leather-working 225, Meditation 450, Music 225, Perception 225, Public Speaking 225, Sky-watching 225, Trap-building 485, Wood-carving 485.

MERP Spells: 18,900 PP. Base Spell OB is 425; Directed Spells OB is 450. Estě knows all Animist lists and all Open Channeling lists.

ESTĚ IN ROLEMASTER

Hits: 1238 **Melee OB:** 210 **Missile OB:** 240
AT: 4 (200)

RM Profession: Healer.

RM Stats: St 100, Qu 120, Em 110, In 140, Pr 110, Ag 120, Co 130, Me 140, Re 100, SD 110.

RM Skills: Channeling 450, Chemistry 450, Cookery 450, Dance 225, Diplomacy 450, Directed Spells 450, Diving 112, First Aid 450, Leather-working 225, Linguistics ∞, Meditation 450, Music 225, Perception 225, Public Speaking 225, Runes 225, Seduction 225, Singing 225, Spell-mastery 225, Stalking & Hiding 112, Star-gazing 225, Staves & Wands 225, Trap-building 485, Wood-carving 485.

RM Spells: 18,900 PP. Base Spell OB is 425; Directed Spells OB is 450. Estě knows all Animist lists, all Open Channeling lists, all Cleric lists, Lay Healer lists, Healer lists, and Closed Channeling lists.

Appearance: 120.

ESTĚ IN LOR

LOR Profession: Bard.

LOR Stats: Strength 10, Agility 12, Intelligence 12, Movement 11, Defense 12, Melee OB 12, Missile OB 14, General 8, Subterfuge 13, Perception 13, Magical 13, Endurance 1238.

LOR Powers: Estě receives a +8 bonus when performing any healing action.

LOR Spells: All.

LOR Experience Points: ≈4,530,000.



Estě



ESTĚ'S PRINCIPAL ITEMS

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

Cup (Lissicoirë) — (Q. "Sweet Stirring"; S. "Leth Echuir") Upon command (7x/day), the cup will fill with a sweet wine of holder's choice. The wine is enchanted and, when consumed, will heal any ill of the mind.

Irmo



ESTĚ'S SPECIAL POWERS

Healing — Estě can heal through normal means, or she can transfer injuries from others to her own body (e.g., like a RM Healer). In the latter case, she can entirely and instantly relieve others of their infirmities by simply touching them (a number whose cumulative levels are less than or equal to Estě's hit total). Then she can heal the absorbed damage at a rate equal to the cumulative number of levels of those she relieved. She can raise the lifeless, "lifegiving," so long as they have died within the last 450 hours. In addition, Estě can absolve anyone of any disease or poison that afflicts them.

Water-blessing — Estě can bless any water source (e.g., a well or spring), providing it with the power to heal any wound, disease, or infirmity (short of death) affecting those who ingest its waters. She can affect only one water source at a given time.

Languages — Estě speaks all languages. Her mother tongue is Valinórean.

IRMO

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

His older sister Nienna shoulders grief; Estě heals the body; Irmo soothes the spirit. He understands the basic drives of the soul and, while his brother is the caretaker of fate or doom, he oversees the wishes and hopes inherent in all spirits. Because of his wardship, Irmo is generous and always concerned with the happiness of others.

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

IRMO

Level: 425.

Race: Vala.

Home: The Forest of Lórien in Valinor.

Names: (Q. "Desirer"); Dream Master;
Lord of Visions.

IRMO IN MERP

Hits: 531 **Melee OB:** 418 **Missile OB:** 440
AT: None (-100)

MERP Profession: Bard.

MERP Stats: ST 100, AG 105, CO 100, IG 125,
IT 116, PR 140.

MERP Skills: Acting 212, Animal-handling 212,
Boat-handling 53, Dance 212, Meditation 425,
Music 212, Perception 425, Public Speaking 212,
Skiing 106, Sky-watching 159, Smithing 62,
Trap-building 425, Trickery 425.

MERP Spells: 15,725 PP. Base Spell OB is 212;
Directed Spells OB is 425. Irmo knows all Bard
lists, all Mage lists, and all Open Essence lists.

IRMO IN ROLEMASTER

Hits: 531 **Melee OB:** 418 **Missile OB:** 440
AT: 4 (100)

RM Profession: Illusionist.

RM Stats: St 100, Qu 100, Em 130, In 116, Pr 140,
Ag 105, Co 100, Me 130, Re 120, SD 110.

RM Skills: Acting 212, Channeling 425, Dance 212,
Diplomacy 425, Directed Spells 425, First Aid 212,
Herding 212, Leadership 212, Linguistics ∞,
Meditation 425, Music 212, Perception 425,
Public Speaking 212, Runes 212, Sailing 106,
Seduction 425, Singing 212, Skiing 106,
Spell-mastery 212, Stalking & Hiding 425,
Star-gazing 212, Staves & Wands 212,
Trap-building 425, Trickery 425, Weather-
watching 106.

RM Spells: 15,725 PP. Base Spell OB is 212; Directed
Spells OB is 425. Irmo knows all Bard lists, all Mage
lists, all Open Essence lists, all Illusionist lists, all
Astrologer lists, and all Closed Essence lists.

Appearance: 115.

IRMO IN LOR

LOR Profession: Bard.

LOR Stats: Strength 9, Agility 11, Intelligence 10,
Movement 7, Defense 8, Melee OB 13,
Missile OB 16, General 8, Subterfuge 6,
Perception 9, Magical 8, Endurance 190.

LOR Powers: Irmo receives a +3 bonus when performing
any action involving predictions or foresight. He has a
90% chance of making a correct guess.

LOR Spells: All.

LOR Experience Points: ≈4,300,000.

IRMO'S SPECIAL POWERS

Mist-form — At night (including dawn and dusk)

Irmo can take the form of mist at will, enabling him
to travel with the wind or move in any direction at
twice his normal speed. In such form he is invulner-
able to most physical attacks.

Perfect Illusions — Irmo can simultaneously concen-
trate upon and maintain multiple illusions. This
concentration only utilizes 25% of Irmo's allowable
activity. (Treat the illusions as reality for all but
Irmo and Estë.)

MERP/RM: He is limited to concentrating on a
number of illusions, the sum of whose levels
cannot exceed 425.

LOR: Irmo can create and maintain as many as 42
illusions, fooling a number of people up to
425,000 EPs.

Dream-mastery — Irmo can ascertain and visualize
the dreams of any individual upon whom he
concentrates, regardless of range.

MERP/RM: Target receives RR versus a 212 level
attack.

LOR: Target must make a roll adding his/her
Magical skill. Target can resist Irmo if result
is 22+.

IRMO'S PRINCIPAL ITEMS

Staff (Stave of Dreams) — Irmo's staff can erase the
dreams/desires of any target within 425' (98m).
The staff is usable 3x/day.

MERP/RM: Target receives RR versus a 212 level
attack. Staff affects the victim for 3 days x
amount of RR failure.

LOR: Target must make a roll adding his/her
Magical skill. Target can resist Irmo if result
is 22+. If target fails to resist the attack, the
staff affects victim for # of days equal to #
below 22.

Circlet (Irmirë) — (Q. "Jewel of Desire") This
gracile mithril headband is adorned with a deep blue
diamond, which rests upon Irmo's brow. It can
"capture" any dream/desire taken (erased) by the
Stave of Dreams. It holds only one target's dreams
at a given time. Wearer can implant the bound
dream/desire (duplicating it if Irmo so wishes) into
the spirit of any target with 425'.

MERP/RM: Target receives RR versus a 212 level
attack. The circlet is also a x14 PP multiply-
ing device.

LOR: Target must make a roll adding his/her
Magical skill. Target can resist Irmo if result
is 22+. The circlet also boosts wearer's
Magical skill by +6.





MANWĒ

Manwë is the King of the Valar and is closer to Eru than any spirit. Only Morgoth and his spouse Varda rival his strength. No Being stands above him in the pantheon of life.

Manwë and Varda share an enduring love that knows no limits, one which survives the jealousy of Morgoth. Their bond lends each additional power, and together they are far stronger than the sum of their separate talents. When Manwë sits beside Varda in Ilmarin, he sees anything in Arda above the surface of the land or water simply by parting the clouds.

As Súlimo, the “Breather,” Manwë is master of the skies and controls the air and weather over Arda. His breath governs the winds, his vision clears the mists, and his anger spawns the storms that pound the earth. With Varda, he determines the course of the light that crosses the sky.

As King of Valinor, Manwë serves as the ultimate leader of the Council of the Valar and presides over all the deliberations in the Ring of Doom. He is the leader, counselor, teacher, and overseer of his people and, along with his wife Varda, is the patron of the Vanyar who live on the slopes between his Halls and the fair city of Valimar.

Manwë's chief flaw is tied to his unwavering belief in Eru's thought. As a result of his proximity to the One, the King of the Valar does not understand the nature of and motivations behind Evil. Thus, he never comprehended the danger inherent in the Black Enemy, nor did he realize the gravity of Sauron's machinations. Varda, however, acted as his counselor in many such matters, as did Ulmo; and ultimately Manwë's wardship bore fruit.

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

MANWĒ (SÚLIMO)

Level: 500.

Race: Vala.

Home: Ilmarin atop Taniquetil in Valinor.

Names: (Q. “Blessed”); Súlimo (Q. “Breather”); Lord of the Breath of Arda; King of the Valar; Lord of the Sky; Lord of Air; the Elder King; Ruler of Arda.

MANWĒ IN MERP

Hits: 875 **Melee OB:** 600 **Missile OB:** 610
AT: None (-225)

MERP Profession: Mage.

MERP Stats: ST 120, AG 125, CO 110, IG 145, IT 150, PR 145.

MERP Skills: Acting 125, Animal-handling 200, Caving 65, Meditation 500, Music 500, Perception 500, Public Speaking 750, Signaling 250, Skiing 250, Sky-watching 750.

MERP Spells: 26,000 PP. Base Spell OB is 250; Directed Spells OB is 500. Manwë knows all Mage lists, all Open Channeling lists, and all Open Essence lists.

MANWĒ IN ROLEMASTER

Hits: 875 **Melee OB:** 600 **Missile OB:** 610
AT: 4 (225)

RM Profession: Cleric.

RM Stats: St 120, Qu 120, Em 150, In 150, Pr 145, Ag 125, Co 110, Me 140, Re 150, SD 130.

RM Skills: Acting 125, Administration 250, Architecture 250, Caving 250, Channeling 500, Chemistry 250, Crafting 250, Diplomacy 500, Directed Spells 500, Herding 400, Leadership 500, Linguistics ∞, Math 500, Meditation 500, Music 500, Navigation 250, Perception 500, Public Speaking 750, Runes 500, Seduction 250, Signaling 250, Singing 350, Skiing 250, Spell-mastery 500, Stalking & Hiding 500, Star-gazing 400, Staves & Wands 500, Weather-watching 750.

RM Spells: 26,000 PP. Base Spell OB is 250; Directed Spells OB is 500. Manwë knows all Mage lists, all Open Channeling lists, and all Open Essence lists, all Cleric lists, all Closed Essence lists, all Closed Channeling lists, all Closed Mentalist lists.

Appearance: 145.

MANWĒ IN LOR

LOR Profession: Bard.

LOR Stats: Strength 12, Agility 13, Intelligence 19, Movement 7, Defense 13, Melee OB 36, Missile OB 37, General 12, Subterfuge 12, Perception 30, Magical 30, Endurance 875.

LOR Powers: Manwë receives a +6 bonus when casting any spell or performing any action involving weather.

LOR Spells: All.

LOR Experience Points: ≈5,000,000.

MANWĒ'S PRINCIPAL ITEMS

Sapphire Sceptre (Luinêl) — (Q. "Blue Star") Symbol of his lordship, this simple white-silver sceptre is crowned with a perfect blue sapphire. The smooth, ovoid jewel glows from within, for it houses a blue-white star. He who holds the sceptre and sits on the Throne of Ilmarin can see anywhere in Arda.

Robes (Vilyagollor) — (Q. "Sky Robes") Ever-moving, these brilliant blue robes symbolize Manwë's status as King of the Sky and Lord of the Winds.

Sword (Taramacil) — (Q. "High Sword") Symbol of his wardship, this sacred blade strikes as a two-hand sword. Made of enchanted sky-blue steel, it glows upon command, or near any appointed individual (only one foe can be appointed at a time, and wielder must know the foe). When seeking a foe, the sword glows, growing brighter as it gets closer to the foe. Made by Aulë, the sword is endowed with an enchanted spirit which serves as Manwë's familiar. It can communicate through visions or silently speak to the King.

MERP/RM: +150 holy weapon. Treat as intelligent, 50th level, Two-hand sword. The search range is equal to 1' x the wielder's level.

LOR: +9 Melee OB, +9 Damage. The search range is equal to 20' x the wielder's Magical skill (maximum range 500').

Spear (Gebir-i-Manwë) — (Q. "Manwë's Stake") A 21' long enchanted, sky-blue, steel spear inlaid with silver and sapphires. When thrown, it disappears, as if merged with the air, only to reappear at the point of impact. Therefore, it cannot be parried. Its range is 1000' (without range penalty), and it always returns to the wielder instantly after striking.

MERP/RM: +150 spear. Any critical strike the thrower delivers is accompanied by three impact criticals of equal level, plus a 50th level Fear spell attack.

LOR: +9 Melee OB, 3x3D6+9 Damage.



MANWĒ'S SPECIAL POWERS

Vision — Manwë can see perfectly, at night or day, as far as the horizon. He can note every detail, as if he were at the point upon which he dwells. His gaze parts the clouds, so weather does not affect his view. When he is in Ilmarin with Varda, he can see anything above the surface of the earth or water anywhere in Arda.

Voice — Manwë can speak in any voice he desires, to anyone within his sight.

Authority — Manwë can direct his voice or sight upon any one individual (within a range of 500') in order to dominate him.

MERP/RM: Target receives RR versus a 252th level (MERP=Channeling; RM=Mentalism) attack. Failure results in the victim being under Manwë's control until the victim makes a successful RR. Whenever the victim leaves the 500' radius effect area—or whenever Manwë stops concentrating—the victim receives one RR per round.

LOR: Target must make a roll adding his/her Magical skill. Target can resist Manwë if result is 25+. Whenever the victim leaves the 500' radius effect area, or whenever Manwë stops concentrating, the victim receives a roll 1x/round. A 25+ result means he/she is free from Manwë's domination.

Air-weaving — Manwë has absolute control over the air (i.e., wind) throughout Arda.

Manwë



MELKOR (MORGOTH)

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

Melkor desires to be omnipotent and create according to his own feelings, and not within the bounds of Eru's vision. Like Aulë, Melkor loves to make things and he revels in the adoration he receives for his conceptions. But he went further than the Smith and, after entering Eä, he openly rebelled. Abandoning his pledge to Eru, Melkor became a fallen Vala and his name is not spoken by the Powers. He is now known as Morgoth, the "Black Enemy." (For more about Melkor see Section 6.I.)

Námo



NÁMO

Námo is the older brother of Irmo and Nienna. Like Irmo, the Ordainer is a Fëantur (S. "Spirit-master; pl. "Fëanturi"), a master of inner visions and destinies. Námo, however, does not concern himself with the immediacies that occupy his kin; instead he presides over the passing of spirits. His name speaks of his role as the proclaimer of Fate. He is the arbiter of doom and the caretaker of souls in the afterlife.

Námo resides in the Halls of Mandos (Q. "Imprisonment"). There, on the western shores of Aman, he overlooks the Encircling Sea and guards the spirits that await the End of Time and the climax of Eru's vision. No soul can leave the Halls without his consent, and it is in his ward that the spirits of the Firstborn repose after their death. Morgoth was imprisoned there, as are the other fallen Ainur who await judgment and repentance.

Námo's wife Vairë lives with the Doomsman at their Halls, weaving the record of Time that aids her spouse in his judgments. Aside from the ever-grieving Nienna, she is Námo's only frequent companion. An air of twilight colors his setting.

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

NÁMO

Level: 475.

Race: Vala (Exalted).

Home: The Halls of Mandos on the western shores of Valinor.

Names: (Q. "Ordainer"); Judge; Mandos; Lord of the Halls of Awaiting; Keeper of the Dead; Lord of Fate; Doomsman.

NÁMO IN MERP

Hits: 831 Melee OB: 490 Missile OB: 515

AT: None (-125)

MERP Profession: Bard.

MERP Stats: ST 105, AG 120, CO 110, IG 125, IT 140, PR 150.

MERP Skills: Acting 237, Animal-handling 189, Meditation 475, Music 237, Perception 475, Public Speaking 212, Sky-watching 237.

MERP Spells: 22,325 PP. Base Spell OB is 237; Directed Spells OB is 475. Námo knows all Bard lists and Open Channeling lists.

NÁMO IN ROLEMASTER

Hits: 831 **Melee OB:** 490 **Missile OB:** 515

AT: 4 (125)

RM Profession: Seer.

RM Stats: St 105, Qu 100, Em 120, In 140, Pr 150, Ag 120, Co 110, Me 150, Re 100, SD 150.

RM Skills: Acting 237, Administration 237, Channeling 475, Diplomacy 237, Directed Spells 475, Herding 375, Leadership 237, Linguistics ∞, Meditation 475, Music 237, Perception 475, Public Speaking 212, Runes 475, Singing 337, Spell-mastery 337, Stalking & Hiding 237, Star-gazing 337, Staves & Wands 475, Subduing 237, Tracking 237, Weather-watching 237.

RM Spells: 22,325 PP. Base Spell OB is 237; Directed Spells OB is 475. Námo knows all Bard lists, all Open Channeling lists, all Seer lists, all Cleric lists, all Closed Channeling lists, and all Open and Closed Mentalism lists.

Appearance: 105.

NÁMO IN LOR

LOR Profession: Bard.

LOR Stats: Strength 10, Agility 11, Intelligence 16, Movement 11, Defense 7, Melee OB 32, Missile OB 33, General 7, Subterfuge 6, Perception 29, Magical 20, Endurance 831.

LOR Powers: Námo receives a +6 bonus when performing any physical spell or action involving spirits, the dead, or the undead.

LOR Spells: All.

LOR Experience Points: ≈4,800,000.

NÁMO'S PRINCIPAL ITEMS

Amulet of Fate — Composed of a black diamond nestled in a simple silver and grey ithilnaur setting, this amulet was a gift of Irmo (Lórien). It is the companion amulet to the one given to Melian.

MERP/RM: When placed before the eyes of another (range 1' x wearer's level), the target must make a successful RR or the wearer may read the target's general doom (e.g., good or bad, and to what degree). Wearer receives a general image (as if it was a dream) of target's general fate (for the coming period equal to 1 year x wearer's level).

LOR: When shown or revealed to someone (range 10' x wearer's Perception skill), the target must make roll and add his/her Magical bonus. If target fails to roll a 24+, the wearer may read the target's general doom (e.g., good or bad, and to what degree). Wearer receives a general image (as if it was a dream) of target's general fate (for the coming period equal to 1 year x wearer's Perception skill).

Gauntlets (Gloves of Passing) — When both are placed upon the body of the target, the target realizes and visualizes the general nature of their fate. Should the target resist his natural fate (e.g., an undead) or should he physically assail Námo, the Ordainer may concentrate on the target's demise. The gloves cannot, however, affect Men.

MERP/RM: Should Námo concentrate on the target's doom, and should the target fail an RR versus a 100th level attack, the target will die. The target's spirit will then pass into bondage within the Halls of Mandos.

LOR: Should Námo concentrate on the target's doom, and should the target fail a roll (adding his/her Magical skill) of less than 10+, the target will die. The target's spirit will then pass into bondage within the Halls of Mandos.

NÁMO'S SPECIAL POWERS

Voice of Doom — Námo can speak in any voice to everyone within a 475' radius, controlling their attentions.

MERP/RM: Those within his range must make a RR versus a 47th level (*MERP*=Channeling; *RM*=Mentalism) attack, lest they be controlled by Námo—but only so long as he speaks to them. Should Námo recess for more than 1 minute, or should the victim leave the 475' radius effect area, the victim is no longer under the Ordainer's control.

LOR: Target must make a roll adding his/her Magical skill. Target can resist Námo if the result is 24+. Whenever the victim leaves the 475' radius effect area, or whenever Námo stops concentrating, the victim is free from Námo's domination.

Eye of Judgement — Námo can look into the eyes of a target and concentrate, killing his prey with a "Doom-judgment."

MERP/RM: Target must make a successful RR versus a 47th level (*MERP*=Channeling; *RM*=Mentalism) attack, or perish.

LOR: Target must make a roll adding his/her Magical skill. Target can resist Námo's judgment if the result is 24+. Otherwise, he/she dies.





NESSA

Nessa is the rather carefree and beautiful wife of the Vala Tulkas. Of all the Valiër, only Vána possesses a wilder spirit. Like her spouse, Nessa loves to run, play, and laugh, taking delight in the celebration of life. She embodies mirth, joy, and happiness and never thinks to bear arms.

Above all, though, Nessa dances. Cheerfully fluttering on Valimar's unfading green lawns, she rejoices in dancing whenever she is at home. In the wilds, she sportily races the beloved deer that follow her on every frolic, knowing that she can always outrun the beasts that trail her. Only Tulkas and Oromë are more fleet afoot.

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

NESSA

Level: 400.

Race: Vala (Valië).

Home: Valimar in Valinor.

Names: Dancer; Mistress of Joy;
Mistress of Celebration.

NESSA IN MERP

Hits: 500 **Melee OB:** 455

Missile OB: 520 **AT:** None (-275)

MERP Profession: Bard.

MERP Stats: ST 100, AG 140, CO 100,
IG 100, IT 130, PR 140.

MERP Skills: Acrobatics 400,
Animal-handling 20, Contortions 400,
Dance 400, Diving 100, Foraging 200,
Meditation 400, Music 200,
Perception 200, Public Speaking 200,
Signaling 200, Sky-watching 200,
Tumbling 200.

MERP Spells: 14,800 PP. Base Spell OB is 200; Directed Spells OB is 400. Nessa knows all Bard lists and Open Channeling lists.

NESSA IN ROLEMASTER

Hits: 500 **Melee OB:** 455 **Missile OB:** 520
AT: 4 (275)

RM Profession: Bard.

RM Stats: St 100, Qu 140, Em 100, In 130, Pr 140,
Ag 140, Co 100, Me 100, Re 100, SD 100.

RM Skills: Acrobatics 400, Adrenal Defense 200,
Adrenal Moves 400, Ambush 20,
Athletic Games 200, Channeling 400,
Climbing 200, Contortions 400, Dance 400,
Directed Spells 400, Diving 100, First Aid 100,
Foraging 200, Herding 200, Linguistics ∞,
Meditation 400, Music 200, Perception 200,
Public Speaking 200, Runes 200, Seduction 200,
Signaling 200, Singing 375, Spell-mastery 200,
Stalking & Hiding 100, Star-gazing 200,
Staves & Wands 200, Swimming 200,
Tumbling 200, Weather-watching 200.

RM Spells: 14,800 PP. Base Spell OB is 200;
Directed Spells OB is 400. Nessa knows all Bard
lists, all Open Channeling lists, all Closed Channel-
ing, and all Open and Closed Mentalism lists.

Appearance: 135.

Nessa



NESSA IN LOR

LOR Profession: Bard.

LOR Stats: Strength 10, Agility 14, Intelligence 12, Movement 17, Defense 18, Melee OB 28, Missile OB 31, General 12, Subterfuge 12, Perception 12, Magical 12, Endurance 500.

LOR Powers: Nessa receives a +3 bonus when performing any action while listening to music.

LOR Spells: All.

LOR Experience Points: ≈4,100,000.

NESSA'S PRINCIPAL ITEM

Green Rose Crown — Nessa wears a crown made of enchanted green roses in her hair. The crown denotes her station as Queen of Celebration. Its splendid magical glow protects her head as well as any normal helm.

MERP/RM: Crown negates 75% of head crits (roll 01-75). In addition, the crown's aura confers joy and reaches into the vilest of hearts. While wearing the crown, Nessa is immune to attack from anyone who gazes upon her (from any range) and who fails a RR versus a 40th level Essence attack. Such failure invokes happiness, and prevents the viewer from fighting anyone for 1-100 minutes (unless struck).

LOR: +3 Defense. In addition, the crown's aura confers joy and reaches into the vilest of hearts. While wearing the crown, Nessa is immune to attack from anyone who gazes upon her (from any range) and who fails to roll (adding his/her Magical skill) a 21+. Such failure invokes happiness, and prevents the viewer from fighting anyone for 6xD6 minutes (unless struck).

NESSA'S SPECIAL POWERS

Dance — While dancing, Nessa can leap up to 100' vertically and up to 500' horizontally (or any variation thereof). She can imitate and improve upon any dance, tumbling maneuver, or acrobatic maneuver she has ever seen.

MERP/RM: Nessa's maneuvers are always treated as having a difficulty category which is no harder than "Easy."

LOR: Add +3 to her Defense when Nessa dances.

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

NIENNA

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

Nienna is the Mourner, the Weeper, and she embodies suffering. The very antithesis of Nessa, she does not celebrate; rather, she bears the grief of Eä. Her shoulders support the suffering created out the errors of all other spirits, for she assumes their sadness. Pitying the most rebellious of spirits, the Weeper suffers on behalf of others. She represents the conscience of Eä. Without her, the pain of their journey through life would undoubtedly overwhelm the Children of Eru.

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

NIENNA

Level: 475.

Race: Vala (Exalted Valië).

Home: The Last Home on the westernmost shore of Valinor.

Names: (Q. "Mourning"); The Weeper; the Sufferer.

NIENNA IN MERP

Hits: 1069 **Melee OB:** 425 **Missile OB:** 360

AT: None (-175)

MERP Profession: Bard.

MERP Stats: ST 100, AG 120, CO 120, IG 107, IT 150, PR 135.

MERP Skills: Meditation 475, Music 237, Perception 237, Sky-watching 237.

MERP Spells: 21,375 PP. Base Spell OB is 237; Directed Spells OB is 475. Nienna knows all Bard lists and Open Channeling lists.





Nienna

NIENNA IN ROLEMASTER

Hits: 1069 Melee OB: 425 Missile OB: 360
AT: 4 (175)

RM Profession: Mentalist.

RM Stats: St 100, Qu 100, Em 150, In 150, Pr 135,
Ag 120, Co 120, Me 115, Re 100, SD 100.

RM Skills: Channeling 475, Diplomacy 237,
Directed Spells 475, Linguistics ∞, Meditation 475,
Music 237, Perception 237, Runes 237,
Singing 237, Spell-mastery 237, Star-gazing 237,
Staves & Wands 237.

RM Spells: 21,375 PP. Base Spell OB is 237;
Directed Spells OB is 475. Nienna knows all Bard
lists, all Open Channeling lists, all Closed Channel-
ing list, and all Open and Closed Mentalism lists.

Appearance: 140.

NIENNA IN LOR

LOR Profession: Bard.

LOR Stats: Strength 10, Agility 11,
Intelligence 16, Movement 10, Defense 8,
Melee OB 26, Missile OB 22, General 10,
Subterfuge 1, Perception 14, Magical 28,
Endurance 1069.

LOR Powers: Nienna receives a +9 bonus
when performing any merciful action.

LOR Spells: All.

LOR Experience Points: ≈4,800,000.

NIENNA'S SPECIAL POWERS

Conscience — Nienna can see into the
conscience of anyone she looks and
concentrates upon (range based on whether
she can distinguish them)

MERP/RM: Nienna will succeed if the target
consents or fails a RR versus a 237th level
Channeling attack.

LOR: Nienna will succeed if the target
consents or rolls (adding his/her Magical
skill) and fails to get a 28+ result.

Grief Transferral — Nienna can assume the
emotional pain and suffering of anyone
whom she touches and concentrates upon.
In addition, her touch immediately heals
any mental and physical side-effect arising
out of such suffering.

NIENNA'S PRINCIPAL ITEM

Staff of Sorrow — A quarterstaff made from the
fallen branch of the now-dead Telperion. The staff
resurrects sorrowful images in minds of its victims.

MERP/RM: +100 Quarterstaff. It is also a x10
PP multiplying device that enables wielder to
cast any Healer spell (up to 20th level).
Whenever wielder concentrates (up to
10x/day), those within a range of 1' x
wielder's level (475' in Nienna's case) must
make a RR versus a 20th level Channeling
attack. RR failure results in victims being
incapacitated (for 1 rd x RR failure number)
due to uncontrollable grief.

LOR: +5 Melee OB, +5 Damage. Whenever
wielder concentrates (up to 10x/day), those
within range (10' x wielder's Magical skill)
must roll and add their Magical skill. If the
result is not 20+, the victim is incapacitated
due to sorrow for a # of rounds = 20-result.

OROMË

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

Oromë is the older brother of Nessa and the husband of Vána. He shares their passion for life, and their fondness for living things; but above all, he loves the wilderness. Forests are his favorite domains.

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

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

Oromë was the first Vala to encounter the newly-born Elves when they awakened in Cuiviénen. There, in the eaves of the Wild Wood of eastern Endor, he cautiously met the Firstborn of Eru's Children. The Huntsman later took the Elda-lords Ingwë, Finwë, and Olwë to Valinor and, after their return to Middle-earth, he led their peoples on the Great Journey westward. These acts, together with his struggle on behalf of the Quendi in the Battle of the Powers, forever endear him to the Elves.

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

OROMË

Level: 480.

Race: Vala (Exalted).

Home: The wild Woods of Oromë in southeastern Valinor.

Names: (Q. "Horn-sounder"); Araw (S. "Trumpet;" N. "Béma"); Tauron (S. "For-ester"); Aldaron (Q. "Lord of Trees"); Tamer of Beasts; the Rider; Master of the Wild; The Hunter; Huntsman of the Valar.

OROMË IN MERP

Hits: 1800 **Melee OB:** 68I **Missile OB:** 806
AT: None (-350)

MERP Profession: Ranger.

MERP Stats: ST 145, AG 150, CO 150, IG 100, IT 120, PR 120.

MERP Skills: Acrobatics 120, Acting 120, Animal-handling 480, Caving 240, Dance 120, Fletching 480, Foraging 240, Meditation 480, Music 240, Perception 240, Public Speaking 360, Signaling 240, Skiing 240, Sky-watching 360.

MERP Spells: 10,560 PP. Base Spell OB is 120; Directed Spells OB is 240. Oromë knows all Ranger lists and Open Channeling lists.

OROMË IN ROLEMASTER

Hits: 1800 **Melee OB:** 68I **Missile OB:** 806
AT: 4 (350)

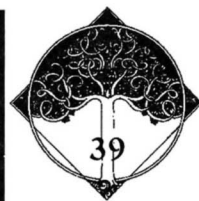
RM Profession: Ranger.

RM Stats: St 145, Qu 145, Em 105, In 120, Pr 120, Ag 150, Co 150, Me 100, Re 100, SD 110.

RM Skills: Acrobatics 120, Acting 120, Adrenal Defense 240, Adrenal Moves 240, Ambush 12, Animal Training 480, Athletic Games 120, Caving 240, Channeling 240, Climbing 240, Dance 120, Diplomacy 240, Directed Spells 240, Fletching 480, Foraging 240, Frenzy 240, Herding 360, Leadership 360, Linguistics ∞, Meditation 480, Music 240, Navigation 240, Perception 240, Public Speaking 360, Riding 480, Runes 120, Seduction 240, Signaling 240, Singing 240, Skiing 240, Spell-mastery 240, Stalking & Hiding 240, Star-gazing 240, Staves & Wands 120, Strategy & Tactics 480, Subduing 480, Swimming 240, Tracking 480, Weather-watching 360.

RM Spells: 10,560 PP. Base Spell OB is 120; Directed Spells OB is 240. Oromë knows all Ranger lists and Open Channeling lists, all Closed Channeling lists, and all Monk lists.

Appearance: 140.





Oromë

OROMË IN LOR

LOR Profession: Ranger.

LOR Stats: Strength 15, Agility 15, Intelligence 12, Movement 20, Defense 22, Melee OB 40, Missile OB 48, General 10, Subterfuge 5, Perception 14, Magical 14, Endurance 1800.

LOR Powers: Oromë receives a +3 bonus when performing any action while in the woods. He receives another +3 bonus when performing any action while riding.

LOR Spells: All.

LOR Experience Points: ≈4,850,000.

OROMË'S PRINCIPAL POSSESSIONS

Bow (Lúvaninque) — (Q. "White Bow;" S. "Nimcú") Exalted, white mallorn, longbow. It is seven and half feet long, requires 500 lbs of pressure to string, and makes no sound when fired. Neither the bow nor its bowstring will warp or break.

MERP/RM: +200 holy longbow. It only fumbles on a roll of 01.

LOR: +12 Missile OB, +6 Damage.

Horn (Valaróma) — (Q. "Horn of the Valar") White kine horn, inlaid with mithril and adamant. It weighs 48 lbs. It has a range of 48 miles and, when blown, its sound inspires all allies of wielder. (This latter power is usable but once a day.)

MERP/RM: Allies receive a +50 bonus to all their actions for 1-100 rounds.

LOR: Allies receive a +3 bonus to all their actions for 50 rounds.

Horse (Nahar) — The sire of the Mearas and greatest steed in Eä, Nahar is a beautiful white stallion whose coat glows silver in the moonlight. He leaves no tracks and tirelessly runs at a pace of 1000' per round. Nahar will fight to the death for Oromë or his wife Vána. His voice is like a song and he can speak to, and understand, Oromë, Vána, or Nessa.

MERP/RM: Treat Nahar as a 100th level, Super Large Creature.

LOR: Nahar's stats are as follows: Strength 20, Agility 20, Intelligence 5, Movement 40, Defense 10, Melee OB 20, Missile OB -2, General 20, Subterfuge 10, Perception 10, Magical 5, Endurance 480.

OROMË'S SPECIAL POWERS

Speed — Oromë has a walking pace of 100' per round, and he runs at a pace of 500' per round.

Silence — Should Oromë concentrate, he makes absolutely no noise when moving outdoors.

Befriending and Riding Beasts — Oromë can tame and ride any wild beast as if it was his most loyal friend. The Hunter need only see and call to beast (range 1000'). In order to affect previously tamed, domesticated, or evil beasts he must touch the creature (which then receives a RR, if MERP/RM, or a roll).

MERP/RM: Creature must roll RR versus a 120th level attack.

LOR: Creature gets a roll (adding his/her Magical skill). If the result is less than 24+, the beast is subdued.

Aim — Oromë can toss any thrown weapon or missile (e.g., a pole) up to 500' without range penalty, using his normal spear OB; and he can throw his spear up to 1000' without range penalty.

MERP/RM: He may throw missiles or thrown weapons 1000' with an OB penalty of -100. Oromë can throw rocks weighing up 30 lbs as far as 500' with a +100 OB, yielding a Large Fall/Crush attack.

MERP/RM: He may throw missiles or thrown weapons 1000' with a Missile OB penalty of -6. Oromë can throw rocks weighing up 30 lbs as far as 500' with a +6 Missile OB, yielding a +9 Damage.

Tracking — Oromë can track any wild creature across any solid surface (including stream beds), so long as he can find any one of that creature's tracks which has been made within the preceding 480 hours.

TULKAS (ASTALDO)

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

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

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

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

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

TULKAS (ASTALDO)

Level: 450.

Race: Vala.

Home: Valimar in Valinor.

Names: Astaldo (Q. "The Valiant"); the Strong; the Champion of the Valar.

TULKAS IN MERP

Hits: 1688 Melee OB: 1280 Missile OB: 1280
AT: Plate (-375)

MERP Profession: Warrior.

MERP Stats: ST 150, AG 150, CO 150, IG 99,
IT 100, PR 100.

MERP Skills: Acrobatics 450, Contortions 450,
Dance 225, Diving 225, Meditation 225, Music 225,
Perception 225, Public Speaking 112, Signaling 225,
Skiing 225, Sky-watching 225, Tumbling 450.

MERP Spells: None.

TULKAS IN ROLEMASTER

Hits: 1688 Melee OB: 1280 Missile OB: 1280
AT: 20 (375)

RM Profession: Fighter.

RM Stats: St 150, Qu 150, Em 120, In 100, Pr 100,
Ag 150, Co 150, Me 99, Re 99, SD 100.

RM Skills: Acrobatics 450, Adrenal Defense 300,
Adrenal Moves 450, Ambush 450,
Athletic Games 225, Channeling 225,
Climbing 450, Contortions 450, Dance 225,
Diving 225, Frenzy 450, Leadership 225,
Linguistics ∞, Martial Arts Strikes 450,
Martial Arts Sweeps & Throws 450,
Meditation 225, Music 225, Perception 225,
Public Speaking 112, Riding 225, Seduction 225,
Signaling 225, Singing 225, Skiing 225,
Star-gazing 225, Strategy & Tactics 112,
Subduing 450, Swimming 225, Tracking 450,
Tumbling 450.

RM Spells: None.

Appearance: 130.

TULKAS IN LOR

LOR Profession: Warrior.

LOR Stats: Strength 20, Agility 18, Intelligence 8,
Movement 19, Defense 20, Melee OB 77,
Missile OB 76, General 7, Subterfuge 2,
Perception 8, Magical 1, Endurance 1688.



Tulkas





LOR Powers: Tulkas receives a +6 bonus when performing any physical action already performed against him (e.g., punching a foe who has punched him).

LOR Spells: All.

LOR Experience Points: ≈4,550,000.

TULKAS'S SPECIAL POWERS

Size — Although he is not one of the Aratar, Tulkas is the most physically imposing Ainu.

MERP/RM: Treat Tulkas as a Super Large Creature. Subtract 40 from all critical strike rolls applied against him.

LOR: Subtract 3 from all Damage results applied against Tulkas.

Body — Tulkas' skin is as tough as mithril plate armor. His huge hands and inherent solidity give him the ability to strike without weapons using a Flail, Huge Bash, or a Huge Grapple attack.

MERP/RM: Treat Tulkas's skin as AT Plate/20 with an inherent DB of 100.

LOR: +3 Defense.

Strength — Tulkas can toss any object weighing 450 lbs or less up to 400' without range penalty. He can throw objects up to 100 lbs up to 1200'.

MERP/RM: Tulkas throws 101-450 lb objects with a +200 OB using the Fall/Crush Attack Table. Tulkas throws 1-100 lb objects with a +100 OB using the Fall/Crush Attack Table. In any case, he can double his range and halve his OB.

LOR: Tulkas throws 101-450 lb objects with a +12 Missile OB, yielding +6 Damage. Tulkas throws 1-100 lb objects with a +12 Missile OB, yielding +2 Damage.

Laugh — Tulkas' hardy laugh is both deafening and terrifying.

MERP/RM: Anyone coming within 1000' of Tulkas' must make a RR versus a 50th level Fear spell. With a RR failure of 01-50, the victim flees in fear for 1-10 minutes. If the RR failure is 51-75, the victim is frozen in place (stunned and unable to move or parry) for 1-10 rounds. If the RR failure is 76-100, the victim is deaf (his/her hearing destroyed). Should he/she fail by 101+, the victim dies of fright.

LOR: Anyone coming within 1000' of Tulkas' must make a roll (adding his/her Magical skill). If the roll is 16-20, the victim is frozen in place (stunned and unable to move or parry) for 2-12 rounds. If the roll is 11-16, the victim is deaf (his/her hearing destroyed). If the roll is less than 11, the victim dies of fright.

ULMO

Aside from Oromë, Ulmo is the best known of the Valar, for his spirit dwelt closest to Endor. Ulmo's essence swirls through each rain, courses through every stream, and lies in every pool and bay in Arda; he comes with each morning's dew. Ulmo resides in the highest snows and the deepest springs. As water is the "blood" of the World, the Pourer is truly the Spirit of the Veins of the Earth.

Ulmo is second among the Vala Kings and third in the hierarchy of the Exalted Powers. Only Manwë and Varda stand above him in Eä's scheme. A loner who rarely takes form and only occasionally visits Valinor, he is the virtually autonomous master of the deeps. Ulmo sees and hears all that transpires beneath the waves and knows everything that occurs where water flows. His knowledge of the Middle Land oft times exceeds even that of Manwë and Varda, for things and events which cannot elude the Ocean Lord's notice can be hidden from the King and Queen.

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

Ulmo's voice is as deep as the sea. It is the greatest in Eä, and his servants are the finest singers ever to grace Arda, save the Vala Vána. Eru conferred more music upon Ulmo than he gave the other Valar, and his command of song-lore remains unparalleled. It was his people who taught the Teleri how to sing. Ulmo also directed Ossë to instruct the Teleri about shipmaking, and these skills were evident in the wondrous creations of the great Sinda shipwright Círdan. This precious tutelage, combined with Ulmo's mastery of their beloved sea, led the Teler Elves to acknowledge Ulmo as their patron (alongside Varda).

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

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

ULMO

Level: 490.

Race: Vala.

Home: Arda's Oceans or, on occasion, the Freshwaters.

Names: (Q. "Pourer"); Rainer; King of the Sea; Spirit of the Veins of the Earth; Ocean Lord; Master of Waters.

ULMO IN MERP

Hits: 612 **Melee OB:** 470 **Missile OB:** 470
AT: Chain (-375)

MERP Profession: Animist.

MERP Stats: ST 125, AG 125, CO 100, IG 125, IT 150, PR 125.

MERP Skills: Animal-handling 195, Boat-handling 245, Caving 490, Contortions 490, Diving 490, Meditation 490, Music 245, Perception 245, Public Speaking 245, Rope-mastery 245, Signaling 245, Sky-watching 370.



MERP Spells: 25,480 PP. Base Spell OB is 245; Directed Spells OB is 490. Ulmo knows all Animist lists, all Mage lists, all Open Channeling and all Open Essence lists.

ULMO IN ROLEMASTER

Hits: 612 **Melee OB:** 470 **Missile OB:** 470
AT: 16 (375)

RM Profession: Sorcerer.

RM Stats: St 125, Qu 130, Em 150, In 150, Pr 125, Ag 125, Co 100, Me 150, Re 100, SD 105.

RM Skills: Caving 490, Channeling 490, Contortions 490, Crafting 245, Directed Spells 490, Diving 490, Herding 390, Leather-working 300, Linguistics ∞, Meditation 490, Music 245, Navigation 490, Perception 245, Public Speaking 245, Rope-mastery 245, Runes 245, Sailing 490, Signaling 245, Singing 490, Spell-mastery 245, Stalking & Hiding 490, Star-gazing 245, Staves & Wands 245, Swimming 490, Weather-watching 490.

RM Spells: 25,480 PP. Base Spell OB is 245; Directed Spells OB is 490. Ulmo knows all Animist lists, all Mage lists, all Open Channeling lists, all Open Essence lists, all Sorcerer lists, and all Closed Channeling and Essence lists.

Appearance: 105.

Ulmo



ULMO IN LOR

LOR Profession: Bard.

LOR Stats: Strength 13, Agility 13, Intelligence 10, Movement 20, Defense 6, Melee OB 30, Missile OB 30, General 8, Subterfuge 6, Perception 15, Magical 15, Endurance 612.

LOR Powers: Ulmo receives a +9 bonus when performing any physical action while submerged in water.

LOR Spells: All.

LOR Experience Points: ≈4,950,000.

ULMO'S PRINCIPAL ITEMS

Horn (Ulumúri) — White, sea-shell horns made by the Maia Salmar. Those who hear a tune sounded on this horn never forget the music. The horn's range is 490 miles beneath or on the surface of open water and 49 miles across land.

Sea Armor — Unencumbering chain mail coated with an ever-flowing veil of shining water. Its hood (treat as a full helm) and upper areas have a gleaming white-silver hue, while the lower areas are deep green in color.

MERP/RM: Treat Ulmo's mail as AT Chain/15 with an inherent DB of 200.

LOR: +3 Defense, subtract 3 from Damage.

ULMO'S SPECIAL POWERS

Water-form — Ulmo can move and breathe with equal ease on land or water. He can merge with waves and travel ten times as fast as the currents will carry him or, he can swim at up to 1000' per round.

Water-senses — While in water, Ulmo can concentrate in a particular direction and hear or see anything that is (i) within the water inside a range of 490 miles or (ii) adjacent to the water within a range of 49'.

Water-weaving — Ulmo has absolute control of all water within a range of 980 feet (i.e., 2' x Ulmo's level). He can also create waves of up to 980 feet in height across any water surface in which he resides, within a range of 980 miles.

Song-weaving — Ulmo can use his voice to create any sound within the range of any animal found in any water. Using song, he can communicate with any beast that dwells in water.

Isle-moving — Ulmo can move or raise to create any island with a radius of less than or equal to 490 miles (i.e., in *MERP/RM*, 1 mile x Ulmo's level). When an island is raised it takes Ulmo one day per radius mile to accomplish the deed. To move an island, it requires a period equal to one day per 100 miles the isle is moved.

MERP/RM: Such acts require all of his PPs each day to effect.

LOR: Ulmo cannot cast any spells while raising or moving an isle.

VAIRË

Vairë is the wife of Námo. She lives with him in the Halls of Mandos on Aman's western seacoast. There, in the remote Place of Souls, she weaves the record of Time. Námo uses her chronicle to judge the doom of spirits.

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

VAIRË

Level: 430.

Race: Vala (Valië).

Home: The Halls of Mandos on the western shores of Aman.

Names: The Weaver; Mistress of Time.

VAIRË IN MERP

Hits: 538 **Melee OB:** 355 **Missile OB:** 275
AT: None (-125)

MERP Profession: Bard.

MERP Stats: ST 100, AG 110, CO 100, IG 125, IT 120, PR 140.

MERP Skills: Acrobatics 215, Fletching 215, Leather-working 215, Meditation 430, Music 215, Perception 215, Public Speaking 114, Rope-mastery 215, Signaling 215, Sky-watching 215.

MERP Spells: 18,060 PP. Base Spell OB is 215; Directed Spells OB is 430. Vairë knows all Bard lists, all Open Channeling lists, and all Open Essence lists.

VAIRË IN ROLEMASTER

Hits: 538 **Melee OB:** 355 **Missile OB:** 275
AT: 4 (125)

RM Profession: Seer.

RM Stats: St 100, Qu 100, Em 110, In 120, Pr 140, Ag 110, Co 100, Me 150, Re 100, SD 130.

RM Skills: Acrobatics 215, Administration 107, Appraisal 215, Channeling 430, Crafting 215, Directed Spells 430, Fletching 215, Leather-working 215, Linguistics ∞, Meditation 430, Music 215, Perception 215, Rope-mastery 215, Runes 430, Seduction 215, Signaling 215, Singing 215, Spell-mastery 215, Star-gazing 215, Staves & Wands 430.

RM SSpells: 18,060 PP. Base Spell OB is 215; Directed Spells OB is 430. Vairë knows all Bard lists, all Open Channeling lists, all Open Essence lists, all Seer lists, all Closed Channeling lists, and all Open and Closed Mentalist lists.

Appearance: 125.



VAIRË IN LOR

LOR Profession: Bard.

LOR Stats: Strength 9, Agility 11, Intelligence 10, Movement 7, Defense 8, Melee OB 13, Missile OB 16, General 8, Subterfuge 6, Perception 9, Magical 8, Endurance 190.

LOR Powers: Vairë receives a +3 bonus when performing any action involving intuition, foresight, predictions, or simple guesses.

LOR Spells: All.

LOR Experience Points: ≈4,350,000.

VAIRË'S PRINCIPAL ITEMS

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

Mace (Iaroma) — (Q. "Old-voice") Mace of black eog, inlaid with amethyst (purple quartz). It weighs 14 lbs.

MERP/RM: +100 Mace that strikes as a flail.

Whenever it yields a critical strike, the target is left with the vision of the death of mace's last victim. (Should victim survive the critical strike, he must make a RR versus a 20th Fear attack at the outset of the following round.)

LOR: +3 Melee OB, +3 Damage. Whenever the mace strikes, the target must roll (adding his/her Magical skill). If the result is 11-20, the target is frozen for 2-12 rounds while he/she envisions the death of mace's last victim. If the result is less than 11, the target sees the horrific vision and then flees out of fear.

VAIRË'S SPECIAL POWERS

Recall — Vairë can concentrate upon and touch any solid thing (e.g., a creature or an object) and judge its age and point of origin. She can also visualize the actual, recallable memories of any creature that fails to resist her magical touch.

MERP/RM: Victims receive a RR versus a Channeling (*MERP*) or Mentalism (*RM*) attack.

LOR: Victims resist if they roll (adding their Magical skill) and get a 21+ result.

Vairë



Vána

VÁNA

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

Vána loves flowers and birds and tends wonderful gardens in both the wilds of southern Valinor and in the stately reaches of fair Valimar. Wherever she passes, however, the birds sing as if to announce her coming and the flowers peek forth as if to gaze upon her beautiful fana. Be it night or day, she only needs to look to a flower in order to cause it to bloom.

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

The fana Vána adopts in Valinor is that of a wildly beautiful, unpredictable woman. Bright and graceful, she shuns material things and always remains the Ever-young.

VÁNA

Level: 425.

Race: Vala (Valië).

Home: Valimar in Valinor.

Names: The Ever-young; Mistress of Flowers; Mistress of Song.

VÁNA IN MERP

Hits: 531 **Melee OB:** 425

Missile OB: 440 **AT:** None (-190)

MERP Profession: Bard.

MERP Stats: ST 99, AG 115, CO 100, IG 98, IT 120, PR 120.

MERP Skills: Acrobatics 106, Animal-handling 380, Contortions 212, Dance 212, Diving 106, Foraging 425, Leather-working 212, Meditation 425, Music 232, Perception 212, Public Speaking 212, Signaling 212, Sky-watching 212.

MERP Spells: 9,350 PP. Base Spell OB is 212; Directed Spells OB is 425. Vána knows all Bard lists and all Open Essence lists.

VÁNA IN ROLEMASTER

Hits: 531 **Melee OB:** 425 **Missile OB:** 440 **AT:** 4 (190)

RM Profession: Bard.

RM Stats: St 99, Qu 118, Em 100, In 120, Pr 120, Ag 110, Co 100, Me 99, Re 98, SD 110.



RM Skills: Acrobatics 106, Animal Training 430, Athletic Games 106, Channeling 425, Contortions 212, Dance 212, Directed Spells 425, Diving 106, First Aid 212, Foraging 425, Herding 325, Leadership 106, Leather-working 212, Linguistics ∞, Meditation 425, Music 232, Perception 212, Public Speaking 212, Riding 425, Runes 212, Seduction 212, Signaling 212, Singing 212, Spell-mastery 212 Stalking & Hiding 212, Star-gazing 212, Staves & Wands 212, Swimming 212, Tracking 212, Weather-watching 212.

RM Spells: 9,350 PP. Base Spell OB is 212; Directed Spells OB is 425. Vána knows all Bard lists, all Open Essence lists, all Closed Essence lists, and all Open and Closed Mentalist lists.

Appearance: 120.

VÁNA IN LOR

LOR Profession: Bard.

LOR Stats: Strength 9, Agility 12, Intelligence 11, Movement 16, Defense 7, Melee OB 25, Missile OB 26, General 8, Subterfuge 13, Perception 13, Magical 13, Endurance 425.

LOR Powers: Vána receives a +6 bonus when performing any action during the Spring season.

LOR Spells: All.

LOR Experience Points: ≈4,300,000.

VÁNA'S SPECIAL POWERS

Silence — Should Vána concentrate, she makes absolutely no noise when moving outdoors.

Befriending and Riding Beasts — Vána can tame and ride any wild beast as if it was her most loyal friend. She need only see and call to beast (range 400'). In order to affect previously tamed, domesticated, or evil beasts she must touch the creature.

MERP/RM: In the latter case, the creature receives a RR versus a Channeling (*MERP*) or Mentalism (*RM*) attack.

LOR: In the latter case, the creature resists if it rolls (adding its Magical skill) and gets a 21+ result.

VARDA

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

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

Varda's constant support for the Eldar, coupled with her lordship over the stars that the Elves hold so dear, make the Vala Queen the natural patron of the Quendi. Elves often pray to her out of love, respect, and need, and she frequently answers their entreaties. The Elven cry "Elbereth Gilthoniel" has saved more than one of the Firstborn. Of course, Varda aids all the Free Folk. Her lamps guide seamen and travelers of all races. It was Elbereth's enchanted light that saved the Hobbit Sam during his struggle with the Spider Shelob.

Varda dwells in the Halls of Ilmarin with Manwë. Seated beside her spouse in their palatial home above atop Arda's greatest peak, high above the clouds, she can hear any sound uttered above the surface of the land or sea. The union of King and Queen is stronger than the combination of their separate spirits and, like Manwë, Varda draws splendid power from their love.

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



VARDA

Level: 500.

Race: Vala (Exalted Valië).

Home: Halls of Ilmarin atop Taniquetil in eastern Valinor.

Names: (Q. "The Exalted"); Queen of the Valar; Elbereth (S. "Star Queen;" Q. "Elentári"); Elbereth Gilthoniel; Tintallë (Q. "The Kindler"); Fanuilos (Q. "Ever-white"); Chief of the Valië.

Varda



VARDA IN MERP

Hits: 750 **Melee OB:** 240 **Missile OB:** 255

AT: None (-175)

MERP Profession: Animist.

MERP Stats: ST 100, AG 110, CO 105, IG 145, IT 150, PR 150.

MERP Skills: Animal-handling 200, Boat-handling 500, Dance 250, Meditation 500, Music 350, Perception 500, Public Speaking 500, Signaling 500, Skiing 250, Sky-watching 750.

MERP Spells: 26,000 PP. Base Spell OB is 250; Directed Spells OB is 500. Varda can use all the Animist lists, Bard lists, and Opening Channeling lists.

VARDA IN ROLEMASTER

Hits: 750 **Melee OB:** 240

Missile OB: 255 **AT:** 4 (175)

RM Profession: Astrologer.

RM Stats: St 100, Qu 110, Em 125, In 150, Pr 150, Ag 110, Co 105, Me 150, Re 140, SD 140.

RM Skills: Channeling 500, Dance 250, Diplomacy 500, Directed Spells 500, First Aid 200, Herding 200, Leadership 500, Linguistics ∞, Meditation 500, Music 350, Navigation 500, Perception 500, Public Speaking 500, Runes 500, Sailing 500, Seduction 500, Signaling 500, Singing 350, Skiing 250, Spell-mastery 500, Stalking & Hiding 250, Star-gazing 750, Staves & Wands 500, Weather-watching 500.

RM Spells: 26,000 PP. Base Spell OB is 250; Directed Spells OB is 500. Varda can use all the Animist lists, all Bard lists, all Opening Channeling lists, all Astologer lists, all Closed Channeling lists, all Open and Closed Essence lists, and all Lay Healer lists.

Appearance: 150.

VARDA IN LOR

LOR Profession: Bard.

LOR Stats: Strength 10, Agility 11, Intelligence 19, Movement 8, Defense 8, Melee OB 14, Missile OB 15, General 12, Subterfuge 15, Perception 29, Magical 29, Endurance 750.

LOR Powers: Varda receives a +5 bonus when performing any action before or beneath the starlight.

LOR Spells: All.

LOR Experience Points: ≈5,000,000.

VARDA'S PRINCIPAL ITEMS

Circlet (Vardamirë) — (Q. "Jewel of Varda") A simple, white mithril headband adorned with a single gem of glowing adamant. It gently rests on her noble brow. The blessed jewel also serves as Varda's Crown. Its gem can glow to any degree desired by the wearer, even attaining a brightness normally ascribed to stars.

MERP/RM: The circlet is a x14 PP multiplier. When burning with "Star-glow," all within 500' must make a RR versus a 250th Essence attack, with failure resulting in blindness. Should Varda concentrate the light in a less ominous manner, the aura will bolster the spirits of all friends within 5000', providing them a constant +50 bonus for all their actions.

LOR: +7 Magical. When burning with "Star-glow," anyone within 500' must make a roll (adding his/her Magical skill). If the roll is less than 25+, the victim is blind. Should Varda concentrate the light in a less ominous manner, the aura will bolster the spirits of all friends within 5000', providing them a constant +3 bonus for all their actions.

Ring (Coriëriel) — (Q. "Lady's Ring") A simple unadorned, white mithril band. It is the symbol of Manwë's love for her spirit.

VARDA'S SPECIAL POWERS

Hearing — Varda can hear perfectly, regardless of condition, as far as the horizon. She can note every detail of every sound, as if she were at the point at which it was made. When she is Ilmarin with Manwë, she can hear any sound made above the surface of the earth or water—anywhere in Arda.

Ward of Ilmarin — When Varda is in Ilmarin, her presence is extended out to form a girdle, or presence-wall, with a diameter equal to 50 miles. Within this region, Varda can sense the number and basic nature of any presences whenever she concentrates.

MERP/RM: The girdle requires 1000 PP per day to maintain; however, it requires none of Varda's concentration. Anyone crossing the girdle's borders must make a RR versus a 125th level Channeling (*MERP*) or Mentalism (*RM*) attack. Failure of 01-50 results in the victim being unable to cross the barrier for 1-10 days; failure of 51-100 results in the victim being unable to cross the barrier for 1-10 years; and failure of 101+ results in the victim being unable to cross the barrier for 1-10 decades.

LOR: Anyone crossing the girdle's borders must make a roll (adding his/her Magical skill). A total of 21-25 results in the victim being unable to cross the barrier for 1-10 days. A total of 11-20 results in the victim being unable to cross the barrier for 1-10 years. A total of 10 or less results in the victim being unable to cross the barrier for 1-10 decades.

Light-weaving — Varda has absolute control over all light within 500' of her person. She also has absolute control over all the light in the Heavens above (and therefore outside) Arda. She can direct the manner of, and place of, its entry into Arda. Should she place such light in a vessel (e.g., a jewel), blessing it, she can subsequently concentrate upon the jewel (regardless of range or circumstance), giving the jewel power. She can concentrate on only one such jewel at a time.

MERP/RM: Such a jewel provides its bearer a +50 bonus to all of his/her activity.

LOR: Such a jewel provides its bearer a +3 bonus to all of his/her activity.

Healing — Varda can heal through normal means, or she can transfer injuries from others to her own body (e.g., like a *RM* Healer). In the latter case, she can entirely and instantly relieve others of their infirmities by simply touching them.

MERP/RM: Varda can heal a number of people (whose cumulative levels are less than or equal to Varda's). Then, she can heal the absorbed damage at a rate equal to the cumulative number of levels of those she relieved.

LOR: Varda can heal a number of people (whose cumulative EPs are less than or equal to Varda's).





Yavanna

YAVANNA

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

Yavanna is the guardian of all the Olvar: Growing Things that Do Not Move. After all, she planted the first seeds, and her blessing gave them life. All peoples who rely on the harvest pray for her endowment. Her sanctification assures plenty, for she is the Earth-mother.

Yavanna's own gardens are renowned above all others. There, she tends her Olva friends and keeps her heart on the pulse of the Earth's life.

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

YAVANNA

Level: 485.

Race: Vala (Exalted Valië).

Home: Mansions of Aulë or in the city Valimar in Valinor.

Names: (Q. "Giver of Fruits"); Kementári (Q. "Queen of the Earth"); Dalam (W. "Earth-mother"); Ardalam (W. "Great Earth-mother"); Keeper of Plants.

YAVANNA IN MERP

Hits: 728 **Melee OB:** 410

Missile OB: 385 **AT:** None (-115)

MERP Profession: Animist.

MERP Stats: ST 140, AG 125, CO 105, IG 105, IT 150, PR 125.

MERP Skills: Acting 121, Animal-handling 485, Dance 242, Foraging 485, Meditation 485, Music 242, Perception 242, Public Speaking 242, Signaling 242, Sky-watching 343.

MERP Spells: 25,220 PP. Base Spell OB is 442; Directed Spells OB is 485. Yavanna can use all Animist, Open Channeling and Ranger lists.

YAVANNA IN ROLEMASTER

Hits: 728 Melee OB: 410 Missile OB: 385
AT: 4 (115)

RM Profession: Animist.

RM Stats: St 140, Qu 96, Em 145, In 150, Pr 125,
Ag 125, Co 105, Me 100, Re 110, SD 145.

RM Skills: Acting 121, Appraisal 121,
Architecture 121, Channeling 485, Chemistry 121,
Climbing 242, Crafting 242, Dance 242,
Diplomacy 242, Directed Spells 485, First Aid 242,
Foraging 485, Herding 485, Leadership 242,
Linguistics ∞, Meditation 485, Music 242,
Navigation 242, Perception 242,
Public Speaking 242, Riding 121, Runes 242,
Sailing 242, Seduction 242, Signaling 242,
Singing 242, Spell-mastery 242,
Stalking & Hiding 121, Star-gazing 242,
Staves & Wands 242, Swimming 242,
Tracking 445, Weather-watching 445.

RM Spells: 25,220 PP. Base Spell OB is 442;
Directed Spells OB is 485. Yavanna can use all
Animist lists, Open Channeling lists, Cleric lists,
Closed Channeling lists, and Healer lists.

Appearance: 145.

YAVANNA IN LOR

LOR Profession: Bard.

LOR Stats: Strength 14, Agility 12, Intelligence 15,
Movement 12, Defense 7, Melee OB 25,
Missile OB 11, General 7, Subterfuge 6,
Perception 15, Magical 15, Endurance 728.

LOR Powers: Yavanna receives a +3 bonus when
performing any action involving procreation,
growth, health, or healing.

LOR Spells: All.

LOR Experience Points: ≈4,900,000.

YAVANNA'S PRINCIPAL ITEM

Staff — A simple fallen bough from the now-dead
Golden Tree (Q. "Laurelin"), it enables the wielder
to communicate with any plant (within a range
equal to I' x wielder's level). The plant will respond
according to its gift of spirit, but the wielder can
always ascertain the exact nature of the plant and its
feelings.

MERP/RM: +28 spell adder.

LOR: +5 Magical skill.

YAVANNA'S SPECIAL POWERS

Healing — Yavanna can heal the ills of any plant
within 485' (145m) by merely concentrating upon
it.

Plant-weaving — She can instantly control and
modify the shape of any one plant within 485'
(145m).

Endowment — Yavanna can make all the plants
within a 48 mile (80km) radius grow at whatever
pace she desires. She can also imbed any one of her
spells into any one living fruit by touching it. The
spell will operate only once and only when the fruit
is eaten.



THE VALAR

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Aulë	485	1698	No/4	125+	N	N	665wh*	525WE	275	Mage/Alchemist, Master of the Earth, the Smith (Earth/brown).
Estë	450	1238	No/4	200+	N	N	210WE	240WE	175	Animist/Healer (Cleric), The Healer (Renewal/grey).
Irmo	425	531	No/4	100+N	N	N	418WE	440WE	100	Bard/Seer (Astrologer), Dream Master (Spirits/deep blue).
Manwë	500	875	No/4	225+	N	N	600th*	610sp*	200	Mage/Magician (Cleric), King of the Valar (Air/blue).
Námo	475	831	No/4	125+	N	N	490WE	515WE	175	Bard/Seer (Cleric), Doomsmaster (Spirits/black).
Nessa	400	500	No/4	300+	N	N	455WE	520WE	275	Bard, Mistress of Celebration (Joy/orange).
Nienna	475	1069	No/4	125+	N	N	425qs	360WE	175	Bard/Mentalist, The Weeper (Conscience/red).
Oromë	480	1800	No/4	350+	N	N	681WE	806lb*	325	Ranger, Master of the Wilds, the Huntsman, (Nature/silver).
Tulkas	450	1688	Pl/20	375+	N	N	1280WE	1280WE	325	Warrior/Fighter, Champion of the Valar (Valor/red gold).
Ulmo	490	612	Ch/16	375+	N	N	470WE	470WE	200	Animist/Sorcerer, Master of the Waters (Water/sea green).
Vairë	430	538	No/4	100+	N	N	355ma*	275WE	125	Bard/Seer, The Weaver (Time/purple).
Vána	425	531	No/4	190+	N	N	425WE	440WE	125	Bard, Mistress of Flowers and Song (Youth/spring green).
Varda	500	750	No/4	175+	N	N	240WE	255WE	125	Animist/Astrologer, Queen of the Valar (Light/white).
Yavanna	485	728	No/4	115	N	N	410WE	385WE	200	Animist, Mistress of the Living Earth (Earth/green).



5.0 MAIAR

Lesser Ainur, the Maiar comprise the vast majority of Valinórean people.. While their numbers are unknown, Elda chroniclers recount much about their character.

5.1 MAIA NATURE

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

THE MAIAR AND THEIR ADOPTION OF FORM

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

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

THE IMMORTALITY OF THE MAIA SOUL

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

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

THE SPIRIT'S EFFECT ON MAIA FORM

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

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

Saruman the Wizard experienced a similar slide. As he fell from grace, he became tied to his body, a form which declined as his essence was debased. With the diminishing of his power, his body aged rapidly until it became enfeebled. When he was murdered by Gríma Wormtongue, his form was a pale shadow of its earlier incarnation. This decline mirrored the weakening of his spirit which, by the time of his body's death, was too weak to reassume form. Saruman, like Sauron, passed from Arda.

THE MAIA SPIRIT'S TIES TO PHYSICAL CREATION

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

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

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

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

THE MAIAR'S USE OF POWER

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

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

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





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

Note: See Section 8.0 for more information regarding the use of magical power in Middle-earth. Generally, the rule of thumb for playing with Maia characters in Endor is simple: a Maia loyal to the Valar who sent him or condoned his visit will always employ the minimum of power necessary to complete his mission. Subtlety is at a premium. Of course, renegade Maiar like Sauron or the Balrogs rarely concerned themselves with the Balance of Things, and they did as they pleased. Their only concern was being discovered before they were assured absolute success.

MAIA POWERS

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

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

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

- (1) **Death of form** — When a Maia is "killed," only his form is slain. In such case, the Maia's soul immediately departs from Middle-earth and either (i) returns to Aman or, (ii) as in the case of Fallen Maiar (e.g., Balrogs), dissipates. Maiar returning to Aman may take a new form, but they will not return to Endor without specific leave of the Valar. If granted, this might take some time (say 1-1000 years); however, a Maia with a specific mission (e.g., Gandalf) might return very quickly (say in 1-10 days). Fallen Maiar do not enjoy Eru's support, and their death might signal the permanent departure of their presence from Middle-earth. Saruman suffered this fate. Sauron's Ruling Ring tied him to Endor and enabled the Dark Lord to reassume form despite his status as a renegade Maia (see Section 6.2).
- (2) **Vitality of form** — The Maiar, despite being saddled with an adopted body, can utilize their form to its uppermost limits. For instance, even though the five Wizards shrouded themselves as

old Men, their vigor and physical aptitude rivaled those of the stoutest and most youthful Warriors of the Mannish races. Maiar do not suffer from penalties associated with age, nor do they weary easily. They require no sleep per se, only a minimum amount of meditative rest (e.g., 4 hrs for Maia in Mannish form, 2 hrs in Elvish form, 3 hrs in Dwarvish form, 5 hrs in Hobbitish form, etc.).

- (3) **Critical strikes** — Unless otherwise noted, *MERP/RM* critical strikes against a Maia are rolled on the Large Creature Critical Strike Tables. This applies to both physical attacks and spells.
- (4) **Form and mind** — With the adoption of form, a Maia also takes on the thoughts and emotions associated with the body. The Wizards, for instance, suffered from the desires and fears of Men, for they guised themselves as Men. They also understood the concept of mortality and the emotions associated with aging, even though they themselves were immortal. A Maia taking Dwarvish form, then, might suffer from a more materialistic and more conservative outlook.
- (5) **Spell-casting** — Unless otherwise stated, the ranges, effect radii, and effect diameters of spells cast by Maiar are doubled. A spell that normally has a "touch" range has a range of 5' in the hands of a Maia. These rules do not, however, apply to spells imbedded in an item and cast by a Maia.
- (6) **Power Points (PPs)** — References to Maia power points in Section 5.3 and 5.4.3 pertain to *MERP/RM* and do not include the effect of their spell enhancing items (e.g., PP multipliers). These include only inherent capabilities based on the Maia's relevant stats, which are calculated differently than those of Eru's Children. Where the Maia's stat is I03 or more, add 1 PP per level instead of the usual rule of 1 PP per two levels. For instance, a Maia with a relevant stat of I07 would have 9 PPs/lvl, while an Elf or Man with a I07 stat would only have 6 PPs/lvl.

5.2 MAIA SUB-GROUPS

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

THE ELEMENTAL MAIAR

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

Like all Maiar, each Elemental Maia served a Vala of like spirit. Those of the air owed allegiance to Manwë, just as those of light looked to Varda as their patron and high mistress. Water-spirits paid homage to Ulmo, the Earth-spirits to Yavanna or Aulë, and the Fire-spirits to Varda or Morgoth.

THE THEMATIC MAIAR

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

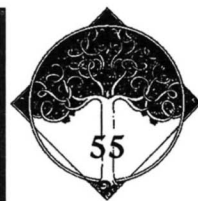
The other Maiar are associated with similarly general themes colored by their fealty. Oromë's vassals—particularly Tilion—exemplify their master's essence and concern themselves with the relationship between Eru's Children and the other Kelvar (living things that move). Their concerns revolve around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

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

Sub-groups of the Maiar societies lie within, or cross, the boundaries of these exalted groupings. Of these orders, the most renowned is that of the Heren Istarion, the Order of Wizards. Except for the enemies, members of this Maia sub-society had the most direct influence on the events that shaped the later history of Middle-earth.

THE ISTARI

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





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

Only one of the five remained true to his quest. Four of the Wise became tied to Endor through their adopted bodies, eventually falling prey to their emotions and sliding away from their appointed mission. Gandalf (Olórin), wisest of the Maiar, prevailed over temptation and pride and ultimately fostered the alliance that defeated the Dark Lord.

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

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

5.3 MAIA DESCRIPTIONS

The following characters comprise a small sampling of prominent Maiar.

AIWENDIL

Aiwendil, Radagast, is a servant of Yavanna who went to Middle-earth as one of the Istari. A lover of plants and lesser beasts—particularly birds—he cares little for politics or societal norms and is considered rather odd by his fellow Maiar. (For more about Aiwendil, see the "Radagast" entry in Section 5.4.3.)

ALATAR

Alatar is the greatest of Oromë's people. He knows much about enchantments and the wilds. After leaving Valinor as one of the Istari, Alatar settled in eastern Middle-earth. He was well-suited to the East, for his mentor, the Huntsman of the Valar, taught him all about the region. (For more on Alatar, see entry in Section 5.4.3.)

ARIEN

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

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

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

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

The Valar selected Arien to guide Anar across the sky. So, the Golden Fire abandoned her bright form and took to the sky to guide the Day Star. Arien’s strength is such that she can withstand the trials of the unending mission, and her fiery essence provides her with immunity from the great heat. She can brave any fire.



ARIEN’S SPECIAL FORM

The form Arien adopts in Valinor is that of a beautiful, but tempestuous woman, one whose eyes glow so brightly as to hurt those of the Elves who gaze upon them. Like Tilion, however, Arien rarely adopts a corporeal form. She committed herself long ago to the heavens. She remains there, guiding the Sun’s seemingly endless journey.

ARIEN

Lvl: 325

Race: Maia (Fire Spirit).

Home: Menel, the Heavens of Eä.

Names: The Golden Fire; Mistress of the Sun; Sun Guide; Sky Fire.

ARIEN IN MERP

Hits: 406 **Melee OB:** 285 **Missile OB:** 40

AT: None (-165)

MERP Profession: Ranger.

MERP Stats: ST 99, AG 115, CO 100, IG 98, IT 120, PR 120.

MERP Skills: Boat-handling 100, Dance 100, Diving 125, Meditation 100, Music 150, Perception 150, Sky-watching 200.

MERP Spells: 240PP. Base Spell OB is 162; Directed Spell OB is 325. Arien knows all Ranger and Animist lists, and all Open Channeling lists.

Arien



ARIEN IN ROLEMASTER

Hits: 406 **Melee OB:** 285 **Missile OB:** 40
AT: 4 (165)

RM Profession: Astrologer.

RM Stats: St 99, Qu 118, Em 100, In 120, Pr 120,
Ag 110, Co 100, Me 99, Re 98, SD 110.

RM Skills: Channeling 200, Dance 100,
Directed Spells 150, Diving 125, Linguistics 10,
Meditation 100, Music 150, Navigation 200,
Perception 150, Sailing 100, Singing 150,
Spell-mastery 150, Star-gazing 200,
Weather-watching 200.

RM Spells: 240PP. Base Spell OB is 162; Directed Spells
OB is 325. Arien knows all base Astrologer lists, all
Open and Closed Mentalist lists to 20th level, and all
Open and Closed Channeling lists to 20th level.

Appearance: 120.

ARIEN IN LOR

LOR Profession: Bard.

LOR Stats: Strength 9, Agility 11, Intelligence 10,
Movement 5, Defense 10, Melee OB 17,
Missile OB 2, General 8, Subterfuge 2,
Perception 9, Magical 9, Endurance 406.

LOR Powers: Arien receives a +3 bonus when
performing any action while illuminated by sunlight.

LOR Spells: All.

LOR Experience Points: ≈3,300,000.

ARIEN'S SPECIAL POWERS

Fire-form — Arien can manipulate her so-called "Fire-
form," taking virtually any shape she desires within
a 12' x 12' x 12' area. She must concentrate to
maintain this fiery fana. Anyone touching Arien
receives a Firebolt attack (each round).

MERP/RM: +108 Firebolt attack.

LOR: +6 Firebolt, +3 Damage.

Languages — Arien speaks 10 languages. Her mother
tongue is Valarin.

CURUMO

Curumo is a servant of Aulë and one of the
most intelligent and resourceful Maiar. Chosen
as chief of the order of Istari, he was the first of
the five Wizards to enter Middle-earth. (For
more on Curumo, see the Saruman entry under
"Wizard Descriptions" in Section 5.4.3.)

EÖNWĒ

Eönwë is the herald of the Valar, their messen-
ger and standard bearer. He is also the traditional
warlord of the Host of the Valar (the most
powerful army in Arda). His generalship in the
attack on Morgoth's citadel in Thangorodrim
helped the allied army of Men, Elves, and Maiar
destroy the greatest horde ever to serve the cause
of Darkness.

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

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

EÖNWĒ

Lvl: 350.

Race: Maia.

Home: Valinor.

Names: The Herald of the Valar; Captain of
the Host; Squire of Manwë.

EÖNWĒ IN MERP

Hits: 875 **Melee OB:** 995 **Missile OB:** 800
AT: Plate (-295)

MERP Profession: Warrior.

MERP Stats: ST 118, AG 120, CO 105, IG 97,
IT 101, PR 110.

MERP Skills: Acrobatics 300, Boat-handling 200,
Contortions 100, Dance 100, Diving 150,
Fletching 225, Meditation 300, Music 200,
Perception 225, Public Speaking 400,
Signalling 250, Skiing 200, Sky-watching 200,
Smithing 150, Tumbling 300.

MERP Spells: None.



Eönwë

EÖNWË IN ROLEMASTER

Hits: 875 Melee OB: 995 Missile OB: 800
AT: 20 (295)

RM Profession: Fighter.

RM Stats: St 118, Qu 119, Em 97, In 101 Pr 110,
Ag 120, Co 105, Me 96, Re 99, SD 100.

RM Skills: Acrobatics 300, Adrenal Defense 200,
Adrenal Moves 100, Athletic Games 200,
Climbing 200, Contortions 100, Dance 100,
Diving 150, First Aid 200, Fletching 225,
Frenzy 300, Leadership 400, Linguistics ∞,
Martial Arts Strikes 400, Martial Arts Sweeps &
Throws 400, Meditation 300, Music 200,
Navigation 300, Perception 225,
Public Speaking 400, Riding 200, Sailing 200,
Seduction 225, Signalling 250, Singing 300,
Skiing 200, Smithing 150, Star-gazing 200,
Strategy & Tactics 400, Subduing 400,
Swimming 200, Tracking 250, Tumbling 300,
Weather-watching 200

RM Spells: None.

Appearance: 113.

EÖNWË IN LOR

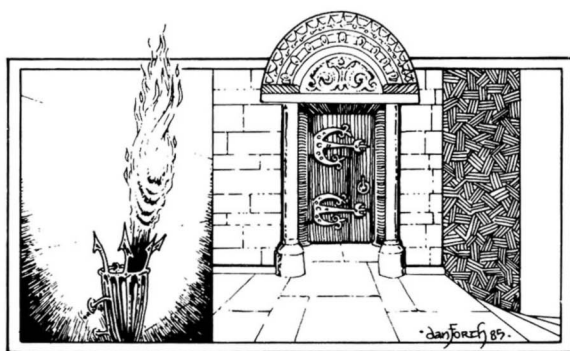
LOR Profession: Warrior.

LOR Stats: Strength 12, Agility 12, Intelligence 10,
Movement 10, Defense 18, Melee OB 60,
Missile OB 48, General 7, Subterfuge 7,
Perception 13, Magical 1, Endurance 875.

LOR Powers: Eönwë receives a +6 bonus when
performing any combat action against a "fallen
Ainu" (e.g., Morgoth or a Balrog).

LOR Spells: None.

LOR Experience Points: ≈3,600,000.



EÖNWË'S PRINCIPAL ITEMS

Sword (Quettamacil)— (Q. “Word-sword”) This huge holy broadsword is made of enchanted white steel, it glows upon command, or near any appointed individual (only one foe can be appointed at a time, wielder must know the foe). When seeking a foe, the sword glows (within a 350' range for Eönwë), growing brighter as it gets closer to the foe. Once a day the wielder can speak a one-word command and a Quenya symbol of the word will appear on the blade. The symbol will remain on the blade until the same wielder speaks, at which time the sword will perform the one-word command. For example, if the symbol is a one-word label for a given spell, the wielder can employ the spell instantly upon command. Only one symbol can occupy the blade at a given time.

MERP/RM: +70 holy broadsword which strikes as a two-hand sword. Sword's search range equal to 1' x wielder's level. Spells based on symbol only effective for a period up to a number of rounds equal to the wielder's level.

LOR: +4 Melee OB, +4 Damage. Sword's search range equal to 5' x wielder's Melee OB. Spells based on symbol only effective for a period up to a number of rounds equal to 10x the wielder's Magical skill plus his Intelligence.

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

MERP/RM: +50 Spear attack accompanied by +50 Lightning Bolt attack. Any critical strike the thrower delivers is accompanied by an electricity critical of equal level.

LOR: +3 Melee OB, +4 Missile OB, +3 Damage. All Damage results accompanied by 3D6 extra Damage due to Lightning strike.

EÖNWË'S SPECIAL POWERS

Armsmanship— Eönwë is a master of weaponry and melee combat. To him, all weapons are similar. Additionally, attacks against his rear are treated as flank attacks, while those against his flanks yield no bonus for the attacking foe.

MERP/RM: “Stun” results against Eönwë are halved (rounding up), and “stun no parry” results against him are reduced to mere “stun” results.

LOR: Subtract 2 from all Damage results against Eönwë.

Voice— Eönwë can speak or sing with a virtually unparalleled range. His calls can reach as far away as a hundred miles, with a clarity akin to a cry from a hundred feet.

Languages — Eönwë speaks all known languages. His mother tongue is Valarin.

FELAGROG

Like Arien and Kosomoko, Felyashono (Q. “Cave-kindler”) is a Fire Spirit. He once served Vána, but he was seduced by Melkor and fell from grace. Elda tales recall him as “Felagrog” (S. “Demon of the Cave”). He survived the cataclysm at the end of the First Age and arose to become known as the Balrog of Moria. His description is in Section 6.3. (See the “Balrog of Moria” entry.)

GOLDBERRY

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

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



Goldberry

GOLDBERRY

Lvl: 150.

Race: Maia.

Home: The Old Forest in Eriador, in Middle-earth.

Names: the River-daughter; the Water Spirit; Lady of the Old Forest.

GOLDBERRY IN MERP

Hits: 188 **Melee OB:** 155 **Missile OB:** 185

AT: None (-110)

MERP Profession: Animist.

MERP Stats: ST 98, AG 110, CO 100, IG 101, IT 100, PR 102.

MERP Skills: Acrobatics 100, Animal-handling 150, Boat-handling 200, Contortions 100, Cookery 150, Dance 200, Diving 200, Fletching 200, Foraging 250, Leather-working 150, Meditation 150, Music 200, Perception 150, Public Speaking 100, Rope-mastery 100, Sky-watching 150, Tumbling 100, Wood-carving 50.

MERP Spells: 50PP. Base Spell OB is 75; Directed Spells OB is 150. Goldberry knows all the spells on the Water Law list, as well as all Open Channeling, Bard, and Animist spells.



GOLDBERRY IN ROLEMASTER

Hits: 188 **Melee OB:** 155 **Missile OB:** 185
AT: 4 (110)

RM Profession: Bard.

RM Stats: St 98, Qu 103, Em 100, In 100, Pr 102,
Ag 110, Co 100, Me 99, Re 99, SD 97.

RM Skills: Acrobatics 100, Adrenal Defense 50,
Adrenal Moves 100, Channeling 100,
Climbing 150, Contortions 100, Cookery 150,
Crafting 100, Dance 200, Diplomacy 86,
Directed Spells 150, Diving 200, First Aid 150,
Fletching 200, Foraging 250, Herding 150,
Leather-working 150, Linguistics 30,
Meditation 150, Music 200, Navigation 150,
Perception 150, Public Speaking 100, Riding 97,
Rope-mastery 100, Runes 100, Sailing 200,
Seduction 150, Singing 200, Spell-mastery 100,
Stalking & Hiding 150, Star-gazing 150,
Staves & Wands 100, Swimming 250,
Tracking 150, Tumbling 100,
Weather-watching 150, Wood-carving 50.

RM Spells: 50PP. Base Spell OB is 75; Directed Spells
OB is 150. Goldberry knows all the spells on the
Water Law list, as well as all Open Channeling,
Bard, Animist, Closed Channeling, and Closed
Mentalist lists.

Appearance: 109.

GOLDBERRY IN LOR

LOR Profession: Bard.

LOR Stats: Strength 9, Agility 11, Intelligence 10,
Movement 5, Defense 6, Melee OB 8, Missile OB
9, General 9, Subterfuge 5, Perception 9, Magical 6,
Endurance 188.

LOR Powers: Goldberry receives a +3 bonus when
performing any action while submerged in freshwater.

LOR Spells: All.

LOR Experience Points: ≈1,550,000.

GOLDBERRY'S SPECIAL POWERS

Water-form— Goldberry can breathe with equal ease
in water or in air. Freshwater animals will not attack
her and, when she is immersed in running water, she
will heal 2-20 hits (*MERP/RM*) or 1-6 Damage
(*LOR*) per round.

Languages — Goldberry speaks 30 languages. Her
mother tongue is Valarin, but she typically speaks
Westron or Sindarin.

GOTHMOG

Like Arien, Kosomoko was once a great Fire
Spirit and a high servant of Vána. He was seduced
by Melkor and fell from grace. As Gothmog, he
became Lord of the Valaraukar (Q. "Demons of
Might"). His description is in Section 6.3.

ILMARË

Ilmarë is the counterpart of Eönwë, and is
highest among the Maier (female Maier). As
Varda's handmaid, she is the greatest of the Vala
Queen's people. Thus, she embodies her Mis-
tress' compassion, discipline, and presence. She
can hear things beyond the reach of the keenest
ears and her healing powers rival those of anyone
in Arda. Like Varda, she loves all creatures, even
those captured by Evil.

ILMARË

Lvl: 350.

Race: Maia.

Home: Valinor.

Names: Handmaid of Varda; Chief of the
Maier.

ILMARË IN MERP

Hits: 665 **Melee OB:** 225 **Missile OB:** 230
AT: None (-85)

MERP Profession: Ranger.

MERP Stats: ST 95, AG 100, CO 119, IG 98,
IT 100, PR 119.

MERP Skills: Dance 100, Foraging 150,
Meditation 200, Music 150, Perception 175,
Signalling 100, Skiing 100, Sky-watching 200.

MERP Spells: 7700PP. Base Spell OB is 175;
Directed Spells OB is 175. Ilmarë can use all
Opening Channeling and Ranger lists.

ILMARË IN ROLEMASTER

Hits: 665 **Melee OB:** 225 **Missile OB:** 230 **AT:**
4 (85)

RM Profession: Lay Healer.

RM Stats: St 95, Qu 96, Em 102, In 100, Pr 119,
Ag 100, Co 119, Me 100, Re 97, SD 119.

RM Skills: Channeling 250, Dance 100,
Diplomacy 100, Directed Spells 175, First Aid 300,
Foraging 150, Linguistics 40, Meditation 200,
Music 150, Perception 175, Runes 175,
Seduction 150, Signalling 100, Singing 200,
Skiing 100, Spell-mastery 200,
Stalking & Hiding 100, Star-gazing 200,
Staves & Wands 175, Swimming 100.

RM Spells: 7700PP. Base Spell OB is 175; Directed
Spells OB is 175. Ilmarë can use all Opening
Channeling lists, all Ranger lists, all Closed
Channeling lists, all Open and Closed Mentalism
lists, and all Lay Healer lists.

Appearance: 113.

ILMARË IN LOR

LOR Profession: Ranger.

LOR Stats: Strength 10, Agility 10, Intelligence 11, Movement 5, Defense 5, Melee OB 12, Missile OB 13, General 12, Subterfuge 9, Perception 11, Magical 13, Endurance 665.

LOR Powers: Ilmarë receives a +3 bonus when performing any physical action under starlight.

LOR Spells: All.

LOR Experience Points: ≈3,600,000.

ILMARË'S PRINCIPAL ITEM

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



ILMARË'S SPECIAL POWERS

Healing — Ilmarë can heal through normal means, or she can transfer injuries from others to her own body (e.g., like a *RM* Healer). In the latter case, she can entirely and instantly relieve others of their infirmities by simply touching them. She can raise the lifeless, "lifegiving," so long as they have died within 350 rounds (58 minutes, 20 seconds).

MERP/RM: Ilmarë can heal a number of beings at once, so long as their cumulative levels are less than or equal to 350. Then she can heal the absorbed damage at a rate equal to the cumulative number of levels of those she relieved.

LOR: Ilmarë can heal a number of beings at once, so long as their cumulative EPs are less than or equal to 3,500,000. Then she can heal the absorbed damage at a rate equal to 50 Damage per round.

Languages — Ilmarë speaks 40 languages. Her mother tongue is Valarin.

LÚTHIEN

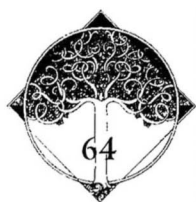
Lúthien was the stunning daughter of the Sinda King Elwë (Thingol) and the Maia Melian. Although half Maia, she was reared as one of the Eldar and died a mortal alongside her Adan lover Beren. She was an accomplished enchantress and the most beautiful of Eru's Children, a powerful bardic singer who bested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

LUNGORTHIN

A fallen Fire Spirit, Lungorthin became a Valarauko (Q. "Demon of Might"), or "Balrog." He is described in Section 6.3.



Ilmarë



MELIAN

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

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

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

MELIAN

Lvl: 275.

Race: Maia.

Home: Originally Valinor; later Beleriand in northwestern Endor; after the First Age, the Forest of Lórien in Valinor.

Names: Melyanna (Quenya); Gift of Love; Dear Gift; Queen of Doriath

MELIAN IN MERP

Hits: 288 **Melee OB:** 235 **Missile OB:** 245
AT: None (-105)

MERP Profession: Bard.

MERP Stats: ST 97, AG 103, CO 97, IG 108,
IT 100, PR 120.

MERP Skills: Acting 100, Animal-handling 80,
Dance 150, Leather-working 150, Meditation 275,
Music 150, Perception 200, Public Speaking 175,
Rope-mastery 150, Signalling 100, Skiing 125,
Sky-watching 175.

MERP Spells: 6050PP. Base Spell OB is 137;
Directed Spells OB is 275. Melian knows all Bard
lists and Open Channeling lists.

MELIAN IN ROLEMASTER

Hits: 288 **Melee OB:** 235 **Missile OB:** 245
AT: 4 (105)

RM Profession: Bard.

RM Stats: St 97, Qu 102, Em 119, In 100, Pr 120,
Ag 103, Co 97, Me 118, Re 98, SD 97.

RM Skills: Acting 100, Administration 125,
Animal Training 80, Channeling 150,
Climbing 125, Crafting 125, Dance 150,
Diplomacy 200, Directed Spells 275, First Aid 225,
Leadership 200, Leather-working 150,
Linguistics 35, Math 150, Meditation 275,
Music 150, Perception 200, Public Speaking 175,
Riding 100, Rope-mastery 150, Runes 225,
Seduction 250, Signalling 100, Singing 250,
Skiing 125, Spell-mastery 150,
Stalking & Hiding 200, Star-gazing 175,
Staves & Wands 225, Swimming 125,
Weather-watching 175.

RM Spells: 6050PP. Base Spell OB is 137; Directed
Spells OB is 275. Melian knows all Bard lists, all
Open Channeling lists, and all Open and Closed
Mentalism lists.

Appearance: 119.

MELIAN IN LOR

LOR Profession: Bard.

LOR Stats: Strength 9, Agility 10, Intelligence 12,
Movement 5, Defense 6, Melee OB 13,
Missile OB 14, General 7, Subterfuge 8,
Perception 12, Magical 9, Endurance 288.

LOR Powers: Melian receives a +3 bonus when
performing any action in concert with, or on behalf
of, her husband, her children, or any close friends.

LOR Spells: All.

LOR Experience Points: ≈2,800,000.

MELIAN’S PRINCIPAL ITEMS

Amulet of Dreams— Composed of a grey diamond
nestled in a simple silver and black ithilnaur setting,
the amulet was a gift of the Vala Lórien (Irmo).
When placed upon the forehead of another, it
enables the wearer to read (and visualize) the other’s
last thoughts—even if the other person is dead.

MERP/RM: The period of visionary recall is equal
to one minute x wearer’s level.

LOR: The period of visionary recall is equal to 30
minutes x wearer’s Magical skill.

Wood Ring— A gracefully carved, grey wood ring. Wearer may touch any plant and see from that plant's vantage point everything that has occurred in the most recent past within the area.

MERP/RM: The period of recall is equal to one minute x wearer's level.

LOR: The period of recall is equal to 30 minutes x wearer's Magical skill.

MELIAN'S SPECIAL POWERS

Girdling— Melian has the power to extend her presence, creating a girdle, or presence-wall, with a 275 mile diameter. Within this region, Melian can sense the number and basic nature of the presences whenever she concentrates.

MERP/RM: In order to maintain the wall, Melian expends a number of power points equal to 20x the girdle's diameter (e.g., an area with a diameter of 150 miles requires 3000 PP/day). Anyone crossing the girdle's borders must make a RR versus a 68th lvl Channeling (*MERP*) or Mentalism (*RM*) attack. Failure of 01-50 results in the victim being unable to cross the barrier for 1-10 days; failure of 51-100 results in the victim being unable to cross the barrier for 1-10 years; and failure of 101+ results in the victim being unable to cross the barrier for 1-10 decades.

LOR: Anyone crossing the girdle's borders must make a roll (adding his/her Magical skill). A result of 11-16 means that the victim cannot cross the barrier for 1-6 days; a result of 6-10 means that the victim cannot cross the barrier for 1-6 years; and a result of less than 6 means that the victim cannot cross the barrier for 1-6 decades.

Song-weaving— Melian can use her voice to create any sound within the range of any animal found in Middle-earth and, while singing, she can communicate with any creature.

Domination— Melian can direct her gaze upon any one individual (within a range of 275') in order to dominate him.

MERP/RM: In order to avoid domination, the victim must make a RR versus a 68th level Channeling (*MERP*) or Mentalism (*RM*) attack. Failure results in the victim being under Melian's control until the victim makes a successful RR. Whenever the victim leaves Melian's Girdle (see above) or the 275' radius effect area—whichever is greater—or whenever Melian stops concentrating, the victim receives one RR per round.



LOR: In order to resist Melian's domination, the target must make a roll (adding his/her Magical skill). A result of less than 17+ means that the victim is under Melian's control. Whenever the victim leaves Melian's Girdle (see above) or the 275' radius effect area—whichever is greater—or whenever victim Melian stops concentrating, the victim receives another resistance roll (i.e., another chance to roll a 17+).

Languages — Melian speaks 35 languages. Her mother tongue is Valarin.

Melian

OLÓRIN

Olórin (Gandalf) is the wisest of the Maiar and the only Istar to return from the quest to Middle-earth. A servant of Manwë, he knows much about many things. Most of all, he understands compassion, for he spends much of his time in the House of Nienna, the Vala best versed in ways of pity, healing, and especially hope. (For more about Olórin see the "Gandalf" entry in Section 5.4.3)



OSSË

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

Extremely talented, Ossë is the greatest singer ever to grace Middle-earth. He is also a superb craftsman. It was Ossë who instructed the Teleri in the skills of shipmaking, a legacy embraced by the great Círdan.

Ossë's fondness for the Teleri is strong, as is all his deep passion. Loyal and fiery, he is the most capricious of the Maiar. His loves and hates are strong; thus, he is always moody and often violent. The coastal seas that form his domain reflect Ossë's changing character, for they are consistent only in their untrustworthiness.

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

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



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

OSSË

Lvl: 325.

Race: Maia.

Home: Valinor, the coastal seas, or river estuaries.

Names: Gaerys (S. "Breaking Sea"); The Singer; Once Dark; the Unpredictable; Lord of Coastal Waters.

OSSË IN MERP

Hits: 358 **Melee OB:** 325 **Missile OB:** 325
AT: None (-110)

MERP Profession: Animist.

MERP Stats: ST 112, AG 100, CO 90, IG 90, IT 118, PR 115.

MERP Skills: Acrobatics 100, Acting 100, Boat-handling 325, Caving 100, Contortions 100, Dance 175, Diving 325, Meditation 200, Music 400, Perception 325, Public Speaking 325, Signalling 150, Sky-watching 325.

MERP Spells: 6825PP. Base Spell OB is 162; Directed Spells OB is 325. Ossë knows all Bard lists, all Mage lists, and all Open Channeling and Open Essence lists.

OSSË IN ROLEMASTER

Hits: 358 **Melee OB:** 325 **Missile OB:** 325
AT: 4 (110)

RM Profession: Sorcerer.

RM Stats: St 112, Qu 103, Em 118, In 118, Pr 115, Ag 100, Co 90, Me 90, Re 90, SD 19.

RM Skills: Acrobatics 100, Acting 100, Athletic Games 200, Caving 100, Channeling 200, Climbing 100, Contortions 100, Crafting 200, Dance 175, Diplomacy 150, Directed Spells 325, Diving 325, Frenzy 200, Leadership 225, Linguistics 50, Meditation 200, Music 400, Navigation 325, Perception 325, Public Speaking 325, Sailing 325, Seduction 275, Signalling 150, Singing 500, Spell-mastery 175, Stalking & Hiding 300, Strategy & Tactics 200, Subduing 175, Weather-watching 325.

RM Spells: 6825PP. Base Spell OB is 162; Directed Spells OB is 325. Ossë knows all Bard lists, all Mage lists, all Open Channeling lists, all Open Essence lists, all Sorcerer lists, and all Closed Channeling and Essence lists.

Appearance: 104.

OSSË IN LOR

LOR Profession: Bard.

LOR Stats: Strength 11, Agility 10, Intelligence 10, Movement 5, Defense 7, Melee OB 15, Missile OB 15, General 8, Subterfuge 8, Perception 15, Magical 10, Endurance 358.

LOR Powers: Ossë receives a +2 bonus when performing any physical action while submerged in saltwater.

LOR Spells: All.

LOR Experience Points: ≈3,350,000.

OSSË'S SPECIAL POWERS

Water-form — Ossë can move and breathe with equal ease on land or water. He can merge with waves and travel as fast as the currents will carry him.

Song-weaving — Like Melian, Ossë can use his voice to create any sound within the range of any animal found in Middle-earth and, while singing, he can communicate with any creature.

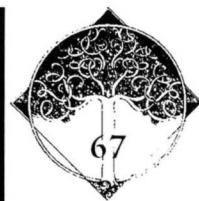
Isle-moving — With the consent of Ulmo, Ossë can move or raise to create any island with a radius of less than or equal to 325 miles (i.e., 1 mile x Ossë's level). Ossë needs one day per radius mile to raise an island, and one day per nautical mile to move an island.

MERP/RM: Whether he moves or raises an island, it requires all of Ossë's PP.

LOR: Ossë cannot cast any spells while moving or raising an island

Water-weaving — Ossë has absolute control of all water within a range of 325 feet (i.e., 1' x Ossë's lvl). He can also create waves of up to 325 feet in height across any water surface in which he resides, within a range of 325 miles.

Languages — Ossë speaks 50 languages. His mother tongue is Valarin.





SALMAR

Salmar entered Arda with the Vala Ulmo, and he now dwells in or by the seas. Like Ossë and Uinen, Salmar serves Ulmo, albeit in a different manner. He is not a guardian of waters; rather he is a maker of things. As one of Ulmo's people, Salmar is gifted in song and makes great music, and so he applies his craft-skills to the creation of enchanted instruments.

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

Gentle and always smiling, Salmar is a fast friend of the valiant and mighty Vala, Tulkas. Early Elda legends say that the pair fought beside one another at the (mythical) Battle of the Valley of Willows (S. "Dagor Nan-tathren") by the Sirion in Beleriand. Later tales say Tulkas fought alone. Whatever the case, Salmar is both a friend of the Eldar and a powerful ally in any struggle.

Salmar

SALMAR

Lvl: 200.

Race: Maia (Water Spirit).

Home: Valinor or the open seas.

Names: Salmar (Q. "Dwelling of the Spreading Light?"); The Horn-maker.

SALMAR IN MERP

Hits: 250 **Melee OB:** 215 **Missile OB:** 215
AT: None (-95)

MERP Profession: Bard.

MERP Stats: ST 101, AG 103, CO 100, IG 109, IT 90, PR 101.

MERP Skills: Acrobatics 150, Boat-handling 100, Caving 50, Contortions 100, Dance 100, Diving 200, Meditation 100, Music 150, Perception 150, Public Speaking 100, Sky-watching 100, Tumbling 150.

MERP Spells: 2400PP. Base Spell OB is 100; Directed Spells OB is 200. Salmar knows all Bard lists, all Mage lists, and all Open Essence lists.



SALMAR IN ROLEMASTER

Hits: 250 **Melee OB:** 215 **Missile OB:** 215
AT: 4 (95)

RM Profession: Alchemist.

RM Stats: St 101, Qu 90, Em 116, In 90, Pr 101, Ag 103, Co 100, Me 110, Re 108, SD 95.

RM Skills: Acrobatics 150, Adrenal Defense 40, Adrenal Moves 100, Architecture 100, Athletic Games 100, Caving 50, Channeling 150, Climbing 100, Contortions 100, Crafting 200, Dance 100, Directed Spells 200, Diving 200, Frenzy 100, Linguistics 35, Martial Arts Strikes 100, Martial Arts Sweeps & Throws 100, Meditation 100, Music 150, Navigation 150, Perception 150, Public Speaking 100, Runes 200, Sailing 100, Seduction 100, Singing 120, Spell-mastery 125, Stalking & Hiding 200, Staves & Wands 200, Subduing 150, Swimming 350, Tumbling 150, Weather-watching 100.

RM Spells: 2400PP. Base Spell OB is 100; Directed Spells OB is 200. Salmar knows all Bard lists, all Mage lists, all Open Essence lists, all Alchemist lists, and all Closed Essence lists.

Appearance: 104.

SALMAR IN LOR

LOR Profession: Bard.

LOR Stats: Strength 10, Agility 10, Intelligence 11, Movement 5, Defense 6, Melee OB 12, Missile OB 12, General 7, Subterfuge 6, Perception 9, Magical 7, Endurance 250.

LOR Powers: Salmar receives a +4 bonus when performing any physical (non-combat) action while submerged in saltwater.

LOR Spells: All.

LOR Experience Points: ≈2,100,000.

SALMAR'S PRINCIPAL ITEMS

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

SALMAR'S SPECIAL POWERS

Water-form — Like Ossë and Uinen, Salmar can move and breathe with equal ease on land or water. He can merge with waves and travel as fast as the currents will carry him.

Water-weaving— Salmar has absolute control of all water within a range of 200 feet.

Languages — Salmar speaks 35 languages. His mother tongue is Valarin.

SAURON

Sauron was originally chief among Aulë's people. Before entering Eä, however, Morgoth seduced him, and his name became infamous among the Maiar. His downfall at the end of the Third Age of Middle-earth is described in the saga entitled *The Lord of the Rings*. (Since Sauron is the greatest of the Fallen Maia, see his entry in Section 6.2.)

TILION

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

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

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

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

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

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





TILION

Lvl: 315.

Race: Maia.

Home: Menel (the Heavens of Eä).

Names: Tilion (Q. "Horned"); Moon-steer;
Silver Fire; Night-fire; Night-warder;
Night-wanderer.

TILION IN MERP

Hits: 315 Melee OB: 330 Missile OB: 535
AT: None (-155)

MERP Profession: Ranger.

MERP Stats: ST 101, AG 108, CO 99, IG 97,
IT 119, PR 114.

MERP Skills: Acrobatics 150, Dance 100, Diving 75,
Fletching 150, Meditation 150, Music 100,
Perception 150, Signalling 150, Sky-watching 175,
Smithing 62.

MERP Spells: None.

Tilion



TILION IN ROLEMASTER

Hits: 315 Melee OB: 330 Missile OB: 535
AT: 4 (155)

RM Profession: Astrologer.

RM Stats: St 101, Qu 116, Em 107, In 119, Pr 114,
Ag 108, Co 99, Me 98, Re 97, SD 39.

RM Skills: Acrobatics 150, Architecture 150,
Dance 100, Diving 75, Fletching 150, Frenzy 150,
Leadership 100, Linguistics 15, Meditation 150,
Music 100, Navigation 285, Perception 150,
Riding 200, Seduction 150, Signalling 150,
Singing 150, Stalking & Hiding 100,
Star-gazing 175, Subduing 150,
Weather-watching 175.

RM Spells: None.

Appearance: 117.

TILION IN LOR

LOR Profession: Bard.

LOR Stats: Strength 10, Agility 11, Intelligence 10,
Movement 6, Defense 9, Melee OB 18,
Missile OB 31, General 6, Subterfuge 6,
Perception 9, Magical 1, Endurance 378.

LOR Powers: Tilion receives a +3 bonus when
performing any physical action while under moon-
light.

LOR Spells: None.

LOR Experience Points: ≈3,200,000.

TILION'S PRINCIPAL ITEM

Silver Bow— (Q. "Telpelúva;" S. "Cúceleb.") An
exalted longbow with three times the normal range
(calculate penalties accordingly). It can be fired
every round without penalty. Seven feet long, it is
made of silvery wood, wrapped in silver filagree, and
inlaid with mithril. The bow is priceless.

MERP/RM: +70 Holy Longbow. It can be fired
twice in a round at -35 per firing, or three
times in a round at -70 per firing (i.e., as a
+0 bow).

LOR: +4 Missile OB, +3 Damage. It can be fired
twice in a round (each time with a +0
Missile OB).

TILION'S SPECIAL NATURE

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

Languages — Tilion speaks 15 languages. His mother
tongue is Valarin.

TOM BOMBADIL

The oldest of the Maiar in Endor, Tom Bombadil was the first Maia to enter Eä. Originally the chief of Yavanna's people, he is a powerful Earth Spirit. Yavanna made him the caretaker of the Wild Wood that once covered most of Middle-earth, but his wardship has since taken on an unplanned character.

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

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

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

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

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



Short, stout, red-faced, and buoyant, Master Tom is a merry fellow who favors bright clothes and joyous celebration. Always active, his hopping strides and simple poems color life in all the quarters of the otherwise grim forest, almost as if Old Tom retains all the youth lost by the trees over the long years. He sports a long brown beard and sparkling eyes and looks much like a large, happy Dwarf; but even the Hobbits know better. His battered, pointed hat with its blue feather, his blue coat, and his large, ever-clean yellow boots betray his friendly personality, but they also mark him as unique. The Kuduk harbor no illusions about his association with normal folk. Good of heart and hospitable, he is the consummate host, although few dare visit him in the haunted wood.

Tom
Bombadil

TOM BOMBADIL

Lvl: 360.

Race: Maia (Earth Spirit).

Home: Old Forest of Eriador.

Names: Iarwain Ben-adar (S. "Oldest [Fatherless] Father"); Orald (N. "Very Old"); Forn (Kh. "The Ancient"); The First; Master Tom; Old Tom.



TOM BOMBADIL IN MERP

Hits: 630 Mele OB: 385 Missile OB: 335
AT: None (-175)
MERP Profession: Animist.
MERP Stats: ST 90, AG 120, CO 110, IG 105,
IT 120, PR 98.

MERP Skills: Acrobatics 180, Acting 180,
Animal-handling 180, Caving 90, Contortions 180,
Cookery 90, Dance 180, Diving 90, Foraging 360,
Leather-working 180, Meditation 120, Music 180,
Perception 360, Public Speaking 90,
Rope-mastery 90, Skiing 120, Sky-watching 150,
Trickery 180, Tumbling 180, Wood-carving 180.

MERP Spells: 7,920 PP. Base Spell OB is 180;
Directed Spells OB is 360. Tom Bombadil can use
all Animist, Opening Channeling and Ranger lists.

TOM BOMBADIL IN ROLEMASTER

Hits: 630 Mele OB: 385 Missile OB: 335
AT: 4 (175)
RM Profession: Animist.
RM Stats: St 90, Qu 120, Em 110, In 120, Pr 98,
Ag 120, Co 110, Me 120, Re 90, SD 98.

RM Skills: Acrobatics 180, Acting 180,
Adrenal Defense 90, Adrenal Moves 90, Ambush 90,
Animal Training 180, Appraisal 135, Architecture 25,
Athletic Games 180, Caving 90, Channeling 180,
Chemistry 90, Climbing 180, Contortions 180,
Cookery 90, Crafting 180, Dance 180, Diplomacy 90,
Directed Spells 360, Diving 90, First Aid 180,
Foraging 360, Herding 360, Leadership 120,
Leather-working 180, Linguistics ∞, Martial Arts
Strikes 90, Martial Arts Sweeps & Throws 90,
Meditation 120, Music 180, Perception 360,
Public Speaking 90, Riding 180, Rope-mastery 90,
Seduction 180, Singing 240, Skiing 120,
Spell-mastery 180, Stalking & Hiding 360,
Star-gazing 120, Staves & Wands 180, Swimming
180, Tracking 180, Trickery 180, Tumbling 180,
Weather-watching 180, Wood-carving 180.

RM Spells: 7,920 PP. Base Spell OB is 180; Directed
Spells OB is 360. Tom Bombadil can use all
Animist, Opening Channeling, all Ranger lists, and
all Cleric lists and Closed Channeling lists.

Appearance: 85.

TOM BOMBADIL IN LOR

LOR Profession: Bard.
LOR Stats: Strength 9, Agility 12, Intelligence 9,
Movement 9, Defense 10, Mele OB 19,
Missile OB 18, General 6, Subterfuge 11,
Perception 12, Magical 11, Endurance 630.
LOR Powers: Tom Bombadil receives a +4 bonus
when performing any action while within the Old
Forest of Eriador.
LOR Spells: All.
LOR Experience Points: ≈3,800,000.

TOM BOMBADIL'S PRINCIPAL ITEM

Staff (Old Stave)— A simple, grey, willow staff, it
enables the wielder to communicate with any plant.
The plant will respond according to its gift of spirit,
but the wielder can always ascertain the exact nature
of the plant and its feelings.

MERP/RM: +100 Quarterstaff. It is also a +18 spell
adder. Enables wielder to communicate to
plants within a range equal to 1' x wielder's lvl.

LOR: +6 Mele OB, +3 Magical skill. Enables
wielder to communicate to plants within a
range equal to 25' x wielder's Magical skill.

TOM BOMBADIL'S SPECIAL POWERS

Healing— Tom Bombadil can heal the ills of any
plant within 360' by merely concentrating upon it,
and he can heal the ills of any animal by placing his
hands upon the target and concentrating.

Strength of Form— Tom is extremely powerful and
resilient when operating within the confines of the
Old Forest. He draws extra strength from the
ancient woodland.

MERP/RM: Within the confines of the Old
Forest, treat Tom Bombadil as a Super Large
Creature. Outside the Old Forest, treat him
as a Large Creature (i.e., like a normal Maia).

LOR: Within the confines of the Old Forest,
subtract 4 from any Damage results against
Tom.

Strength of Spirit— Within the confines of the Old
Forest, Tom cannot be affected by spells.

Wind-running— If he concentrates, Tom can merge
with the air and run on the wind at a rate up to (i)
360 miles per hour with the wind, or (ii) 180 miles
per hour against the wind. This power can only be
used within 36 miles of the edge of the Old Forest.

Merging— Tom can concentrate and merge with any
tree in the Old Forest, becoming virtually invulner-
able and undetectable.

Lore— Tom can look at any plant or touch any rock
and ascertain its nature and origin.

Ward of the Old Forest— Within the confines of the
Old Forest bounds (regardless of the wood's size),
Tom Bombadil can simultaneously sense any
Presence. When concentrating, he can hear and
smell anything in the wood in the direction he faces
(within a 90° arc).

Languages— Tom Bombadil speaks all known
languages. His mother tongue is Valarin, but he
typically speaks Westron, Sindarin, Eldarin, or
Hildorin.

UINEN

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

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

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

UINEN

Lvl: 325.

Race: Maia.

Home: Valinor or wherever fresh water lies.

Names: Uinen (S. “Everwater”); The Calm; Mistress of Still Waters; Thirst Slaker; Ossë’s Saviour.

UINEN IN MERP

Hits: 358 **Melee OB:** 295

Missile OB: 295 **AT:** None (-125)

MERP Profession: Animist.

MERP Stats: ST 103, AG 112, CO 92, IG 90, IT 117, PR 114.

MERP Skills: Animal-handling 250, Boat-handling 225, Caving 250, Contortions 250, Dance 180, Diving 325, Meditation 200, Music 225, Perception 275, Public Speaking 225, Signalling 100, Sky-watching 250.

MERP Spells: 6825PP. Base Spell OB is 162; Directed Spells OB is 325. Uinen knows the Water Law spell list, all Animist lists, all Open Essence lists, and all Open Channeling lists.

UINEN IN ROLEMASTER

Hits: 358 **Melee OB:** 295 **Missile OB:** 295
AT: 4 (125)

RM Profession: Sorcerer.

RM Stats: St 103, Qu 100, Em 120, In 117, Pr 114, Ag 112, Co 92, Me 90, Re 90, SD 97.

RM Skills: Caving 250, Channeling 200, Climbing 100, Contortions 250, Dance 180, Diplomacy 180, Directed Spells 325, Diving 325, First Aid 225, Herding 250, Leadership 200, Linguistics 30, Meditation 200, Music 225, Navigation 325, Perception 275, Public Speaking 225, Runes 165, Sailing 225, Seduction 325, Signalling 100, Singing 225, Spell-mastery 250, Stalking & Hiding 250, Star-gazing 275, Staves & Wands 165, Subduing 200, Swimming 500, Weather-watching 225.

RM Spells: 6825PP. Base Spell OB is 162; Directed Spells OB is 325. Uinen knows the Water Law spell list, all Animist lists, all Open Essence lists, all Open Channeling lists, all Sorcerer lists, and all Closed Channeling and Essence lists.

Appearance: 105.



Uinen





UINEN IN LOR

LOR Profession: Bard.

LOR Stats: Strength 10, Agility 11, Intelligence 9, Movement 7, Defense 8, Melee OB 12, Missile OB 11, General 8, Subterfuge 10, Perception 10, Magical 10, Endurance 358.

LOR Powers: Uinen receives a +3 bonus when performing any action while submerged in water.

LOR Spells: All.

LOR Experience Points: ≈3,300,000.

UINEN'S PRINCIPAL ITEMS

Uinen's Cup— Composed of translucent milky-white laen and inlaid with adamant, this small (12"x12"x9") chalice weighs fifty pounds. When set upon a surface, it will—upon command—produce an endless stream of pure freshwater (cool or lukewarm). Thus, it serves as a sort of mobile spring, its waters unparalleled for their taste and clarity.

Uinen's Ring— When worn and waved over a liquid, the ring purifies the liquid—ridding it of all poisons or disease. The ring is usable a number times per day equal to wearer's level.

MERP/RM: Enables wielder to purify a volume of liquid equal to 1 gallon x wielder's lvl.

LOR: Enables wielder to purify a volume of liquid equal to 30 gallons x wielder's Magical skill.

UINEN'S SPECIAL POWERS

Form— Although Uinen can take an exceptionally fair form, it has an elusive, liquid quality. While extreme heat and cold affect her body, as do magic weapons, she is immune to normal solid objects and obstacles. She can breathe in water or air with equal ease.

Water-weaving— Uinen has absolute control over all water within 300'. She can manipulate it to create, among other things, the effects of any spell pertaining to the use or movement of water (e.g., in *MERP/RM* any spell on the Mage's Water Law list). So long as she concentrates, she can utilize and maintain any and all spells, although she can only initially employ one spell per round.

Lordship among Water-beasts— Uinen will not be attacked by beasts who live in water.

Languages — Uinen speaks 30 languages. Her mother tongue is Valarin.

THE MAIAR

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Arien	325	406	No/4	165	N	N	285WE	fire*	85	Maia (Fire Spirit) Ranger/Astrologer, servant of Vána.
Eonwë	350	875	Pl/20	295	Y50	A/L	995bs*	800sp*	135	Maia Warrior/Fighter, Herald of the Valar, Captain of the Host.
Goldberry	150	188	No/4	110+	N	N	155WE	185WE	85	Maia (Water Spirit) Animist (Bard), servant of Ulmo.
Ilmarë	350	665	No/4	85+	N	N	225WE	230WE	55	Maia Ranger (Lay Healer), Varda's handmaiden.
Melian	275	288	No/4	105+	N	N	235WE	245WE	70	Maia Bard, servant of Vána, wife of Elwë.
Ossë	325	358	No/4	110+	N	N	325WE	325WE	55	Maia Animist (Sorcerer), servant of Ulmo, husband of Uinen.
Salmar	200	250	No/4	95+	N	N	215WE	215WE	70	Maia Bard (Alchemist), servant of Ulmo, friend of Tulkas.
Tilion	315	378	No/4	155	N	N	330WE	535WE	95	Maia Ranger (Astrologer), servant of Oromë, Moon-steer.
Tom Bombadil	360	630	No/4	175+	N	N	385qs	335WE	155	Maia (Earth Spirit) Animist, guardian of the Old Forest.
Uinen	325	358	No/4	125+	N	N	295WE	295WE	115	Maia Animist (Sorcerer), servant of Ulmo, wife of Ossë.

5.4 THE ISTARI

The Istari (S. “Ithryn”) are the most renowned of the Maiar in Third Age Endor. Members of the “Order of Wizards,” they wield direct influence on events shaping the later history of Middle-earth. Only five enter Middle-earth, but their power is such that they contest Sauron’s might.

5.4.1 ISTAR OVERVIEW

The Order of Wizards (Q. “Heren Istarion”) is a select group of Maiar drawn from the ranks of various Maia peoples. Thematic spirits, the Wizards produce teachers and diplomats whose power is more generalized than that of their elemental brethren. Their numbers are unknown, although the five in Endor are all counted as “Chiefs” among their kind. Indeed, Saruman the White Messenger is the master of the Order.

THE ISTAR MISSION

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

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

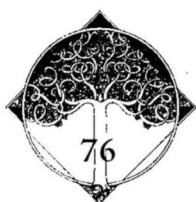
Only one of the five remained true to his quest. Four of the Wise became tied to Endor through their adopted bodies, eventually falling prey to their emotions and sliding away from their appointed mission. Gandalf (Olorin), wisest of the Maiar, prevailed over temptation and pride and ultimately fostered the alliance that defeated the Dark Lord.

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

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

THE FIVE EMISSARIES OF THE VALAR

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



Within this hierarchy, Gandalf enjoyed a lesser status than Saruman, despite the fact that, among the whole of the Maiar, the Grey Wizard was the wisest. Quiet and humble, sympathetic and forgiving, Gandalf's nature hardly resembled that of the White Messenger. He was, instead, an able representative of Manwë's people, one who bore the backing of the King of the Valar. The Grey Messenger embodied the special qualities which endeared him to the Free Peoples among whom he worked, and enabled him to rise above the flaws of the flesh. When he commanded Gandalf to go to Middle-earth, Manwë understood a great deal about the trials the Istari would face.

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

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

THE WIZARDS' ROOTS

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

An overview of the five messengers' associations follows:

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

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

THE GOAL OF THE WIZARDS' EMBASSY

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

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

A NOTE ON USING ISTARI IN YOUR FANTASY GAME

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

Also pay particular attention to section 5.I, especially the comments on the development of a Maia's ties to an adopted form and the effects of a Maia's use of power outside his mandate. As noted, these affects are magnified (accentuated and accelerated) the further a Maia travels away from Aman.

5.4.2 ISTAR NATURE

THE GUISES OF THE EMISSARIES

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

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

ISTAR EXPERIENCE LEVELS

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

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

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

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

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

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

(For more on the Wizards' capabilities, see the material on general Maia Powers accompanying Section 5.I.)





5.4.3 WIZARD DESCRIPTIONS

The five Maiar described below comprise the Istari that entered Endor around T.A. 1000.

ALATAR

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

Alatar possesses considerable inherent power. He is third in the hierarchy of the Istari (beneath Saruman and Gandalf) and, like his slightly more senior brethren, the Blue Wizard is a peer of Sauron. No Maia stands higher in the eyes of Oromë’s people.

Alatar



Alatar’s character is in keeping with his origin as a servant of the Huntsman. He is agile and rides exceptionally well, always enjoying the ways of nature. No Istar rivals his physical skills. The cool hues of the sky and rich landscape —blues and greens —color his garb and the Elven long bow is his favored weapon. While outgoing, he prefers the quiet of the forest and the company of trees.

Alatar stands 6’7” and presents an image of grace. His long, hooded blue robes shine in the moonlight, their dark green lining suggesting the comfort of a soothing moss bed on a warm summer day. Of course, in keeping with his Order’s chosen guise, Alatar appears as an old man; but the fire in his eye, the strength of his voice, and the easy boldness of his movements betray his Maia agelessness. Unlike Gandalf, he walks erect, for he shirks the burdens of the world in favor of his own designs.

Alatar’s fate in Middle-earth parallels those of all his brethren, save only Gandalf. Bound to the land by his assumed body, he has succumbed to the weaknesses of the flesh: desire and fear, exhilaration and weariness, pride and jealousy. His tale is familiar; his goals gradually changed and he now is enamored of power. No longer bound by his Oath to forgo might except to combat might and right the Balance of Things, Alatar pursues his own mission. His quiet machinations threaten the very Balance he was entrusted to protect. His kingdom in the East grows in strength, awaiting the waning of the empire of the Lord of the Rings.

ALATAR

Level: 40 (80).

Race: Maia (Istar).

Home: Originally the Woods of Oromë in southeastern Valinor; now at Luinemar in eastern Endor.

Names: Radiant Garland (Alatar = Quenya); The (Greater) Blue; Bearer of the Root; the Old Hunter; Lord of Trees; Intondo Colindo (Avarin); Thondocolin or Helaman (Sindarin).

ALATAR IN MERP

Hits: 190 **Melee OB:** 195 **Missile OB:** 240
AT: R. Leather (-115)

MERP Profession: Animist.

MERP Stats: ST 98, AG 110, CO 100, IG 101,
IT 100, PR 102.

MERP Skills: Acting 84, Animal-handling 102,
Caving 68, Cookery 88, Foraging 90,
Meditation 124, Perception 122,
Public Speaking 130, Signaling 92,
Sky-watching 111, Smithing 104, Trickery 68.

MERP Spells: 240PP. Base Spell OB is 40; Directed
Spells OB is 80. Alatar knows all Ranger and
Animist lists, and all Open Channeling lists.

ALATAR IN ROLEMASTER

Hits: 190 **Melee OB:** 195 **Missile OB:** 240
AT: 12 (115)

RM Profession: Ranger.

RM Stats: St 98, Qu 103, Em 100, In 100, Pr 102,
Ag 110, Co 100, Me 99, Re 99, SD 97.

RM Skills: Acting 84, Administration 62,
Animal Training 102, Appraisal 10,
Architecture 25, Caving 68, Channeling 122,
Chemistry 124, Climbing 150, Cookery 88,
Crafting 104, Diplomacy 70, Directed Spells 80,
Disarm Trap 65, First Aid 80, Foraging 90,
Leadership 110, Linguistics 25, Math 86,
Meditation 124, Navigation 100, Perception 122,
Public Speaking 130, Riding 118, Runes 136,
Seduction 100, Signaling 92, Spell-mastery 114,
Stalking & Hiding 106, Star-gazing 97,
Strategy & Tactics 81, Staves & Wands 136,
Subduing 89, Swimming 90, Tracking 66,
Trickery 68, Weather-watching 122.

RM Spells: 240PP. Base Spell OB is 40; Directed
Spells OB is 80. Alatar knows all Ranger and
Animist lists, all Cleric lists to 5th level, and all
Open and Closed Channeling lists.

Appearance: 103.

ALATAR IN LOR

LOR Profession: Bard.

LOR Stats: Strength 9, Agility 11, Intelligence 10,
Movement 10, Defense 8, Melee OB 13,
Missile OB 16, General 10, Subterfuge 6,
Perception 9, Magical 8, Endurance 190.

LOR Powers: Alatar receives a +3 bonus when
performing any physical (non-combat) action while
outside (i.e., in the unsettled countryside).

LOR Spells: All.

LOR Experience Points: 450,000.

ALATAR'S PRINCIPAL ITEMS

Robes of Aman (Robes of Loil) — Blue outside;
green inside. Fashioned in Valinor, they provide him
protection like a rigid hide but do not encumber his
movements. Hood acts as helm. When worn
normally (blue side out), he has a bonus when
hiding in rain, water, or simply against the sky. The
robes will reverse 1 round following command,
showing the green side, which gives him an equiva-
lent hiding bonus when he attempts to conceal
himself in foliage.

MERP/RM: AT Rigid Leather/12 (-30), +50
hiding bonus.

LOR: +4 Defense, +3 to Subterfuge.

Boots of Tracelessness — Blue, they leave no boot
prints and make no noise.

Blue Bow — +50 magic Long Bow, it cannot break in
normal usage. Fumbles only on unmodified attack
roll of 01.

MERP/RM: +50 Missile OB.

LOR: +3 Missile OB.

Ancient Root (E Thron) — This slightly gnarled,
5' long, magic white staff is actually a living tree
root which, when planted in the ground, will
become a 100' tall tree beside or around its holder.
Tree becomes staff upon command.

MERP/RM: x5 PP enhancer. +25 to holder's DB
and RR. +25 to all spell rolls.

LOR: +2 to Magical, +2 to General.

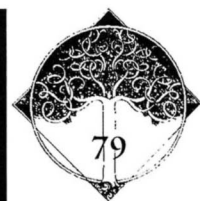
ALATAR'S SPECIAL POWERS

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

MERP/RM: All who face the symbol within 100'
must make an RR or turn away for 1-10
rounds. Victims failing their RR only
remember seeing an old man; they hold no
recollections of detail.

LOR: Anyone within 100' turns away for 2-12
rounds and only remember seeing "some old
man."

Languages — Alatar knows 25 languages. His mother
tongue is Valarin, but he typically speaks Avarin or
Womarin.





GANDALF

Of all the five Istari, Gandalf possesses the greatest feeling for the dangers and burdens of their mission. Manwë chose the Grey Wizard despite Gandalf's misgivings about his own ability. It is hardly surprising that, unlike Saruman and Alatar, Gandalf chose to go to Middle-earth without taking a lesser companion. (Saruman chose Radagast, while Alatar selected Pallando.) Gandalf came last and entered Endor alone.

Gandalf's purposeful independence and tremendous self-discipline lead him to journey tirelessly and without want of accolades or reward. He never settles in any one place, nor does he accumulate wealth; thus the label "Grey Pilgrim." His possessions remain few. Gandalf always remains an emissary of the Valar and never permits worldly ways to sway his actions. Despite the urges inherent in his adopted form, he resists pride and avoids the hunger for power. The Grey Wizard exhibits emotions, and his posture and gait speak of his burden, but his true fire always burns deep.

Gandalf



Gandalf labors through his allies, but he never relies on servants or minions. Rather than using others, he works with those he befriends, imposing on them only what is necessary to save them and accomplish his appointed mission. His alliances are strong, his friendships intensely powerful, for others reciprocate. The Eldar, in particular, accord him great love and paramount respect.

Gandalf enjoys tremendous inherent power, that befitting a servant of Manwë and Varda. Although the shortest of the five Wizards (at 6'4"), outwardly the oldest (he always has grey hair), and second (behind Saruman) in the hierarchy of the Istari, Círdan the Shipwright believes Olórin to be the strongest; and this may be true for, unlike Saruman, Gandalf never aspires to lead as master and so may have yielded to the White Messenger's desire to lead their Order. Whatever the case, Gandalf's inner strength—his self control—is greater than that of his brethren, and he is counted by the Valar as the wisest of their servants. (Note the parallel between Melkor and Manwë versus Curumo and Olórin.)

Like the other Wizards, Gandalf's character reflects that of his master. Manwë's humility, flexibility, and tremendous restraint are evident in Gandalf. Compassionate and aware of others' needs, he adapts to—rather than dominates—situations. The Grey Pilgrim favors persuasion over power.

Although practical, insightful, and versatile, Gandalf still exhibits a bit of Manwë's naiveté regarding Evil. Just as Morgoth fools Manwë, Saruman's acts stun Gandalf. The sheer magnitude of Saruman's transformation surprises the Grey Wanderer, despite Gandalf's cool suspicions. Nonetheless, Gandalf deals with Evil better than his compatriots, for he never turns away from it altogether, nor does he delve into its meaning or its dark ways.

THE GREY

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

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

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

THE WHITE

The hand of the Valar intervenes after the "death" of the Grey Wizard. Following his return as the White, Gandalf's "body" is intrinsically resistant to all normal elements or attacks (e.g., weather and normal weapons). His spirit resides in a unique, white-haired incarnation.

Read **Hob** 17-20, 26, 29, 100, 184, 258, 265, 280-86; **LotRI** 32, 45, 47-72, 75-102, 289-429, 432-521; **LotRII** 46, 86, 125-70, 183, 188-262, 353; **LotRIII** 19-52, 86, 100, 125-26, 259, 277-88, 303-04, 308-10, 317-41, 368, 383-84, 418, 447-48, 455-56, 459, 460.

GANDALF THE GREY

Level: 35 (70); later 40 (80).

Race: Maia (Istar).

Home: Originally the Gardens of Lórien in Valinor; now in northwestern Endor.

Names: Elf of the Wand (Gandalf in Eriadoran Northman); Mithrandir (Sindarin); The Grey Wanderer, Dreamer, or Grey Pilgrim (Westron); Tharkûn (Khuzdul); Incánus or Olórin (Quenya).

GANDALF THE GREY IN MERP

Hits: 200 **Melee OB:** 140 **Missile OB:** 15
AT: R. Leather (-120)

MERP Profession: Mage.

MERP Stats: ST 96; AG 99; CO 102; IG 110; IT 101; PR 105.

MERP Skills: Acting 61, Caving 65, Foraging 111, Meditation 95, Music 51, Perception 111, Public Speaking 114, Rope-mastery 45, Boat Handling 69, Signaling 81, Skiing 31, Sky-watching 81, Smithing 62.

MERP Spells: 105PP; later 210PP. Base Spell OB is 40; Directed Spells OB is 80. Gandalf knows all Mage lists, and all Open Essence lists.

GANDALF THE GREY IN ROLEMASTER

Hits: 200 **Melee OB:** 140 **Missile OB:** 15
AT: 12 (120)

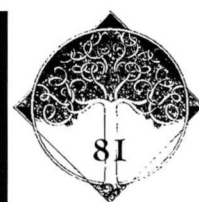
RM Profession: Magician.

RM Stats: St 96, Qu 100, Em 102, In 101, Pr 100, Ag 99, Co 102, Me 100, Re 99, SD 103.

RM Skills: Acting 61, Administration 40, Caving 65, Channeling 120, Chemistry 90, Climbing 101, Diplomacy 86, Directed Spells 80, Disarm Trap 65, First Aid 105 Foraging 111, Leadership 106, Linguistics 20, Math 71, Meditation 95, Music 51, Navigation 85, Perception 111, Pick Lock 80, Public Speaking 114, Riding 97, Rope-mastery 45, Runes 96, Sailing 69, Seduction 45, Signaling 81, Singing 51, Skiing 31, Smithing 62, Spell-mastery 106, Stalking & Hiding 100, Star-gazing 81, Strategy & Tactics 116, Staves & Wands 96, Swimming 72, Tracking 57, Weather-watching 81, Wood-carving 35.

RM Spells: 105PP; later 210PP. Base Spell OB is 40; Directed Spells OB is 80. Gandalf knows all Mage lists, all Open Essence lists to 20th level, all Closed Essence lists to 20th level, and the Mentalist Mind Speech and Seer Mind Vision lists to 20th level.

Appearance: 100.





GANDALF THE GREY IN LOR

LOR Profession: Bard.

LOR Stats: Strength 6, Agility 8, Intelligence 12, Movement 7, Defense 9, Melee OB 10, Missile OB 2, General 7, Subterfuge 5, Perception 12, Magical 10, Endurance 200.

LOR Powers: Gandalf the Grey receives a +3 bonus when performing any action requiring persuasion, conversation, or sympathy.

LOR Spells: All.

LOR Experience Points: 450,000.

GANDALF THE GREY'S PRINCIPAL ITEMS

Robes of Aman — Grey outside and inside. Fashioned in Valinor, they provide him protection like a thick hide, but they do not encumber his movements. Blue-grey hat acts as helm.

MERP/RM: AT Rigid Leather/12 (-30).

LOR: +3 to Defense.

Glamdring (Foe-hammer) — Magic Elven Broadsword made of the mithril alloy Ithilnaur (Moon-fire). It is a holy weapon which glows cold blue around Orcs (dim within 1000', and very bright within 100').

MERP/RM: +30 mithril broadsword. Orc-slaying holy weapon. Fumbles only on unmodified attack roll of 01.

LOR: +2 to Damage, +3 Melee OB versus Orcs, +2 to Magical.

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

MERP/RM:

- (1) wearer can cast an unlimited number of Fire Law (fire-based) spells (up to 50th level);
- (2) wearer can cast an unlimited number of Closed Channeling Lore spells (up to 50th level);
- (3) wearer can deploy continuous Unpresence and Nondetect spells from the Mystic Base Hiding list;

- (4) wearer can deploy continuous Mentalist Base Inner Wall spells;
- (5) wearer's RR is doubled when resisting detection by the Dark Lord;
- (6) wearer can deploy a continuous Prayer spell which adds +30 to any RRs (including morale-related rolls) and maneuver rolls made by friends within 30' of, or within sight of (whichever is greater), the wearer.
- (7) wearer has continuous Firearmor;
- (8) regenerates 3 hits/rd for wearer or anyone wearer touches;
- (9) wearer cannot be stunned; and
- (10) wearer has a +30 bonus to DB.

LOR: +2 to Magical, +4 to Defense, +2 to Subterfuge, regenerates 3 Endurance points per round.

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

Staff —A small crystal globe nestles in the tip of this slightly gnarled, 6' long, magic oak staff. Gandalf's attack spells (e.g., his fire balls) spring forth from this recessed orb. The globe glows any brightness or color on mental command.

MERP/RM: x9 PP enhancer. +30 to holder's DB and spell-casting rolls. Glows as a 10 mile Beacon or a 300' Utterlight spell on mental command.

LOR: +2 to Defense, +2 to Magical.

GANDALF THE GREY'S SPECIAL POWERS

Empathy — Gandalf has the ability to understand the feelings of others with whom he converses, just as if he were raised one of their kind.

Languages — Gandalf the Grey knows 20 languages. His mother tongue is Valarin, but he typically speaks Sindarin or Westron.

GANDALF THE WHITE

Level: 50 (120).

Race: Maia (Istar).

Home: Originally Valinor; now in northwestern Endor.

Names: The White; Glosrandir; etc.

GANDALF THE WHITE IN MERP

Hits: 200 **Melee OB:** 180 **Missile OB:** 15
AT: R. Leather (-120)

Hits: 300 **Melee OB:** 220 **Missile OB:** 15
AT: Plate (-150)*

MERP Profession: Mage.

MERP Stats: ST 96; AG 99; CO 102; IG 110;
IT 101; PR 105.

MERP Skills: Acting 76, Caving 80, Foraging 111,
Meditation 115, Music 51, Perception 126,
Public Speaking 134, Rope-mastery 45,
Boat Handling 69, Signaling 91, Skiing 31
Sky-watching 81, Smithing 62.

MERP Spells: 360PP. Base Spell OB is 60; Directed
Spells OB is 120. In addition to the Grey's spells,
Gandalf the White casts a Firebolt with a +90 OB.

GANDALF THE WHITE IN ROLEMASTER

Hits: 200 **Melee OB:** 180 **Missile OB:** 15
AT: 12 (120)

Hits: 300 **Melee OB:** 220 **Missile OB:** 15
AT: 20 (150)*

RM Profession: Magician

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

Skills: Acting 76, Administration 55, Caving 80,
Channeling 150, Chemistry 105, Climbing 101,
Diplomacy 101, Directed Spells 120,
Disarm Trap 65, First Aid 105, Foraging 111,
Leadership 126, Linguistics 20, Math 71,
Meditation 115, Music 51, Navigation 85,
Perception 126, Pick Lock 80,
Public Speaking 134, Riding 97, Rope-mastery 45,
Runes 111, Sailing 69, Seduction 55, Signaling 91,
Singing 51, Skiing 31, Smithing 62,
Spell-mastery 126, Stalking & Hiding 100,
Star-gazing 81, Strategy & Tactics 136,
Staves & Wands 111, Swimming 72, Tracking 57,
Weather-watching 81, Wood-carving 35.

RM Spells: 360PP. Base Spell OB is 60; Directed
Spells OB is 120. In addition to the Grey's spells,
Gandalf the White knows the Mentalist Brilliance
list and the Astrologer Way of the Voice list to
20th level. His Hand of Fire True spell has a range
of 3000'; his Firebolt OB is +90.

Appearance: 108.

GANDALF THE WHITE IN LOR

LOR Profession: Bard.

LOR Stats: Strength 7, Agility 8, Intelligence 14,
Movement 7, Defense 9, Melee OB 12, Missile OB
2, General 10, Subterfuge 5, Perception 12, Magical
12, Endurance 300.

LOR Powers: Gandalf the White receives a +4 bonus
when performing any action requiring conversation,
persuasion, or sympathy.

LOR Spells: All.

LOR Experience Points: 560,000.

GANDALF THE WHITE'S PRINCIPAL ITEMS

As Gandalf the Grey, except for the Robes of Aman.

White Robes (Robes of Lórien) — White outside;
silver-white inside. Fashioned by the Lady Galadriel,
they are beautiful and durable, but unenchanted.

GANDALF THE WHITE'S SPECIAL POWERS

As Gandalf the Grey, except for the following.

Fana — Gandalf the White's form, or "Veil," is
especially strong.

MERP/RM: AT Plate/20 (-60). Treat him as a
"Large Creature."

LOR: +4 to Defense.

(*After Battle with the Balrog.)





PALLANDO

Pallando, the lesser of the two "Blue Wizards" (Ithryn Luin), was sent to Endor upon the request of Alatar. A servant of Námo (Mandos) and Nienna, he knows much of the ways of grief and dying and understands the troubles of the soul. Alatar sought him as a companion because of their friendship and because Pallando is renowned as a great traveller. Over time, though, the two become sundered.

Pallando stands 6'6" and walks with a powerful and tireless stride. He has indigo eyes and black hair. Like Gandalf, Pallando travels far and wide; but unlike the Grey Pilgrim, the lesser Blue Wizard eventually falls away from his mission and settles among those who will follow his word.

Pallando's word eventually becomes quite terrifying for, as in keeping with Námo's people, Pallando is capable of dealing with death and darkness. This lends strength to his selection as one of the Istari, but it eventually becomes his downfall. As Sauron's dominion over the East shrink away with the passing of the Third Age, Pallando's presence grows. Strangely, it is Alatar who becomes his chief rival.

PALLANDO

Level: 40 (60).

Race: Maia (Istar).

Home: Originally the Last Harbor in westernmost Valinor; now at Fëamardi in eastern Endor.

Names: The (Lesser) Blue; Lianis; Pallanír (Sindarin); Doom-seer; Soul-keeper.

PALLANDO IN MERP

Hits: 180 **Melee OB:** 185 **Missile OB:** 180
AT: R. Leather (-90)

MERP Profession: Ranger.

MERP Stats: ST 100, AG 100, CO 99, IG 98, IT 108, PR 101.

MERP Skills: Acrobatics 71, Acting 86, Animal-handling 71, Cookery 56, Fletching 75, Foraging 96, Herding 71, Leather-working 58, Meditation 116, Music 63, Perception 111, Public Speaking 65, Rope-mastery 55, Boat Handling 73, Signaling 70, Skiing 81, Sky-watching 76, Smithing 61, Trap-building 65, Trickery 50, Wood-carving 50.

MERP Spells: 360PP. Base Spell OB is +40; Directed Spells OB is +60. Pallando knows all Ranger and Animist spell lists and all Open Channeling lists.

PALLANDO IN ROLEMASTER

Hits: 180 **Melee OB:** 185 **Missile OB:** 180
AT: 12(90)

RM Profession: Animist.

RM Stats: St 100, Qu 100, Em 99, In 108, Pr 101, Ag 100, Co 99, Me 98, Re 98, SD 99.

RM Skills: Acrobatics 71, Acting 86, Administration 96, Ambush 15, Animal Training 81, Architecture 45, Channeling 90, Chemistry 86, Climbing 105, Cookery 56, Crafting 61, Diplomacy 91, Directed Spells 60, Disarm Trap 76, Falsification 81, First Aid 61, Fletching 75, Foraging 96, Herding 71, Leadership 85, Leather-working 58, Linguistics 18 Math 64, Meditation 116, Music 63, Navigation 78, Perception 111, Pick Lock 91, Public Speaking 65, Riding 86, Rope-mastery 55, Sailing 73, Runes 95, Seduction 82, Signaling 70, Singing 65, Skiing 81, Spell-mastery 92, Stalking & Hiding 146, Star-gazing 75, Strategy & Tactics 83, Staves & Wands 85, Subduing 78, Swimming 91, Tracking 88, Trap-building 65, Trickery 50, Weather-watching 76, Wood-carving 50.

RM Spells: 360PP. Base Spell OB is +40; Directed Spells OB is +60. Pallando knows all Ranger lists, Animist lists, all Open Channeling lists, all Closed Channeling lists, and all Seer lists.

Appearance: 102.

PALLANDO IN LOR

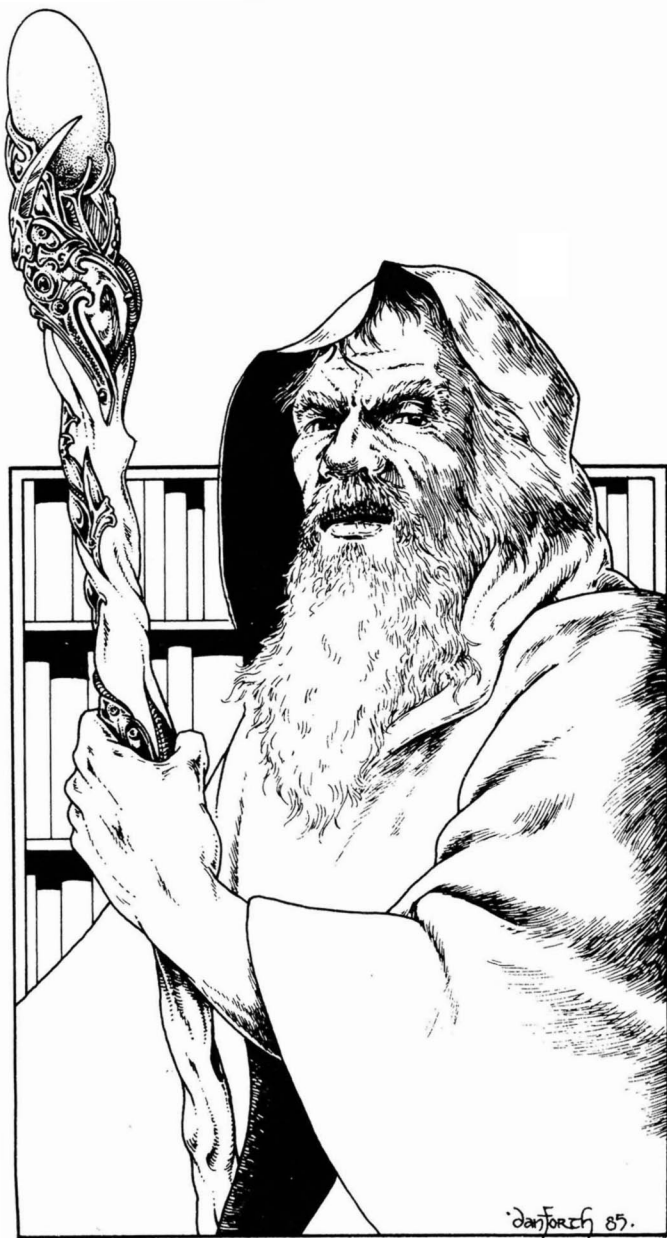
LOR Profession: Bard.

LOR Stats: Strength 10, Agility 10, Intelligence 9, Movement 9, Defense 8, Melee OB 13, Missile OB 16, General 6, Subterfuge 6, Perception 9, Magical 8, Endurance 180.

LOR Powers: Pallando receives a +2 bonus when performing any action involving predictions, detections, or identifications.

LOR Spells: All.

LOR Experience Points: 450,000.



PALLANDO'S PRINCIPAL ITEMS

Robes of Aman — Sea-blue outside; dark blue inside. Made in Valinor, they provide wearer with hide-like protection, but they do not encumber his movements. His hood serves as a helm; his sleeves act as greaves.

MERP/RM: AT Rigid Leather/12 (-30).

LOR: +4 Defense.

Black Staff — A 6' long, black, yew staff.

MERP/RM: x5 PP device. Provides +20 bonus to holder's DB and RR. +20 to all spell rolls.

LOR: +2 Defense, +2 to Magical skill.

Earring of Souls — Earring made of a deep black laen orb stores the souls taken by his Ring of Soul-taking (see below). Souls (spirits) are released upon command and, if Pallando touches a spiritless object or body with his hand, they can be united with a form. If they are released without taking a form (i.e., Pallando touches nothing with his hand), the spirit dissipates at a rate of 1 rd/level of spirit.

MERP/RM: Stores up to six souls (limit 40 total levels).

LOR: Stores up to six souls (EP limit 4,800).

Ring of Soul-taking — Ring made of iron and set with a black laen orb. When wearer points ring at target and concentrates, the target's spirit (soul) may be separated from his body. If wearer also wears Earring of Souls, the target's spirit is then conveyed to the Earring.

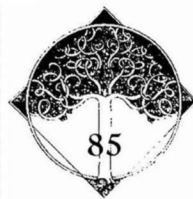
MERP/RM: Target must make RR vs. Channeling. (Target of 41st level or higher is immune.) Failure results in target's spirit (soul) being separated from his body. If wearer also wears Earring of Souls, the target's spirit is immediately conveyed to the Earring; however, if the Earring has no room for the target's spirit (i.e., it is "full"), the spirit simply dissipates. (See Earring above.) The Ring of Soul-taking can be used offensively in conjunction with the Earring. When wearer concentrates and the target's spirit fails an RR vs. Channeling, wearer can burn the spirit as a Lightning Bolt (Range + OB = spirit's level x 5), thereby consuming the spirit.

LOR: Attacker rolls and adds his Magical skill +4. Target must make role versus attack, adding his Magical skill. If the attacker's result is higher, the target's spirit (soul) is separated from his body. If attacker also wears Earring of Souls, the target's spirit is immediately conveyed to the Earring; however, if the Earring has no room for the target's spirit (i.e., it is "full"), the spirit simply dissipates. (See Earring above.) The Ring of Soul-taking can be used offensively in conjunction with the Earring. When wearer concentrates, wearer can burn the target's spirit as a Fire Bolt (+4 Damage), thereby consuming the spirit.

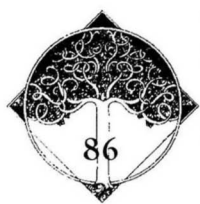
PALLANDO'S SPECIAL POWERS

Doom-seeing — Pallando can touch any creature and, assuming it fails its RR, read its future for the next sixty days (i.e., 1 day x his level). The images are as clear as the target's mental state.

Languages — Pallando knows 18 languages. His mother tongue is Valarin, but he typically speaks Avarin or Womarin.



Pallando



RADAGAST

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

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

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

Although apparently unconcerned with politics and the ways of speaking folk, Radagast remains faithful to his heritage. His failure is never rooted in pride or a thirst for power; rather, well-meaning passions born out of his adopted form spur him to seek, and eventually embrace, Endor's "lesser creatures." As his love for the Olvar and lesser Kelvar grows, the Brown Wizard retreats from the drama and complexities unfold-

ing around him, spending more and more time tied to Rhosgobel. He appears increasingly naive.

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

Radagast has fine, brown hair and stands 6'5", but he walks with a curious, often-slouching, gait. His joviality, apparent simplicity, and unhurried homebound ways belie his true strength. As a Wizard, he is a master of shapes and hues, and he knows much about manipulating plants and beasts. Radagast can be a formidable foe, whatever his relative shortcomings.

Read Hob 121; LotRI 336-37, 339-42.

Radagast



RADAGAST

Level: 40 (60).

Race: Maia (Istar).

Home: Originally Taurë Yavanno in southern Valinor; now at Rhosgobel in western Mirkwood (in Rhovanion).

Names: The Brown; The Joyful Guest (Radagast = Rhovanion Northman); Bird Lover; Aiwendil (Quenya); Bird Tamer, the Fool, or the Simple (by Saruman).

RADAGAST IN MERP

Hits: 210 **Melee OB:** 150 **Missile OB:** 100
AT: R. Leather (-90)

MERP Profession: Animist.

MERP Stats: ST 100, AG 100, CO 103, IG 96, IT 104, PR 101.

MERP Skills: Animal-handling 126, Caving 89, Cookery 88, Foraging 116, Meditation 84, Music 71, Perception 94, Public Speaking 41, Rope-mastery 86, Signaling 85, Skiing 37, Sky-watching 74, Wood-carving 76.

MERP Spells: 240PP. Base Spell OB is +40; Directed Spells OB is +60. Radagast knows all Rànger and Animist spell lists and all Open Channeling lists.

RADAGAST IN ROLEMASTER

Hits: 210 **Melee OB:** 150 **Missile OB:** 100
AT: 12 (90)

RM Profession: Animist

RM Stats: St 100, Qu 100, Em 102, In 104, Pr 101, Ag 100, Co 103, Me 97, Re 96, SD 80.

RM Skills: Animal Training 126, Caving 89, Channeling 70, Chemistry 65, Climbing 61, Cookery 88, Crafting 51, Directed Spells 60, First Aid 51, Foraging 116, Leadership 35, Linguistics 22, Meditation 84, Music 71, Navigation 48, Perception 94, Public Speaking 41, Riding 76, Rope-mastery 86, Runes 50, Signaling 85, Singing 45, Skiing 37, Spell-mastery 85, Stalking & Hiding 91, Star-gazing 68, Staves & Wands 76, Swimming 66, Tracking 105, Weather-watching 86, Wood-carving 74.

RM Spells: 240PP. Base Spell OB is +40; Directed Spells OB is +60. Radagast knows all Ranger and Animist lists, all Open Channeling lists, and all Closed Channeling and Cleric lists to 40th level.

Appearance: 101.

RADAGAST IN LOR

LOR Profession: Bard.

LOR Stats: Strength 9, Agility 9, Intelligence 9, Movement 9, Defense 6, Melee OB 10, Missile OB 6, General 5, Subterfuge 4, Perception 6, Magical 8, Endurance 210.

LOR Powers: Radagast receives a +2 bonus when performing any action involving plants or plant products (e.g., fighting with a wooden weapon).

LOR Spells: All.

LOR Experience Points: 450,000.

RADAGAST'S PRINCIPAL ITEMS

Robes of Aman — Sea-blue outside; dark blue inside. Fashioned in Valinor, they provide wearer with hide-like protection, but they do not encumber his movements. His brown hood serves as a helm.

MERP/RM: AT Rigid Leather/12 (-30).

LOR: +4 Defense.

Staff — 6'5" hickory staff.

MERP/RM: x8 PP multiplier. +20 to wielder's DB, RRs, and all spell rolls.

LOR: +2 Defense, +2 to Magical skill.

Wood-sword (S. "Erivagil") — Holy Sword made of enchanted, silvery wood. It is hard as steel. Cannot be used against living plants or non-speaking animals (e.g., it will harm a Troll but it will not hurt a Cat).

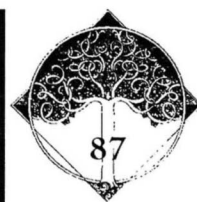
MERP/RM: +30 broadsword. Orc-slaying and Man-slaying holy weapon.

LOR: +2 to Damage, +3 Melee OB versus Orcs and Men.

RADAGAST'S SPECIAL POWERS

Bird-speech — Radagast can understand or communicate with any bird, and he can ascertain the bird's deepest feelings and mental images as if the bird were an extension of himself. In other words, the visions Radagast sees through the bird's mind are not limited by the bird's mental shortcomings; rather, they are dependent on the Brown Wizard's mind.

Languages — Radagast knows 22 languages. His mother tongue is Valarin, but he typically speaks Avarin or Foradanin (Rhovaic).





SARUMAN

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

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

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

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

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

THE MANY-COLORED

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

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

SHARKEY

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

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

Read LotRI 78,337-44; LotRII 21-242,297-300, 322-25,340,367; LotRIII 351-74; etc.

SARUMAN THE WHITE

(BEFORE T.A. 2953)

Level: 50 (100).

Race: Maia (Istar).

Home: Originally Valimar in Valinor; now in Endor, usually in the Northwest.

Names: Curumo (Quenya); Curunír (Sindarin); Lân; Man of Skill; the White; the Wise; the Ring-expert; the Chief Wizard.

SARUMAN THE WHITE IN MERP

Hits: 200 **Melee OB:** 100 **Missile OB:** 25

AT: R. Leather (-110)

MERP Profession: Mage.

MERP Stats: ST 90, AG 98, CO 101, IG 109, IT 110, PR 101.

MERP Skills: Acting 95, Cookery 91, Meditation 101, Perception 105, Public Speaking 135, Signaling 89, Skiing 87, Smithing 116, Sky-watching 105, Trickery 96, Weather-watching 95, Wood-carving 43.

MERP Spells: 150PP; later 300PP. Base Spell OB is +40; Directed Spells OB is +80. After T.A. 2500, his base spell OB is +50; Directed Spells OB is +100. Saruman the White knows the Light Law and Fire Law spell lists, all Bard lists, and all Open Essence and Channeling lists.

SARUMAN THE WHITE IN ROLEMASTER

Hits: 200 **Melee OB:** 100 **Missile OB:** 25

AT: 12 (110)

RM Profession: Astrologer.

RM Stats: St 90, Qu 100, Em 102, In 110, Pr 115, Ag 98, Co 101, Me 101, Re 100, SD 85.

RM Skills: Acting 95, Administration 110, Appraisal 15, Architecture 56, Channeling 90, Chemistry 110, Climbing 46, Cookery 91, Crafting 106, Diplomacy 116, Directed Spells 100, Disarm Trap 100, Falsification 105, Leadership 96, Linguistics 25, Math 85, Meditation 101, Perception 105, Pick Lock 91, Public Speaking 135, Riding 71, Runes 115, Seduction 131, Signaling 89, Singing 46, Skiing 87, Smithing 116, Spell-mastery 111, Stalking & Hiding 89, Star-gazing 115, Strategy & Tactics 100, Staves & Wands 115, Stone-carving 56, Swimming 30, Trickery 96, Weather-watching 95, Wood-carving 43.

RM Spells: 150PP; later 300PP. Base Spell OB is +40; Directed Spells OB is +80. After T.A. 2500, his base spell OB is +50; Directed Spells OB is +100. Saruman the White knows the Light Law and Fire Law lists, all Bard lists, all Open Essence, all Channeling lists, all Closed Channeling and Essence lists, and all Alchemist and Astrologer lists (all to 50th level).

Appearance: 109.



SARUMAN THE WHITE IN LOR

LOR Profession: Bard.

LOR Stats: Strength 9, Agility 9, Intelligence 12, Movement 9, Defense 8, Melee OB 6, Missile OB 6, General 5, Subterfuge 8, Perception 10, Magical 10, Endurance 200.

LOR Powers: Saruman the White receives a +2 bonus when performing any action involving magic items.

LOR Spells: All.

LOR Experience Points: 550,000.

SARUMAN THE WHITE'S PRINCIPAL ITEMS

Robes of Aman — White inside and out. Fashioned in Valinor, they provide wearer with hide-like protection, but they do not encumber his movements. White hood serves as a helm.

MERP/RM: AT Rigid Leather/12 (-30).

LOR: +4 Defense.

Staff — 6'6" white, mallorn staff.

MERP/RM: x10 PP multiplier. +30 to wielder's DB, RR's, and Base Alchemist spell rolls; +20 to all other spell rolls. Continuous Protections True spell for holder.

LOR: +2 Defense, +3 to Magical skill.

Saruman



Ring — Mithril.

MERP/RM: Stores 10 spells/day. Provides immunity from fire and cold and gives wearer a +20 DB. Doubles damage of fire spells cast through it, and allows wearer to detect illusions (e.g., gives wearer an RR). Wearer has +20 RR versus detection spells.

LOR: +2 Defense. Allows wearer to cast three +1 Fire Bolts per day.

White-sword (S. "Glosovagil") — Holy Sword made of enchanted mithril alloy. The symbols on its blade are only visible under moonlight. Sword will not harm Dwarves.

MERP/RM: +30 mithril holy sword.

LOR: +3 to Damage, +1 Melee OB.

SARUMAN THE WHITE'S SPECIAL POWERS

Craft and Item Lore — Saruman the White can examine any non-organic solid object and discern its basic composition, probable origin, worth, and approximate power, as well as the techniques involved in shaping the object.

Languages — Saruman the White knows 25 languages. His mother tongue is Valarin, but he typically speaks Quenya or Sindarin.

SARUMAN THE MANY-COLORED (T.A. 2953-3018)

Level: 50 (100).

Race: Maia (Istar).

Home: Originally Valimar in Valinor; now at Orthanc in Isengard (Angrenost), at the southern end of the Misty Mountains.

Names: Curumo (Quenya); Curunír (Sindarin); Man of Skill; the Many-colored; the White Hand; the Ring-maker (by himself); Sharkû (by his Orc minions).

SARUMAN THE MANY-COLORED IN MERP

Hits: 200 **Melee OB:** 100 **Missile OB:** 25
AT: R. Leather (-130)

MERP Profession: Mage.

MERP Stats: ST 90, AG 98, CO 101, IG 101, IT 101, PR 103.

MERP Skills: Acting 95, Cookery 91, Meditation 106, Perception 105, Public Speaking 145, Signaling 89, Skiing 87, Smithing 120, Sky-watching 106, Trickery 101, Weather-watching 97, Wood-carving 43.

MERP Spells: 300PP. Base Spell OB is +50; Directed Spells OB is +100. Saruman the Many Colored knows the Light Law and Fire Law spell lists, all Bard lists, and all Open Essence and Channeling lists.

SARUMAN THE MANY-COLORED IN ROLEMASTER

Hits: 200 **Melee OB:** 100 **Missile OB:** 25
AT: 12 (130)

RM Profession: Alchemist.

RM Stats: St 90, Qu 100, Em 102, In 101, Pr 103, Ag 98, Co 101, Me 101, Re 100, SD 75.

RM Skills: Acting 95, Administration 115, Ambush 15, Appraisal 30, Architecture 56, Channeling 90, Chemistry 115, Climbing 46, Cookery 91, Crafting 126, Diplomacy 116, Directed Spells 100, Disarm Trap 110, Falsification 115, Leadership 106, Linguistics 25, Math 95, Meditation 106, Perception 105, Pick Lock 101, Public Speaking 145, Riding 71, Runes 115, Seduction 136, Signaling 89, Singing 46, Skiing 87, Smithing 120, Spell-mastery 114, Stalking & Hiding 99, Star-gazing 115, Strategy & Tactics 100, Staves & Wands 115, Stone-carving 56, Swimming 30, Trickery 101, Weather-watching 97, Wood-carving 43.

RM Spells: 300PP. Base Spell OB is +50; Directed Spells OB is +100. Saruman the Many Colored knows the Light Law and Fire Law lists, all Bard lists, all Open Essence and Channeling lists, all Closed Channeling and Essence, all Evil Magician lists, all Alchemist lists, and all Astrologer lists (all to 50th level).

Appearance: 110.

SARUMAN THE MANY-COLORED IN LOR

LOR Profession: Bard.

LOR Stats: Strength 9, Agility 9, Intelligence 12, Movement 9, Defense 11, Melee OB 6, Missile OB 2, General 6, Subterfuge 10, Perception 11, Magical 11, Endurance 200.

LOR Powers: Saruman the Many-colored receives a +4 bonus when performing any action involving magic items.

LOR Spells: All.

LOR Experience Points: 550,000.

SARUMAN THE MANY-COLORED'S PRINCIPAL ITEMS

As Saruman the White, except for the following.

Multi-colored Robes — Outside and inside appear white, until they move; then they glisten with many colors. They are the re woven and colored Robes of Aman and provide him hide-like protection, but do not encumber his movements. The multi-colored hood acts as a helm.

MERP/RM: AT Rigid Leather/12 (-50). Those who gaze upon the Robes must make an initial RR versus 5th level Essence; failure results in a fixation upon the colors for 1-20 rounds.

LOR: +5 Defense. Those encountering Robes for the first time are stunned and inactive for 2-12 rounds.

Ring of Angrenost — Iron, inlaid with gold and silver.

MERP/RM: +5 Alchemist's spell adder. Enables wearer to produce results from Base Alchemist spells in 10% of the normally required time. Objects produced with aid of the Ring have an inherent +10 bonus.

LOR: +4 to Magical skill.

SARUMAN THE MANY-COLORED'S SPECIAL POWERS

As Saruman the White.

SHARKEY (T.A. 3019-20)

Level: 12 (50).

Race: Maia (Istar).

Home: Originally Valinor; now in the Shire in Eriador.

Names: Curumo (Quenya); Curunír (Sindarin); Old Man; the Downfallen Wizard; Sharkû (by his Orc minions); Sharkey (by the Shire-folk).

SHARKEY IN MERP

Hits: 90 **Melee OB:** 100 **Missile OB:** 25

AT: None (-40)

MERP Profession: Mage.

MERP Stats: ST 89, AG 90, CO 90, IG 99, IT 100, PR 99.

MERP Skills: Acting 95, Cookery 88, Meditation 84, Perception 94, Public Speaking 41, Signaling 85, Skiing 37, Sky-watching 74, Smithing 58, Trickery 76, Wood-carving 23.

MERP Spells: 12PP. Base Spell OB is +6; Directed Spells OB is +12. Sharkey knows the Light Law and Fire Law spell lists, all Bard lists, and all Open Essence and Channeling lists.

SHARKEY IN ROLEMASTER

Hits: 90 **Melee OB:** 100 **Missile OB:** 25

AT: 2 (40)

RM Profession: Illusionist.

RM Stats: St 89, Qu 91, Em 99, In 100, Pr 99, Ag 90, Co 90, Me 99, Re 99, SD 25.

RM Skills: Acting 95, Administration 50, Ambush 15, Channeling 70, Chemistry 65, Climbing 46, Cookery 88, Crafting 51, Directed Spells 60, Disarm Trap 50, Falsification 84, Leadership 35, Linguistics 25, Meditation 84, Perception 94, Public Speaking 41, Riding 71, Runes 50, Seduction 69, Signaling 85, Singing 45, Skiing 37, Sky-watching 106, Smithing 58, Spell-mastery 85, Stalking & Hiding 91, Star-gazing 68, Staves & Wands 76, Strategy & Tactics 65, Swimming 30, Tracking 15, Trickery 76, Weather-watching 86, Wood-carving 23.

RM Spells: 12PP. Base Spell OB is +6; Directed Spells OB is +12. Sharkey knows the Light Law and Fire Law lists, all Bard lists, all Open Essence and Channeling lists, all Closed Channeling and Essence lists, and all Alchemist and Astrologer lists.

Appearance: 89.

SHARKEY IN LOR

LOR Profession: Bard.

LOR Stats: Strength 8, Agility 9, Intelligence 10, Movement 9, Defense 3, Melee OB 6, Missile OB 2, General 4, Subterfuge 4, Perception 5, Magical 5, Endurance 90.

LOR Powers: Sharkey receives a +1 bonus when performing any action involving magic items.

LOR Spells: All.

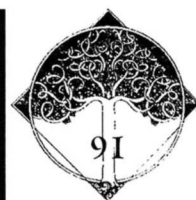
LOR Experience Points: 550,000.

SHARKEY'S PRINCIPAL ITEMS

As Saruman the Many-colored.

SHARKEY'S SPECIAL POWERS

None, except Sharkey still knows 25 languages.



THE ISTARI

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Alatar	40(80)	190	RL/12	115	N	(A/L)	195qs	240lb	95	Maia (Istar) Ranger (Animist), senior of the two "Blue" Wizards.
Gandalf	35(70)	200	RL/12	120+	N	(A/L)	140bs	15sp/da	45	Maia (Istar) Mage/Magician, upon arrival in Middle-earth.
	40(80)	200	RL/12	120+	N	(A/L)	180bs	15sp/da	45	Gandalf the Grey during the beginning of the War of the Ring.
	50(120)	300	PI/20	150+	N	(A/L)	220bs	15sp/da	55	Gandalf the White, after his battle with the Balrog of Moria.
Pallando	40(60)	180	RL/12	90	N	(A/L)	185qs	180lb	45	Maia (Istar) Ranger (Animist), lesser of the two "Blue" Wizards.
Radagast	40(60)	210	RL/12	90	N	(A/L)	150qs/bs*	100da	45	Maia (Istar) Animist, the "Brown" Wizard, guardian of plants.
Saruman	50(100)	200	RL/12	110+	N	(A/L)	100bs	25sp	45	Maia (Istar) Mage/Alchemist (Astrologer), the "White" Wizard.
	50(100)	200	RL/12	130+	N	(A/L)	100bs	25sp	45	The "Many-colored," after his fall from grace, T.A. 2953-3018.
	50(12)	90	No/2	40	N	N	100bs	25sp	20	Sharkey, Saruman after his fall from power, T.A. 3019-3020.



6.0 FALLEN AINUR

Two Fallen Ainur stand out as the most powerful of the enemies who plagued the peace of Eru's Children. One, Sauron, was a great Maia and Istar. He became the reviled Lord of the Rings. The other, Morgoth, was an exalted Vala. He was as great as any being in Eä.

6.1 MORGOTH

No enemy is greater than Morgoth, the rebellious Vala. An Ainu, he originated before the creation of Eä, and his talents are more formidable than those accorded any other being. Out of his revolt came the desire that gave birth to Evil, and indeed Morgoth is Evil incarnate.

MORGOTH'S TALE

Originally, Morgoth was Melkor, "He Who Arises in Might." The greatest of the Ainur, his power was beyond measure. But even in the beginning, he was not King, for he was never close to (his Maker) Eru's thought. Instead, he shared power with the less powerful but more disciplined Manwë; and thus began the rebellion.

Eru's vision gave the Ainur the themes that would combine to form the Great Music of Creation. In turn, the Ainur sang and eventually melded their themes into the harmonious music that produced Eä. Only one voice created discord, that of Melkor, for the high Ainu sought his own way, his own creations. Never able to submit to the One's conception—and thus create within the prescribed scheme—Melkor forged his own theme. This was the origin of Evil.

Whether Eru ever conceived of Evil or not is beyond knowledge. Only the One knows. His renegade, however, was truly unique and clearly offered the possibility for dissonance. Unlike the other Ainur who would compose the Valar, his myriad powers were quite general and no focus came out of his being until he renounced his birthright. Melkor was also one of fifteen Valar, the other fourteen comprising a balance of seven males and seven females. This strange role, whatever its destiny was to be, proved unstable.

It was desire, though, that bore the seeds of Melkor's revolt. The Exalted Ainu burned with a passion to control his own Fate and desired to make things according to his own thought. He hoped to tap the Fires Eternal; he wished to be the one Lord. Thus, his fall was inevitable, for only a single vision could rule Existence; and Melkor, for all his might, was not the One.

THE REBELLION

Like the Smith Aulë, Melkor above all wanted to make things. He basked in the glory surrounding creation and loved his thought above all others. Unlike Aulë, however, Morgoth openly broke from Eru's plan. Upon entering Eä as a Vala, he embarked upon his own course, and the Powers were sundered.

The other Valar worked to shape the World and the Heavens according to the symmetry ordered by Eru, but Melkor opposed their labors. Renouncing his loyalty to his Maker, he sought to be Maker of the new creation. As his brethren built, he destroyed, and the Battle of the Powers began. It was a terrible war which doomed Eru's vision for all time. Melkor tore down the Two Lamps that lit Arda and obliterated the Vala home in the fair lake of Almaren. The World was remade amidst chaos and destruction. In the end, though, the Valar prevailed. Melkor was imprisoned in the Halls of Mandos for many ages.

Even incarcerated, however, Melkor's unrelenting might manifested itself. His constant and clever pretensions persuaded his captors of his repentance and Manwë, forever forgiving, pardoned his awful brother. This unfortunate act, however inevitable, initiated the saga of the War of the Great Jewels.

Released from the Halls of Mandos, Morgoth returned to Valinor. There, he encountered Féanor's Silmarils, and he plotted to their seizure. Féanor resisted his plan, revealing the Might One's veil of deceit, so the Enemy fled into the shadowy wilds of southern Aman.

Although the Valar placed a great watch around the bounds of the Blessed Realm, Melkor returned to exact his revenge and take the Great Jewels. Accompanied by Ungoliant—the unspeakable Spirit of the Void—he crossed into Valinor unnoticed and assailed the Two Trees that gave light to the land. He and the spidery Ungoliant killed the Trees and despoiled the green upon which they grew. Ungoliant then extracted the dewes from Varda’s wells. Once again, Melkor cast the World into darkness. From this time onward, he was known as Morgoth, the “Black Enemy.”

As he and his frightening ally fled northward within a shroud of impenetrable darkness, Morgoth slew Finwë, the High King of the Noldor, and stole the Silmarils the Noldo Lord fought so hard to protect. The Black Enemy escaped to Endor with his prize, and with the vengeance he had longed for during the ages he languished in prison.

After breaking with Shelob over the possession of the Jewels, Morgoth reestablished himself in Angband in northwestern Endor. There, he implanted the Silmarils in his Iron Crown and set about the building of a new Kingdom. He embarked upon the breeding of creatures to serve his horrible needs and spread his domination east and southward. Soon thereafter, the Black Enemy began the long struggle with the Elves of Beleriand that decided the fate of the Silmarils and, ultimately, the destiny of Middle-earth.

Morgoth nearly prevailed, but quest of Eärendil succeeded in unleashing the wrath of the Valar. Confronted by the Host of Valinor, Morgoth was once again vanquished and captured. His crown was reworked into the shackles that bound him when he was cast into the Timeless Void. Unable to return on his own, Morgoth’s spirit finally passed from Eä.



MORGOTH’S NATURE

Morgoth’s passions are many and mighty, and they conjure all that is Evil. His unending and insatiable want is never stayed while he remains in Arda. With each triumph, each acquisition, he strives for more. Eventually, however, he becomes tied to the World, weakening with each creation as he labors over the course of time. His Iron Crown embodies much of this might—and it enables him to stay in Eä despite the destruction of his original fana—but after his rebellion, Morgoth never gains any inherent power.

MORGOTH’S MINIONS

The Black Enemy’s most fundamental desire, of course, is to create life. Yet, he never can, for the Imperishable Flame burns only within Eru, and life abides only with the leave of the One. Even the birth of Aulë’s Dwarves can be traced to Eru’s forgiving thought. Morgoth is always frustrated in his endeavor to find and wield the fire that kindles the spirit and sparks life.

Morgoth



Still, Morgoth holds the power to pervert that which is, and his breeding pits produce the races of Orcs, Trolls, Wargs, and Dragons, as well as a host of foul denizens that haunt the depths of Arda. He seduces the Fire Spirits and twists their souls, yielding the awful Demons of Might—the Balrogs (Valaraukar). On a still grander scale, he implants the seeds of pride and despair that change the very outlook of life.

MORGOTH'S WORKS

Morgoth is a master of many aspects of Eä, but above all he enjoys a command of crafts and material things. He is, after all, closest in mind and character to Aulë. Like the Lord of the Earth, he understands and manipulates Arda's substances. He erected the Iron Mountains to guard his Kingdom, and he raised the Misty Mountains in hope of stopping Oromë's attempt to rescue the Elves of Cuiviënen. Morgoth delved the endless Halls of Utumno and Angband and carved the hideous citadel of Thangorodrim. And, just as Aulë molded the surface of Arda according to Eru's vision, Morgoth remade it to suit his own desires.

Morgoth's transgressions are too great to mention, although a few are most notable. His wars cost countless lives and incalculable damage and twice ended in utter cataclysm. He hates Light and thus brought down Illuin and Ormal, the Two Lamps that lit the World in the early First Age. Toppling the peaks that supported them, he felled the greatest mountains ever to grace Endor. Later, he smote the Two Trees and contrived, along with Ungoliant, the draining of the Wells of Varda. He even assailed the Moon, failing only because his strength betrayed him as he rose into the Heavens.

MORGOTH'S LEGACY

His most heinous crime, however, is the legacy of Evil. Morgoth's incarnation leaves a bequest that includes a legion of wars, numerous twisted races, and a host of monsters. All the ills borne by such figures as the Balrog of Moria and Sauron of Mordor can be traced to his ire. Worst of all, though, he leaves the World with the painful sin that shall vex Eä until the end of the Count of Time.

THE BLACK ENEMY'S FORM

Morgoth's huge fana is dark and very strong. Contrived to invoke fear, it burns with a visible and undying rage which betrays his bottomless ire. No image created before or since is so terrible.

MORGOTH

Level: 500.

Race: Vala (Exalted but Fallen).

Home: Utumno in northern Endor; later Thangorodrim in Angband (in northwest Endor); still later the Timeless Void.

Names: Melkor (Q. "He Who Arises in Might;" S. "Belegûr"); Morgoth (S. "Black Enemy" or "Dark Enemy;" Q. "Mornagodo"); Great Death (S. "Belegurth"); Bauglir (S. "Constrainer"); Ünaulë (V. "Unmaker"); Ümahal.

MORGOTH IN MERP

Hits: 1500 **Melee OB:** 666 **Missile OB:** 666
AT: Plate (-285)

MERP Profession: Mage.

MERP Stats: ST 135, AG 140, CO 135, IG 137, IT 150, PR 150.

MERP Skills: Acting 125, Animal Handling 250, Caving 250, Music 400, Perception 250, Public Speaking 250, Smithing 500, Trap-building 250, Trickery 500.

MERP Spells: 26,000 PP. Base Spell OB is 250; Directed Spells OB is 500. Morgoth knows all spell lists.

MORGOTH IN ROLEMASTER

Hits: 1500 **Melee OB:** 666 **Missile OB:** 666
AT: 20 (285)

RM Profession: Sorcerer/Alchemist.

RM Stats: St 135, Qu 120, Em 150, In 150, Pr 150, Ag 140, Co 135, Me 125, Re 150, SD 99.

RM Skills: Acting 125, Administration 250, Animal Training 250, Appraisal 125, Architecture 250, Caving 250, Channeling 500, Chemistry 250, Climbing 250, Crafting 250, Diplomacy 500, Directed Spells 500, Falsification 500, Herding 250, Leadership 250, Linguistics 50, Math 250, Music 400, Navigation 250, Perception 250, Public Speaking 250, Runes 250, Seduction 250, Smithing 500, Spell-mastery 500, Stalking & Hiding 250, Staves & Wands 250, Stone-carving 250, Strategy & Tactics 500, Subduing 250, Trap-building 250, Trickery 500.

RM Spells: 26,000 PP. Base Spell OB is 250; Directed Spells OB is 500. Morgoth knows all spell lists.

Appearance: 01.

MORGOTH IN LOR

LOR Profession: Bard.

LOR Stats: Strength 16, Agility 17, Intelligence 20, Movement 15, Defense 19, Melee OB 43, Missile OB 43, General 12, Subterfuge 19, Perception 18, Magical 19, Endurance 1500.

LOR Powers: Morgoth receives a +6 bonus when performing any action within Utumno or Angband. If outside Angband, he receives a +3 bonus when performing any action under cover of darkness.

LOR Spells: All.

LOR Experience Points: ≈5,000,000.

MORGOTH'S PRINCIPAL ITEMS

Mace (Grond) — (Q. "Excavator") Hammer of the Underworld. A huge black eog mace. 10' long, it weighs 200 lbs and strikes as a flail.

MERP/RM: +250 Melee OB. Each critical strike is accompanied by I-10 impact criticals of equal severity, plus a Cracks Call spell (Mage, Earth Law list).

LOR: +14 Melee OB, delivers extra 2-12 D6 Damage.

Spear (Gebir Melkor) — (Q. "Melkor's Stake") A 21' long enchanted, black steel spear inlaid with red ithilnaur. Its range is 2000' (without range penalty), and it always returns to the wielder instantly after striking.

MERP/RM: +200 OB. Any critical strike the thrower delivers is accompanied by a 25th level Absolution Pure spell attack (Evil Cleric, Dark Channels list at 20th). RR failure results in target's spirit being torn from his body. (It can only be returned by Lifegiving.)

LOR: +12 OB, delivers extra 2D6+6 Damage.

The Iron Crown of Morgoth — A simple, black iron crown inlaid with black ithilnaur (which gleams white by moonlight or firelight), and adorned with the three Silmarils (later simply two). The symbol of his lordship over Arda, the Crown is Morgoth's greatest creation. **MERP/RM:** Its properties include:

(1) **Brightness** — its Jewels can glow to any degree desired by the wearer, even attaining a brightness normally ascribed to stars. In such case all within 500' must make a RR versus a 250th Essence attack, with failure resulting in blindness;

(2) **Aura** — the Jewels' inherent aura is so beautiful that all who come within 500' of the Crown must make a RR versus a 130th lvl (Fëanor's lvl) attack. RR failure results in victim being stunned and unable to parry for a number of rounds equal to RR failure #;

(3) **Heat** — anyone touching a Jewel receives a "D" Heat critical each round he maintains contact, all results of which are applicable to that part of the body that touches the Jewel (e.g., a back burn might be applied to the victim's hand or lips);

(4) **Enhancement** — wearer receives a +50 bonus for all activity;

(5) **Magnification** — x20 PP multiplier that enables wearer to simultaneously concentrate on twenty different spells (their cumulative lvl not to exceed 500);

(6) **Size** — crown will magically adjust to the wearer's head size;

(7) **Pride** — intelligent and inherently 75th lvl, the crown will expand to fall from the wearer's head whenever it feels the wearer is unsuitable;

(8) **Temptation** — irresistably Evil, it enhances any desire the wearer might have and, in time, anyone will succumb to their own inner feelings;

(9) **Strength** — strong, the crown cannot be broken unless it is heated in the fires in which it was made (see forge below);

(10) **Flammability** — of fire, the wearer can immolate at will, becoming engulfed in a flame which strikes all within 5' with the equivalent of a +50 Fireball each round.

(11) **Shadow** — of darkness, the wearer can become a "shadow" at will, operating with a +50 hiding bonus at night or in darkness; and

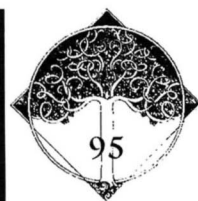
(12) **Perfection** — wearer's spells, physical attacks, and maneuvers cannot fail.

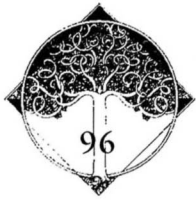
LOR: +20 Magical skill, +4 General skill, +4 Subterfuge. Allows wearer to cast 12 Fire Bolts (at will) per day (each +6 Damage).

Ring (Corómorna) — (Q. "Black Ring") A simple unadorned, black mithril band.

MERP/RM: Ring can change the dreams/desires of any target within 500' who fails a RR. The ring is usable 5x/day and affects the victim for 5 days x amount of RR failure.

LOR: Ring can change the dreams/desires (for 1-6 days) of any target within 500' (limit 5 targets/day).





Armor (Red-black Plate) — Unencumbering enchanted black ithilnaur scale armor.

MERP/RM: It glows red with a continuous Aura spell (Open Channeling, Light's Way list, 3rd lvl). Treat as plate (AT 20) with a DB of +50.

LOR: +5 Defense.

Forge and Tools — Morgoth's mountain smithy is adjacent to his Mansions. It contains an enchanted forge and tools which enable him to create items at 100x the normal rate for a smith or alchemist.

MORGOTH'S SPECIAL POWERS

Vision — Morgoth can see perfectly, at night or day, as far as the horizon. He can note every detail, as if he were at the point upon which he dwells, and his gaze penetrates the darkest of clouds, excepting that which is a void (e.g., one of Ungoliant's shrouds).

Voice — Morgoth can speak in any voice he desires, to anyone within his sight.

Hearing and Smelling — Morgoth can hear and smell perfectly, regardless of condition, as far as the horizon.

Ward of Iron — When Morgoth is in Utumno or Thangorodrim, his presence is extended out to form a ward with a diameter equal to 50 miles. Within this region, Morgoth can sense the number and basic nature of the presences whenever he concentrates.

Authority — Morgoth can direct his voice or sight upon any one individual (within a range of 500') in order to dominate him.

MERP/RM: Target must make a RR versus a 250th level Channeling (*MERP*) or Mentalism (*RM*) attack. Failure results in the victim being under Morgoth's control until the victim makes a successful RR. Whenever the victim leaves the 500' radius effect area—or whenever Morgoth stops concentrating—the victim receives one RR per round.

LOR: Target must roll (adding Magical skill) a 24+ in order to avoid being under Morgoth's complete control.

Earth-weaving — Morgoth has absolute control of all inorganic material which is affixed to or part of the earth within a range of 500 miles (i.e., 1 mile x Morgoth's lvl). He need only concentrate in order to move and mold the earth, although such movement must be (i) continuous and (ii) confined to a speed which does not exceed 1 mile per hour.

MERP/RM: It also requires a # of Morgoth's PP equal to # cubic miles of material x 10 x distance moved (in miles).

Earth-lore — Morgoth knows about the origin and properties of all inorganic substances.

Cloud-weaving — Morgoth has absolute control over all light within 500' of his person, as well as all the light within the confines of his ward (see the Ward of Iron above).

Breeding — Morgoth can alter, through the process of domination and breeding, the physical structure of any race. The victim's prospective offspring will normally change to suit the victim's own inner fears, but Morgoth's needs will inevitably affect the result.

MERP/RM: The victim receives a RR versus a 25th lvl Essence attack, with failure resulting in a change to the victim's offspring (before their birth).

LOR: Target must roll (adding Magical skill) a 15 or higher in order to avoid having his/her offspring changed by Morgoth.

Languages — Morgoth knows 50 languages. His mother tongue is Valarin, but he typically speaks Melkorin.

6.2 SAURON

Sauron, “the Abhorred,” was seduced by Morgoth before the making of Arda. He was the greatest of Aulë’s People and the most powerful of the Maiar, save (perhaps) Eönwë and Ilmarë. Skilled in all crafts and a master of diplomacy, he proved a formidable servant of the Black Enemy. Until Morgoth’s fall, Sauron was his only lieutenant.

SAURON’S TALE

Sauron held the realm of Angband during the Black Enemy’s stay in the hellish hold of Utumno. Later, during the wars against Beleriand, he directed the forces of Evil whenever Morgoth was otherwise preoccupied. With the breaking of the siege of Angband, the Host of Darkness took the offensive against their Elven enemies, and it was Sauron who guided the army that ravaged West Beleriand. He imprisoned and slew Finrod and his Elves and dueled Lúthien and the Vala wolfhound Huan. Nonetheless, he could not match strength with the Host of the Valar. With the fall of Morgoth at the end of the First Age, he surrendered to Eönwë to stand trial in Valinor.

Sauron repented, but his pride betrayed him. Before facing the Valar in Aman, he fled and hid in the far reaches of Endor. Five centuries passed before he reappeared. He arose as heir to Morgoth’s claim as King of Men and began to seduce selected Mannish groups soon thereafter. By S.A. 1000 he acquired enough strength to take and fortify Mordor. The Black Land became his home, the place to which he always returned.

Sauron traveled to Eregion around S.A. 1200. Disguised as Annatar, the “Lord of Gifts,” he befriended the Noldor smiths of Ost-in-Edhil. His ploy worked, for Annatar’s smooth manner and fair-seeming incarnation swayed his hosts. Only Galadriel remained untouched by his diplomacy. Nonetheless, a similar journey to Lindon failed when the Noldor King Gil-galad turned him away, wisely mistrusting the pretender.

During the next three hundred and eighty-one years (S.A. 1200-1580), Annatar instructed Jewelsmiths of Eregion in the ways of Ring-making. Annatar’s aid proved great, for with the knowledge that Aulë and Morgoth bestowed upon Sauron, the Lord of Gifts taught the Elves new methods of forging metals and jewels.

In keeping with his subtle plan, Sauron sought to manipulate his hosts during his stay. Dissent in Eregion accompanied Annatar’s presence, growing with the passing decades. By 1350, the Smiths openly rebelled against the rule of the Noldo Galadriel and the Teler Celeborn. Twenty-five years later the two lords renounced their wardship over Ost-in-Edhil.

Annatar’s help enabled the great Smiths, led by Celebrimbor, to devise the Rings of Power. Actual forging began around S.A. 1500—under the ever-watchful eye of the Dark Lord. Eighty years later, Annatar slipped back into Mordor and started forging the One Ruling Ring in the fires of Mount Doom (S. “Orodruin”). His plot against the Elves neared completion as Celebrimbor wrought the Three Rings between S.A. 1580 and 1590. Only ten more years passed before he finished the One Ring, a device designed to control all the other Rings of Power.

In S.A. 1600, the Dark Lord believed that victory was at hand, but Celebrimbor and his compatriots realized their folly before it was too late. Instead of using the Three Rings, the Elves secluded them. Sauron grew furious and demanded that they be handed over; however, his pleas fell on deaf ears. Celebrimbor sought out Galadriel in Lórien and gave her *Nenya*, one of the Three Rings, that same year.

With the Elven refusal, Sauron resolved to destroy his foes using overt and overwhelming force. In S.A. 1693 the War Against the Elves began. The armies of Mordor took Calenardhon (later Rohan), marched into southern Eriador, and assaulted Eregion by 1697. The Dwarves closed Moria. Sauron’s minions slew Celebrimbor and Ost-in-Edhil fell, the survivors fleeing to Lórien, Lindon, or Rivendell. Gil-galad, King of Lindon and High King of the Noldor, prepared his land in defense as all of Eriador fell under the yoke of the Lord of the Rings (S.A. 1699).

Sauron’s forces reached the River Lhûn by 1700, but a surprise awaited him. A Dúnedain army from Númenor stood beside the Elven host defending Lindon. Led by Gil-galad, the Elves and Dúnedain crushed the Dark Lord’s warriors, driving the survivors eastward. Eriador was reclaimed, forcing Sauron to fortify the Gap of Isen (later Rohan). So the Evil One looked eastward, in search of new recruits for his host.





*Sauron as
Warden of
Angband*

During the long stalemate that followed the Battle of Lindon, Sauron looked to the Dwarves and the Men of the East as allies. Having possession of the sixteen remaining Rings of Power, he gave them to the Kings of the seven Dwarven Houses and to nine Mannish lords. His ploy to enslave the two races worked, but only in part, since the Dwarves (S. "Naugrim") were unlike any other folk.

As creations of Aulë (whom Sauron once served), the Dwarves reacted differently than the Dark Lord had expected. The Seven Rings magnified the already-considerable Dwarven pride and greed; however, they failed to confer immortality on the Naugrim, nor did they enable Sauron to control the ring-wearers. While the Dwarf-lords used the Seven Rings to uncover new caches of wealth, the Evil One realized his failure and condemned their race.



The Nine Rings worked better, and around S.A. 2251 the nine Ringwraiths (BS. "Nazgûl"; S. "Úlairi") first appeared. Enslaved by their rings and controlled by the One Ring, they proved to be loyal servants of the Lord of Mordor. Three were Black Númenóreans, others corrupted Kings from elsewhere in Endor.

The appearance of the Nazgûl coincided with a social rebellion in Númenor. Sauron's carefully deployed diplomacy preyed upon the weaknesses of Men, and the Númenóreans, although strong, proved no exception. Dúnadan pride began to show as King Tar-Atanamir took the throne. Respect for the Valar waned as suspicions and jealousies directed toward the immortal Elves rose. Nationalism and racism gradually replaced respect for others, the Eldar in particular. During the centuries after S.A. 2200, the Númenóreans began to colonize and exploit Middle-earth.

Dúnadan fleets brought warriors and regents rather than teachers and envoys.

The now-haughty Dúnedain began to openly dispute Sauron's claim as King of Men. Their coastal holdings along the shores of Endor began to take on a new character; the Men of Númenor fortified their havens and prepared to challenge the Dark Lord militarily. Then, in S.A. 3261, the inevitable occurred; the Númenórean army under King Ar-Pharazôn landed at Umbar, intending to invade Mordor and put an end to Sauron's pretensions.

The wily Dark Lord preempted these plans, however. Surrendering without a fight, Sauron was taken to Númenor as a prisoner the next year. His imprisonment sealed the Númenórean doom. Between S.A. 3262 and 3310, the Evil One successfully convinced his captors of his worth as an advisor and, playing upon their pride, convinced them of their invincibility and misplaced destiny.

Sauron's counsel quickly corrupted Númenor. Elements of the outwardly unreligious society began to worship Darkness, sacrificing to Morgoth and building temples in honor of the Black Enemy. People abandoned things considered Elven and persecutions against

the Faithful—those who remained respectful of the Eldar and Valar—reached a feverish level. Ar-Pharazôn eventually concluded that the immortality and apparent superiority of Elves was not inherent to the race; rather, it was their residence in Aman that conferred unending life.

In 3310 the Númenórean King ordered the Great Armament. Nine years later, the greatest fleet ever seen in Arda assailed the eastern shore of Aman. Defying the Ban of the Valar—the law against mortal Men setting foot in the Undying Lands—Ar-Pharazôn sought to defeat the Elves and establish dominion over Aman. Númenórean hubris, spawned by success and fed by Sauron's soothing words, invited the destruction of the proud Dúnedain.

Swift and tragic retribution accompanied the Númenórean fleet's arrival in Aman. Laying down their guardianship, the Valar called upon Eru to right the wrong and enforce the Ban. Eru responded by opening a chasm in the Great Sea between Aman and Númenor. Ar-Pharazôn's fleet was swept eastward into the cataclysmic tumult, to be swallowed. Their great island home sank beneath the unyielding waves. The Downfall of Númenor was complete.

Only the small collection of the Faithful who heeded the warnings of doom survived the Downfall; the rest of the Dúnedain in Númenor perished. The Dúnedain of Endor no longer had a homeland. Those of Umbar and other southern and eastern havens, the so-called Black Númenoreans, turned away from their heritage. Others invited the Faithful survivors to rebuild the glory of old Númenor. In response, Elendil the Tall led the fleet of the surviving Faithful to Middle-earth to join their isolated brethren. Gathering with the Faithful of Lindon and Pelargir (on the Anduin), they began to carve out a new life, founding the Kingdoms in Exile: Arnor and Gondor.

Sauron also survived the Downfall, but his handsome body was destroyed in the wake of the flood. Still, the Evil One's power enabled him to "take shape" again, an act crucial to his involvement with those of Endor. As a Maia he always remained a spirit without need of a form; but like Morgoth, Sauron sought to rule Middle-earth, and in order to interact on a physical level he

needed a body. Physical tools, including a corporeal form and all its trappings, were prerequisites to his dominion. At first, he could assume his necessary form by taking any shape he desired. With his envelopment in the Downfall of Númenor in S.A. 3319, however, he lost the strength to take a fair-seeming form. Sauron required a certain sturdiness of spirit to complete this transition and after his "death" in the crushing Downfall, he was never the same. Part of the Dark Lord perished with Númenor.

Nonetheless, Sauron survived and re-arose in Mordor within a few years. The Evil One marshalled his forces and eradicated the vestiges of the Númenórean vigil. By S.A. 3429, he was able to wage war again, and in that year his armies struck westward at the young Dúnadan Kingdom of Gondor. His host took Minas Ithil and destroyed the White Tree, symbol of the Dúnedain; but Sauron was ultimately vanquished. The army of the Last Alliance of Elves and Men defeated him at the Battle of Dagorlad five years later and then beseiged the Dark Lord in Barad-dûr. The Dark Tower fell in S.A. 3441, and in the ensuing combat Sauron slew both the Elven High King Gil-galad and the Dúnadan King Elendil. As his father fell, though, Elendil's son Isildur deftly sliced off Sauron's ring finger. The Dark Lord's spirit retreated, overthrown and without the One Ring that lay before the victorious Isildur.

Sauron never again wore the Ruling Ring. Although Isildur died at the hands of Orcs but two years later, the Dark Lord's minions failed to recover the prize. As he struggled through the brambles and rushes in hope of escape, the Dúnedain King lost the Ring in the fens by the confluence of the rivers Gladden and Anduin. The One Ring rested at the bottom of a muddy pool until recovered by the Hobbit Déagol in T.A. 2463.

Soon after his discovery, Déagol was murdered by his cousin Sméagol (Gollum). Sméagol sought the Ring and, in killing his kin, began a saga that saw the One in the hands of Hobbits until it perished. Sméagol, then Bilbo, and then Frodo bore Sauron's great prize before its doom.



Without the One Ring, which embodied much of his essence, Sauron regained his strength very slowly. It took him one thousand years to recompose his spirit, take a new form, and manifest himself again in Middle-earth.

In the winter of T.A. 1050, Sauron entered Dol Guldur and took up residence as “the Necromancer.” This volcanic cinder cone, called Amon Lanc (S. “Naked Hill”) by the Elves of nearby Lórien, rose out of the hilly landscape of southern Mirkwood. A secluded height rife with delvings that reached into the Underdeeps below the earth, it was an ideal refuge. The Nazgûl prepared this hold for their master’s return. There, he remained secluded and invisible for well over a millenium. All the ills that plagued Southern Rhovanion during his stay could be traced to the hold in the Naked Hill, but no one—not even the Wise—realized the gravity of the peril.

Even the Wizards believed the Necromancer to be an insidious legacy of the downfallen Lord of the Rings. Their fears and suspicions yielded a number of disturbing answers, but no one perceived that Sauron of Mordor had indeed risen from the ashes of his defeat at the hands of the Last Alliance. The Dark Lord’s guise as the “Necromancer” served to hide his nature and true purpose for many lifetimes, for his subtle mastery of Evil brought destruction without openly tying him to the sources. His hand, his Eye, was everywhere, and yet always unseen.

While at Dol Guldur, Sauron slowly reconstituted his awesome power, constantly restraining himself from any obvious outbursts of irresistible horror. Adopting the red Lidless Eye as his symbol and focus of form, the Evil One bided his time. He acted solely through his agents, notably the wicked Ringwraiths.

Soon after taking his place in Dol Guldur, Sauron empowered the greatest of the Nazgûl to go further north and establish a realm to contest and ultimately destroy the Dúnedain’s North Kingdom of Arnor. The Lord of the nine Nazgûl became the Witch-king of Angmar, while six of the other eight Ringwraiths went to the East or South to do the Dark Lord’s bidding. Two Nazgûl remained by Sauron’s side in Dol Guldur as aides—messengers and envoys who spread his word. Of that pair, Sauron named Khamûl the

Easterling, the second of the Nine, to stand as Keeper of Dol Guldur. Sauron’s plan to crush Arnor succeeded. Sundered into three successor states (Arthedain, Cardolan, and Rhudaur) in T.A. 861, the Dúnadan North Kingdom was disunified and vulnerable when the Witch-king established Angmar in T.A. 1300. The Lord of the Nazgûl overran Rhudaur and Cardolan by 1409, reducing both states and isolating the Dúnedain of Arthedain. Then, after nearly six hundred more years of fighting, the Witch-king achieved his goal. His host of Angmarim swept across Arthedain in 1974-75.

As Arvedui—Arthedain’s last King—fled northward and perished in the icy waters of the Bay of Forochel, a fleet from Gondor led by Eärnur landed in Lindon. Although too late to rescue Arvedui, the Gondorians joined with the remnants of the Arthadan army and decimated the Angmarim at the Battle of Fornost. The victors chased the Witch-king into the Ettenmoors, where he vanished. Both Angmar and Arthedain passed into history as lost kingdoms.

Sauron succeeded in his quest to destroy the North Kingdom, enabling him to turn all his attentions on the South Kingdom of Gondor. The Witch-king returned to Mordor and, after twenty years of preparation, gathered the other Ringwraiths for an attack on Gondor’s easternmost city, Minas Ithil. Two years later (T.A. 2002), the besieging army forced their way into the city. It fell together with its Seeing-stone (Palantír) and was renamed Minas Morgul. In the year T.A. 2050, the Witch-king slew Eärnur in a challenge duel outside the gates of Minas Morgul, ending the line of Gondor’s Kings.

Sauron still directed his forces in secret from his lair in Dol Guldur. Searching for the lost One Ring, he preferred not to reveal himself until his power was unmatchable. The Dark Lord kept the guise of the Necromancer until Gandalf threatened to uncover his ruse in T.A. 2063. Slyly, the Dark Lord fled to the East. Quiet settled in the West as the Watchful Peace began. During this era, the Ringwraiths remained in silent repose at Minas Morgul while their master marshalled his strength among the Easterlings.

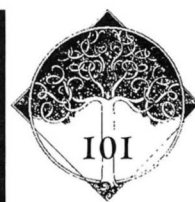
With the return of the strengthened Sauron to Dol Guldur in T.A. 2460, the Watchful Peace ended. Orcs multiplied and wars followed, all fostered by the Evil One. The ensuing years saw Sauron's power grow. By the time Gandalf confirmed his identity as the Necromancer (2850), he was nearly ready to unleash his final onslaught. Confident of his might, despite the absence of his Ruling Ring, Sauron returned to Mordor in T.A. 2941. Ten years later he revealed his presence and declared himself the Lord of Middle-earth.

The Dark Lord rebuilt Barad-dûr and renewed his search for the One Ring upon returning to the Black Land, but he hastened the course of armament. Aware of evil artifact's recovery, he fought time. Although he sent out his greatest servants—the Ringwraiths—in search of his prize, he was unsure of its fate. The Dark Lord realized that as long as the One Ring existed and was not employed by another, he was unassailable; but, in the hands of a foe, the Ruling Ring endangered his dominion.

Still, few had the strength to control the incredible power embodied in the Ring. After all, part of Sauron himself coursed through the One. It was also utterly Evil and unsuited to the nature of many of his foes. The greatest threat was the fallen White Wizard Saruman, who was then lord of Isengard. Like Sauron, he knew of the Ring's reappearance. Saruman's servants scoured the land far and wide for its location, but to no avail. Frustrated, the White Wizard turned to Isengard's Seeing-stone in T.A. 3000 in hopes that he could wrest knowledge from the Dark Lord. Sauron proved too great a match for Saruman and ensnared the Wizard's mind. The Evil One's principal rival fell under the spell of Darkness.

Sauron never suspected that the bearer of the One Ring would choose to destroy it rather than wield it for himself. The Dark Lord believed that even the good-hearted would attempt to use it, if for no other purpose then to defeat him. In doing so, the Ring would reveal them and enslave them, giving Sauron—its master—a chance to overcome the danger. This assumption doomed him.

The War of the Ring raged as the Fellowship made its way toward Mordor in late 3018 and early 3019. One of Sauron's armies began the awesome assault on Gondor by assailing Osgiliath, the virtually-abandoned capital that commanded the Anduin crossing between the Black Land and Minas Tirith. While the Company relaxed in Rivendell, the Ringwraiths returned from their hunt for the One Ring, rejoined their Master, and prepared for the final thrust against the West.



*Sauron as
the Lord
of Gifts*



Khamûl the Easterling directed the two armies that struck from Dol Guldur, and the Witch-king led the frontal assault against the gates of Minas Tirith. Overwhelming as these hosts seemed, however, the main body of Sauron's minions remained in Mordor. No array fielded by the West could match its might.

However, the War of the Ring was not decided on the field of battle. The victory over Darkness at Pelennor Fields bought time, but it did not end the danger. Only the destruction of the One Ring could stay Sauron's triumph. This was an act the Dark Lord never contemplated. Despite all his power, and his talents as a master of minds and a manipulator of emotion, the Dark Lord did not understand the nature of innocent and unwavering good. He directed his attentions outward, never looking in his own Black Land for the Hobbit that bore his doom.

When Frodo and Gollum returned the One Ring to the fires of the Crack of Doom—where the Ring was made and could be unmade—Sauron's empire collapsed. All that Sauron built with the One was destroyed. The other Rings of Power lost all strength, leaving the Ringwraiths lifeless; and fear and dread settled in the hearts of the Evil One's minions. Leaderless and broken, the armies of Darkness fled or were quickly vanquished. Barad-dûr perished, for its seemingly indestructible foundation had been enchanted by the Ring.

Sauron, of course, passed from Arda, unable to maintain any form. Too much of his essence died with the One Ring. In every act of creation a part of the maker is left in his work, and this was true of the Ruling Ring as well; thus the downfall of the Lord of the Rings.

THE NATURE OF THE LORD OF THE RINGS

Sauron is of both this and the "shadow world" and is therefore wholly in neither. He appears as an inexplicably elusive image, with a black and mottled "surface" which burns with an intense but often invisible fire. The flaming Eye, however, is ever-present, either in mind or in the viewers's clear, unbelieving vision.

The Abhorrent One remains a servant of the Darkness that is the gift of his master Morgoth. Although he worships himself, Sauron is the embodiment of the Black Enemy's legacy. Morgoth remains the Dark Lord's mentor and master, for Morgoth is Evil incarnate. Even imprisoned in the Void outside Eä, the Black Enemy survives in the Evil he invented. Sauron and his followers, and those they dominate, worship this Evil in myriad ways. Fear of the power of Darkness, of course, stands as the ultimate incentive, spawning a reverence of Evil and its incarnations. Sauron promulgates overwhelming terror, and his thralls see no other choice. Sheer strength and cunning deception enable the Lord of the Rings to prey on the souls of Free Peoples and remold whole societies.

In building his kingdom of awful ire, Sauron carefully selects capable instruments of terror. His armies include countless Men, Orcs, and Trolls. However, just as Morgoth once molded peoples into mockeries of Eru's children, Sauron seeks to develop new warrior stock. Like his master the Black Enemy, he cannot create life; but through breeding, the manipulation of minds and souls, and selective spawning, the Dark Lord has forged three new subject races: the Uruk-hai (BS. "Orc-people"), the Olog-hai (BS. "Troll-people"), and the Furolog-hai (BS. "Half-troll People"). These creatures can reason and operate in daylight, overcoming the principal flaws of their precursors.

The Evil One feeds on misery and the unbridled anticipations of pain and suffering which grip his countless victims. His agents use sheer force and silvery ploys to achieve Sauron's goals in many ways; although the ends are one and the same, the overseer is rarely revealed. Through his minions, he strangles nations and cripples cultures all over Middle-earth: in the East and South his whip is greatest, but the Dark Lord plagues the West as well. There, the legacy of his most-hated foes remain intact, and there he plans his final, climactic gesture.

SAURON'S NINE RINGWRAITHS

The nine Nazgûl act as extensions of Sauron's vile will; they serve as his "hands." The Nine do the Dark Lord's bidding, fearing only him, for it is Sauron who enslaved them with the Nine Rings of Power, and it is he who gave them "life" immortal. Without Sauron, the Ringwraiths have no focus, and without the power born by the Nine Rings Sauron holds, they cannot live.

The Nazgûl's power, even before their corruption, was considerable. With their enslavement it grows. Their roots reach back to the Second Age, when they reigned as mighty Kings of Men, enabling them to draw on experience beyond the reach of other Men. With their submission to the Dark Lord, they became immortal, acquiring their skills over centuries. Yet, like Sauron, they exist in both this world and the realm of the shadows, but wholly in neither.

Whatever the Nazgûl gain, they possess because of some loss. The Ringwraiths are immortal and undying, and yet they speak as those who see death and perpetually suffer through their last throes of life. Their tone causes the hardest men to cringe or flee, but it is as much the shrill call of suffering as it is the cry of warning. The Nine enjoy "dark-sight" and their sense of smell empowers them to find things which are invisible to others; however, they are virtually blind. Great and terrible beasts follow their call, but they trust nothing and count no one as a friend. Armies of men die for them, but they never step without Sauron's favor. Normal weapons or spells cannot effect the Ringwraiths; yet at the same time, they turn away from the commonplace: water, natural fires, and the name of the Vala Varda (Elbereth).

Of course, the Nazgûl's ties to the One Ring provide their greatest vulnerability. All the Rings of Power will perish when the One is destroyed, making the Nine Rings of Men mere jewels. This change threatens to remove the enchantment that gives continuing life to the Ringwraiths; and so, should Sauron fall, the Nine shall pass into oblivion.

KEY

*Sauron prior to making the One Ring (≈up to S.A. 1600).

**Sauron in hiding without the One Ring (≈T.A. 1-2941).

†Sauron revealed without the One Ring (≈T.A. 2941-3019).

‡Sauron when wearing the One Ring (≈S.A. 1600-3441).

SAURON

Level: 180 (240); 360 with the One Ring.

Race: Maia (Fallen).

Home: Originally Angband in northern Endor; later Mordor.

Names: Thauron (Q. "the Abhorred"); Gorthaur (S. "the Cruel"); Annatar (S. "Lord of Gifts"); Artano (Q. "High Smith"); Aulendil (Q. "Servant of Aulë"); the Deceiver; the Abominable; the Lord of Mordor; the Lord of the Dark Tower; the Dark Lord; the Black One; the Black Master; the Black Hand; the Shadow; the Unnamed; the Eye; the Red Eye; the Evil Eye; the Eye of Barad-dûr; the Lidless Eye; the Nameless Eye; the Nameless One; the Evil One; the Ring-lord; the Ring-maker; Lord of the Rings; etc.

SAURON IN MERP

Hits: 500 **Melee OB:** 200 **Missile OB:** 180
AT: Plate (-150)*

Hits: 600 **Melee OB:** 250 **Missile OB:** 200
AT: Plate (-200)**

Hits: 600 **Melee OB:** 250 **Missile OB:** 200
AT: Plate (-200)†

Hits: 600 **Melee OB:** 310 **Missile OB:** 260
AT: Plate (-200)‡

MERP Profession: Mage.

MERP Stats: ST 110, AG 101, CO 110, IG 102, IT 100, PR 120.

MERP Skills: Acting 125, Animal Handling 250, Caving 250, Music 400, Perception 250, Public Speaking 250, Smithing 500, Trap-building 250, Trickery 500.

MERP Spells: T.A. 1-2459: 1200 PP; T.A. 2460 onward 4800 PP. Sauron can use all spell lists up to his level. In addition, he can simultaneously concentrate on a number of targets or spells equal to his level.

SAURON IN ROLEMASTER

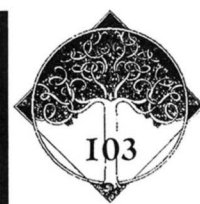
Hits: 500 **Melee OB:** 200 **Missile OB:** 180
AT: 20 (150)*

Hits: 600 **Melee OB:** 250 **Missile OB:** 200
AT: 20 (200)**

Hits: 600 **Melee OB:** 250 **Missile OB:** 200
AT: 20 (200)†

Hits: 600 **Melee OB:** 310 **Missile OB:** 260
AT: 20 (200)‡

RM Profession: Sorcerer/Alchemist.





*Sauron as
the Lord
of the Rings*

RM Stats: St 110, Qu 100, Em 90, In 100, Pr 200, Ag 101, Co 110, Me 102, Re 101, SD 99.

RM Skills: Acting 240, Administration 240, Ambush 30, Architecture 240, Channeling 240, Chemistry 120, Climbing 120, Cookery 90, Crafting 180, Diplomacy 180, Directed Spells 240, Disarm Traps 120, Falsification 180, Leadership 250, Linguistics 50, Martial Arts Strikes 90, Martial Arts Sweeps & Throws 90, Math 250, Music 250, Navigation 250, Perception 120, Pick Locks 120, Public Speaking 250, Riding 90, Runes 240, Seduction 240, Signaling 90, Singing 90, Skiing 90, Smithing 240, Spell-mastery 180, Stalking & Hiding 240, Staves & Wands 240, Stone-carving 250, Strategy & Tactics 180, Subduing 180, Trickery 240, Weather-watching 120, Wood-carving 120.

RM Spells: T.A. 1-2459: 1200 PP; T.A. 2460 onward 4800 PP. Sauron can use all spell lists up to his level. In addition, he can simultaneously concentrate on a number of targets or spells equal to his level.

Appearance: 02.

SAURON IN LOR

LOR Profession: Bard.

LOR Stats: Strength 11, Agility 10, Intelligence 16, Movement 7, Defense 13, Melee OB 16, Missile OB 13, General 11, Subterfuge 13, Perception 18, Magical 19, Endurance 600.

LOR Powers: Sauron receives a +4 bonus when performing any action within Angband or Mordor. If outside these areas, he receives a +2 bonus when performing any action under cover of darkness.

LOR Spells: All.

LOR Experience Points: ≈2,400,000.

SAURON'S PRINCIPAL ITEMS

The One Ring — Aka "the Ruling Ring," the "One," the "Ring." A seemingly normal gold band, the One Ring will adjust to the wearer's ring size or, if it so desires, it will expand to fall from the wearer's finger whenever the ring feels the wearer is unsuitable (see below). The One's hidden inscription glows when the Ring is placed in a fire. In Black Speech it reads:

"Ash nazg durbatulúk, ash nazg gimbatul,

Ash nazg thrakatulúk agh burzum ishi krimpatul."

The translation reads:

"One Ring to rule the all, One Ring to find them,

One Ring to bring them all and in the darkness bind them."

Unless the wearer exerts control over the One, the Ruling Ring will act according to its own bidding — for it views a weaker wearer as unsuitable. Only Sauron, its maker, has absolute control. Since it is a part of Sauron's essence, it is irrevocably and irresistibly Evil. It enhances any desire the wearer might have—particularly the want for power. In time, anyone will succumb to their own inner feelings.

A Ring-wearer is invisible, although Sauron can be visible at will. The One also allows wearer to control or resist any device made with the Ring's aid (e.g., the traps of Barad-dûr), with mere concentration on the wearer's part. Ring controls all wearers of the Nine Rings of Power regardless of range. etc., although this power requires complete mastery of the One. Ring permits wearer to cast spells at three times normal range or against any target wearer can see (even when the sighting is aided by some device), whichever is greater. Ring-wearer's spells, physical attacks, and maneuvers cannot fail.

The Ruling Ring cannot be destroyed except in the fires of Orodruin (S. "Mount Doom"), where it was made.

MERP/RM: The One is a x18 PP spell multiplier which requires training equal to 600 days minus wearer's level, lest the effects of its use be random or at the whim of the Ring (which resists others as if it were 60th level).

LOR: +9 Magical, +3 General.

The Shadow Mace — Black, ithilnaur mace which glows red when within 300' of an Elf. The mace becomes instantly invisible whenever the wielder concentrates this desire.

MERP/RM: +60 (+30 if used by someone other than Sauron).

LOR: +4 Melee OB (+2 if used by someone other than Sauron), +6 Damage.

The Black Sword (S. "Mormegil;" Q. "Mormacil")

— Not to be confused with Turin's nickname Mormegil or his sword Gurthang, this is a black, ithilnaur, Elf-slaying broadsword. Enchanted and unbreakable (except against eog), it cannot be fumbled.

MERP/RM: +45 Elf-slaying broadsword. If a critical strike is yielded and wielder so desires, it also delivers a Heat or Cold critical strike of equal severity.

LOR: +3 Melee OB (+5 if used against an Elf), +3 Damage.

The Gauntlet of Slaying — Aka's "Narsil's Bane." A black steel and dragonskin glove.

MERP/RM: Treat as a +15 mace or as a +10 shield. Should Sauron successfully parry a foe's weapon (i.e., the foe delivers no damage), the Dark Lord may attempt to grab the weapon. In such case, the weapon must resist versus a 50th level attack or it is destroyed. Weapons resist at the level of their wielder (+1 lvl/+5 bonus); however, magical weapons resist at a level equal to 20th lvl plus their wielder's lvl.

LOR: +1 Melee OB, +1 Damage, +1 Defense. Anyone attacking Sauron must roll and add Magical skill and get a 20+ result or his/her weapon will simply melt.

The Black Scale — Unencumbering black dragonskin and black ithilnaur scale armor.

MERP/RM: Treat as AT Plate/20 with a DB of +80.

LOR: +4 Defense, +1 General.

SAURON'S SPECIAL POWERS

Domination — With his One Eye, Sauron can dominate any number of individuals, the sum of whose levels are less than or equal to the Dark Lord's level. He can assert this power even through a Seeing-stone.

MERP/RM: All who he effectively gazes upon must make a RR versus a 120th level attack, lest they fall under the Lord of the Ring's absolute control. Whenever Sauron breaks his concentration, targets get a RR; however, this domination lasts until the target makes a successful RR, and so the effect may be indefinite.

LOR: Target must roll (adding Magical skill) a 21+ in order to avoid being under Sauron's complete control.

Presence — Anyone coming within actual (as opposed to aided) sight of the Dark Lord must resist fear.

MERP/RM: Victims make a RR versus a 60th Fear spell. With a RR failure of 01-50, the victim flees in fear for 1-10 minutes. If the RR failure is 51-100, the victim is frozen in place (stunned and unable to move or parry) for 01-10 rounds. Should they fail by 101+, they die of fright. (Note victims use their Presence stat bonus and get a position bonus like that given in melee combat: e.g., +35 from behind.)

LOR: Target must roll (adding Magical skill) a 12+ in order to avoid freezing in fear for 2-12 rounds.

Form — Sauron's fana cannot be touched by normal weapons.

MERP/RM: Treat him as a "Large" creature for purposes of critical strikes. Attacks against him which yield a critical strike roll require use of Large Creature Critical Strike Table.

LOR: Subtract 6 from Damage if attacker uses a normal weapon.

Spirit — Unless the One Ring is destroyed, Sauron's spirit — his soul or essence — remains in Eä even upon the death of his body. In other words, as long as the One Ring exists, only his form can be slain. With the death of his body, however, Sauron cannot take another form for an undetermined number of years.

MERP/RM: Roll two sets of dice and add them together to get the sum of years his spirit needs to regain form. For each roll, use three percentile dice: one die representing the hundreds, one die representing the tens, and the third representing the ones digits. The result is a number between 2 and 2000.

LOR: Roll four D6 and add total (4-24). Then subtract 2 to get result (2-22), the # of centuries Sauron is without form.

Languages — Sauron knows all languages. His mother tongue is Melkorin, but he typically speaks Black Speech.

6.3 VALARAUKAR

The Valaraukar (sing. “Valarauko”; S. “Belryg”), or “Demons of Might,” are fallen Fire Spirits who once served the Valië Vána. Seduced and perverted by the Black Enemy, the Balrogs serve as the chief war-lords of Angband. They also comprise Morgoth’s elite guard.

Descriptions of the four most storied Valaraukar follow.

THE BALROG OF MORIA

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

THE BALROG’S TALE

Living in the Underdeeps below the Misty Mountains throughout the Second Age and for nearly two millenia of the Third Age, this heinous creature bided its time as a prisoner of the earth. Moria’s Dwarves uncovered him in T.A. 1980 during their search for mithril. The Balrog quickly slew two Dwarven Kings—Durin VI and his son and successor Náin I—and gathered an army of Orcs and other dark denizens, which drove Durin’s Folk from their precious city (T.A. 1981). Later (T.A. 2989-94), when Balin’s Company attempted to refound Khazad-dûm, they encountered the Balrog and his host. The Dwarves were once again vanquished. Their deaths were not avenged until the Fellowship of the Ring entered Moria in early T.A. 3019. There, the Balrog confronted the party of the Ring-bearer and was challenged by Gandalf the Grey Wizard. After ten days of personal combat, Gandalf slew the Balrog, but the Wizard himself perished (only to be resurrected as Gandalf the White).

THE NATURE OF THE BALROG OF MORIA

Durin’s Bane instills dread in the heart of anything that stands before him, which is befitting a Demon whose might exceeds that of a Dragon. His presence always commands fear. Ensnared in a changing shadow, enshrouded in magic fire, the Balrog of Moria is typical of the Demons of Might; but he is far more powerful than anyone in Endor, save only his fellow Maiar and the highest of the Firstborns’ Lords.

The Balrog enjoys formidable powers, although he is forever tied to his ugly, 18' tall form. He can fly, albeit clumsily, as he did from the ruins of Thangorodrim. His terror can stay those before him, and he is a master of thoughts and an enchanter of souls. Bearing his fiery sword and whip—enruned weapons too large for lesser beings—he can strike virtually simultaneously, and with the vengeance of two lordly warriors. Immune to heat and one with fire, he revels in the steaming, infernal places deep below Endor’s surface.



*The Balrog
of Moria*

THE BALROG OF MORIA

Level: 36 (60).

Race: Maia (Balrog).

Home: Angband in northern Middle-earth; later the Underdeeps far beneath the Misty Mountains; still later, Moria.

Names: Felagrog (S. "Demon of the Cave"); Felyashono (Q. "Cave-kindler"); Durin's Bane; the Terror; the Balrog; the Evil Lord in Moria.

THE BALROG IN MERP

Hits: 420 **Melee OB:** 275 **Missile OB:** 120
AT: Plate (-90)

MERP Profession: Fighter.

MERP Stats: ST 120, AG 99, CO 102, IG 97, IT 100, PR 120.

MERP Skills: Acrobatics 73, Caving 120, Perception 83, Public Speaking 40, Smithing 61, Swimming 93.

MERP Spells: 300 PP. Base Spell OB is 36; Directed spell OB is 72. The Demon can cast spells within a 300' radius. He possesses the ability to use any Fire Law spell or Detection Mastery spell.

THE BALROG IN ROLEMASTER

Hits: 420 **Melee OB:** 275 **Missile OB:** 120
AT: 20 (90)

RM Profession: Warrior.

RM Stats: St 120, Qu 101, Em 72, In 100, Pr 120, Ag 99, Co 102, Me 97, Re 96, SD 96.

RM Skills: Athletic Games 120, Caving 120, Climbing 102, Directed Spells 72, Diving 73, Frenzy 102, Leadership 93, Leather-working 36, Linguistics 5, Perception 83, Public Speaking 40, Runes 46, Smithing 61, Spell-mastery 45, Staves & Wands 56, Strategy & Tactics 84, Subduing 40, Swimming 93.

RM Spells: 300 PP. Base Spell OB is 36; Directed spell OB is 72. The Demon can cast spells within a 300' radius. He possesses the ability to use any Fire Law spell, Dark Contacts spell, or Detecting Ways spell.

Appearance: 04.

THE BALROG IN LOR

LOR Profession: Warrior.

LOR Stats: Strength 12, Agility 9, Intelligence 7, Movement 4, Defense 6, Melee OB 15, Missile OB 8, General 5, Subterfuge 1, Perception 5, Magical 4, Endurance 420.

LOR Spells: Casts Camouflage, Concentration, Clairvoyance and +3 Fire Bolt spells.

LOR Experience Points: ≈400,000.

THE BALROG'S PRINCIPAL ITEMS

Whip (Awakening Death) — (S. "Cuivigurth")

Giant, flaming Whip of black ogamur; range 36 feet; weighs 24 pounds. Whip is on fire only when held by the Balrog, and only when the Demon is also on fire.

MERP/RM: Treat as +30 Whip or Flail. All regular crits accompanied by Heat criticals of 2 less severity levels.

LOR: +2 Melee OB, +2 Damage.

Sword (Light Cleaver) — (S. "Calris")

Giant, flaming Sword (treat as 2-hander) of black eog; weighs 18 lbs. Sword is on fire only when held by the Balrog, and only when Demon is also on fire.

MERP/RM: +30 Two-hand sword. All regular crits accompanied by Heat criticals of 1 less severity level.

LOR: +2 Melee OB, +4 Damage.

THE BALROG'S SPECIAL POWERS

Size — The Balrog normally stands 18' in height. Treat him as a Huge creature.

MERP/RM: Attacks against him which yield a critical strike roll require use of (Super) Large Creature Critical Strike Table.

LOR: Roll 1D6 and add result to Defense.

Strength — Enables the Balrog to toss any pole arm up to 100' without range penalty. He can throw rocks (up to 100 lbs) up to 200'

MERP/RM: +120 thrown missile OB (pole arms or rocks). Rocks yield a Large Fall/Crush attack.

LOR: +2 Missile OB, +5 Damage.

Hide — Treat the Demon's skin as Plate armor.

MERP/RM: Skin = AT Plate/20 with an inherent DB of 60.

LOR: Subtract 4 Damage from all attack results against the Balrog.

Hands — His huge hands and fiery shroud give him the ability to strike without weapons.

MERP/RM: Hands attack as +180 OB Huge Bash or a +120 OB Huge Grapple. (All regular crits accompanied by Heat criticals of same severity lvl.)

LOR: +2 Melee OB, +3 Damage.

Flight — The Fire Demon can fly up to 240 feet per round, but he takes 1-5 rounds to develop lift and take to the air. He is also a cumbersome flyer. The first round of flight he can move up to 60'; during the second round he can move up to 120'; the third round he can move up to 180'; and the fourth and following rounds he can move up to his maximum of 240'.





Immolation — As a Fire Spirit, the Balrog is immune to fire and can immolate at will, even in mid-round. When completely immersed (not doused) in water, however, his flames go out, leaving his slimy surface exposed.

MERP/RM: When he is not on fire, his Presence drops to 102, his Constitution drops to 100, and he does not deliver any Heat criticals.

LOR: Defense skill and General skill drop by 2 when Balrog is not on fire.

Presence — The Balrog presents a terrifying image.

MERP/RM: Anyone coming within sight of the Balrog makes a RR versus an 18th level Fear spell. With a RR failure of 01-50, the victim flees in fear for 1-10 minutes. If the RR failure is 51-100, the victim is frozen in place (stunned and unable to move or parry) for 1-10 rounds. Should they fail by 101+, they die of fright. Note that victims get a +10 bonus if the Demon is not in flames.

LOR: Anyone coming within sight of the Balrog makes roll and adds Magical skill. If result is less than 18+, victim is stunned for 1 round and then tries to flee.

Domination — The Balrog can direct his gaze upon any one individual (within 300') in order to dominate the poor fool.

MERP/RM: If the Balrog is not aflame, or if the victim covers his eyes and head, the attack is as an 18th level Directed Spell. Otherwise, the victim must make a RR versus the Demon's 36th level attack. A RR failure of 01-50 leaves the victim in the Balrog's control until he makes a successful RR. The victim gets a RR each round the Balrog does not concentrate on him or command him. A RR failure of 51-75 leaves the victim in a coma for 1-10 days, while a failure of 76+ kills the prey by shattering his mind and soul.

LOR: If the Balrog gazes on someone, the victim must make roll adding his/her Magical skill. If result is less than 21+, the Valarauko controls the victim for 2-12 rounds.

Languages — The Balrog knows 5 languages. His mother tongue is Melkorin, but he typically speaks Sindarin, Orkish, or Black Speech.

GOTHMOG

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

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

Gothmog's power matches the terror invoked by his form. As a Maia of considerable strength, he is capable of manipulating lesser spirits: instilling fear, commanding minds, and the like. The strongest of the Maia Fire Spirits excepting Arien, he relishes flames and can pervert them to his bidding. His fire spells are renowned.

Gothmog's reputation as a warrior, though, exceeds his image as an enchanter. He is, like all Balrogs, a brutal, physical Demon who thinks nothing of challenging the greatest of foes. It is Gothmog who mortally wounds Fëanor, slays the High King Fingon, and kills the Elf-lord Ecthelion of the Fountain (but the Lord of the Balrogs himself perishes at the hands of Ecthelion).

GOTHMOG

Lvl: 100 (160).

Race: Maia (Balrog).

Home: Angband in northern Middle-earth.

Names: Hateful Enemy (Sindarin);

Kosomoko or Kosomot (Quenya); King of the Valaraukar (Balrog King); Chief of the Demons of Might; Warlord of Angband; Son of Morgoth; Scion of Fluithuin; Fëanor's Bane; Fingon's Bane; Fire Lord.

GOTHMOG IN MERP

Hits: 666 Melee OB: 455 Missile OB: 405
AT: Plate (-115)

MERP Profession: Fighter.

MERP Stats: ST 118, AG 109, CO 110, IG 99,
IT 102, PR 120.

MERP Skills: Acrobatics 125, Caving 180,
Perception 165, Public Speaking 90, Smithing 91,
Swimming 145.

MERP Spells: 300 PP. Base Spell OB is 50; Directed
Spells OB is 100. Gothmog can cast spells within a
300' radius. He possesses the ability to use any
spells up to 100th level off the Fire Law and
Detection Mastery lists.

GOTHMOG IN ROLEMASTER

Hits: 666 Melee OB: 455 Missile OB: 405
AT: 20 (115)

RM Profession: Warrior.

RM Stats: St 118, Qu 103, Em 90, In 102, Pr 120,
Ag 116, Co 110, Me 98, Re 100, SD 97.

RM Skills: Athletic Games 120, Caving 180,
Climbing 205, Directed Spells 100, Diving 125,
Frenzy 154, Leadership 164, Leather-working 76,
Linguistics 10, Perception 165, Public Speaking 90,
Runes 85, Smithing 91, Spell-mastery 81,
Staves & Wands 96, Strategy & Tactics 112,
Subduing 80, Swimming 145.

RM Spells: 300 PP. Base Spell OB is 50; Directed
Spells OB is 100. Gothmog can cast spells within a
300' radius. He possesses the ability to use any
spells up to 100th level off the Fire Law, Dark
Contacts, or Detecting Ways lists.

Appearance: 02.

GOTHMOG IN LOR

LOR Profession: Warrior.

LOR Stats: Strength 12, Agility 11, Intelligence 9,
Movement 7, Defense 7, Melee OB 16,
Missile OB 15, General 7, Subterfuge 2,
Perception 11, Magical 6, Endurance 666.

LOR Spells: Casts Camouflage, Concentration,
Clairvoyance and +5 Fire Bolt spells.

LOR Experience Points: ≈1,000,000.

GOTHMOG'S PRINCIPAL ITEMS

Whip (Fire-speaker) — (S. "Pedonor") A giant,
flaming Whip of black ogamur, it has a range 42
feet and weighs 30 pounds. Whip is on fire only
when held by Gothmog, and only when Gothmog is
also on fire.

MERP/RM: Treat as +40 Whip or Flail. All
regular crits accompanied by Heat criticals of
2 less severity lvls.

LOR: +3 Melee OB, +3 Damage, +1 Defense.



Sword (Sudden Doom) — (S. "Bragolamarth")
Giant, flaming sword of black eog and weighing 18
lbs. Sword is on fire only when held by Gothmog,
and only when Gothmog is also on fire.

MERP/RM: +40 Two-hand sword. All regular
crits accompanied by Heat criticals of 1 less
severity lvl.

LOR: +3 Melee OB, +7 Damage.

Mace (Commander of Spirits) — (S. "Ûrgon;" Q.
"Fëagon") Symbol of Balrog overlordship, the great
black eog mace weighs 18 lbs and can be thrown up
to 100' without OB penalty (it will return to
wielder's hand the following round).

MERP/RM: +30 (all crits = Concussion).

LOR: +2 Melee or Missile OB, +6 Damage, +2
Magical skill.

Gothmog



GOTHMOG'S SPECIAL POWERS

Size — 20' tall, Gothmog is a Huge creature.

MERP/RM: Attacks against him which yield a critical strike roll require use of (Super) Large Creature Critical Strike Table.

LOR: Roll 2D6 and add result to Defense.

Body — Treat Gothmog's skin as Plate armor. His huge hands and fiery shroud give him the ability to strike without weapons.

MERP/RM: Skin = AT Plate/20 with an inherent DB of 75. Hands attack as +200 OB Huge Bash or a +180 OB Huge Grapple. (All regular crits accompanied by Heat criticals of same severity lvl.)

LOR: Subtract 5 Damage from all attack results against Gothmog. Hands = +2 Melee OB, +4 Damage.

Strength — Enables Gothmog to toss any pole arm up to 100' without range penalty. He can throw rocks (up to 100 lbs) up to 200'.

MERP/RM: +150 missile OB (pole arms) and +120 missile OB (rocks). Rocks yield a Large Fall/Crush attack.

LOR: +3 Missile OB, +5 Damage.

Flight — The Fire Demon can fly up to 240 feet per round, but he takes 1-5 rounds to develop lift and take to the air. He is also a cumbersome flyer. The first round of flight he can move up to 60'; during the second round he can move up to 120'; the third round he can move up to 180'; and the fourth and following rounds he can move up to his maximum of 240'.

Immolation — As a Fire Spirit, Gothmog is immune to fire and can immolate at will, even in mid-round. When completely immersed (not doused) in water, however, his flames go out, leaving his slimy surface exposed.

MERP/RM: When he is not on fire, his Presence drops to 110, his Constitution drops to 103, and he does not deliver any Heat criticals.

LOR: Defense skill and General skill drop by 2 when Gothmog is not on fire.

Presence — Gothmog possesses an awesome, dreadful presence.

MERP/RM: Anyone coming within sight of Gothmog makes a RR versus an 25th level Fear spell. With a RR failure of 01-50, the victim flees in fear for 1-10 minutes. If the RR failure is 51-100, the victim is frozen in place (stunned and unable to move or parry) for 1-10 rounds. Should they fail by 101+, they die of fright. Note that victims get a +10 bonus if Gothmog is not in flames.

LOR: Anyone coming within sight of Gothmog makes roll and adds Magical skill. If result is less than 21+, victim is stunned for 1 round and then tries to flee.

Domination — Gothmog can direct his gaze upon any one individual (within 300') in order to dominate the poor fool.

MERP/RM: If Gothmog is not aflame, or if the victim covers his eyes and head, the attack is as an 25th level Directed Spell. Otherwise, the victim must make a RR versus Gothmog's 50th level attack. A RR failure of 01-50 leaves the victim in Gothmog's control until he makes a successful RR. The victim gets a RR each round Gothmog does not concentrate on him or command him. A RR failure of 51-75 leaves the victim in a coma for 1-10 days, while a failure of 76+ kills the prey by shattering his mind and soul.

LOR: If Gothmog gazes on someone, the target must make roll adding his/her Magical skill. If result is less than 25+, Gothmog controls the victim for 2-12 rounds.

Languages — Gothmog knows 10 languages. His mother tongue is Melkorin.

LUNGORTHIN

Like Gothmog, Lungorthin is a Balrog—a Demon of Might—a Spirit of Fire seduced by Melkor in the Beginning Days. He is a potent thrall of Evil who answers only to Sauron, Gothmog, and (of course) the Black Enemy himself. Morgoth entrusts him with the infamous position of Master of his Guard in the citadel beneath Thangorodrim (S. “Mountains of Tyranny”). The White Balrog’s actual home is deep in the seemingly endless tunnelings, but he spends most of his time beside his master, in Morgoth’s hellish throne room.

Lungorthin was once known as the Maia Malawaha, a powerful cohort of Arien. Falling from grace, he entered Endor as the third lieutenant in Morgoth’s heinous rebellion. He also became forever tied to his hideous body. Unlike his awful brethren, however, Lungorthin’s slimy, fire-encased form is whitish, and the flames that shroud him have a colorless, almost pure quality. His presence is the most disarming of any of the Valaraukar save that of Gothmog.

Lungorthin’s flaming sword, the size of a two-hand blade, glows with a pure white fire that transforms mist to steam and cuts armor as if it is rude fabric. His 30’ long white ogamur whip produces a similar fire. With it, the Balrog can reach foes hiding around corners or tucked into nooks with stunning skill, tearing the unfortunate victims apart with wide, fiery sweeps or dissecting them in short, stinging snaps.

LUNGORTHIN

Level: 90 (120).

Race: Maia (Balrog).

Home: Angband in northern Middle-earth.

Names: Malawaha (E. “Pale Rage”); Lungorthin (Q. “Heavy Grey Horror”); Nimraug (S. “White-demon”); Naurglos (S. “White-fire”); Morgoth’s Thane; Lord of Morgoth’s Guard.

LUNGORTHIN IN MERP

Hits: 566 **Melee OB:** 235 **Missile OB:** 245
AT: Plate (-100)

MERP Profession: Fighter.

MERP Stats: ST 117, AG 108, CO 109, IG 98, IT 100, PR 118.

MERP Skills: Caving 120, Perception 140, Smithing 76, Swimming 115.

MERP Spells: 270 PP. Base Spell OB is 45; Directed Spells OB is 90. Lungorthin can cast spells within a 300’ radius. He possesses the ability to use any spells up to 90th level off the Fire Law list and Detection Mastery list.

LUNGORTHIN IN ROLEMASTER

Hits: 566 **Melee OB:** 235 **Missile OB:** 245
AT: 20 (100)

RM Profession: Warrior.

RM Stats: St 117, Qu 102, Em 90, In 100, Pr 118, Ag 115, Co 109, Me 97, Re 99, SD 100.

RM Skills: Caving 120, Climbing 190, Directed Spells 90, Frenzy 130, Leadership 83, Leatherworking 50, Linguistics 8, Perception 140, Smithing 76, Spell-mastery 65, Strategy & Tactics 94, Subduing 70, Swimming 115.

RM Spells: 270 PP. Base Spell OB is 45; Directed Spells OB is 90. Lungorthin can cast spells within a 300’ radius. He possesses the ability to use any spells up to 90th level off the Fire Law list, Dark Contacts list, and Detecting Ways list.

Appearance: 03.

LUNGORTHIN IN LOR

LOR Profession: Warrior.

LOR Stats: Strength 12, Agility 10, Intelligence 9, Movement 6, Defense 6, Melee OB 17, Missile OB 13, General 6, Subterfuge 1, Perception 9, Magical 4, Endurance 566.

LOR Spells: Casts Camouflage, Concentration, Clairvoyance and +4 Fire Bolt spells.

LOR Experience Points: ≈900,000.

LUNGORTHIN’S PRINCIPAL ITEMS

Whip (Fire-loop) — (S. “Lugnor”) Giant, flaming Whip of white ogamur; range 40 feet; weighs 28 pounds. Whip is on fire only when held by Lungorthin, and only when Lungorthin is also on fire.

MERP/RM: Treat as +35 Whip or Flail. All regular crits accompanied by Heat criticals of 2 less severity lvls.

LOR: +2 Melee OB, +3 Damage.





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Sword (White-cleaver) — (S. "Nimrist") Giant, flaming Sword (treat as 2-hander) of white eog; weighs 18 lbs. Sword is on fire only when held by Lungorthin, and only when Demon is also on fire.

MERP/RM: +35 Two-hand sword. All regular crits accompanied by Heat criticals of 1 less severity lvl.

LOR: +2 Melee OB, +4 Damage.

Mace (Descending Doom) —

(S. "Undamarth") Great white eog mace, the symbol of Lungorthin's position as Guard-lord. Weighs 16 lbs. Strikes as Battle-axe.

MERP/RM: +20 (all crits = Concussion).

LOR: +1 Melee OB, +3 Damage, +1 Magical skill.

LUNGORTHIN'S SPECIAL POWERS

Size — Treat Lungorthin as a Huge creature. He stands 19' tall.

MERP/RM: Attacks against him which yield a critical strike roll require use of (Super) Large Creature Critical Strike Table.

LOR: Roll 1D6 and add result to Defense.

Body — Treat Lungorthin's skin as Plate armor. His huge hands and fiery shroud give him the ability to strike without weapons.

MERP/RM: Skin = AT Plate/20 with an inherent DB of 65. Hands attack as +190 OB Huge Bash or a +150 OB Huge Grapple. (All regular crits accompanied by Heat criticals of same severity lvl.)

LOR: Subtract 4 Damage from all attack results against Lungorthin. Hands = +2 Melee OB, +3 Damage.

Strength — Enables Lungorthin to toss any pole arm up to 100' without range penalty. He can throw rocks (up to 100 lbs) up to 200'.

MERP/RM: +130 missile OB (pole arms) and +120 missile OB (rocks). Rocks yield a Large Fall/Crush attack.

LOR: +2 Missile OB, +6 Damage.

Flight — The Fire Demon can fly up to 240' per round, but he takes 1-5 rounds to develop lift and take to the air. He is also a cumbersome flyer. The first round of flight he can move up to 60'; during the second round he can move up to 120'; the third round he can move up to 180'; and the fourth and following rounds he can move up to his maximum of 240'.



Lungorthin

Immolation — As a Fire Spirit, Lungorthin is immune to fire and can immolate at will, even in mid-round. When completely immersed (not doused) in water, however, his flames go out, leaving his slimy surface exposed.

MERP/RM: When he is not on fire, his Presence drops to 102, his Constitution drops to 100, and he does not deliver any Heat criticals.

LOR: Defense skill and General skill drop by 2 when Lungorthin is not on fire.

Presence — Lungorthin presents a terrifying image.

MERP/RM: Anyone coming within sight of Lungorthin makes a RR versus an 22nd level Fear spell. With a RR failure of 01-50, the victim flees in fear for 1-10 minutes. If the RR failure is 51-100, the victim is frozen in place (stunned and unable to move or parry) for 1-10 rounds. Should they fail by 101+, they die of fright. Note that victims get a +10 bonus if Lungorthin is not in flames.

LOR: Anyone coming within sight of Lungorthin makes roll and adds Magical skill. If result is less than 18+, victim is stunned for 1 round and then tries to flee.

Domination — Lungorthin can direct his gaze upon any one individual (within 300') in order to dominate the poor fool.

MERP/RM: If Lungorthin is not aflame, or if the victim covers his eyes and head, the attack is as an 22nd level Directed Spell. Otherwise, the victim must make a RR versus Lungorthin's 45th level attack. A RR failure of 01-50 leaves the victim in Lungorthin's control until he makes a successful RR. The victim gets a RR each round Lungorthin does not concentrate on him or command him. A RR failure of 51-75 leaves the victim in a coma for 1-10 days, while a failure of 76+ kills the prey by shattering his mind and soul.

LOR: If Lungorthin gazes on someone, the target must make roll adding his/her Magical skill. If result is less than 21+, Lungorthin controls the victim for 2-12 rounds.

Languages — Lungorthin knows 8 languages. His mother tongue is Melkorin.

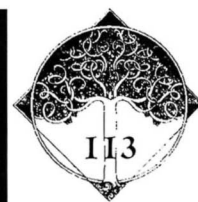
MÚAR

Úruvaiwa, the Fiery Wind, is a fallen Fire Spirit. The Avari know him as Múar the East-demon. Once a servant of Vána and companion to Arien, he joined Kosomoko's rebellion and entered Endor in the service of Morgoth. The Black Enemy admired his peculiar grace and stealth and appointed him Warlord of Uax after the Battle Under Stars (S. "Dagor-nuin-Giliath"). While less powerful than most of the Valaraukar, Múar was both bright and swift and ably directed the mobile campaigns against the Avari of north-eastern Middle-earth throughout the late First Age. The East-demon survived the downfall of Morgoth's empire at the end of the Elder Days.

MÚAR'S TALE

Trapped for centuries in the fire-pits beneath the icy reaches of the Iron Mountains of Uab in northeastern Endor, Múar was stirred by Umlí and reappeared around S.A. 1100. The Balrog spent the next two decades gathering the Orcs of the Oronangri (A. "Iron Mountains") and Orocarni (Q. "Red Mountains"), and then embarked on a great campaign to conquer his old domain. By S.A. 1143, his minions reached Ralian and subjugated the Fale tribes. His kingdom stretched two thousand miles south of his old home and encompassed all the lands west of the Orocarni and east of the Grand Mere of Daldunair.

Múar began warring on the Horl in S.A. 1144 and, later the same year, his armies encountered the Dwarves of Ruuriik in the northern passes of the Orosúlo (E. "Wind Mountains"). The Naugrim of Drúin's House joined with Barin's Folk and withstood the onslaught. A thirteen-year war ensued. Múar eventually seized the Dwarf-capital at Tumunamahál (Akhuzdah), and killed the leaders of both lines of the Naugrim. (King Barin III and King Drárin, "the Fool," respectively.) Ruuriik fell soon thereafter. Only a few handfuls of Dwarves escaped the conquest. One group secluded itself in the unassailable mine-city of Khazad-madûr, the last Dwarven foothold left in the Wind Mountains.





Sauron's machinations kept Múar in check and, during the next thirteen centuries, the Balrog lost all that he had secured—save the sheltered land of Ruuriik. Rebellions among both the Yrch and Hildor tore his kingdom apart. Too weak to resist the Dark Lord, he watched as the Womaw and Númenóreans began expanding their influence and dominating the great eastern trade routes.

Dwarven vengeance, however, proved to be the tool of Múar's doom. An expedition led by King Fulla (of Drúin's line) sought out the entombed remnant of Barin's Folk and entered Khazad-madûr in S.A. 2741. Fulla's triumphant appearance inadvertantly opened the refuge to Múar's insidious intrusion, but the Dwarves managed to slay the Balrog (after the East-demon killed Lord Dáin and his son Báin). A year later the Naugrim assaulted Tumunamahall and reclaimed their ancient capital. Múar's empire passed into history.

THE NATURE OF MÚAR

Although he is a relatively small, gracile Valarauko, Múar is a formidable presence. His quickly-shifting, shadowy fana burns with a bluish fire and sounds like a whining wind; thus his moniker. He is the most nimble of his kind and he is capable of shape-changing to any form he has studied for more than a half an hour. This peculiar power serves as his most valued weapon.

MÚAR

Level: 33 (54).

Race: Maia (Balrog).

Home: Angband in northwestern Middle-earth; later Uax in northeastern Endor; later the Underdeeps far beneath the Ered Engrin of Uab in northeastern Endor; still later, Tumunamahall in Ruuriik.

Names: Úruvaiwa (Q. "Fiery Wind"); Amarliltáro (E. "Doom-dancer"); Múar (A. "Not-noble"); Fëamól (Q. "Spirit Slave"); Uarer (Q. "Unnoble"); Drúin's Bane; the East-demon; Scourge of Tumunamahall.

MÚAR IN MERP

Hits: 376 **Melee OB:** 240 **Missile OB:** 260
AT: Plate (-110)

MERP Profession: Fighter.

MERP Stats: ST 110, AG 104, CO 101, IG 94, IT 94, PR 112.

MERP Skills: Acrobatics 133, Caving 133, Perception 73, Public Speaking 33, Smithing 46, Swimming 46.

MERP Spells: 264 PP. Base Spell OB is 33; Directed spell OB is 66. The Demon can cast spells within a 300' radius. He possesses the ability to use any Fire Law spell or Detection Mastery spell.

MÚAR IN ROLEMASTER

Hits: 376 **Melee OB:** 240 **Missile OB:** 260
AT: 19 (110)

RM Profession: Warrior.

RM Stats: St 110, Qu 104, Em 70, In 94, Pr 112, Ag 104, Co 101, Me 91, Re 96, SD 76.

RM Skills: Athletic Games 133, Caving 133, Climbing 133, Directed Spells 51, Diving 83, Frenzy 113, Leadership 83, Linguistics 6, Perception 73, Public Speaking 33, Runes 43, Smithing 46, Spell-mastery 35, Staves & Wands 45, Strategy & Tactics 83, Subduing 35, Swimming 46.

RM Spells: 264 PP. Base Spell OB is 33; Directed spell OB is 66. The Demon can cast spells within a 300' radius. He possesses the ability to use any Fire Law spell, Dark Contacts spell, or Detecting Ways spell.

Appearance: 04.

MÚAR IN LOR

LOR Profession: Warrior.

LOR Stats: Strength 10, Agility 10, Intelligence 7, Movement 6, Defense 6, Melee OB 11, Missile OB 9, General 5, Subterfuge 5, Perception 4, Magical 3, Endurance 400.

LOR Spells: Casts Camouflage, Concentration, Clairvoyance and +2 Fire Bolt spells.

LOR Experience Points: ≈380,000.

MÚAR'S PRINCIPAL ITEMS

Double-whip (Double Horror) — (S. "Adugoroeth")
Giant, two-tentacled, flaming Whip of black ogamur; range 35 feet; weighs 22 pounds. Whip is on fire only when held by Múar, and only when the Demon is also on fire.

MERP/RM: Treat as +40 Whip or Flail. All regular crits accompanied by 2 Heat criticals of 2 less severity levels.

LOR: +3 Melee OB, +4 Damage.

Mace (Dread Hammer) — (S.

"Gordring"; E. "Gayanaimba") A huge, sharp-edged, fire-mace of black eog, it weighs 16 lbs. Mace is on fire only when held by Múar, and only when Demon is also on fire.

MERP/RM: Treat as +25 War Mattock. All regular crits accompanied by Heat criticals of 2 less severity levels.

LOR: +2 Melee OB, +3 Damage.

MÚAR'S SPECIAL POWERS

Size — Treat Múar as a Huge creature.

MERP/RM: Attacks against him which yield a critical strike roll require use of (Super) Large Creature Critical Strike Table.

LOR: Roll 1D6 and add result to Defense.

Shape — Múar is capable of shape-changing to any form—taller than 3' (1m), and shorter than 25' (8m), in height—that he has studied for more than a half an hour. He must concentrate, however, to maintain any form other than his natural, 17' (5.8m) tall fana. It takes him 1-5 rounds to shift into a new shape, but only 1 round for him to revert to form if he loses concentration.

Hide — Treat the Múar's skin as Plate armor.

MERP/RM: AT Plate/20 with an inherent DB of 50.

LOR: Subtract 3 Damage from all attack results against Múar.

Hands — Múar's huge hands and fiery shroud give him the ability to strike without weapons.

MERP/RM: Attack as +150 OB Huge Bash or a +125 OB Huge Grapple. (All regular crits accompanied by Heat criticals of same severity lvl.)

LOR: +3 Melee OB, +3 Damage.

Strength — Enables Múar to toss any pole arm up to 100' without range penalty. He can throw rocks (up to 100 lbs) up to 200'

MERP/RM: +100 thrown missile OB (pole arms or rocks). Rocks yield a Large Fall/Crush attack.

LOR: +2 Missile OB, +5 Damage.



Flight — Múar can fly up to 300 feet per round, but he takes 1-5 rounds to develop lift and take to the air. He is also a cumbersome flyer. The first round of flight he can move up to 60'; during the second round he can move up to 120'; the third round he can move up to 180'; and the fourth round he can move up to 240'; and the fifth and following rounds he can move up to his maximum of 300'.

Immolation — As a Fire Spirit, Múar is immune to fire and can immolate at will, even in mid-round. When completely immersed (not doused) in water, however, his flames go out, leaving his slimy surface exposed.

MERP/RM: When the East-demon is not on fire, his Presence drops to 104, his Constitution drops to 98, and he does not deliver any Heat criticals.

LOR: Defense skill and General skill drop by 2 when Múar is not on fire.

Múar



Presence — A frightening visage, Múar possesses a powerful presence.

MERP/RM: Anyone coming within sight of Múar makes a RR versus an 17th level Fear spell. With a RR failure of 01-50, the victim flees in fear for 1-10 minutes. If the RR failure is 51-100, the victim is frozen in place (stunned and unable to move or parry) for 1-10 rounds. Should they fail by 101+, they die of fright. Note that victims get a +10 bonus if the Demon is not in flames.

LOR: Anyone coming within sight of Múar makes roll and adds Magical skill. If result is less than 17+, victim is stunned for 1 round and then tries to flee.

Domination — Múar can direct his gaze upon any one individual (within 300') in order to dominate the poor fool.

MERP/RM: If Múar is not aflame, or if the victim covers his eyes and head, the attack is as an 17th level Directed Spell. Otherwise, the victim must make a RR versus the Demon's 33th level attack. A RR failure of 01-50 leaves the victim in Múar's control until he makes a successful RR. The victim gets a RR each round Múar does not concentrate on him or command him. A RR failure of 51-75 leaves the victim in a coma for 1-10 days, while a failure of 76+ kills the prey by shattering his mind and soul.

LOR: If Múar gazes on someone, the victim must make roll adding his/her Magical skill. If result is less than 21+, Múar controls the victim for 2-12 rounds.

Languages — Múar knows 6 languages. His mother tongue is Melkorin, but he often speaks Avarin.

THE FORCES OF DARKNESS

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Morgoth	500	1500	Pl/20	285+	N	A/L	666fl*	666sp*	175	Vala (Fallen) Mage/Alchemist (Sorcerer), The Great Enemy.
Sauron										Maia (Fallen) Mage/Sorcerer (all lists).
	240	500	Pl/20	150+	N	N	200bs/ma	180lb	60	Sauron before the One Ring was made (before approx. S.A. 1600).
	120(240)	600	Pl/20	200+	N	A/L	250bs/ma	200lb	60	Sauron in hiding without the One Ring (approx. T.A. 1-2941).
	180(240)	600	Pl/20	200+	N	A/L	250bs/ma	200lb	60	Sauron revealed without the One Ring (approx. T.A. 2941-3019).
	360	600	Pl/20	200+	N	A/L	310bs/ma	260lb	60	Sauron with the One Ring (approx. S.A. 1600-3441).
Balrog of Moria	36(66)	420	Pl/20	90	N	(A/L)	275th&wh*	120pa/ro	50	Maia (Fire Spirit) Warrior/Fighter, Durin's Bane.
Gothmog	100(160)	666	Pl/20	115	N	(A/L)	455th&wh*	405ma*	95	Maia (Fire Spirit) Warrior/Fighter, Chief of the Balrogs.
Lungorthin	90(120)	566	Pl/20	100	N	(A/L)	415th&wh*	325pa/ro	80	Maia (Fire Spirit) Warrior/Fighter, Lord of Morgoth's Guard.
Múar	33(54)	376	Pl/19	110	N	(A/L)	240wh/ma	260ro	45	Maia (Fire Spirit) Warrior/Fighter, Warlord of Uax.
Ungoliant										A Spirit of the Void, the incarnation of Darkness.
	450	1238	Pl/20	275+	N	(A/L)	450HPi*	—	235	Ungoliant before she drained the Wells of Varda.
	500	1625	Pl/20	325+	N	(A/L)	520HPi*	—	285	Ungoliant after she drained the wells of Varda.

7.0 UNGOLIAN

While neither a Vala nor a Maia, Ungoliant is a Spirit whose might rivals that of a high Ainu. Thus, we describe her here.

UNGOLIAN

Ungoliant is a Spirit of the Void, the incarnation of Darkness, and the embodiment of Destruction. Her relationship to the Ainur is unknown, although her origin was outside Eä. Ever-hungry and consumed with a thirst for light and the fire that sparks spirits, Ungoliant feeds on any life she can capture or subdue. In fact, legends say that in the end, for want of other prey, she will devour herself.

UNGOLIAN'S TALE

Morgoth first encountered Ungoliant in the dark wilderness of Avathar, within the shadow of the Pelóri Mountains of southeastern Aman. She was a unique spirit whose form resembled that of an ever-changing, spider-shaped cloud. Utterly black and featureless, she moved like a swiftly gliding void passing across the land.

Joining with the Unlight in an uneasy alliance, the Black Enemy convinced the Demon to accompany him into Valinor, and there attack the Two Trees. Hungry for the spirit of the Great Light of the Trees—which saturated the dews that filled the Wells of Varda—Ungoliant gladly aided Morgoth's assault. She spun enchanted webs, creating a bridge over the high mountain wall that guarded the Kingdom of the Valar. Silently, the two Enemies entered the Realm of the Powers.

Morgoth and his spidery companion climbed the Green Mound upon which stood the precious trees called Telperion and Laurelin. Using his spear, the Black Enemy struck into the heart of each trunk, puncturing the glistening bark of the light-giving Trees. Their sap spilled upon the grassy carpet. Ungoliant quickly sucked the splendid fluid off the ground, and turned upon the wounded Trees. Extracting the last drops of their essence, the Spirit of the Void poisoned the Two Trees with her black Venom of Death. She blackened the green hill with a cloud of befouling waste. Crowning her perverse crime, Ungoliant then drained the dew from the Wells of Varda.

Increased in might by the Light she consumed, the demon-spider spun a Web of Unlight which guarded her journey northward with Morgoth. The two Great Enemies used the impenetrable cloud to reach the Noldo Treasury at Formenos unscathed. There, Morgoth slew the Noldorin King (Finwë) and stole the wealth of his kindred. Pursued by Tulkas and the Host of Oromë, the evil thieves slipped away, again using Ungoliant's enchanted Web to cover their movements. The Valar were unable to close, and Ungoliant and Morgoth crossed the grinding ice of the northern seas unscathed, entering Endor beneath the starry skies of the Long Night.

Never satiated, the demon's increased power merely multiplied her greed. She confronted her erstwhile ally upon reaching Middle-earth and demanded the treasure Morgoth had wrested from the Noldor. The Black Enemy attempted to appease her restless hunger by feeding her gems, but this only served to make her stronger and thirstier. Appalled, the rebellious Vala realized his plight and summoned his Balrog servants in hope of dissuading any further demands. Ungoliant was unimpressed and assailed the Black Enemy when he refused to relinquish the three stolen Silmarils.

Together with the aid provided by his fiery Balrogs, Morgoth's might prevailed. Ungoliant retreated into the wilds of Middle-earth. She made her home in the Valley of Dreadful Death (S. "Nan Dungorthëb") on the northern edge of Beleriand, eating all that lived in the vale and the surrounding hills. Mating with some of her monstrous prey, she gave birth to the race of demon-spiders that would haunt Endor for ages to come. (One of her descendants, Shelob the Great, played a special part in the saga of Sauron's fall.)

Ungoliant later migrated southward in search of more sustenance. Avar chronicles claim she settled in the shadowy reaches of Morenórë, the Southern Continent. She passed from history's view soon thereafter, but her hideous legend and heinous legacy still stir fear.





UNGOLIANT

Level: 450 (500 after draining the Wells of Varda).

Race: Spirit of the Void.

Home: Originally Avathar in southeastern Aman; later the mountain wilds of northeast Middle-earth; still later the wastes of Mórenorë.

Names: (S. "Great Spider"); Îavarauko (Q. "Demon of the Void"); the Ever-hungry; Queen of the Unlight (Q. "Ûcalatári"); the Unlight (Q. "Ûcala").

BEFORE DRAINING THE WELLS OF VARDA

UNGOLIANT IN MERP

Hits: 1238 **Melee OB:** 450HPi **Missile OB:** —
AT: Plate (-275)

MERP Profession: Mage.

MERP Stats: ST 130, AG 140, CO 130, IG 99,
IT 140, PR 140.

MERP Skills: Caving 225, Contortions 225,
Foraging 225, Perception 225, Trickery 450.

MERP Spells — 18,900 PP. Base Spell OB is 225;
Directed Spells OB is 450. Ungoliant can use all the
Mage lists and all Open Channeling and Open
Essence lists.

UNGOLIANT IN ROLEMASTER

Hits: 1238 **Melee OB:** 450HPi **Missile OB:** —
AT: 20 (275)

RM Profession: Sorcerer.

RM Stats: St 130, Qu 130, Em 140, In 140, Pr 140,
Ag 140, Co 130, Me 99, Re 99, SD 20.

RM Skills: Caving 225, Channeling 225,
Climbing 450, Contortions 225, Foraging 225,
Perception 225, Spell Mastery 225,
Stalking & Hiding 450, Star-gazing 100,
Tracking 450, Trickery 450.

RM Spells — 18,900 PP. Base Spell OB is 225;
Directed Spells OB is 450. Ungoliant can use all the
Sorcerer base lists, and all Closed Channeling and
Closed Essence lists.

Appearance: 02.

UNGOLIANT IN LOR

LOR Profession: Bard.

LOR Stats: Strength 13, Agility 13, Intelligence 11,
Movement 13, Defense 13, Melee OB 30, Missile
OB -2, General 13, Subterfuge 6, Perception 13,
Magical 13, Endurance 1238.

LOR Spells: All.

LOR Experience Points: ≈4,400,000.

AFTER DRAINING THE WELLS OF VARDA

UNGOLIANT IN MERP

Hits: 1625 **Melee OB:** 520HPi **Missile OB:** —
AT: Plate (-325)

MERP Profession: Mage.

MERP Stats: ST 140, AG 150, CO 140, IG 99,
IT 150, PR 150.

MERP Skills: Caving 250, Contortions 250,
Foraging 250, Perception 250, Trickery 500.

MERP Spells: 26,000 PP. Base Spell OB is 250;
Directed Spells OB is 500. Ungoliant can use all the
Mage lists and all Open Channeling and Open
Essence lists.

UNGOLIANT IN ROLEMASTER

Hits: 1625 **Melee OB:** 520HPi **Missile OB:** —
AT: 20 (325)

RM Profession: Sorcerer.

RM Stats: St 140, Qu 140, Em 150, In 150, Pr 150,
Ag 150, Co 140, Me 99, Re 99, SD 20.

RM Skills: Caving 250, Channeling 250,
Climbing 500, Contortions 250, Foraging 250,
Perception 250, Spell Mastery 300,
Stalking & Hiding 500, Star-gazing 100,
Tracking 500, Trickery 500.

MERP Spells: 26,000 PP. Base Spell OB is 250;
Directed Spells OB is 500. Ungoliant can use all the
Sorcerer base lists, and all Closed Channeling and
Closed Essence lists.

Appearance: 01.

UNGOLIANT IN LOR

LOR Profession: Bard.

LOR Stats: Strength 13, Agility 14, Intelligence 11,
Movement 14, Defense 18, Melee OB 39,
Missile OB -2, General 14, Subterfuge 7,
Perception 14, Magical 14, Endurance 1625.

LOR Spells: All.

LOR Experience Points: ≈4,900,000.

UNGOLIANT'S SPECIAL POWERS

Smell — Ungoliant can smell perfectly, regardless of condition, as far as the horizon. She can sense every detail of every scent, as if she were at the point at which it was made.

Web of Unlight — When Ungoliant spins a cloud or Web of Unlight, no light of any kind can penetrate its bounds. The web's range/radius can be as large as 45 miles. Within its confines, everything is utterly dark, although Ungoliant can sense the number and basic nature of the presences whenever she concentrates. Creatures who rely on sight, operate at -100 inside the cloud.

Dark-weaving — Ungoliant has absolute control over all darkness (absence of light) within a range of 1' x her level (in LOR 500 miles). She can use these weavings as pathways to swing upon or move across (like the threads of a spider's silk).

Black Beak — Ungoliant can drain the Fire of Life from any spirit she touches.

MERP/RM: Using a shadowy, beak-like form, she can strike with a +450 Huge Beak Attack. Then she can employ her proboscis-like tongue to reduce all of the victim's stats at a rate of 10 pts per round. In such case, the victim receives a RR versus a 45th level Essence attack each round. Success enables victim to resist draining and attempt a maneuver.

LOR: +12 Melee OB, +30 Damage.

Strength of Form — Ungoliant's shadowy spider-like fana (form) gives her inherent plate armor

MERP/RM: Fana serves as AT Plate/20 (-100). For resolving Critical Strikes, treat her as a Super Large Creature and subtract 20 from rolls on the Critical Strike Tables.

LOR: +6 Defense, +2 to General.

UNGOLIANT'S SPECIAL POWERS AFTER DRAINING THE WELLS OF VARDÁ

As above, except the following.

Attacks and Effects — Her 450' ranges become 500' and her 45 mile ranges become 50 mile ranges.

MERP/RM: Her 45th lvl attacks become 50th lvl; her +450 OB becomes a +500 OB; etc.

LOR: Her +6 attacks become +7 attacks; her +12 attacks become +14 attacks; etc.



Ungoliant



8.0 AINUR IN GAMING

Just as Eru prescribed a Balance of Things in Arda, most Gamemasters attempt to instill a balance of play in their role playing games. There is undoubtedly more drama, and more fun, in a situation where the outcome is frequently in doubt. Poor play balance inevitably produces foregone conclusions, leaving players with an unfulfilling sense of futility.

Few things upset play balance like the improper use of high level characters—individuals who dominate the course of action, leaving the players with few alternatives and too much or too little hope. This is particularly true for role playing games set in Third and Fourth Age Middle-earth, a land where relatively few high level individuals live.

The following two sections will help a Gamemaster decide when and how to use powerful characters in a Middle-earth role playing adventure or campaign. Section 8.3 furnishes you with a means to (1) quickly generate high level non-player characters, and (2) develop characters past 10th level. We toss in guidelines for the use of power (e.g., spells and magic items).

8.1 ENCOUNTER GUIDELINES

As you should know by now, *Valar & Maiar* describes of substantial power and/or impact in Middle-earth's history. These characters are provided in order to give the Gamemaster some thorough background information, but they also serve as a framework for judging the appropriate level of power for characters of various races, numerous locations, and different temporal settings.

Yot may, of course, wish to use the characters from *Valar & Maiar* as participants. This can be a rather delicate endeavor. In such case, take into account the following guidelines:

- **The later the setting, the less powerful the actors** — ICE's Middle-earth products are designed for games set in the Third and Fourth Ages of Endor, eras in which the number and strength of the continent's powerful individuals were considerably lower than they were in the First and Second Ages. The further one goes back in the history of Middle-earth, the stronger the characters. Select high level characters accordingly. For instance, a Fourth Age setting in a given locale might be dominated by a few 11th level figures, while the same place in the Second Age might have been ruled by a dozen or more 20th level characters. The reasons for this situation are many, but the primary factor is that the original fathers of the various Free Peoples were exceedingly strong. The further the line evolves away from these individuals, the weaker the average member of the population. This is particularly the case with races other than Men (although this rule holds very true for the Dúnedain).
- **The Valar rarely come to Middle-earth** — The Powers of Aman make few visits to Endor and, after the Change of the World near the end of the Second Age, this rule becomes stronger. Vala characters prefer to manifest themselves indirectly, either through Maia emissaries (e.g., the Wizards), via natural forces (e.g., freak storms), or through dreams (e.g., Elbereth's "visitations" to Elves).
- **The Vanyar confine themselves to Aman** — The line of the Vanyar Elves historically stayed out of Middle-earth once they settled in the Undying Lands.
- **As time passes, there are fewer Elves in Endor** — There are many reasons for the slow but steady Elven exodus from Middle-earth. Many Elves "long for the sea," or for the glories of Aman. Others weary of Endor (or even Arda— and either depart for the Undying Lands or die. Still others seek their loved ones across the Great Sea.

- **More conspicuous individuals attract attention and often danger** — certain percentage of powerful individuals invariably die at the hands of rivals. The ranks of the powerful are pruned from within, and often at a faster rate than the influx of new powers can adequately replace.

Keep these factors in mind when determining the type, number, and strength of the powerful characters in your game.

8.2 GAMEMASTER TIPS

Middle-earth is a rich and varied place in which to adventure but, like any well-developed world, it has been carefully crafted. It is also a modest setting, with relatively few extremely potent inhabitants. The vast majority of its peoples and creatures are low level, and only a few gifted and lucky figures ever reach 11th level. Fewer still exceed 20th level. Therefore, a Gamemaster must exercise prudent planning and a good deal of restraint when adding any of the characters found in this work.

The following tips will help a Gamemaster maintain play balance while utilizing high level characters in his game.

- **Those who serve Eru, serve his Balance** — The powerful servants of Eru subscribe to a code similar to that of the Order of Wizards (see Section 5.4). Overt power is used only in defiance of the Balance, for even well-meaning force can disrupt the Nature of Things. Thus, the loyal and Maiar who come to Endor, deliberately restrain themselves. They attempt to work with, rather than dominate, lesser folk. Most of all, they avoid drawing attention to themselves out of concern for inflicting fear upon others and out of need to avoid the watchful eye of any opposition. (Note how the Istari's levels are characterized according to a dual scheme, with their offensive powers only about half to two thirds of their defensive capabilities.)
- **Even the most powerful of Elves is bound by Fate** — Fate grips the lives of the immortals to a much greater degree than it affects Men. The Elves of Middle-earth, for instance, frequently find themselves drawn to some unswerving doom. Thus, even a powerful Elf's life may run its course toward a particular end, regardless of the Elf's attempts to divert Fate. The details of his destiny may not be dictated, but the result might be unavoidable. A Gamemaster can use this factor to preordain certain "balancing results for Elves of great power, especially in the case of Elven Non-player Characters.
- **Even when they do come to Middle-earth, Vala and Maia characters adopt form (i.e., their fana)** — When entering the very "material setting of the world of Eru's Children, the otherwise incorporeal Ainur take forms. This means that they must suffer from some of the weaknesses inherent in their adopted bodies (e.g., emotions like greed and jealousy). As a result, the Ainur who operate in Middle-earth act at a reduced level of effectiveness. (See Section 5.4 and note how the Istari's levels were reduced when the Wizards took forms and entered Endor.)
- **Strength deteriorates over time** — Even among the immortals, the use of power can drain an individual over time. This is particularly true of renegade Maia and Vala characters who use massive amounts of power outside the context of Eru's thought. Unsanctioned and unrestrained, these outbursts of energy sap strength, making the character more and more dependent on outer means of support (e.g., items of his own creation). The loss of power may be enough to prevent an otherwise incorporeal spirit from changing form. So, a powerful figure who has been around for a long time may well be weakened during his long stay.



- **Power attracts power** — Powerful individuals tend to concentrate, either to unite their strength, or to combat one another for control. This means that high level characters often impact only indirectly in most areas. In addition, a display of power may attract opposition from other well-endowed figures and can be unwise. For instance, Sauron no doubt enslaved or eliminated most of his significant opposition in many areas of Middle-earth. Thus, the powerful often hide their strengths.

These hints provide the Gamemaster with some reasons why high level characters might not operate at their peak of power. This means that there are some built-in checks implicit in any Middle-earth setting. A Gamemaster need not feel compelled to avoid powerful characters simply because of their potential impact. Instead, it is rarely an all or nothing scenario.

8.3 CREATING AINU CHARACTERS

High level characters invariably produce a significant affect on the setting and situation, so it is important to make sure that they are reasonably well detailed. At the very least, the Gamemaster should develop the character's (1) stats; (2) background and personality; (3) skill and level bonuses; and (4) equipment.

GENERATING STATISTICS

High level characters should be bound by normal stat generation guidelines. Still, two other considerations should be taken into account. First, high level characters generally have better than average stats, since high stats give an adventurer a much higher probability of surviving for a long time. Second, characters sometimes attain high levels in part because of their races, such as in the case of the Valar and Maiar. This group may have some inherent additions to their stats. We suggest that the Valar and Maiar, for instance, receive a +25 and a +50 respectively for every stat (e.g., where a Man's stat is 97, a Maia would have a 122 stat and a Vala would have a 147 stat). See the accompanying chart for bonuses based on stats above 102. See *MERP* Table BT-1 for stats between 1 and 99.

STATS ABOVE 102 CHART

Stat	Bonus	PP/level	
		Normal	Maiar/Valar
I-99	— see <i>MERP</i> Table BT-2 —		
100	25	3	3
101	30	3	3
102	35	4	4
103	40	4	5
104	45	5	6
105	50	5	7
106	55	6	8
107	60	6	9
108	65	7	10
109	70	7	11
110	75	8	12
110+	+5/stat pt.	+5/stat pt.	+1/stat pt.

Note: *MERP* and *Rolemaster* provide bonuses and Power Points for stats up to 102. Due to the special powerful nature of the characters presented in *Maiar and Valar*, stats are often included that exceed 102. This chart provides the bonus and PP/level values that were used to calculate the capabilities and bonuses for the characters in *Maiar and Valar*. Round down if a fraction results (e.g., for a stat of 111, the normal PP/level is 8.5 rounded down to 8).

GENERATING PERSONALITY AND BACKGROUND

A character's background colors his outlook and provides "depth" to his personality. For Player Characters, it facilitates both role playing and the development of clear goals. High level characters, of course, tend to have a long or exciting past which requires extra documentation.

The most important points to consider when developing a background are :

- (1) race;
- (2) culture;
- (3) place, environment, circumstances of birth;
- (4) childhood and adolescent experiences;
- (5) family orientation; and
- (6) adult experiences.



SKILL BONUSES BASED LEVEL CHART

Level	Level Bonus based on Profession Bonus			Skill Bonus based on Average Ranks/Level		
	3/lvl	2/lvl	1/lvl	2/lvl	1/lvl	.5/lvl
0	0	0	0	10	5	0
1	3	2	1	20	10	5
2	6	4	2	30	15	5
3	9	6	3	40	20	10
4	12	8	4	50	25	10
5	15	10	5	54	30	15
6	18	12	6	58	35	15
7	21	14	7	62	40	20
8	24	16	8	66	45	20
9	27	18	9	70	50	25
10	30	20	10	72	52	25
11	33	22	11	74	54	30
12	36	24	12	76	56	30
13	39	26	13	78	58	35
14	42	28	14	80	60	35
15	45	30	15	81	62	40
16	48	32	16	82	64	40
17	51	34	17	83	66	45
18	54	36	18	84	68	45
19	57	38	19	85	70	50
20	60	40	20	86	71	50
21	61	40	20	87	72	52
22	62	41	20	88	73	52
23	63	41	20	89	74	54
24	64	42	21	90	75	54
25	65	42	21	91	76	56
26	66	43	21	92	77	56
27	67	43	21	93	78	58
28	68	44	22	94	79	58
29	69	44	22	95	80	60
30	70	45	22	96	80	60
31	71	45	22	97	81	62
32	72	46	23	98	81	62
33	73	46	23	99	82	64
34	74	47	23	100	82	64
35	75	47	23	101	83	66
36	76	48	24	102	83	66
37	77	48	24	103	84	68
38	78	49	24	104	84	68
39	79	49	24	105	85	70
40	80	50	25	106	85	70
41	81	50	25	107	86	71
42	82	51	25	108	86	71
43	83	51	25	109	87	72
44	84	52	26	110	87	72
45	85	52	26	111	88	73
46	86	53	26	112	88	73
47	87	53	26	113	89	74
48	88	54	27	114	89	74
49	89	54	27	115	90	75
50	90	55	27	116	90	75
51	91	55	27	117	91	76
52	92	56	28	118	91	76
53	93	56	28	119	92	77
54	94	57	28	120	92	77
55	95	57	28	121	93	78
56	96	58	29	122	93	78
57	97	58	29	123	94	79
58	98	59	29	124	94	79
59	99	59	29	125	95	80
60	100	60	30	126	95	80
60+	+1 /lvl	+.5 /lvl	+.25 /lvl	+1 /lvl	+.5 /lvl	+.25 /lvl

GENERATING BONUSES

Since high level characters necessarily take a great deal of effort to generate, we provide the chart at the left covering skill and level bonuses.

This chart provides level bonuses based upon the amount of a character's profession bonuses (level bonuses for **RM**): +0/lvl, +1/lvl, +2/lvl or +3/lvl (see **MERP** Section 21.0 and Table BT-6, and **RM/ChL&CaL** Section 4.0, Section 5.2, Section 14.2.2 and Table 15.7.2). After 20th level this chart assumes that the "+1/lvl" bonuses only increase at a rate of +.25/lvl, the "+2/lvl" bonuses increase at a rate of +.5/lvl, and the "+3/lvl" bonuses increase at a rate of +1/lvl. These increases may vary depending upon the optional rules used by a specific GM (e.g., +0/lvl above 20th level for "+1/lvl" and "+2/lvl" bonuses).

This chart also provides skill rank bonuses based upon the average number of "ranks/lvl" developed by a character: "2 ranks/lvl", "1 rank/lvl", or a rank every two levels (i.e., ".5 rank/lvl"). These bonuses assume a +5/rank bonus for ranks 1-10, +2/rank for ranks 11-20, +1/rank for ranks 21-30, and +.5/rank for every rank over 30. See **MERP** Section 5.4.1 and Table BT-4, and **RM/ChL&CaL** Section 3.1 and Table 15.2.2.

GENERATING EQUIPMENT & MAGIC ITEMS

One of the key elements in creating a character is determining the character's equipment and magic items. In most cases, the GM can assume that the character has access to most normal, non-magic equipment.

The best and often the easiest way to generate a character's magic items is for the GM to create and assign the items based upon the nature of the specific character. There is no substitute for a GM's creative mind and his feel for play balance in his game. In this section, we provide several options to aid a GM in generating a high level character's magic items.

Option 1: Use existing tables for generating magic items: **MERP** Table CGT-2; **RM/ChL&CaL** Table 15.7.3; and *Creatures & Treasures* Section 3.0.



Option 2: Assign existing items from your or someone else's game or items described in commercial products: *MERP* Part VI, *Creatures & Treasures* Section 3.0, any of ICE's Middle-earth Modules, etc.

Option 3: Use the Equipment Generation Chart provided below to determine the base characteristics of a character's items.

The chart below provides a tool and guidelines for aiding a GM in assigning magic items to a high level character. The item characteristics given in the chart are very general and should be fleshed out by the GM based upon the character's nature.

To make these results more variable, a GM may wish to increase the character's level by 2-20 (i.e., two 1-10 rolls) for use with this chart.

EQUIPMENT GENERATION CHART

Level	Item Characteristics for Valar & Maiar
301+	+60 to +120 bonuses; x11+ spell items; artifacts.
201-300	+50 to +70 bonuses; x10 to x12 spell items; artifacts.
101-200	+40 to +60 bonuses; x9 to x10 spell items; artifacts.
76-100	+30 to +50 bonuses; x8 to x9 spell items; artifacts.
51-75	+25 to +45 bonuses; x7 to x8 spell items; artifacts; may possess a great number of very potent items.
36-50	+20 to +40 bonuses; x5 to x7 spell items; items may possess potent special traits.
21-35	+15 to +35 bonuses; x4 to x6 or +7 to +8 spell items; some items may possess potent special traits.
17-20	+15 to +30; x3 to x5 or +6 to +7 spell items; items may possess special traits (e.g., slaying Orcs, returning, etc.).
12-16	+10 to +25 bonuses; x3 to x4 or +4 to +5 spell items (with special traits); may possess a single very powerful item and very few others.
7-11	+5 to +20 bonuses; x2 to x4 or +3 to +5 spell items; may possess 2 or 3 special items.
0-6	+0 to +10 bonuses; x2 to x3 or +1 to +4 spell items.

9.0 APPENDICES

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

Section 9.1 covers abbreviations. Section 9.2 enables readers to translate cite references. Definitions of frequently employed game terms are set out in Section 9.3.

9.1 ABBREVIATIONS

The most commonly used abbreviations are listed here alphabetically according to sub-categories.

LANGUAGES

A. —	Avarin (East-elvish)
Ad. —	Adûnaic
B.S. —	Black Speech
E. —	Eldarin (Old-elvish)
Kh. —	Khuzdul (Dwarvish)
K. —	Kuduk (Ancient Hobbitish)
M. —	Melkorin (Ancient Dark-speech)
Q. —	Quenya (High-elvish)
S. —	Sindarin (Grey-elvish)
V. —	Valarin
W. —	Westron (Common Speech)

GAME SYSTEMS

<i>LOR</i> —	<i>Lord of the Rings Adventure Game</i>
<i>MERP</i> —	<i>Middle-earth Role Playing</i>
<i>RM</i> —	<i>Rolemaster</i>
<i>ChL&CaL</i> —	<i>Character Law & Campaign Law</i>

CHARACTER STATS

Ag, AG —	Agility
Ap —	Appearance
Co, CO —	Constitution
Em —	Empathy
IG —	Intelligence
It, IT —	Intuition
Me —	Memory
Pr, PR —	Presence
Qu —	Quickness
Re —	Reasoning
SD —	Self Discipline
St, ST —	Strength

GAME TERMS

AT —	Armor Type
DB —	Defensive Bonus
MB —	Maneuver Bonus
OB —	Offensive Bonus
PP —	Power Points
RR —	Resistance Roll

SOURCES

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

AUTHORIZED PUBLISHERS

A&U —	Allen & Unwin, Ltd (London)
Bal —	Ballantine Books (New York)
GA&U —	George Allen & Unwin, Ltd (London)
GB —	Grafton Books (London)
HC —	Harper Collins (London)
HM —	Houghton Mifflin Co. (Boston)
UH —	Unwin Hyman (London)

9.2 CITATIONS

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

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

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

9.3 GLOSSARY

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

Ainulindalë: (Q. "Music of the Ainur") The first book (before the "Valaquenta" and before the "Quenta Silmarillion") in the Elda cycle concerning the origin and early history of Arda. Composed by Rúmil of Tirion during the First Age, it is the story of the creation of Eä and Arda according to the lore of the Eldar. Some refer to the work as "The Great Music" or "The Great Song." Indeed, the term "Ainulindalë" also refers to the Great Music born from Eru's word and conceived by the choirs of the Ainur, the Song that spawned Existence.

Ainur: (Q. "Holy Spirits") The divine servants of Eru, born out of Eru's thought. Although they are formless spirits, they have male and female genders and are capable of assuming corporeal form. Most of the Ainur reside with Eru in the Timeless Halls outside Eä, but a few—the Valar and Maiar—reside in Eä. The Ainur are also called the Holy Ones, the Singers, or the Spirits.

Aman: (Blessed Realm) The continent west of Middle-earth, across the Belegaer (Great Sea). It contains Valinor (the home of most Valar and Maiar and many Elves), mainland Eldamar, and the Halls of Awaiting (the place of the dead).

Arda: (The Place) The entire world created by Eru, through his servants the Valar, including Endor (Middle-earth) and Aman but not Menel (Heaven). In the First Age and most of the Second Age it is circular and flat, but in the Third Age it is remade as a sphere.

Belegaer: (S. "Great Sea") The ocean which separates Aman (to the west) from Middle-earth (to the east). Also called the Mighty Sea or Sundering Sea.

Beleriand: (S. "Great Country") The northwesternmost part of the continent, it is the area of Middle-earth west of the Blue Mountains. Most of this land sinks into the ocean and is destroyed in the cataclysmic battle that ends the First Age. The surviving portions of Beleriand are called Lindon. Also called the Great Land or Country of Balar.

Eä: (Q. "It Is" or "Let it Be") Eä is Existence. Eä is all that is, the whole of Eru's Creation. It includes Arda and Heaven (Menel). Born out of the Great Music (Ainulindalë) that defined the divine order of existence, it remains bound by the patterns (Essence) of the Song. Outside of Eä are the Timeless Halls of Eru (The One) and the Ainur (Holy Spirits) and the Timeless Halls (Nothingness).

Ekkaia: (Q. "Encircling Sea") The great ocean that encircles Arda. It lies south, east, and north of Middle-earth. Also called the Outer Sea. In the First Age and late Second Age it was surrounded by the Walls of Night; but, in the late Second Age, when Arda was remade as a sphere, it circumscribed and covered most of the world.

Eldamar: (Q. "Elvenhome") The easternmost portion of the Undying Lands which includes two parts: (1) the mainland lowlands east of the mountains of eastern Aman (the Pelóri), and (2) the island of Tol Eressëa off Aman's east coast.

Elves: (Q. "Quendi") The immortal Children of Eru and the noblest of the Free Peoples. Also called the Firstborn, they awoke before Men or Dwarves and were the first race to speak. Elves settled in both Middle-earth and Aman.

Encircling Sea: See. "Ekkaia."

Endor: (S. "Middle Land"; "Middle-earth"). Endor is the Sindarin Elvish label for the Middle Continent of Arda. Also called Ennor or Endóre.





Eru (Q. "The One") Also known as "He that is Alone," Eru is the one god. He is the creator of Eä and the Ainur and master of all that is. The Eldar call him "Illúvatar."

Hildor: (Q. "Followers") The general name for all of the Secondborn, or "Men."

Hildórien (Q. "Land of the Followers") The land in easternmost Endor where the Secondborn, or "Men," first awoke.

Illúvatar: (Q. "Father of All") See. "Eru."

Ilmarin: (Q. "Upper-home"). Also known as the "Mansion of the High Airs," Ilmarin stands atop Oiološsë (Taniquetil). It is the dwelling place of Manwë and Varda.

Ilmen: (Q. "Upper-way"). Ilmen refers to the outermost reaches of Eä, where the stars are situated. Essentially, it refers to "Space." It lies above Tarmenel, the upper level of Menel.

Lindon: (S. "Lofty Song") Lindon, the "Place of Music," originally corresponds to Ossiriand—southeast Beleriand. After the flooding of Beleriand at the end of the First Age, it is adopted as the name for all the surviving lands west of the Blue Mountains. Forlindon, or "North Lindon," roughly includes what was once Thargelion and Estolad. Harlindon, or "South Lindon," roughly includes what was once central and southern Ossiriand. The Grey Havens (S. "Mithlond") are situated in eastern, or "Outer," Lindon (Rónalindon).

Maia: (Q. sing. "Maia") The lesser Ainur who entered Eä as servants of the Valar. (See Section 5.0.) They are also known as the People of the Valar, the Servants of Valinor, and the Servants of the Guardians. The ignorant (notably among Men) call them "Lesser Gods."

Maier: (sing. "Maie") The female Maia.

Manwë: The Chief of the Valar, Manwë is the original ruler of Arda. See section 4.0.

Menel: (Q. "Heaven") Literally the Region of Stars, it includes all of the heavens and lies above Arda.

Middle-earth See. "Endor."

Mithlond (S. "Grey Havens") Twin harbors situated on the opposing shores of the Gulf of Lhûn. The principal cities of the Eldar of Lindon, they are the domain of Círdan the Shipwright.

Morenóre: (Q. "Dark Land"). The Southern Continent, Morenóre lies south of Endor. (The Haragaer separates the two lands.) Many refer to it by the Sindarin label: "Gwathiad." It is reputedly the last abode of Ungoliant.

Nazgûl: (B.S. "Ringwraiths") Principal servants of Sauron, the Nine Ringwraiths are fallen Hildo Kings. Also called *Nine Riders*, *Black Riders*, *The Nine*, the *Úlairi*, etc.

Númenor: (Westernes) The great island continent located in the middle of the Great Sea until its destruction (Downfall) in Second Age 3319. From the early Second Age until its Downfall, Númenor was occupied by the

High Men (Edain) who called themselves Númenóreans. These Men were the ancestors of the Dúnedain race. Númenor literally means West Land and was the westernmost home of mortal Men.

Oiološsë: (Q. "Ever-snow-white") See "Taniquetil."

Quenta Silmarillion (Q. "History of the Silmarils") The third book (after the "Ainulindalë" and the "Valaquenta") in the Elda cycle concerning the origin and early history of Arda. The "Silmarillion" is the saga of the Elder Days. It focuses upon the story of the struggle over the Three Jewels, which were made by the Noldo Fëanor and filled with the light of the Two Trees of Valinor.

Súlimo: (Q. "The Breather") See "Manwë."

Taniquetil: (Q. "High White Peak") The Eldar typically refer to it as "Oiološsë."

Tarmenel: (Q. "High-heaven") Also known as "Over-heaven," Tarmenel is the region just below Ilmen ("Upper-way" or "Space"). It lies beneath the Stars and above the windswept Firmament. It is the Upper-firmament, where the Original Winds issued.

Úlairi: (Q. "Without Shadows") The Nine Ringwraiths. See "Nazgûl."

Undying Lands: Sometimes considered synonymous with Aman, it includes Aman and Tol Eressëa. Its inhabitants—Elves, Maiar, and Valar—are immortal; thus the origin of the label. The land itself does not necessarily confer immortality.

Valaquenta: (Q. "History of the Valar") The second book (after the "Ainulindalë" and before the "Quenta Silmarillion") in the Elven cycle concerning the origin and early history of Arda. It is the "Account of the Powers," the tale of the Valar and Maiar according to the lore of the Eldar.

Valar: (Q. sing. "Vala;" S. "Belain;" S. sing. "Balan") The greater of the Ainur who entered Eä as guardians and executors of Eru's vision. Their were originally fifteen Valar; however Melkor (Morgoth) fell from grace, leaving seven male and seven female Valar. The eight called the Aratar are mightiest. (See 4.0.) Morgoth's name was never again spoken by the Exalted and he was counted as the greatest of the Great Enemies. (See 7.0.) The Valar are also known as the Mighty, the Exalted, the Great Ones, the Lords of Arda, the Guardians, the Lords of Valinor, the Lords of the West, and (by the ignorant) the Gods.

Valier: (sing. "Valie") The seven female Valar.

Valinor: (S. "Land of the Valar") The region in eastern Aman which is the home of the Valar, most of the Maiar, and the Vanyar Elves. It lies west of Eldamar and its capital is Valimar.

Walls of Night: The utterly black mountain bounds which encircled Arda prior to its reformation in Second Age 3319. These walls marked the edge of the world and the only exit was at the Doors of Night in the farthest West. The Gates of Morning in the farthest East served as the only entry.

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