

#2010



Sourcebook



TREASURES TM OF MIDDLE-EARTH



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

GOB Scans

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A short word about this particular document: MERP - Treasures of Middle-Earth (ICE 2010).pdf. Don't be passin' this stuff around, like a cheap bottle of wine... Incredible items of great power. Indispensable to a MERP or Rolemaster campaign!

One last bit of information: When I do maps that are on larger than standard sized 8.5" x 11" paper (your typical fold-out maps), I always start at the upper left hand corner (Northwest, usually), moving in a Southerly direction (down), to the bottom of the map, and then, moving to the right, and then again South, etc... This seems to make the most sense for viewing scanned maps in Adobe; one can easily see how they go together. Hope this helps you in your printing endeavors.

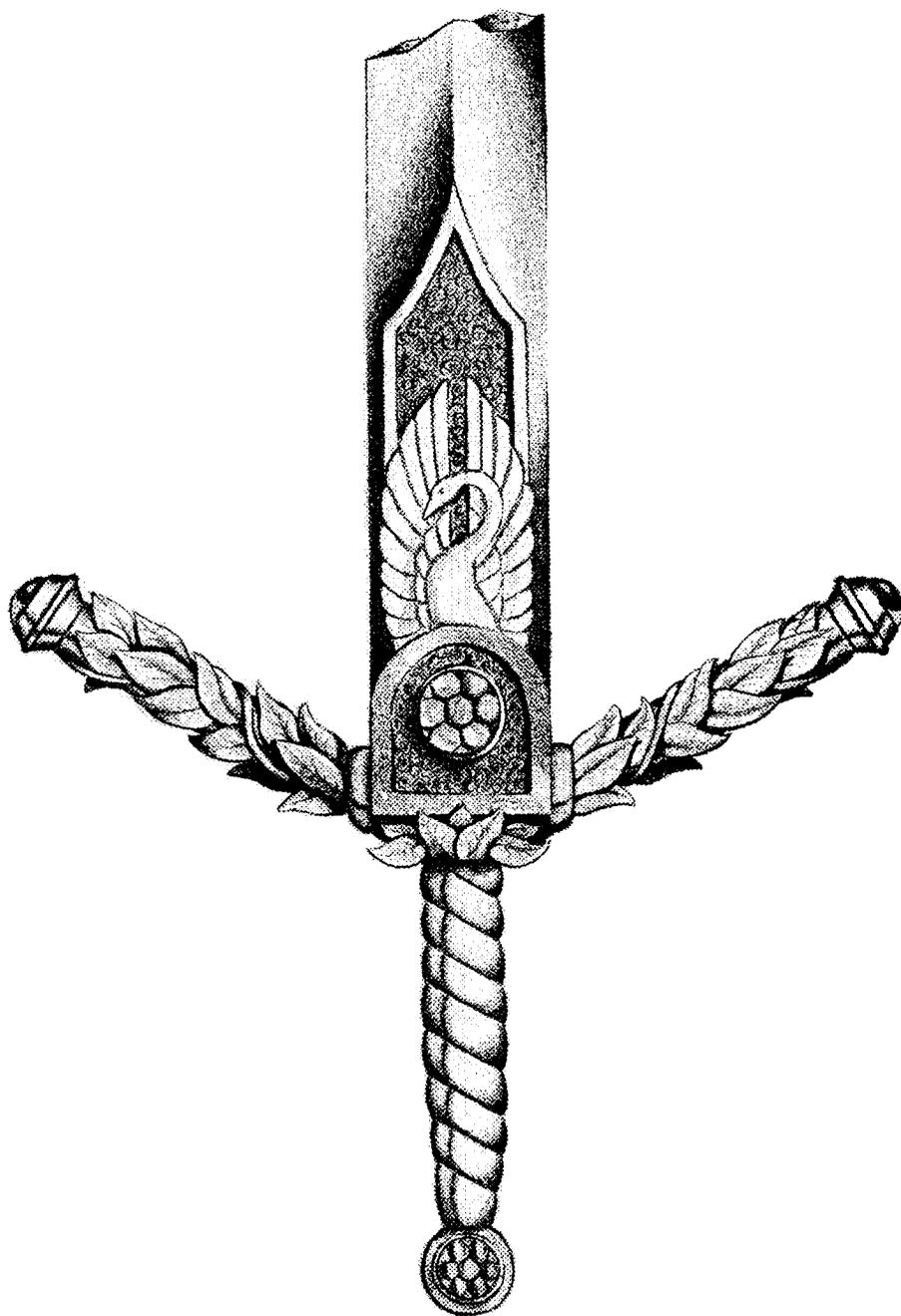
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TREASURES OF MIDDLE-EARTH™



Treasures of Middle-earth™

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I.0 INTRODUCTION

Have you the skill to wield the sword of an Elf who fell in the War of the Great Jewels in the distant First Age? Could you gaze into the depths of one of the palantiri and survive the visions sent to haunt you? In a Dwarven hoard stolen by Dragons, which fine gems, enchanted shields, and ancient heirlooms might dazzle your eyes? All these and more are waiting for you.

Treasures of Middle-earth makes it possible to discover some of the famous, powerful, and glorious treasures that have surfaced again and again in the history of Arda. All the potent rings, swords, and jewels of *The Hobbit*, *The Lord of the Rings*, and the legends of the Elder Days are here for your inspection.

This volume draws on both the works of Professor Tolkien and the adventure supplements from ICE to bring together magical and valuable items, the workers who made them, and descriptions of the materials used to forge them. Like the multi-volume *Peoples of Middle-earth*[®] series, *Treasures of Middle-earth* is a comprehensive supplement intended to provide a single source of information for creating treasures for adventure gaming in Middle-earth.

ADVENTURE GAMING

Adventure games, including fantasy role playing and simpler story telling games, are akin to improvisational plays or interactive novels. The referee, or gamemaster, serves as a sort of actor/director, while the players portray the main characters. Everyone combines imaginative talents to conceive a spontaneous story which is never short of action, intrigue, and excitement. 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.

This work serves as a flexible tool for gamemasters who wish to introduce the treasures and artifacts from *The Hobbit* or *The Lord of the Rings* into their fantasy campaigns and for players seeking knowledge of Endor's myriad facets. *Treasures of Middle-earth* is a compendium of the remarkable items of power found in the works of J.R.R. Tolkien. It is an ideal reference work for anyone using any major fantasy role playing game guidelines, especially ICE's *Middle-earth*[®] series. Those hoping to explore Endor in the context of an adventure game will find this work invaluable.

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 Tolkien. Posthumous publications edited by his son Christopher shed additional light on the world of Middle-earth.

Treasures of Middle-earth is based on extensive research. We respect and uphold the high standards associated with the Tolkien legacy. By blending material with rational linguistic, cultural, and geological data we insure that any interpretive data fits into Professor Tolkien's defined patterns and schemes. Of course, this is by no means the "sole official view."

Since we derive the material in *Treasures of Middle-earth* 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.

2.0 USING THIS WORK

Treasures of Middle-earth is divided into three parts:

- (1) **GUIDELINES**—a section devoted to definitions, abbreviations, a citation key, and notes on converting statistics and adapting this work to any major fantasy role playing game.
- (2) **TREASURE COMPENDIUM**—sections describing the principal individual magic items as well as the general character of the materials and forging techniques used to create these treasures.
- (3) **TREASURE GENERATION**—a section providing specific procedures along with applicable charts and tables to create treasures in any role playing game.

Guidelines

The guidelines provide the means to use *Treasures of Middle-earth* in your fantasy role playing game. This section includes abbreviations, definitions of game terminology, and conversion notes. Since this work is described in terms of ICE's *Middle-earth Role Playing*, *Rolemaster*, and *Lord of the Rings Adventure Game* systems, we include provisions for translating game stats and bonuses for use with other games.

Treasure Compendium

The treasure compendium is divided into three subsections describing: items, creators, and materials. Each portion of the items subsection begins with a brief summary of the general characteristics typical of items to be covered (e.g., weapons, armor, potions, rings, etc.). An

alphabetical compilation of individual magic items follows each general summary.

Each magic item is described in terms of its appearance, location, history, and ownership. In addition, we provide a listing of the item's game statistics—its effect on the wearer's Defensive bonus, Offensive bonus, Resistance Rolls, spell casting abilities—with statistics for the *Middle-earth Role Playing*, *Rolemaster*, and *Lord of the Rings Adventure Game* systems.

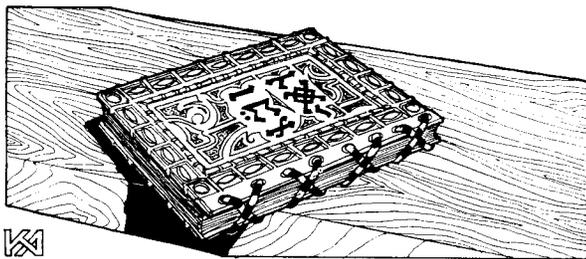
The creators subsection describes the focus of each of the races of Middle-earth when at the forge. Particular emphasis is placed on the media used (e.g., the Flame Imperishable created and molded by Eru versus metals mined from the earth and hammered by the Dwarves) and on the attitudes behind their work.

The materials subsection covers the general characteristics of each category of materials (e.g., stone, wood, metal, etc.) used to create magic items. It also includes more focused information on specific substances within the category (e.g., gold, copper, mithril, etc.).

None of the items in *Treasures of Middle-earth* is given the exhaustive treatment found in the treasures listings in ICE's Middle-earth adventure supplements. Instead, the emphasis is on providing sufficiently pertinent information. An item's general appearance, effect on Arda's history where significant, and magical powers are listed, but they are not described in great detail. These works are game supplements, general aids; they are not substitutes for products that focus on particular places and the persons and possessions located there.

Treasure Generation

A section on generating treasures (Section 7.0) is located near the end of *Treasures of Middle-earth*. It provides (1) a means to quickly generate treasures for your campaign, (2) tips for dealing with potent magic items and artifacts, and (3) tables to expedite the generation of treasures.



3.0 GUIDELINES

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

Section 3.1 consists of game system notes. Section 3.2 covers abbreviations. Definitions of frequently employed terms are set out in Section 3.3, while Section 3.4 enables readers to translate statistics into numbers useable in most other fantasy role playing games.

3.1 GAME SYSTEM NOTES

This volume uses specialized terms and abbreviations to describe the capabilities of the many magic items presented. Refer to the definitions below whenever the specifics of an entry are unclear. The definitions are organized in three broad categories: spell casting enhancement, weapons, and armor. In each definition, *MERP* is discussed first, *Rolemaster* second, and *Lord of the Rings Adventure Game* third. As a general note, one *MERP* or *Rolemaster* level corresponds to 300 *LoR* experience points.

SPELL CASTING ENHANCEMENT

Realms of Power: The Song of Creation thrums within all of existence: rock and tree, man and monster, sea and sun.

MERP conceptualizes the Song as the realm of Essence—an individual's manipulation of this force—and the realm of Channeling—the Music channeled by the Valar through their followers. (*MERP* users should regard Mentalism as a subset of the Essence.)

Rolemaster divides the Song into three realms: Essence, Channeling, and Mentalism—control of that portion of the Song vibrating within the individual.

LoR regards the Song as whole and holy. No distinction is made between realms.

Spell adders: The term SpAd+# indicates that an item functions as a spell adder. Spell adders are normally described as +1 adders or +2 adders or +3 adders (SpAd+1 or SpAd+2 or SpAd+3). Characters with an adder may cast any one learned spell once a day for every +1 possessed by the adder. (A +2 adder bestows 2 spells; a +3 adder 3 spells.) In any given day, a character may use only one spell adder or multiplier at a time.

In *MERP* and *Rolemaster*, the caster expends none of his or her power points to cast spells granted by an adder.

In *LoR*, the caster takes no damage for spells cast using an adder.





Spell multipliers: The term PPx# indicates that an item functions as a spell multiplier. Spell multipliers are normally described as PPx2, PPx3, PPx4, etc.

In *MERP* and *Rolemaster*, a character with a spell multiplier uses the factor (2 or 3 or 4, etc.) given to multiply his or her power points. The result is the number of power points available to him or her for spell casting each day. In any given day, a character may use only one spell multiplier or adder at a time.

In *LoR*, characters with a multiplier may reduce the damage taken due to casting a spell as follows: divide the damage taken by the multiplier value. (A character must always take at least 1 point of damage when casting a spell.)

For example, Fire Bolt results normally in 6 points of damage taken. Eun the Dunnish Bard has a x3 multiplier. When she casts a Fire Bolt, she takes only 2 points of damage (6 ÷ 3 = 2).

Spell conferral: Many items that enhance spell casting do so by granting their user specific spells.

For *MERP* and *Rolemaster*, the name of the spell conferred and the list where it appears are given. Its specific results may then be referenced on the appropriate pages of the rules books.

For *LoR*, the *MERP* or *Rolemaster* spell has usually been translated to an equivalent *LoR* spell. Occasionally, this translation has not been provided. To convert a *MERP* spell into a *LoR* spell, look up the *MERP* spell list on the chart below which gives the corresponding *LoR* spell. (Rarely, an item grants a custom spell that exists in neither *MERP* nor *Rolemaster* nor *LoR*; in such cases, a specific description of its effects, independent of any system, is given in the text to provide all you need to know to GM play.)

Open Essence Spells

<i>MERP List</i>	<i>LoR Spell</i>
Physical Enhancement	Balance
Essence's Ways	Concentration
Unbarring Ways	Speed
Essence Hand	Shield
Spell Ways	Protection from Magic
Essence Perceptions	Concentration
Illusions	Camouflage
Spirit Mastery	Calm

Mage Spells

<i>MERP List</i>	<i>LoR Spell</i>
Fire Law	Fire Bolt
Ice Law	Fire Bolt
Earth Law	Item Analysis
Light Law	Fire Bolt
Wind Law	Protection from Magic
Water Law	Luck
Lofty Bridge	Speed
Living Change	Strength

Bard Spells

<i>MERP List</i>	<i>LoR Spell</i>
Lore	Concentration
Controlling Songs	Calm
Sound Control	Luck
Item Lore	Item Analysis

Open Channeling Spells

<i>MERP List</i>	<i>LoR Spell</i>
Nature's Lore	Concentration
Nature's Movement	Speed
Spell Defense	Protection from Magic
Surface Ways	Healing
Protections	Shield
Detection Mastery	Concentration
Sound/Light Ways	Fire Bolt
Calm Spirits	Calm

Animist Spells

<i>MERP List</i>	<i>LoR Spell</i>
Direct Channeling	Clairvoyance
Blood Ways	Healing
Bone/Muscle Ways	Healing
Organ Ways	Healing
Animal Mastery	Charm Animal
Plant Mastery	Camouflage
Purifications	Luck
Creations	Sustenance

Ranger Spells

<i>MERP List</i>	<i>LoR Spell</i>
Path Mastery	Concentration
Moving Ways	Speed
Nature's Guises	Camouflage
Nature's Ways	Charm Animal

WEAPONS

Additional Criticals:

In *MERP* and *Rolemaster* combat, serious wounds are represented by critical damage, described in various critical strike tables. Normal weapons wielded skillfully can deliver critical damage. Magical weapons sometimes deliver an additional critical: a cold critical, an electrical critical, a grappling critical, a heat critical, an impact critical, a slashing critical, or an unbalancing critical. Additional criticals occur only when a normal or primary critical result is achieved. Unless otherwise specified, the additional critical is of one less severity than the normal critical. That is: if the primary critical is an E critical, the additional crit is a D; if the primary crit is a B, the additional crits is an A; etc. When severity level is specified, it appears as a number in parentheses: (#).

For example, the entry "delivers an additional cold critical (-2)" means that the damage inflicted is caused by extremely low temperature and that the critical is two severity levels less than the primary or normal critical.



In **LoR** combat, normal criticals are represented by the **U** and **K** results on the *LoR Combat Table*. Additional criticals—excepting grappling, slashing, and unbalancing—are handled thusly: upon a **U** or **K** result, for each additional critical a weapon is capable of delivering, roll one D6 die and apply the result to the damage delivered to the target. If the additional critical is labeled as being “equal in severity,” roll one die—the result is the number of dice that are rolled to determine the extra damage delivered.

Grappling, slashing, and unbalancing criticals are handled as follows in **LoR**:

LoR Grappling criticals: Upon a **U** or **K** result, when hit by a weapon that does grappling criticals, the target must roll the dice (2D6) and add his Agility bonus; if the result is equal to or higher than the total attack roll, the target is not entangled and may act normally; if the result is lower than the total attack roll, the target is entangled and may take no action for the number of rounds equal to the difference between the attacker’s total attack roll and the target’s Agility maneuver.

For example, Jos Hauri the Easterling throws his enchanted bola at Ulfilas the Northman who is fleeing. Hauri’s Missile OB is +3. His bola has an OB of +2 and delivers grappling criticals. Hauri’s player rolls the dice for a result of 6. His total attack roll is $3 + 2 + 6 = 11$.

*Ulfilas’ defense bonus is +2. Additionally, he wears a helmet (see below), which means that **U** results on the Combat Table do not knock him out.*

*Checking the Table, we see that Hauri has achieved a **U** result. This means we must also check the result of the grappling ability of the bola.*

Ulfilas’ player rolls the dice and gets a 9. The Northman has an Agility bonus of +1, so his total is 10, which is less than Hauri’s 11. Thus Ulfilas is entangled and has taken 11 points of damage, but is not unconscious.

LoR Unbalancing criticals: Upon a **U** or **K** result, when hit by a weapon that does unbalancing criticals, the target must roll the dice (2D6) and add his Agility bonus; if the result is equal to or higher than the total attack roll, the target remains on his or her feet and may act normally; if the result is lower than the total attack roll, the target is knocked to the ground and takes damage equal to one die roll.

LoR Slashing criticals: Upon a **U** or **K** result, when hit by a weapon that does slashing criticals, the target must roll one die (1D6); the result is the number of points of damage the target receives at the end of each round due to bleeding.

Of Slaying creatures: Some weapons are described as being *Of Slaying Orcs* or *Of Slaying Dragons* or *Of Slaying Trolls*, etc.

In **MERP**, when such a weapon is wielded against the creature designated by the description, any critical results achieved should be rolled on the *Physical Criticals for Large Creatures Table* using a +20 bonus.

In **Rolemaster**, when such a weapon is wielded against the creature designated by the description, any critical results achieved should be rolled on the *Slaying* column of the *Large Creature Critical Strike Table*. If the target is a Super Large creature, then the *Slaying* column of the *Super Large Creature Critical Strike Table* should be used.

In **LoR**, whenever such a weapon is used to attack the creature designated by this description, add +2 to the attack roll on the *Combat Table*. This bonus is cumulative with any bonus present due to Holy virtues (see below). The maximum result is 12.

Of Slaying items: Some weapons are described as being *Of Slaying swords* or *Of Slaying weapons* or *Of Slaying armor* or *Of Slaying shields*, etc. Such weapons perform this destruction under conditions such as “targeting an opponent’s weapon” or “if opponent parries” or some other parameters which are explicitly presented.

In **MERP**, whenever such a weapon is used to attack the item designated by its description, an immediate check for breakage should be made. A breakage check is done as follows:

- (1) Determine the base strength value of the item.

Armor	+50
Weapons	+75
Soft Equipment	+10
Hard Equipment	+20
- (2) Determine the item’s materials bonus.

Textile	+0
Leather	+5
Metal	+10
Steel	+25
Mithril	+45
Enchanted Alloy	+70
- (3) Note if the item possesses an intrinsic bonus (offensive, defensive, RR, etc.).
- (4) Note if the item is magical in nature or not.
- (5) Add the item’s strength value, material bonus, twice its intrinsic bonus, +20 if it is magical in nature, and the result of a D100 roll.
- (6) Multiply the level of the weapon-slay (standard is 20th; Sauron’s gauntlet is 60th) by 5. Subtract this from the above result.
- (7) If the total is 100 or more, the item survives intact.
- (8) If the total is less than 100, the item is broken and considered to be destroyed.



In *Rolemaster*, whenever such a weapon is used to attack the item designated by its description, an immediate check for breakage should be made as described in the *Standard Rules*. If the weapon breaks, it is considered to be destroyed.

In *LoR*, whenever such a weapon is used to attack the item designated by its description, the attacker should roll on the +6 column of the *Combat Table*. The GM should move the column used to the right for every +1 OB/DB possessed by the target item. If the result of the roll is a **U** or a **K**, the target item is destroyed immediately. Any number results are ignored.

Holy/Unholy weapons: These are weapons possessing the special favor of a Vala or a Maia (pure or fallen). Most have a reputation and are known on sight by their wielders' enemies.

In *MERP*, when a Holy/Unholy weapon delivers a critical strike, any critical results achieved should be rolled on the *Physical Criticals for Large Creatures Table* using a +10 bonus.

In *Rolemaster*, when a Holy/Unholy weapon delivers a critical strike, any critical results achieved should be rolled on the *Holy* column of the *Large Creature Critical Strike Table*. If the target is a Super Large creature, then the *Holy* column of the *Super Large Creature Critical Strike Table* should be used.

In *LoR*, Holy weapons act as weapons *Of Slaying* versus all beings aligned with Sauron or Morgoth. Unholy weapons act as weapons *Of Slaying* versus all beings in enmity to Sauron or his evil master. (This bonus is cumulative with any more specific slaying abilities, such as *Of Slaying* undead.)

ARMOR

Critical strike prevention: Some armor prevents critical strikes from affecting its wearer. How the armor functions, and how well, is expressed as a percentage and a body part.

In *MERP* and *Rolemaster*, when the specified body part is described in a critical result as receiving damage, simply roll a D100. If the result is equal to or below the percentage number, the wearer suffers no critical damage.

In *LoR*, **U** results on the *Combat Table* represent critical damage to the head and **K** results represent a variety of critical damage. On a **U** result, when armor or an item that prevents head criticals is worn, the wearer should roll 3D6 and translate the result on the following chart. If the result is equal to or below the specified %, the character receives damage equal to the attack roll, but remains conscious, unless the damage puts his or her damage total higher than Endurance.

3D6	%
3	1
4	2
5	3-5
6	6-10
7	11-16
8	17-26
9	27-38
10	39-50
11	51-63
12	64-74
13	75-84
14	85-91
15	92-95
16	96-98
17	99
18	100

In *LoR*, on a **K** result, when armor or an item that prevents criticals is worn, the wearer should roll 1D6. If the result is 1-5, the normal **K** result is applied. If the result is 6, the damage was done to the body part protected by the resistant armor or item. Roll 3D6 and translate the result on the above chart. If the result is equal to or below the specified %, the character receives damage equal to the attack roll, but remains alive.

Defensive bonus: Armor and shields are usually described as possessing specific defensive bonuses. Sometimes armor has special capabilities, such as protecting its wearer from specific criticals. Such abilities are usually detailed in words rather than numbers and can be readily applied to any game system.

In *MERP*, *Rolemaster*, and *LoR*, the number representing the defensive bonus is subtracted from any attack roll made by an opponent.

To convert a *MERP* DB into a *LoR* defense bonus, simply divide it by 5.

Helmets: Combatants who wear helms have an advantage over those who don't.

In *MERP* and *Rolemaster*, this advantage is reflected in the combat tables used.

In *LoR*, when a character wearing a helm receives a **U** result on the *Combat Table*, he or she should make a Strength Δ8 maneuver. If successful, the character receives damage equal to the attack roll, but remains conscious, unless the damage puts his or her damage total higher than Endurance. Any bonus from a magical helm should be added to the determining dice roll.

3.2 ABBREVIATIONS

The most commonly used abbreviations are listed here alphabetically according to sub-categories.

GAME SYSTEMS AND SUPPLEMENTS

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

SOURCES

Hob. The *Hobbit* (Ballantine ed.)
 LotR. The *Lord of the Rings* (Ballantine ed.)
 LotRI. The *Fellowship of the Ring* (Ballantine ed.)
 LotRII. The *Two Towers* (Ballantine ed.)
 LotRIII. The *Return of the King* (Ballantine ed.)
 LTalesI. *Lost Tales, Volume I* (Houghton Mifflin ed.)
 LTales2. *Lost Tales, Volume II* (Houghton Mifflin ed.)
 Sil. The *Silmarillion* (Ballantine ed.)
 UT. *Unfinished Tales* (Houghton Mifflin ed.)

AUTHORIZED PUBLISHERS

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

CHARACTER STATS

Ag Agility (*MERP, RM*) Me Memory (*RM*)
 Em Empathy (*RM*) Co Constitution (*MERP, RM*)
 Pr Presence (*MERP, RM*) Re Reasoning (*RM*)
 SD Self Discipline (*RM*) Ig Intelligence (*MERP*)
 St Strength (*MERP, RM*) It(1n) .. Intuition (*MERP, RM*)

GAME TERMS

AT ... Armor Type
 bp bronze piece(s)
 cp copper piece(s)
 Crit ... Critical strike
 D Die or Dice
 DI00 Percentile Dice Result
 DB ... Defensive Bonus
 FRP . Fantasy Role Playing
 GM .. Gamemaster
 gp gold piece(s)
 ip iron piece(s)
 jp jade piece(s)
 tp tin piece(s)
 Lvl Level(exp. or spell lvl)
 MA Martial Arts
 Mod ... Modifier / Modification
 mp mithril piece(s)
 NPC .. Non-player Character
 OB Offensive bonus
 PC Player Character
 PP Power Points
 R or Rad Radius
 Rnd or Rd Round
 RR Resistance Roll
 Stat Statistic or Characteristic

MIDDLE-EARTH TERMS

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

3.3 DEFINITIONS

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

Ainur: (Holy Spirits) The divine servants of Eru, born out of Eru's thought. Although they are formless spirits, they have male and female genders and are capable of assuming corporeal form. Most of the Ainur reside with Eru in the Timeless Halls outside Eä, but a few—the Valar and 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: (Great Sea) The ocean which separates Aman (to the west) from Middle-earth (to the east). Also called the Mighty Sea or Sundering Sea.

Beleriand: (Great Country) The 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: (Existence) Eä is all that is, the whole of Eru's Creation and includes Arda and Heaven (Menel). Born out of the Great Music (Ainulindalë) that defined the divine order of existence, it remains bound by the patterns (Essence) of the Song. Outside of Eä are the Timeless Halls of Eru (The One) and the Ainur (Holy Spirits) and the Void (Nothingness).

Elves: (Q. "Quendi") The immortal Children of Eru and the noblest of the Free Peoples. Also called the Firstborn, they awoke before Men or Dwarves and were the first race to speak. Elves settled in both Middle-earth and Aman.

Encircling Sea: (Ekkaia) The great ocean that encircles Arda. It lies south, east, and north of Middle-earth. Also called the Outer Sea. In the First Age and late Second Age it was surrounded by the Walls of Night; but, in the late Second Age, when Arda was remade as a sphere, it circumscribed and covered most of the world.

Endor: (Middle Land; Middle-earth) The Sindarin Elvish label for the Middle Continent of Arda. Also called Ennor or Endóre.

Eru: ("The One" or "He that is Alone;" Q. "Ilúvatar") The creator of Eä and all things within and without.

Dwarves: (Kh. "Khazâd") Although fashioned by the Vala Aulë before the awakening of Men, this hardy but short race came into Endor after the Secondborn. Long-lived yet mortal, they remain apart from both Elves and Men.





Hobbits: (Kd. "Khuduk") Also called halflings, the Hobbits are the shortest of the Free Peoples. They are a simple race of curious origin, divided into Stoor, Harfoot, and Fallohide subgroups.

Maiar: (Q. sing. "Maia") The lesser Ainur who entered Eä as servants of the Valar. They are also known as the People of the Valar, the Servants of Valinor, and the Servants of the Guardians. The ignorant (notably among Men) call them "Lesser Gods."

Nazgûl: (Ringwraith) One of the Nine who as Mannish kings accepted and were corrupted by the Rings of Power forged by Sauron.

Númenor: (Westernesë) 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. Elves called it Andor, the "Land of Gift."

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.

Valar: (Q. sing. "Vala;" S. "Belain;" S. sing. "Balan") The greater of the Ainur who entered Eä as guardians and executors of Eru's vision. There were originally fifteen Valar; however Melkor (Morgoth) fell from grace, leaving seven male and seven female Valar. The eight called the Aratar are mightiest. Morgoth's name was never again spoken by the Exalted and he was counted as the greatest of the Great Enemies. The Valar are also known as the Mighty, the Exalted, the Great Ones, the Lords of Arda, the Guardians, the Lords of Valinor, the Lords of the West, and (by the ignorant) the Gods.

3.4 CONVERTING STATISTICS

This supplement is designed for use with most major fantasy role playing systems. Since the various FRP rules have their own particular approaches to combat, spells, and character generation and development, certain common descriptive terms have been selected. Unfortunately, statistical data such as bonuses and character "stats" differ widely between systems; after all, they are keyed to specific game mechanics. ICE has chosen to use percentile (DI00) terms as a base, since conversion to D20, DI8, and DI0 can be achieved with relative ease.

When using this supplement with your FRP campaign, be careful to note the item statistics before beginning play. Should any adjustments need to be made, you may wish to consider the following guidelines. The material provided is in terms of percentages and is intended to give the reader a relatively clear picture of the strengths and weaknesses of the individual items discussed. Most FRP systems will relate to the data, and conversion should be simple; remember, however, that there are dozens of role playing rules and the change-over from the statistics given here may be troublesome.

3.4.1 CONVERTING HITS AND BONUSES

Bonuses: When converting percentile values to a I-20 system, a simple rule is: for every +5 on a DI00 scale, one gets a +I on a D20.

Hits: The concussion hit numbers found in this module represent tolerance for general pain and system shock: the effect of bruises and small cuts rather than wounds. Critical strike damage is used to describe serious wounds and fatal blows. The hit figures here are less important than those used in game systems where death occurs as a result of a character exceeding his or her available hits. Should you use a game system that employs no specific critical strike results (e.g., TSR Inc.'s *Dungeons & Dragons*), simply double the number of hits your characters take or halve the hit values found in this module.

3.4.2 CONVERSION CHART

If you play something other than *MERP* or *Rolemaster* or *LOR* and you do not use a percentile system, use the following chart to convert I-100 numbers to figures suited to your game.

I-100 Stat	DI00 Bonus	D20 Bonus	3-18 Stat	2-12 Stat
102+	+35	+7	20+	17+
101	+30	+6	19	15-16
100	+25	+5	18	13-14
98-99	+20	+4	17	12
95-97	+15	+3	16	—
90-94	+10	+2	15	11
85-89	+5	+1	14	10
75-84	+5	+1	13	9
60-74	0	0	12	8
40-59	0	0	10-11	7
25-39	0	0	9	6
15-24	-5	-1	8	5
10-14	-5	-1	7	4
5-9	-10	-2	6	3
3-4	-15	-3	5	—
2	-20	-4	4	2
1	-25	-4	3	2

3.4.3 CONVERTING COMBAT ABILITIES

All combat values are based on *MERP* or *Rolemaster*. The following guidelines will also aid conversion.

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

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

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

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

3.4.4 CONVERTING SPELLS AND SPELL LISTS

Spell references provided here are in the form of "lists," groupings of related spells, and individual spells. Each list has a common theme and normally will have a different, but related, spell at each level. For instance, an item possessing the Fire Law list to tenth level would potentially enable its bearer to cast 10 similar fire-based spells, one of each level from one to ten. Whether the bearer could indeed cast these spells would be determined by the GM, the system, and the caster's degree of skill with magic items. The frequency with which each spell may be cast will vary from item to item. Once a round, twice a day, three times a week, or once and never again are but a few of the ways frequency may be determined. Another method employs Power Points: any combination of spells from a given list up to a set number of PPs which may be renewed on a daily, weekly, or monthly basis or which may be unrenewable.

FRP systems using rules which provide for the learning of spells through "colleges" or along specialized lines will use concepts and possess organization similar to those of the system used in this module. Many systems, however, group spells by power level alone, rather than by related subject matter or effect. Converting an item's magical powers over to individual spells may be more difficult in these systems, but can be achieved with relative ease using the following guidelines.

- 1) *Look at the item's spell lists and spells and note the various names for them. Each name will indicate the orientation that has been forged into the item (e.g., the Fire Law list indicates an orientation towards the manipulation of fire).*
- 2) *Note the item's overall power level and determine the number of spells or spell groupings it should have to maintain game balance in your system. Also consider the power level of each individual spell.*
- 3) *Select spells from your system appropriate for the item, its purpose, and its power level, keeping in mind that the item's orientation indicated in this module should be followed where possible.*



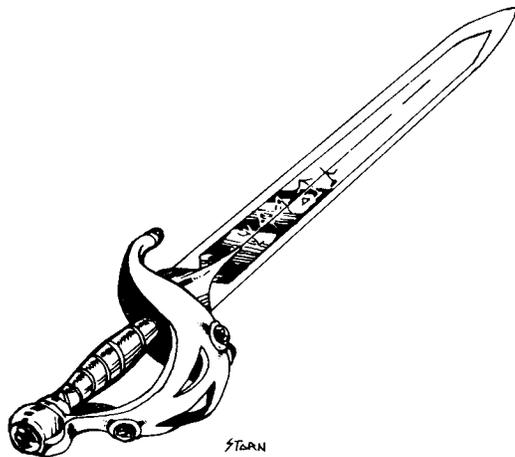
4.0 ITEMS

Ever since Eru, the One who is the beginning and the end, first created all that is and will be, the creatures born of his thought into his creation have emulated their maker. The mightiest artifacts come from the forges of the Elves, the Firstborn: Fëanor, a great and terrible Noldo Prince, created the brilliant Silmarilli, in whose facets shone the light of the Two Trees, and the farseeing Palantíri, spheres capable of transferring not only images but also their users' thoughts over great distance. All of Ilúvatar's Children create objects of beauty and utility using the materials of the physical world around them. From the mightiest Dúnadan King to the humblest Hobbit smith, from the awesome Lord of Darkness to his lowliest Orcish warrior, each individual manipulates mithril or steel, laen or bronze, dírwood or maple to create swords, staves, breastplates, cloaks, and soup tureens to serve his needs.

4.1 ARMS

Of all the wide variety of beautiful and magical treasures in Middle-earth, weapons are the most carefully constructed, floridly decorated, and heavily enchanted creations made in the forges of every race. Weapons decide the outcome of both battles between armies and individual combat, and so they are imbued with all the technology and wizardry a warrior can muster. The need for the practical considerations of good workmanship and enchantment is thus explained, but the reason for ornament is more psychological than physical. Inlays, engravings, fancy hilts, scabbards, and bindings all project the fierceness or glory of the warrior onto his weapon. The number of forms this can take is infinite, but the personalizing touches vary from culture to culture and race to race. Orcs use the blood or body parts of slain foes to show their strength, Dwarves employ heavy ironwork to proclaim their unwavering power, and Elves and Men choose feathers, ribbons, and bright colors to make themselves visible and daunting to the enemy. The only sort of ornamentation almost never seen is a lack of decoration—even a common footsoldier's blade is inscribed with rough runes for protection or identification.

*Aldarion's Short
Sword*



AEDRING (“Fell Hammer”)

The weapon Beren bore, this blade was an ithilnaur bastard sword. Like many enchanted Elvish swords, it is beautifully made, with a central inlay of darker silver alloy along the blade and a hilt wrapped in green leather. The guard is set with beryls at the end of each hilt guard.

Powers: Glows near Morgoth's creations.

MERP/RM: +45 OB.

LoR: +4 OB, +5 Damage.

See *ICE's LOME III 20*.

AEGLIN

A sword of Gondolin, the lost mate of Orcrist and Glamdring, this weapon is sheathed and hidden in a crack in the cavern of the lesser drake Corlagon the Red in the mountains of southern Angmar. Its scabbard is of blue boarskin, with the bristles intact near the opening. The blade itself is of ithilnaur with steel pommel and guard. The hilt's wrapping of rich purple linen and silver wire is decayed and needs to be replaced.

Powers: Burns with a blue light in the presence of evil; contains a spirit dedicated to the destruction of evil; a sword of lightning, it delivers an additional electrical strike (critical) with each normal critical.

MERP/RM: +30 OB.

LoR: +3 OB, +3 Damage.

See *ICE's Angmar 13*.

AEGLOS (S “Snow Point” or “Icicle”)

Made of pure white eog, the Great Spear was destroyed by Sauron's Gauntlet of Slaying on the slopes of Orodruin when Gil-galad fell in battle there. Yet Gil-galad's fatal contest with Sauron at the Battle of Dagorlad permitted Elendil to strike Sauron down.

Powers: Holy; triple concussion damage; additional Cold and Impact criticals; protects the wielder vs. any cold and the draining power of undead.

MERP/RM: +88 OB; casts the following spells 3x/daily each, 2x/rnd, at 50th level of ability: **MERP** Essence Hand *Bladeturn*, Ice Law *Ice Bolt*, Surface Ways *Regeneration III*, Physical Enhancement *Waterlungs*, and Spell Defense *Area Protection III*; **RM** Shield Mastery *Bladeturn I*, Ice Law *Ice Bolt* (5x hits), Concussion's Ways *Regeneration V*, Damage Resistance *Unpain (50%)*, and Spell Resistance *Resistance True*.

LoR: +8 OB, +9 Damage; user's Endurance is increased by 50% for the length of one combat; at the end of this combat the user's Endurance will be 50% of original or the original Endurance minus damage taken, whichever is higher. The following spells may be cast up to 3x/day: *Shield*, *Healing*, *Protection from Magic* (Magical bonus 0) *Ice Bolt* (treat as *Fire Bolt* doing cold damage, Magical bonus 0, 5x damage).

Read *Sil 364, 390*; *LotRI 319*. See *ICE's LOME I 79*.

AERCRIST (S. "Sea-cleaver")

A two-handed blade of pale blue steel, this was Imrahil's weapon when he ruled Dol Amroth as Prince of Dor-en-Ennil. Later, it served in the War of the Ring. The hilt is set with pieces of abalone and mother-of-pearl.

Powers: Allows the wielder to parry attacks from any direction; will float on water.

MERP/RM: +30 OB.

LoR: +3 OB, +3 Damage.

See ICE's *LOME II* 32.

AINACRIST (S. "Holy Sword")

This broadsword of white eog was Finarfin's blade, which he wielded while leading his people to battle beneath the white banners of the Valar in the War of Wrath.

Powers: Hits as a two-handed sword doing triple concussion hits; wielder never fumbles and cannot be stunned.

MERP: +75 OB; **MERP Living Change Haste III**, 5x/day; **RM Rapid Ways Haste X**, 5x/day.

LoR: +7 OB, +8 Damage; *Speed*, up to 5x/day.

See ICE's *LOME I* 73.

AIR-CLEAVER

An enchanted Braric Killing-bola (also called a Gé) made of silvery ogamur, this is the weapon of Dwar the Ringwraith.

Powers: Strikes as a flail. Delivers an additional Grappling critical strike.

MERP/RM: +25.

LoR: +2 OB, +3 Damage.

See ICE's *LOME II* 87.

ALDARION'S SHORT SWORD

This silver mithril blade has a gold mithril basket hilt and is very well balanced for throwing. Its edge is remarkably keen, despite its undoubtedly heavy use by the sixth King of Númenor on his many voyages of exploration and discovery.

Powers: Hits as two-handed sword; 50' throwing range.

MERP/RM: +25 OB.

LoR: +2 OB, +3 Damage.

See ICE's *LOME II* 15.

ALDARION'S BOW OF POWER

Formed of hollow steel, this exceptional bow is very much in the Númenórean style. It is fully six and a half feet long, and because it is hollow it sounds a low tone every time it is fired.

Powers: Floats in water; 3x range and 2x concussion hits.

See ICE's *LOME II* 15.

AMTAUR'S SWORD

The blade once wielded by the Customs Master of Gondor is a bastard sword of fine steel engraved with the emblem of the White Tree. The hilt is wrapped in cloth of gold and draped with tassels of the same material.

Powers: Can be used I- or 2-handed.

MERP/RM: +10 OB; provides its wielder with Nature's *Ways Water Finding*, 4x/day.

LoR: +1 OB, +1 Damage; user may find a source of water that is within a mile up to 4x/day.

See ICE's *Mouths of the Entwash* 9.

ANARMACIL

Anarmacil is an Elvish longsword made of golden laen. Its crosspiece is shaped like a brilliant sunburst. Once wielded by Fëamirë, a Sindarin Elf originally from Ost-in-Edhil, it continues to serve in the fight against evil in other hands.

Powers: Holy; highly intelligent.

MERP/RM: +30 OB; can produce **RM Brilliance Sunfires True** 1x/day (this can be used in combat as a *Fire Bolt* with a +20 OB bonus and a 1.5x concussion hit multiplier) or **MERP Fire Law Fire Bolt** 1x/day; also produces a **RM Light Law Beacon** or **Light's Way Utterlight V** at will (up to 3x/week) or **MERP Sound/Light Ways Projected Light** or **Utterlight** 3x/day.

LoR: +3 OB, +3 Damage; *Fire Bolt*, Magical bonus 4, 1x/day.

See ICE's *Dunland* 19.

ANCARUIN (S. "Jaws of Red Flame")

This blade was lost when Fëanor, the proud and vengeful creator of the Silmarils and author of the Oath of Fëanor, was overwhelmed by Balrogs in Dor Daerdeloth. It was a two-handed sword, with a hilt of golden mithril and adamant ruby and a blade of mithril and red eog. Fëanor probably forged it himself—certainly the workmanship is of the finest.

Powers: Holy; highly intelligent; telepathic; the sword flames when wielded, doing an additional Heat critical, and triple concussion hits.

MERP/RM: +88 OB; able to **Lofty Bridge Long Door** 333 miles to wielder at his mental call; **RM Rapid Ways/MERP Living Change Haste I** at will; may be thrown 1000' with no penalties; caster may immolate at will: he cannot be stunned or stunned/unable to parry, and the flames act as **RM Elemental Shields Fire Armor** and **Lightning Armor** or **MERP Protections Resist Elements**, anyone within 5' takes a C class Heat critical.

LoR: +8 OB, +9 Damage; *Speed*, 10x/day, *Shield*, only on user, once during any combat.

See ICE's *LOME I* 71.





ANDÚRIL (Q. "Flame of the West")

This is Aragorn II's blade forged from the pieces of the Sword that was Broken. The shards of Narsil, the original weapon, were reforged in T.A. 3018 by the Elven-smiths of Rivendell to form Andúril. Its blade is engraved with a design of seven stars between a rayed sun and a crescent moon, representing Elendil, Anárion, and Isildur, respectively. The sword's heritage, power, and brightness, as well as the fame of its wielder make it one of Middle-earth's most notorious weapons. In Westron, Andúril is called the Flame of the West, and in poetry and song it is often referred to as the Sword that was Broken, the Sword Reforged, and the like.

Powers: Holy Blade; flames on command; when flaming, Andúril can burn Hot with a red flame, delivering extra Heat criticals of equal severity and becoming of *slaying* Orcs, or it can burn Cold with a white flame, delivering an extra Cold critical (of equal severity) as well becoming of *slaying* Undead.

MERP/RM: +50 OB.

LoR: +5 OB, +5 Damage.

Read *LotRI* 233, 362; *LotRII* 147, 176; *LotRIII* 150; *Sil* 363.

See *ICE's Rangers of the North* 35; *LOME II* 18.

Andúril
(and sheath)



ANGAMAITĒ'S LIGHT CROSSBOW

This clever Dwarven mechanism has long ago fallen into Mannish hands, though none can duplicate its delicately balanced workings. The stock is of steel and is sealed except for the groove where bolts may be lined up to await reloading. The entire reloading mechanism works off the firing of the crossbow—it will not work if the string does not move.

Powers: Reloads itself; may be fired every round without penalty; may be wielded and fired with one hand.

MERP/RM: +15 OB.

LoR: +1 OB, +2 Damage.

See *ICE's LOME II* 18.

ANGAMAITĒ'S SCIMITAR

This weapon belonged to the famous Corsair Lord whose exploits along the southern coasts brought him wealth sufficient to erect the great fortress Barad Caranond. He bore the scimitar in his raid into Belfalas, Lebennin, and Ithilien which avenged the defeat the Corsairs' ancestors suffered in T.A. 1448.

Powers: Sword may be thrown up to 100' without range penalties, in which case it returns to thrower's hand in 1 round.

MERP/RM: +15 OB; carries up to 10 doses of poison (AngamaitĒ preferred Acaana); poison is injected with each critical strike, but a dose is used with every strike.

LoR: +1 OB, +2 Damage; holds ten doses of poison, one will be injected into target with a strike of five or more Damage.

See *ICE's LOME II* 17.

ANGIAN (S. "Gift of Iron")

The Sword of the Princes of Morthond is kept in a black leather sheath studded with mithril and diamonds. It has a pommel of crystal and is only drawn for the most important occasions of state: wars, coronations, knightings, and weddings.

Powers: Pommel glows with a dark blue light within 1000' of creatures of Morgoth.

MERP/RM: +20 OB.

LoR: +2 OB, +2 Damage.

See *ICE's Erech & the Paths of the Dead* 29.

ANGLACHEL (S. "Iron-flame")

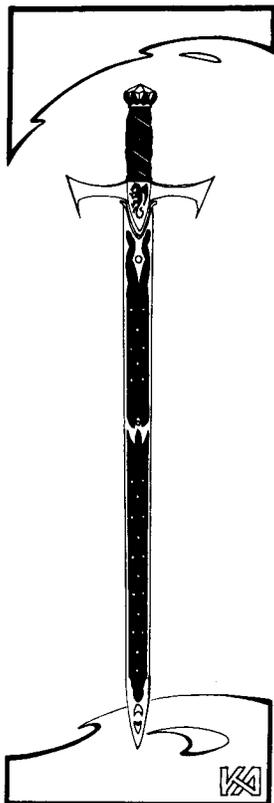
The great, black galvorn two-handed sword made by Eöl was given to Elwë (also called Thingol) in return for permission to live in Nan Elmoth when the Girdle of Melian was set about the Hidden Kingdom. Elwë's wife Melian claimed that the blade was cursed with its spiteful maker's malice. Beleg the Archer later acquired it from the arms stores at Menegroth (prior to this he had used a +50 Orc- and Troll-slaying sword), and it undid him, being the blade Turin used to slay him accidentally. Although the sword is intelligent, it is mute. Its subtle, malicious evil can be tied to its maker's hate. It is the mate of Anguirel, stolen by Maeglin from his father. Túrin had the sword reforged in Nargothrond and renamed it Gurthang, Iron of Death.

Powers: Performs like a bastard sword; treats a foe's armor (except galvorn and ithilnaur) as if he had none (i.e., AT I); an Unholy weapon, it also delivers an extra Heat and an extra Slash critical (of one less severity lvl) in addition to any critical strike it yields; hit results are 2x normal.

MERP/RM: +90 OB; may be wielded with 1 hand with a -20 OB penalty; casts a 40th lvl RM Curses *Friendslayer* on its owner/wielder 1x/day.

LoR: +9 OB, +9 Damage; during combat, if a friend/companion is within 5' of user, wielder is compelled to strike the companion until he or she is out of range.

Read *Sil* 247, 255-57, 262, 266, 277, 278, 452. See *ICE's Lords of Middle-earth I* 57.



ANGRIST (S. "Iron Cutter")

A black eog dagger made by Telchar of Nogrod. Originally in Curufin's possession, Beren took it from him when Celegorm and Curufin ambushed Beren and Lúthien on their way to Morgoth's lands. Beren then used it in his quest to secure the Jewels. The blade snapped when Beren attempted to cut a second Silmaril from the Iron Crown, though it was renowned for its ability to cut iron easily.

Powers: Cuts iron easily (even Valinorean Iron, of which Morgoth's Iron Crown was made); delivers 4x the usual concussion hits; raises critical strikes by one degree, bleeding hits are doubled in severity.

MERP/RM: +75 OB.

LoR: +7 OB, +8 Damage.

Read Sil 215, 219. See ICE's LOME II 20, 63.

ANGUIREL (S. "Living Star-iron")

One of two fabulous blades made by Eöl (the other being Anglachel), Anguirel was stolen from its maker by Maeglin. It is of the shiny black meteoric iron galvorn which Eöl first applied to weaponcraft.

Powers: Cleaves normal metals with ease; all armor but ithilnaur, eog, and galvorn (or other powerful enchanted armor) is useless; Anguirel is an intelligent blade, though it does not "speak" as such; it is essentially a bastard sword, and so can be used one-handed, although its effect is that of a two-handed blade; delivers a Slash critical in addition to any other indicated.

MERP/RM: +100 OB; whenever it is drawn, all in sight are affected by a 30th level spell of *Loathing*—those who fail a RR wish to slay the wielder; in the hands of Eöl, it could not be fumbled; in Maeglin's hands there was an additional +I chance of fumbling; hastes the user at a thought; all spells directed at the wielder must resist versus 60th level or fail (wielder's spells are unaffected).

LoR: +10 OB, +10 Damage; Any who see the weapon drawn will wish to slay the bearer.

Read Sil 247. See ICE's LOME I 86.

ARACU (S. "Noble Bow")

Used in the Battle of Angband, Celegorm's bow was more often turned to the hunt. While he dwelt in Valinor, Celegorm learned much woodcraft from the Vala Oromë, perhaps his bow absorbed some of this into its essence.

Powers: Can fire 2 arrows/round with no penalty; range 2x normal; arrows fired are of *slaying* Trolls and Orcs.

MERP/RM: +60 OB; fumbles only on a I.

LoR: +6 OB, +6 Damage.

See ICE's LOME I 61.

ARANRÛTH (Q. "King's Wrath")

The great broadsword of Elwë in Doriath, it survived the ruin of that fair land and later became the blade of the Kings of Númenor. Perhaps of Dwarven manufacture, most likely forged by the smiths of Nogrod, the blade is red eog with furniture of deep blue.

Powers: Does additional Heat criticals; of *slaying* Balrogs, Trolls, Goblins, Wargs, Undead, and Dragons; it is highly intelligent; speaks all Elvish and Dwarven tongues; does triple concussion hits; any armor it strikes is treated as AT I (skin).

MERP/RM: +77 OB.

LoR: +7 OB, +8 Damage.

Read Sil 247, 394. See ICE's LOME I 69.

ARATOCAM (Q. "Captain's Hand")

A gift of the Eldar to Aldarion, sixth King of Númenor, this hammer is a pearl-inlaid ithilnaur weapon. Though it seems light in the hand, it is simply well-balanced and will strike as effectively as many a clumsier weapon.

Powers: Floats in water; does additional Impact and Crush criticals (of one level less in severity) in addition to any other it yields; if parried, the parrying item becomes the target of an *of slaying* (2I) strike.

MERP/RM: +45 OB.

LoR: +4 OB, +5 Damage.

See ICE's LOME II 15.

AR-SIL

An ancient sword from Númenor, this mithril blade now languishes in the treasury of Angmar, hidden so the forces of the West cannot use it against the servants of the Witch-king.

Powers: Burns cold, delivering an additional cold critical detects Orcs and all creatures of Sauron and Morgoth; burns with blue light.

MERP/RM: +30 OB.

LoR: +3 OB, +3 Damage.

See ICE's Empire of the Witch-King 56.

AXE OF BRAOGHA

A battle-axe of the classic Dwarven style, this weapon also has the center of its blade carved out, leaving a hollow circle behind the cutting edge. It is of carbon steel with a haft of ash wood and a set of leather thongs used to secure the weapon against a possible slip.

Powers: Will shrink to the size of a handaxe, when held and so commanded; of *slaying* Dwarves and Orcs.

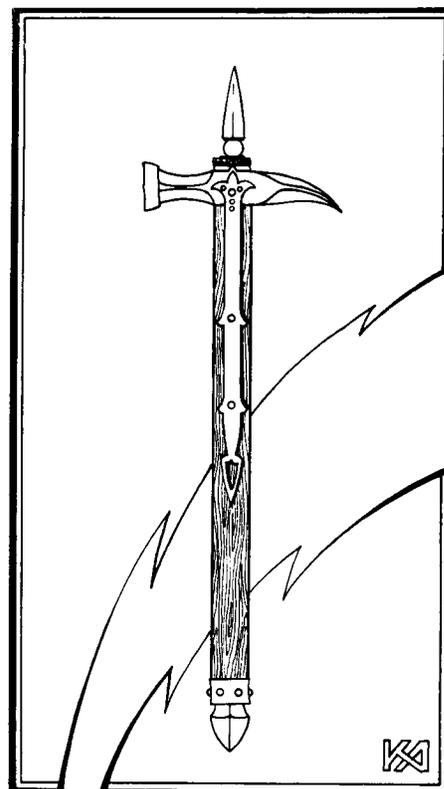
MERP/RM: +35 OB.

LoR: +3 OB, +4 Damage.

See ICE's Erech & the Paths of the Dead 34.



Aratocam





AXE OF CLEAR CUTTING

This long-handled axe has been the joy of woodsmen and the bane of Ents for centuries, but its origins are obscure. Its handle is seasoned oak, and its blade is slightly serrated steel.

Powers: Able to cut a tree down in but three rounds plus one round for every foot the trunk is wide.

See *ICE's Mouths of the Entwash* 33.

AXE OF CRAFT

Belonging to the Master Shipwright of Dol Amroth, this weapon is a handaxe that any woodworker would pay dearly to own. Its pine haft is ribbed to give a better grip over the course of a long working day, and the blade and haft are slightly pitted by the corrosion of salt water.

MERP/RM: +20 OB; gives +30 to all Woodworking; casts any spell from the Water Law list to 10th level 3x/day.

LoR: +2 OB, +2 Damage; User gains a +3 to any general roll concerning woodworking; any of the following virtues may be employed 3x/day: *Water Bolt* (treat as a *Fire Bolt*, Magical bonus 0), create or disperse a dense fog 20 feet across and create a 10' tall, 10' wide wall of water which blocks all movement.

See *ICE's Havens of Gondor* 53.

AXE OF DURIN

Forged in the Elder Days after the coming of Morgoth and the discovery of the Dragons, the axe is one of Durin's seven weapons and is sacred to the Dwarves. It is said to have been made by Durin himself or to have been a gift from Aulë. It is worthless to Men, Elves, or any individual with other than pure Dwarven blood in his veins. The weapon appears to be an ordinary, rather uninspired iron axe to all except Dwarven eyes.

Powers: Throw and return; detects Balrogs, Dragons, Orcs, Sauron, Undead, and Morgoth at 7 miles; controls the stone of any Dwarven citadel, mine, or city; usable only by Dwarves of the royal family; the axe and its powers are indecipherable by evil individuals such as the rulers of Angmar and Mordor.

MERP/RM: +30 OB.

LoR: +3 OB, +3 Damage.

See *ICE's Angmar* 20.

AXE OF FEGC

Balanced for throwing, this is a small axe with a double-headed blade. There is an iron pommel at the end of the haft that acts as a counterweight, but it is otherwise unremarkable.

Powers: This axe incurs no penalty when used at ranges of up to 70'; should the wielder wear the Gauntlets of Iom Fegc, the axe returns to its owner's hand instantly upon command; of *slaying* (6) against armor anytime it is used and the result is merely hits (no critical).

MERP/RM: +15 OB, thrown.

LoR: +1 OB, +2 Damage.

See *ICE's Haunted Ruins* 13.

AXES OF AZAGHÂL

Now resting in the depths of Moria in a shroud of gold wool, these three weapons are made of Tasarang and Ithilnaur and forged of an ancient Cold. Each is a magic weapon with its own abilities. The Long Axe is a two-hand battle-axe with a reddish cast, a gleaming silvery edge, and elaborately decorated with silver inlay. Its companion, the Night Axe, is just as beautiful, but its Ithildin inlay is invisible except under moon- or starlight. The third of the set is the one-hand Stone Axe, a greyish weapon also traced with Ithildin.

Powers: (*All three axes*): of *slaying* Orcs; weapon delivers an additional Cold critical whenever there is a normal critical strike result. *long axe*: can be thrown up to 70' without penalty. *night-axe*: under Moon- or Starlight, the weapon will strike one to two targets when thrown, both in the same round; the handaxe can be thrown up to 35' without penalty, and up to 70' at -35. *stone axe*: enables the wielder to throw through stone unimpeded; allows the bearer to gaze through darkness or stone (range 35') and see any one person whose voice is audible or whose sounds can be discerned.

MERP/RM: (*All three axes*) +20 OB.

LoR: (*All three axes*) +2 OB, +2 Damage.

See *ICE's Moria* 58.

BALLI STONEHAND'S HAMMER

A hammer fashioned in Khazad-dûm (Moria), this is the weapon Balli used when he defeated the Balrog Múar. It was captured with Balli by the Wild Men of Ralian, who served the Nazgûl known as Khamûl the Easterling, and was not seen thereafter.

Powers: of *slaying* Orcs.

MERP/RM: +25 OB

LoR: +2 OB, +3 Damage.

See *ICE's LOME III* 51.

BANDOBTRAS' CLUB

Called "Driver" by Bandobras, this oversized club was the weapon the great Bullroarer Took used in T.A. 2747 at the Battle of Greenfields to behead the Orc Chieftain Golfimbul and invent the game of golf at the same time, named in the Orc-leader's memory. To this day, a golfing contest is held on that field in which the coveted Greenfield's Green Jacket is awarded to the winner. Engraved on the end of the club is a large number 1. The club itself is a two-handed weapon for any Hobbit with enough strength to wield it at all.

MERP/RM: +20 OB (+15 of this bonus derived from its 60% normal size).

LoR: +2 OB, +2 Damage.

See *ICE's LOME III* 12.

BATTLE-AXE OF FULLA III

The Dwarf-lord of the small western branch of Barin's Folk, Fulla considered himself a King. He was a descendant of Balli Stonehand, the Dwarven Animist who went into the East in S.A. 2711. Like all of Balli's direct heirs, Fulla was named for Balli's best friend. Fulla was a renowned slayer of Orcs, and he ruled a pair of Dwarven cities (Azanulinbar and Barak-shathur) in the Iron Hills during the middle years of the Third Age. After his death, his descendants ruled his domain in the upper Carnen Valley until the arrival of Durin's Folk around T.A. 2770. Fulla's battle-axe was forged of mithril and ornamented with trceries of silver and gold and onyx inlay.

Powers: of slaying Shields.

MERP/RM: +15 OB.

LoR: +1 OB, +2 Damage.

See ICE's LOME III 54.

BELIEVERS' BANE

Wielded by Ren the Unclean, the insane Nazgûl lord who slew countless unbelievers (the so-called "unclean") in purges throughout Chey Sart, this weapon is deeply stained with blood. It is a composite bow of apparently plain materials that nevertheless displays some potent enchanted properties.

MERP/RM: +25 OB; instills Illusions

spells into its projectiles—user need only expend the PP and be capable of casting the spell inherently in order to store a given Illusions spell in an arrow; the spell is cast at the point the arrow strikes or, if the arrow itself is cloaked in an Illusion, at the moment the arrow leaves the bow (making it analogous to a very powerful *Phantasm*).

LoR: +2 OB, +3 Damage; any arrow shot from bow will project an image of any creature that the archer has seen before for at least 5 minutes.

See ICE's LOME II 95.

BELT OF DAGGERS

Worn by Naug Zigildûm and Fulla VII, this white Kine-skin belt is inlaid with silver. The belt holds seven daggers, some of them enchanted against specific enemies: the small pommel of each resembles the type of foe for which it is meant. The other daggers are simply various sized throwing weapons.

MERP/RM: Belt provides the wearer with a +5 DB; +10 Dagger of Returning with a range of 300' (no range penalty); +10 Dagger of slaying Giants; +10 Dagger of slaying Trolls; +15 Dagger of Returning with a range of 200' (no range penalty); +15 Dagger of slaying Cats; +15 Dagger of slaying Orcs; +20 Dagger of Returning with a range of 100' (no range penalty).

LoR: Belt provides the wearer with a +1 DB; +1 OB, +1 Damage Dagger of Returning with a range of 300' (no range penalty); +1 OB, +1 Damage Dagger of slaying Giants; +1 OB, +1 Damage Dagger of slaying Trolls; +1 OB, +2 Damage Dagger of Returning with a range of 200' (no range penalty); +1 OB, +2 Damage Dagger of slaying Cats; +1 OB, +2 Damage Dagger of slaying Orcs; +2 OB, +2 Damage Dagger of Returning with a range of 100' (no range penalty).

See ICE's LOME III 56.

BELTHRONDING

Beleg was inarguably the best archer ever to arise among the Elves. His weapon was this great black yew bow, which was buried with him in a shallow grave on the slopes of Taur-nu-Fuin after he was accidentally slain by Túrin.

Powers: A holy weapon; fires 2 arrows/rnd without penalty; has 10x normal long bow range; and neither its stock nor string will break; yields 3x normal hits and delivers an additional Impact critical (-2).

MERP/RM: +88 OB; only fumbles on a 01; only a person with a +40 or more Strength bonus can string it.

LoR: +8 OB, +9 Damage.

Read Sil 256. See ICE's LOME I 57.

BETHEAL'S EKET

The Master Mason of Minas Tirith owned an ordinary, sparsely ornamented eket (short sword) made of enchanted steel.

Powers: When held in the hand unsheathed, it detects enemies up to 100' away.

MERP/RM: +20 OB; casts Light Law Light 4x/day at 12th level.

LoR: +2 OB, +2 Damage; may light an area of 30' diameter 4x/day.

See ICE's Minas Tirith 71.

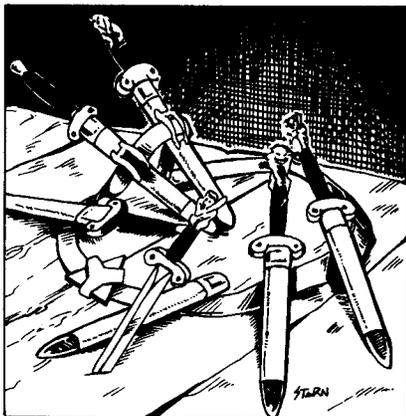
BIRCH-BOW OF CÍMÓNÍEMOR

A longbow of beautiful wood, the Birch-bow is decorated with burned patterns of black on its white grain. It is tasseled at top and bottom with clusters of green silk leaves.

Powers: Allows the caster 3x normal longbow ranges; fires 1x/round without penalty; all arrows fired from it are Holy.

MERP/RM: May fire 2x/round if the user has a +25 bonus or more to Quickness and Agility.

See ICE's Teeth of Mordor 18.



Belt of Daggers



BLADE OF INARIL

Klaen wielded this mithril broadsword on behalf of the Guild of Elements in their struggle against the Court of Ardor. The Noldo Bard had personal reasons to swear vengeance against Gorthaur, the Priest of Darkness, and it can be assumed that Klaen either slew Gorthaur with the Blade of Inaril or perished in the attempt. The sword has a narrow hilt wrapped in several layers of velvet, giving it a very soft feel.

Powers: of slaying Orcs and Dark Priests, glows near either; very intelligent.

MERP/RM: +30 OB.

LoR: +3 OB, +3 Damage.

See *ICE's LOME I 83*.

BLADE OF THE SUN

Ar-Pharazôn's sword went with him on the King's mad quest to conquer Aman, and presumably it was swallowed in the Akallabeth (Ad. "Downfall") and will lie below the earth until the Changing of the World. It was a broadsword of gold alloy, the blade shining like the sun for which it is named. Truly a weapon worthy of a great King, it was fated to meet an ignoble end.

Powers: Delivers 2x normal concussion hits; becomes a two-handed sword on command; flames to deliver an additional Heat critical.

MERP/RM: +90 OB.

LoR: +9 OB, +9 Damage.

See *ICE's LOME II 37*.

BLADORTHIN'S SPEAR

This Elven King was a great spearman and ordered many of the weapons crafted by the Dwarves of Erebor. His own galvorn-tipped spear was of excellent quality, but it was lost after Bladorthin's death between T.A. 1999 and 2770.

Powers: Triple concussion hits; 5x ranges; does additional Cold criticals; user can also make a second attack each round with the butt of the spear (as a quarterstaff) against the same target.

MERP/RM: +45 OB.

LoR: +4 OB, +5 Damage.

See *ICE's LOME I 58*.

BOROMIR'S SWORD ("Mighty Blade")

A long sword, in design very similar to Andúril but of less lineage, it is a steel alloy weapon, finely made. The blade is scarred by many tiny nicks from much use, but it is well oiled and honed. After Boromir fell in battle, defending Merry and Pippin from Orcs, he was given a proper funeral. His blade floated down the Anduin with him, out of the sight of Men for a time.

MERP/RM: +30 OB.

LoR: +3 OB, +3 Damage.

See *ICE's LOME II 21*.

BOW OF THUNDER AND BONE

A composite bow of very dark wood and human bone, with a many-colored grip of braided human hair, this dread weapon is of Easterling design. Five arrows of the same dark wood bearing heads of clear laen occupy the quiver carried with the bow.

Powers: Delivers an additional electricity critical (use the same critical strike roll for both).

MERP/RM: Allows the user to fire during three consecutive rounds without penalty—then the user must rest one round or be at -50 in combat or while moving and maneuvering.

LoR: User may attack two or three times in a round, but must then rest one round (no action) for each extra attack.

See *ICE's Dagorlad 31*.

BROADSWORD OF THE THAIN

This hereditary symbol of the authority of the Thains of the Shire was a gift of the King of Arnor, Argeleb II. Used by such famous Hobbits as Isengrim II (grandson of the Bullroarer Took) and Paladin II, as well as Pippin and his son Faramir, it is large enough to require dedication for any Hobbit to master.

Powers: Short sword; does an additional slash critical; semi-sentient; occasionally empathically warns its wielder of the presence and direction of a non-Hobbit within 25'.

MERP/RM: +15 OB.

LoR: +1 OB, +2 Damage.

See *ICE's LOME III 17*.

BRÓDIC SPEAR

A mithril-headed weapon with a dirwood shaft, the Bródic Spear is an ancient weapon taken from a conquered people of southeast Middle-earth. It is kept in the fortress of Narchost, where Dwar the Nazgûl dwells.

Powers: Can be thrown to 5x the normal range and returns to the wielder; practically indestructible.

MERP/RM: +25 OB.

LoR: +2 OB, +3 Damage.

See *ICE's Teeth of Mordor 18*.

BURNING BLADE

The two-hand sword of Ren the Nazgûl was forged in the furnaces of Angband during the First Age. Formed of galvorn, the Burning Blade is a fitting weapon for the Fire King, its edge gleaming red, a hilt of red copper, and a guard of golden laen.

Powers: Immolates upon command, setting fire to any organic object it strikes.

MERP/RM: +25 OB; magical flames, they damage the target with the equivalent of one +25 point-blank *Fire Ball* attack during each round that the target burns.

LoR: +2 OB, +3 Damage; while blade is burning, any opponent within 5' of the wielder will be struck by a *Fire Bolt* (Magical bonus 0, 1x/round).

See *ICE's LOME II 95*.

CALNINQUË (Q. "White Cleaving")

Originally the weapon of Glorfindel, the Elvish captain of the guard in Gondolin, Calninquë escaped the sack of the city only to be wielded in single combat against a Balrog as Glorfindel covered the escape of his companions. It fell into an abyss with the Balrog and its master—though Glorfindel's body was recovered, the blade was not. A two-handed sword, it was of clear laen with an edge of white eog.

Powers: Holy and of *slaying* Demons; wielder is immune to all heat and cold.

MERP/RM: +60 OB; wielder is *Hasted* whenever he draws the weapon.

LoR: +6 OB, +6 Damage; *Speed*, upon the wielder, whenever weapon is drawn.

Read *Sil* 301-2. See *ICE's LOME I* 79.

CALRIS (Q. "Light Cleaver")

The weapon of the Balrog of Moria is a giant, flaming sword (treat as two-hand) of black eog with its name enruned on the blade. It weighs 18 pounds.

Powers: Flames when the Balrog immolates.

MERP/RM: +30 OB.

LoR: +3 OB, +3 Damage.

See *ICE's Moria* 50; *LOME I* 34.

CAMRING'S

SWORD OF DEFENSE

Camring fought reluctantly and then only to defend himself. This weapon suited his fighting style perfectly. It is made of light, flexible steel with a cup-shaped guard of translucent green laen.

Powers: "Dances" to defend its wielder should he be stunned (or worse).

MERP/RM: +30 DB.

LoR: +3 OB, +3 Damage.

See *ICE's LOME I* 59.

CARANLHACH (S. "Red Leaping Flame")

The red laen broadsword was used often and usually unwisely by Caranthir, the rash fourth son of Fëanor. Despite his quick temper and haste to take affront, he fought bravely in the Dagor Bragolloach. He was slain and Caranlhach taken from him when he assaulted Thingol's heir Dior in an attempt to steal the Silmaril.

Powers: Does additional heat criticals.

MERP/RM: +50 OB; +50 *Fire Bolt*, 5x hits, 5x/day; RM Rapid Ways *Haste X* or MERP Living Change *Haste III* 3x/day.

LoR: +5 OB, +5 Damage; *Speed*, up to 6x/day, *Fire Bolt* (Magical bonus 10, Damage x5, may cast up to 5x/day).

See *ICE's LOME I* 59.

CASTAMIR'S BANE

This magic, gold-inlaid battle-axe was the weapon King Eldacar used to slay Castamir the Usurper in single combat.

Powers: of *slaying* Shields— failure means that the shield is broken.

MERP/RM: +30 OB.

LoR: +3 OB, +3 Damage.

See *ICE's LOME II* 26.

CASTAMIR'S SPEAR

A lebethron spear with an ithilnaur point, the weapon was used by the Usurper in his rebellion against King Eldacar of Gondor.

Powers: Returns to wielder 1 round after being thrown.

MERP/RM: +20 OB.

LoR: +2 OB, +2 Damage.

See *ICE's LOME II* 22.

CELEBORN'S LONGBOW

This remarkable bow is made of a single length of yew and strung with Elf-hair.

Powers: Can fire every round without penalty; string will not break; 2x the normal range.

MERP/RM: +35 OB.

LoR: +3 OB, +4 Damage.

See *ICE's LOME I* 60.

CELEBORN'S LONG SWORD

This powerful blade is made of an ithilnaur alloy which gives it a silvery sheen. The weapon of Galadriel's husband, it served him well for many thousands of years.

Powers: of *slaying* Orcs.

MERP/RM: +45 OB.

LoR: +4 OB, +5 Damage.

See *ICE's Lórien*, 27-28, 56; *LOME I* 60.

CELEBRIMBOR'S BOW

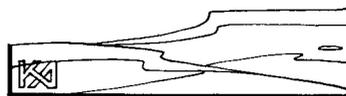
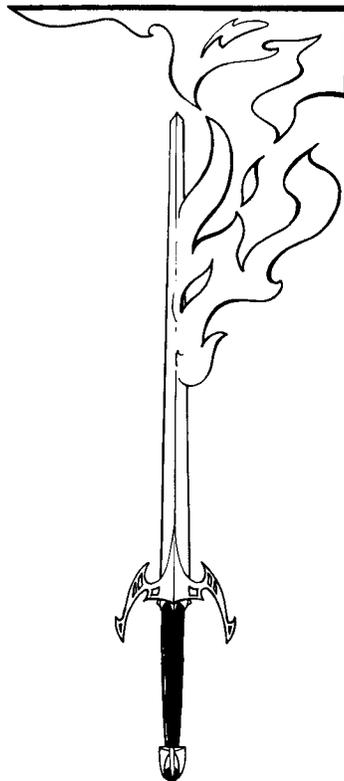
Made of white wood and shaalk, this remarkable Elven composite bow was rarely used by the Smith in his later days. When Celebrimbor was tortured by Sauron to reveal the location of the Three Rings, the bow passed on to those of the Elven Smiths who escaped the Dark Lord's sacking of the Mírdain's Guild Hall.

Powers: Can fire every round without penalty; is strung with unbreakable Elf-hair.

MERP/RM: +45 OB.

LoR: +4 OB, +5 Damage.

See *ICE's Lórien* 22..



Burning Blade
(aflame)



*Círdan's Heavy
Crossbow*

CELEGORM'S BROADSWORD

From the First Age, this weapon of green laen matches its owner's green shield. Celegorm used the blade during his attempted abduction of Lúthien, and it failed him at the last when he attempted to steal the Nauglamir Silmaril in Menegroth and was slain by Dior.

Powers: Triple concussion hits; *of slaying* carnivores, Orcs, and Trolls.

MERP/RM: +45 OB.

LoR: +4 OB, +5 Damage.

See *ICE's LOME I 61*.

CHANGING-LANCE ("Lathe of Moak")

Demik Dral's lance was made of clear laen and grey lebethron. It served him for years in pursuit of the restoration of his family to the throne of Lochas Drus.

Powers: Upon command, the weapon can become a dagger, a spear, a two-hand sword, or a broadsword; when thrown, it suffers no range penalties; user can concentrate and make it glow, and the weapon can serve as a projected light with a range of 100'; user may concentrate (up to 4x/day) and detect the location of curses, working spells, or Dragons within 400'.

MERP/RM: +30 OB.

LoR: +3 OB, +3 Damage.

See *ICE's LOME II 23*.

CÍRDAN'S HEAVY CROSSBOW

Made entirely of steel with brass trim, this potent weapon weighs less than most of its kind. Its stock is hollow, and thus the bow is a little heavy toward the front when used for any great length of time. It was made especially for the great mariner's use at sea, and works well even if drenched, for the string is braided iron and copper.

Powers: Floats in water; fires every round without penalty.

MERP/RM: +35 OB.

LoR: +3 OB, +4 Damage.

See *ICE's LOME I 62*.

CÍRDAN'S WAR HAMMER

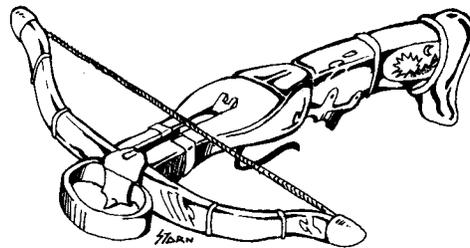
Made of fine ithilnaur, this war hammer served the able mariner and shipwright as a mallet more often than as a weapon. Nevertheless, it was made for use on board voyages of exploration—it can serve as a belaying pin in time of need.

Powers: Floats in water; does additional Impact and Unbalancing criticals; *of slaying* Weapons.

MERP/RM: +45 OB.

LoR: +4 OB, +5 Damage.

See *ICE's LOME I 62*.



CÍRMEGIL (S. "Cleaver of Swords")

A broadsword of a black alloy, Círmegil is a dark and brooding weapon. Each blade it has destroyed has left a tiny nick on its keen edge—there are more nicks than can be counted, making cuts received from it somewhat ragged and always painful.

Powers: When the wielder's foe parries using a metallic, bladed weapon, opponent's weapon is the target of an *of slaying* attack.

MERP/RM: +20 OB; if target weapon is +10 or more and magical, weapon may be given RRs, GM's discretion.

LoR: +2 OB, +2 Damage.

See *ICE's Isengard 42*.

CLOUD BOW

A composite bow carved from lurak-wood and belonging to Indûr the Ringwraith. Its string is the tendon from a Fell Beast, and the notches that hold that string are iron-shod and shaped like eagle's claws.

Powers: When fired from mist (e.g., firer is in fog or a cloud), the firer suffers no visibility or range penalty.

MERP/RM: +30 OB.

LoR: +3 OB, +3 Damage.

See *ICE's LOME II 91*.

CRAIG-OLF-TI (H. "Manspear")

This relic is a crude spear made so long ago that its origins are long forgotten. Carved of oak inlaid with silver, it possesses a fire-hardened tip rather than a spearhead.

Powers: *of slaying* Men.

MERP/RM: +25 OB.

LoR: +2 OB, +3 Damage.

See *ICE's Hillmen 30*.

CROSSBOW OF THE DWARVES

Made in Erebor by a gifted but anonymous weapon-smith, the bow is accurate, but possesses a hair trigger, and thus was always regarded as a deadly toy by its maker. Its clever mechanism was never reproduced in Erebor.

Powers: Recocks automatically to allow 2x normal fire rate.

MERP/RM: +5 OB.

LoR: +1 Damage.

See *ICE's Dunland 63*.

CUBELEG (S. "Sudden Bow")

Caranthir's light crossbow was a gift to him by his famous father, Fëanor. It is constructed so that its mithril arms fold back into the mallorn stock for easier carrying.

Powers: Reloads itself (fires every round with no penalty); may be held and fired with one hand; does double hits.

MERP/RM: +30 OB.

LoR: +3 OB, +3 Damage.

See ICE's *LOME I* 59.

CUBRAGOL AND CURARAN (S. "Sudden Bow and "Red Bow")

Sister bows of tasarung and ogamur made for Elladan and Elrohir respectively. In form, they are identical, being slightly longer above than below the grip, giving a skewed appearance but making it easier to fire from horseback.

Powers: Fire every round with no penalty; all ranges tripled; all concussion hits doubled; also completely silent.

MERP/RM: +25 OB.

LoR: +2 OB, +3 Damage.

See ICE's *Rivendell* 14.

CU-I-THANG (S. "Bow of Oppression")

An Easterling construct from the mid-Second Age, this composite bow now rests in the bandit lair at Dyn Odoric (Rh. "Odoric's Hill"). Made of deep reddish wood, white bone, and black sinew, the weapon is inlaid and trimmed in golden steel. 4.5 feet in length, it weighs 2.5 pounds.

Powers: Curse: user will always fire at the nearest target he or she perceives, be it friend or foe.

MERP/RM: +25 OB.

LoR: +2 OB, +3 Damage.

See ICE's *Northern Mirkwood* 46.

CUIVIEGURTH (Q. "Awakening Death")

This black ogamur monstrosity is the flaming whip of the Balrog of Moria. When he is not immolating, it reveals a sheen of slime. It weighs a full 24 pounds.

Powers: Flames when the Balrog immolates; range of 36'.

MERP/RM: +30 OB.

LoR: +3 OB, +3 Damage.

See ICE's *Moria* 50.

CULOK (S. "Bow of Bending")

Composed of various laminated woods, including the black wood of Dyr, and inlaid and fitted with mithril, Culok emits a low, musical note when firing.

Powers: Fires arrows which can turn corners to strike the target—target must have either turned the corner within one round or the firer of the bow must know, at least generally, target's location (such as via *Presence*); arrows fired from bow can make up to 3 turns, totalling no more than 180 degrees; total distance travelled must not exceed the max composite bow range (all distance mods apply).

MERP/RM: +10 OB.

LoR: +1 OB, +1 Damage.

See ICE's *Isengard* 42.

CUTHALION ("Strong Bow")

Wielded against the Dragons of Thangorodrim by Eärendil, who also took a Silmaril to Aman to plead with the Valar for help against Morgoth, this Elven Longbow was the instrument of the demise of the Lord of the Winged Drakes, Ancalagon the Black. An enchanted weapon, it was fashioned of mallorn wood.

Powers: Holy; triple the normal range and suffers no range penalties; of slaying Dragons.

MERP/RM: +90 OB.

LoR: +9 OB, +9 Damage.

See ICE's *LOME II* 25.

DAERON'S KYNAC

Although (or because) Daeron loved Lúthien above all things, he betrayed her and Beren to Thingol twice. In time, he went to the East of Middle-earth, and there he learned the use of the kynac. This is an exceptionally fine example, given to the minstrel because of the beauty of his song. It is of Eastern manufacture, forged of springy enchanted steel with a carved bronze hilt set with dark red garnets.

Powers: 3x normal concussion hits; returns to thrower the following round.

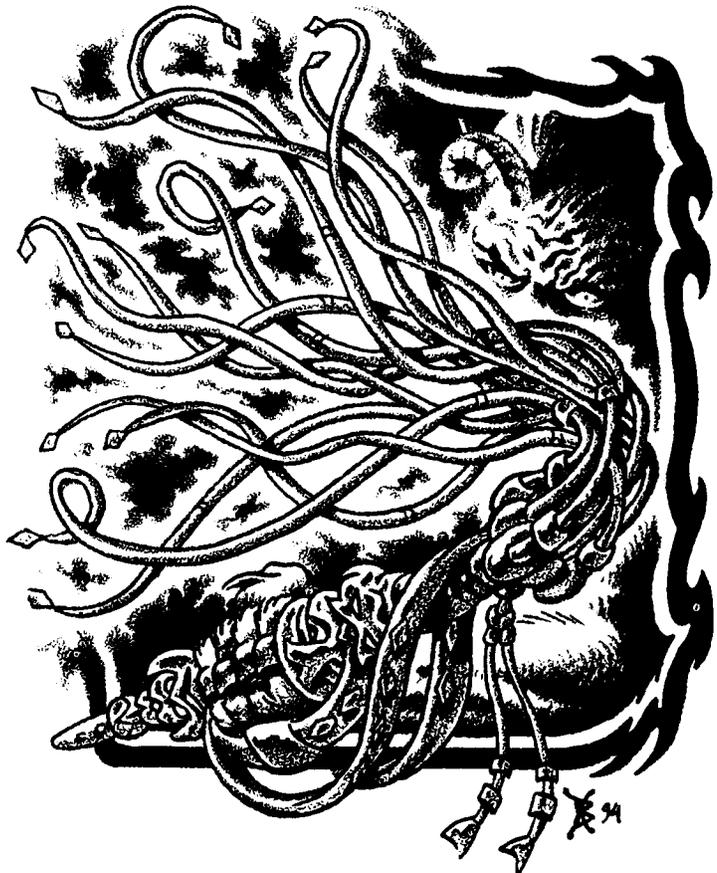
MERP/RM: +25 OB; hits as +40 rapier.

LoR: +2 OB, +3 Damage; hits as a rapier.

See ICE's *LOME I* 64.



Cuiviegurth
(aflame)





DAERON'S RAPIER

Daeron needed this mithril blade during his travels as he roamed the world long and without rest for love of Lúthien. It disappeared with him into the distant East, lost from the knowledge and history of the Elves.

MERP/RM: +45 OB; when it inflicts a critical result it casts *Sleep* (level 30, sleep for 1 rnd/10% failure) and causes double bleeding results.

LoR: +4 OB, +5 Damage; if opponent is knocked unconscious with this weapon, the opponent will bleed to death in six rounds unless aided before then.

See *ICE's LOME I 64*.

DAGGER OF THE DANCER

The beautiful Lúthien's blue mithril dagger is a marvel of grace and balance. The hilt is of silver wire and blue velvet. Ironically, it was made at the forge of Fëanor, whose sons gave Melian's daughter so much trouble.

Powers: Strikes like a battle-axe; yields double concussion hits; possesses a range of 8000' (regardless of wielder's strength); it incurs no penalties, and instantly returns to thrower's hand if it rests within 100'; delivers an additional Impact and Puncture critical.

MERP/RM: +88 OB; if used to parry, wielder may also cast *Deflections V* or *Bladeturn V*.

LoR: +8 OB, +9 Damage; *Shield* (only on user, 2x during any combat).

See *ICE's LOME II 33*.

DAGGER OF GREEN WISDOM

Locked in a vault in the Jewel Halls of the Mírdathron, the dagger was secured with many artifacts forged by the Elven Smiths of the Second Age. The blade was highly intelligent and shaped of green laen.

MERP/RM: +25 OB; casts the Animist spells *Herb Mastery III* and *Herb Finding 1 Mile Ix/10 days*.

LoR: +2 OB, +3 Damage; user gains a +3 to any skill roll in finding, identifying, or treating herbs, 1x/week.

See *ICE's Lórien 50*.

DAGGER OF ORC-SLAYING

This rather ordinary-looking iron dagger has a line of curving silver inlays down the center of its blade, an iron crosspiece, and a leather-wrapped hilt.

Powers: of slaying Orcs; once thrown, it will float back to its last holder at a rate of 10'/round.

MERP/RM: +15 OB.

LoR: +1 OB, +2 Damage.

See *ICE's Hillmen 35*.

DAGGER OF THE REBELS

An ivory-handled dagger in a silver sheath, this old weapon lies amid jumbled bones under the Tor Na Tolini northwest of Pelargir. It was part of the fleeing rebels' treasure which escaped the notice of Eldacar's men. The handle has been marred by the teeth of the giant rats which overcame the sanctuary.

MERP/RM: +25 OB; the dagger cannot be fumbled.

LoR: +2 OB, +3 Damage; weapon can never be dropped.

See *ICE's Sea Lords of Gondor 37*.

DAGGER OF RETURNING

This lavishly decorated ceremonial dagger has a steel blade, burnished steel crosspiece with garnets set at either end, and a hilt wrapped in silver wire and topped with a steel pommel shaped like a rose.

Powers: No range penalty; returns to thrower if he or she is within 100' of target.

MERP/RM: +25 OB.

LoR: +2 OB, +3 Damage.

See *ICE's Shadow in the South 56*.

DAGGER OF SLEEP

This dagger was made for Elemmirë, the minstrel known for writing the *Aldudenië*, the lament recounting the destruction of the Two Tress by Morgoth and Ungoliant. Some say it was given as a cruel compliment—implying that the singer's voice was always soft and lulling. If so, it was a petty gesture—Elemmirë was among the greatest of the Elven bards.

MERP/RM: +35 OB; casts 50th level *Sleep* spell when it delivers a critical, for 1 rnd/10% failure.

LoR: +3 OB, +4 Damage; if blow delivers more than 7 pnts of Damage, the target must make a Magical Maneuver $\Delta 7$ or fall asleep.

See *ICE's LOME I 66*.

DAGGER OF THE USURPER

Kept in a scabbard of wood sheathed in patterned bronze, this dagger is a gold inlaid Assassin's Knife. This is one of the blades which Castamir, the rebellious Lord-Captain of Gondor, carried during his rebellion against Eldacar. It may have been a gift from one of his noble supporters in Southern Gondor.

Powers: of slaying Men; will not affect anyone of Dúnadan blood.

MERP/RM: +5 OB.

LoR: +1 Damage.

See *ICE's LOME II 22*.

DAGNIRDRAUG (S. "Wolf's Bane")

When Finculin, Fëanor's descendant, became a member of the Gwaith-i-Mírdain, he earned the praise of his uncle Celebrimbor and of the Lord of Gifts, Annatar. Falling into the Dark Lord's trap, Finculin was not corrupted but abandoned all interests except his smithing, which produced some remarkable results. The weapon he bore was one of them. An ithilnaur short sword, its workmanship is exceptionally fine: its hilt of golden laen is carved and worked to resemble a Drake spouting flame among a pack of tiny wolves. The body of the Drake forms the body of the hilt, the wings are crosspieces, and the tail, neck, and flames form additional guards. The wolves are visible only on close inspection.

Powers: of slaying Wolves and Wargs; glows near those creatures.

MERP/RM: +30 OB.

LoR: +3 OB, +3 Damage.

See *ICE's LOME I 74*.

DAGOBERT'S MAIN GAUCHE

This well-made blade belonged to the Chamberlain of Dol Calantir. It has a "woven" iron basket hilt and a topaz pommel that winks when the blade's magic is at work.

MERP/RM: +15 OB; will return via (Lofty Bridge Long Door 1x/day.

LoR: +1 OB, +2 Damage; If thrown, will materialize in owners hand the following round.; works only 1x/day.

See ICE's *Lost Realms of Cardolan* 62..

DÁIN IRONFOOT'S AXE

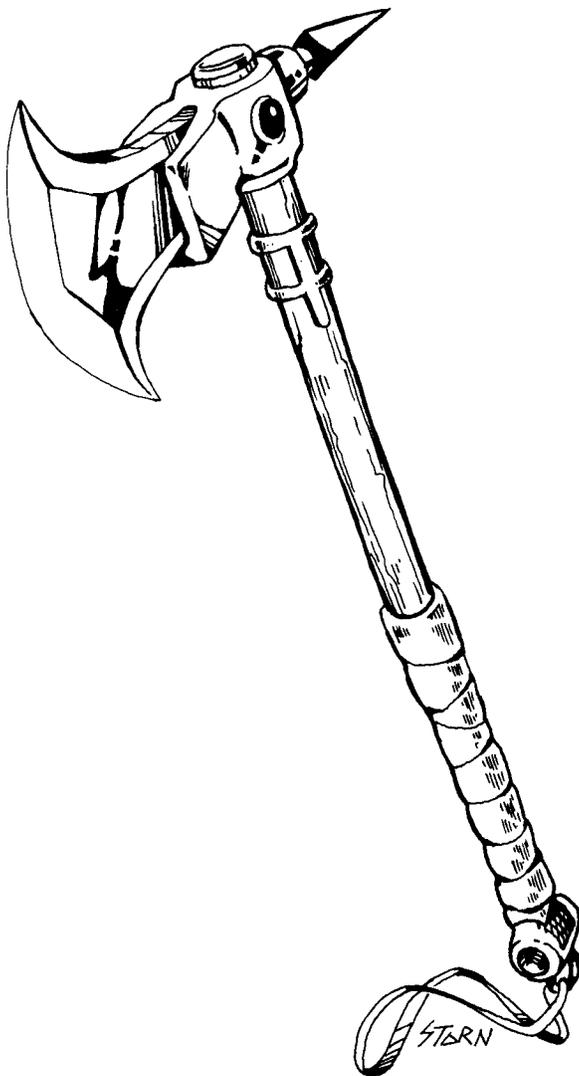
Fashioned in Nogrod in the Blue Mountains during the late First Age, Dáin's Axe slew the Orc-king Azog in the Battle of Azanulbizar in T.A. 2799, when Dáin was but a stripling. The Dwarf-lord also wielded it at the Battle of Five Armies and at his death, defending the body of his slain Mannish friend, King Brand of Dale, from desecration.

Powers: of slaying Orcs.

MERP/RM: +35 OB.

LoR: +3 OB, +4 Damage.

See ICE's *LOME III* 53.



DÁIN IRONFOOT'S HAMMER

Fashioned in Khazad-dûm the weapon is of mithril with a black wooden handle. The two faces of the hammer are both surrounded by grim, bearded Dwarven visages, apparently glaring at the foes about to be struck.

Powers: of slaying Trolls.

MERP/RM: +30 OB.

LoR: +3 OB, +3 Damage.

See ICE's *Mirkwood* 109; *LOME III* 53.

DANCING SWORD

The best blade of Conúl Uld, the master of the Clan of Rogues in Strayhold. The short sword is always near his side when he is away from the Clan-hall, but rests in an alcove in his study with his other blades and tools when he is at home.

MERP/RM: +20 OB; +20 DB; +30 on all acrobatic and tumbling maneuvers in combat.

LoR: +2 OB, +2 Damage; +3 on all acrobatic and tumbling maneuvers in combat.

See ICE's *Brigands of Mirkwood* 25.

DAWSWORD

Weapon of Indûr Dawndeath the Ringwraith, the scimitar was forged out of white eog and inlaid with ivory. A blue star sapphire is set at the pommel, a sign of the wealth Indûr commanded as a mortal. Like other Ulair weapons, it fell from the sky with its rider when the One Ring was destroyed.

Powers: of slaying Elf.

MERP/RM: +35 OB; whenever it strikes a sleeping target, the victim must make a RR vs. wielder's level—RR failure results in the victim's soul being slain, instantly killing the body.

LoR: +3 OB, +4 Damage; whenever a sleeping target is struck, the target is killed instantly.

See ICE's *LOME II* 91.

DEATH MACE

Made of a peculiar laminate of bronze and steel, the ball of this mace is ragged and looks as if it were a bundle of rags on the verge of coming apart. It is much stronger than its appearance suggests, and its ragged edges often draw blood.

Powers: Strikes as a flail and marks its victims with the black tattoo of a dog with a single lidless eye.

MERP/RM: +20 OB.

LoR: +2 OB, +2 Damage.

See ICE's *Shadow in the South* 59.



*Dáin Ironfoot's
Axe*



DEMON HAMMER

The weapon of Naug Zigildúm and Fulla VII, this hammer is named both for its enchantments and its appearance. In keeping with the Dwarven tradition of fearsome decoration, the face of the hammer is a scarred and twisted demons' face, perhaps in its death throes.

Powers: of slaying Demons; range of 100', no range penalty; returns one round after being thrown.

MERP/RM: +15 OB.

LoR: +1 OB, +2 Damage.

See ICE's LOME III 56.

DIOR'S SWORD

This two handed sword is meant to be used in conjunction with Dior's Ring. It is composed of mithril and golden laen.

Powers: May be wielded with one hand; triple concussion hits; Holy; additional Impact and Unbalancing criticals; when wielded with two hands does 5x concussion damage and delivers an of slaying attack against weapons and shields (30th level).

MERP/RM: +60 OB.

LoR: +6 OB, +6 Damage.

See ICE's LOME I 64.

DIOR'S THREE DAGGERS

Made of mithril and laen, these daggers are meant to be used in conjunction with Dior's Ring. Perhaps a gift from Dior's father, Beren, or perhaps stored in the armory of Doriath, where Dior was King, the daggers were used in the Half-elf's battle with the sons of Fëanor: Celegorm, Curufin, and Caranthir.

Powers: Hit as swords; use long bow ranges, cause additional Cold and Unbalancing criticals.

MERP/RM: +45 OB, may Long Door back to wielder's hand within 5000' if he or she is wearing Dior's Ring

LoR: +4 OB, +5 Damage; will materialize in scabbard one round after being thrown, if Dior's ring is worn.

See ICE's LOME I 64.

DISTANT FISTS

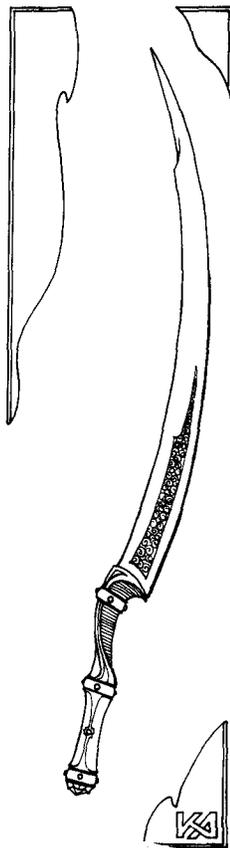
These rococo maces are a bewildering mix of curves, flanges, and spikes, almost suggestive of a bird of prey in flight. They are composed of ebony, iron, highly polished brass, copper, blue carbon steel, and ivory, with studs of garnet, opal, and topaz. Each is balanced for use as a throwing mace.

Powers: Range 100', no penalty.

MERP/RM: +30 OB.

LoR: +3 OB, +3 Damage.

See ICE's Shadow in the South 56.



DROGGO'S DAGGERS

Belonging to the Hobbit involved in the quest to stop the doings of the Court of Ardor, these three small blades are sized for Hobbits' hands. Big People will find them well-balanced but somewhat too small to use comfortably—their blades are as sharp as any, however.

Powers: Can be thrown to 200' with no range modification; return to thrower after striking (Long Door).

MERP/RM: +25 OB.

LoR: +2 OB, +3 Damage.

See ICE's LOME III 14.

DURCARAK (S. "Dark Fang")

Basically a black egg longknife, the dagger was wielded by Curufin after Beren took Angrist from him. It is a poor substitute for Angrist, perhaps, but is quite powerful in its own right.

Powers: Hits as a broadsword (2x concussion hits); of slaying Elves.

MERP/RM: +45 OB; casts Speed 3x/daily.

LoR: +4 OB, +5 Damage; Speed, able to cast this 3x/day.

See ICE's LOME I 63.

DURCRIST (S. "Darkness-cleaver")

A battle axe, a handsome weapon of Dwarven steel, this man-sized weapon is adorned with a grip of white jade and black onyx bands separated by mithril wire. Its name is engraved on the shaft in Dwarven and Elvish runes in Sindarin, Khuzdul, and Westron.

Powers: of slaying creatures of Morgoth.

MERP/RM: +10 OB; +15 against creatures of Morgoth.

LoR: +1 OB, +1 Damage; +1 OB, +2 Damage vs. creatures of Morgoth.

See ICE's Dagorlad 35.

DURIN'S AXE

Originally the weapon of the founder of Khazad-dûm, this great and powerful heirloom was twice lost. After Moria was deserted in T.A. 1981, the axe remained hidden in a chamber, apparently unnoticed by the Balrog. Balin's expedition discovered the axe in 2989 but lost it just five years later, when Balin's colony was slaughtered by Orcs. The whereabouts of Durin's Axe remain a mystery.

Powers: Double damage, may be summoned to wielder's hand from 777' away.

MERP/RM: +30 OB; casts one spell from the Earth Law and RM Locating Ways lists or MERP Direct Channeling 1x/day.

LoR: +3 OB, +3 Damage; Wielder may find any path within one mile of axe, 1x/day.

Read LotRI 418. See ICE's LOME III 54.

E VORONWĒ (S. "The Steadfast")

A sword of mithril and steel with a grip of turquoise bands, this weapon is currently kept in the fortress of Thuringwathost in Dagorlad. When found, it has a very slender strand of anti-magical kregora wire wrapped around its hilt, temporarily nullifying its powers. When the wire is removed, it will return to full strength in 12 hours. A relic of Númenor, the sword is also intelligent and aligned with the Free Peoples of Endor.

Powers: Leaps to its owner's hand on command without being drawn; telepathic; can detect evil intelligences within 50' and will convey this information to its holder.

MERP/RM: +15 OB; +20 to parries; can Lofty Bridge Teleport its holder, itself, and one other person up to 100 miles away three more times (originally it was five times).

LoR: +1 OB, +2 Damage; weapon will teleport the user and one other person up to 100 miles (weapon may do this a total of three more times).

See ICE's *Dagorlad* 31.

ELENAERION'S SWORD

The weapon of the Lord-captain and Legate of Pelargir, this sword has seen frequent action on the Bay of Belfalas, since Elenaerion is an able and aggressive leader of Gondor's ships against the Corsairs.

Powers: Shortsword becomes a dagger on command or when sheathed; can be thrown as a dagger yielding shortsword damage.

MERP/RM: +10 OB.

LoR: +1 OB, +1 Damage.

See ICE's *Sea Lords of Gondor* 60.

ELENRŪTH ("Star of Anger")

Obtained by his father, Helkama reforged Elenrûth to his liking, using the skills he had mastered as one of the Gwaith-i-Mírdain. The weapon is made of silver/gray laen that harbors a spirit of its own. Helkama personally does not like to fight and only wears the blade when away from the keep of Amon Lind or when going into combat.

Powers: Additional Electrical critical; intelligent.

MERP/RM: +30 OB, puts forth a Wind Law *Death Cloud* (10' R) 1x/day that will affect only the enemies of the sword wielder; loyal to Helkama's family, so that it will react using the *Death Cloud* function if anyone else takes it.

LoR: +3 OB, +3 Damage; will create a cloud of gas, 10' radius 1x/day, affects only the enemy of the wielder. All enemies within the area of the cloud must roll Strength $\text{ΜΑΝΕΥΩΕΡ } \Delta 7$ or fall unconscious; loyal to Helkama's family, so that it will react using the *Death Cloud* function if anyone else takes it.

See ICE's *Dunland* 18.

ELFBANE

The long sword wielded by Lord Dancu, the Witch-king's chief general, was a gift to him by his liege. The hilt, crosspiece, and other furniture now on the blade date from the Black Númenórean's days in Umbar, however.

Powers: Detects Dúnedain and Elves within 300'; the blade is coated permanently with the poison Asku (level 15), deadly to Elves.

MERP/RM: +15 OB.

LoR: +1 OB, +2 Damage.

See ICE's *Angmar* 16.

ELFHEWER

Possessed by the Great Goblin, this has been the traditional weapon and symbol of authority for every Orc-lord of Goblin-gate. Elfhewer has remained in Orkish claws since its forging in the late Second Age in Mordor, shortly before the War of the Last Alliance. A massive scimitar with a mithril blade stained black and a ruby pommel carved in the form of a dragon's head, Elfhewer is a powerful enchanted weapon.

Powers: Tingles with a surge of power whenever one of the Eldar (an Elf) is within 1000' and is of slaying Elves; additional critical (+10) upon any Elves struck; weapon harbors a medium intelligence of its own.

MERP/RM: +20 OB; the spell RM *Darkness Utterdark* (MERP Sound/Light Ways *Utterlight* I, reversed) is imbedded in Elfhewer and may be cast regardless of magical skill up to 3x/day; wielder continually enjoys a RM Spell Wall *Protection IV* or a MERP Spell Defense *Protection I*.

LoR: +2 OB, +2 Damage; creates an area of darkness 20' diameter no light can penetrate, for one hour; *Protection from Magic* (3x/day).

See ICE's *Goblingate* 28.

ELHACH ("Star-flame")

Isildur's mithril sword was lost along with the One Ring when the Dúnanan King was slain at the Battle of Gladden Fields, T.A. 2. It was a long and slender weapon with sharpened crosspieces worked in a thunderbolt pattern.

Powers: Glows with a bright white light, delivers an additional Electricity critical.

MERP/RM: +45 OB, can fire a *Lightning Bolt* (range 300') 1x/day.

LoR: +4 OB, +5 Damage; *Lightning Bolt*, Treat as a *Fire Bolt*, (Magical bonus 0, range: 300', 1x/day).

See ICE's *LOME II* 33.





Eribhen's Dagger

ELROS' SWORD ("Foam-cleaver")

The clear laen sword of the long-lived first King of Númenor was rarely used in battle following the settlement of Númenor after the wars against Morgoth. It became one of the hereditary possessions of the Kings of Númenor and may have survived the Downfall in the hands of Anarion, Isildur, Elendil, or one of their retainers, but no records of its fate exist.

MERP/RM: +60 OB; fires +60 *Water Bolt* 6x/day (600' range).

LoR: +6 OB, +6 Damage. Casts *Water Bolt* spell treat as *Fire Bolt* doing impact damage, (Magical bonus 6, range: 600', castable 6x/day).

See ICE's *LOME II* 28.

ERESTOR'S SWORD

A broadsword of grey laen which served Elrond's chief counsellor, this blade rarely left Rivendell. It is usually sheathed in a scabbard of sable and ermine.

MERP/RM: +25; can cast *Paralyze I* 5x/day.

LoR: +2 OB, +3 Damage; after a successful strike that has caused more than ten points of damage, the target must make a Defense Δ 7 or be knocked unconscious. The wielder controls when this ability is used and may use it 5x/day.

See ICE's *Rivendell* 15.

ERIBHEN'S DAGGER ("Bloodrunner")

A long knife with a central groove and a hooked tip, this weapon has a heavy grip of leather that helps make it a reasonably well balanced blade. The Dunlending Shaman who wields it originally used Bloodrunner as a ceremonial item, but it's fate after the sundering of the clans and Eribhen's return to isolation is unknown.

Powers: Strikes as a short sword

MERP/RM: +30 OB; when thrown, it is merely a +10 weapon.

LoR: +3 OB, +3 Damage; when thrown +1 OB, +1 Damage.

See ICE's *LOME II* 29.

ETHUDIL'S KNIFE

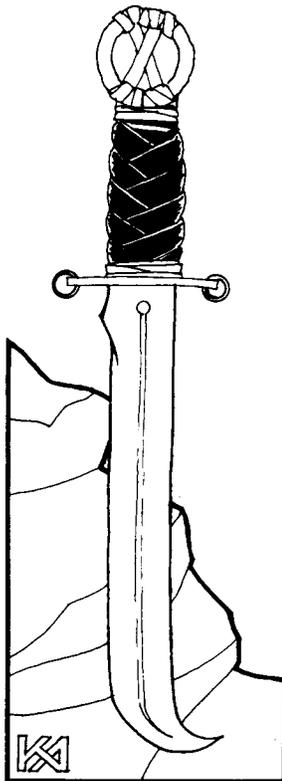
This wicked long knife belonged to Ethudil, an evil mage of Minas Tirith. It is inscribed with a red rune at the base of the tang, probably a smith's mark. The rune is generally hidden by the bronze pommel and the hilt's wrapping of soft doeskin.

Powers: Acts as a shortsword.

MERP/RM: +20; triples all bleeding inflicted in critical hits.

LoR: +2 OB, +2 Damage; three additional Slashing criticals.

See ICE's *Minas Tirith* 146.



FARAMIR'S SWORD

("Forest-blade")

A beautiful sword, with a blade of green-tinted steel and hilt of lebethron wood. Faramir used it well but rarely, for he loved lore and music more than war and strife.

Powers: of slaying Orcs; will not harm flora.

MERP/RM: +30 OB.

LoR: +3 OB, +3 Damage.

See ICE's *LOME II* 29.

FEATHER BOW

A weapon of Elven design and fashioned in Lórien, this fine longbow has a grip of scored antelope horn from the South. The wood has been dyed bright bluish-purple and notched through to the white wood underneath near the ends.

Powers: Can be fired every round without penalty; extremely lightweight (half normal weight).

MERP/RM: +30.

LoR: +3 OB, +3 Damage.

See ICE's *Rangers of the North* 35.

FINDER

A shortsword of sturdy if plain construction: the iron blade and copper trim are in good shape. The hilt is wrapped in soft rabbit fur, worn from use.

Powers: Detects any Orcs within one mile.

See ICE's *Ents of Fangorn* 29.

FINGON'S BROADSWORD

Fingon wielded this broadsword when he led the hosts of Fingolfin in the Kinslaying, that dark day in Elvish history. He was later slain by Balrogs in the Nirnaeth Arnoediad. His sword was forged of white laen with mithril fittings.

Powers: Delivers either cold or fire damage: doing either an additional Heat or Cold critical; x5 concussion hits.

MERP/RM: +75 OB; RM *Rapid Ways*/MERP *Living Change Haste*; +50 *Fire Bolt* or *Ice Bolt*, 5x hits, range 500', 5x/day.

LoR: +7 OB, +8 Damage; *Fire* or *Ice Bolt*, (Magical bonus 10, 5x damage, range: 500', able to cast up to 5x/day).

Treat *Ice Bolt* as *Fire Bolt*; *Speed*, 5x/day.

See ICE's *LOME I* 75.

FINROD'S BROADSWORD

Used by Finrod when he repaid his debt to Beren by aiding him in the Silmaril quest. Finrod and his blade of laen with white eog edges were both taken into the dungeons of Minas Tirith in Beleriand after the Noldo was bested while battling Sauron with songs of power. Finrod was slain by a Werewolf, and the blade passed, for a time, from the sight of Men.

Powers: Double concussion hits

MERP/RM: +60 OB; on a critical, target receives a point blank +50 *Lightning Bolt*; additionally can throw +50 *Lightning Bolt*, 5x hits, range 500', 5x/day; may throw 100PP/day up to 20th level from RM Light's Way, Light Law, or Light Molding or MERP Light Law, Sound/Light Ways, or Illusions.

LoR: +6 OB, +6 Damage; *Lightning Bolt*, Treated as a *Fire Bolt* with the following modifiers. Magical bonus 10, range 500 feet, five times damage, cast up to five times per day.

See ICE's *LOME I 75*.

FIRE'S EDGE

A broadsword forged of black ithilnaur and inlaid with gold. Its red pommel is capped with a large (500 gp) spherical ruby. So long as the ruby remains set in the sword, Fire's Edge retains its heat powers. The weapon is wielded by Adúnaphel the Ringwraith.

Powers: of slaying Elves; delivers an additional Heat critical.

MERP/RM: +30 OB; wielder receives a +30 RR bonus versus any fire attacks.

LoR: +3 OB, +3 Damage; reduces the Magical bonus by 3 on fire used against wielder.

See ICE's *LOME II 83*.

FLAILS OF HORSESLAYING

Made for a Dunnish chieftain of the Second Age, this weapon fell first into a merchant's hands and later reappeared in the Far South. The oak and iron flails were captured in the Yellow Mountains by the forces of the Half-troll warlord known as the Hargrog, where they may still be in the service of evil.

Powers: of slaying horses, ponies, and mules.

MERP/RM: +15 OB.

LoR: +1 OB, +2 Damage.

See ICE's *Shadow in the South 56*.

FONHRAD (Rh. "Quick Fang")

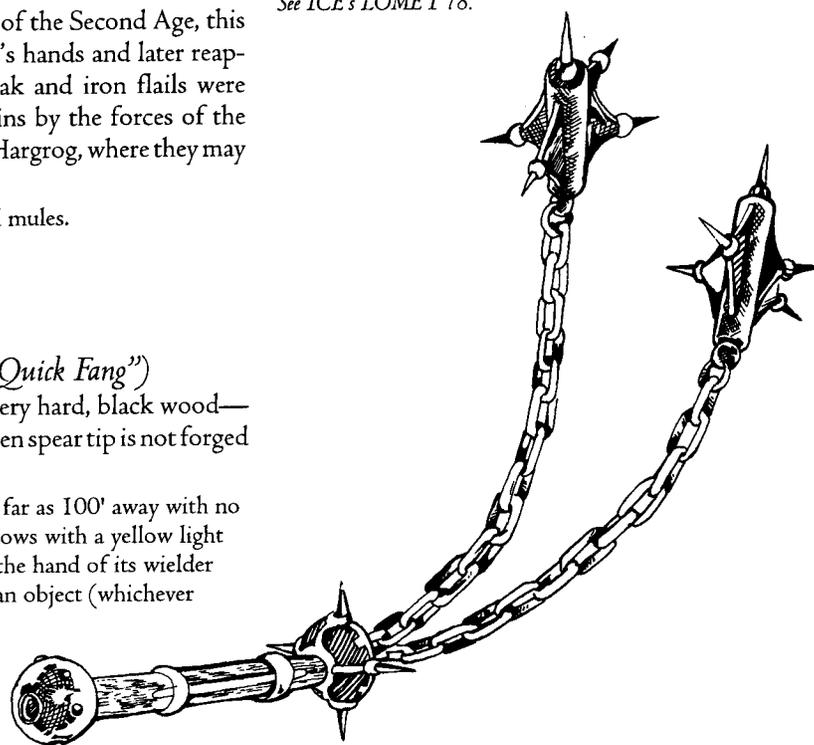
A spear of Dírwood—a rare very hard, black wood—tipped with a gold head. The golden spear tip is not forged of the metal, but of golden laen.

Powers: Can be hurled at targets as far as 100' away with no distance subtraction; the head glows with a yellow light within 100' of Orcs; returns to the hand of its wielder after travelling 100' or striking an object (whichever occurs sooner).

MERP/RM: +20 OB.

LoR: +2 OB, +2 Damage.

See ICE's *Southern Mirkwood 56*.



FUINRAUKO

(Q. "Gloomy Demon")

Eöl, the creator of the superlative metal galvorn and the forger of Anglachel and Anguirel, made this blade for himself. His skill was surpassed only by Fëanor and Celebrimbor at smithwork. The two-handed sword is forged of black eog with edges, hilt-guard, and decor of galvorn.

Powers: Holy (actually unholy); may be thrown using javelin ranges; triple concussion damage (does 5x concussion hits when thrown); "Dances"—will fight for up to 13 rounds by itself (or until it receives a "knocked down" result) using the OB of its wielder with the sword.

MERP/RM: +75 OB; treat sword as AT P1/20, DB +100; can RM Lofty Bridge *Long Door* to the user's hand at his mental command up to 666 miles away.

LoR: +7 OB, +8 Damage; will appear in the user's hand when commanded mentally from as far away as 666 miles.

Read *Sil 92, 132-38, 201-02*. See ICE's *LOME I 70*.

GALDOR'S GLAIVE

Galdor's Glaive is a large mithril blade on a mallorn staff, but like many Elven items it has other uses beside bloodletting. Galdor served as Círdan's messenger to the Council of Elrond and was a good friend to Círdan personally—the glaive may well have been the spoils of a voyage undertaken with the Mariner.

Powers: PPx5 (Channeling); acts as a normal shield.

MERP/RM: +25 OB; casts RM Light's Ways *Sudden Light* or MERP Sound/Light Ways *Sudden Light* 4x/day.

LoR: +2 OB, +3 Damage; will cause a bright flash of light that blinds all within 25' for 5 rounds; usable 4x/day.

See ICE's *LOME I 78*.



Flails of
Horseslaying



GALADRIELS' LONGBOW

Used primarily for hunting, this is nevertheless a potent weapon thoroughly mastered by the Elven Queen, as she proved in the hopeless war against Morgoth in Beleriand. The bow remained with her when Galadriel founded her own realm in Endor and, at the last, returned to Aman when she sailed with the other Ringbearers. It is sometimes called the Quick Bow.

Powers: Double normal range; can be fired 2x/round without penalty; all arrows fired from the bow are Holy.

MERP/RM: +33 OB.

LoR: +3 OB, +3 Damage.

See *ICE's LOME I 77; Lórien 27.*

GÉ OF THE DOG-LORD ("Air-cleaver")

One of the weapons of Dwar the Ringwraith, Air-cleaver is an enchanted bola made of silvery ogamur. The gé is a weapon typical of southeastern Middle-earth.

Powers: of slaying Brarics; strikes as a flail and delivers an additional Grappling critical strike.

MERP/RM: +25 OB.

LoR: +2 OB, +3 Damage.

See *ICE's Teeth of Mordor 28; LOME II 87.*

GEENIAN GÉ

A killing-bola of this sort is known in the East as a gé. The Geenian Gé belonged to Ringlin Sindacollo, the tragic figure whose father was Arxdukanga, the high priest of a Dark Cult in the Orocarni.

MERP/RM: +15 OB.

LoR: +1 OB, +2 Damage.

See *ICE's LOME II 39.*

GERSEBROC ("Gerse's Sword")

A special sword, over 6' long, of the type traditionally used by Eriadorian Northmen throughout the centuries. The blade is 4' long in the main section. A further 12" of the blade is separated by a crosspiece with spikes extending 12" from each side. This section between the crosspiece and the hilt is unsharpened. The hilt is wooden, 15" long, bound with the toughest leather, and sports a heavy ball pommel. The steel sphere encrusted with polished silver and laen facets serves as a counterweight.

MERP/RM: +20 OB; +30 and Holy vs. Orcs, Trolls, and other intelligent servants of the Dark Lord; +40 and of slaying Dragons and Fell-beasts; requires a minimum Strength of 95 to wield properly, although a character of Strength 90-94 could pick it up and use it as a two-handed spear with half the offensive bonuses listed above.

LoR: +2 OB, +2 Damage; +3 OB, +3 Damage and Holy vs. Orcs, Trolls, and other intelligent servants of the Dark Lord; +4 and of slaying Dragons and Fell-beasts; requires +2 Strength to wield this weapon.

See *ICE's Phantom of the Northern Marches 26.*

GHÂN-BURI-GHÂN'S BLOWPIPE

The Chieftain of the Woses during the War of the Rings, Ghân-Buri-Ghân was as expert with the blowpipe as most of his followers. His particular pipe, ornamented with crimson cords and onyx inlay, is one of the finest in the Drúadan Forest.

Powers: 2x normal range.

MERP/RM: +20 OB.

LoR: +2 OB, +2 Damage.

See *ICE's LOME II 30.*

GIFT OF TULKAS

Given to Ingwë, the greatest of the Elves, King of the Vanyar and High King of the Eldar, by the Valar Tulkas himself, this two-handed sword is forged of beautiful clear white adamant. Its Valar workmanship is exquisite, and the blade is perfectly balanced whenever wielded by one of the Eldar.

Powers: Allows the wielder to make up to 8 full attacks and 8 full parries each round.

MERP/RM: +88 OB; on a critical result, the wielder may choose to give either 8x normal concussion damage, slaying criticals, or a value of 88 on the critical hit roll (50% chance); sword does not encumber; will return to Ingwë's hand instantly on mental command from up to 888 miles away; wielder (or wearer) is naturally AT PL/20, +88 DB, and takes criticals on the large creature table.

LoR: +8 OB, +9 Damage; user may choose to give either 8x damage, or an additional +8 to OB.

See *ICE's LOME I 82.*

GILDAGOR (S. "Star of Battle")

Possessed by Veantur at the Tower of Cirith Ungol, Gildagor is said to have been given to the House of Asardil by Isildur himself. Forged of purest mithril, its hilt sheathed in mother-of-pearl and a ruby imbedded in its pommel, Gildagor is an enchanted broadsword of surpassing beauty.

Powers: Medium intelligence.

MERP/RM: +20 OB; casts **RM Shield Mastery Deflections I** or **MERP Essence Hand Deflections** up to 3x/day (-100 to the attack of any single missile directed at the wielder of Gildagor); sword will also **Detect Invisible** foes (**RM Detecting Ways** or **MERP Essence Ways**) at the wielder's command, 3x/day.

LoR: +2 OB, +2 Damage; wielder can detect invisible creatures; *Shield* spell may be cast up to 3x/day.

See *ICE's Shelob 30.*

GIMLI'S AXE

Fashioned in Erebor before T.A. 1977 and refined in the Blue Mountains, the Axe was Gimli's weapon as a member of the Fellowship of the Ring and later as Lord of the Glittering Caves (of Aglarond in Helm's Deep). Like many of the practical Dwarf's possessions, it is effective but free of excess adornments. The handle is of rich-smelling cedar.

Powers: of slaying Shields (W) and Orcs, failure on shield *slay* results in the shield being cleaved in half.

MERP/RM: +25 OB.

LoR: +2 OB, +3 Damage.

See *ICE's LOME III 55*.

GIMLI'S HAMMER

This heavy weapon served well in Gimli's hands in the Fellowship of the Ring, though it was not the greatest of the works of arms in Erebor, where Gimli spent his youth after 2941. It was a simple affair: the hammer faces were of mithril engraved with the constellation of Durin's crown, and the shaft was of braided steel wrapped in leather.

Powers: Strikes as a flail.

MERP/RM: +20 OB.

LoR: +2 OB, +2 Damage.

See *ICE's Mirkwood 109*.

GLAMDRING

("Foe-Hammer")

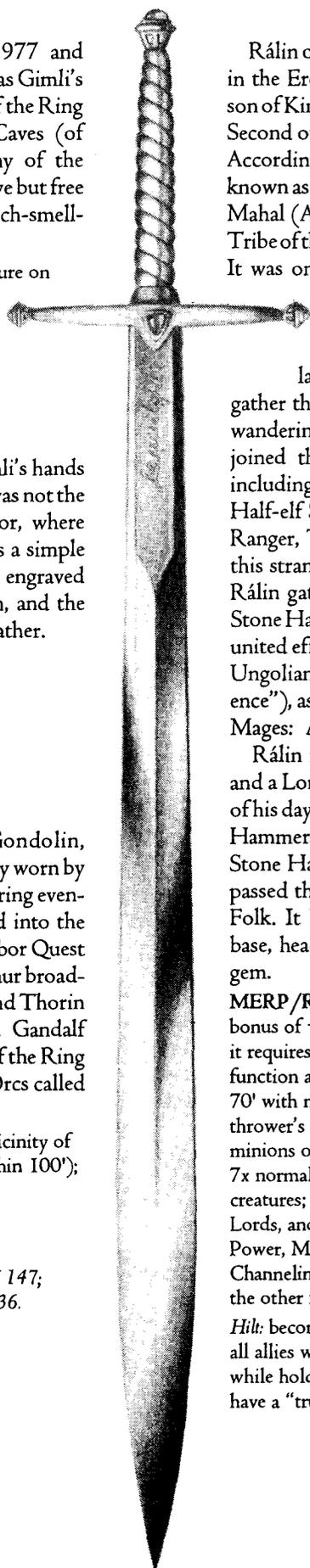
Made by the Elven-smiths of Gondolin, Glamdring is a sword of power. Originally worn by Turgon in the Wars of Beleriand, Glamdring eventually came into fell hands and vanished into the hoard of pillaging Trolls. During the Erebor Quest in T.A. 2941, Gandalf claimed the ithilnaur broadsword as his share of Troll-hoard loot, and Thorin Oakenshield claimed its mate Orcrist. Gandalf used the blade until the end of the War of the Ring and took it over the Sea with him. The Orcs called this weapon Beater.

Powers: Holy weapon; glows cold blue in vicinity of Orcs (dim within 1000'; very bright within 100'); of slaying Orcs.

MERP/RM: +30 OB.

LoR: +3 OB, +3 Damage.

Read *Hob 53, 61, 73; LotRI 366, 429; LotRII 147; LotRIII 336*. See *ICE's Rangers of the North 36*.



GREAT STONE HAMMER

Rálin of Dwálin's folks was born at Zagragathol in the Ered Luin around S.A. 3380. The second son of King Rúlin, he was fated from birth to be the Second of the Seven Lords of the Stone Hammer. According to Dwarf legend, the Hammer, also known as the Great Stone Hammer, was a gift from Mahal (Aulë) to Dwálin, the King of the Second Tribe of the Khazâd (and later the Lord of Belegost). It was one of the Seven Hammers of the Seven

Tribes. Another of these enchanted symbols was the North Hammer.

As a Lord of Dwálin's Folk during the late Second Age, the quest bound Rálin to gather the Hammer's seven pieces. After years of wandering and searching, his path crossed and joined that of a mixed band of Free Peoples including the Half-elf Bard, Randaë Linvailë; the Half-elf Sorceress, Chinta Kari; and the Womaw Ranger, Tash Enámó. In the years that followed this strange meeting of mismatched companions, Rálin gathered the remaining parts of the Great Stone Hammer. He then played a major part in the united effort that led to halting the awful legacy of Ungoliant called the Eägoth ("Enemy of Existence"), as well as the destruction of three evil Avar Mages: Ardanien, Mourmaelgax, and Jírdfos.

Rálin remained a Lord of the Stone Hammer and a Lord Warder of the Ered Luin until the end of his days in the early Third Age. One of the Seven Hammers of the Seven Tribes of the Naugrim, the Stone Hammer is a bluish laen war hammer that passed through the line of the Kings of Dwálin's Folk. It breaks down into seven pieces: handle, base, head, hilt, crosspiece, first gem, and second gem.

MERP/RM: All powers except for its basic combat bonus of +35 only function if the wielder is a Dwarf; it requires at least the handle, base, and head to function as a +35 war hammer that can be thrown to 70' with no range penalty and returns (*Long Door*) to thrower's hand after striking; its bonus is +77 versus minions of the "essence of darkness incarnate"; does 7x normal damage against "truly evil" SuperLarge creatures; range is 700' vs. "truly evil" greater beasts, Lords, and "enemies"; detects Trolls, Balrogs, Evil, Power, Mithril, and Ire within 700'; stores up to 7 Channeling spells; other powers gradually appear as the other four pieces are added.

Hilt: becomes a Holy weapon; +50 to "fear" RRs of all allies within 70'R; x7 spell multiplier; spells cast while holding it give targets a -35 RR Mod if they have a "true death of spirit".





Crosspiece: wielder makes RRs as if he were 77th level; flames (as a *Fire Ball*) 7x/day (wielder is immune); reduces the concussion hit damage from each attack against the wielder by 7.

First Gem: +35 to RRs of all "allies" within 14'R; becomes a +32 of slaying Dragons upon command; wielder immune to all natural fire and halves damage from magical fires; detects Dragons and Demons within 7000' radius.

Second Gem: controls the earth of Arda within 7000' of its focus (one specific point chosen by the wielder that cannot change until the wielder dies); provides a throwing range of 7000' against creatures that have struck wielder within 7000 hours; allows wielder to speak Quenya.

LoR: When the handle, base, and head of the weapon are assembled, it is +3 OB, +4 Damage; if thrown 70' or less, it returns to the thrower's hand; additional +4 OB and +4 Damage to creatures of the Void and creatures allied with or controlled by Morgoth or Sauron; 7x Damage against Fell Turtles, Watchers in the Water, Balrogs, Dragons, and Silent Watchers of the Woses; range increased to 700' against the creatures listed above and against foes possessing 50,000 EPs or more; detects Trolls, Balrogs, malice, magic, and mithril within 700'; stores up to seven spells. All of the following abilities and powers will work only for a dwarf wielder and as the different pieces are added.

Hilt: +5 OB, +5 Damage; becomes a Holy weapon; additional +I on attack roll versus evil creatures; +4 to Magical bonus; all allies within 50 feet are +5 against any fear causing effect.

Crosspiece: +5 OB, +5 Damage; wielder immolates and any within 30 feet will receive a *Fire Bolt*, Magical bonus 3, usable 7x/day; a +7 to any roll to reduce the effects of a spell directed at the holder.

First Gem: +5 OB, +5 Damage; additional +3 OB, +3 damage and +I attack roll versus dragons; user is immune to all types of fires; detects Dragons and Demons within 7000'; allies gain a +4 to any roll versus a spell.

Second Gem: +5 OB, +5 Damage; controls the earth of Arda within 7000' of its focus (one specific point chosen by the wielder that cannot change until the wielder dies); provides a throwing range of 7000' against creatures that have struck wielder within 7000 hours; and allows wielder to speak Quenya.

Grond

See ICE's LOME III 56.

GRIMSTEEL

This broadsword is hidden in the Maze of Imrazôr I, near the island city of Ró-molló. Its cold-forged iron is strengthened with an edge of mithril. The hilt is wrapped in dusty blue linen, and the crosspiece is gilded bronze.

Powers: Holy; changes to become a two-handed sword upon command (1 rnd); delivers additional Cold critical.

MERP/RM: +20 OB; target must resist a level 20th level RM Confusing Ways *Distraction* spell (-25 to OB and maneuvers)—spell has a duration of 20 minutes and the RR is at -30.

LoR: +2 OB, +2 Damage; an opponent that is struck must make a Magical Δ6 Maneuver or be at -3 to all actions for 20 minutes.

See ICE's *Shadow in the South* 62.

GROND ("Excavator")

The Hammer of the Underworld was the chief weapon of Morgoth, which he used to slay Fingolfin in single combat. Grond's power was such that it was like a bolt of thunder, capable of rending smoking pits in the earth. Forged of black eog, the weapon was longer than a man is tall. In latter days, the ram prepared in Mordor to batter the gates of Minas Tirith was named after Morgoth's chief weapon, but the two are not the same.

Powers: Strikes as a flail; each critical strike is accompanied by I-10 additional Impact criticals

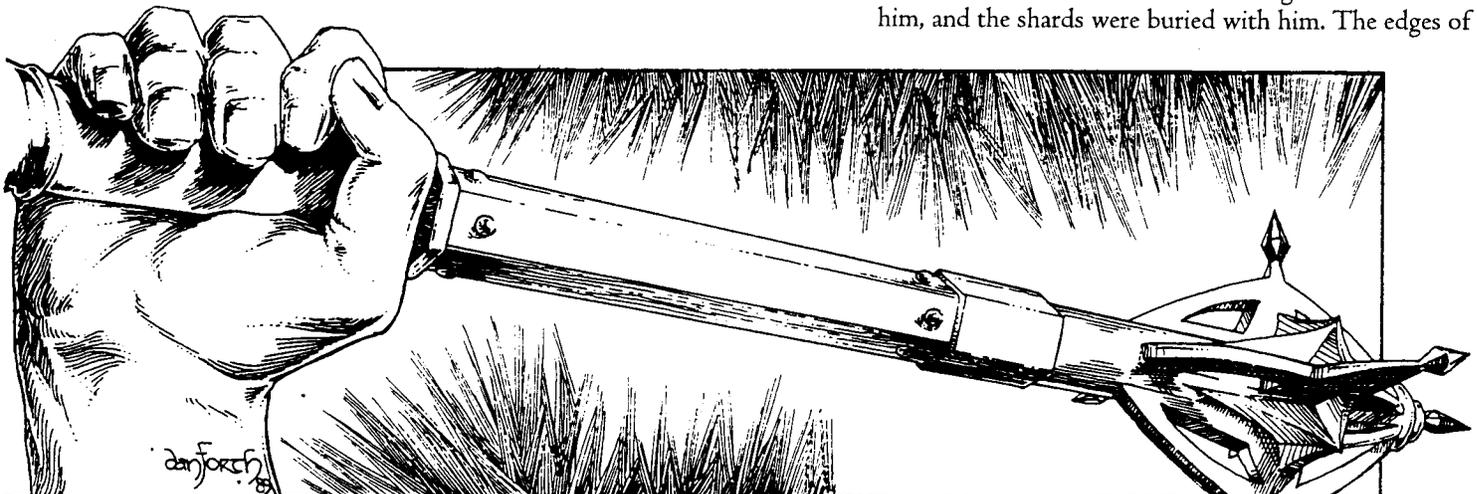
MERP/RM: +250 OB; each strike accompanied by an Earth Law *Cracks Call*.

LoR: +25 OB, +25 Damage; and any material within 10 feet that has any flaws or cracks will break apart and crumble.

Read *LotRI* 124; *Sil* 185. See ICE's *LOME I*.

GURTHANG

This is the reforged form of Anglachel, which Túrin used to perform great deeds, such as slaying the Drake Glaurung. Originally Beleg's blade, Túrin received it from Gwindor, who kept it when he buried Beleg, the Elf who was accidentally slain by Túrin. Since it was powerful but also heavy and dull, Túrin chose to have it reforged. Sadly, reforging it did not purge the blade of its maker's malice: Túrin used it for rash, senseless murders and finally turned the blade on himself. Gurthang broke as it slew him, and the shards were buried with him. The edges of



the blade shone with pale fire, but the blade itself remained as black as it had been when named Anglachel. Gurthang and Túrin were such a potent pairing of warrior and weapon that the Elves of Nargothrond called them Adan Mormegil. And while Túrin hid his name from both Elves and Morgoth, he became known, on account of Gurthang, as the Black Sword of Nargothrond to the Orcs and other minions of Morgoth.

Powers: See Anglachel.

Read *Sil* 255-259, 262, 278, 452.

GURTHDUR AND GORDUR

(S. "Death of the Dark
and "Dread of the Dark")

These are Elladan's and Elrohir's sister swords, made of mithril and chased with bright golden inlay. They are identical blades, long and set with bright orange jacinths for pommels. The hilts are wrapped in red cords. The similarity of their weapons added further to the confusing nature of meeting the twin sons of Elrond.

Powers: of slaying Orcs and Trolls; glow cold blue in vicinity of Orcs (dim within 1000', very bright within 100').

MERP/RM: +20 OB; casts RM Rapid Ways *Haste X* or *MERP Living Change Haste III* on wielder 3x/day.

LoR: +2 OB, +2 Damage; *Speed* spell: 3x/day.

See *ICE's Rivendell* 14; *LOME I* 67.

GÚTHWINË ("Battle-friend")

Éomer's sword was at the fore when Aragorn and Éomer sallied out to the ram at the gates of Helm's Deep with a cry of "Gúthwinë! Gúthwinë for the Mark!". Though it might not have shone as bright as the Flame of the West, the Orcs feared it greatly. It is of mithril with a small orb of green serpentine at either end of the cross-piece; the sheath is campaign-worn leather, darkened by oil.

Powers: of slaying Orcs.

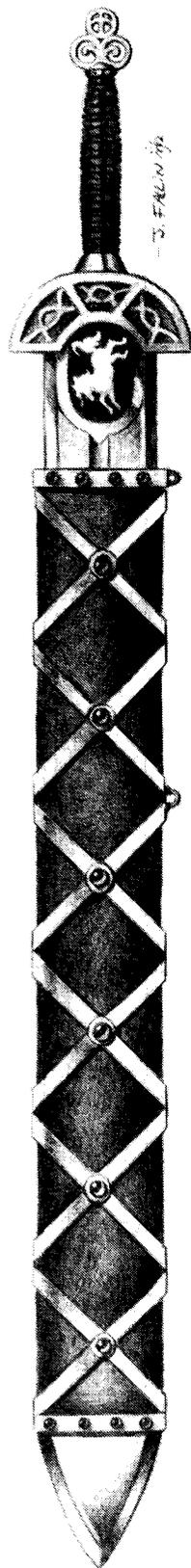
MERP/RM: +30 OB.

LoR: +3 OB, +3 Damage.

Read *LotRII* 176.

HAMMER OF DURIN

The Dwarf-king of Khazad-dûm was buried with this war hammer. It is larger and more elaborate than most, since it sometimes served double duty as an impromptu sceptre. The head is of mithril and the haft of teak, with inlay of silver and ivory. It rests on the Seventh Deep in the King's Bedroom, along with the other Royal Items of Durin's Line. It is also called the Hammer of the Deeps.



Powers: Delivers twice normal damage and can be summoned instantly by its last wielder from up to 777' away.

MERP/RM: +30 OB.

LoR: +3 OB, +3 Damage.

See *ICE's Moria* 65; *LOME III* 54.

HAMMER OF DURIN III

The last King of Khazad-dûm, the son of Durin VI, Náin I ruled the upper chambers of the great Dwarven stronghold in T.A. 1980; the Underdeeps belonged to the evil First Age Fire-spirit, the Balrog, who had slain his father. Just a year after his assumption to the throne, Náin I too was killed by the Terror, and his followers abandoned their once-elegant and ancient mansions to the Balrog and other lesser evils. In his battle with the Balrog of Moria, Náin I wielded this hammer. It was buried with him.

Powers: Delivers double damage; can be summoned by wielder up to 777'.

MERP/RM: +30 OB.

LoR: +3 OB, +3 Damage.

See *ICE's Moria* 15, 19; *LOME III* 55.

HAMMER OF RETURNING

The weapon and sometimes the scepter of Fulla III, one of Balli Stonehand's heirs, this hammer is made of stone enchanted so as never to chip and coated with mithril on either face. It is bound to a shaft of walnut tightly wrapped in Dire Wolf leather.

MERP/RM: +30 Hammer of Returning (wielder is returned to a predefined place, 1x/week; wielder must live 21 days in the place to so define it; only one place may be defined at any one time).

LoR: +3 OB, +3 Damage; Hammer of Returning (see above).

See *ICE's Mirkwood* 126; *LOME III* 54.

HEALING DAGGER

This dagger is made of glittering steel with an ivory handle and has only one edge. The handle is carved to fit snugly against the user's fingers.

Powers: Cauterizes any wound it is pressed against, 1x/hour.

See *ICE's Trolls of the Misty Mountains* 11.



Herugrim

HELKALUIN

(Q. "Shining Blue Ice")

A broadsword forged in Beleriand and made of ithilnur with a gleaming edge of clear blue laen. Like many of the weapons created at this time, it senses the approach of danger.

Powers: Glimmers with chill blue light near Orcs (dimly along the edges within 1000'; bright within 100'); of slaying Orcs; Holy; gives off intense cold when desired by its wielder; delivers a Cold critical when another critical is indicated; can't be fumbled when used by an Elf.

MERP/RM: +50; hastes its wielder at a thought.

LoR: +5 OB, +5 Damage; *Speed* spell at will.

See *ICE's Rivendell 12*.

HERUGRIM

Théoden's broadsword was forged of fine steel inlaid with delicate patterns and designs wrought of gold. Herugrim was kept in a scabbard clasped with gold and set with green gems. Wormtongue stole it in secret and kept it in his chest for a time; when Théoden rode to war, Háma recovered the blade and brought Wormtongue before his King for punishment. The Lord of the Rohirrim wielded Herugrim at his death at Pelennor Fields after scattering the Orcs north of Minas Tirith and driving the Haradrim southward.

Powers: of slaying Orcs.

MERP/RM: +35 OB.

LoR: +3 OB, +4 Damage.

Read *LotRII 157*. See *ICE's LOME II 40*.

HESTAGURTH (S. "Breeze of Death")

Actually a Drúadan item: a two foot long blowgun, skillfully carved, and inlaid with gold and small gems. The weapon is stored in a flat box with ten finely made darts bearing mithril tips. (Where the Drúgs got the mithril is an interesting question.) Each dart has a small reservoir for holding poison.

Powers: PPx3; dart's poison is released when the dart punctures (delivers a critical).

MERP/RM: The darts have a bonus of +20, the blowgun +10, making a total of +30 for the set.

LoR: *Blowgun:* +1 OB, +1 Damage; *Darts:* +2 OB, +2 Damage.

See *ICE's Isengard 42*.

HORSE-TAMER

A lance made of reddish narig-wood from Nûrad, Horse-tamer was wielded by Úvatha the Ringwraith. Combined with the Variag Warlord's amazing horsemanship, the lance made Úvatha a deadly force on the field of battle.

Powers: of slaying Horses.

MERP/RM: +40 OB; when tip is set into a track made within a number of days equal to wielder's lvl, it gives the wielder a +40 tracking bonus (vs. the maker of track).

LoR: +4 OB, +4 Damage; when tip is placed into a track made within ten days, the user gains a +4 to any roll towards tracking the creature.

See *ICE's LOME II 98*.

HUE CHANGER

The dirwood spear was carried by Hoarmûrath the Ringwraith, who was born in the Forest of Dír and later ruled it and much of the North. There is speculation that there are actually two copies of this weapon extant. Hoarmûrath lost the first when he passed into the Shad-ows at the end of the Second Age when the Lords of the Last Alliance entered the Dark Tower and overthrew Sauron. Upon the Úlair's return a thousand years later, he may have crafted a second Hue Changer, though some reports indicate that he used Snow Hammer exclusively during the Third Age.

Powers: Can be thrown 200' without range penalties; it is useful as a fine harpoon; wielder and all he carries can change color with 1 rnd's concentration (up to 2x/day).

MERP/RM: +25 OB.

LoR: +2 OB, +3 Damage.

See *ICE's LOME II 89*.

ILKIRAN

The sword of Valkrist, the ruler of Tirgoth in southern Middle-earth who served on the Ardan Council, this weapon sports a blade of clear laen. Valkrist was one of the greatest of warriors of Endor—it is unfortunate that his intentions were evil. Ilkiran has a mithril cross-piece in the shape of a crescent pointing towards the tip of the sword.

Powers: of changing: (could become a dagger/broadsword/2-handed sword at a thought).

MERP/RM: +30 OB; fires +50 *Cold Bolt* 3x/day, 4x concussion hits.

LoR: +3 OB, +3 Damage; *Cold Bolt* (treat as *Fire Bolt*, but doing cold damage, Magical bonus 5, 4x damage, may be cast up to 3x/day).

See *ICE's LOME I 91; Court of Ardor 22*.

IRON BOW

Made of specially treated oak and tipped with bright iron notches, this Elven Longbow is Elrond's weapon of choice. He used it in both the War of the Elves and Sauron and the War of the Last Alliance.

Powers: Has 3x normal range.

MERP/RM: +35 OB.

LoR: +3 OB, +4 Damage.

See *ICE's Rivendell 12*.

KHELEKAR'S SWORD

Under his black robes, the Scholar of the Court of Ardor carried this short sword. It is made of an unusual black alloy and adorned with a sapphire set in the pommel. The hilt is wrapped with silver wire.

Powers: of slaying Elves.

MERP/RM: +30 OB.

LoR: +3 OB, +3 Damage.

See *ICE's LOME I 83; Court of Ardor 21*.

KING GOTSCHELM'S BROC AND SCABBARD

The weapon of the King Who Sleeps is a broc (broadsword) with a ruby pommel which is sheathed in a scabbard of Dragonskin. Both are buried with the King in the Tateshalla Vale, in the Witbeamwyd between Pen-Hag and the Tateshalla in the Northern Marches.

MERP/RM: +15 OB; pommel allows the wielder to regenerate 2 hits/round; scabbard confers +10 DB and acts as a permanent RM Blood Law/MERP Blood Ways *Cut Repair I*, reducing the effects of bleeding wounds.

LoR: +1 OB, +2 Damage; *Healing* (Magical bonus 4, may be cast up to 2x/day, may be used only on and by the wielder). Scabbard confers a +1 to DB.

See *ICE's Phantom of the Northern Marches 28*.

KIRLHACH (S. "Cleaving Leaping-flame")

Carried by Laurrë Menelrana, the leader of the Guild of Elements, Kirlhach is a clear laen sword with gold and mithril hilts.

Powers: of *changing*: (could become a dagger/broadsword/2-handed sword at a thought); Holy; flaming; fires a stream of flame as a x5 *Fire Bolt*; provides heat/cold immunity; intelligent.

MERP/RM: +30 OB; casts at will RM Rapid Ways *Haste X* and Concussion Mastery *Stun Relief III* or *MERP Living Change Haste III* and Surface Ways *Stun Relief III*.

LoR: +3 OB, +3 Damage; *Speed* (Magical bonus 3, may be cast as many times as desired).

See *ICE's LOME I 83; Court of Ardor 28*.

KIRRAUKO

(S. "Demon Cleaver")

Ecthelion's two-handed battle axe slew Gothmog, the Lord of the Balrogs. Ecthelion also died that day, and his weapon was not recovered from the field of battle. Kirrauko was an axe of black laen with a haft of the same material, and glowed with faint silver fire when opposing minions of Morgoth.

Powers: of *slaying* minions of Morgoth (Demons, Orcs, Trolls, Dragons, Undead); Holy; additional Electric and Unbalancing criticals.

MERP/RM: +50 OB.

LoR: +5 OB, +5 Damage.

See *ICE's LOME I 66*.

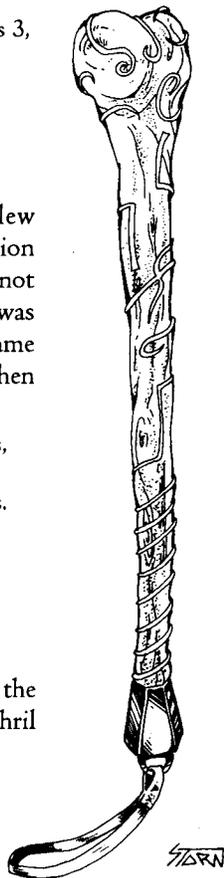
K'PRURIAN BATTLE MACE

This is simply a war mace, carved from the hard, grey wood of the Pruric Oak, with mithril inlays and a grip of gold wire.

MERP/RM: +30 OB.

LoR: +3 OB, +3 Damage.

See *ICE's Teeth of Mordor 18*.



LITTLE CLAW

Berúthiel's mithril dagger is trimmed with slightly tarnished silver, and the hilt is wrapped in black leather. It is an ancient weapon and was probably buried with the Queen of Cats.

MERP/RM: Strikes as a +33 short sword which yields 2x usual hits (and 4x bleeding hits); tied to an enchanted and demonic Cat-creature—any hits the dagger delivers increase the beast's hit allowance by a like amount; wielder can summon the Cat-demon with 1-10 rds concentration, but the 10th lvl Demon must fail its RR in order for summoner to control it (failure to control it means Demon will attack summoner on roll of 01-50); if summoned, it fights as a Tiger for 2-20 rds.

LoR: +3 OB, +3 Damage; any target struck will take 4 points of Damage every round until an action is used to stop the bleeding; the dagger is tied to a demonic Cat-creature (any damage the dagger inflicts will be added to the Cat-demon's Endurance); the wielder may summon the demon after concentrating 5 rounds; the Cat-demon makes an Intelligence Δ 7 minus the wielder's Intelligence from the roll; if the demon succeeds it will attack the wielder; if it fails it will obey the commands of the wielder; the Cat-demon's original stats are as follows: *Mov DB: -2, Norm DB: 4, Chg DB: 2, Mel OB: 4, Mis OB: 3, End: 75*; the demon will stay for 15 rounds and then return to its plane.

Read *UT 419*. See *ICE's LOME I 58*.

LORD'S AXE OF KENDARCA

A hand axe which becomes a two-handed battle-axe at the will of the holder. The blade is of etched gold and the shaft of an unusual dark brown wood.

MERP/RM: +20 OB.

LoR: +2 OB, +2 Damage.

See *ICE's Teeth of Mordor 18*.

LUINGURTH ("Blue Death"— "Lord Blade of Cuivienen")

Created by Luigurth the Blademaster in the early Second Age, the clear blue laen edge of the sword bearing its forger's name was one of the greatest weapons ever made and later returned in many forms throughout Middle-earth. After he turned to evil, Luigurth forged the Irgaak swords, which were able to summon the "Harvest of Fools". They were not of the same calibre as Luigurth, however, and were eventually defeated, being no match for the Blue Laen blade. At various times the sword would refuse to fight any foes, claiming its purpose was to combat Arxdukanga alone, and at other times it would defend against the Irgaak swords. Plainly, it had a personality of its own.



*K'prurian Battle
Mace*



Arxdukanga, the high priest of a Dark Cult in the Orocarni, was the key to the power of the Unholy Sars (Morgoth's Blood Pools). After Ringlin traveled to Angsars-morthrog to face the Priests of Darkness and slay his own father, the world-weary Peredhil died and the blade passed from sight for a time.

The blade returns to the chronicles when, like all other heirs of Luindor (including his older brother), Randae Linvairë undertook the traditional journey to find the Book of Icelore. The blade, in Randae's hands, possessed different powers than the weapon as possessed by Ringlin. Despite this, most scholars agree that it is, in fact, the same blade. It came into Randae's hands as a sheath full of blue dust, and when reunited with its hilts in a Holy Stump, it recreated itself, altering its function to better suit its new owner.

Powers (Randae): Holy; wielder operates at 2x strength vs. Undead; sword is *of slaying* when employed against Dragons or Trolls which were born by the leave of Morgoth (i.e., born during the Elder Days); becomes invisible on command; perceives invisible or changed objects and beings; of *changing* (can become a dagger, broadsword or two-handed sword); highly intelligent and speaks to its wielder mentally; will 'dance' to protect its wielder.

MERP/RM: +15 OB; +45 versus Evil opponents; provides a 30th lvl, 6'R aura of protection vs. Channeling (+30 to RRs); emits a +30 lance of cold blue flame (*Fire Bolt* with a range of 300') 3x/night, yielding Cold rather than Heat criticals.

LoR: +1 OB, +2 Damage; +4 OB +5 Damage vs. evil opponents. Cast Cold Bolt: treat as *Fire Bolt*, Magical bonus 3, Range: 300', castable 3x/night, damage is cold damage.

Powers (Ringlin): Holy; doubles wielder's strength when combatting Evil Priests (e.g., spell users); PPx6 (Channeling/Mentalism); becomes invisible upon command and allows wielder to perceive invisibility with 1 rnd's concentration; of *changing* (can become a dagger, broadsword or two-handed sword); highly intelligent, it speaks to its wielder mentally; transforms all fire attacks within 12 feet to cold, and all cold attacks to a cool breeze; gives bearer immunity to the "Ire" of Melkoric servants.

MERP/RM: +45 OB; Mentalism/Channeling protection vs. all but its maker (Luingurth or Arxdukanga).

LoR: +4 OB, +5 Damage; *Protection from magic*, Magical bonus 5, protection vs. all but its maker (Luingurth or Arxdukanga).

See *ICE's LOME II* 38, 39.

MACE OF ANÁRION

The mithril-inlaid eog mace topped with an inset aquamarine belonged to the sixth King of Númenor. It became one of the hereditary possessions of the Kings of Gondor and was lost when King Eärnur disappeared in T.A. 2050.

Powers: Holy; gem glows upon wielder's mental command and, depending on the level of concentration, can emit a bright beam that shines as far as 1000' x wielder's level; of *slaying* Sea-drakes, Kraken, or Fell-turtles.

MERP/RM: +40 OB.

LoR: +4 OB, +4 Damage.

See *ICE's LOME II* 16.

MACE OF THE HUNTSMAN

Property of Rof Paku, a Wainrider Spy, the mace was hidden in his remarkable abode—a cave hollowed within a giant yew tree. It is a relatively simple affair with a haft of Dir-wood and four steel flanges at right angles to one another, capped by a short spike and crosspiece like those of a boar-spear.

Powers: of *slaying* Boars.

MERP/RM: +20 OB.

LoR: +2 OB, +2 Damage.

See *ICE's Riders of Rohan* 22, 23.

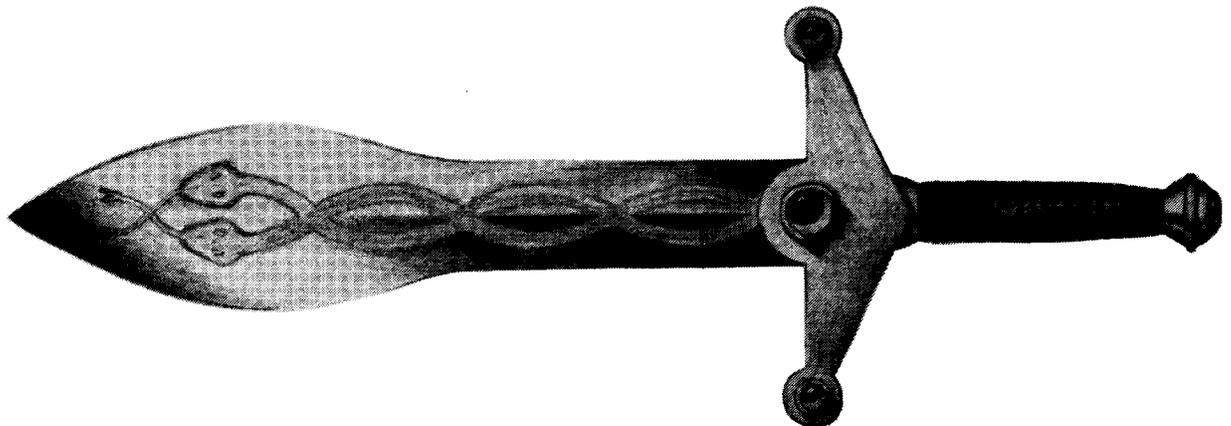
MACE OF OPENING

Carved of solid black wood, this weapon is sheathed in galvanized steel. Spikes of black laen are embedded in the wood and protrude from beneath the steel skin.

MERP/RM: +10 OB; casts RM Solid Destruction/MERP Unbarring Ways *Undoor* 1x/day when a door is struck.

LoR: +1 OB, +1 Damage; any door struck by weapon will break open if held shut by non-magical means.

See *ICE's Lórien* 32.



MACE OF WATERSKIPPING

Buried with the remains of the surly Alvis, advisor to Durin II, the Mace of Waterskipping is an unusual weapon to be found in Khazâd hands. Perhaps of Man-nish or Elvish making, its simple oak and steel construction makes identification difficult.

Powers: Can be thrown without penalty across any water source of 1' or more in depth, as long as both the thrower and the target are each within 35' of the water; can skip up to 700' to strike a target and return by skipping back the same round.

MERP/RM: +10 OB.

LoR: +1 OB, +1 Damage.

See ICE's *Moria* 58.

MACILRÓMEN ("Sunrise Sword")

A lightweight two-handed sword, Macilrómen's blade was forged of a golden alloy; a huge topaz orb adorns the pommel. The weapon belonged to the Noldo Prince Glorfindel who survived the downfall of Eregion and the War of the Elves and Sauron to lead a force in the Last Alliance of Elves and Men. Glorfindel took Macilrómen with him when he left for the West with the Ringbearers at the end of the Third Age.

MERP/RM: +45 OB; when drawn, acts as the RM Starlights *Aura Blaze* or **MERP** Light Law *Sudden Light*, except Blinding attack is to all within 30', and the -25 penalty to all attackers is continuous as long as the sword is drawn; Orcs suffer a -30 penalty to their RRs and are at -50 when attacking the wielder; owner's comrades within 30' gain +30 to all RRs (including morale); sword confers RM Elemental Shields *Fire Armor* to its wielder; it cannot be fumbled if held by an Elf; Holy; delivers 3x normal concussion hits; wielder is *Hasted* at will; wielder may parry even missile weapons.

LoR: +4 OB, +5 Damage; an Elf wielder will never drop this weapon; radiates a bright light from the blade; any enemy attacking the wielder must make an Intelligence Δ 7 Maneuver or be blinded by the sword's light for 10 rounds; *Speed*, Magical bonus 3, castable as many times as desired, but only on the wielder; *Shield*, Magical bonus 3, once cast does not expire until end of combat.

See ICE's *LOME I* 80.

MACIRILLË (Q. "Brilliant Sword")

A broadsword of clear laen which glows with a bright white light when not in its scabbard (cannot be controlled), this blade was kept locked in the Vault of the Jewel Smiths of Ost-in-Edhil. Its fate after Sauron sacked the Guild Halls of the Elven Smiths is unknown.

Powers: Delivers an additional Electricity critical.

MERP/RM: Casts +30 *Lightning Bolt*, 300', 3x/day; when drawn, protects the holder vs. all lightning attacks directed at him, instead absorbing and storing the energy; can so store up to three Bolts and fire them like its own

(thus it can throw as many as six Bolts a day if it has stored three from other attackers); if Macirillë's storage is full, it will still absorb Bolts, but simply reverse any further attacks against its holder.

LoR: *Lightning Bolt*, as *Fire Bolt*, but delivers electrical damage, Magical bonus 3, Range: 300', may be cast up to 3x/day.

See ICE's *Lórien* 50.

MAIKARAMA

Forged in the Undying Lands, the spear becomes a spear or staff on command. It is the weapon of Sulkanó, the disenchanting young member of the Gwaith-i-Mírdain who moved to Amon Lind to pursue his obsession with flying constructs. Maikarama may have been a gift—it is not of Sulkanó's making.

MERP/RM: Possessor may learn spells from the Wind Law list regardless of his or her profession; continual RM Wind Law *Breezes* or **MERP** Wind Law *Breeze Call*; casts RM Wind Law *Hard Wind* or **MERP** Wind Law *Vacuum* 1x/day; in spear form, it is +30, has a range that is 10x that of a normal spear when thrown, and will return if not embedded in something or someone; in staff form, it is a +15 OB weapon and adds +10 to all spell attack rolls (if the wielder could normally use these spells, the bonus is +20 instead of +10).

LoR: As a Spear: +3 OB, +3 Damage. As a Staff: +1 OB, +2 Damage; while in staff form the holder gains a +2 to his or her Magical bonus.

See ICE's *Dunland* 18.

MERIADOC'S DAGGER OF WESTERNESSE

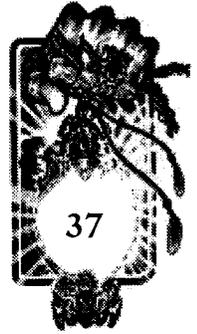
On the Pelennor Fields, Merry stood by Théoden even when the Lord of the Nazgûl attacked. In an incredible display of courage, the Hobbit stabbed the Chief Ringwraith with his dagger, distracting him and weakening his defenses sufficiently for the warrior maiden Éowyn to thrust her sword through the Úlair's neck. In that legendary conflict, Merry was afflicted with the black breath of the Witch-king and nearly perished. His dagger, damasked with serpent-forms in red and gold, was destroyed by its contact with the Ringwraith's essence.

Powers: Dagger that strikes as a short sword.

MERP/RM: +15 OB.

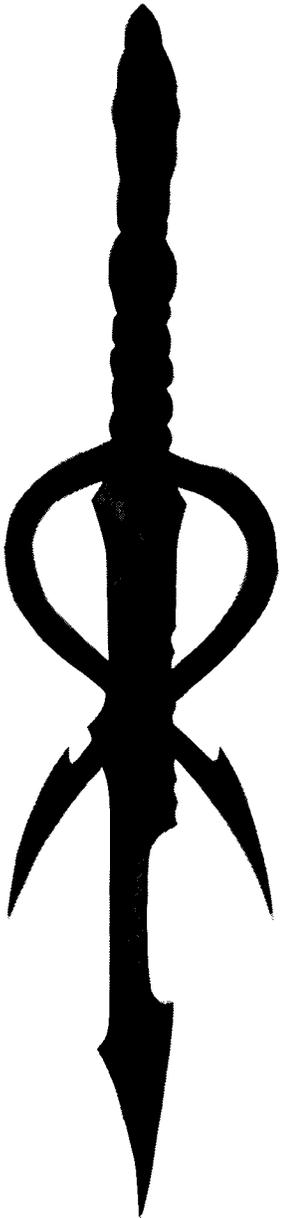
LoR: +1 OB, +2 Damage.

Read *LotRI* 200-01; *LotRIII* 143, 146. See ICE's *Rangers of the North* 35, 36; *LOME III* 19.





Morgul-knife



MORGUL-KNIFE (“Sorcery Knife”)

Wielded by the Ringwraiths, each of these nine daggers strike cold and deep. Their long, thin enchanted blades gleam with a chill, evil glint.

MERP/RM: +20 OB; strike as short swords; dissolve when exposed to sunlight; break off whenever the knives yield a critical strike: once a blade is embedded in a victim, the victim must roll a RR versus the wielder’s level—failure results in the blade finding its way to the victim’s heart within a number of days equal to 50 minus the RR failure (e.g., RR failure by 17 means 33 days)—should the shard reach the victim’s heart, the victim becomes a wraith-servant (i.e., an Undead slave) of the knife-wielder, operating thereafter at -50—failure also results in a debilitating poisoning, and the victim operates with a penalty equal to twice the RR failure number (until he becomes Undead).

LoR: +2 OB, +2 Damage; when knife delivers 10 points or more damage in one blow, target must make an Agility Δ 7 Maneuver; the attacker’s Melee OB is subtracted from the dice roll; if the maneuver is successful, the target takes damage only; if the maneuver is failed, the knife’s tip has broken off and remains in the wound; it starts to work its way toward the victim’s heart, reaching the heart in a number of days equal to the victim’s Endurance +20; the victim takes one point of damage each day the knife shard is imbedded; this damage may not be healed until the shard is removed; should the shard reach the victim’s heart, he or she becomes a wraith servant (i.e. an Undead slave) of the knife wielder.

Read *LotRI* 263-6, 292-3. See *ICE’s Shadow in the South* 31; *Teeth of Mordor* 28; *LOME II* 83, 86, 87, 89, 91, 94, 96, 98, 102.

MORGURTH (S. “Black Death”)

Forged by the Lord Smith of Mírdraithron, Aegnor’s galvorn broadsword is a superlative weapon. Aegnor was an associate of Celebrimbor’s and accordingly skilled—he spared no effort when he made this weapon for himself. The guard and pommel are made of galvorn, not common practice because of the difficulty of working this alloy. The hilt wrapping is alternating brown and blue-violet.

Powers: Cannot be fumbled; should the wielder’s opponent try to parry, the target weapon is subject to an *of slaying* attack.

MERP/RM: +40 OB.

LoR: +4 OB, +4 Damage.

See *ICE’s LOME I* 52.

MORLHACH (S. “Black Leaping Flame”)

Morlhach’s blade is of black steel edged with red laen, and the hilt is black steel decorated with flowers of mithril and ruby. The weapon was made by Sauron himself, an early work of his. It is presently the property of Miruimor at Thuringwathost.

Powers: Flames on command; will leap back to the wielder’s hand if dropped or thrown, from up to 100’; intelligent; will levitate itself to attack anyone else who tries to use it (only a +20 broadsword attack).

MERP/RM: +20 OB.

LoR: +2 OB, +2 Damage.

See *ICE’s Dagorlad* 31.

MUNDWINE (Rb. “Guardian-friend”)

Held by Athugavia at the Tower of Cirith Ungol, the weapon is an heirloom of Athugavia’s house and has descended from father to son since the days of King Eldacar. Mundwine is said to have been taken from a dragon hoard. It is a broadsword of Dwarven steel alloy and is enchanted.

MERP/RM: +15 to hit; can cast a RM Dispelling Ways/ MERP Spell Ways *Dispel Channeling* (10’ radius) and Light’s Way *Light V* or MERP Sound/Light Ways *Light*, each 2x/day.

LoR: +1 OB, +2 Damage; One command, will radiate light (30’ radius), that will last for one hour, 2x/day, *Protection from magic*, Magical bonus 3, may be cast 2x/day.

See *ICE’s Shelob* 30.

NALLAGURTH

(“Death’s Proclaimer”)

Forged in Utumno by Sauron, Nallagurth was a gift from the Dark Lord to the Witch-king of Angmar. The mace is black eog, subtly inlaid with veins of fused diamonds. Its inset black tip is enchanted and contains a permanent symbol that gives the weapon its powers. Nallagurth broke Éowyn’s shield at the Battle of Pelennor Fields.

Powers: *of slaying* Elves and Men.

MERP/RM: +30 OB; when struck, the victim must resist versus a 60th level “slow death” spell (or die in 1-100 days); the mace shatters weapons that fail to resist versus a 60th level spell of destruction.

LoR: +3 OB, +3 Damage; if struck by weapon, the victim must make a Defense Δ 6 Maneuver or die in a number of days equal to 1 die times 10.

Read *LotRIII* 141, 143. See *ICE’s Angmar* 16; *LOME II* 102.

NARSIL (Q. "Red-white Flame")

The bright and mighty sword of Elendil, Narsil was forged by Telchar of Nogrod in the First Age. The famous blade was shattered and its light quenched by the Dark Lord when Elendil fell in battle against Sauron in S.A. 3441, at the end of the Last Alliance of Elves and Men. Isildur grasped the hilt-shard of the sword and cut the Ruling Ring from Sauron's finger. Both Elendil and Gil-galad died that day, struck down by Sauron, but the Dark Lord could not retain his form, and passed into the Shadows. Narsil was also called the Sword of Elendil and the Sword that was Broken.

The shards (see below for powers) were brought back to Arnor by Ohtar and became one of the heirlooms of the line of Isildur. Elrond foretold that the sword would not be reforged until Sauron rose again and the Ruling Ring resurfaced. After the fall of Arnor, the shards of Narsil were kept in Imladris. When Aragorn came of age, Elrond presented him with the shards of Elendil's Sword which were his as a descendant of the line of Isildur. In 3019, they were reforged into the famous blade, Andúril.

Powers: Holy; flames on command with the following abilities: when it Burns Hot, it is of slaying Orcs and delivers an additional Heat critical; when it Burns Cold, it is of slaying Undead and delivers an additional Cold critical.

MERP/RM: +60 OB.

LoR: +6 OB, +6 Damage.

Powers of Shards

MERP/RM: A broken weapon equivalent to a +30 shortsword, carried by Strider.

LoR: +3 OB, +3 Damage.

Read *LotRI* 231, 233, 319, 320, 325-6; *LotRIII* 150; *Sil* 364, 367, 370, 377. See *ICE's LOME II* 27; *Rangers of the North* 35.

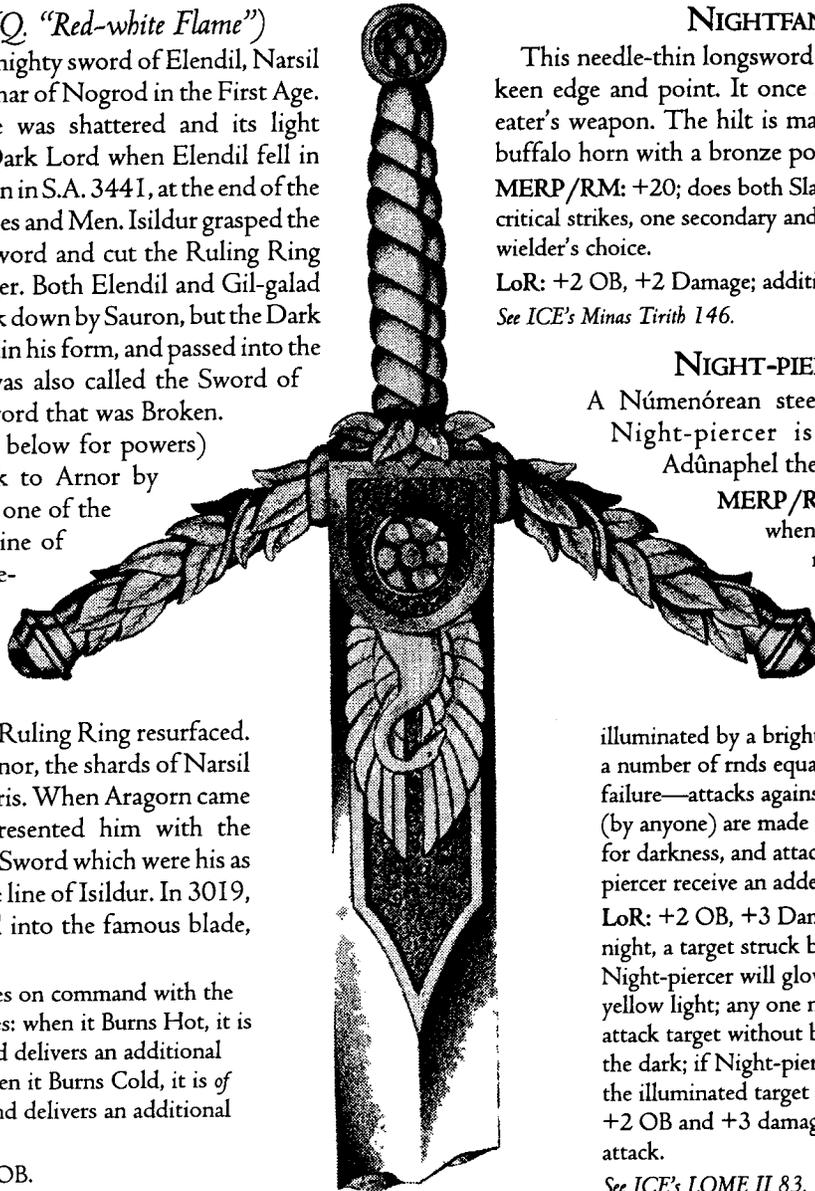
NARVORN

A broadsword belonging to Celdrahil, Prince of the Court of Dol Amroth, this blade is an heirloom of the House of Amroth.

MERP/RM: +25 OB; +10 RR vs. spells; can cast any spell from Light Law list to 10th level 3x/day.

LoR: +2 OB, +3 Damage; weapon able to create a 30' radius globe of light 3x/day, upon command of the wielder; *Protection from magic*, Magical bonus I, casts automatically, and no limit to number of castings.

See *ICE's Havens of Gondor* 53.



NIGHTFANG

This needle-thin longsword is honed to both a keen edge and point. It once served as a blood-eater's weapon. The hilt is made of black water-buffalo horn with a bronze pommel.

MERP/RM: +20; does both Slash and Puncture critical strikes, one secondary and one primary at the wielder's choice.

LoR: +2 OB, +2 Damage; additional Slash critical.

See *ICE's Minas Tirith* 146.

NIGHT-PIERCER

A Númenórean steel composite bow, Night-piercer is the weapon of Adúnaphel the Ringwraith.

MERP/RM: +25 OB;

whenever it is fired at

night and strikes a target, the target must make a RR versus the wielder's lvl or become

illuminated by a bright yellowish glow for a number of rnds equal to the RR failure—attacks against the glowing target (by anyone) are made without any penalty for darkness, and attacks by the Night-piercer receive an added +25 bonus.

LoR: +2 OB, +3 Damage; when used at night, a target struck by an arrow fired by Night-piercer will glow with a bright yellow light; any one nearby will be able to attack target without being hampered by the dark; if Night-piercer is used to attack the illuminated target again, an additional +2 OB and +3 damage is given to the attack.

See *ICE's LOME II* 83.

NIMROCH'S SWORD

The weapon of the Lord-captain and Legate of Arnach is a short sword of eog fitted with an iron guard and pommel. The red leather grip is wrapped around the guard as well as the hilt, and extends to a loop at the pommel.

Powers: of slaying saltwater creatures that exceed 350 pounds.

MERP/RM: +20 OB.

LoR: +2 OB, +2 Damage.

See *ICE's Sea Lords of Gondor* 60.



Shard of Narsil



NORTH HAMMER

Carried by Fulla VII, the heir of Drúin's Line who helped end the reign of the Demon-king Múar and recaptured the whole of the Dwarf-realm of Ruuriik, this weapon is also called the Returning Hammer of the North-king; it is one of the Seven Hammers of the Seven Tribes of the Naugrim. It was wrested from the Dwarf-lord Zigilûk by the Nazgûl Hoarmûrath of Dír.

The long heroic tale of Naug Zigildúm's Quest for the Hammer is too involved to document here. Suffice it to say, the Dwarven Prince retrieved the prized North Hammer from the Halls of the Mirror and returned to Ruuriik in early T.A. I. Unfortunately, the weapon was lost again when Naug was slain by Amis Shug in T.A. 280. According to legend, the Hammer slipped from Naug's grasp and plunged into a chasm the moment before Amis killed him. Naug's accomplishments with the Hammer are many. Among other feats, he killed Sauron's famous "Slayer" or assassin, Shurn Drax, in S.A. 3436. He also defeated Príclís, the Warden of Mithrisars, in an epic melee during Midyears S.A. 3440.

Powers: Variable throwing range—70' against Dwarves, 140' against Men and Elves, 700' against Orcs and Giants, 1400' against Dragons; detects Dragons, sources of Evil, and sources of Magic within 700'; controls the "Earth of Arda" within 14' of the wielder (within 70' if wielder stands in Ahulë); it is a Hammer of slaying Dragons, or a Holy weapon, halves effects of fire attacks against wielder; enables wielder to understand Khuzdul, heals wielder of 7 hits damage/round.

MERP/RM: +35 OB; provides wielder with a +35 Presence and RR bonus; stores 7 Channeling spells; on any given day, permits wielder to cast a +35 *Fire Bolt* 1x/day; also enables wielder to make RR vs. Evil Channeling spells at 77th level; enables everyone within 14' to make RRs versus Fear at 35th level.

LoR: +3 OB, +3 Damage; *Protection from magic*, Magical bonus 7 versus evil casters and 4 versus all others, unlimited castings; *Fire Bolt*, Magical bonus 4, may be cast 1x/day.

See ICE's *LOME III* 56.

OMBA ("Whistling Star")

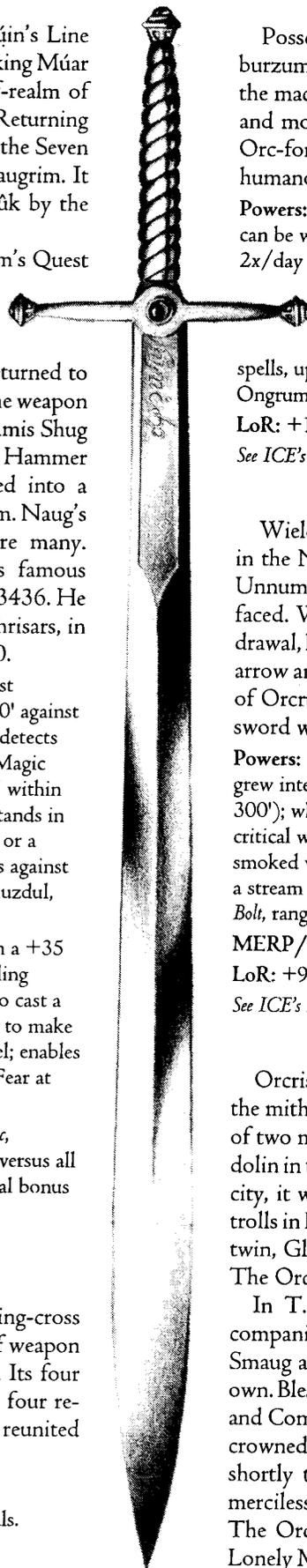
Demik Dral's enchanted steel throwing-cross (analogous to a throwing-star) is a type of weapon rarely found outside southeastern Endor. Its four points may have symbolic meaning—the four regions of the kingdom of Locas Drus were reunited by Demik in T.A. 1148.

Powers: Attacks as a flail.

MERP/RM: +30 OB; yields Slashing criticals.

LoR: +3 OB, +3 Damage.

See ICE's *LOME II* 23.



ONGRUM (B.S. "Iron Skull")

Possessed for many years by Skargnakh at Kra-burzum, the skull forming the striking surface of the mace was looted from the ruins of Barad-dûr and mounted on a long spiked staff of superior Orc-forged steel. The eye sockets of the massive humanoid, but not human, skull blaze with rubies.

Powers: Enchanted; inflicts 2x hits; a SpAd+4; eyes can be willed by a user of power to project a *Fire Bolt* 2x/day (the eyes fire together, their ray combining to form one 2x damage *Fire Bolt*).

MERP/RM: +10; bearer receives +20 DB; can store as many as 3 Channeling spells, up to 10th level each; in its present form, the Ongrum requires a 96+ Strength to wield in melee.

LoR: +1 OB, +1 Damage.

See ICE's *Shelob* 30.

ORCRING ("Goblin-chill")

Wielded by Huor as he led the army of Hithlum in the Nirnaeth Arnoediad (Q. "Battle of Tears Unnumbered"), this famous blade has never resurfaced. While Huor was covering his allies' withdrawal, he was struck in the eye by a poisoned Orc-arrow and died, and the sword was lost. The mate of Orcruiin (see below), Orcring was a white eog sword with an edge of gleaming, clear laen.

Powers: The edge shone with an eerie blue light and grew intensely cold and frosty when near Orcs (range 300'); when it struck an Orc an additional Cold critical was delivered; upon command, the sword smoked with a chill mist and could be ordered to fire a stream of intense cold up to 3x/day (treat as *Fire Bolt*, range 300', using Cold criticals).

MERP/RM: +90 OB.

LoR: +9 OB, +9 Damage.

See ICE's *LOME II* 31.

ORCRIST (S. "Goblin-cleaver")

Orcrist is a magic Elven broadsword made of the mithril alloy ithilnaur (S. "Moon-fire"). One of two matching swords forged by Elves in Gondolin in the First Age and lost in the sacking of the city, it was later rescued from the den of Stone-trolls in Eriador by Thorin and Company. Like its twin, Glamdring, the blade is heavily enchanted. The Orcs called it Biter.

In T.A. 2941, Thorin resolved to lead his companions on a quest to take back Erebor from Smaug and to claim the Dragon's booty for their own. Blessed by Gandalf, the expedition of Thorin and Company succeeded, but Thorin II (the just-crowned King Under the Mountain) was killed shortly thereafter in the Battle of Five Armies, mercilessly wielding his Elf-sword until he fell. The Orcrist was laid upon his tomb under the Lonely Mountain, glowing a vivid blue to warn of the approach of Orcs or Trolls, making the Dwarves of Erebor impossible to surprise.

Powers: Glows with a bright blue flame when Orcs or Trolls approach (dim within 1000', very bright within 100').

MERP/RM: +30 OB; fumbles only on unmodified 01.

LoR: +3 OB, +3 Damage.

Read *LotRI* 366; *Hob* 53, 61, 72, 189, 275. See *ICE's Lords of Middle-earth III* 57.

ORCRUIN ("Goblin-fire")

The mate of Orcling, Orcruin is a black eog sword with an edge of gleaming black laen. If bloodied, it smoked and sizzled. It was the blade of Húrin, the Adan Warrior of the Third House who was captured as he and his brother held the rearguard of Turgon's retreat to Gondolin. Before his capture, Húrin used Orcruin and Trollslayer (his battle-axe) to slay seventy Trolls and numberless Orcs. The blade was lost to Morgoth's minions at that time, though Húrin was later freed.

Powers: Edge shone with an eerie red light and grew intensely hot when near Orcs (range 300'); when it struck an Orc and dealt a critical, it also delivered a Heat critical of equal severity; upon command, the sword smoked with a fiery mist and could be ordered to fire a flaming stream up to 3x/day (treat as *Fire Bolt*; range 300').

MERP/RM: +90 OB.

LoR: +9 OB, +9 Damage.

Read *Sil* 237-238. See *ICE's LOME II* 32.

OVATHA'S BOW ("Horse-slayer")

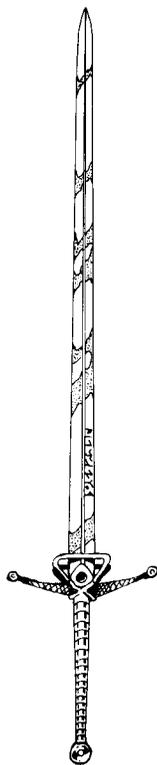
The bow helped its famous owner, Parnelion Sey, earn the sobriquet "Horseslayer," knocking hundreds of the mounts of his foes out from under them. Made of kine horn, it is a short bow.

Powers: of slaying Horses; arrows strike like those from a long bow.

MERP/RM: +20 OB.

LoR: +2 OB, +2 Damage.

See *ICE's LOME II* 36.



PEREGRIN'S DAGGER OF WESTERNESSE

Pippin struck with this Númenorean dagger when he marched with the host to the Black Gate and slew a giant Troll chieftain. In so doing, he saved his friend Beregond, son of Baranor. The Dagger of Westernesse is damasked with intertwining serpent shapes of red and gold, much like the daggers that Merry and Sam carry.

Powers: Strikes as shortsword.

MERP/RM: +15 OB.

LoR: +1 OB, +2 Damage.

Read *LotRIII* 207-208. See *ICE's Rangers of the North* 35, 36; *LOME III* 20.

PIXIE BOW

The tiny bow is only two feet long, with 10 small arrows, yet it functions as well as a normal bow, and thus is quite useful for thieves, spies, and assassins. Its origin is unknown, though there is a legend that it was made for a Hobbit. This seems unlikely, given that Hobbits prefer to stay at home, but not impossible.

Powers: Can match the distance and accuracy of a bow 3 times its length.

See *ICE's Trolls of the Misty Mountains* 26.

QUIETER

This ivory-inlaid composite bow was made in the Ahar tribal style for Parnelion Sey, the bard who united the Ahar tribes to overthrow the Chey and the Variags southeast of Mordor.

MERP/RM: +15 OB; whenever it yields a critical strike, the victim must make a RR versus firer's lvl—failure of 01-50 results in victim being unable to speak for 1-100 days, failure of 51+ results in victim permanently losing the power of speech.

LoR: +1 OB, +2 Damage; when a target is struck by an arrow from this bow, the target must roll two dice with the following results: 2 thru 4; no effect, 5 thru 10, target loses the power of speech for a number of days equal to the roll times 5; 11 and 12, target loses the power of speech permanently; this roll is modified by subtracting the target's Agility bonus from the roll.

See *ICE's LOME II* 36.

RED ARROW

More a symbolic than a practical weapon, this black feathered arrow is barbed with steel, and its tip is painted bright red. The Red Arrow was sent from Gondor to Rohan when the former needed aid.

Powers: None.

Read *LotRIII* 86.

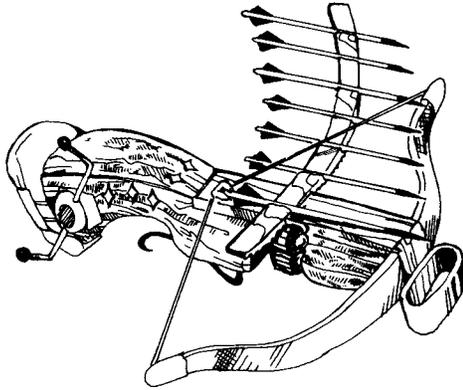




Seven Star
Crossbow

RINGIL (S. "Chill Star")

Fingolfin bore the blade Ringil to his legendary, heroic death, when he charged alone across the burning plains of Ard-galen all the way to the very gates of Angband. There he called out Morgoth to single combat. Though there could be only one result from such a battle (Fingolfin's death), he avoided the earthshaking assaults of the deadly mace Grond long enough for Ringil to strike the Vala



Morgoth no less than seven times. Thereafter the sword fell into the hands of Morgoth's followers and was not seen in Elvish lands again for many long years. Ringil is a two-handed sword made of white eog, mithril, clear laen, and adamant sapphires. The seven wounds it dealt to Morgoth remained on the Vala's fana until his dismissal into the Void.

Powers: Holy and of cold (doing additional Cold criticals and 4x concussion damage); of will (the wielder cannot be stunned, stunned unable to parry, made afraid, charmed, or possessed, and will never fumble); of slaying armor and shields (100 Lvl).

MERP/RM: +88 OB; casts constant RM Rapid Ways/ MERP Living Change *Haste* when drawn from the scabbard as well as a constant RM Light's Way *Utterlight V* or MERP Sound/Light Ways *Utterlight I*; may cast up to 200 PP/day from Ice Law (up to level 20/10) with all spells having ranges, radii, and hits multiplied x5.

LoR: +8 OB, +9 Damage; constant Speed when drawn from scabbard.

Read *Sil* 185, 455. See *ICE's LOME I* 74.

ROMOQUENÁRO ("Fiery Envoy")

This Númenórean steel composite bow was wielded by the Witch-king of Angmar from the back of his Fell Beast steed. It may have been an heirloom granted him due to his former position as a Prince of Númenor, the second son of King Tar-Ciryatan and the younger brother of Atanamir the Great. Romoquenáro has a grip of black eog and a string of whale sinew.

MERP/RM: +30 OB; whenever fired in darkness its arrow immolates upon leaving the bow—while on fire, the arrow yields a +30 *Fire Bball* attack if it strikes a target.

LoR: +3 OB, +3 Damage; any target struck by the arrow will be also be struck by a *Fire Bolt*, Magical bonus 3.

See *ICE's LOME II* 102.

RÚNYA (Q. "Red Flame")

An unsubtle broadsword appropriate for the straightforward fighting style of its first owner, Ascanil (Q. "Impetuous Youth"). It is of mithril with a long inlay of red copper down the center.

Powers: Glows with a yellow light in the vicinity of Orcs, red near Trolls; bursts into bright flame on command, delivering a Heat critical of same severity as any other given; of slaying Trolls; attracts Trolls the Trolls do not know why they are attracted, only that they must go—they find the summons irritating and are invariably angry by the time they find Rúnya's owner.

MERP/RM: Trolls within 3 miles must resist versus a 3rd level Channeling attack or be drawn to sword, all within 300' must resist vs. 30th level or be drawn.

LoR: +1 OB, +2 Damage.

See *ICE's Rivendell* 15.

SAMWISE'S DAGGER OF WESTERNESSE

Like the blades given to Merry and Pippin, this fine little Hobbit sword is damasked with serpent-forms in red and gold.

Powers: Strikes as a short sword.

MERP/RM: +15 OB.

LoR: +3 OB, +3 Damage.

See *ICE's LOME III* 21.

SAURON'S JAVELIN (aka: Annatar's Javelin)

Made of rare Dír-wood from the far North, this javelin has a mithril tip and may have been given to Sauron as tribute from Hoarmûrath the Ringwraith.

Powers: Intelligent; seeks target to 9 mi; returns via teleport.

MERP/RM: +30 OB

LoR: +3 OB, +3 Damage.

See *ICE's Lórien* 20.

SAURON'S SWORD

A great broadsword of the same black alloy galvorn as was used to forge his armor, this sword is dangerous in the extreme due to the power of its wielder. It may have been forged during his stay with the Elven Smiths as Annatar.

Powers: Unbreakable; of slaying Elves; flaming or cold at

Sauron's will; delivers an additional Heat or Cold critical.

MERP/RM: +45 OB.

LoR: +4 OB, +5 Damage.

See *ICE's Southern Mirkwood* 35; *Lórien* 20.

SCHOLAR'S BLADE

Owned by the Mage Leôrdinoth of the town of Strayhold in Mirkwood, the weapon is made for the use of those more adept with spells than swords. In his long lifetime, Leôrdinoth found time for the study of fencing and became an accomplished swordsman, a powerful complement to his formidable magical skills. The blade may have been made in Dol Guldur.

Powers: Enables the man who uses it for practice to acquire skill with it as if he were studying spells; in the long life of a mage, the wielder may become an adept swordsman.

See *ICE's Brigands of Mirkwood* 28.

SCOUT'S LONGSWORD

A handsome weapon, perhaps the product of the Rangers of the North, which has found its way south. It is forged of Dwarven steel chased yellow laen. The hilt and guard are of functional steel.

Powers: Doubles all Tracking and Stalk/Hide or General bonuses for Ranger and Scout characters.

MERP/RM: +20 OB.

LoR: +2 OB, +2 Damage.

See *ICE's Mouths of the Entwash* 33.

SEVEN STAR CROSSBOW

Made for Fulla III, the Dwarf-lord of the western branch of Barin's Folk, the heavy crossbow is of a simple but elegantly functional design. Its is inlaid with mithril in a series of seven pointed stars.

Powers: Magazine of seven bolts automatically reloads weapon every half round; requires 3 rounds to load the magazine.

See *ICE's LOME III* 54.

SHORT SWORD OF CLEAVING

The weapon of the privateer captain Bragolmaitë, the leader of the band at Caichail Puchel in northern Tolfalas, this is a slightly curved, heavy one-edged slashing and stabbing blade in the Corsair style.

MERP/RM: +30 vs. organic materials.

LoR: +3 OB, +3 Damage vs. organic materials.

See *ICE's Sea Lords of Gondor* 47.

SICKLE OF THE HEAVENS

The blade of Krûsnak, the Black Númenórean Captain of the Morannon, is a mithril sword with beautiful etching and hilt. It was originally made on the isle of Númenor, before Krûsnak's corruption by Sauron.

MERP/RM: +35 OB.

LoR: +3 OB, +4 Damage.

See *ICE's Teeth of Mordor* 29.

SIL-MAEGIL

Forged by Celebrimbor, the spear combines an ebony shaft and a mithril point. Presently it languishes in the treasuries of Angmar.

Powers: of slaying servants of Sauron; usable only by Elves.

MERP/RM: +30 OB; +45 OB vs. Nazgûl.

LoR: +3 OB, +3 Damage; +4 OB, +5 Damage vs. Nazgûl.

See *ICE's Angmar* 20.

SLAEM'S CLUB

A club of tundra evergreen, gnarled and crooked.

Powers: Delivers 2x damage and two additional criticals(-2).

MERP/RM: +40 OB; slays any creature of less than 10th level when used underground.

LoR: +4 OB, +4 Damage.

See *ICE's Erech & the Paths of the Dead* 34.

SMALL TOOTH

The long-knife belongs to Arwen, the beautiful daughter of Elrond and Celebrían who married Aragorn. It went with her to her death on the Cerin Amroth in the winter of F.A. 121.

Powers: Holy, strikes as a rapier.

MERP/RM: +45 OB; yields a 20th level *Sleep* spell whenever it delivers a critical strike (1 rd/10 RR failure).

LoR: +4 OB, +5 Damage; if target is struck for more than 7 points of damage the target must make a Magical $\Delta 7$ Maneuver or fall asleep.

See *ICE's Rivendell* 14.

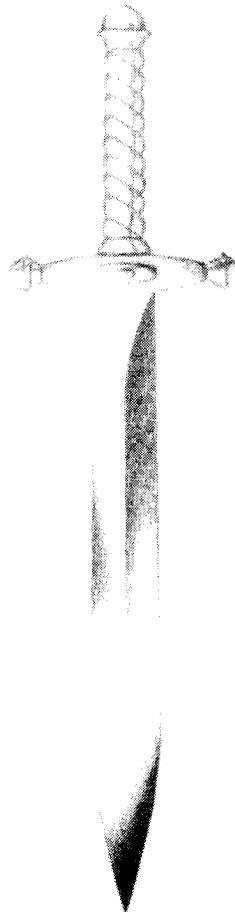
SMUGGLER'S QUARRELS

For many years these crossbow quarrels belonged to a group of smuggler's operating in the marsh at the outlet of the Entwash, hence their name.

MERP/RM: The three special quarrels are all +10 OB; each has one of the following additional powers—if a critical is scored add another critical of one degree higher on the Grappling Table; if a critical is scored add another critical as if it were a *Shock Bolt*; affects any target struck as Controlling Songs *Stun Song* at 10th level.

LoR: +1 OB, +1 Damage; each of these three bolts will strike for normal damage and also cause an extra ability to affect the target as follows: *Bolt 1:* one die of additional damage; *Bolt 2:* the target is struck by a *Fire Bolt*, Magical bonus 3; *Bolt 3:* the target is struck by a *Calm* spell, Magical bonus 3.

See *ICE's Mouths of the Entwash* 10.



Sting



SNOW HAMMER

Weapon of Hoarmûrath the Ringwraith, the war mattock was forged out of clear laen and inlaid with the horn of a Drake.

Powers: of *slaying* Dragons; its wielder is immune to natural cold.

MERP/RM: +25 OB; and receives a +25 RR bonus versus magical cold attacks; the mattock serves as a fine ice axe and the wielder receives a +25 bonus to all assisted ice climbing maneuvers.

LoR: +2 OB, +3 Damage; any attack against the wielder using magical cold is reduced by 5; any who use this to assist in climbing receives a +5 to the climbing Maneuver.

See *ICE's LOME II 89*.

SPEAR-AMONG-ENEMIES

Generally, this weapon is not detectable as such—it looks like a walking stick to most people. In fact, it is a rowan spear tipped with a leaf-shaped iron point. It belongs to Maengron, a smuggler of the Smuggler's Hold in Dunland.

Powers: Covered by a illusion of a walking stick.

MERP/RM: +15 OB.

LoR: +1 OB, +2 Damage.

See *ICE's Dunland 63*.

SPEARS OF FOLLOWING

These two spears of the Half-troll warlord Hargrog are kept under his bed in the Tower of the Hargrog in the Yellow Mountains. They are bamboo shafts reinforced with bone points.

Powers: When cast at a target within 200' (no range penalty), will follow the target, negating any cover he might seek.

MERP/RM: +20 OB.

LoR: +2 OB, +2 Damage.

See *ICE's Shadow in the South 56*.

SPINERUNNER

A fine mithril blade of Elvish make, Spinerunner is set with a gold chrysanthemum pommel and gold laen guard. It is presently in the lair of the Rain-drake Cuadada overlooking a small lake on the Onpu Muva, in the eastern Emyndin in southern Middle-earth.

Powers: Holy; broadsword that can transform into a dagger or two-handed sword upon wielder's command; yields an additional Cold critical.

MERP/RM: +20 OB; targets receiving a critical strike must make a RR vs. RM *Confusing Ways Confusion* or **MERP** Spirit Mastery *Confusion*.

LoR: +2 OB, +2 Damage.

See *ICE's Shadow in the South 48*.

STEWARD'S BLADE

Denethor II carried this weapon like the other Stewards before him. It is a gleaming mithril broadsword with fine inlays.

Powers: If the wielder opts to parry, the sword's bonus is doubled (for DB only).

MERP/RM: +35 OB.

LoR: +3 OB, +4 Damage.

See *ICE's LOME II 24*.

STING

Made in Beleriand in the First Age, this well-forged Elf-dagger was named by Bilbo Baggins, its first owner after its discovery in a Troll-lair. Bilbo gave it to Frodo the eve before Frodo's departure from Rivendell. Frodo passed it on to Sam after Sam's battle with Shelob, in which Sting wounded the great spider. It served Frodo well in the Fellowship of the Ring.

Powers: Strikes as a short sword; Sting glows blue within 1000' of an Orc, most brightly if they are within 100', lightly if they are from 101' to 500' away, and barely if farther away; of *slaying* Orcs.

MERP/RM: +15 OB.

LoR: +1 OB, +2 Damage.

Read *LotRI 363, 421-422; LotRII 430-431; LotRIII 250, 287; Hob 53, 77, 80, 154*. See *ICE's Rangers of the North 34, 54, 55; LOME III 12, 13, 14, 15*.

STINGING TONGUE

A mallorn-inlaid composite blowgun, Stinging Tongue is the weapon of Khamûl the Ringwraith. As an Easterling from Womaw, the Úlair may have lost the Stinging Tongue when he followed Sauron into oblivion at the end of the Second Age, passing into the Shadow World.

Powers: of *slaying* Elves.

MERP/RM: +15 OB; when poisoned darts are used and it yields a critical strike, the victim must make a RR versus an attack equal to the firer's lvl + poison's lvl.

LoR: +1 OB, +2 Damage.

See *ICE's LOME II 94*.

STORMLESS BOW

Weapon of Úvatha the Nazgûl, this gold-inlaid short bow fires well from horseback, as befits a Ringwraith known as the Horseman. It is made in the elaborate and powerful Variag tribal style.

Powers: Arrows strike as if fired from a heavy crossbow; the flight of the bow's arrows is unaffected by wind, and the wielder's aim never suffers due to weather conditions.

MERP/RM: +20 OB.

LoR: +2 OB, +2 Damage.

See *ICE's LOME II 98*.

SULHELKA (Q. "Icy Wind")

A clear laen longsword with an edge of eog, the finely forged and heavily enchanted blade has a chill aura about it at all times. The hilt is wrapped in thick ox-hide for insulation, and the guard resembles ice. Celebrimbor's creation, this was also his favorite weapon.

Powers: Strikes as a broadsword; highly intelligent and telepathic; Holy; of cold: it gives off a chill mist and delivers a Cold critical equal in severity to any other critical delivered; delivers triple damage to any creatures related to fire; capable of summoning 3x/day the Uttercold, a force discovered and developed by Celebrimbor; the

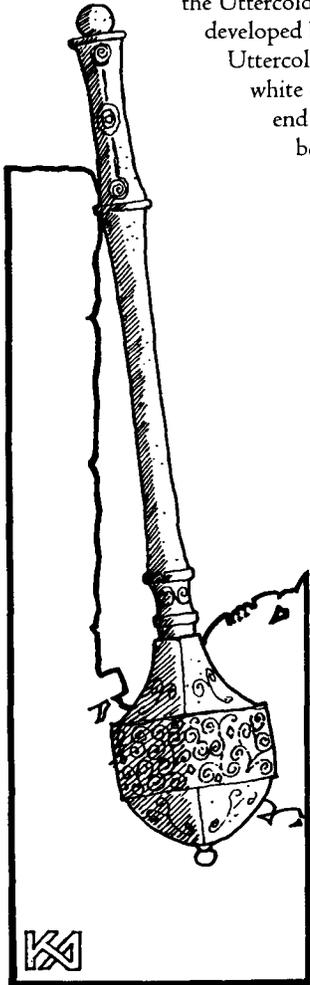
Uttercold appears as a stream of blue-white energy which fires from the end of the sword; considered to be Channeling because of the unusual origins of the sword's power—items which normally protect their wearer from cold have no effect;

MERP/RM: +45 OB; able to Lofty Bridge Long Door, it can instantly appear in the wielder's hand at his mental call from up to 100 miles away; the Uttercold can have one of three effects, depending on the will of the wielder: transform up to 10,000 cubic feet of water to ice in one round; deliver a 100' radius Cold Ball centered up to 300' away with no range subtractions and a base +30, x6 damage—wielder is immune to the sword's effects; fire the Icy Wind, the concentrated power of the sword aimed at a single target up to 600' away, using the Ice Bolt table, it has no range subtraction, a base +90,

and delivers x9 damage.

LoR: +4 OB, +5 Damage; The wielder is immune to all of the sword's effects; the wielder may summon the power of Uttercold which will have one of the three following effects, depending upon the will of the wielder: 1) Transform up to 10,000 cubic feet of water into ice in a single round, 2) May create an area of 100' of intense cold, that all within suffer 1 die of cold damage per round; this area may be created up to 300' away; 3) Ice Bolt, treat as a Fire Bolt doing cold damage, with the following stats: Magical bonus 9, Range: 600'.

See ICE's Lórien 22.



SÛLHEROK'S BROADSWORD

Valkrist's aide was given this blade by his master—the Lord of Arms wanted his associate armed with the finest weaponry. It is mithril, and the blade glows when wielded, giving off sparks and a crackling noise.

Powers: Delivers an additional Electricity critical to anyone struck or to any who attempt to parry using a metal weapon; opponents who attempt to parry with a metal weapon subject to an of slaying attack against that weapon.

MERP/RM: +20 OB.

LoR: +2 OB, +2 Damage.

See ICE's LOME I 89; Court of Ardor 22.

SÛLHEROK'S CROSSBOW AND BOLTS

The Messenger of the Ardan Court preferred this weapon when astride one of the great birds of Tirgoroth which he rode on his errands. It is a heavy weapon with an ebony stock and five matching bolts. The bolts are laen and feathered white.

Crossbow Powers: auto-reload every round; 2x heavy crossbow range; 2x concussion hits.

MERP/RM: +20 OB.

LoR: +2 OB, +2 Damage.

Bolts' Powers: deliver an additional Electricity critical; once for each bolt.

MERP/RM: +10 OB.

LoR: +1 OB, +1 Damage.

See ICE's Court of Ardor 22; LOME I 89.

SILMARUTH (S. "Fury of the Silmarils")

Maedros' sword was probably made by Fëanor. The broadsword is red laen with an eog edge.

Powers: Does 3x concussion hits; does additional Heat and Slash criticals; casts continuous Haste on its bearer when wielded.

MERP/RM: +75 OB.

LoR: +7 OB, +8 Damage; Speed, Magical bonus 2, usable only by the wielder.

See ICE's LOME I 85.

SOUTHTRON DISK

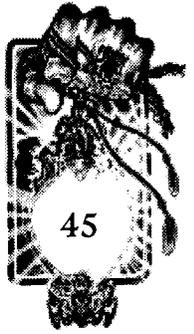
The size of a dinner plate, the metal throwing disk lies in a hidden cavern below the Falls of the Mist, a site of celebration and worship for the Ents and Huorns in the winter. The area serves as an unintended cache of treasure, since the Ents dispose of inorganic items there.

Powers: will float in a stationary position and hold up to 100 lbs; on command, its edges will become sharp and it can be thrown accurately up to 30'; strikes as a broadsword; returns at the same speed to stop next to the thrower (if not obstructed) and float stationary until grasped again for throwing.

MERP/RM: +20 OB.

LoR: +2 OB, +2 Damage.

See ICE's Ents of Fangorn 29.



Stone-mace of Setmaenen

STONE-MACE OF SETMAENEN

This ancient Daen Coentis weapon rests among the Treasures of Fois in the Chamber of Mists within the mound surrounded by the Ring of Setmaenen. The mace is inscribed with spiral runic patterns that might once have been decipherable by the Priestesses of Fois but are now merely abstract adornment.

Powers: Holder may turn to stone (1 rnd's concentration required; can be done 3x/day for up to 100 rds), and can take on the features of any rock he touches at the time of transformation; as a weapon it is of *slaying* Ghosts.

MERP/RM: +20 OB; holder of the Stone-mace resists against symbols in stone as if he were 20th lvl.

LoR: +2 OB, +2 Damage; any spell that is contained by a magical symbol carved in stone will not effect the holder.

See *ICE's Haunted Ruins 20*.

SWORD OF FINDUILAS

Finduilas was captured by Orcs during the assault on Nagathron and slain when the Haladin ambushed them at the Crossings of Teiglin. Her short sword has been passed down through her family (that of Orodreth, brother of Finrod and son of Finarfin) ever since. Forged of grey laen, its appearance is deceptively plain.

MERP/RM: +35 OB; casts a 20th lvl *Sleep* spell when a critical is inflicted (1 rnd/10% failure).

LoR: +3 OB, +4 Damage; if target is struck for more than 7 points of damage the target must make a Magical $\Delta 7$ Maneuver or fall asleep.

See *ICE's LOME I 74*.

SWORD OF THE LIGHT

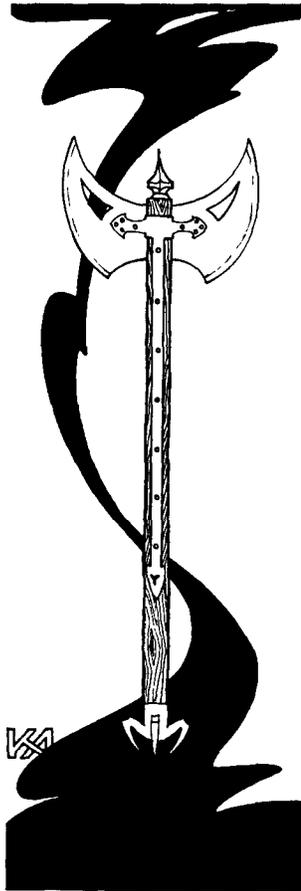
The weapon belonging to Demik Dral's cousin, Vrak Tanúk, is a 10' long two-handed sword. When wielded by foes of Sauron, it weighs and handles the same as a normal two handed sword, but when it is released it takes on the weigh and mass appropriate for its size.

Powers: Treat as a two-handed sword in melee; can be thrown as a javelin.

MERP/RM: +20 OB, +50 if thrown (resolve attacks on the Mounted Lance table).

LoR: +2 OB, +2 Damage; +5 OB, +5 Damage if thrown strikes as a javelin.

See *ICE's LOME II 41*.



SWORD OF SOUL-SEDUCING

When this evil two-handed sword is drawn, disaster is sure to follow. It is the weapon of Malezar, a vampiric sorcerer who lives in Mindo Malezaro on the eastern flank of the yellow Mountains. It is black laen undecorated by colored hilt or pommel.

MERP/RM: +15 OB; when it strikes foe and delivers a critical strike, the foe must make RR versus Essence: should he fail by 01-50, he falls into a trance for 1-10 rds; if he fails by 51+ he will become enslaved by the will of the wielder; each round thereafter he will lose 1-10 Co pts; when his Co reaches 0 he becomes a Wight.

LoR: +1 OB, +2 Damage; a target struck for more than 7 points of damage must make a Magical $\Delta 6$ Maneuver Success: No effect; failed by 2: fall into trance for 6 rounds (no actions); failed by more than 2: will obey the attacker's commands and take 5 Damage/round. when victim's Endurance reaches 0 the victim becomes a Wight. See *ICE's Shadow in the South 54*.

TARMELLEN ("Noble Friend")

A short sword of the finest human make, possibly a relic of Númenor. Its name is engraved across the hilt's cross-piece; the pommel is carved of turquoise

with a pattern of intricately intertwined fishes.

Powers: Will levitate to parry and defend its incapacitated owner for 12 rounds.

MERP/RM: +10 OB; when defending owner +30 OB.

LoR: +1 OB, +1 Damage; +3 OB, +3 Damage when defending owner.

See *ICE's Dagorlad 35*.

TAURCLAX'S SCEPTRE

The spy of Sauron, Taurclax also ruled from the cruel fortress of Taurang ("Iron Tree"). He escaped the downfall of the Court of Ardor, and his powerful sceptre disappeared with him. It is of mithril, with teak and ebony handle and inlays.

MERP/RM: +20; of *Windmastery*, allows the holder free use of RM Weather Ways *Wind Mastery* or the MERP Nature's Lore list.

LoR: +2 OB, +2 Damage; user may control the winds.

See *ICE's Court of Ardor 20; LOME I 89*.

THAIN'S BOW

The short bow is one of the hereditary possessions of the Thains of the Shire and was a gift of the King of Arnor, Argeleb II. The Thain's Bow was used by such famous Hobbits as Isengrim II Took (grandson of the Bullroarer) and Paladin II Took as well as Pippin and his son Faramir.

Powers: Range like a long bow; arrows do double concussion hits and an additional Puncture critical.

MERP/RM: +15 OB.

LoR: +1 OB, +2 Damage.

See *ICE's LOME III 17*.

TINTELPĒ (Q. "Silver Spark")

Galadriel's melee weapon is a long knife of more than a few enchantments. It is forged of layered galvorn and silver, making it alternately black and silver, somewhat like tree-rings in cross-section.

Powers: Strikes as a broadsword; glows with a blue light near Servants of Morgoth/Sauron; of slaying Orcs, Evil Clerics, Magicians, and Sorcerers; delivers an additional Cold critical; a Holy weapon.

MERP/RM: +33 OB; will cast *Lightning Bolt* 300' 3x/day.

LoR: +3 OB, +3 Damage; *Lightning Bolt*, treat as a *Fire Bolt* that does electrical damage, Magical bonus 0, Range 300'.

See ICE's *LOME I* 77; *Lórien* 27.

TONGUES OF THE DESERT

The Black Dogs who served the evil Cult of the Black Hand in the Far South used these ceremonial weapons to perform ritual assassinations. Each dagger was forged from a single piece of black steel, and its blade shaped like the tongue of a Desert Drake.

MERP/RM: +15 OB; +12 to the wielder's ambush skill; victims struck by these blades must make a RR versus a 6th level spell or experience I-10 rnds of blindness.

LoR: +1 OB, +2 Damage; the user of these blades gain a +2 towards any Subterfuge Maneuver that is used to attain an attack on a target (i.e. sneaking up on a target); a target struck by one of these blades must make a Magical Δ6 roll or be struck blind for 5 rounds.

See ICE's *Shadow in the South* 25, 59.

TROLL-CLEAVER

In the Nirnaeth Arnoediad (Q. "Battle of Numberless Tears"), Húrin used this battle-axe to slay seventy Trolls and numberless Orcs before he was finally buried under the carnage and thus taken by Morgoth. It is a two-handed axe with a blade of red laen.

Powers: of slaying Trolls and Orcs.

MERP/RM: +75 OB.

LoR: +7 OB, +8 Damage.

Read Sil 237-238. See ICE's *LOME II* 32.

TROLLSDIRGE

The two-handed sword is inscribed with runes spelling its name. Whenever it is drawn, the weapon moans a low song that speaks without words of the stilling of the earth from which Trolls are made.

Powers: Possessed of a semi-sentient soul which cannot communicate but will slowly work upon any who lays claim to the blade, instilling in him a burning hatred for the race it seeks to destroy.

MERP/RM: +5 OB; +25 against Trolls.

LoR: +2 OB, +1 Damage; +3 Damage vs. Trolls.

See ICE's *Assassins of Dol Amroth* 19.

TRUE EYE SWORD

The Elvish ithilnaur longsword that is Súlkanó's preferred weapon, True Eye was forged by the Elven Smith before he set out for Amon Lind. The blade served him well, but did not enable him to see through Annatar's snares.

Powers: of slaying Trolls and Orcs; allows user to see through all invisibility, illusions, and facades.

MERP/RM: +25 OB; casts RM Spirit Mastery *Mass Word* 1x/week or each spell from the MERP Calm Spirits list 1x/week.

LoR: +2 OB, +3 Damage; allows the user to see through any illusion, once a week the user may cast a *Mass Calm* spell, the same as *Calm* except affecting all within 100' Magical bonus 4.

See ICE's *Dunland* 18.

TURANTIR (S. "Master of the Watch")

A broadsword of Elven-forged steel with a pommel of transparent pale green beryl called the Elfstone, this weapon is part of the grave-goods of Aduntarik, a servant of the Black Master who is now a Ghoul. It is kept in a secret, trapped vault.

MERP/RM: +10; glows within 50' of Undead; +15 if used by one of Elvish blood.

LoR: +1 OB, +1 Damage; +1 OB, +2 Damage when used by an Elf.

See ICE's *Dagorlad* 35.

ULTIMATE BOW

A composite bow made of black Dír wood, the Ultimate Bow was wielded by Vrak Tanúk, the giant man who reestablished the Guild of the Light at Tarsa.

Powers: 4x normal range.

MERP/RM: +40 OB; wielder with a 96+ in Qu (and Ag) may make two missile attacks each round (-20 penalty).

LoR: +4 OB, +4 Damage; if the wielder has a +2 Agility or better, the bow may be fired 2x/round.

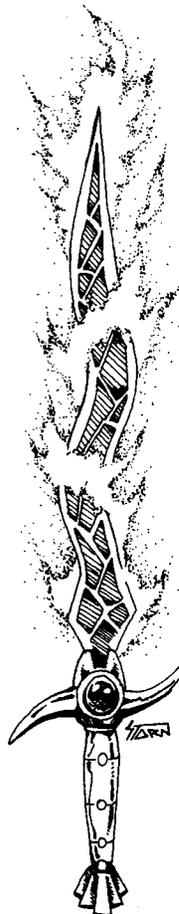
See ICE's *LOME II* 41.

LOBELIA'S UMBRELLA

Despite her nasty disposition, Lobelia Bracegirdle Sackville-Baggins won new respect from the Hobbits of Hobbiton because of the indomitable spirit she demonstrated during Saruman's occupation of the Shire. During that time, Lobelia tried to whip an insulting rogue with her umbrella although she was very old and certainly less than half his size. She was then imprisoned in the Lock-holes. Her umbrella's fate is unknown, but certainly such a useful item would never be discarded by the creature comfort-loving Hobbits. Her weapon, though superficially uninspiring, was in fact a dangerous plaid (orange, red, purple, & green) umbrella, capable of deadly deeds.



Vasamacil





cially uninspiring, was in fact a dangerous plaid (orange, red, purple, & green) umbrella, capable of deadly deeds.

Powers: Hits as a main gauche and does additional tiny criticals

MERP/RM: +10 OB.

LoR: +1 OB, +1 Damage.

Read *LotR* III 361-362, 372. See *ICE's LOME III* 18.

UNGOLRIST (S. "Spider-cleaver")

During the Second Age, the Elves of Ithilien, suffering from Shelob's depredations, besought the great Celebrimbor of Eregion to forge them a sword that could repel the Spider. Together, the Elves of the Alchemy guild (Mirdain) and the Dwarves of Moria crafted Ungolrist, a wondrous longsword of galvorn, the shining black Elven metal, supple yet stronger than the hardest Dwarven steel. Its Spider-slaying properties were bound into the blade with runes of ithildin, silvery lettering visible only under moonlight. Sadly, the Elven hero chosen to wield Ungolrist fell victim to Shelob's mental powers ere he could bring the sword to bear, and for many years has Ungolrist lain masterless in Torech Ungol.

Powers: of *slaying* Spiders; any spider struck by Ungolrist suffers an additional critical; highly intelligent; if evil spiders are within 50', the sword is illuminated by a silvery aura.

MERP/RM: +30 OB; against spiders, it delivers an additional critical, which is rolled on the Large Creature critical Table at +20; upon command projects *Light Law* (50' R) 3x/day; discharges a *Lightning Bolt* with a 100' range, 1x/day; unfortunately, the sword's intelligence has gotten out of control and become a curse of sorts: it is unduly eager to fulfill its purpose and will force any bearer who does not resist vs. Essence at -50 to engage all spiders in sight.

LoR: +3 OB, +3 Damage; wielder will feel compelled to attack any spiders in sight; upon command may create a 30' radius area of light 3x/day; *Lightning Bolt*, treat as a *Fire Bolt* that does electrical damage, Magical bonus 0, Range 100', may be cast 1x/day.

See *ICE's Shelob* 30.

USRIEV ("Bloodrunner")

This blade lived up to its name, since Ovatha the Young ruled the Variag nations from the saddle and united Khand to become the Khûrdriag. Bloodrunner is a traditional Variag weapon which appears as a cross between a spear and a thin, razor-sharp, two-hand sword (and can be used in either capacity). It is carved from the greyish wood of the olive trees of Nûrn.

Powers: of *slaying* Cats; "remembers" melees, when thrown as a spear, it returns to the caster in 1-2 rds.

MERP/RM: +25 OB; allows wielder an extra +10 bonus against opponents the weapon (but not the wielder) has previously faced.

LoR: +2 OB, +3 Damage; +3 OB, +4 Damage vs. any opponent that Usriev has fought before .

See *ICE's LOME II* 35.

USURPER'S SWORD

The shortsword was used by Castamir the Usurper in his rebellion against the rightful Gondorian King. After ten years of the tyrant's rule, the blade was drawn again when Eldacar returned from exile to wrest his throne from the Usurper. Sword in hand, Castamir died in single combat with Eldacar.

MERP/RM: +25 OB.

LoR: +2 OB, +3 Damage.

See *ICE's LOME II* 22.

VALMORGÛL'S ARM

After the First Age, the Warden of the Citadel of Ardor wore this artificial arm of enchanted glass—his real arm was lost in combat with the Elf-lord Chrys Menelrana. The artifact is of red laen, and the hand and arm are fully operational.

Powers: Makes the user immune to heat and fire; allows him to cast *Fire Bolts* 300', up to 6x/day; flames on command; strikes as a mace.

MERP/RM: +30 OB.

See *ICE's LOME I* 91; *Court of Ardor* 18.

VASAMACIL (Q. "Blade-eater"; S. "Vasamegil")

The Witch-king's flaming broadsword was forged in Thangorodrim out of black ithilnaur and inlaid with veins of fused rubies. Its deep red pommel is crowned with a large (1000 gp) enchanted ruby. The sword was a gift created by Sauron for his greatest servant. Some sources contest the type of blade, stating that it is a longsword.

Powers: So long as the ruby remains inset into the sword, the weapon delivers an additional Heat critical; weapons that parry its blows are subject to an *of slaying* attack.

MERP/RM: +30 OB.

LoR: +3 OB, +3 Damage.

See *ICE's Angmar* 16; *LOME II* 102.

VIDUGAVIA'S NEEDLE

Never actually wielded by the Northman King, this battle-lance was King Eldacar's weapon in his struggle against Castamir the Usurper. It is a enchanted lance that served him well at the Crossings of Erui, where Eldacar slew the upstart Southerner who had deprived him of his kingdom for 10 years.

MERP/RM: +25 OB; treats all non-magic armor (except AT PL/17-20) as if it were nothing more than robes (AT No/2).

LoR: +2 OB, +3 Damage; Treats all non-magic armor (except Plate) as if it were nothing more than robes (None).

See *ICE's LOME II* 26.

VIDUGAVIA'S SWORD

A finely-made broadsword with golden hilts, the weapon of the Northman King is an ancient Dúnadan weapon recovered from a Troll-hoard.

Powers: of slaying Undead.

MERP/RM: +20 OB.

LoR: +2 OB, +2 Damage.

See *ICE's LOME II 40*.

VIDUGAVIA'S SHORT BOW

The weapon of the self-proclaimed King of Rhovanon, this bow of rowan wood has a grip of burnished copper. It seems to hum to itself when fired, a self-satisfied sound.

Powers: It possesses 2x normal range and suffers no range penalties.

MERP/RM: +20 OB.

LoR: +2 OB, +2 Damage.

See *ICE's LOME II 40*.

VIPER'S TONGUE

This eket (shortsword) is not magical, but is of extremely fine workmanship and possesses a grooved blade that is meant to accommodate a dose of sticky poison, typically karfar or acaana.

MERP/RM: +10 OB.

LoR: +1 OB, +1 Damage.

See *ICE's Minas Tirith 139*.

WAR-DANCER

The falchion of Dwar the Ringwraith, War-dancer was forged out of ithilnaur and inlaid with white gold and pearl. Its pearl-tipped pommel is actually the end of a dagger (which is sheathed in the hilt).

Powers: Sword will "dance" out of the wielder's hand for up to 10 rnds (even when the wielder is unconscious and/or prone), parrying blows against the wielder with 50% of the wielder's usual OB (including the bonus from the sword).

MERP/RM: +25 OB; the dagger is +25 OB..

LoR: +2 OB, +3 Damage; the dagger is +2 OB, +3 Damage.

See *ICE's Teeth of Mordor 28; LOME II 87*.

WATER-SKIMMER

An Elven Killing-bola ("Gé") made of bluish Cuivac wood from the land of Helcar Sael, this was the weapon of Khamûl the Ringwraith.

Powers: Delivers an additional critical (-1); when cast over water, its projectiles can be skimmed, enabling strikes around corners with angles of 45 or less degrees, and eliminating normal range penalties.

MERP/RM: +25 OB, when skimmed the bola is +40 OB.

LoR: +2 OB, +3 Damage; when thrown across water the bola skips towards the target, striking the target with an additional +2 OB.

See *ICE's LOME II 94*.

WHITE AXE

Vrak Tanûk's favorite weapon was a handaxe made of white shalk alloy. As the last of his line, Vrak inherited this weapon as well as others with which to reestablish the Guild of the Light.

Powers: Repels metal—the axe cannot get closer than 6" to metal and cuts through organic material as a knife cuts skin.

MERP/RM: The axe is -60 against foes in metal armor, but is usable as a +40 wall shield against metal weapons; against opponents wearing only organic armor, the axe is +50 OB and the opponent has AT No/2 (ignore DB from organic armor).

LoR: -6 OB, -6 Damage against foes with metal armor; +5 OB, +5 Damage against foes in leather armor or with no armor; +4 DB to wielder against foes with metal weapons.

See *ICE's LOME II 41*.

WIND-SWEEPER

Parnelion Sey brandished Wind-sweeper when he swept the Chey and Variags from the occupied lands of the Ahar Warrior-kings. It is a spear made of purplish wood from the Dogfruit trees of Ibay.

MERP/RM: +20 OB; when cast with the wind, it has a bonus equal to 20 + the wind speed (in mph); suffers no range penalties.

LoR: +2 OB, +2 Damage; when thrown with the wind, the weapon gains +1 per five miles per hour of wind speed.

See *ICE's LOME II 37*.

YELLOW HAMMER

Inlaid with copper, the gold steel mace belonged to Akhôrâhil the Ringwraith and Storm-king.

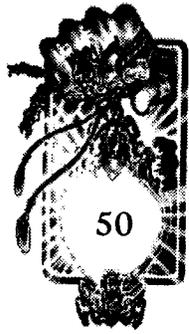
Powers: of slaying Men.

MERP/RM: +20 OB.

LoR: +2 OB, +2 Damage.

See *ICE's Shadow in the South 31; LOME II 85*.





4.2 ARMOR

Primitive cultures lavish almost as much attention on armor as on arms, since breastplates, helmets, and greaves are directly responsible for survival in battle. Most armor is less florid in design than weaponry, but is just as potently enchanted. There are also competing schools of thought regarding how much and what type of armor a warrior needs. Dwarves favor the head-to-toe covering that protects them from Dragon-fire, Elves prefer lighter, enchanted armors (such as enchanted circlets instead of helmets), and Men fall somewhere between the two. Climate also affects armor — the Lossoth and Umli have a greater need for warmth and thus wear less metal than do the riders of Rohan or the men of Gondor. In warmer climes, Easterlings and the men of Far Harad must always consider the effect of heavy armor in a protracted battle — warriors who pass out from the heat are of no use to the generals who command them. Finally, certain specialized troops such as marines, pirates, mountain troops and cave warriors wear especially flexible armor to allow them the greater range of movement they require.

ADAN HELM

An heirloom of Boromir's family, this lightweight helm protected many warriors before its loss at the death of Boromir.

Powers: Protects as a full helm.

MERP/RM: Prevents head criticals (roll 01-25).

See ICE's LOME II 21.

ALDARION'S FULL SHIELD

Made of blue steel and silver mithril, the shield's materials are shaped so as to suggest the riffled texture of waves on a windy day.

Powers: Floats in water.

MERP/RM: +30 DB.

LoR: +3 DB.

See ICE's LOME II 15.

ANGAMAITÉ'S CHAIN AND GREAVES

A red chainmail shirt and matching greaves trimmed in red copper comprised the armor worn by Castamir's grandson when he revenged himself upon the men of Gondor.

Powers: Unencumbering; floats in water.

MERP/RM: AT CH/14; +20 DB.

LoR: +2 DB.

See ICE's Sea-lords of Gondor 10; LOME II 18.

ANGBOR (S. "Iron Fist")

A gauntlet of fine steel mesh and overlapping plates, this item can be adjusted to fit hands from Dwarf to Orc size.

Powers: Does not aid or impede wearer when using other weapons.

MERP/RM: Wearer's fist has the effect of a +10 mace.

LoR: Acts as a mace; +1 OB, +1 Damage.

See ICE's Southern Mirkwood 56.

ANGOL (S. "Iron Cloak")

A suit of magical lightweight black leather that adjusts to fit snugly any mannish or Elvish wearer. Composed of jacket, pants, boots, gloves, and a headband (which protects as a full metal helm), all parts must be worn for this armor to be effective. It is said that the suit was made by a guilt-ridden Elf lord who wished to feel the pain of his victims.

Powers: Attacks by the wearer are handled normally; however, attacker takes I-10 hits of damage each time he strikes a foe.

MERP/RM: AT No/4; +40 DB.

LoR: +4 DB.

See ICE's Southern Mirkwood 56.

ARAGORN'S MITHRIL MAIL

This ordinary shirt of black ithilnaur alloy chainmail dates from the beginning of Aragorn's reign as Elessar, King of Arnor and Gondor.

Powers: Encumbers only as a chain shirt, but protects as half-plate.

MERP/RM: +35 DB; encumbers as AT No/4, protects as AT Pl/I9.

LoR: +4 DB.

See ICE's Rangers of the North 35.

ARAGORN'S WAR-HELM

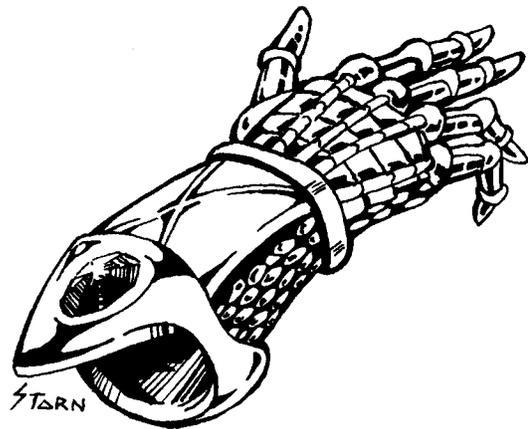
Made of mithril inlaid with gold (some say gold inlaid with mithril), this helm has a receptacle for the Star of Elendil to be set in the brow.

MERP/RM: +15 DB.

LoR: +2 DB.

See ICE's Rangers of the North 35.

Angbor



ARENNON (S. "High Armor")

Finarfin's armor is made entirely of white eog plates, held together by mithril wires and cunningly crafted so as to allow the plates to shift to allow free movement, yet maintain full coverage.

Powers: Encumbers only as a chain shirt AT Ch/I4, but protects as half-plate (AT Pl/I9).

MERP/RM: +75 DB; wearer resists all spells at +75; acts as the RM Elemental Shields *True Armor* (Lvl 50) or **MERP** Protections *Resist Elements*; maneuver penalties reduced to 0; constant RM Light's Way *Alkar* or **MERP** Protections *Bless*.

LoR: +8 DB, *Shield*, Magical bonus I; *Protection from Magic*, Magic bonus 8, both spells as needed.

See *ICE's LOME II 73*.

AR-PHARAZÔN'S ARMOR

This ill-fated full plate armor of a lightweight golden alloy shone with a gold light. Now, it probably lights caverns deep below the earth for its vain and arrogant owner.

MERP/RM: AT Pl/20; +50 DB; all criticals reduced I severity level.

LoR: +5 DB, reduces damage by I die.

See *ICE's LOME II 37*.

ASCARNIL'S ARMOR

This boiled leather armor is reinforced with green-tinted strips of metal.

MERP/RM: +15 DB; encumbers as AT Sl/5; protects as AT Rl/I0.

LoR: +2 DB.

See *ICE's Rivendell 15*.

BELEGENNON (S. "Armor of Might")

Fingolfin's armor is forged of white eog and mithril, making it bright and easy to spot on the battlefield (or at night).

MERP/RM: AT Pl/20; +88 DB; constant RM Hiding *Displacement III* or **MERP** Essence Hand *Shield*; negates 50% of all criticals to the wearer; unencumbering; constant RM Light's Way *Alkar* or **MERP** Protections *Bless*.

LoR: +9 DB, reduce any damage by I die, *Shield*, constant, *Protection from magic*, Magical bonus 2, as needed.

See *ICE's LOME II 74*.

THE BLACK SCALE

Sauron's scale armor is forged of black dragonskin and black ithilnaur alloy. It does not encumber at all, yet is extremely potent due to its unusual composition. Sauron wore it as the Necromancer of Dol Guldur, on the rare occasions that he went into combat. It is made for a human form fully eight feet tall.

MERP/RM: AT 20; +80 DB.

LoR: +8 DB.

See *ICE's LOME I 102*.

BOROMIR'S SHIELD

A simple shield rimmed with steel and made of a very light, but strong wood.

MERP/RM: +25 DB.

LoR: +3 DB.

See *ICE's LOME II 21*.

BRACERS OF BALZATHOR

These bracers of bronze plates are laced together with mithril wire. They are buried with their owner, Balzathor, standard-bearer of Lord Aduntarik, who slew six armored enemies with one small dagger to defend his master's body.

Powers: Block on full parry as a target shield.

See *ICE's Dagorlad 34*.

BRACERS OF BLYGA

When worn, these wrist-guards add to bow attacks and operate as arm greaves. They fit any small man or medium to large mannish woman. Their gold filigree decoration is superb, the gold alone being worth 15 gp.

Powers: Unencumbering.

MERP/RM: +10 OB.

LoR: +I OB, +I Damage.

See *ICE's Haunted Ruins of the Dunlendings 13*.

BRACERS OF CHENNACATT

These delicate-looking coppery bracers are actually made of rare copper-colored laen, very strong and light.

Powers: The bracers cannot be used in conjunction with a shield.

MERP/RM: +20 DB; wearer may parry foe's blow with a bonus equal to twice his reduced OB (e.g., if wearer elects to parry with 50 of his OB, he can use the bracers and reduce his opponent's attack by 100).

LoR: +2 DB; user may choose to block rather than attack and reduce opponents OB by I.

See *ICE's Shadow in the South 31; LOME II 85*.

BRACERS OF HEMBUR SWEP

Obviously not meant to serve as protection in armed combat, the Bracers of Hembur Swep are made of painted silk sewn over boiled, hardened leather. The designs consist of magical swirling runes in red, blue, and purple.

MERP/RM: +20 to wearer's Channeling skill; spell ranges increase by 100'; allows wearer to channel to target regardless of whether target is concentrating on the realm or is otherwise ready to receive a spell or PPs.

LoR: +2 to wearer's Magical bonus; spell ranges increase from touching to 100' and from 100' to 200'; wearer may lend part of his or her Endurance to any ally within sight 1x/week; wearer must retain I Endurance point; borrower retains the lent Endurance for one day; then it returns to the bracers' wearer.

See *ICE's Shadow in the South 62*.





BRACELETS OF ICE

Matched wristbands which allow warrior monks to parry attacks. These bracers are fashioned of mithril with fine grooved inlay. They originally belonged to Ringlin Sindacollo.

MERP/RM: +30 bonus to trained wearer's DB.

LoR: +3 DB.

See ICE's LOME II 39.

BRACERS OF THE MISTS

These ordinary-looking leather wrist bracers were the property of Huinen, the secretive Noldo. Appropriately enough for the reclusive Seer, they create a misty aura about the wearer at will.

MERP/RM: +60 DB.

LoR: +6 DB.

See ICE's Southern Mirkwood 49.

BREASTPLATE

Made of iron with a raised edge of mithril, this breastplate is fashioned to resemble a human torso, with tensed muscles and stylized nipples prominent.

MERP/RM: Treat as AT I with +25 DB and -10 MM; negates 90% of criticals specifying shield, neck, shoulder, chest or body.

LoR: +3 DB.

See ICE's Mouths of the Entwash 18.

CAMBELEG (S. "Hand of Might")

In the possession of Shelob at Torech Ungol, the Cambeleg is a finely crafted Dwarven steel gauntlet which will instantly adjust to fit any size hand.

Powers: Hand of the wearer is treated as an enchanted weapon, striking as a mace.

MERP/RM: Adds +10 OB when using weapons; +20 OB in unarmed combat.

LoR: +1 OB with weapons; +2 OB in unarmed combat.

See ICE's Shelob 30.

CAMBRAGOL'S BRACERS

Of Dekdarion, this is a set of four bands of gold, two for the ankles and two for wrists.

MERP/RM: Add +30 to all Strikes, Sweeps and Throws, maneuvers, DB, RR's vs. spells; allow the wearer to parry melee and missile attacks with equal ease.

LoR: +1 OB, +1 Damage, for unarmed combat only; user may choose not to attack and use total OB towards DB.

See ICE's LOME I 59.

CAMMAEDHROS (S. "Hand of Maedhros")

A prosthetic eog hand made for Maedros after he lost his right hand when captured by Balrogs and chained to the sheer face of Thangorodrim. Cammaedhros was initially white, but mystically began to be stained by the blood of the Elf's battles. While Maedhros was never comfortable wearing the hand all the time or wielding his sword with it, the device is mighty in warfare.

Powers: Normal shield; intelligent; may attempt to crush anything in its grasp.

MERP/RM: +50 DB; can cast RM Shield Mastery *Deflect I* or *Bladeturn I* each 1x/rnd, 16x/day or MERP Essence Hand *Deflections* and *Bladeturn I* 1x/rnd, 16x/day; when attempting to crush item, either a LGr attack (OB +150), or a 30th level attack on an inanimate item (e.g., swords, etc.).

LoR: +5 DB; wearer can crush any item held at will; *Shield*, Magic bonus 4, may be cast up to 16x/day.

See ICE's LOME II 85.

CASTAMIR'S BREASTPLATE

A sturdy steel breastplate large enough to fit Mannish warriors, this armor is fairly simple and unassuming. Its only decoration is a set of seven small stars inlaid in mithril on the right breast.

MERP/RM: AT Pl/17; unencumbering (treat as AT No/1).

LoR: +1 DB.

See ICE's Havens of Gondor 6, 8, 10; Sea-lords of Gondor 10, 60.

CELEBORN'S MITHRIL PLATE

Made of ithilnaur alloy, this is a very finely wrought suit of plate. It will fit any Elven character.

MERP/RM: Protects as full plate AT 20 (-30), but wears as AT Ch/13.

LoR: +3 DB.

See ICE's Lórien 28.

CELEBRIMBOR'S MITHRIL CHAIN

The celebrated Elven smith forged his own armor of an improved ithilnaur alloy. Its design was functional, but possessed of a simple elegance. The chain mail covered the wearer from neck to knees.

MERP/RM: Protects as full plate, AT Pl/20 (-60), but encumbers as AT Ch/13.

LoR: +6 DB.

See ICE's Lórien 22.

CELEGORM'S SHIELD

A green laen full shield that matches Celegorm's broadsword, this fine item was put to evil purposes when Celegorm became ensnared in his father's dreadful Oath.

Powers: Floats in water; unencumbering.

MERP/RM: +35 DB.

LoR: +4 DB.

See ICE's LOME I 60.

CÍRDAN'S FULL SHIELD

Made of yellow laen with a copper boss in the center, this is a fairly well-made, but not stunningly beautiful, shield in the Elven style.

Powers: Unencumbering; floats in water.

MERP/RM: +35 DB.

LoR: +4 DB.

See ICE's LOME I 62.



—S. FALLIN *ipk* 94—



CU-SAGGHA-BRATH

The "Turtle Helm" (Du. "Clogaid Cruban") was a gift from Angmar to the Hillmen. It is made of steel, with a lining of Fell Beast hide. The exterior plates of green copper are shaped to form a turtle skin, giving the wearer the appearance of having a hideous turtle head.

Powers: Controls any one Turtle at up to 300' range, regardless of size; allows the wearer to see and hear normally under water, through a mist or fog, or in rain.

MERP/RM: +10 DB.

LoR: +1 DB.

See *ICE's Hillmen* 33.

DÁIN IRONFOOT'S SHIELD

The oval ithilnaur Warder's Shield bears a *Sudden Light* symbol on the front, permitting the wearer to blind his foes.

MERP/RM: +25 DB; bearer may command shield (3x/day) to glow with a blazing light causing all within 14' diameter (who are gazing in the direction of the shield) to make a RR versus Essence; RR failure results in victim being stunned for 1 rd/10 RR failure (e.g., RR failure of 26 = victim stunned 3 rnds).

LoR: +3 DB; user may command shield, 3x/day, to glow, blinding all within 14'.

See *ICE's LOME III* 53.

DARK DRAKESKIN

Deep blue and black Dragon-skin, this half-hide plate armor was made to match the Dragonhelm of Khamûl the Easterling. It has been seen on innumerable battlefields throughout Endor, generally to the dismay of those who love the Light and fear the Dark.

MERP/RM: Unencumbering; protects as AT P1/20.

LoR: +3 DB.

See *ICE's LOME II* 94.

DENETHOR'S ARMOR

A possession of Denethor II, this shimmering mithril mail was the property of generations of Stewards of Gondor.

MERP/RM: +40 DB; as AT P1/17; encumbers as AT S1/5.

LoR: +4 DB.

See *ICE's LOME II* 24.

DIOR'S ARMOR

This armor is forged of mithril and black laen, matching the shield that forms part of the set.

MERP/RM: AT P1/20; unencumbering, +60 DB; constant RM Light's Way *Alkar* or MERP Protections *Bless*; permits Essence casting with no penalties.

LoR: +6 DB, all who see the wearer will be in awe of his presence; wearer suffers no penalties to Magical bonus for wearing this armor.

See *ICE's LOME II* 64.



DIOR'S SHIELD

A full shield of mithril and laen, it is part of a set of armor and is meant to be used with Dior's Ring, without which its powers are not fully activated.

Powers: Floats and dances to defend wielder; Dior's ring required for use.

MERP/RM: +45 DB.

LoR: +5 DB.

See *ICE's LOME II* 64.

DRAGONHELM

A deep blue full helmet shaped like the head of a Fire-drake, this is the mask that Khamûl the Easterling, the Second of the Nine Nazgûl, has worn for the ages of his unlife. It was made especially to complement his drakeskin armor.

Powers: Protects its user as a helmet.

MERP/RM: +10 DB; +10 to all RRs and enables wearer to cast spells as if he were 60th lvl.

LoR: +1 DB, *Protection from Magic*, Magical bonus I, as needed.

See *ICE's LOME II* 94.

Dragonhelm

DRAGON-HELM OF DOR-LÓMIN

This war-helm made by the Dwarves is the greatest heirloom of the House of Hador, the descendants of Hador Lórindol. After the Nirnaeth Arnoedidad, the Dragon-helm was preserved by Morwen until she sent it to Doriath with her son Túrin. He wore it in his battles on the marches of Doriath. Later, Beleg brought it to Túrin during his first outlawry, and thereafter Túrin wore it during many of his adventures. Together, they were known as Bow and Helm; the Orcs feared the pair greatly and did not venture onto the Guarded Plain because of them. Sadly, when Túrin took the name Gorthol, Morgoth knew him as Húrin's son, and sent spies against him. Also called the Helm of Hador, it may have been lost when Túrin was taken captive to Angband through the treachery of the Petty-dwarf, Mím.

MERP/RM: +25 OB; each day, attracts I-10 warriors allied with the wearer's cause from surrounding lands to follow wearer; +10 OB to all warriors beneath the wearer's command; +25 to tactics and strategy skills.

LoR: Helm wearer attracts I-6 followers each day; gives all followers +1 OB; wearer becomes skilled in war tactics.

Read *Sil* 205, 244, 251, 252, 260.

DURIN'S ARMOR

One of the hereditary items of the leaders of Durin's Line, this ancient armor is kept in the King's Armory at Khazad-dûm except in time of war. It is mithril plate mail forged in a classic Dwarven design.

MERP/RM: +20 DB; AT PI/20.

LoR: +2 DB.

See *ICE's Moria* 65.

DURIN'S SHIELD

Another hereditary item, Durin's Shield is a simple mithril shield inlaid with fourteen Dwarven symbols written in Khuzdul.

MERP/RM: +20 DB; symbols (spells) castable 7x/day, must be read in Khuzdul; symbols include: **RM** Light's Way *Sudden Light*, Surface Ways *Stun Relief III*, Protections *Prayer* and *Resistance I* for all within I4'R, Nature's Protections *Deflections Organic*, Nature's Law *Stonespeech*, Concussion's Ways *Regeneration I* and other **RM** Channeling spells or **MERP** Light Law *Sudden Light*, Surface Ways *Stun Relief III*, Protections *Prayer* and *Resistance* (for all within I4'R) and *Deflections Organic*, Essence Hand *Vibrations*, Surface Ways *Regeneration III*, and other **MERP** Channeling spells.

LoR: +2 DB; each symbol may be used up to 7x/day, must be spoken in Khuzdul; symbols on shield have following effects: 1) Cause bright flash of light, blinding all (except wielder) who look at the shield; 2) *Protection from Magic*, I4 radius', Magic bonus 4; 3) *Shield*, DB increase good against organic materials; 4) *Healing*.

See *ICE's Moria* 65; *LOME III* 54.

ELENDIL'S ARMOR

A suit of full plate made of ithilnaur and inlaid with silver, the armor of the first King of Arnor was made to reflect the glory of his blade, Narsil. It became part of the heritage of both Arnor and the Reunited Kingdoms.

MERP/RM: +70 DB; AT PI/20; encumbers as Ch/14.

LoR: +7 DB.

See *ICE's LOME II* 27.

ELENDIL'S SHIELD

A shield of mithril and mallorn wood, bearing the device of the Seven Stars, as befits its wielder, Elendil, the first King of Arnor. Elendil's items were heirlooms of Arnor and survived the fall of that realm to be sheltered by the Rangers at Rivendell and finally returned to the Reunited Kingdoms.

Powers: Full shield; weightless and unencumbering.

MERP/RM: +45 DB.

LoR: +5 DB.

See *ICE's LOME II* 27.

ELMIRTHOL (S. "Helm of the Star Jewel")

The helm of Ecthelion of the Fountain, the Elvish captain of Gondolin and Turgon's lieutenant, was of mithril with an adamant diamond set upon a silver spike and a transparent blue laen faceplate. Ecthelion wore it at his death when he slew Gothmog, Lord of the Balrogs, in single combat.

MERP/RM: constant **RM** Light's Way *Alkar* or **MERP**

Protections *Bless*; negates 50% of head criticals; wearer cannot be stunned; casts **RM** Communal Ways *Commune True* or **MERP** Direct Channeling *Dream I* Ix/day.

LoR: Continuous *Protection from magic*, Magical bonus 3.

Read *UT* 53. See *ICE's LOME I* 66.

ELROS' ARMOR

Elros was the first King of Númenor, and his items became the hereditary property of his successors. His armor was a simple shirt of mithril chain, forged by the Elven Smiths.

Powers: Protects as AT PI/20, but does not in any way encumber the wearer; floats in water.

MERP/RM: +40 DB.

LoR: +4 DB.

See *ICE's LOME II* 28.

FEATHER ARMOR

A suit of fine ithilnaur chain mail forged by the Elven Smiths, this armor was owned by Elrond.

Powers: Protects as plate mail, but is unencumbering.

MERP/RM: AT PI/18.

See *ICE's Rivendell* 12.

FOAM-LIGHT

Imrahil's scale armor of a silver-white mithril alloy was a frequent sight in Dol Amroth when the Prince of Doreen-Ernil reviewed his troops or rode off to the hunt.

Powers: Floats in water (and holds the wearer at the surface).

MERP/RM: Protects as AT PI/17; +30 DB.

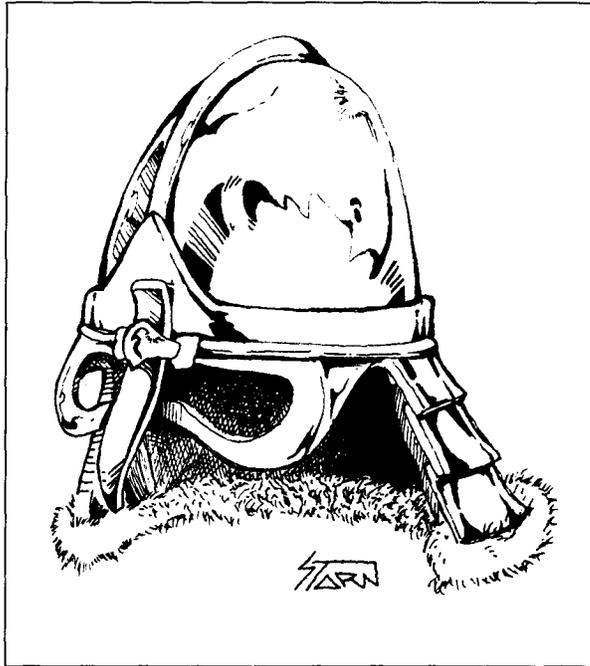
LoR: +3 DB.

See *ICE's Havens of Gondor* 11, 28; *LOME II* 32.





Gurthdur



FOREST BOWGUARD

Made of fine leather and shaalk, the Forest Bowguard prevents the painful impact of bowstring on wrist that sometimes occurs in the confusion of battle.

MERP/RM: +20 OB; -2 to chance of fumble.

LoR: +2 OB.

See *ICE's Lórien 22*.

FRODO'S MAIL

A corselet and helmet of mithril made in Erebor for a young Elf-prince and incorporated into Smaug's hoard. During the expedition of Thorin and Company, Thorin gave it to Bilbo Baggins from the stores of armor under Erebor. Bilbo eventually passed it on to Frodo. Frodo wore the corselet during the Quest to Mount Doom, and it saved his life in Khazad-dûm. The mithril corselet was captured with Frodo in Cirith Ungol, and when two Orc-bands quarreled over its possession Frodo was able to escape. Gandalf reclaimed the corselet from the Mouth of Sauron, and Frodo wore it on his return to the Shire, where it foiled Saruman's attempt on his life.

Powers: equivalent to plate mail, unencumbering.

MERP/RM: AT PI/17 (-20).

Read *LotRI 363, 413-414; LotRII 203, 205; Hob 228, 285*. See *ICE's LOME III 15*.

GAERENNON

(S. "Sea Armor" or "Sea Cloak")

This armor belonged to Círdan, the great Elvish mariner and shipwright. It is forged of mithril and blue laen, with laces of tough, salt-resistant sea turtle hide.

Powers: No maneuver penalties; unencumbering; floats in water.

MERP/RM: AT Ch/I6; +45 DB.

LoR: +5 DB.

See *ICE's LOME I 62*.

GALDOR'S ARMOR

Made of seadrake skin, this armor is a drab green-grey color, but is very easy to keep in shape, requiring almost no care to keep it looking normal.

Powers: Wearer may swim as fast as he may run; wearer may breathe underwater.

MERP/RM: AT RI/I2 (-30).

See *ICE's LOME II 78*.

GAUNTLETS OF CHALLENGE

Buried in the Dead Marshes in the tomb of Sakaladun, one of Sauron's captains, these are mailed Gauntlets that he used in many conquests and raids against the Free Peoples.

MERP/RM: +10 DB; and give a +25 RR bonus versus attacks to the wearer's hands.

LoR: +1 OB to melee combat.

See *ICE's Dagorlad 34*.

GAUNTLETS OF IOM FEGC

Made of violet leather and embroidered with platinum wire and tiny amethysts (total raw worth 320 gp), these armored gloves are one of the great legacies of the ancient Dunmen, the Daen Coentis.

Powers: Serve as arm greaves.

MERP/RM: Wearer's fists may strike as -5 maces.

LoR: Wearer's fists may strike maces, -1 OB, -1 Damage.

See *ICE's Haunted Ruins of the Dunlendings 13*.

GAUNTLET OF SLAYING

This absolutely terrifying item is a large glove of metal plates and black dragonskin. Sauron uses it on those rare occasions when he does battle. This glove was the doom of Narsil, sword of Elendil.

Powers: Acts as full shield, parrying any attacks, or can be used to attack; if the wielder chooses to parry, he may grasp his opponent's weapon, and in doing so destroy it; if the wearer opts to attack, all he must do is touch his foe (even his armor); for combat purposes, assume he has "touched" when one or more hits are delivered.

MERP/RM: opposing weapons must make RR vs 50th level attack or shatter into shower of fragments (normal weapons save at 1st level plus 1 level for each +5; magical weapons save at 20th level plus level/+5; weapons with special powers may be granted extra levels), and target receives, in addition to any hit and/or critical indicated in the "mace" attack, an E impact critical hit; in addition the target, if touched, is the recipient of a point-blank *Dark Absolution* of 50th level (as opposed to the Dark Lord's own *Dark Absolution*, which would be 240th level).

LoR: +1 DB; wearer may attempt to grab an opponent's weapon and shatter it; if the wearer makes an AgilityΔ9, he has grabbed the weapon; wearer then rolls the dice: if his roll minus any OB bonus for the weapon is a 6 or more, the weapon shatters; the wearer may attack using gauntleted hand, if any damage is scored, an additional die of damage is added.

See *ICE's Southern Mirkwood 35*.

GAUNTLET OF SORROW

The property of Conúl Uld, Master of the Clan of Rogues in Mirkwood, this is actually a prosthetic right hand. It is magical and affixes to the wrist with a very powerful bond, but works only as well as a normal hand and adds no special skill or strength. It must be used for two months before even normal proficiency will be gained, though from the start it will be of some use.

Powers: As a normal hand.

See *ICE's Brigands of Mirkwood* 25.

GREAVE OF ARM-WRESTLING

A single arm-guard that has washed up in a hidden cave in Fangorn. The straps are somewhat mildewed, but can easily be replaced.

Powers: Increases Strength stat by I when worn.

See *ICE's Ents of Fangorn* 29.

GÛLTHALION (Q. "Mageshield")

This is the wall shield of Eöl, the creator of galvorn, and so naturally it is forged of that alloy. Its black surface is unmarred by any decorative elements.

Powers: Floats to defend wielder; may be ridden as a boat by I person (250'/rnd); may be flown (600'/rnd), 3x/day.

MERP/RM: +50 DB.

LoR: +5 DB.

See *ICE's LOME II* 70.

GURTHDUR (S. "Owl Helm")

Made of reinforced iron with a lining of fleece, this helmet has both a bronze visor to protect the eyes and a bronze nose-guard projecting down from the brow.

Powers: Allows the user to see as if it were day at night time and as if it were twilight in complete darkness.

See *ICE's Dunland* 44.

HELM OF ANÁRION

This crown-helm is a gold- and ivory-inlaid black ithilnaur (mithril alloy) helmet of a Karma design, shaped like a stylized fish with a prominent ridge of whitish scales. It was lost when King Eärnur disappeared in T.A. 2050. It served as one of the two Crowns of Gondor.

Powers: PPx6 (Channeling).

MERP/RM: +40 DB; +40 to all of wearer's RR.

LoR: +4 DB; modify any spells cast at the wearer (-4 to Magical bonus).

See *ICE's LOME II* 15.

HELM OF ARNOR

Elendil the Tall was the High-king of the Kingdoms in Exile, and the first King of Arnor. His items became heirlooms of both Arnor and the United Kingdoms. This particular one is a full helm of mithril with a silver socket for a plume.

MERP/RM: Protects against head and neck criticals 60% of the time (i.e., on roll of 01-60).

LoR: +6 to "U" check.

See *ICE's LOME II* 27.

HELM OF CLEAR THOUGHT

Made of clear laen, this helm is difficult to see in poor lighting conditions and the wearer may appear unprotected from a distance (e.g., to archers). It is unlined, and thus uncomfortable.

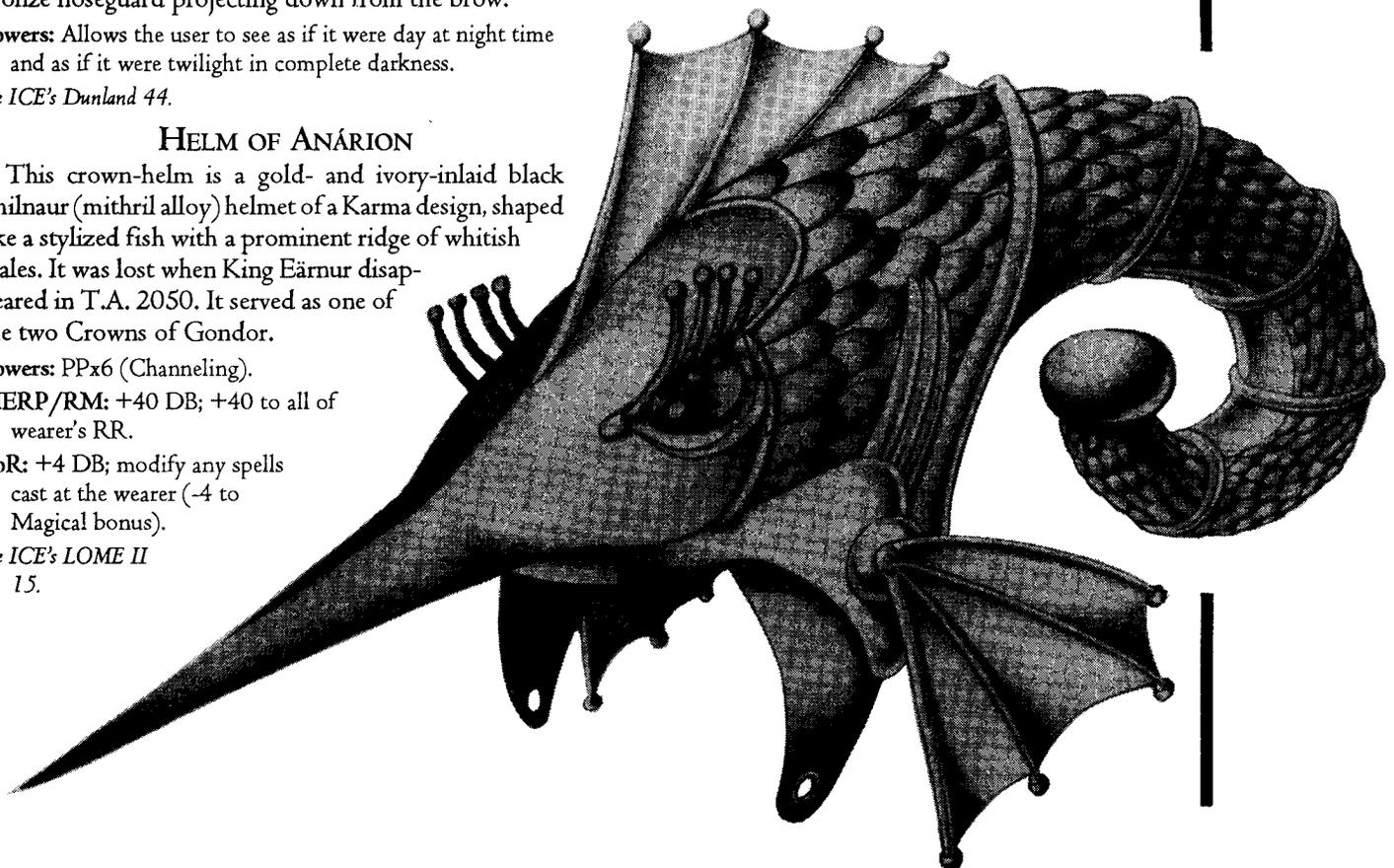
MERP/RM: Protects the wearer as a 30th level Fighter vs. all spells and effects of *Fear*, *Presence*, *Confusion*, *Panic*, and similar effects.

LoR: Wearer will never be affected by any spell that would alter the wearer's perception or judgement of a situation.

See *ICE's Lórien* 39.



Helm of Anárion





Helm of the Múmak-king

HELM OF THE DARK

Designed after the lordly Karma helms of the Númenórean Kings, this helmet is all black and trimmed with glittering scales and dark gems. It belonged to the Mouth of Sauron, who wore it until his death, though it was not the source of his powerful voice.

MERP/RM: Shields wearer from all mental attacks at +30 levels and also protects from 25% of head criticals (roll 01-25).

LoR: Wearer is immune to all mind altering spells; when worn, +3 to "U" check.

Read *LotR:III* 202. See *ICE's LOME II* 34; *Teeth of Mordor* 29.

HELM OF DARKSIGHT

In Far Harad, these helms are common among the Garks, a faction of desert screamers. The cult members are superb trackers, often in the service of Mordor.

MERP/RM: Allows the wearer continual RM Physical Enhancement *Darkvision* or MERP Physical Enhancement *Night Vision*.

LoR: Allows wearer to see as if full daylight at night. See *ICE's Far Harad* 55.

HELM OF FROECA

A helmet with a surface of polished silver that gleams like a mirror whenever the wearer so desires, this beautiful piece of Dunlending work is studded with six large plaques of red coral (10 gp each). At night, the helm turns jet black, including the coral.

Powers: Allows 270 degree vision.

MERP/RM: +15 to all RRs; adds +5 to nocturnal stalking and hiding maneuvers.

LoR: +1 to Subterfuge maneuvers.

See *ICE's Haunted Ruins of the Dunlendings* 13.

HELM OF ISILDUR

Isildur ruled Gondor for two years after the War of the Last Alliance and then set off for his father's capital at Annúminas in Arnor. On his journey north to take the throne of Arnor, he was ambushed by Orcs. In the ensuing Battle of Gladden Fields (T.A. 2), Isildur lost the One Ring, as well as his life. The crown-helm he wore there was a silver- and ivory-inlaid black ithilnaur helmet of the Karma design, shaped like a stylized fish with a prominent ridge of whitish scales. It served as one of the two Crown-helms of Gondor. After S.A. 3440, it is the sole Crown-helm.

Powers: PPx6 (Channeling).

MERP/RM: +40 DB; adds +40 to all of wearer's RRs.

LoR: +4 DB; +4 to Magical bonus.

See *ICE's LOME II* 33.



HELM OF KINGS

This crown-helm is a silver- and adamant-inlaid blue ithilnaur helmet of the Karma design, much like the Helm of Isildur. It was the property of Elros, the first King of Númenor, and became one of the hereditary possessions of his successors. It serves as the Crown-helm of Westernesse.

MERP/RM: +70 DB; +70 to all of wearer's RRs.

LoR: +7 DB; +7 to Magical bonus.

See *ICE's LOME II* 28.

HELM OF LEADERSHIP

A beautiful helm of steel, red laen, and bronze trim, with a ridge of bright red boar bristles along the crest.

Powers: Increases the morale of wearer's soldiers in battle to near berserker proportions for up to 100' in diameter.

MERP/RM: +10 DB.

LoR: +1 DB.

See *ICE's Dunland* 62.

HELM OF THE LIGHT

This full helm with two large kregora horns was worn by a distant cousin of Demik Dral, Vrak Tanúk. He was the last of his line when he reestablished the Ryt ac Piri (the Guild of the Light) at Tarsa, and he was responsible for Demik Dral's return to the way of the light and for the ultimate defeat of Mûl Baas.

MERP/RM: When worn by a true member of the Guild of the Light, an area of 10'R around the wearer has a RM Dispelling Ways *Dispel True* in effect or MERP Spell Ways *Dispel Essence* and *Dispel Channeling*.

LoR: When worn by a true member of the Guild of the Light, an area of 10'R around the wearer is affected by *Protection from Magic*, Magical bonus 5.

See *ICE's LOME II* 41.

HELM OF THE LOSRANDIR

Made of leather, this headgear could be the property of any common footman. It is distinguished only by the fact that its leather is made of the hide of the northern deer.

Powers: Allows the wearer to control any one Losrandir (see *Creatures of Middle-earth* for details) at a time (e.g., riding, attacking, etc.) at up to 100' range.

See *ICE's Hillmen* 35.

HELM OF MORTHOND

The silver of this helm has tarnished over the years, leaving the inlay patterns black against the bright metallic sheen of steel. It has room for bolts to hold a faceplate, but there is none.

Powers: Allows 180 degree vision.

MERP/RM: Gives wearer a chance of resisting head and neck criticals (01-20); +15 to RRs vs. Essence spells.

LoR: +1 Magical bonus.

See *ICE's Erech & the Paths of the Dead* 29.

HELM OF THE MŪMAK-KING

An open-faced, white ithilnaur helm inlaid with ivory and topped with an ivory Mûmak statuette. The Mûmak-helm belongs to Indûr Dawndearth, the Nazgûl.

Powers: Statuette is a PPx5 (Essence); enables wearer to command the Mûmak with absolute authority.

MERP/RM: Helm gives wearer +50 riding bonus whenever he rides a Mûmak.

LoR: Wearer gains +5 to any riding maneuver.

See ICE's *LOME II* 91.

HELM OF THE NAVIGATOR

Castamir, the High-captain of the Royal Fleet and Lord of Lebennin from T.A. 1384-1437, later the Usurper, wore this helm of steel. It sports black laen trim and an attached coif covering the neck and fits any mannish head.

MERP/RM: +50 to all navigating/orienting maneuvers.

LoR: Wearer gains a +5 to maneuvers concerning navigation.

See ICE's *Havens of Gondor* 6, 8, 10; *Sea-lords of Gondor* 10, 60.

HELM OF PLUMES

A steel helm with a socket for plumes, it was the property of Thalion Aranrod, Lieutenant at Imdorad. Thalion always wore it with a blue plume.

MERP/RM: Negates 50% of head criticals (roll 01-50).

LoR: When worn, +3 to "U" check.

See ICE's *Mouths of the Entwash* 8.

HELM OF RESISTANCE

The Helm of Resistance belonged to the Dwarf-lord Rálin, the Second of the seven Lords of the Stone Hammer. It underwent a lot of use, as Rálin was a footloose, adventurous sort in his early years before settling down as Lord Warder of Ered Luin. The helm is forged of steel and trimmed with mithril, much worn, but buffed, oiled, and repeatedly reinforced.

MERP/RM: +21 DB; +21 to RRs versus Channeling.

LoR: +2 DB; +2 to Magical bonus.

See ICE's *LOME III* 57.

HELM OF SEN JEY

A brass-inlaid mithril helmet shaped like the head of Sen Jey, the father of Ren the Nazgûl. The flowing "hair" provides protection for the ears and rear of the neck.

Powers: Wearer possesses the memories of Sen Jey, as well as a feeling for the emotions they once invoked.

MERP/RM: +10 DB.

LoR: +1 DB.

See ICE's *LOME II* 95.

HELM OF STONE

A full helm forged from tasarang, inlaid with gold filigree, and shaped like the head of a Demon-ram.

Powers: Up to 3x/day, and with a round's concentration, the wearer can turn into bluish granite, taking on all the benefits and troubles associated with stone; all the items the wearer bears up to his encumbrance allowance (the "dead weight" he can carry without incurring a movement penalty) also turn to stone; in order to resume a normal state, the wearer must concentrate again for one full round; while granite, the wearer cannot move or cast spells; he can, however, employ his senses, and he has no need for food or water.

See ICE's *Moria* 58.

HELM OF STUN RESISTANCE

The helm of Telumehtar, the Crown Prince and High-captain of the Royal Fleet of Gondor, Lord of Lebennin, and Squire of Pelagir wore this magic helm in the many engagements he fought against pirates and enemies of Gondor.

Powers: Reduces the duration of any stun critical by 1 rd.

See ICE's *Sea Lords of Gondor* 60.

HELMET OF UNDERSTANDING

An unassuming helm of darkly tanned and richly grained leather stained by years of sweat and use, this item has catapulted several scouts, guides, and translators into local fame.

Powers: Light helmet that translates any language into Sindarian.

MERP/RM: +20 DB.

LoR: +2 DB.

See ICE's *Dunland* 61.

HERUANNON ("Prince's Armor")

Maedros's armor is forged of blue and silver eog, smartly intertwined, and quite flattering to the wearer. Although it looks like parade armor, it is fully functional.

MERP/RM: AT P1/20; +75 DB; continual RM *Guises Displacement III* or *MERP Essence Hand Deflections and Bladeturn*; continuous RM *Light's Way Alkar* or *MERP Protections Bless*; negates 30% of body criticals; cast RM *Body Renewal Stun Relief III* (Lvl 9) or *MERP Surface Ways Stun Relief III* at will.

LoR: +7 DB; *Shield* spell, *Luck* spell.

See ICE's *LOME I* 85.





Merry's Shield of Rohan

HORSE-LORD'S SHIELD

At the moment of his greatest victory, Théoden perished, for the Lord of the Nazgûl flew down upon the Horse-lord and his mount, felling the charging Rohir and killing Snowmane. Although Théoden's niece, Éowyn, slew the Ringwraith and his Fell Beast, the Rohir King could not be saved. He died after passing the Royal Banner of the Mark to Éowyn's brother Éomer. His body was laid to rest complete with arms, armor, and shield in Minas Tirith. His shield was emblazoned with the white horse on a green field that is the emblem of the realm. Théoden's shield and his remains were eventually removed to Rohan and placed in the eighth barrow-tomb of the Second Line.

MERP/RM: +30 DB; when raised in the face of a horse the wielder may, upon command, force the horse to make a RR (versus wielder's lvl); failure results in horse fleeing in fright for 1-100 rds; the shield affects any horse it is directed at, within a range of 100', and can be used 7x/day.

LoR: +3 DB; when held before any horse, the horse will flee in panic 7x/day.

See *ICE's Riders of Rohan* 7-9, 38, 61; *LOME II* 40.

KHAZADSHATHUR (Kh. "Dwarf-head")

Located in the Treasury of Goblin-gate, the enchanted Dwarven battle helm was forged in the First Age. It is molded in the appearance of a fiercely grimacing face, high-crowned and high-visored, and is so cunningly fashioned that only one of the race of the Khazad can comfortably wear it. Its steel alloy construction is largely responsible for its powers.

MERP/RM: Negates all head criticals 80% of the time; continual RM Nature's Protection *Protection From Elements* or **MERP** Physical Enhancement *Resist Heat* and *Resist Cold*.

LoR: When worn, +5 to "U" check.

See *Goblingate* 28.

LISTENING HELM

A gold-inlaid helmet shaped like a bat (the "wings" forming ear and neck armor), this armor is permanently a part of Úvatha the Nazgûl until his death upon the destruction of the One Ring.

Powers: Wearer possesses the senses of a bat, including acute (2x normal) smell and the ability to locate unseen or obscured objects using rebounding sound waves (i.e., radar-sense).

See *ICE's LOME II* 98.

MAIL OF THE WOODSMAN

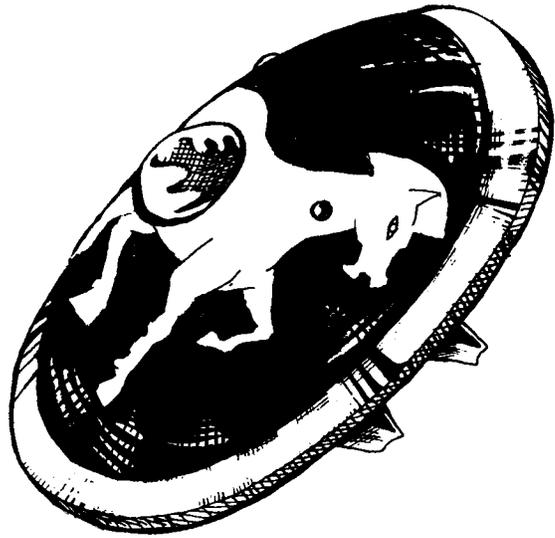
Recently the armor of the Dúnadan ranger Opperith, this shirt of non-metallic chain is very quiet and lightweight.

Powers: Does not inhibit spell casting; cannot be pierced by any arrow (arrow hits do only 2 points of bruising damage, unless a critical strikes lower arms, legs, or neck).

MERP/RM: +10 DB.

LoR: +1 DB.

See *ICE's Assassins of Dol Amroth* 7.



MARBLE SLAB

A bluish, circular marble slab (some 36" in diameter, 1" thick, and weighing 100 lbs). An inscription in an Elvish design around the rim becomes visible when examined under any magical light source (such as a Light spell, or the radiance of a magic sword or staff, etc.). Written in the Angerthas script, the three runic words are: Dir-Nen, Ben-Gul, Ond-Annon.

Powers: The runes are magical commands, Rune 1: turns disc into shield weighing just 5 lbs, it has a handle inside to grasp it and adds its bonus to DB and RRs vs. fire or lightning; Rune 2: invokes total protection and insulation from Essence-based magic for anyone standing upon the disc (those atop it may still cast normally); Rune 3: turns disc into stone door, so that when placed on a stone surface up to 5' thick, it will open to reveal a portal through the stone, handy for escape or exploration; each rune usable 1x/day; each effect lasts 66 rounds and, obviously, they can only be used one at a time.

MERP/RM: +20 DB; first use of each rune requires a successful Use Item maneuver.

LoR: +2 DB.

See *ICE's Phantom of the Northern Marches* 21.

MERIADOC'S LEATHER JERKIN

A rather plain item, this armor will fit any Hobbit. It was given to Merry in haste by Éowyn, who had been requested to outfit the young Hobbit by Aragorn.

Powers: Protection vs. criticals to the torso (roll 01-05 on d100; 2 on 2d6).

Read *LotR III* 90. See *ICE's LOME III* 19.

MERRY'S CHAIN HAUBERK

Worn by Merry during the scouring of the Shire and after, this is a small suit of armor of a size to fit a young boy or girl — or a Hobbit.

MERP/RM: +15 DB.

LoR: +2 DB.

See *ICE's LOME III* 19.

MERRY'S SHIELD OF ROHAN

This small shield bears the device of the white horse. It was presented to Meriadoc as a gift of Éowyn at the request of Aragorn before he rode to the Paths of the Dead.

MERP/RM: +10 DB.

LoR: +1 DB.

Read *LotR* III 90. See *ICE's LOME III* 19.

MITHRIL-MAIL BELT

Lying in the tomb of Akallazor, champion of the Downfallen, and victor over Yaventur, one of the chief captains of the West (according to the inscription) in the eastern Dead Marshes, this is simply a belt with a mithril and gold buckle set with malachite (streaked opaque green).

Powers: Provides the wearer with a 25% chance of avoiding critical strikes to the stomach and abdomen (roll 01-25).

See *ICE's Dagorlad* 34.

MORGUL ARMOR

The plate armor of the Witch-king is forged of black Sea-drake skin dark as the pits of Mordor. It is designed to fit the 6'10" frame of the Black Prince of Angmar perfectly.

MERP/RM: +20 DB; AT P1/20, encumbers like AT No/I.

LoR: +2 DB.

See *ICE's LOME II* 102.

OLGA-WAMA (H. "Wam's Belt")

This heavy belt is one of the prized goods of the High Chief of the Hillmen, Mogg-Finn. Made of nine copper plates — each engraved with the symbol of one of the tribes — linked by golden chains. Rather large and crudely forged, it cannot be worn with metal armor.

MERP/RM: +25 DB.

LoR: +3 DB.

See *ICE's Hillmen* 30.

OSSANNA (S. "Gift of Ossë")

The bracers of the Elven mariner Círdan, these arm guards are forged of white eog and mithril and decorated with fanciful dolphins, eels, and shellfish.

MERP/RM: RM Light's Way *Alkar* or MERP Protections *Bless* at will; x8 PP all realms; +30 on all ship and water maneuvers; allows use of Water Law to 50th/10th lvl and RM Liquid Alteration to 30th lvl or MERP Purifications to 10th lvl.

LoR: +3 to all maneuvers concerning ships or water; *Luck*.

See *ICE's LOME II* 62.

OVIR CROWN

Made of dark iron and inlaid with a silver "crown" rim that has tarnished over the ages, this is the helm of the Nazgûl Hoarmûrath.

Powers: PPx5 (Channeling).

MERP/RM: +15 DB.

LoR: +2 DB.

See *ICE's LOME II* 89.

PEREGRIN'S CHAIN HAUBERK

Armor for a young mannish boy or a grown Hobbit, this hauberk is formed of black steel rings decorated with silver. Peregrin acquired it from the armory of Gondor at the request of Denethor.

MERP/RM: +15 DB.

LoR: +2 DB.

Read *LotR* III 96. See *ICE's LOME III* 20.

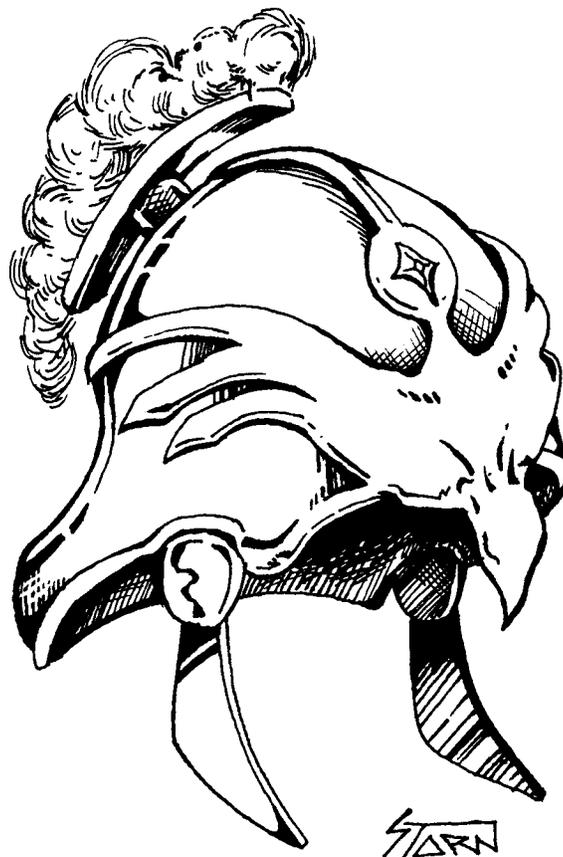
PEREGRIN'S HELM OF GONDOR

A beautiful small high-crowned helm possessing small raven wings and set with a silver star, this was a gift to Peregrin Took, better known as Pippin, for his contributions during the War of the Ring. It was given to him from the armory of Minas Tirith, the citadel of Gondor.

MERP/RM: Pprotection vs. head criticals (roll 01-10 on d100; 2 on 2d6).

LoR: +1 to "U" check roll.

Read *LotR* III 96. See *ICE's LOME III* 20.



Peregrin's Helm of Gondor



RÁLIN'S SHIELD

The Dwarven adventurer took this shield on his many travels for its rugged blue steel construction, but it has other benefits as well.

Powers: Full Shield.

MERP/RM: +25 DB; may cast RM Protections *Protections Sphere V* (with a 30'R) 7x/day or MERP Protections *Prayer, Bless, and Resistance* each 7x/day.

LoR: +3 DB, *Luck*, on.

See ICE's *LOME III 57*.

RAT GAUNTLETS

A pair of black leather gauntlets that belonged to Gedron Moonstone, better known as the Laughing Reaver of Pelargir.

Powers: Enable the wearer to climb rigging and the sides of ships with the skill of a talented cat burglar +15 (LoR: +2) to climbing maneuvers.

See ICE's *Pirates of Pelargir 5*.

RILENNON (S. "Brilliant Armor")

Forged entirely of shining mithril which never tarnishes. Rilenon belonged to Ecthelion of the Fountain and was destroyed in his battle with the Balrog.

MERP/RM: +88 DB AT PI/20; unencumbering; constant RM *Utterlight V* or MERP Sound/Light Ways *Utterlight*; wearer cannot fumble maneuvers; acts as RM Elemental Shields *True Armor* or MERP Physical Enhancement *Resist Heat and Resist Cold*.

LoR: +9 DB.

See ICE's *LOME II 66*.

ROSENNON

(S. "Foam Armor" or "Foam Cloak")

A gift from Círdan, this inlaid ithilnaur chainmail inlaid with blue laen belonged originally to Elros, but later became the possession of Aldarion and then a hereditary item of the Kings of Númenor.

Powers: Unencumbering and floats in water.

MERP/RM: +45 DB; protects as AT Ch/16.

LoR: +5 DB.

See ICE's *LOME II 15*.

SEA-WIND

Elros was the first King of Númenor, and his items became the hereditary property of his successors. Kept among the royal goods, this shield is fashioned to resemble a sail shape. It is made of several layers of linen and canvas stretched over a wooden frame rimmed with iron.

Powers: Can transform into a real sail of any size, such as to replace a damaged sail on a ship; in sail-form, it can be raised and manipulated by the owner with a thought.

MERP/RM: +30 DB.

LoR: +3 DB.

See ICE's *LOME II 28*.



SEVEN HELMS OF THE KING

The helms are counted among the Royal Items of Durin's Line and are kept in the King's Chambers and Armory of Moria's Seventh Deep except during times of war. Shaped like various semi-mythical creatures (a gryphon, a basilisk, a mantichore, a phoenix, a werewolf, a pegasus, and a minotaur), each helm provides the wearer with superior protection.

MERP/RM: +5 DB, +15 RR bonus; obviate all fatal Crush criticals directed at the wearer's head.

LoR: +1 DB, reduces the Magical bonus of spells directed at wearer by 2; +3 to "U" checks.

See ICE's *Moria 65*.

SHIELD OF ANÁRION

This hereditary possession of the Kings of Gondor was lost when King Eärnur disappeared in T.A. 2050. It was a gold- and silver-inlaid black ithilnaur shield. Set atop the black metal field, the silver inlays formed the symbol of Gondor: the White Tree and the Seven Stars.

MERP/RM: +40 DB; the shield can be faced in the direction of an attacking spell, in which case the attacking spell caster must make a RR vs. the shield-bearer's level — RR failure means that the spell reverses direction, affecting the caster; this works on spells which the shield-bearer would not otherwise be able to resist (e.g., *Fire Balls, illusions*, etc.).

LoR: +4 DB; the shield can be faced in the direction of an attacking spell, causing the spell to strike its caster.

See ICE's *LOME II 16*.

SHIELD OF DELVING

Gimli's Shield of Delving enables the bearer to ascertain the nature of any weapon striking the surface.

Powers: Wearer is aware of all physical and magical properties possessed by any weapon that strikes the shield in melee.

MERP/RM: +30 DB.

LoR: +3 DB.

See ICE's *LOME III 55*.

SHIELD OF REFLECTIONS

Made of clear laen with a coating of silver on the inner (wielder's) side, the shield is extremely bright and can even be used as a signaling mirror.

Powers: Reflects the effects of directed spells.

MERP/RM: Reflects directed spells, if the attacking caster fails a RR vs. a 3rd lvl spell)

LoR: Reflects *Fire Bolt*, if the caster fails a Magical Δ 13 maneuver

See *ICE's Haunted Ruins 29*.

SHIELD OF TURNING

A rather primitive painted bronze shield, imbued with magic potent enough to save a warrior's neck more than once, but the ugly orange runes on the surface cannot be removed without destroying its enchantment.

MERP/RM: +10 DB; RM Shield Mastery/MERP Essence Hand Deflections 2x/day.

LoR: +1 DB, *Shield*, at will.

See *ICE's Mouths of the Entwash 33*.

SHIELD OF WOLF-TURNING

The property of Witbert, a Northman priest, this wood and iron shield is daubed with blue runes to protect the wielder against creatures of the wilderness. It has a history of passing rapidly from one adventurer's hands to another's.

MERP/RM: +15 DB; forces attacking Wolves and Wargs to resist a 10th level attack or flee.

LoR: +2 DB; when faced toward attacking wolves or Wargs, the creatures must make a Magical Δ 7 maneuver flee in panic.

See *ICE's Phantom of the Northern Marches 5*.

SKY ARMOR

Elladan and Elrohir's matched sets of plate armor were made of deep blue steel and mithril, resembling the sky at dawn or nightfall. Elladan's had a morning star worked in mithril on the right and Elrohir's on the left to aid those who had difficulty telling them apart.

MERP/RM: +20 DB; AT P1/20 (has only a -20 minimum maneuver penalty).

LoR: +2 DB.

See *ICE's LOME II 67*.

STAG HELM

A closed helm of gold and mithril surmounted by a crest in the form of a stag.

MERP/RM: Negates 80% of head criticals (roll 01-80); +20 Perception bonus.

LoR: +3 to "U" check roll; +2 Perception bonus.

See *ICE's Phantom of the Northern Marches 28*.

SULTHALION (S. "SHIELD OF THE WIND")

Finarfin's full shield was made of clear laen, mithril, and white eog, with straps of Cold-drake hide on the inside.

Powers: May deflect certain spells 3x/rnd.

MERP/RM: +50 DB; deflects directed spells if attacking fails to save vs. a 50th level spell; an attacking spell that fails is affected by a RM Spell Reins *Spell Bending True* or MERP Spell Ways *Dispel Essence* and *Dispel Channeling*; cast 100 PP/day from Wind Law list (to lvl 25/10); may be thrown as a +75 battle axe 1500', flies back to wielder in one round.

LoR: +5 DB; may be thrown as a +7 OB, +8 Damage battle axe, range 1500' (flies back to thrower's hand).

See *ICE's LOME II 73*.

SULTHOL (S. "Wind Helm")

A product of the middle Second Age at Uthrael Beoac, this helm now rests in Itangast's hoard. It is a blue leather, unmasked helm inlaid with silver and reinforced with steel trimming. Created by Adan lords who once occupied the region northwest of Dale, it weighs 2 lbs.

MERP/RM: Wearer can use RM Lofty Movements *Windrunning*, moving up to 10 mph as much as 100 feet above the ground on a level plane, or MERP Nature's Movement *Windwalking*; vertical movement is via Lofty Bridge *Levitation* at 5 mph; wearer can use this power but 1x/day and for no more than ten minutes.

LoR: User may, 1x/day for ten minutes "run on air."

See *ICE's Northern Mirkwood 46*.

TALL HELM OF THE GOLDEN KING

Ar-Pharazôn's headgear was fashioned of gold and yellow gems, but it rests within the bowels of the earth due to his ill-advised expedition to the West.

MERP/RM: Prevents head and neck criticals half the time (roll 01-50).

LoR: +5 to "U" check.

See *ICE's LOME II 37*.

TAURCLAX'S HELM

Made of mithril, this helm has a removable faceplate of silver laen and a permanent nose-guard of mithril.

Powers: PPx5 (Animists); allows wearer to breathe water or any (even poisonous) gas without harm, and see underwater as if through clear air.

See *ICE's LOME II 89; Court of Ardor 20*.

TAURCLAX'S BRACER

An ugly, heavy item of cracked tooled leather and rough, rusting iron, this single bracer is nevertheless an effective protection against many attacks.

MERP/RM: RM Nature's Protection *Weapon Turning Organic True* or MERP Protections *Turnings Organic*.

LoR: Organic weapons cannot harm wearer.

See *ICE's LOME II 89; Court of Ardor 21*.





THÉODEN'S ARMOR

This is the armor Théoden wore when the Lord of the Nazgûl slew him and when the Horse-lord's body was laid to rest in Minas Tirith. His remains were removed to Rohan and placed in the eighth barrow-tomb of the Second Line. The armor is a long silver-inlaid chain- and scale-mail shirt with a slits up the front and back to allow it to be worn while riding.

MERP/RM: +20 DB; AT Ch/13 protects like AT Pl/17.
LoR: +2 DB.

See ICE's *Riders of Rohan* 7-9, 38, 61; *LOME II* 40.

THINTHOL (Q. "The Grey Helmet")

Eöl's helm is, not surprisingly, made of galvorn, the alloy the Elven smith invented. It has a grey laen face-shield and silken lining.

Powers: Face-shield instantly tints to protect eyes from any bright light; the helm makes head, neck and face immune to any elemental damage; weapons which strike the protected areas must save vs. *of slaying* Weapons (lvl 50) spell or be destroyed; does not interfere with spell casting.

See ICE's *LOME II* 70.

THÔLOGAER CIRYATANO ("Sea-helm of Ciryatan")

The magic Sea-helm was once worn by Tar-Ciryatan of Númenor and is now the helm of the Witch-king of Angmar. Its overlapping Sea-drake skin plates climax in a spiny crown-shaped crest, a variation of the Karma design used by the Uinendil (S. "Followers of Uinen") Captains of Númenor.

Powers: PPx6 (Essence and Channeling).

MERP/RM: +15 to RRs vs. spell attacks.

LoR: Spells directed at wearer have Magical bonus reduced by 2.

See ICE's *LOME II* 102.

THOLTHORON (S. "Eagle Helm")

Finarfin's helm is a golden mithril construction with a flying eagle as a crest and a light blue laen faceplate.

Powers: Wearer may transform into a Great Eagle 1x/day.

MERP/RM: +50 to visual Perception maneuvers; negates 50% of head criticals (roll 01-50); +50 on moving maneuvers; RM Landing True or MERP Lofty Bridge Landing, either effective for up to a 10,000' fall.

LoR: +5 to visual Perception maneuvers; wearer gains +2 to "U" check roll.

See ICE's *LOME II* 73.

THOLHOLLIN (S. "CLOSED HELM")

This full helm is of Elven design and construction, but has one curious feature: there are no eye slits. Instead inlays of a black, glossy material cover the outside surface. Until the helm is placed on the head, it appears that the wearer will not be able to see. However, once the individual puts it on, he or she can see perfectly well.

MERP/RM: Wearer immune to eye and face criticals; gains +30 to all RRs involving seeing things (Runes, etc.).

LoR: Wearer can never be blinded.

See ICE's *Isengard* 42.

TINMIRTHALION

(S. "Shield of Sparkling Jewels")

An item to make Dwarves drool, this full shield belonged to the Elf Ecthelion of the Fountain. It is made of steel and set with dozens of emeralds, rubies, amethysts, sapphires, topazes, and other lesser stones, all protected by a layer of clear laen.

Powers: Floats before wielder to protect; weapon striking shield must save vs. *of slaying* Weapons (lvl 20) or be destroyed.

MERP/RM: +45 DB; casts RM Spell Bending True or MERP Spell Ways *Dispel Essence* and *Dispel Channeling* each 5x/day.

LoR: +5 DB; Reflects spells back towards caster 5x/day.

See ICE's *LOME II* 66.

TURTLE ARMOR

This suit of soft leather armor is well-worn and heavily stained, but a turtle pattern worked into the leather can still be distinguished.

Powers: Absorbs 10 hits from a single blow, 3x/day.

See ICE's *Mouths of the Entwash* 37.

VALACAR'S MAIL

Worn by Eldacar, son of King Valacar of Gondor and Vidumavi, this is magic black chain mail, with white links woven in the breast area and forming the symbol of the White Tree.

MERP/RM: +15 DB; anyone striking wearer's breast must make a RR: failure means striker receives the same damage as wearer.

LoR: +2 DB; anyone striking wearer's breast must make a Magical Δ 7 maneuver; failure means striker receives the same damage as wearer.

See ICE's *Sea-lords of Gondor* 9, 10; *LOME II* 26.

VALKRIST'S SHIELD

This cleverly constructed shield was a gift to the mighty Elven warrior it is named after, but the dark powers responsible for its construction can only be guessed at. It is made of clear laen with a mithril rim and is weightless.

Powers: Mentally controlled through a mithril and laen ring; wielder can use a 2-handed weapon and still shield parry.

MERP/RM: +20 DB.

LoR: +2 DB.

See ICE's *LOME I* 91; *Court of Ardor* 22.

VIDUGAVIA'S ARMOR

The protection of the Northman Lord is as simple and effective as the King it is named for—functional chain armor with greaves.

MERP/RM: +15 DB; AT Ch/I4 encumbers wearer like AT Sl/6.

LoR: +2 DB.

See *ICE's Sea-lords of Gondor* 9; *Riders of Rohan* 6, 9, 18, 60; *Southern Mirkwood* 57-58; *LOME II* 40.

WAR HELM OF ELIGMAR

Kept in a niche of the viewing chamber of the Lord of Waw, this treasure was taken by Dwar in his conquests of southeast Middle-earth. A golden helm with a high crest of Horinn feathers (the Horinn is a large, ostrich-like bird native to Eligmar), these feathers somehow have been preserved undamaged through battles and repeated capture.

Powers: Allows the wearer to see as well as an Elf.

MERP/RM: Protects from head criticals 75% of the time (roll 01-75); negates neck criticals 50% (roll 01-50).

LoR: Wearer gains +2 to "U" check roll.

See *ICE's Teeth of Mordor* 18.

WARCRAFTER'S ARMOR

The silvery metal and amber inlay of this lamellar armor reflect the status of the owner, the Lord of the Visi and Regent-Councilor of Harad. Silver and orange are also the colors of the King and a symbolic tribute to the goddess Ladnoca.

Powers: Magically stores sunlight (for up to 20 hours); upon command, will glow—blinding everyone within 20'.

MERP/RM: +5 DB; victims of the blinding attack go unscathed if they make a RR versus a 4th lvl attack (victims add SD bonus).

LoR: +1 DB.

See *ICE's Far Harad* 53.

WARDRESS OF THE MILITIA CAPTAIN

A gift of the King of Arnor, Argeleb II, this suit of full chain and helmet is the garb of the Thain of the Shire and has been passed down through generations of stout Hobbits.

Powers: Unencumbering.

MERP/RM: AT Ch/I6; +15 DB; negates criticals to a Hobbit wearer (01-30).

LoR: +2 DB; reduces damage to a Hobbit wearer by 1 die.

See *ICE's LOME III* 17.

WOMA'S MAIL

Demik Dral's deep green chain mail, this armor has a dull finish.

MERP/RM: +15 DB; wears as AT Sl/6, but protects as AT Pl/I9; +25 when hiding in vegetation or under shadowy conditions.

LoR: +2 DB; +3 to Subterfuge bonus when hiding in vegetation or under shadowy conditions.

See *ICE's LOME II* 24.

4.3 GARMENTS AND GEAR

Despite claims to the contrary, an important purpose of most garments is to reveal the wearer's status, power, and affiliation. In a time and place without the mass production of clothing in standard sizes and shapes, many people remain identifiable as belonging to a certain social class or locality because they wear apparel associated with a particular craft or region. These specialized forms of dress may be worn only while at work, during festivals, or on the days of guild meetings, or they might be donned daily, depending on the message the wearer intends his raiment to convey.

Hats in particular tell much about the wearer, since head gear easily retains some utility while supporting adornment such as feathers, flowers, decorative bands of velvet, satin, or snake skin, clusters of gems, or provocative veils. Circlets and garlands dispense with protective functions altogether and serve solely the purpose of ornamentation while conveying status. Cloaks are equally subject to modification with trim, draping, fancy brooches and cloakpins, layering, and the design of the hood. Among the Dwarves, the combination of hood and cloak can reveal genealogy as effectively as any family tree. Badges worn to mark one's house and loyalty are directly communicative, but even such necessary items as belts and boots usually far outstrip the minimal needs of their wearers. Rivets, imprinted patterns, bright dyes, and buckles of precious, or at least shiny, metals sporting intricate engraving are usual.

Aside from these communicative, status-oriented functions, most clothing provides the basics of warmth and modesty, but some garments deliver more extraordinary protection. Berets that act as helmets, scarves that prevent critical damage to the wearer, cloaks that provide invisibility, robes that act as armor, and boots that enable their wearer to pass without a trace comprise but a few of the garments common among the more adventurous inhabitants of Middle-earth.

ALQUANNA (Q. "Swan's Gift")

A wreath crown made of swan plumes and twigs from the Two Trees, Alquanna was often worn by Eärwen, Galadriel's mother. During festivals and feasts at Tirion, the glow of the Two Trees was reflected in the garb of many celebrants, but the graciousness and joy of the Sealdy are remembered most in this crown, now passed on to her descendants.

Powers: Wearer may take the form of a giant swan for 88 hours/week; protects head as a full helm.

MERP/RM: +45 DB; constant RM Light's Way *Alkar* or *MERP* Protections *Bless*; casts *Moving Ways Swimming True* for 8 hours/day; negates 50% of head criticals.

LoR: Wearer can swim without expending energy and may swim as fast as he or she can run; *Shield*, at will; +5 to "U" checks.

See *ICE's LOME I* 65.





Ardana's Surcoat

MERP/RM: Protect as AT PI/20.

Lor: Protects as Plate Armor.

See ICE's *Lorien* 20.

ARDANA'S SURCOAT

Made of black gossamer sewn with tiny diamonds like a starfield, this beautiful item was the garb of Ardana, the Noldo who loved the stars so much that she did not mourn the passing of the Two Trees.

MERP/RM: +60 DB.

LoR: +6 DB.

See ICE's *Court of Ardor* 17; *LOME I* 55.

BAT'S HOOD

Kept in the private study of the Master of the Clan of Rogues in Mirkwood, this hood is made of dozens of dark grey bat skins carefully stitched together, resulting in a light hood that covers the entire head of the wearer, yet has no eyeholes.

Powers: User's hearing is greatly enhanced, so much so that, if he has practiced with it (MERP/RM: expending his normal development point cost for two levels in a subterfuge skill; LoR: using 150 experience points for this purpose instead of any of the normal 4 optios outlined on p.21 of *The Guidelines*), he will be able to move about as if by sight, even in total darkness; he will also be able to hear the tumblers in a lock or movement behind a door—this power can only be used when the wearer is very quiet.

MERP/RM: +20 to listening or lockpicking maneuvers.

LoR: +2 to maneuvers involving listening or picking locks.

See ICE's *Brigands of Mirkwood* 25.

ANGAMAITÉ'S CLOAK

This light, swirling cloak of silk and satin was especially crafted to commemorate its owner's victory over the forces of Gondor and is embroidered with a collar depicting Corsair ships under full sail.

Powers: Changes color upon command.

MERP/RM: +40 to Hide/Stalk maneuvers; +20 to all other moving maneuvers, including swimming.

LoR: Wearer gains +4 to Subterfuge maneuvers and +2 to all moving maneuvers.

See ICE's *LOME II* 18.

ANNATAR'S ROBES

Made of the finest dark brown linen, this large robe is lined with scarlet samite. The linen itself is unremarkable at first glance, but upon closer inspection the cloth can be seen to be the work of a master—embedded within the weave are threads at slightly varying levels and angels that form various patterns and symbols. Most of these are simply leaf forms and clouds, but there are also hands, eyes, and flames. The effect is especially noticeable when the cloth is viewed at an angle or under certain light.

BEARING-BAG OF BRECA

Presently in the vault of the Seers of Minas Anghen, this is a 7' x 3' magical black bag of extremely fine silk weighing but four ounces.

Powers: any object up to 7' long and 350 lbs in weight can be placed inside and will then become one tenth its size and weight, so long as the drawstrings of the bag are pulled tight and knotted; upon drawing the strings, the bag shrinks to the after-shrinking length of the longest object it holds; no more than a total 70 lbs of weight (figured after shrinking; i.e., 700 lbs of real weight) can be carried this way—any excess weight will result in the bag's destruction; items may be extracted by untying the drawstrings, at which point the bag will resume its original size and objects can be pulled out.

See ICE's *Haunted Ruins of the Dunlendings* 13.

BELT OF DURIN THE DEATHLESS

Taken from a dragon's hoard many years ago by one of General Durkarian's ancestors, this rare and wondrous item has been in his family ever since. The belt is made from a fine steel mesh set with seven plates of polished stones of great hardness. The clasp of the belt is a large polished and carved diamond, which is engraved with runes in Khuzdul. The inscription gives the name of the item. Seven other runes on the belt each connote the strength of stone. The belt is an artifact from the ancient legends of the Dwarves. It is said to have been worn by Durin, and forged either by him or Aulë. The belt is usable only by Dwarves of the royal family, but it is so well known that any Dwarf will recognize it instantly. Durkarian is aware of the Dwarven origins of the belt, but he is satisfied with the power it gives and assumes that he is using the item to its full capacity.

Powers: Wearer receives the Strength of Stone 7x/day for 49 ten-second rounds at a time—concussion hits against enemies of the Dwarves are multiplied by seven.

MERP/RM: Strength and Presence of the Dwarven wearer immediately become 102; upon humans, the belt confers a mere 100 Strength.

LoR: The Strength and Perception of a Dwarven wearer are increased by 2; upon humans, the belt confers +1 to strength.

See ICE's *Angmar* 16-17.

BELT OF THE MIGHTY BLOW

Made of tough, untanned lizard hide and set with iron plates, this is a truly ugly item. Its iron buckle is especially large and ornate, shaped like an orchid.

MERP/RM: Allows +50 to any OB 1x/day.

LoR: Allows a +5 to any Melee OB 1x/day.

See ICE's *Dunland* 62.

BELT OF PRESERVATION

A cream-colored leather belt with 24 small pouches, the belt has two clever catches which can adjust to allow for a larger or smaller wearer (up to a 300 pound human). Each pouch is closed by a hook-and-eyelet mechanism, and each is individually decorated to help facilitate memorization of which herb is kept where. The patterns are all somewhat abstract and symbolic: sun, moon, star, comet, mistletoe, scythe, skull, crown, flower, diamond, etc.

Powers: Each pocket can hold up to 3 doses of an herb protected and perfectly preserved.

See ICE's *Rivendell* 16.

BELT OF QUEEN BERUTHIAL

A girdle of mithril, set with rubies, emeralds, and diamonds, this ancient belt was saved from the Downfall of Númenor only to rest at last in the armory of Carn Dûm. The minions of the Witch-king have no use for it, and thus the item languishes in the darkness of the Úlair citadel.

Powers: Allows bearer to see in the night as if it were full day; makes the bearer unseen, but not invisible in the darkness; allows the wearer to speak the language of cats and form an empathic connection with nine cats of his choice with whom he can communicate over long distances; it is usable only by the "pure of heart."

See ICE's *Empire of the Witch-king* 56.



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Belt of Queen Beruthiel





BELT OF SEA POWERS

Made of soft, cream-colored leather and set with discs made of mother-of-pearl, the belt is a fine reflection on the wealth and taste of Arcamcris, the privateer captain who wears it. Its buckle is made of bluish steel and has a rim set with tiny seed pearls.

Powers: x2 Strength bonus when worn above or in water; wearer will not sink.

See *ICE's Havens of Gondor* 54.

BELT OF SUSTENANCE

Woven of dried flax embossed with bits of flint, this Petty-dwarven artifact is just as stunted and twisted as its makers. It is too small for a human waist, though Hobbits, Dwarves and Elves of small girth could all wear it. It was the property of Mím, the proud Petty-dwarf who led Orcs to the location of Bar-en-Danwedh.

Powers: Prevents wearer from dying of starvation, no matter how long he goes without food.

See *ICE's LOME III* 71.

BELT OF TRACELESS PASSING

A white leather belt secured by a buckle of silver set with a large moss agate (clear with greenish inclusions that look like moss, worth 45 gp).

Powers: Allows the wearer to move without leaving tracks.

See *ICE's Haunted Ruins of the Dunlendings* 13.

BLACK CLOAK

Possessed seemingly of a life of its own, this cloak constantly whips and whirls around the wearer to protect him. It is dark as a starless night and does not take dirt easily. It is the garb of Storlaga, the greatest of the Orcish spell casters.

MERP/RM: Casts either **RM** Shield Mastery *Bladeturn III* or *Deflect III* or **MERP** Essence Hand *Deflections* or *Bladeturn* upon command every round; allows the wearer to fly up to 666'/round (3x/day).

LoR: Wearer may fly up to 666'/round, 3x/day; *Shield Ix*/round.

See *ICE's LOME III* 96.

BOLVAG'S ROBES

Made of dark green, almost black, silk and leather, these robes seem to whisper and hiss when the wearer moves. They are the traditional ceremonial priestly dress of the line of Orcish Priests which Sauron instituted in the Second Age. The last of these foul cultists perished when Barad-dûr was destroyed at the end of the Third Age.

Powers: Wearer may levitate at will and fly up to 150'/rd.

MERP/RM: +33 DB, protect as AT R1/I2; may cast **RM** Shield Mastery *Deflect I* or *Bladeturn I* spells or **MERP** Essence Hand *Deflections* or *Bladeturn* (each 3x/day).

LoR: +3 DB; *Shield*, 3x/day.

See *ICE's LOME III* 92.

BOOTS OF AGILITY

Somewhat oily to the touch, these waterproof sealskin boots are of Northern origin, though no one knows exactly where they were fashioned. Regardless of the wearer's shoe size, when they are pulled on they fit very snugly, but not uncomfortably.

MERP/RM: Confers a +5 Agility bonus for moving maneuvers using feet.

LoR: Wearer gains a +1 for any moving maneuvers using feet.

See *ICE's Shadow in the South* 59.

BOOTS OF BALANCE

Well-made hard leather boots shined to a mirror gloss, the brown footgear sports hobnail heels that dig into any soft surface. They are the boots that General Dancu, chief of the Angmarean Mornarturi, presently wears on the battlefield.

MERP/RM: +25 to all maneuvers.

LoR: Wearer gains a +3 for any moving maneuvers.

See *ICE's Empire of the Witch-king* 36.

BOOTS OF CHANGING

The boots of Alfraits, a flashy Northman Mage, reflect the preferences of their owner: they are dyed a bright orange and decorated with a diamond pattern carefully embossed in brown. The excellent workmanship makes them completely watertight and very durable.

Powers: Change footprints (the wearer's tracks appear to be those of another individual or creature), at will, 3x/day.

See *ICE's Sea Lords of Gondor* 60.

BOOTS OF FAR TRAVEL

Set with hobnails at both tip and heel, these heavy leather boots fit any wearer's feet perfectly. They are lined with soft rabbit fur that helps prevent aches and blisters. The boots were worn for many years by Ibûn the Petty-dwarf.

Powers: Allow wearer to travel twice as far as normal in a day, without additional fatigue.

See *ICE's LOME III* 70.

BOOTS OF FELL-RUNNING

Made for walking in steep, hilly country such as the fells and mountains of the Valley of Morthond, these black dragonskin boots are exceptionally sturdy and laced with tough cords of ropy black hemp. Presently they are kept in the Lesser Vault of the fortress of Morthondost. They are worth a minimum of 100 gp to the right buyer.

Powers: Chance of resisting foot and ankle criticals.

MERP/RM: Foot or ankle criticals resisted on a roll of 01-25.

LoR: Wearer takes 1 point less Damage when struck in combat, if he or she makes a successful Agility $\Delta 9$ maneuver.

See *ICE's Erech & the Paths of the Dead* 29.

BOOTS OF IRON

Quite possibly the source of Dáin II's sobriquet "Ironfoot," these dark brown boots are made of hard boiled leather lacquered with a waterproof varnishing agent. The soles are simply made of three layers of the same leather, and the whole is made to conform to a Dwarven foot.

Powers: Enable wearer to kick a foe as if wielding a mace.

See *ICE's LOME III 53*.

BOOTS OF LEAPING

The magical boots conjured up by the Garks (a faction of desert nomads and trackers who often serve the interests of Mordor) are said to be imbued with the strength of the desert cricket and to possess soles made of the tiny legs of the red ant. Regardless of the truth of such stories, they make the Garks formidable hunters.

MERP/RM: Continual RM Movement/
MERP Lofty Bridge *Leaping* and Moving
Ways *Traceless Passing*.

LoR: Wearer may make 50' leaps at will.

See *ICE's Far Harad 55*.

BOOTS OF ORC-RUNNING

Made of softest Elf-skin, these boots are the pale white color of grubs exposed beneath an overturned log. They are shod with layers of bat pelts (fur intact) and sewn together with hair taken from the beards of Dwarves. They are the traditional property of Bolvag, the holder of an Orcish priestly office charged with maintaining a circle of 66 lesser priests to oversee Sauron's minions.

Powers: Allow wearer to run at full speed on top of Orcs while making no maneuver rolls, whether the Orcs are prone or standing in a mob (e.g., with the wearer sprinting from head to head).

See *ICE's LOME III 92*.

BOOTS OF THE PROPHET

Fendomë, a Warden and one of the Lords of Mírdraithron, was a vocal proponent of the pursuit of Morgoth and later shared Galadriel's distrust of Annatar. These boots have been named after him, though his warnings fell on deaf ears for many years. They are formed of heavily oiled sealskin stitched together with thin strips of leather and painted with faded natural dyes in red and brown spirals.

MERP/RM: Continual Moving Ways *Waterrunning*; continual *Mistrunning* (as *Waterrunning* except caster may run on mist, whether vapor from a river at dawn, spume from a waterfall, or a cloud descending to touch mountain peaks).

LoR: Wearer may run on any water as if a solid surface, including mist and clouds, no limit to duration.

See *ICE's LOME I 73*.

BOOTS OF THE RUNNER

Celebrimbor's boots are elegantly tall and curl over at the top. They are made of pale brown leather lined with bits of fleece, and a gyrfalcon's feather is tied to each lace. They lace up the front in a stepladder pattern.

MERP/RM: RM Movement *Landing True 3000'*, Monk's Bridge *Wallrunning*, Moving Ways *Limbrunning* and *Waterrunning* or MERP Lofty Bridge *Landing (3000')*, Moving Ways *Stonerunning*, *Limbrunning*, and *Waterrunning* at will.

LoR: Wearer may land safely from heights up to 3000'; wearer may run on any smooth surface including walls and water.

See *ICE's Lórien 22*.

BOOTS OF SANDRUNNING

Made of carefully preserved, intricately patterned snakeskin, these boots are shod with silver at toe and heel. The toe ornament is shaped to resemble a viper's head with bared fangs. The boots were commissioned especially for the feet of The Póa, the prince and warlord of the Póa warrior clan.

Powers: Enable wearer to run on sand without penalty or fear of leaving tracks; allow him to run on the wind during sandstorms.

See *ICE's Far Harad 52*.

BOOTS OF STEADINESS

A retired privateer, Shakhôr of Barfalas, brought these home with him on his final cruise: a pair of black, glossy knee-high boots of waterproof whaleskin made for wear on a pitching deck.

He will likely soon pass them on to a son or comrade-in-arms.

MERP/RM: +25 to balancing maneuvers on flat surfaces.

LoR: Wearer gains a +3 to balancing maneuvers.

See *ICE's Sea Lords of Gondor 61*.

BOOTS OF STONERUNNING

Gimli's boots are dark brown and well made, fashioned from tanned leather and double-stitched. There is a flake of jasper embedded in each heel.

MERP/RM: Continual Moving Ways *Stonerunning*.

LoR: Wearer may run on any level stone surface, no matter how uneven, without penalty.

See *ICE's LOME III 55*.



Boots of the Runner





Cape of Hiding

BOOTS OF TRACELESS PASSING

Made of camelhide with soles of oliphant skin, these exotic boots are decorated with stripes of orange and black lizard scales. Their obviously southern origins are only apparent on fairly close inspection—camelhide looks much like ordinary leather. They are sized for somewhat huge feet, but may be padded to fit smaller individuals.

Powers: Whenever the wearer desires, the boots make no sound and leave no prints.

See *ICE's Shadow in the South* 56.

BOOTS OF TREE-CLIMBING

These soft, white calfskin boots have been painted with indelible black ink in a pattern resembling birch bark. The soles are also of calfskin: this allows for a better grip and "feel" on tree trunks and branches, but it also means that the boots provide correspondingly less protection to the wearer's feet.

MERP/RM: +50 to climbing on organic surfaces.

LoR: Wearer gains a +5 to maneuvers involving climbing any organic surface.

See *ICE's Riders of Rohan* 22.

BOOTS OF WATERWALKING

Made for Dwarven feet, specifically those of Balli Stonehand, these grey, dirt-encrusted boots are made of two layers of thick boarskin, the outside one almost worn through in spots from wear and tear over the years. They are shod with caps of silver at toe and heel.

MERP/RM: Walk on calm water with only a penalty of -25.

LoR: Wearer may walk on calm water.

See *ICE's LOME III* 51.

BOOTS OF YARK BALKA

Worn by Demik Dral, these are sturdy boots of simple leather and wood construction with a faint pattern of clouds and plains worked into them.

Powers: Double wearer's leaping ability.

MERP/RM: Enables wearer to *RM Monk's Bridge Windrunning* or *MERP Lofty Bridge Fly* for up to 8 minutes/day.

LoR: Wearer may fly for up to 8 minutes/day.

See *ICE's LOME II* 24.

BRACERS OF EMYN ANGWI

Leather bracers rimmed with bronze and tooled in dark zigzag patterns to resemble snake-skin. Three long bronze tubes run between the rims on the outside of each bracer.

Powers: PPx3 (Essence); allows wearer to inject a snake venom (Yithrin, 7th level) into a foe up to 3x before reloading wells.

MERP/RM: +15 to wearer's Quickness; venom is injected whenever a martial arts strike yields a critical; poison causes lethargy—if target fails RR by 01-10: he is at -30; by 11-30: he is at -55; 31-70: he is at -100; 71+ he is totally paralyzed; effects last 1-100 rounds.

LoR: Wearer gains a +2 to Agility. Target injected with poison must make a Strength Δ 7, failure by 1: target is -3 actions, failure by 2-4: target is -6 to all action, failure by 5: or more target is paralyzed for 50 rounds.

See *ICE's Shadow in the South* 62.

CAMOUFLAGED CLOAK

Stitched together from the pelts of bats, rabbits, foxes, and a lynx, this Orcish item was the property of Lugdush, an Orc of the White Hand from Isengard. It was used by Orcish scouts and trackers who would hide, observe enemies, and then report them to their masters.

MERP/RM: +10 to hiding maneuvers.

LoR: Wearer gains +1 to hiding maneuvers.

See *ICE's LOME III* 94.

CAPE OF HIDING

Gimli's favorite cape is a voluminous garment of grey, tightly woven cloth. It is water- and wind-proof.

MERP/RM: +15 to hiding and stalking maneuvers.

LoR: Wearer gains +2 to hiding and stalking maneuvers.

See *ICE's LOME III 55*.

CAPE OF PROTECTION

A cheery, light blue cape that is both water- and windproof, this garment is cut to fit a Dwarf, though a larger person might use it as a halfcloak. Worn by Dáin II, it is edged in embroidered silver in a repeating pattern of the House of Durin's badge, reflecting its owner's heritage.

MERP/RM: +10 DB; +10 RR.

LoR: +1 DB; any spell cast upon wearer has its Magical bonus reduced by 1.

See *ICE's LOME III 53*.

CAT'S CLOAK

Said to be woven from the fur and whiskers of Queen Berúthiel's ten cats (nine black, one white), this dark grey cloak is rather unusual in its material, both rough and smooth at once. When wet, the odor is quite unpleasant.

MERP/RM: RM Invisible Ways/MERP Illusions

Invisibility 3x/day; doubles hearing; +33 to perception attempts; wearer may speak with all feline beasts; +33 to hiding maneuvers.

LoR: Wearer gains +3 to Perception and hiding maneuvers; wearer may become invisible up to 3x/day.

See *ICE's LOME I 58*.

CELEBCOLLO (S. "Silver Cloak")

This is the cloak of Ecthelion, the Captain of Gondolin and one of Turgon's two chief lieutenants. It is intricately woven of silver thread and mithril in a pattern resembling the finest Dwarven mail.

MERP/RM: +44 DB; +44 to all maneuvers; constant RM *Guises Displacement III* or MERP Essence Hand *Shield*; RM Rapid Ways *Haste X* or MERP Living Change *Haste III 3x/day*.

LoR: +4 DB; wearer gains a +4 to all maneuvers; *Shield*, up to 3x/day.

See *ICE's LOME I 66*.

CELEGORM'S BOOTS

Fëanor's son was given these boots as a gift when he reached the age of manhood. They are tough leather made of Sea-drake hide and formed with pointed toes.

MERP/RM: Constant Moving Ways *Limbrunning*, *Sandrinning*, and *Stonerunning*.

LoR: Wearer may run on sand, uneven stone, and tree limbs without penalty.

See *ICE's LOME I 61*.

CIRCLET OF BLESSINGS

A thin circle of blue laen, twisted to form a hanging circle upon the wearer's brow. It belongs to Elrond, who wears it almost as the Crown of Rivendell.

Powers: Acts as a full helm; has a chance of simply nullifying any head critical.

MERP/RM: Wearer has continuous RM Hiding *Unpresence* or cannot be detected by MERP Essence Perceptions *Presence III*; head critically nullified on a roll of 01-50.

LoR: Wearer cannot be detected by any magical means; +5 to "U" checks.

See *ICE's Rivendell 12*.

CIRCLET OF EVASION

Made of braided red copper and iron, this thin headband is studded with semiprecious stones: agate, bloodstone, and onyx.

MERP/RM: +10 DB; +10 to all RRs; negates critical strike damage to head on 51-00; enables wearer to cast RM Attack Avoidance *Spell Deflect*, Shield Mastery *Aim Untrue*, and/or Shield Mastery *Bladeturn I* (total of 2 spells/day) or MERP Spell Ways *Dispel Essence* and *Dispel Channeling*, Essence Hand *Deflections* and *Bladeturn* (total of 3 spells/day).

LoR: +1 DB; any spell directed at the wearer has its Magical bonus reduced by 1; wearer may cast *Shield*, 3x/day.

See *ICE's Shadow in the South 62*.

CLOAK OF THE ABYSS

Worn by the Mouth of Sauron, these black robes are made of some enchanted material which seems to absorb all light. They are disturbing to look upon, shifting and twisting upon themselves in obscene couplings that disappear when looked at directly.

MERP/RM: Cause all within 50' who fail a RR to become queasy and dizzy (-25%); add +80 to hiding at night; +30 DB; all Light-related attacks (including lightning) are at -50.

LoR: +3 DB; wearer gains +8 when hiding at night, all within 50' that look upon robes become queasy and dizzy.

See *ICE's Teeth of Mordor 29*.

CLOAK OF AIR

The rather travel-worn blue robe holds some Essence magic. It is presently in a wardrobe in the Manor Ranoran, dusty and forgotten.

Powers: Wearer may become completely invisible 1x/day; the enchantment will last up to one hour or until it is dispelled by any violent action: falling, striking a blow or the like; user of the robe can see himself at all times, so he is able to retain his normal hand-eye coordination but will never know whether or not his invisibility continues until some other observer notices him.

See *ICE's Assassins of Dol Amroth 19*.





CLOAKS OF CHANGING

Full-length, hooded cloaks often used by the Garks, a faction of desert screamers in the service of Mordor. They are superb trackers, and their cloaks serve to keep them hidden from their prey by shifting color and texture mimetically.

MERP/RM: +50 to Hiding/Stalking.

LoR: Wearer gains +5 to stalk and hide maneuvers.

See *ICE's Far Harad* 55.

CLOAK OF THE ELEMENTS

This cloak is cleverly woven of red, blue, dark brown, and white threads which are arrayed in varying amounts near each edge. The right side is scarlet, the left cerulean blue, the top white and the bottom dark brown, with the amount of each of these colors growing equal and thus rather muddy near the center. Likewise, the top right edge is almost pink, while the bottom is maroon. The entire effect comes off quite well, probably the result of much trial and error. The cloak is unhooded. It belongs to Meonid Ito, the self-styled Lord of the Langwell in Rohan.

Powers: Wearer can appear to be water or stone (no form change), but must be touching the appropriate substance.

See *ICE's Riders of Rohan* 59.

CLOAK OF GUISES

The heavy leather cloak is richly embroidered in a design resembling leaves scattered on the ground or spread in the sky. It slowly alters its appearance as the seasons change, from stark white and black in the winter to light spring green. The rich summer greens and browns and the many hues of autumn are particularly striking, but

Cloak of Sunset



none of these shifts detracts from the sheer brilliance of the garment's artistry. It was gifted to Curudur, the Dúnadan Ranger and Master of Archam's School in Dol Amroth.

MERP/RM: Cast any spell from Nature's Guises list to 10th lvl 3x/day.

LoR: Character may automatically make any outdoor maneuver 3x/day.

See *ICE's Havens of Gondor* 54.

CLOAK OF THE HEAVENS

The robes of Krûsnak, Captain of the Morannon, are black, cut from some enchanted material which seems to absorb all light. Though not as powerful as the Mouth's robes, they have a unique feature, in that they display constellations in tiny luminous points which shift and change.

MERP/RM: +30 DB; anyone looking at the robes for more than one round must resist vs. 20th lvl or suffer as *Calm Spirits Hold Kind*; robes add +60 to hiding at night; all Light-related attacks (including lightning) are at -50; the "star" effect can be cancelled at will.

LoR: +3 DB; anyone looking at the robes for more than one round affected by *Calm* spell; robes add +6 to hiding at night; the "star" effect can be cancelled at will.

See *ICE's Teeth of Mordor* 29.

CLOAK OF HIDING

A serviceable brown, hooded cloak lined with a light-weight purple felt and trimmed along all its edges in yellow and copper embroidery. When in use, it adopts both the color and texture of the surrounding terrain.

Powers: Hood acts as a full helm.

MERP/RM: +10 DB.

LoR: +1 DB.

See *ICE's Shadow in the South* 59.

CLOAK OF SUNSET

The scarlet cloak that Ar-Pharazôn wore on his ill-fated voyage to the West, this garment mirrored its owner's arrogance. Loaded with satin lining, cloth-of-gold trim encrusted with gems, and an ermine collar, it is the height of baroque excess.

MERP/RM: +30 DB.

LoR: +3 DB.

See *ICE's LOME II* 37.

CLOAK OF THE VALACIRCA

Worn by Aragorn II prior to his coronation, this fine forest green cloak is trimmed with red piping and studded with gold embroidery at the throat.

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

LoR: +3 DB; wearer gains +3 to Hiding/Stalking maneuvers.

See *ICE's Rangers of the North* 35; *LOME II* 18.

CLOUD BELT

A belt of white deerhide with a buckle of bronze set with a cloud-shaped inlay made of turquoise, this item is currently stored in the depths of the fortress Thuringwathost.

MERP/RM: Allows user a 4th level Lofty Bridge *Levitation* spell 1x/day.

LoR: Wearer may levitate for up to 4 minutes/day.

See *ICE's Dagorlad* 31.

COLLAR OF MIGHT

A chain of tiny iron links set with hunks of amber and two clusters of bear claws, this item is obviously of human manufacture but its origins are lost. Some suspect the Dunlendings, others the weremen of Mirkwood, but none dispute its powers.

Powers: PPx6; acts as a full helm.

See *ICE's Dunland* 61.

COLLAR OF VALLIR

A beautifully wrought item of ebony, silver, and red coral, the collar was the protection of Klaen, a member of the Guild of Elements in southern Ardor.

Powers: Creates defensive field over wearer as if he were wearing full plate with no encumbrance.

MERP/RM: Protects as AT Pl/20.

See *ICE's LOME I* 83.

COLLATAR (Q. "Father's Robe")

Gleaming white, this unadorned garment is the robe of Finwë, first of the High Kings of the Noldor and the father of Fëanor. Although its material is soft and light, Finwë is known to have worn it in all seasons and climes.

Powers: All spells cast by wearer at half cost.

MERP/RM: AT Pl/20; +88 DB; RM Starlights *Aura Blaze* and *Guises Displacement V* or *MERP Sound/Light Ways Sudden Light* and *Essence Hand Shield*, at will.

LoR: +9 DB, wearer may command the robe to glow so bright as to blind any looking at it; *Shield*, at will.

See *ICE's LOME I* 76.

COLLOHWESTA (Q. "Cloak of Breezes")

Grey, of Elven quality to aid in hiding, this cloak is one of a kind and was fashioned in the First Age.

MERP/RM: +80 to Hiding; +20 to Stalking; casts RM *Movement Wind Drift* or *MERP Lofty Bridge Landing* (with distance for safe fall) instantly if wearer falls or jumps from any height—wearer floats slowly to ground, subject to any winds present (if fall is high enough, distance blown may be considerable, GM's discretion).

LoR: Wearer is +8 to hiding and +2 to stalking maneuvers; wearer may land safely after falling from any height.

See *ICE's Southern Mirkwood* 56.

COLLOTHALION (S. "Cloak of Shields")

A great animated cloak with woven filaments of shalk and ogamur, this garment is highly intelligent. It continually whips and blows around the wearer during combat and can protect him as a wall shield.

MERP/RM: +50 DB.

LoR: +5 DB.

See *ICE's LOME I* 75.

COWARD'S COAT

Kept in the treasury of the clan hall of the Rogues of Mirkwood, this ordinary coat is generously cut from pale yellow-white linen and resembles a cloak with sleeves.

MERP/RM: +10 to hiding in camouflage situations.

LoR: Wearer gains a +1 to hiding in camouflage situations.

See *ICE's Brigands of Mirkwood* 23.

CROWN OF ARWEN

This delicate mithril symbol is shaped like a leafy wreath and sized to fit an Elvish head.

Powers: PPx6 (Mentalism/Channeling) and acts as full helm (without impeding spell-casting) which negates head criticals (**MERP/RM:** on a roll of 01-60; **LoR:** +6 to "U" checks).

See *ICE's Rivendell* 14.

CURTAIN ROBE

Made entirely of tiny, interwoven beads on threads, this enchanted robe is the property of Myall, the eccentric Sage of Minas Tirith.

MERP/RM: Protects wearer as unencumbering AT Ch/16, +20 DB; casts RM *Light's Way Sudden Light* or *MERP Sound/Light Ways Sudden Light* 1x/day.

LoR: +2 DB, wearer may create illumination enough to light an area of 100' radius; lasts 10 minutes, 1x/day.

See *ICE's Minas Tirith* 86.

DAECOLLO (S. "Shadow Cloak")

The cloak of the greatest of all Elven minstrels, Daeron, was lost with him when his love and loss of Lúthien drove him to wander alone, finally disappearing from the haunts of civilization. The cloth is ragged and muddy, grey and soft from long wear and use as a tent. It is heavy enough to keep an Elf alive in winter weather, but not too great a burden in the summer months.

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

LoR: +5 DB; wearer gains a +5 towards all moving maneuvers.

See *ICE's LOME I* 64.

DALICOR (S. "Feet of Circles")

Boots of soft leather sewn together with sinew, these are thought to be of Elven manufacture, perhaps made by the hidden folk of Nargothrond long ago.

Powers: Either create footprints facing whatever direction desired (e.g. it appears that the wearer has walked in the direction opposite to that actually taken), or create no footprints whatsoever, even in soft soil.

See *ICE's Southern Mirkwood* 56.

DALRIM (S. "Many Feet")

Boots of soft leather much like the Dalicor, these are thought to have been made by the same worker.

Powers: At a thought, these boots leave any manner of animal tracks desired by the wearer; his or her stride is even altered so that even an inexperienced tracker will have difficulty in discerning these tracks from genuine animal prints.

See *ICE's Southern Mirkwood* 56.





DANCER'S SLIPPERS

A pair of women's green leather slippers which might fit a small man or male Elf.

MERP/RM: Allow use of one Movement *Leaping* and one *Landing* spell each day.

LoR: Wearer may make a 50' leap 1x/day; wearer may land safely from any height 1x/day.

See *ICE's Dagorlad 31*.

DUCK-WATER ROBES

The rather thick robe is made of feathers and down magically bonded onto and trapped between two layers of supple sheepskin. It is very warm, if somewhat odd and fragile-looking, and quite waterproof.

MERP/RM: +50 DB robes with permanent RM Spell *Wall Essence Shield* or MERP Spell Ways *Cancel Essence*.

LoR: +5 DB; *Protection from magic*, Magical bonus 5.

See *ICE's Dunland 63*.

EAGLE MASK

A mask shaped like the face of a hawk or eagle and made of leather and horn, with feathers of bronze.

Powers: When worn, it doubles the range of the wearer's vision; once put on, the mask cannot be removed and the wearer's night vision is impaired (50%); this Curse (20th level) may be resisted or removed, but only one attempt may be made prior to the wearer's next experience advancement.

MERP/RM: Allows the wearer to use any one of the following spells, 1x/day: RM Animal Mastery *Animal Tongues*, Nature's Ways *Outdoor Trap Detection*, and Nature's Protection *Hues* or MERP Animal Mastery *Animal Tongues*, Nature's Lore *Trap Detection*, and Nature's Guises *Hues*.

LoR: 1x/day the wearer may speak with any animal.

See *ICE's Dagorlad 31*.

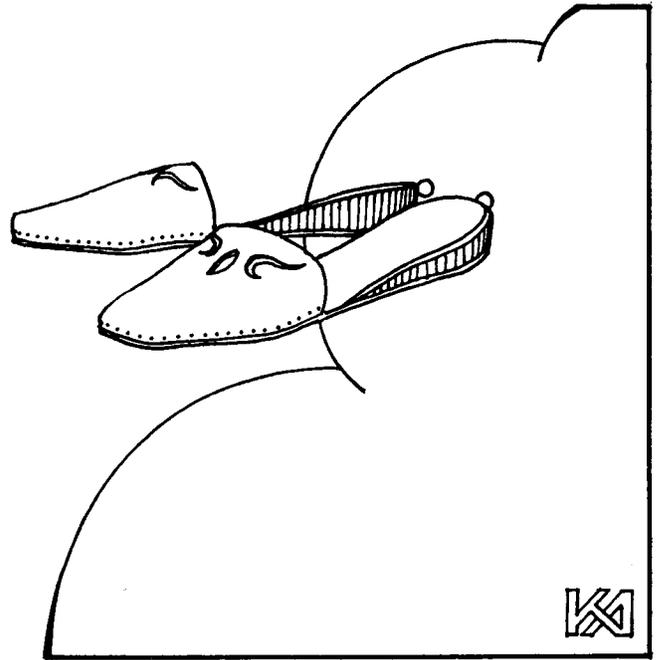
EELSKIN CLOAK

This slick-looking but somewhat rough cloak is the property of the Mewlip-Mage, a darkly evil cannibalistic spirit. It is sewn together from vertical strips of eel hide, each about 8 to 12 inches wide and crudely stitched to its neighbors. Although it is an intimidating dark fuchsia and its lining is stained with swamp-water and blood, the item itself is not evil. Its owner is another matter.

MERP/RM: +10 DB; +10 Stalk/Hide in waterlands; RM Elemental Shields *Lightning Armor* 1x/day for 15 rounds (protects vs. all natural light/electricity, +20 to RRs, half damage from spells of light/electricity, and criticals 1 degree less severe) or MERP Protections *Resist Elements* 1x/day for 15 rounds.

LoR: +1 DB; wearer gains a +1 to any Subterfuge maneuver while in waterlands; wearer is immune to electrical damage.

See *ICE's Mouths of the Entwash 26*.



ELVEN CLOAK

A hooded grey cloak fashioned of the light, but warm, silken stuff woven by the Galadrim. At eventide, it took on the color of twilight under the trees, among summer hawthorn, the green of translucent leaves, by night, the brown of fields lying fallow in winter, at dawn, silvery as waves beneath the moon. A brooch shaped to resemble a green leaf veined with silver fastened the garment at the neck. Each member of the Fellowship received one as a gift from Galadriel in Lórien.

MERP/RM: +20 to hiding and stalking.

LoR: Wearer gains a +2 to any stalking or hiding maneuver.

Read *LotRI 479*. See *ICE's LOME III 15, 19-21*.

EMERALD GLOVES

Made of shimmering green, scaly snakeskin, these thin gloves are made to fit a human hand. They have been magically treated and will not wear through, shrink, crack, or suffure punctures.

Powers: Prevent contact poison from harming wearer; prevent small darts from entering hands.

MERP/RM: +10 to maneuvers involving locks and traps.

LoR: Wearer gains +1 to lock picking.

See *ICE's Dagorlad 31*.

ETHUDIL'S ROBE

A robe of black linen lined with silk and trimmed with cuffs and collar of black samite, this elegant garment is cut for the trim figure of Ethudil, a Mage known to consort with Fell Beasts and Vampires. The robe was a gift to her when she entered the service of the Necromancer.

MERP/RM: Protects like AT RI/10, +10 DB; gives +10 bonus to Rituals, Dance, and Meditation skills.

LoR: +1 DB, wearer gains +1 to any dancing maneuvers.

See *ICE's Minas Tirith 146*.

FACE SHIELD

Made of laen, shaalk and other elements, this item aided Celebrimbór in his many labors at the forge.

Powers: Gives total protection to face and neck from heat, light, electricity and cold, both natural and magical; darkens to protect the eyes from bright light.

See *ICE's Lórien* 22.

FEATHER BELT

A belt of mithril links which will only open when three links are passed through one another in an intricate pattern, this binding is long enough to pass two or even three times about the average human waist.

MERP/RM: Casts **RM** *Lofty Bridge Fly* 450'/round, *Long Door* 300', and **RM** *Monk's Bridge Landing True* (allowing wearer to land safely from a fall of up to 1500'), each 3x/day or **MERP** *Lofty Bridge Fly* 150'/round, *Long Door* 100', and *Landing* each 3x/day.

LoR: Wearer may fly 450'/round, 3x/day.

See *ICE's Lórien* 34.

GAURHÍR'S ROBES

These robes of silver-grey are stitched with metallic green runes in an arcane script not known in northwestern Middle-earth.

MERP/RM: Wearer has a bonus of +25 to DB and RR against Essence magic.

LoR: +3 DB.

See *ICE's Gates of Mordor* 23.

GIFT OF MANWĒ

A brilliant cloak of white and gold, this item was given to Ingwë, the greatest of the Elves, by the Vala Manwë. The cloak is fashioned of silk and samite, with embroidered shoulders and cuffs and trimming of golden fur about the neck. The golden fur is held together with gold rings and contains an inset clasp to hold the whole about Ingwë's shoulders.

Powers: Flight at 888'/round for 16 hours/day; summons and commands up to 8 Great Eagles within a range of 88 miles.

MERP/RM: Allows unlimited use of Light Law, Wind Law, and Water Law to 50th/10th level.

See *ICE's LOME* I 82.

GIFT OF NÁMO

Beautiful white and gold gloves embossed and gilded with interlaced threads, curves, ladders, and helices, these items are also set with a black diamond at each knuckle. They were a gift to Ingwë by the Vala Námo.

Powers: Wearer may magically bury all bodies of the goodly dead within 888', by waving both hands and singing.

MERP/RM: Free use of the **RM** *Repulsions* list, up to 2 spells/round to level 50, or the **MERP** *Calm Spirits* list, up to 2 spells/round to level 10.

LoR: Undead will not approach the wearer.

See *ICE's LOME* I 82.

GIFT OF YAVANNA

These beautiful white, green, and gold boots cause one plant to spring fully mature in each footstep according to the wearer's desire: fruit trees, nut trees, Ul-Naza, Culkas, Hugburtun, Mirena, Oiolossë, Vulcurax, Ankii, or Splay-foot. Usually the beautiful little white or yellow flowers called Simbelmynë (or alfirin or uilos or evermind) fill Ingwë's steps.

Powers: Grow plants.

See *ICE's LOME* I 82.

GILL SCARF

A blue silk scarf about six feet long, this item is of excellent material but otherwise unremarkable. It belongs to Edorthil, a smuggler in the delta of the Entwash.

MERP/RM: Allows wearer Physical Enhancement *Waterlungs* 1x/day when folded and tied around lower face.

LoR: Wearer may breath water for 3 hours, 1x/day.

See *ICE's Mouths of the Entwash* 10.

GLORFINDEL'S SURCOAT

The sleeveless overgarment of smooth white cloth belonged to the captain of the guard in Gondolin and was lost when he fell to his death during a combat with a Balrog. Over the right breast is a tiny embroidered golden lily, as Glorfindel was the lord of the House of the Golden Flower.

MERP/RM: AT P1/20; +30 DB; unencumbering.

LoR: +3 DB.

See *ICE's LOME* I 79.

GLOVE OF SNAKES

Delicate, transparent items made of the shed skins of asps, these gloves are quite fragile and must be regularly oiled to keep them from falling apart. Excessive use will bring about their rapid deterioration. They provide almost no protection from the elements.

MERP/RM: Cast **RM** *Disease Tongue Rot* or **MERP** *Controlling Songs Forgetting Song* 1x/day.

LoR: Wearer may cause any person to forget one single event.

See *ICE's Dunland* 63.

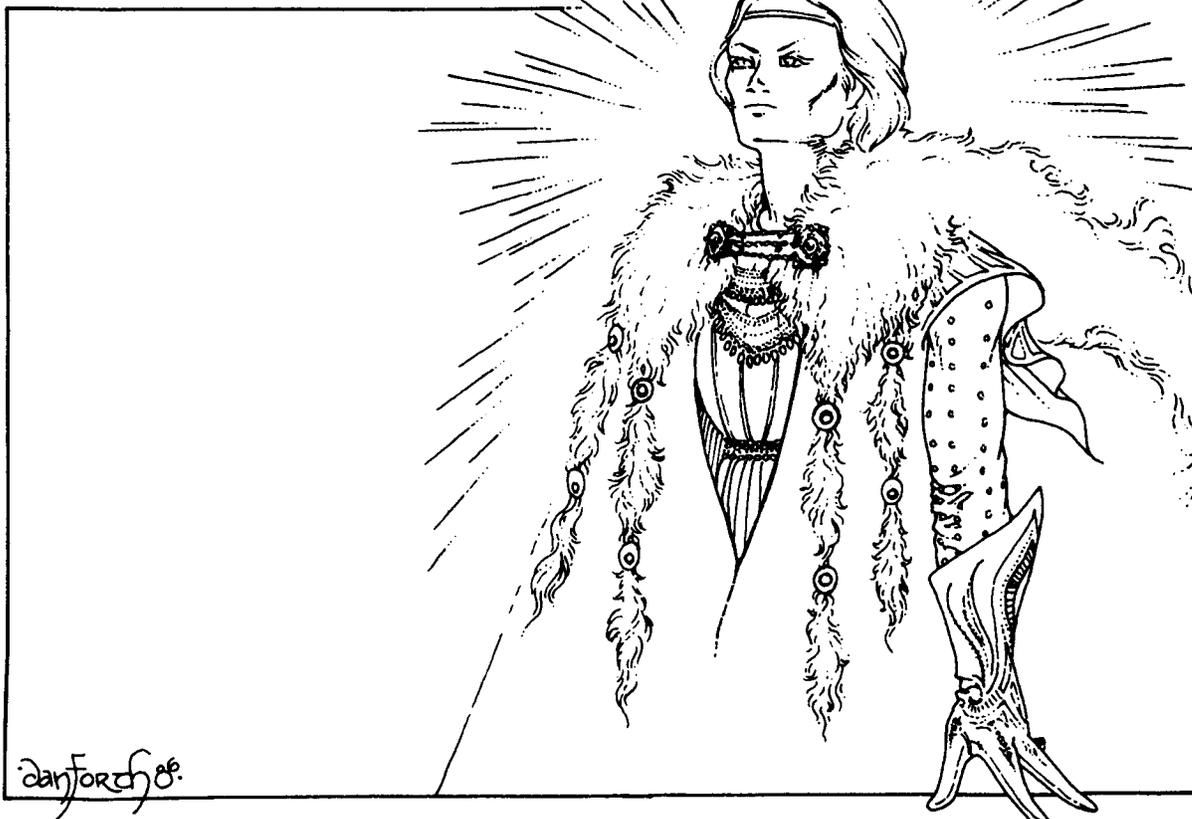
GLOVES OF THE FORGE

Made of eog for protection and shaalk for flexibility, these Elvish gloves are the workaday wear of Celebrimbór, the highest of the Elven Smiths of the Mírdraithron.

Powers: Give total protection to hands and arms from heat, electricity, and cold, both natural and magical; they are unencumbering, allowing the wearer to work as if not wearing gloves at all.

See *ICE's Lórien* 22.





GLOVES OF LORD LIGHTFINGERS

A pair of grey leather gloves kept in a flat wooden case (2"x8"x4") and belonging to a Master Thief of Asni Dat.

Powers: Adjust to fit any wearer.

MERP/RM: Allow +10 to manipulatory skills, such as picking locks or pockets.

LoR: Wearer gains +1 to lock picking and maneuvers involving manual dexterity.

See *ICE's Pirates of Pelagir* 27.

GREENWOOD BOOTS

These are the boots of Eldacar, the warrior who defeated Castamir the Usurper and regained the throne of Gondor. They are made of soft leather stitched together with leather and sinew.

Powers: Alter to fit the wearer's feet, with wearer's concentration; leave no footprints; walk silently in the woods.

MERP/RM: +25 to Stalking maneuvers (regardless of locale).

LoR: Wearer gains a +3 to stalking maneuvers.

See *ICE's LOME II* 26.

GYPSY BELT

A belt of finely hammered silver leaves linked at tip and stem by thin silver links. There is no buckle—the belt simply hooks into a circle. It is delicate and might break easily if subjected to unnecessarily rough treatment.

MERP/RM: +5 to wearer's Presence; +25 to skill bonus for Dance or Acting.

LoR: Wearer gains a +1 towards perception, and a +3 towards any maneuver using Agility.

See *ICE's Mouths of the Entwash* 33.

HEALER'S CLOAK

Very full and hooded, the dark grey garment was last known to be in the possession of Yavëkamba, a traitor to the Court of Angkirya.

MERP/RM: Wearer can cast **RM** *Invisible Ways*/**MERP** *Illusions Invisibility* over herself and a patient.

LoR: Wearer may cause herself and a patient to become invisible.

See *ICE's LOME I* 91.

HEALER'S SHROUD

A white silken garment that resembles an adult-sized mummy bag which will fit any Man up to 7' tall; it folds to 6" x 6" x 1".

Powers: While inside of it, healing is accelerated to 3x the normal rate, including that of criticals; however, it only works on the living and cannot restore life.

See *ICE's Dagorlad* 31.

HENECHOR (S. "Ring of Eyes")

A headband of several small, rectangular metal plates fastened to a strip of pliable leather which can be bound about the wearer's head across the temples.

Powers: Allows the wearer to see all about himself in a 360 degree arc at will; he must will it so, at least momentarily; thus it is possible to sneak up on the wearer if he is not alert.

See *ICE's Isengard* 42.

HIDDEN HELM

A thin headband of brightly dyed homespun with two tassels that serve as ties. These tassels end in tiny silver bells. The whole is lined with parchment upon which various protective prayers and runes are penned in sepia ink.

Powers: Acts as a full helm.

MERP/RM: Continual RM Spell Resistance *Mind Shield* or *MERP Spell Ways Dispel Essence*.

LoR: *Protection from magic*, continual.

See *ICE's Dunland 63*.

HUINEN'S CLOAK

A full-length cloak of grey cloth, this item belongs to the secretive Seer and fits his wish for privacy well. He is known to employ it even when at home with guests.

Powers: Allows instant *Invisibility 1x/round*.

See *ICE's Southern Mirkwood 49*.

ICE-BOOTS

These fur boots are light grey and fitted with pairs of retractable steel blades. They enable the wearer to skate after 1 round's preparation. Alternatively, the blades can be fitted for use as crampons and/or as weapons. These were the boots of the Umli lord Ulas Tost, who ruled the forest realm of the Forír-Tasír for two centuries around the end of the first millennia of the Third Age.

MERP/RM: +25 to all skating maneuvers; +25 to ice-climbing; kick strikes as a +10 handaxe.

LoR: Wearer gains +3 toward skating and ice-climbing maneuvers; kick strikes as a +1 OB handaxe.

See *ICE's LOME III 76*.

IMLADAGOLLO

(S. "Cloak of the Deep Valley")

The hooded, grey-green Elven cloak gives the wearer protection and climbing ability. Imladagollo belonged to Arwen, daughter of Elrond and Celebrian.

MERP/RM: +50 bonus for hiding and stalking maneuvers and a +100 bonus for climbing, acrobatics, or landing maneuvers.

LoR: Wearer gains a +5 for Stalk/Hide maneuvers; +10 for climbing, acrobatic or landing maneuvers.

Read *LotRI 299*. See *ICE's Rivendell 14*.

KHÎM'S BELT

Woven of willow wands and cat gut, this small belt was worn by the Petty-dwarven holy man it is named for. It retains an aura of peace and serenity, but this may simply be due to the hypnotic patterns and convolutions of its weaving.

Powers: PPx4.

MERP/RM: +25 DB.

LoR: +3 DB.

See *ICE's LOME III 70*.

MANTLE OF DORIATH

Woven by Elrond's ancestress Melian, it is a great cloak of grey cloth which confers powers to the wearer at will.

MERP/RM: Unlimited RM *Guises Displacement V*, RM *Invisible Ways Invisibility True*, RM *Shield Mastery Deflections V*, and RM *Brilliance Blur* or *MERP Essence Hand Shield, Deflections*, and *Bladeturn* and *Illusions Invisibility*.

LoR: Wearer may become invisible at will; *Shield*, unlimited.

See *ICE's Rivendell 12*; *LOME I 68*.

MANY MILE SADDLE

A worn and torn magical saddle which will fit any animal of large size. For whatever reason, even skittish mounts will hold steady for this saddle to be placed upon them.

Powers: When using this saddle the beast's speed is increased one level.

MERP/RM: Allows the rider a +25 OB in mounted combat.

LoR: Wearer gains a +3 OB when in mounted combat.

See *ICE's Rangers of the North 49*.

MASK OF THE STAGE

A half-mask of formed of rigid leather half-smiling, half-frowning, the item can be tied on with simple leather thongs. It is the secret of the success of Cirdus, a thief and theater master of Dol Amroth.

MERP/RM: Casts any spell from *Illusions* list to 5th lvl 2x/day.

LoR: Wearer may create illusions 2x/day, GM's discretion.

See *ICE's Havens of Gondor 53*.



Ice Boots





MENELCOLLO (S. "Cloaks of the Sky")

The Menelcollo belonged to the twins Elladan and Elrohir, and they were of identical cut and material, so as to confuse others as to which twin was which. Normally they are sky blue, but they can change color to that of the surroundings if desired.

MERP/RM: +30 DB; continuous RM Monk's Bridge *Landing True* and *Great Leap* or MERP *Lofty Bridge Leaping* and *Landing 5x/day*; +50 hiding; allow gliding from heights (drop 100' per round and sail 100' per round) as often as desired (requires a high point to drop from).

LoR: +3 DB; wearer may land safely from any height up to 100'; +5 to hiding.

See ICE's *Rivendell 14*; *LOME I 67*.

MITHRAM (S. "Grey Wall")

Made in the early Third Age in Amon Thranduil, this fabric is now located in the ruin where the Men-i-Naugrim crosses the Celduin (old Iach Celduin). It is a 10' x 10' grey cloth spun, of spider-silk, made by Wood-elves. It is kept folded and rolled in a 5' sheath made of carved chestnut. The sheath weighs 2 lbs and the cloth 5 lbs, but when stored together they weigh but 3 lbs.

Powers: Bearer of the sheath can control the unfolded cloth to move at up to 5 mph and to distances as far as 200' away; it cannot move on its own while supporting more than 1 pound of "dead weight."

See ICE's *Northern Mirkwood 46*.

MONK'S TUNIC

The tunic of Annael, a Sindar Elf forced to hide in the caves of Mithrim, where he lived an ascetic life.

Powers: Provides wearer the ability to change his skin and clothing color to suit surroundings.

MERP/RM: Serves as AT RI/I2, +40 DB; gives a +50 bonus for Stalking and Hiding maneuvers.

LoR: +4 DB; wearer gains a +5 towards stalking and hiding maneuvers.

See ICE's *LOME II 54*.

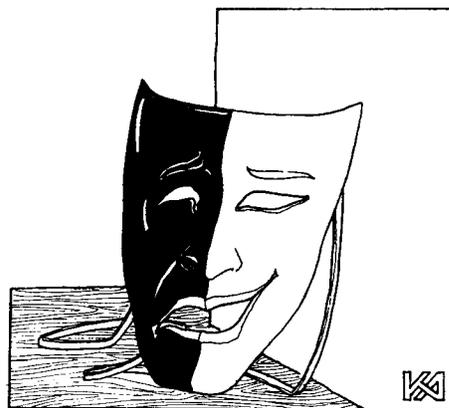
MOTHER'S GIFT

The wreath of ever-beautiful flowers about Lúthien's head is the gift of her mother, Melian the Maia. The blossoms have the beauty of the Ainur always about them, as indeed does Lúthien, and are one of the few ornaments that do not pale by comparison to the most beautiful of the Children of Iluvatar.

Powers: PPx10; maintains concentration spells, without wearer needing to concentrate, for 1 rnd/wearer's lvl; protects head as a full helm; negates head criticals (MERP/RM: on a roll of 01-50; LoR: +5 to "U" checks.).

See ICE's *LOME II 33*.

Mask of the Stage



MOUNTAIN ROBES

The robes of the powerful Dunnish Shaman Eribhen who provoked her people into warring against their neighbors, these robes reflect the simple poverty their owner espoused. They are grey and somewhat tattered.

MERP/RM: Protect wearer as soft leather (AT SI/8); +20 for climbing and balance maneuvers.

LoR: +2 for climbing and balance maneuvers; act as Leather Armor.

See ICE's *LOME II 29*.

NARAMBA (Q. "Fire-shield")

Sleeveless tunics for alchemy and other exercises worn by both Curufin and Féanor, these tabards are cunningly woven of fine cloth reinforced by shalk and laen filaments. Their natural color is a soft, shimmering grey, but when defending against attack (each does so automatically) the garments become a brilliant reflective silvery field enveloping the wearer's entire body (treat as RM Light's Way *Alkar* or MERP Protections *Bless* and Sound/Light Ways *Sudden Light* or *LoR Shield*).

Powers: Total protection from heat, electricity, or cold, magical or non-magical.

MERP/RM: Acts as AT PI/20; unencumbering; +66 DB; allows free use of the Fire Law list to 10th/50th lvl.

LoR: +7 DB; *Fire Bolt* (Magic bonus 5, no endurance cost); acts as Plate Armor.

See ICE's *LOME I 63, 72*.

NIMRIL PALANDAL

(Q. "Brilliant White Boots of Travel")

Beautiful white boots which come to mid-thigh, they are studded with 88 large diamonds. The Nimril Palandal belong to Finwë, first of the High Kings of the Noldor.

MERP/RM: Cast any *Running* spell off the RM *Lofty Movements* list or any *Running* or *Walking* spell off the MERP *Nature's Movement* lists at will; all maneuvers at +50.

LoR: +5 towards any physical maneuver; wearer may run without tiring over any even surface at will.

See ICE's *LOME I 76*.

OSSANNA

(S. "Gift of Ossë")

These white eog and mithril bracers belonged to Círdan, the greatest of Elven mariners and shipwrights.

Powers: PPx8.

MERP/RM: RM *Light's Way Alkar* or MERP Protections *Bless* at will; +30 on all ship and water maneuvers; allows use of *Water Law* to 50th/10th lvl and the RM *Liquid Alteration* list to 30th lvl or the MERP *Nature's Lore* list to 10th lvl.

LoR: Wearer gains +3 to all maneuvers involving ships and water; *Shield*, at will.

See ICE's *LOME I 62*.



PANTHER BOOTS

Made of tawny, uncured leather, these somewhat stiff boots are still covered with fur made by the magics of Queen Berúthiel. Their crude handiwork is her own, as is their powerful magic.

Powers: Allows wearer to fast sprint on all non-glassy solid surfaces at any angle up to vertical.

MERP/RM: +33 bonus to all maneuvers; imbedded RM Monk's Bridge/MERP Lofty Bridge *Landing* can be cast 2x/day.

LoR: +3 DB and to all maneuvers; wearer may land safely from any height.

See ICE's *LOME I* 58.

POUCH OF CONCEALMENT

A leather bag about 9" square belonging to Telkurhâd, a shady half-Dúnadan from Umbar. The pouch is ideal for thieves and smugglers, and has passed through many pairs of hands belonging to these sorts of characters.

Powers: Anything placed in the pouch can be commanded to vanish, so that a search of the bag reveals nothing; pouch cannot be filled beyond its normal capacity.

See ICE's *Minas Tirith* 139.

RED ROBES

Spider silk robes belonging to Storlaga the Orc-demon, this garment is large enough to cover two normal Orcs. The red material is not the color of blood so much as the red-orange of poppies. The robes are hemmed with black thread and cuffed with somewhat ragged feathers taken from a red ibis. The whole is held together by a simple belt made of black sharkskin.

MERP/RM: Protect as AT R1/12, +66 DB; +33 RR versus the elements.

LoR: +6 DB; wearer is nearly impervious to the effects of the elements.

See ICE's *LOME III* 96.

RIMALAGON

(S "Sound of Many Wings")

Of tooled leather, it is a headband just over an inch wide, with four bird feathers secured in bronze clasps about the perimeter so that they dangle. The feathers are those of a sparrow, crow, small hawk, and eagle.

Powers: Allows the wearer to physically transform instantly into one of the four different bird types represented by the four feathers; he or she can become each type 1x/day; each shape-change lasts up to three hours.

See ICE's *Southern Mirkwood* 56.

ROBES OF AMAN

Woven in the Light of the Trees, these robes are naturally silvery-white in color, but can change to any hue or mottling at the wearer's thought. Many among the Elves wore them in the First Age when the Two Trees still shone, but with the passing of time after their destruction they became increasingly rare. Among the Eldar, Galadriel and her mother Eärwen wore robes that possessed the properties given below. So did Elemmirë the minstrel who, ironically, wrote the *Aldudenië*, the song known to all the Eldar that laments the grievous tale of the destruction of the Two Trees by Morgoth and Ungoliant. Those worn by Gil-galad had a greater degree of protection woven into their fabric, as befitted such a warrior. Gandalf also was known to wear Robes of Aman, of somewhat less power but greater ease of movement. As the Grey, his clothing was fashioned in the Undying Lands, but when he returned as the White, he wore robes made by the Lady Galadriel. These robes were not enchanted except in that they were beautiful and durable; Gandalf the White was almost beyond harm in his new incarnation.

Powers: Wearer is impervious to all heat and cold.

MERP/RM: Provide wearer with AT P1/20; (AT R1/12 and no encumbrance for Gandalf); +100 to hiding; cast RM Hiding *Displacement V* or MERP *Essence Hand Shield*, at a thought; +30 to DB (+88 for Gil-galad).

LoR: +3 DB, wearer gains a +10 to hiding; *Shield*, at will.

See ICE's *Lórien* 27; *LOME I* 65, 66, 77, 79.



Robes of Aman



ROBES OF THE BLACK MOON

The robes of the Queen Berúthiel are sewn from black velvet soft as cats' paws. They are very quiet, barely rustling when the wearer moves.

Powers: Protects as AT No/I.

MERP/RM: Give wearer a +33 bonus to DB and all RR.s.

LoR: +3 DB.

See *ICE's LOME I 58*.

ROBES OF EMYN ANGWI

Rain-drake skin robes which fall heavily from the wearer's shoulders to about knee level, where they form a sort of slit skirt to allow the wearer the ability to ride easily. The four segments of rain-drake hide that make up the garment are held together by silver rivets at shoulders, waist, and thigh. The robe can only be put on or taken off by first wriggling out of the arms, then lifting the whole up over the wearer's head.

Powers: 1x/week may take on most common color in surrounding terrain.

MERP/RM: Protect as AT PI/4; add +15 to DB, RR.s, and all static maneuvers; acts as a +50 camouflage in that terrain.

LoR: +2 DB; +5 to subterfuge maneuvers.

See *ICE's Shadow in the South 62*.

ROBES OF GLORY

The robes of Tolwen, a Sindar animist and healer of the Fangorn Forest, are made of shimmering green interwoven with mithril threads.

MERP/RM: Act as AT CH/I6

See *ICE's Ents of Fangorn 45*.

ROBES OF LIGHT

These are the robes Finrod gave to Amarië, his beloved, on their betrothal. They are a pure, rich white, like daylight, though they dim somewhat at night.

MERP/RM: Protect as AT RI/I2; +60 DB; negate 50% of criticals to the body (roll 0I-50); provide a constant RM Light's Way *Alkar* or **MERP** Protections *Bless*.

LoR: +6 DB; *Shield*, at will.

See *ICE's LOME I 53*.

ROBES OF MERGING

Robes of motley, this garment is meant to be wrapped tightly so that no ties, belts, or other fastenings are required to keep it in place—the wearer is (comfortably) knotted into his own clothes. They may be wrapped about a smaller wearer more than once, so that any individual from the tallest Man to the shortest Hobbit may be accommodated. The predominant colors and patterns of the motley are variable with climate, surroundings, and even elevation.

Powers: Allow the wearer to merge with any material.

MERP/RM: RM Lofty Movements *Merging True Organic* or **MERP** Nature's Movement *Merging Organic*.

See *ICE's Lórien 32*.

ROBES OF OLYAS

The robes of Demik Dral, the overlord of the reunited Lochas Drus empire in southeastern Endor. The surcoat is cut from bright cloth and emblazoned with the silver orb of Lochas Drus, a symbol set upon a four-part field representing the regions (Wm. "Hiom") of the Kingdom: purple for Locha; deep blue for Brôd; red for Da'ish; and green for Prorse. Each part of the field consisted of a colored wedge and the four wedges came to a point at the center of the field (behind the orb). Thus, Demik's surcoat was divided into four distinctly-colored portions, as befit the reuniter of the empire.

MERP/RM: When worn over armor, +15 DB; unencumbering.

LoR: When worn over armor, +2 DB; unencumbering.

See *ICE's LOME II 23, 24*.

ROYAL BANNER OF CARDOLAN

The rallying point of the warriors under the command of Minastir at the garrison of Sarn Ford, this bright flag has flown over all major engagements in Northern Cardolan. The Dúnadan Rangers will go to great lengths to see that it does not fall into enemy hands.

MERP/RM: +20 to the morale of nearby troops.

LoR: Raises the morale of nearby troops.

See *ICE's Lost Realms of Cardolan 62*.

ROYAL GOWNS

Trimmed with ermine, these bright spring green robes are strictly for formal occasions. Their elaborate collar, delicate embroidery, and fairly light, bright colors insure that someone must carefully clean them after each wearing. In Elven circles, of course, warfare might be considered a formal occasion.

MERP/RM: Non-encumbering; serve as AT RI/I2 (+35 DB); provide wearer with a +25 bonus for all moving maneuvers.

LoR: Wearer gains a +3 to all moving maneuvers.

See *ICE's Rivendell 14*.

SANDALS OF THE LEAPER

Made of ordinary leather and dyed a deep maroon, these sandals seem unremarkable. They are the property of Ardagor, the Half-elven, Half-troll bard and mystic who claims the title Warlord of the Empire.

Powers: Double range of leaps.

See *ICE's Lost Realms of Cardolan 62*.

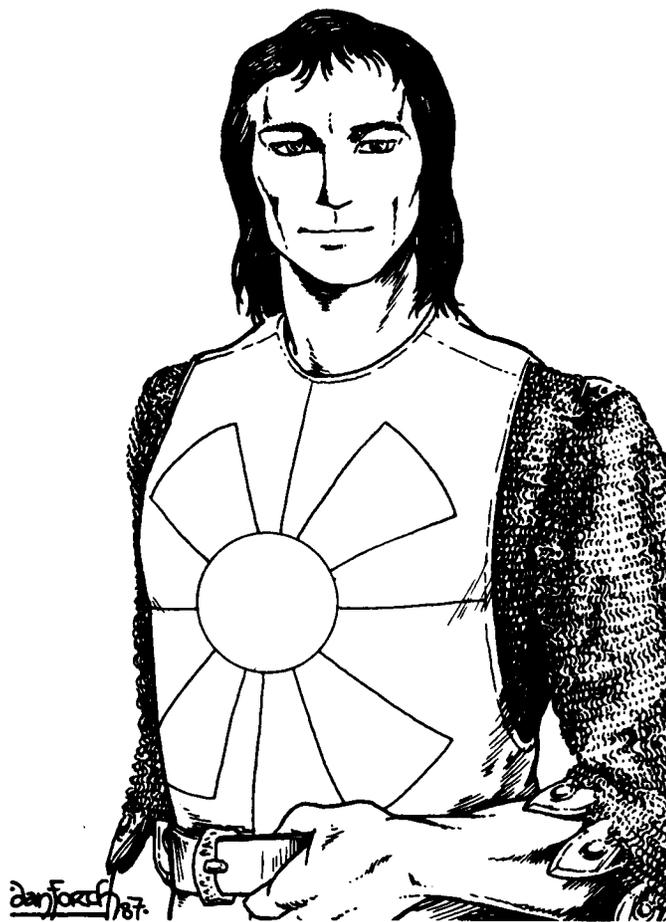
SARUMAN'S ROBES

At first appearing pure white, after several minutes study Saruman's robe is revealed to be woven of threads of all colors which shimmer and change with his every motion.

MERP/RM: +30 DB.

LoR: +3 DB.

See *ICE's Isengard 27*.



SASH OF YAVANNA

Lúthien's multi-hued silken sash, a gift from the Valar to the fair bride of Beren.

MERP/RM: +88 DB; constant RM Guises *Displacement V* or *MERP Essence Hand Shield*; with 1 round's concentration, wearer can become translucent, subtracting 50 from all Perception rolls attempting to see her.

LoR: +9 DB, *Shield*, 1x/round.

See *ICE's LOME II 33*.

SCOUT'S ROBES

A robe of a special Elven weave—it flickers slightly in poor light but is perfectly normal in daylight.

Powers: Trolls have difficulty seeing the wearer, and wearer's odors are neutralized.

See *ICE's Trolls of the Misty Mountains 26*.

SCOUTING ROBES

Made of a single enchanted bison skin, this sleeveless robe is stippled with dots of green, brown, tan, grey, red, black, and blue over its entire surface in a roughly even distribution.

MERP/RM: Add +40 to hiding in any environment (they change color to blend in).

LoR: Add +4 to hiding in any environment (they change color to blend in).

See *ICE's Rivendell 16*.

SEVEN STAR SADDLE

A beautifully adorned saddle with the seven stars of Arthedain on each silver stirrup. When the silver clasp of the cinch is tightened, it sets a spring mechanism in the saddle.

Powers: Anything over 50 lbs. of pressure drives a curved spike up through the seat into the rider

MERP/RM: +100 lance attack.

LoR: +10 spear attack.

See *ICE's Rangers of the North 49*.

SHADE'S GREYS

All members of the assassin's cult of Dol Amroth wear these grey tunics, hoods, and kilts, though most of them are not magical. Cult leaders and trusted recruits may qualify for special greys, but the only way for outsiders to get them is to take them from a slain assassin or steal them from the headquarters in the tower on the Hill of Shades.

MERP/RM: Casts *Nature's Guises Silent Moves 2x/day* and *Shade 1x/day* with durations based on an eighth level spell caster.

LoR: Wearer may move absolutely silently 2x/day.

See *ICE's Assassins of Dol Amroth 28*.

SHADOW

Full, hooded cloaks of dark grey cloth, they provided warmth but were lightweight and unencumbering. Huor and Hurin owned a matching set, though both cloaks were known by the same

name.

MERP/RM: +70 to hiding bonus.

LoR: Wearer gains a +7 to hiding maneuvers.

See *ICE's LOME II 31*.

SHIELD BELT

A tanned and dyed dark blue belt with a silver clasp, this item was originally made for a Prince of one of the inner provinces of Gondor but was stolen by Ringór, a household servant who quickly turned to smuggling after fleeing his native land.

MERP/RM: Spell Defense *Protection I* or *Resist Elements 4x/day*.

LoR: *Protection from magic*, Magical bonus 4, 4x/day.

See *ICE's Mouths of the Entrwash 10*.

SHEPHERD'S BELT

Made of goatskin with a wooden buckle and copper studs, this belt is currently the property of Perdido, a young warrior of Dol Amroth who received the item from his well-travelled uncle.

Powers: Allows the wearer to climb and run on rocky hills and mountains as well as any mountain goat.

MERP/RM: +20 to any MM that involves moving on precarious ground.

LoR: +2 to any maneuver that involves moving on precarious ground.

See *ICE's Assassins of Dol Amroth 7*.



SHIFTER'S CLOAK

The full-length cloak of silver-grey will change color at a thought and is meant to cover the body from neck to ankles. Two long straps tie the cloak's bottom edge to the wearer's calves, and three mother-of-pearl buttons at the front keep the material from revealing its wearer in strong winds or sudden movement. It belonged to Celebrimbor the smith.

MERP/RM: +80 to hiding; casts RM *Guises Displacement V* or MERP *Essence Hand Shield 1x/day*; casts *Lofty Bridge Fly 600'/round 3x/day*.

LoR: +8 to hiding maneuvers; *Shield, 1x/round*.
See ICE's *Lórien 22*.



Shepard on the Hills of Cardolan



SILIMACOLLO (S. "Cloak of Silima")

A shimmering silvery-white hooded robe which Fëanor wore at all times when not doing craft work.

MERP/RM: AT P1/20; +88 DB; constant RM *Light's Way Alkar* and *Utterlight X* or MERP *Protections Bless* and *Sound/Light Ways Utterlight*, at will; any spell cast at wearer must save vs. a 100th level *Dispel* or it has no effect and the power points are added to the wearer's own (may not exceed normal maximum).

LoR: +9 DB; *Shield*, at will.

See ICE's *LOME I 72*.

SOFTLY TREADING BOOTS

Made of soft leather and cut wide, these boots are beautifully patterned, fading from black at the toes to white at mid-calf in a broken pattern of increasing dots, as if someone had broken a necklace of pearls over them. Their origin is obscure, but the spiral pattern worked into each heel leads some scholars to speculate that they are the work of the Woses.

Powers: Walk on water.

See ICE's *Riders of Rohan 59*.

STILL ROBES

Worn by Ringlin on his tragic quest against the Priests of Darkness and his own father, these robes were buried with him when he died of world-weariness and grief shortly after his return. They were Elven robes woven of lightweight cloth.

Powers: Able to blend in with surroundings; unencumbering.
MERP/RM: Adding +80 to wearer's Hiding attempts (while static); AT SI/3..

LoR: Wearer gains a +8 to hiding maneuvers; act as Leather Armor.

See ICE's *LOME II 39*.

TALRUIN (S. "Feet of Flame")

Winged boots made of wonderfully worked golden mithril plate and chain, Fëanor made these for his own use in the distant First Age.

Powers: Wearer may land from any height; may run over any level surface.

See ICE's *LOME I 72*.

THIRD EYE HOOD

A hood of deepest black velvet lined with maroon silk, this item was constructed for the assassins of Dol Amroth, but it was never claimed by its intended owner. It has fallen in and out of various disreputable hands, finally being acquired by a company of adventurers in Rohan, where it has remained ever since.

Powers: Wearer can sense heat variations and sources with great accuracy up to 300'.

See *ICE's Riders of Rohan* 59.

TRIPLE-SHOD BOOTS

Worn by Glorfindel, the chief of the Guardians of Rivendell, these Elven boots are of leather bonded to grey spider silk, thus waterproof and inconspicuous.

MERP/RM: Confer all of the Ranger Running spells (Moving Ways list) upon the wearer; wearer may move with complete silence; continual *Moving Ways Traceless Passing*; +50 to climbing.

LoR: Wearer gains a +5 to climbing maneuvers; wearer may move with complete silence; continual.

See *ICE's Rivendell* 13; *LOME I* 80.

VALGLIN'S BELT

Held together by two hooks rather than a buckle, this snakeskin belt possesses several small pockets hidden in the pattern of its lining. These pouches are large enough to hold keys, lockpicks, coins, gems and the like. The belt was last known to be in the possession of Valglin, an evil Elf who served the Court of Ardor.

MERP/RM: Casts continual *RM Hiding Blur* and *Shadow* or *MERP Essence Hand Shield* and *Nature's Guises Shadow*; contains +30 lockpick kit.

LoR: Contains a lockpick set that gives user a +3 to lockpicking; *Shield*, at will.

See *ICE's LOME I* 90.

VEIL OF DAERON

Lúthien's lightweight dancer's garb, this gift comprised her costume when she danced before Morgoth to entrance him, thus allowing Beren to steal a Silmaril from the Iron Crown. As might be expected, it is flattering in the extreme, opaque and translucent, always hiding more than it reveals, yet flowing and trailing in the wake of the least gesture.

MERP/RM: Deflects attacks as AT P1/20; adds +100 to all spell RRs.

LoR: *Protection from magic*, Magical bonus 10; acts as Plate Armor.

See *ICE's LOME II* 33.

VEIL OF LINDON

Possessed of the coloring properties of the Robes of Aman (silvery white, able to change color at the wearer's thought), this cape is cut with two extra strips of material at the wearer's neck so that it can simply be knotted about the throat rather than pinned in place with a brooch or clasp. The Veil of Lindon was the gear of Gil-galad, the last of the Noldor High Kings.

MERP/RM: Cast *RM Light's Way Alkar* or *MERP*

Protections Bless, at will; swirls to defend its wearer like a full shield +50.

LoR: Swirls to defend wearer like full shield, +5 DB.

See *ICE's LOME I* 79.

WHITE BREAST

A white tunic with the emblem of Glorfindel's house on the breast, the simply cut garment is quite flattering to Elven wearers, especially tall ones like Glorfindel, its owner.

MERP/RM: Protects as AT P1/17 (-30); unencumbering.

LoR: Protects as Plate Armor.

See *ICE's Rivendell* 13.

WHITE WALKER'S CLOAK

A grey-white Bearskin cloak for the shoulders of Ucapel, the Umli Word-keeper, also called the Mother of the Umli, this heavy garment reflects the simple goods and harsh needs of the Far North.

MERP/RM: +10 to any RR versus the weather or Channeling spells.

LoR: *Protection from magic*, Magical bonus 1, at will.

See *ICE's LOME III* 76.

WINGED FEET

Huor and Húrin's tall boots of soft grey leather. The identical footwear is lined entirely with rabbit fur and laces up around the wearer's calf in a diamond pattern. The soles are embedded with tiny bits of granite for traction.

Powers: Allow the wearer to move silently and walk without leaving any trace of footprint.

MERP/RM: +30 to Climbing maneuvers.

LoR: Wearer gains +3 towards climbing maneuvers.

See *ICE's LOME II* 31, 32.

WOOD-SHADOW

A grey-green cloak worn by Faramir, this item was lost when he was attacked by a Nazgûl while leading the retreat from Osgiliath to Minas Tirith.

MERP/RM: +40 to hiding in the forest or deep foliage.

LoR: Wearer gains a +4 towards hiding when in forest or deep foliage.

See *ICE's LOME II* 30.





4.4 JEWELRY, GEMS, AND VALUABLES

Brooches, cloakpins, necklaces, earrings, arm rings, torques, coronets, crowns, sceptres, rods, drinking horns, chalices, finger bowls, porringers, terrines, orbs, statuettes, and gemstones: objects such as these comprise the major portion of the wealth mounded in a Dragon's hoard, rolling on the floors of a King's Treasury, or forgotten among the bones of an ancient mausoleum. Yet, they are found in other places besides the vaults behind carefully locked and trapped doors. And some possess magical powers far surpassing the worth of the precious metals and stones of which they are formed. Many a Warrior, Mage, Healer or Bard wears an enchanted circlet or carries a miniature ivory tiger with him into battle, using its potent magics in a bid for victory.

AGLARTHOL (Q. "Crown of Glory")

Finwë's crown is wrought of rare golden mithril, laen, and precious stones. The prominent central stone is a sapphire Fëanorian lamp which shines on its own.

Powers: Wearer immune to fear, stun, charm, control, or possession; crown negates head criticals; on any head strike the attacking weapon becomes the target of an *of slaying* weapon (save vs a 50th level).

MERP/RM: +10 DB; negates head criticals on a roll of 01-50.

LoR: +1 DB; on a result of "U" on the Combat table for an opponents attack, the opponent's weapon is the target of an *of slaying* attack; +5 to "U".

See ICE's *LOME I* 76.

ALCARINLAI (Q. "Glorious Emerald")

A huge emerald (over two inches in diameter) set in a rim of mithril and suspended by a delicate chain of the same metal. Although it possesses no magical properties, it is very valuable (200,000 gp) and a famous gem.

See ICE's *Lórien* 50.



Arkenstone

AMULET OF ATTRACTION

Made of silver wrought in the shape of a five-petaled rose and set with deep red garnets, this item is threaded on a slightly tarnished silver chain.

MERP/RM: x2 Seduction bonus 2x/day.

LoR: Wearer gains a +2 to perception 2x/day.

See ICE's *Havens of Gondor* 53.

AMULET OF FOG-SIGHT

The property of Ulbor, a pirate lieutenant and captain of the Bay Eaglet, this amulet is made of silver and smoky quartz in a stylized circular design.

Powers: Allows wearer to see through fog as if it wasn't there for 1 hour.

See ICE's *Pirates of Pelagir* 5.

AMULET OF OFFICE

The traditional insignia of the Warden of Dol Amroth, this is presently worn by Camlin, a Dúnadan Warrior.

MERP/RM: RM Weather Ways/MERP Nature's Lore
Weather Prediction 1x/day.

LoR: May predict weather 24 hours in advance 1x/day.

See ICE's *Havens of Gondor* 53.

AMULETS OF SEA-MASTERY

These priceless artifacts from Númenor are large aquamarines set in silver and engraved with runes. Merely fifteen were ever made, and the locations of only six of these are currently known. Círdan the Elven Shipwright has one, and another is hung on a mithril chain around the neck of Zokhad ir-Sorik, the companion of the Laughing Reaver. The other four reside in the treasuries of wealthy nations, but are rarely used.

Powers: Allows its owner to predict the weather for 24 hours ahead with 99% accuracy; to always know true north; and detect obstacles beneath the water to a depth of 100'; it operates continually, serving its wearer as an extra set of senses.

See ICE's *Pirates of Pelagir* 5.

AMULET OF WATER BREATHING

Rough-textured stones encrust the surface of this saucer-sized amulet, almost obscuring its mithril base. The stones are worked to resemble mollusks of various fanciful sorts. They include corals (red, white and black), turquoise, and mother-of-pearl.

Powers: Wearer may breathe under water 1 hour/day.

See ICE's *LOME I* 54.

ANNAYULMA (Q. "Gift-cup")

A silver chalice encrusted with beryls, the Annayulma was crafted by the Elves of Rivendell, but is presently located in the Treasury of Goblin-gate.

Powers: Any holder can will it to fill with fine Elven miruvor, a delightful and invigorating cordial, until he and each of his friends on hand (up to 27 different people) has drunk once; it cannot then be used until a day has passed; to those of evil disposition, the contents taste vile and induce vomiting.

See ICE's *Goblin-gate* 28.

ARDANA'S SCEPTRE

Fascinated by the lights of Varda, Ardana was an easy target for the Black Enemy's servants to twist to their own ends. Her love of starlight and nighttime are reflected in the weapon she bore at the Court of Ardor. Three feet long with an ebony handle and mithril head, her sceptre struck as a mace.

Powers: Unholy weapon.

MERP/RM: +30 OB; casts RM *Darkness Darkness 500'R* or **MERP** *Nature's Guises Darkness* at will; fires a +20 *Shockbolt 4x/day* with 2x concussion hits.

LoR: +3 DB; may cause an area of darkness 500' radius at will; *Fire Bolt* (Magical bonus 3, 2x damage, 4x/day).

See *ICE's LOME I 55*.

ARKENSTONE

Mined in Erebor around T.A. 1999, this is a priceless, brilliant jewel, clear with an inner glow of white flame. Not unlike the sceptres of human rulers, it serves as the Dwarven symbol of lordship over the "Kingdom Under the Mountain." In T.A. 2770, Smaug the Golden seized this prize jewel after chasing the Dwarves of Erebor from their home. Treasured as "The-Heart-of-the-Mountain," it was more wondrous than any other work of the Dwarves of Erebor, and it belonged to Thorin's father and his father before him. Its light and beauty were such as to make even the Elven-king stare in amazement.

The great gem was later recovered by Bilbo Baggins in 2941 as he explored Smaug's riches. Bilbo kept the Arkenstone for himself for a time, and Thorin searched the hoard for it in vain after the demise of the golden Dragon. Bilbo gave it to the Elves and Men besieging Erebor in an attempt to force Thorin to reconcile himself with them and give them a share of the Dragon's wealth. This worked only passing well, but the Free Peoples united and Thorin forgot the Arkenstone temporarily when faced by the armies of the Wolves and Goblins. During the ensuing battle, Thorin II was slain, pierced by arrows, but he had his heart's desire, for he was entombed under Erebor, the Lonely Mountain, in T.A. 2941, and Bard of Dale laid the Arkenstone of Thráin lay upon his chest.

Powers: Bestows holder with strength of body and purpose.

MERP/RM: +20 to OB, DB, RR, and maneuvers.

LoR: Holder gains a +2 to OB and DB.

Read *Hob 220, 225-26, 257, 260, 262, 275; LotRIII 439, 440*. See *ICE's Moria 17, 19; Northern Mirkwood 46*.

ARMBANDS OF STRENGTH

The property of Lanaigh, a Dunlending warrior who is the King of Saralainn, these armbands are made of toughened boar hide and lined with fine linen, now somewhat soiled. They are protected by iron bands at top and bottom and sewn together with catgut.

MERP/RM: RM *Body Reins Strength* or **MERP** *Protections Bless 3 rounds, 4x/day*.

LoR: *Strength, 4x/day*.

See *ICE's Lost Realms of Cardolan 62*.

BALROG RUBIES

Kept in a black iron chest in the depths of Moria, each of these thirty-three rubies contains a miniature embedded black iron crown. They are fine gems, but no respectable jeweler will take them for fear of curses.

Powers: None; worth 600 gp each.

See *ICE's Moria 63*.

BASIN OF COOL SLEEP

Rising from the center of the Greater Vault in the Fortress of Morthondost, this silver basin is four feet in diameter. Inset with jade leaves, pearl buds, and blossoms of citrine (pale yellow and transparent), it is shallow but still capable of holding well over five gallons at a time.

Powers: Water placed within it acts as *Healer's Chamomile* (when swallowed, the drinker sleeps for 2-12 hours, during which all healing rates are tripled), but with no maximum dosage and no side effects.

See *ICE's Erech & the Paths of the Dead 29*.

BEAST CHAIN

This ebon neck chain of black plates linked by gold is both skillfully worked and valuable. Each plate is carved in the likeness of a potent beast: eagle, bull, dragon, and so on. The neck chain is the property of Ethudil, a great and evil sorceress capable of calling forth creatures from beyond the Doors of Night.

Powers: PPx2.

MERP/RM: Allows the wearer an Influence check against any opponent at +20, no matter how violently inclined.

LoR: *Calm, at will*.

See *ICE's Minas Tirith 146*.

BELTHIL ("Divine Radiance")

The courts of Turgon in Gondolin sheltered images of the Two Trees of Valinor. They were wrought by Turgon himself, and the Tree whose flowers were silver was called Belthil.

MERP/RM: All individuals opposed to the Dark Lord within 5 miles of the Tree may use RM *Time's Bridge Guess* and *Surface Ways Heal* or **MERP** *Direct Channeling Intuitions I* and *Surface Ways Heal 50*, each 1x/day.

LoR: All those opposed to the Dark Lord within 5 miles of the Tree may use *Clairvoyance, 1x/day, Healing, 1x/day*.

Read *Sil 126, 319*.

BLACK CLAW AMULET

The talisman of Hannei the Witch, this is a black stone amulet carved into the shape of a clawed hand. Hannei was the only member of her family who was spared by the Great Plague: the amulet may be responsible, though her survival was more a curse than a blessing—Hannei is obsessed with Darkness and hates all the townfolk who were once her neighbors.

Powers: PPx3.

MERP/RM: Provides RM *Guises Shadow* or **MERP** *Nature's Guises Shadow* on command (not when stunned).

LoR: *Camouflage, on command*.

See *ICE's Phantom of the Northern Marches 5*.





BLACK STAR EARRINGS

Made of mithril set with black sapphires, both earrings must be worn for them to be usable.

MERP/RM: One casts RM Rapid Ways *Haste V* or MERP Living Change *Haste III* 3x/day; the other RM Invisible Ways/MERP Illusions *Invisibility I'R* 3x/day.

LoR: *Speed*, at will.

See ICE's *Lórien* 50.

BLOOD AMULET

An egg-sized blood ruby set in mithril and laen, this amulet was worn by Curufin, the evil fifth son of Fëanor.

Powers: Highly intelligent; can analyze any material or alloy within 33'; can store and cast up to 6 (20th-level Essence) spells; if the wearer concentrates the amulet may attempt to absorb any spell attack thrown at the wearer (50th level to resist), passing the power points of the spell to the wearer and letting him know what spell was thrown.

MERP/RM: +33 to all forging operations.

LoR: +3 to all forging operations; *Protection from magic*, Magical bonus 4, at will.

See ICE's *LOME I* 63.

BOX OF THE GENEROUS FRIEND

This cedarwood box, a six inch cube, has the power of duplication. At present there are two pargen berries in it. The box itself is in the Moonstone Fortress near the Red Cliffs.

Powers: Any inanimate, unaltered (for example, by heat—cutting is fine) nonmagical object placed in it will be duplicated entirely after being left in the closed box for 5 minutes; thus one apple becomes two, one egg becomes a pair, etc.; it takes 1 charge to duplicate vegetable matter, 2 for animal matter, and 5 for mineral matter; there are 74 charges left; an item can only be duplicated once, and only one item can be duplicated at a time (two figs will not become four); note that herbs are not considered magical in Eä.

See ICE's *Pirates of Pelagor* 25.

BREWING CUP

Made of iron and red enamel, this cup was used by Yavëkamba, a lay healer at the Court of Ardor.

Powers: When filled with water, can "brew" any herb instantly.

See ICE's *LOME I* 91.

BROOCH OF THE LIDLESS EYE

This silver brooch, meant to serve as a fastening on cloak or hood, is wrought in the design of the lidless eye. It is currently the possession of the Animist Caldamir, who serves the Witch-king of Angmar in his quest for the Herufeä amulet.

Powers: 2x range for all spells by individuals allied with Sauron.

See ICE's *Trolls of the Misty Mountains* 22.



BRUES' AMULET

Part of Fois' Treasure, this amulet is carved from ivory (human bone actually) in the shape of a skull and hangs about the neck of the dead Dunlending Priest for which it is named. The amulet bears his spirit and only shows its powers if someone touches it.

MERP/RM: Wearer must make RR vs. a 5th level attack or become possessed by Brues' evil soul; Brues' victim gets one RR a day for 10 days; if he fails all 10, his own soul departs and he "becomes" Brues; if he succeeds even once, Brues' spirit returns to the skull (unless the amulet is destroyed).

LoR: Wearer will become possessed by Brues' evil soul.

See ICE's *Haunted Ruins* 20.

CAT-SKULL NECKLACE

The nine feline skulls strung on this necklace are covered with gold leaf and set with tiny topaz eyes. The chain itself is of gold, and the whole belonged to Queen Berúthiel, the legendary madwoman.

Powers: PPx6 (Sorcerer); ranges for familiars are multiplied by x66, enabling wearer to simultaneously maintain nine cat familiars.

MERP/RM: +33 DB.

LoR: +3 DB.

See ICE's *LOME I* 58.

Brewing Cup

CELEGORM'S TALISMAN

A delicate construction of stiff cloth-of-gold folded to resemble a rose, with a large pearl nestled in the center, this item is strung on a chain of white gold.

Powers: PPx6 (Channeling).

MERP/RM: +30 to DB, hiding, and moving maneuvers.

LoR: +3 DB; wearer gains +3 to hiding and moving maneuvers.

See *ICE's LOME I 61*.

CHAIN OF UNCERTAINTY

A necklace formed of finely woven gold and silver chains rests in the Seer's Vault of Minas Anghen. Set with a large red hyacinth (which many will think a ruby; worth 70 gp) and four smallish star garnets (20 gp each), it is a pretty piece. Actually, however, the necklace is an heirloom wrought in the mountains north of Hollin in the late Second Age.

Powers: When touched and concentrated upon, the necklace enables the wearer to confuse anyone within 50'; the victim of this will attack friend or foe indiscriminately should the opportunity present itself.

MERP/RM: Victims of the confusion effect may attempt a RR (vs 7th lvl magic); confused victims operate at -50 and will not attack anyone who is not speaking to them or touching them; anytime the wearer rolls a 01-05 followed by another roll with the exact same result (e.g., two 02s), the necklace constricts to decapitate the poor soul.

LoR: Confused victims operate at 50% of normal and will not attack anyone who is not speaking to them or touching them; anytime the wearer rolls a 2 or 3 followed by another roll with the exact same result (e.g., two 2s), the necklace constricts to decapitate the poor soul.

See *ICE's Haunted Ruins of the Dunlendings 13*.

CHALICE OF THE HEART'S DESIRE

A relic of the royal house of Númenor, this chalice is made of a special alloy that magically combines gold, platinum, and adamant. The chalice is set with gems so pure they glow with their own light. It has no known magical properties, except that the drinker is said to succeed in every wish and thought (which can almost precipitate one's worst fears). It is inconceivably valuable.

Powers: None.

See *ICE's Minas Tirith 86*.

CIRCLET OF CEUN

A gold and silver circlet set with a pink tourmaline and leucosapphires (pale, watery blue; raw worth 95 gp), this is part of the Treasure of the Seers of Minas Anghen.

Powers: Acts as an unencumbering helm and adjusts to fit the head of any wearer.

See *ICE's Haunted Ruins of the Dunlendings 13*.

CIRYANIBSIR (S. "Little River Ship")

An intricately carved miniature riverboat four inches long, it is perfectly accurate in its oars, oarlocks, tiny rudder with tiny linchpin, and well-tied rigging. Although the workmanship is remarkable, the boat itself is much like many others and would not stand out on the water.

Powers: Becomes a full-sized riverboat 25' long when placed in the water and the word "grow" is spoken; the boat will only shrink again when the word "shrink" is spoken while it is being touched, but no one is standing on it.

See *ICE's Isengard 42*.

COLLAR OF HORM

This is the Wólim symbol of the Lord of the city of Horm, made of interlocking links of soft gold and ebony. It is currently in the treasury of Dwar the Dog-lord.

Powers: Protects vs. shoulder and neck criticals half of the time (roll 01-50); and allows the wearer to alter the direction of the winds within 2 miles (not the velocity, only the direction) at will—wearer must concentrate to maintain the altered direction.

MERP/RM: +20 DB.

LoR: +2 DB; subtracts 1 point of damage from any blow to the wearer.

See *ICE's Teeth of Mordor 18*.

COLLAR OF RENEWAL

Made of perfectly circular mithril links, this item is more the suggestion of a collar than a substantial item. It looks best when worn with a scarf or ascot underneath to accentuate the mithril.

MERP/RM: May cast up to 50 points/day of RM Body Renewal spells or MERP Surface Ways.

LoR: Healing, double strength, at will.

See *ICE's Lórien 32*.

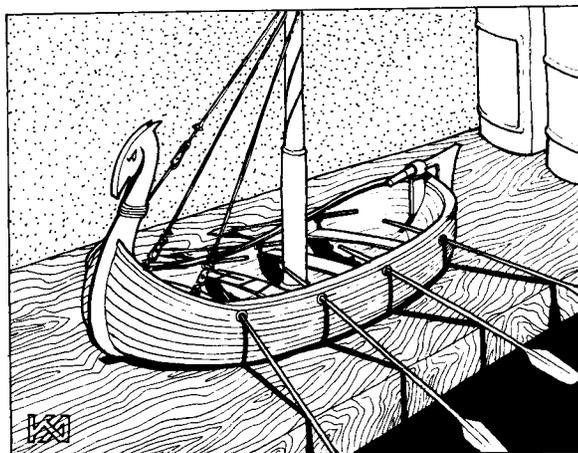
COOK'S HELPER

This silver collar set with a small amethyst is worn close to the throat, much like a choker.

MERP/RM: +50 Poison RRs.

LoR: Wearer immune to poisons.

See *ICE's Mouths of the Entwash 37*.



Ciryانبisur



CORANTIR (S. "Circle of Long Seeing")

Presently in Shelob's lair at Torech Ungol, this is a silver circlet of Elven make. It adjusts itself to the size of the wearer's skull.

Powers: SpAd +4 (Channeling); the circlet protects the wearer's head as full helm; if worn by one of evil disposition, the circlet constricts.

MERP/RM: At will, 1x/day, a user of Channeling can employ MERP Direct Channeling *Intuitions V* and *Dreams III* or RM Time's Bridge *Intuition True* and *Vision Behind 10 year/lvl*; if circlet constricts, inflicts an "E" Crushing head critical.

LoR: 1x/day, wearer may cast *Clairvoyance*; if circlet constricts, wearer is slain.

See ICE's *Shelob* 30.

CORMALLOR

(S. lit. "Encircling Gold")

A bracelet of interwoven gold links, set with dozens of bright jacinths and yellow sapphires. Approximate value: 3,000 gp.

Powers: A beautiful item capable of casting RM Shield Mastery *Bladeturn III* or *Deflections III* each 1x/day and *Shield 3x/day* or MERP Essence *Hand Deflections* and *Bladeturn* each 1x/day and *Shield 3x/day* or LoR *Shield 3x/day*.

See ICE's *Lórien* 50.

CROWN OF ARMOQ-AL-WANU

Made of crude iron, and inlaid with bronze symbols, the crown is an ancient artifact. It has been the property of Miffli the Undying, an undead Petty-dwarf Lord, for many centuries.

Powers: Controls the Iccronite nuggets and their associated ghosts, the Ta-Fa-Lisch (Petty-dwarf ghosts).

MERP/RM: +50 RR bonus vs Channeling spells; +5 DB; forces all within 100' to make one RR versus a 5th level *Fear* spell or flee (each time they enter radius).

LoR: +1 DB; *Protection from magic*, Magical bonus 5.

See ICE's *Hillmen* 30; *LOME III* 71.

CROWN OF ARWEN

This delicate, mithril symbol is shaped like a leafy wreath. It was a gift to Arwen from her father, Elrond.

Powers: PPx6 (Ment./Chan.); negates 60% of head criticals; acts as a full helm (doesn't impede spell-casting).

See ICE's *LOME I* 56.

CROWN OF DURMAW

A silver crown set with a variety of precious stones, seven large pearls hang from the rim of the circlet. This treasure was taken by the Lord of Waw in his conquests.

MERP/RM: Wearer is able to cast RM True Perception *Long Sense (1 mile/lvl)* 1x/day or MERP Essence Perceptions *Long Ear* and *Long Eye* each 1x/day.

LoR: Wearer's hearing is 4x normal, 1x/day.

See ICE's *Teeth of Mordor* 18.



CROWN OF THE PRINCES OF MORTHOND

An elaborate helmet-like item of gold and mithril filigree set with glasmaïn and diamonds.

Powers: None.

See ICE's *Erech & the Paths of the Dead* 29.

CROWN OF THE REUNITED KINGDOMS

White mithril inlaid with gold with a receptacle for Star of Elendil to be set in the brow, this is the crown Aragorn wore for the first time at his coronation as King of Arnor and Gondor, and thereafter whenever he presided over the affairs of the Realm. Originally it was Isildur's plain Númenórean war helm, but Atanatar Alcarin replaced it with the jeweled version. It is shaped like the helms of the Guards of the Citadel, but loftier and with seabird wings at either side wrought of pearl and silver (in memory of the Kings who came over the sea). Seven gems of adamant surround the receptacle for the Star and symbolize Elendil. It is also called the White Crown, the Silver Crown, and the Winged Crown.

MERP/RM: +10 to DB.

LoR: +1 to DB.

Read *LotRII* 355; *LotRIII* 303, 401; *Sil* 367. See ICE's *Rangers of the North* 35.

CROWN OF THE TELERI

This clear laen and mithril crown was worn by Olwë, younger brother of Elwë (Thingol Greycloak).

Powers: Protects as a full helm and negates all head/neck criticals.

MERP/RM: Adds +50 to DB; allows wearer use of the RM Weather Ways list to 50th lvl or the MERP Nature's Lore list to 10th lvl.

LoR: Adds +5 DB; allows wearer to predict the weather for the next week, at will.

See *ICE's LOME I 88*.

CUCKOO BROOCH

This mithril brooch of fine craftwork is inset with black pearls and looks like a bird's nest with six eggs. It is worth 250 gp and currently sits in the mass of Shoglic's Treasure at the Blue Butte.

Powers: Each egg can "capture" a spell cast against its wearer (attacking spell must make a RR vs. the 4th level brooch).

See *ICE's Haunted Ruins of the Dunlendings 29*.

CUP OF THE BREWER

This cup is almost large and ornate enough to qualify as a goblet. Made of seasoned oak banded with copper, it is set with dark green beryls and inlaid with cherrywood.

Powers: Cools liquids to 48 degrees Fahrenheit.

MERP/RM: Casts any spell from Physical Enhancement list to 5th level 3x/day.

See *ICE's Havens of Gondor 53*.

DAEN AMULET

In the Paths of the Dead, this item lies in the Tombs of the Glorious, where many of the Daen Coentis are buried.

Powers: PPx4 (any realm); permits user to speak without sound to anyone within 80' radius; allows wearer to assume stone or iron form (as a statue) with I rnd concentration.

See *ICE's Erech & the Paths of the Dead 34*.

DAEN STAR-COMPASS

One of the Treasures of Fois, this is a silver device presently hidden in an obsidian jar inscribed with a spiral pattern and topped with a cork-edged stopper. It weighs 2 lbs and enables the holder to determine time as a magic sun- and star-dial, or the cardinal directions without other aids, at any time of day.

Powers: Enables the holder to redirect any projectile (up to 40 lbs; 3x/day) according to the direction he dials from the North coordinate (which corresponds to the original direction of flight); thus, he can redirect an arrow flying at him back toward the attacker by dialing South (the projectile attacks with an add based on the distance between the new target and the original point of departure).

See *ICE's Haunted Ruins of the Dunlendings 20*.

DARK SPECTACLES

Made of grey opaque laen, these dark glasses give their wearer an unusual view of the world, though his eyes are hidden. Their frames are of gold. The Spectacles are the property of Valglin, a Silvan Elf of the Court of Ardor.

Powers: Wearer has the ability to see through up to 2' of stone or wood, 1' of metal; ideal for examining lock or trap mechanisms; can only be worn for about five minutes at a time without causing severe, incapacitating headaches; at least two hours of rest are required between wearings.

MERP/RM: Spectacles add at least +50 to maneuvers involving most lock or trap devices.

LoR: Spectacles add at least +5 to maneuvers involving most lock or trap devices.

See *ICE's LOME I 90; Court of Ardor 19*.

DAWN'S SPIDERWEBS

Webs spun with gold filament constitute the chief treasure of Eregost, a highland retreat in the southern foothills of the Yellow Mountains of the distant south. They can be coiled and carried off on the 2' diameter inscribed silver spool located in the treasury. Ideal for making real cloth-of-gold, these webs would fetch a high price from any canny merchant.

Powers: None.

See *ICE's Shadow in the South 46*.

DEEPEARTH AMULET

Presently the property of Dhanli, the Dwarvish Captain of the Troich-Armchleasah, this is a dark lump of garnet crystals set in a golden chain.

Powers: Wearer can't be surprised when underground.

See *ICE's Lost Realms of Cardolan 63*.

DEEPWOOD BRACELET

A finely made ornament composed of links of green-tinted metal, inlaid with dark wood, Faramir's bracelet is large enough to fit even the brawniest of wrists. It might serve a Hobbit as an armband.

Powers: PPx4 (Rangers and Animists).

MERP/RM: Also allows the wearer to use RM Nature's Law Nature's Awareness 500' or MERP Nature's Ways Nature's Awareness 100' at will without use of PPs (caster must still pause and concentrate).

See *ICE's LOME II 30*.

DOORWAY NECKLACE

An electrum necklace inlaid with small diamonds, rubies, and a large star sapphire, it is worth 650 gp. An unfortunate visitor to the shrine of Shoglic left it behind when he fled in terror from the sight of the ghost-god.

MERP/RM: Enables the wearer to Lofty Bridge Long Door 1x/day.

LoR: Wearer may teleport 1x/day, range 3 miles.

See *ICE's Haunted Ruins of the Dunlendings 29*.





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DRAGON PETITE

This small statuette of a dragon is very well carved, but is made of common granite, giving it a greyish color. If touched, the dragon will emit a quite frightening and realistic—painfully realistic—burst of flame.

Powers: Flame inflicts 2-20 hits on anyone standing in the way.

See *ICE's Trolls of the Misty Mountains* 20.

DRAN-TARK (H. "Chiefbeads")

These beads are bone ringlets worn in the Hillmen's long braids; this pair is engraved with runes.

MERP/RM: Usable 1x/day; x2 Strength and/or Speed, but temporarily reduces Constitution by 5pts/power/round as long as Con pts last; Con recover = 1/minute of rest.

LoR: Usable 1x/day; x2 Strength and/or Speed, but temporarily reduces Endurance by 5pts/power/round as long as Endurance pts last; Endurance recover = 1/minute of rest.

See *ICE's Hillmen of the Trollshaws* 30.

DREAMSTONE PENDANT

A pendant of moonstone set in silver which will glow faintly when in use, this item is strung on a chain of mithril to avoid its loss. It was left behind in the vault of Celeborn and Galadriel's villa when Celeborn's departed for Arvernien after the fall of Doriath.

MERP/RM: Wearer resists RM Fatal Channeling Projections (Absolution, etc.) as a 60th lv; if wearer fails, the amulet is unharmed.

LoR: Protection from magic, automatic, Magical bonus 6.

See *ICE's Lórien* 39.

EARRING HELMET

A single earring of bronze cast in the form of a crenelated tower, this item is rather large and heavy.

MERP/RM: Casts RM Spell Resistance *Mind Shield* or MERP Nature's Guises *Blank Thoughts* at will 3x/day.

LoR: Wearer may blank thoughts at will 3x/day.

See *ICE's Ents of Fangorn* 45.

EARRINGS OF LYRIN

The pair of earrings worn by one of the "Three" of the Guild of Elements, these baubles are superbly made of two small Thae stones set in simple stud earrings.

Powers: PPx6 (Monks).

MERP/RM: Aura provides +30 DB; MERP Living Change/ RM Rapid Ways *Haste* on wearer at will.

LoR: Aura provides +3 DB; Speed, at will.

See *ICE's LOME I 85; Court of Ardor* 27.

EARRINGS OF SWIFTNESS

This pair of mithril earrings belong to Pelenil's twin sister Pelenwen, an Animist and Healer of northern Cardolan. They are shaped to resemble tiny bolts of lightning.

MERP/RM: Each earring worn allows an Adrenal Maneuver without risk of failure.

LoR: Each earring worn allows a movement maneuver without risk of failure.

See *ICE's Lost Realms of Cardolan* 62.

EARTHROOT SPIKE

This is simply a long golden laen spike made long ago by the Dwarves of Erebor. It has no distinguishing marks, though it is well-worn.

Powers: Cannot be removed from whatever it is driven into without the use of magic.

See *ICE's Trolls of the Misty Mountains* 25.

EIGHT TILES OF VARDA

Beautifully glazed tiles of white clay, they are part of accoutrements of Yoruve, a pious Herbalist.

Powers: If user sleeps/meditates within them when set out correctly, acts as PPx2.

See *ICE's Mouths of the Entrwash* 17.

ELENCALA (Q. "Star-light")

Located in the treasury of Goblin-gate, the Elencala is a transparent crystalline globe (6" in diameter) which seemingly displays within it all the stars of the firmament, and

can be rotated to depict the sky on that night from any angle, a useful device for Astrologers. As with all Elvish creations, it projects an entrancing beauty.

Powers: SpAd +4; due to its Elvish origins, inflicts 1-10 hits/rnd on any evil creature holding it.

MERP/RM: Up to 4x/day at will, a user of Channeling can direct it to produce a MERP Sound/Light Ways/ RM Light Law *Sudden Light* spell (holder is immune).

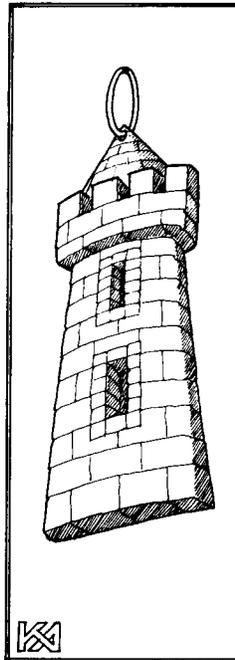
See *ICE's Goblin Gate* 28.

ELEPHANT HEADBANDS

Golden headbands set with black gems, these items of superior Southern workmanship can be found as far north as Angmar, though they are only made in the southern lands where the Elephant Lord rules.

Powers: Allow the user to store three spells of any level each day.

See *ICE's Angmar* 20.



Earring Helmet

ELESSAR ("Elf-stone")

Given to Celebrian by Galadriel in the Second Age, then passed to Arwen, then finally entrusted to Galadriel to be given to Aragorn in mid T.A. 3019, the Elessar is a beautiful item originally forged as a token of affection by Celebrimbor for Galadriel. When she gave it first to Celebrian, Celebrimbor is said to have forged her a second to stay the wearying effects of time. In appearance, the Elessar is a brooch in the form of an eagle with spread wings, set with a large oval emerald.

Powers: PPx6 (any profession); Preservation True—a power beyond the norm, it is similar in nature and effect to the power of the Three Elven Rings (though not nearly as powerful); time seems to pass slowly within the area under the influence of the Elessar; living things do not die, and aging occurs at a very reduced rate; this power, like that of the Three, is tied to the intrinsic might of the wielder.

MERP/RM: Provides continuous Protections *Prayer*.

LoR: *Shield*, at will.

Read *LotR I* 486. See *ICE's Lórien* 21, 27.

ELROND'S CROWN

This item is misnamed—it is actually not a crown at all, but a simple silver circlet.

Powers: Acts as a full helm; has a 50% chance of simply annulling any head critical.

MERP/RM: Wearer has continuous RM Mind Mastery *Unpresence* or *MERP Nature's Guises Blank Thoughts*.

LoR: Wearer can not be sensed by his thoughts; +5 to "U" checks.

See *ICE's LOME I* 68.

EMERALD STAR

This gold brooch is set with a single lustrous emerald of high quality.

Powers: Dispels any mind-affecting spell cast at the wearer (spell gains a RR versus a 20th level attack.).

See *ICE's Minas Tirith* 86.

EYE OF THE MYSTIC

Elros was the first King of Númenor, and his items are the hereditary property of his successors.

Powers: Allows the wearer to see through (resist) any Illusion or Trick (enchanted or not, visual, aural or otherwise).

MERP/RM: Wearer rolls RRs at 30 levels above his own.

See *ICE's LOME II* 28.

EYEGLOSS OF TRAP DETECTION

The property of the suspicious trader and smuggler Uner Edolin, this wire-framed monocle is kept on a silver chain around his neck.

Powers: *Trap Detection* 3x/day (10th level).

See *ICE's Mouths of the Entwash* 18.

FENDOMÉ'S EAR

Fendomë, the Warden and Lord of Mírdraithron, was a master of forge and crucible. This heavy earring of gold, lead, and mithril was a gift to him from his friend Galadriel.

Powers: PPx5 (Alchemist).

See *ICE's LOME I* 73.

FOREST AMULET

A large green gem in the shape of a leaf, this thin amulet is outlined with mithril and hung on a fine mithril chain.

Powers: PPx6.

See *ICE's Rivendell* 16.

FORGING BRACELETS

Matched wrist guards of mithril, shalk, and laen, these items functions much as does the Naramba. Both Curufin and Fëanor own a pair.

Powers: Protect hands and arms from heat, electricity, and cold, magical or nonmagical.

See *ICE's LOME I* 63, 72.

GAERGIL (S. "Sea Star")

Círdan's clear laen sphere of 1' diameter has gone on many a famous voyage with the renowned navigator.

MERP/RM: +50 Navigation rolls; casts RM *Weather Ways Weather Mastery* at 100th level or any spell from the *MERP Nature's Lore* and *Water Law* lists using the caster's PP.

LoR: Wearer gains a +5 to any navigating maneuvers.

See *ICE's LOME I* 62.

GALADILIN (S. "Tree of Hiding")

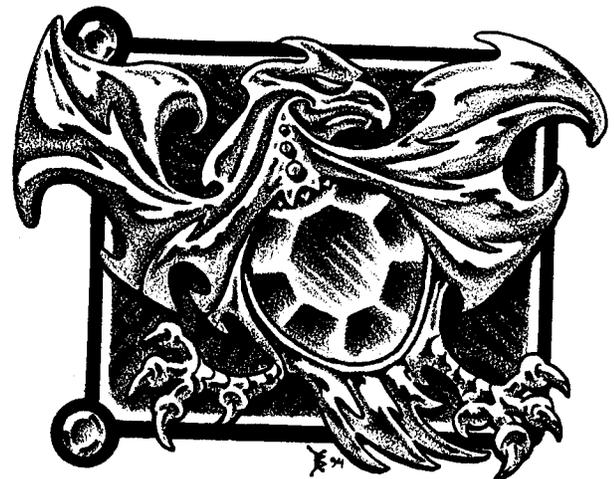
This collar is fashioned of twelve rectangular, curved pieces of fine oak, approximately 1" by 2" long, bound and linked together with bands of silver.

Powers: Allows the wearer to RM *Movement Merge True* with a living tree 1x/day; for *MERP* and *LoR* users, this means that he can enter the tree and be hidden, as well as see out of the tree and cast spells (that he would normally be able to cast) on himself; he can remain in the tree as long as he desires, but once he departs, he cannot reenter until after having rested.

See *ICE's Southern Mirkwood* 56.



Elessar





GALADRIEL'S GIFT

Gimli was honored by the Lady Galadriel, who was so moved by the Dwarf's devotion that she gave him three golden strands of her hair. The keepsake is of great value and a symbol of amity between the two distinct and often hostile races.

Powers: None.

See ICE's *LOME III* 55.

GEBIRELDA (S. "Stake of the Stars")

This rod-sceptre, three and one half feet long, is made of enchanted black oak surrounded by braided branches from a mallorn tree. First wielded by Ancalimë, the rod became a hereditary item of Westrenesse's monarchs, especially its Queens.

Powers: PPx7; strikes as either a quarterstaff, a mace, or a flail (depending on wielder's last command); unbreakable, it will bend and return to its usual form if it strikes too hard an object; a magical symbol of authority, it can (up to 7x/day) be held up and, with concentration from the wielder, used to stun (for 1-10 rounds) all within 100' (targets must make RR vs. wielder's lvl).

MERP/RM: +40 OB.

LoR: +4 OB.

See ICE's *LOME II* 17.

GEM OF UNLUCK

A precious sapphire worth 100 gp, this item belongs to Shabla the Slow who keeps it in her chambers at Caichail Púchel.

MERP/RM: Anyone carrying it has a -20 bonus for all randomly determined rolls.

LoR: Anyone carrying the gem suffers the effects of a constant *Unluck* spell, whenever the dice are rolled for this character, a second roll is made and the lower of the two rolls is used as the result.

See ICE's *Sea Lords of Gondor* 47.

GHÂN'S AMULET

Ghân-buri-Ghân's Animist necklet is made of alternating white shells and long asp fangs, with a tiny sack of fragrant herbs and potent shamanic items (amber, owl feathers, deer musk, lavender, and garlic) attached. The string itself is of woven grasses.

Powers: PPx3 (Channeling).

See ICE's *Riders of Rohan* 57, 61; *LOME II* 30.

GIFT OF FRIENDS

Given to Ingwë by Oromë, Nessa, Vairë, and Vana, this wreath crown was woven from the twigs of the Two Trees: Telperion and Laurelin. It glows with a remnant of the Trees' light, silver and gold.

MERP/RM: The radiance of the crown acts as a Protection *Bless V* to all allies within 888'; it also permits friendship, healing, command, and summons of all natural animals within 888'.

LoR: *Shield*, to all allies within 888', constant.

See ICE's *LOME I* 82.

GIFT OF MELIAN

The crown of Elwë (Thingol Greycloak) is a composite of two circlets, one gold, one mithril, and two gracefully curving mithril arches, one from front to back and one from side to side. The whole is inlaid with ithilnaur and set with violet garnets.

Powers: SpAd +10 (Essence); may cast Essence spells while wearing armor with no penalty; protects head as a full helm; negates 50% of head criticals.

MERP/RM: Gives wearer the ability to cast the base Magician/Mage lists and the open and closed Essence lists to 50th/10th level (using his own Essence Power Points).

See ICE's *LOME I* 69.

GIFT OF VARDA

Ingwë's beautiful suspended medallion was a gift from the Maia it is named for. It is entirely a swirl of variously colored laen, so artfully put together that it seems constantly in motion, though completely static.

Powers: PPx16 (all professions); wearer cannot be stunned, possessed, or controlled; and is immune to fear.

See ICE's *LOME I* 82.

GILDOR'S PENDANT

The pendant is of gold with a large faceted adamant suspended in its center, hanging down in gold circle on a golden chain.

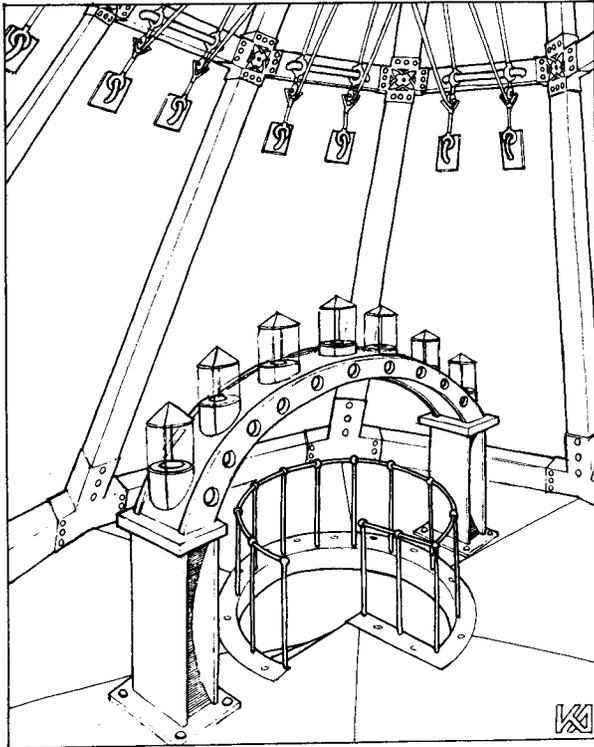
Powers: PPx5 (Bardic); allows up to 3 spells to be stored and cast at will.

See ICE's *Rivendell* 15.



Ghân's Amulet





GLASS OF THE DARK

Made by the Elves, this item is strung on a gold necklace; the 3" spy glass (worth 15 gp) is attached by a gold ring.

Powers: Enables user to see in the dark as if viewing through the glass on a clear day.

See *ICE's Sea Lords of Gondor* 39.

GLINGAL

(S. "Hanging Flame or Gleaming Light")

This artificial Tree of Gold was made by Turgon as an image of Laurelin, the Golden Tree, and stood in the royal courts in the secret city of Gondolin until its betrayal and fall in F.A. 511.

MERP/RM: All individuals opposed to the Lord of Darkness and within 5 miles of the Tree may use **RM** Movement/**MERP** Lofty Bridge *Leaping* 1x/day and are subject to a continual **Protections Bless III** or a continual **MERP** *Protections Bless*.

LoR: *Shield*, to all opposing the Dark Lord within 5 miles.
Read *Sil* 126, 332.

GREAT BEACON

Seven lamps, arrayed in an arc depicting the seven stars of Arnor, comprise the beacon. Set in a rotating steel and glass housing, it is located beneath the upper part of a copper roof covering. A winch controls the surrounding roof sections, which slide down and over the roof area below whenever the beacon is in use. The controls are located along the Beacon-master's walk, which surrounds the lamp.

Powers: Glow can be seen as far as 200 miles away.

See *ICE's Weathertop* 29.

HEADBAND OF SLAEG

Of gold, inset with sapphire (700 gp), this item lies among the grave goods in the Tombs of the Glorious in the Paths of the Dead. It is the product of the Golden Age of Daen Coentis culture, the mid-Second Age.

Powers: SpAd +7 (any realm); can summon and control all Púkel-creatures within 70' radius; while worn confers knowledge of course of any path born of Daen workmanship, once the trail is ascertained.

MERP/RM: May wield Earth Law spells (to 10th level).

See *ICE's Erech & the Paths of the Dead* 34.

HEALER'S BRACELET

Mithril with wood and green laen inlay, Rána the Healer's bracelet aided the Guild of Elements on many occasions.

Powers: PPx5; heals 1 hit/rnd; heals 1 hit/rnd bleeding.

See *ICE's LOME I* 88; *Court of Ardor* 29.

HIRILGALAD (S. "Lady's Light")

A beautiful magic tiara, the symbol of Ancalimë's sovereignty, worn instead of the more masculine hereditary crown. The tiara is made of braided gold, silver mithril, and blue laen. It bears adamant, diamonds, and sapphires. First worn by Ancalimë, in time it became a hereditary item of Westernesë's monarchs. Weightless, it in no way impedes the wearer's spell casting ability.

MERP/RM: +35 DB; stunning; wearer can make the tiara glow with a brilliant aura, adds +70 to any of wearer's attempts to persuade or control targets (within 100').

LoR: +4 DB; +7 to perception maneuvers.

See *ICE's LOME II*

HISMIR (Q. "Misty Jewel")

A large opal set in a platinum brooch, it has an approximate value of 1500 gp.

MERP/RM: Wearer can cast any three spells from the **RM** Gas Manipulation list (up to 15th level) or the **MERP** Wind Law list (to 10th level) each day.

LoR: SpAd +3.

See *ICE's Lórien* 50.

HOLY TREE

Standing pale and stark in the Chamber of the Moon in the Paths of the Dead, this tree is shaped of stone and was once animated through enchantments. It is one of very few such trees—another still grows and thrives in the Daen Coentis sanctuary at Ossaren, in eastern Morthond northwest of Calembel. Holy trees grow like crystals forming in the pattern and manner of real trees. Testaments to Yavanna, Queen of the Earth, and her servants, they are considered most sacred. The tree of the Paths of the Dead was dedicated to Nienna, the Vala who weeps for all sorrow in the world; its purpose was to help mourners pass through their grief and learn wisdom from it. The tree is now dead and withered. Above it, there used to be a glowing, magical, moonlike glassine light in the ceiling, but it is also dead.

Powers: None.

See *ICE's Paths of the Dead* 33.





HORSESHOE TOTEM

Made of slightly pitted iron, this appears to be an ordinary horseshoe, though it is of smaller than normal size.

MERP/RM: Allows casting of spells from the Spell Defense list (use own PP).

LoR: Allows casting of *Protection from magic*.

See *ICE's Mouths of the Entwash* 37.

IDOL OF KOR-SHARHAIGUN

An Easterling idol of Morgoth, whom they call Kor-Sharhaigun. It is made of green-black jade and is quite ugly.

MERP/RM: When prayed to for 30 minutes, gives a +20 attack bonus to all evil Channeling spells cast during the following 24 hours.

LoR: When prayed to for 30 minutes, gives a +2 attack bonus to all evil spells cast during the following 24 hours.

See *ICE's Dagorlad* 25.

IDRIL'S TIARA

A delicate item of mithril and diamonds, Turgon's daughter took it with her when she sailed into the West with her husband, the Adan lord Tuor.

Powers: PPx8.

MERP/RM: Provided wearer with a permanent RM Mind Mastery *Mirrormind* spell vs. all mental attacks and illusions or continual **MERP** *Dispel Essence* and *Dispel Channeling*.

See *ICE's LOME I* 81.

IMRAZIN'S HELPER

An armring belonging to the leader of Sauron's lord of spies and assassins, this item is worked in red enamel on gold.

Powers: Reduces bleeding by 3 hits/rnd.

See *ICE's Dagorlad* 34.

IRON CROWN

Morgoth forged this great crown for himself in Angband upon his return to Middle-earth as a symbol of his claim to be King of the World. A simple black iron crown inlaid with black ithilnaur, which gleams white under moonlight or firelight, the item was adorned with three Silmarils.

The Iron Crown remained intact until Lúthien ensorcelled the Dark Lord into sleep and Beren cut a Silmaril loose from it using Angrist (which snapped when he attempted to cut a second Silmaril loose). After the Great Battle, the two remaining Silmarils were removed and the Iron Crown was beaten into the collar put upon Morgoth's neck.

Powers: Wearer receives a +50 (+5 for **LoR**) bonus for all activity; crown will magically adjust to wearer's head size; strong, the crown cannot be broken unless it is heated in the fires where it was made; wearer's spells, physical attacks, and maneuvers cannot fail; in addition, the crown bestows the following powers.

- Its Jewels can glow to any degree desired by the wearer, even attaining a brightness normally ascribed to stars; in such case, **MERP/RM:** all within 500' must make a RR vs. a 250th level Essence attack, with failure resulting in blindness; **LoR:** all within 500' are blinded for 1 hour.
 - The Jewels' inherent aura is so beautiful that— **MERP/RM:** all who come within 500' of the crown must make a RR vs. a 130th level attack; failure results in victim's being stunned and unable to parry for a number of rounds equal to the RR failure; **LoR:** viewers are subject to a calm spell.
 - 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).
 - PPx20 that enables wearer to simultaneously concentrate on 20 different spells (their cumulative level not to exceed 1000).
 - Intelligent (inherently 75th level), the crown will expand to fall from the wearer's head whenever it feels the wearer is unsuitable.
 - Irresistibly Evil, it enhances any desire the wearer might have and, in time, anyone will succumb to their own inner feelings.
 - *Of Fire*, the wearer can immolate at will, becoming engulfed in a flame which strikes all within 5' with the equivalent of a **MERP/RM:** +50 Fireball each round or a **LoR:** *Fire Bolt*, Magical bonus 5.
 - *Of Darkness*, the wearer can become a "shadow" at will, operating with a **MERP/RM:** +50, **LoR:** +5 hiding bonus at night or in darkness.
- Read *LotR* 260; *LotR II* 408; *Sil* 81, 181, 252. See *LOME I* 97.

Forging Bracelets



IVORY HAND

An excellent image of a strong hand of great beauty carved life size, this item can heal wounds when it is laid upon them.

MERP/RM: Surface Ways Heal 10 4x/day or Regeneration I 1x/day.

LoR: Healing, 1x/day.

See *ICE's Mouths of the Entwash* 26.

JADE TALISMAN

This abstract circular pendant is the lucky charm of Hieryan the Keeper, a faithful servant of the King of Gondor. It hangs on a leather thong about his neck.

MERP/RM: RM Nature's Protection/
MERP Nature's Guises Hues 4x/day.

LoR: Camouflage, 4x/day

See *ICE's Mouths of the Entwash* 17.

JEWELER'S STONE

An amulet of emerald set in mithril and beryllium, Celebrimbor's forging charm is always about him when he is at his tasks, which is most of the time.

Powers: Highly intelligent; can analyze any material or alloy within 30'.

MERP/RM: Stores and can cast up to 3 10th level Essence spells/day; +33 to all forging.

LoR: Wearer gains +3 to any forging operations.

See *ICE's Lórien* 22.

LEAF-CROWN OF CIMÓNÍEMOR

A beautiful diadem wrought of gold in the form of a small wreath of delicate leaves, it is set with emeralds, opals, and fine inlays of green and blue crystal.

MERP/RM: Provides the wearer Perception 3000' at will; casts RM Mind Visions *Truth I* or MERP Essence's Ways *Detect Evil* 3x/day; +30 DB.

LoR: +3 DB; wearer can sense the basic intent of a creature (i.e. good, evil, indifferent, etc.).

See *ICE's Teeth of Mordor* 18.

LIGHTNING BRACELETS

Of amber laen and inscribed with tiny lightning-runes, these bracelets can be used simultaneously and both must be worn for either to work. They are the "gloves" of the Lord Forger Aegmor.

Powers: One is a SpAd +3, the other PPx3; they confer complete protection from all heat, electricity, and cold to the hands and lower arms.

See *ICE's LOME I* 52.

LORD PHORAKÔN'S VOICE

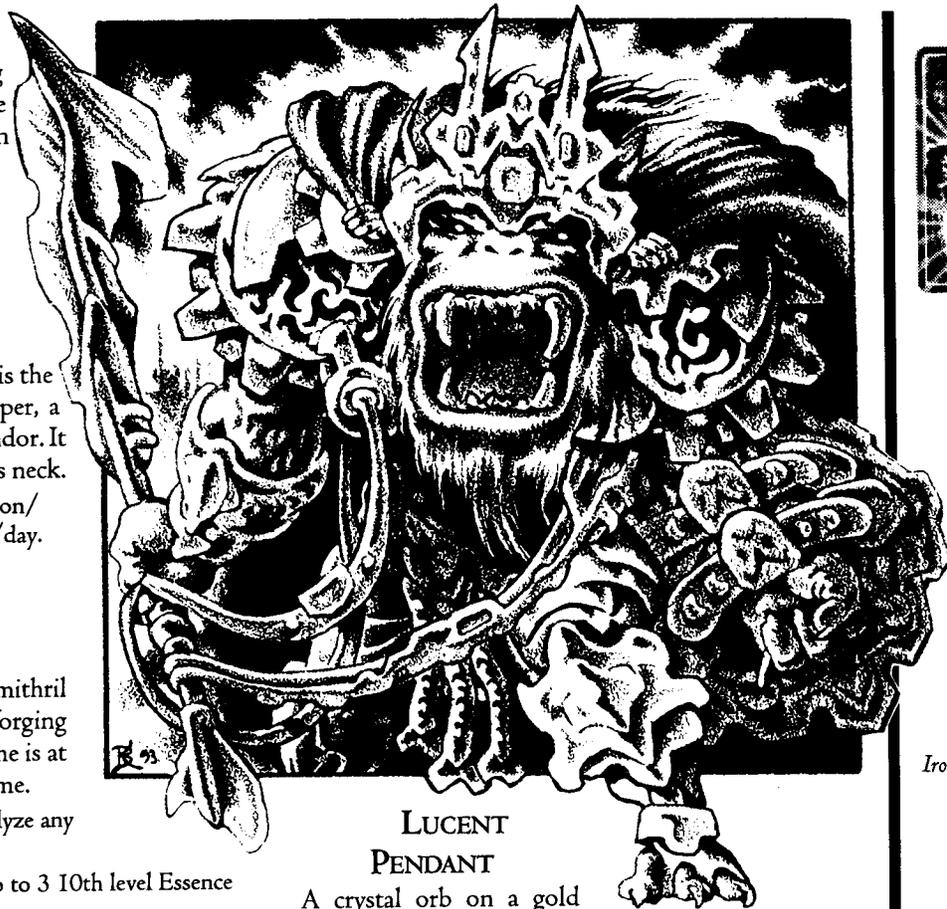
A small magical figurine of Lord Phorakôn of Urlond, carved of reddish marble.

Powers: The figure will, upon command, animate.

MERP/RM: Cast any I Essence spell (to 20th lvl) 1x/day.

LoR: 1x/day, cast any one spell.

See *ICE's Shadow in the South* 48.



Iron Crown

LUCENT PENDANT

A crystal orb on a gold chain, this is part of the legacy Fëatur received from Melkor for fleeing with him to Angband with the Silmarils. He later put it to better use trying to right his wrongs. His twin sister (also named Fëatur) also received such a pendant, but her devotion to evil never wavered.

MERP/RM: Allows free use of spells on the RM Brilliance to 30th level or the MERP Protections, Light Law, and Nature's Guises lists; PPx5 (Mentalists); creates enhanced RM Cloaking *Blur* effect (+30 to DB) or MERP Essence *Hand Shield*.

LoR: *Shield*, at will.

See *ICE's LOME I* 72, 73.

MEDALLION OF FOREWARNING

The protection of the Prince of Dol Amroth, Celdrahil, the medallion is a black globe of galvorn which grows hot as danger approaches. It is strung on a mithril chain.

Powers: Gives I round warning of attackers within 100'.

See *ICE's Havens of Gondor* 53.

MEDALLION OF TRUTH

A construction of blue laen enclosing a diamond illuminated with a permanent Utterlight spell, this item is hard to miss and sometimes dazzles those seeing it for the first time. It is the preferred method of dispensing justice for its owner, Hallas, the Ernil of Dol Tinare.

Powers: Detects lies and forgeries.

See *ICE's Lost Realms of Cardolan* 62.





MER-MASK

This mask of waterbreathing is fashioned to resemble a mermaid's head: red-haired, pale-skinned, with gills just barely visible under the jaw. It belongs to Vasariel, a Councilor of the Haven of Edhellond.

Powers: *Waterbreathing* 8 hours/day.

See *ICE's Havens of Gondor* 54.

MIDNIGHT COACH

A miniature carriage which, until set on the ground in an unconfined area and ordered to "grow" in Quenya, will remain simply a faithfully rendered replica in gold with red enamel. The wheels are of white oak, whitewashed, and tinted with green lines running along the spokes. There is room for a tiny coachman above and for considerable luggage (perhaps a small lunch) behind.

Powers: Becomes a full-sized carriage drawn by four spectral horses, able to carry up to 4 people, and move at 60 mph; carriage can only remain full size for three hours and can only be caused to assume full size 1x/day.

See *ICE's Lórien* 39.

MIRAMARTH (S. "Doom Jewel")

Of late First Age construction, now at Caras Amarth, this half-inch diameter black stone is encased in a clear blue jewel (2" in diameter). It is possibly a legacy of Morgoth. The stone and its encasing jewel together weigh two pounds.

Powers: When "at rest" and exposed it creates a 30' x 30' x 30' area of impenetrable darkness; when covered, there is no effect; when held and exposed, darkness ensues, but the wielder can see as if the jewel was not present; effect is immediate and constant, (the enchantment is 30th level).

See *ICE's Northern Mirkwood* 46.

MIRLAMMENRIM

(S. "Jewel of Many Tongues")

An earring made of gold and set with a single blue sapphire, this is a small cylinder that dangles from the wearer's pierced ear.

Powers: A powerful device for anyone of the realm of Mentalism, the Mirlammenrim will translate any language spoken to the wearer into a tongue he is familiar with; in addition, it allows him or her to speak mentally to anyone in such a way that they believe that the wearer is speaking their own language.

See *ICE's Isengard* 42.

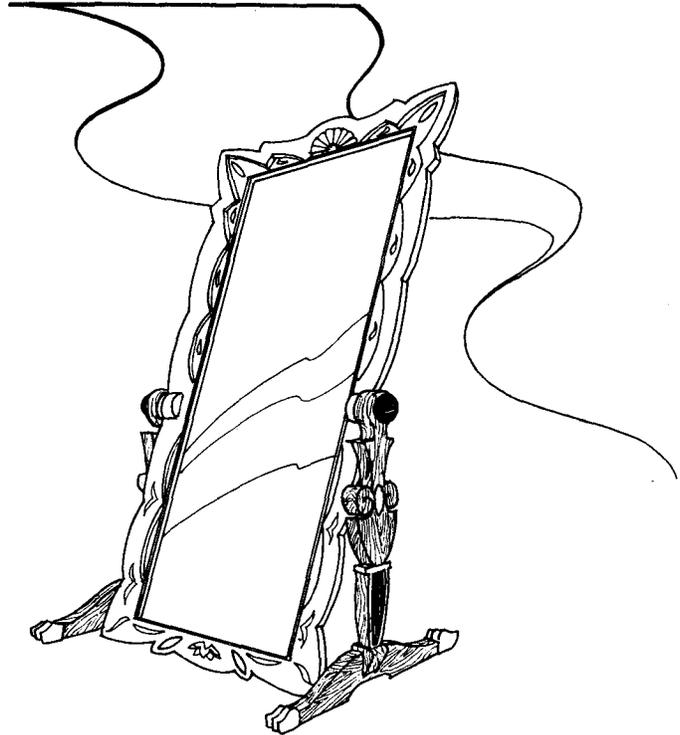
MIRROR OF OPALS

A small hand mirror of polished silver in a cedar frame, this item might be useful when shaving or as a signal device. Several tiny opals were once set in the frame, but these have been pried out.

MERP/RM: *Light Law Projected Light* 4x/day, to 8th lvl.

LoR: The mirror on command may emit a beam of light up to 100' range, 15 minute duration, 4x/day.

See *ICE's Mouths of the Entwash* 9.



MIRROR OF VISIONS BEHIND

A full length mirror on a stand, allowing the reflecting surface to tilt, it can be made to shrink (to but four inches in height) by simultaneously slapping the knobs on the ends of the pivot. The mirror appears normal, until one stands before it and commands "let me see the past," specifying how many years back (up to 5,000 years). The mirror then fogs over and becomes transparent like a window, so that one sees the area behind the glass, except the area shown will be as it was at the time requested.

Powers: Mirror operates for 1 hour/day, and shows up to three time periods in this duration.

See *ICE's Isengard* 26.

MIRRORED CIRCLET

A miracle of polish and glitter, this mithril band reflects light as well as the finest mirror. It crowns the head of Ardana, mistress of the Court of Ardor.

Powers: PPx6 (Astrologer); protects the head as a full helm.

MERP/RM: Continuous RM Mind Mastery *Mirrormind* or continuous MERP Spell Ways *Spell Store* ("stored" spells will be recast by the item back at the attacking spell caster the same round).

See ICE's *LOME I 55*; *Court of Ardor 16*.

MITHRIL ROOM

Prince Braegil the Scholar, the second son of Ostoher (the Last King of Cardolan), was a loremaster, renowned even among the Elves. Braegil devoted much of his research to the hunt of ancient heirlooms (his notes would be priceless!) and treasures that might restore the declining fortunes of his father's kingdom. In T.A. 1405, Braegil led an expedition to the sunken ruins of Lond Daer. In early 1409 he was preparing a major expedition in great secrecy, but this was aborted by his death in the Battle on Tyrn Gorthad. Word gradually spread that Braegil thought he had discovered the fabled Mithril Room of Tar-Telemmaitë.

Most of the Wise have virtually forgotten Tar-Telemmaitë, but the fifteenth King of Númenor was the "bogy man" in much of the folklore of Cardolan as his lust for mithril had provoked the Second Revolt of Eriadorans in the dim mists of the Second Age. Tar-Telemmaitë's wealth and greed were exemplified in the legend of his ordering the casting of pure mithril paneling to cover all of the interior of a 30' x 40' x 12' room. This work could only be done by the Dwarves of Moria, and the Mithril Room was said to have been lost when the ship bringing it to the King foundered off Pelargir. Braegil found hints that the panels had been secretly sent to Lond Daer, and that a great warship had been lost in the storm known as the Wrath of Ossë, probably before the ship had reached port. The 800 pounds of "mithril" contained in the panels is a prize that makes the greatest Dragon hoard seem puny, but most of the metal was cleverly debased by the Naugrim. Its actual worth is about 1600 gp (100 gp per panel).

Powers: None, but items made from the mithril could easily be enchanted.

See ICE's *Lost Realms of Cardolan 55*.

MONKEY BRACELETS

Made of brown, pink and white laen, these bracelets seem like an ugly joke. They are carved to resemble leering monkey faces, and are unattractive in the extreme.

MERP/RM: +100 to Acrobatics 1x/day for 12 rounds.

LoR: +10 to acrobatics maeuvers 1x/day for 12 rounds.

See ICE's *Mouths of the Entwash 37*.

MOONLIGHT CIRCLET

This is a circlet of silver moonstones that yield a blue-white iridescence. It is part of Shoglic's Treasure at the Blue Butte.

Powers: PPx2 (Channeling); negates 25% of head criticals.

See ICE's *Haunted Ruins of the Durlendings 29*.

NAUGLAMÍR (S. "Dwarf Necklace")

This great Dwarven necklace of gold is incredibly costly, set with many precious and heavy gems brought from Valinor. It was made for Finrod by the Dwarves of Ered Luin in the First Age and was considered the finest work of art of that age. It later became a part of Elwë's doom; when he demanded a Silmaril from Beren as Lúthien's bride-price, his fate was sealed. He set the Silmaril in the Nauglamír, a present he had received from Húrin (who had taken it from the hoard of Glaurung), and displayed it before those with less resistance to its beauty than he. The Dwarves coveted the Silmaril and slew him for it. It was recovered and returned to Lúthien, but was again stolen during the sack of Menegroth. Beren recovered it for his wife, and during the years that Lúthien wore the Nauglamír, no living thing in Middle-Earth could lay claim to greater beauty and grace than she. It passed from her to Dior, then Elwing, who took it to Aman on the journey with Eärendil. Upon his ascension to the heavens, the Silmaril shared in Eärendil's glory, shining upon his brow as a star. Although the Nauglamír's fate is obscured, perhaps it too journeys across the sky.

Powers: Does not encumber; wears lightly and comfortably.

MERP/RM: Raises the wearer's Presence bonus by 50; and gives constant RM Light's Way *Alkar* or MERP Protections *Bless* and Sound/Light Ways *Utterlight*; when burdened with the Silmaril, the wearer's Presence modifier increases by +125; however, Noldor and Dwarves who see it must also resist a 400th level Passion aura or strive to obtain it even at the risk of near certain death.

LoR: Wearer gains a +5 to perception.

Read *LotRI 309*; *Sil 114, 231-3, 235-6, 343*. See ICE's *LOME I 69*.



Nauglamir



NECKLACE OF DEFENSE

Made of shining adamants and long hanging spikes of mithril, this item is likely one of Celebrimbor's creations. However, its history is obscure.

Powers: PPx2.

MERP/RM: Casts any spell from Protections list to 10th lvl 3x/day.

LoR: *Shield*, at will.

See *ICE's Havens of Gondor* 54.

NECKLACE OF MARSHSIGNS

A torque rather than a true necklace, made of gold wrought in a knot pattern and set with an emerald at either end.

Powers: Enables wearer to track any one person through any marsh terrain for 1 hour/wearer's lvl, assuming he starts the search with a visual trace.

See *ICE's Sea Lords of Gondor* 60.

NECKLACE OF WATERLORE

Again a torque rather than a necklace, this item is simple and the individual marks of each blow of the jeweller's hammer are clearly visible. It is of silver with a stylized pike's head at each end.

Powers: SpAd +4; enables the wearer to touch water and understand its mineral content and, if running, the approximate location of its source.

See *ICE's Sea Lords of Gondor* 61.

NIMRODEL'S NECKLACE

Lost when Nimrodel disappeared on the way to meeting her lover Amrodel, this beautiful necklace of black laen and green jade was a work of the highest Elven craftsmanship. It may rest somewhere among the thick leaves of the wild woods or it may have fallen into the foul hands of Orcs.

Powers: PPx5.

MERP/RM: It provides a misty aura, which gives +60 to wearer's DB.

LoR: It provides a misty aura, which gives +6 to wearer's DB.

See *ICE's LOME I* 87.

NIRNADELL'S TIARA

Made by Lothiriel the Jeweler, one of the most famous metal and jewellers in all Cardolan, this stunning item was commissioned by the late King Ostoher for his daughter Nirnadel. The piece, worked in mithril and sapphire, is the jeweller's crowning achievement and its value exceeds 10,000 gp. It was stolen just days before its completion by the thieves of Tharbad.

Powers: None.

See *ICE's Thieves of Tharbad* 26.



ORBS OF THE GUILD OF ELEMENTS

There are five of these crystal spheres, each about four inches in diameter and encased in a mithril wire cage and strung on a silver chain. They are held by Laurrë Menelrana, Lyrin, Klaen, Rána, and the male Fëatur.

Powers: Allow contact with any of the other four orbs of the Guild 1x/day.

See *ICE's LOME I* 83; *Court of Ardor* 27-30.

OVATHA'S LIP-RING

This intricately carved gold ring is worn by the senior male in the Ito line and generally passes from father to eldest son.

Powers: SpAd +3 (Channeling).

See *ICE's LOME II* 35.

PEARL OF GREAT PRICE

A string of pearls, this necklace is the property of Finduilas III, Prince of Cardolan and Ernil of Dol Calantir. It is named for the egg-sized greenish-white pearl at its center.

Powers: Wearer always gets initiative (acts first).

See *ICE's Lost Realms of Cardolan* 62.

PENDANT OF THE DARK GATE

Strung on a chain of iron, this dark forging is a circle of black laen crossed with two bars of tarnished, pitted silver forming a "V."

Powers: Beings allied with the Dark Lord may summon a Nazgûl 1x/year.

See *ICE's Havens of Gondor* 54.

PENDANT OF LIRANA

A flat topaz in a gold setting, this was the adornment of Camring, the reluctant court physician at Ardor.

MERP/RM: Casts RM Life Mastery/MERP Direct Channeling *Lifekeeping*; allows channeling of healing spells to 100'.

LoR: *Healing*, at will.

See *ICE's LOME I* 59.

PENDANT OF THE VOID

The charm of the Ardan Astrologer Ardûval is a 1" diameter crystal orb with a tiny pentagram etched within.

Powers: PPx4 (Astrologer).

MERP/RM: Allows free use of RM Brilliance list to 30th level or the MERP Protections, Sound/Light Ways, and Nature's Guises lists to 10th level; and creates an enhanced Aura at a thought, providing +30 DB.

LoR: +3 DB; *Shield*, at will.

See *ICE's LOME I* 55.

PHIAL OF GALADRIEL

This jar of crystal contains the captured light of Eärendil the star (and thus, indirectly, of the Silmaril he bore) in the water of the fountain that filled the Mirror of Galadriel. The Phial was a parting gift from Galadriel to Frodo when he left Lórien during the Quest. With the Phial, the Hobbit was able to overcome his desire for the Ring, and Sam used the Phial's light to frighten and blind Shelob. The Phial may also have aided in the breaking of the spell of the gate of the Tower of Cirith Ungol. After the War of the Ring, Frodo took the Phial with him on his voyage to the West.

Powers: Sheds light in need, the greater the darkness the brighter the light; unstuns bearer when uncovered; burns allies of Sauron.

MERP/RM: Use the Spell Law or the MERP Cold Critical Table for damage delivered.

Read *LotR* 487-488; *LotR II* 401, 408, 417-420; 430; *LotR III* 218, 234-35, 384. See *ICE's LOME III* 15.



Phial of Galadriel

PINS OF PLEASURE AND PAIN

Made for a masochistic Mage, these six bronze pins are less likely to appeal to others. Each is reasonably well made and about two inches long. Presently they are used by the Mewlip-mage, who haunts the Slough of the Ethir Onodló.

Powers: PPx2, they must be pushed into the body at certain points and left in while MERP/RM PP or LoR Damage is regained or healed; user must make a Use Item roll each time and consult the table below for damage done by each pin:

Failure	I-6 hits
Partial Success	I-4 hits
Near Success	I-3 hits
Success	I hit
Absolute Success	None

See *ICE's Mouths of the Entwash* 26.

PONY STATUETTE

A simple representation carved in ivory and presently in the Sanctum of the Ghost God Shoglic at Hogo Tarosvan.

Powers: Becomes a real pony with the strength of a medium horse when tapped on the ground three times; it reverts to statue state upon command or after 3 hours; works 2x/day.

See *ICE's Haunted Ruins of the Dunlendings* 29.

RED FIST AMULET

An amulet of carved red coral on a gold chain shaped like a fist, this was the charm that aided Zimtarik, Master of Arms to Sauron and now an undead servant in Dagorlad's Dead Marshes.

Powers: Gives the wearer the initiative in a hand-to-hand combat situation (so long as they are not stunned).

See *ICE's Dagorlad* 34.

REMMIRAITH

(S. "The Netted Stars")

Seven large faceted gems: a diamond, ruby, emerald, jacinth, violet garnet, amethyst, and yellow sapphire set in a delicate beryllium spiderweb in a cluster as a brooch. The term Remmiraith also refers to the constellation of the Seven Sisters. Its value is approximately 60,000 gp.

Powers: Each gem may hold a spell to be cast instantly by the wearer when desired (only one spell/rnd may be cast).

MERP/RM: The spell stored may be up to tenth level. See *ICE's Lórien* 50.





ROD OF UMARAN

Three foot long rod of ebony with a gold head and fittings, this is the weapon and scepter of Gorthaur, the High Priest of the Court of Ardor.

Powers: Strikes as a mace; Unholy; delivers an additional Electricity critical.

MERP/RM: +30 OB; *Of Slaying* vs. users of Channeling not allied with the Dark Lord; ranges of RM Weather Ways or MERP Nature's Lore spells are x10 and all *Lightning Call/Lightning Bolt* strikes are x5 concussion hits.

LoR: *Of Slaying* spell users not allied with the Dark Lord; Lightning bolt, treat as a *Fire Bolt* doing electrical damage (Magical bonus 4, 5x damage).

See ICE's *LOME I* 80; *Court of Ardor* 20.

ROD OF THE VENTURERS

(Sceptre of the Sea-lords)

Symbol of the High-captain of the Uinendili of Númenor, the Guild of Venturers, this item was originally made for Elros, the first King of Westernesse. It was fashioned of mithril, a rod three feet long designed to resemble a stalk or branch. At the tip bloomed a beautifully made flower with five tall petals. Set within the flower, on tall stamens, glittered five white adamants. The sceptre shimmered with a silvery light; it became a hereditary possession of the Kings of Númenor, from Aldarion to Ar-Pharazôn. It was, presumably, destroyed in the Downfall. Sometimes referred to as the Sceptre of the Sea-Kings.

MERP/RM: Confers upon its holder a RM Light's Way *True Aura* or MERP Protections *Bless* and Sound/Light Ways *Utterlight*; allows free use of the MERP Wind Law list or the RM Gas Manipulation list, although it did not confer this power upon Ar-Pharazôn.

LoR: *Shield*, at will.

Read *LotR III* 392, 454; *Sil* 333; *UT* 215, 224. See ICE's *LOME II* 37, 15.

ROSE EVER BLOOMING

Crafted in days now forgotten, this item has kept the Mage Leárdinoth in the world for 1500 years. Within the lovely crystal rose he has placed his spirit, and its light can be seen glowing from the crimson petals. His body is tied to it by the jewel in the circlet that he wears. Should the circlet be removed, his body will crumble into dust, but his spirit will remain within the flower.

Powers: Whoever puts on the crown associated with the rose will lose his own body to the Mage, his spirit going out of Middle-earth; if the rose is destroyed, or its stem severed with the petals still intact, the Mage's spirit will be forced to return to his body to resume the aging process; so long as a spirit remains in the rose, the body it controls is powered by magic, not by normal means; for this reason the user of the rose need not eat or drink, cannot be stunned or paralyzed in combat, and suffers no penalties for injuries received; stuns resulting from spell failure are still applied.

MERP/RM: The wearer may make a RR(10 lvl) modified by Presence against loss of body.

See ICE's *Brigands of Mirkwood* 28.



SARN-I-HIN (S. "Stone of Children")

Made in the late Second Age at Emynu-Fuin, the stone is now located in the ruins of Barad Fuin (S. "Gloom Tower"). It is a one pound grey-green rock which glows upon the command "galgalen" (S. "shine green"). It is a wood-elf device.

Powers: The stone's brightness can be controlled, and can vary from a dim aura to a brilliant, non-blinding shimmering; the principal power of the stone is its ability to delve into the mind; when directed at a target within 10', it can read his or her thoughts for up to 3 minutes; alternatively, the stone can be used to reduce a target to a "childlike" state for 1-10 rounds; and only one brightening and one attack can be used in any 24 hour period.

MERP/RM: The stone attacks at 10th level.

See ICE's *Northern Mirkwood* 46.

SCEPTER OF HENT

A silver sceptre with inlays of gold and a huge diamond in the large, ornate head, this item currently rests among the treasures of Dwar the Dog Lord.

Powers: Strikes as a mace of slaying Dogs and Lycanthropes; throw and return 250' every round.

MERP/RM: +25 OB.

LoR: +3 OB.

See ICE's *Teeth of Mordor* 18.

SCEPTER OF MORTHOND

A three foot staff of ivory and silver with a sphere of onyx on its top, it rests in the palm of a featureless statue in the Greater Vault of the Fortress of Morthondost. It is very valuable but probably too easily identified to be sold.

Powers: None.

See ICE's *Erech & the Paths of the Dead* 29.

SCEPTRE OF NÚMENOR

(*Sceptre of Armenelos*)

This sceptre is fashioned of plain, unadorned gold, but carved with a spiral of Tengwar letters depicting the history of Eärendil and the founding of Númenor. Only 49" long, it is a symbol of the King's lordship and is rarely used in battle. Elros never used it, save in ceremonies. The Sceptre could be passed on peaceably, as it was from Meneldur to Aldarion, or it could be difficult, as when Atanamir showed his terror of death by refusing to surrender the Sceptre of Númenor until he died.

Powers: Holy weapon that strikes as a flail.

MERP/RM: +70 OB; victims struck by the weapon must make a RR versus wielder's level; failure of 01-50 results in victim being completely subdued and immobilized for 1-100 minutes; failure of 51-100 results in victim falling unconscious for 1-100 hours; and failure of 101+ results in victim dying instantly, his bones dissolving to dust.

LoR: +7 OB, +7 Damage; victims struck by the weapon must make a Magical Δ8 maneuver, failure by 1-3 results in victim being completely subdued and immobilized for 1-100 minutes; failure by 4-6 results in victim falling unconscious for 1-100 hours; and failure by 7+ results in victim dying instantly, his bones dissolving to dust.

Read *UT 213*. See *ICE's LOME II 28*.

SCEPTER OF THE SHIRE

Originally the possession of Isengrim Took, this heavy electrum sceptre became a hereditary possession of the Thains of the Shire. A gift to Isengrim from the King of Arnor, Argeleb II, it was used by such famous Hobbits as Isengrim II Took (grandson of the Bull-roarer) and Paladin II Took as well as Pippin and his son Faramir.

Powers: Strike as mace; does additional Unbalancing critical.

MERP/RM: +15 OB.

LoR: +2 OB.

See *ICE's LOME III 17*.

SCEPTER OF THE TELERI

This scepter was passed down among the Kings of the Teleri through the ages. Most recently, it was passed to Olwë, Thingol's younger brother, when Elwë vanished in Beleriand during the Great Journey and thus Olwë became King of the Teleri. The scepter is of yellow laen inlaid with ithilnaur and set with topaz, adamant, and sapphires.

Powers: Strikes as mace; does additional Lightning critical.

MERP/RM: +5 OB.

LoR: +5 OB, +5 Damage.

See *ICE's LOME I 88*.

SEER'S BELL

A huge stationary, silver-inlaid steel dome located in a room below the Great Beacon of Amon Sûl, the bell is clad by movable copper sheathing which is permeated by capped vents. The surface is covered in a frieze depicting the story of Númenor, the Downfall, and the founding of Arnor. Seven clappers enable the Bell-master to vary the tone of the device. One serves as a warning clapper.

Powers: None.

See *ICE's Weathertop 29*.

SHARP SILVER EARS

Opal earrings made of silver, these are interesting in that the opals are not set or suspended but caged in silver wire. The vibration of the gems aids the functioning of the Silver Ears' powers.

MERP/RM: One holds RM Sense Mastery *Slyears* or MERP Essence Perceptions *Listen*, the other RM True Perception/MERP Essence Perceptions *Long Ear*; each spell can be cast up to 3x/day.

LoR: Wearer's hearing is increased to 4x normal, for 20 minutes, 4x/day.

See *ICE's Lórien 39*.

SHIELD AMULET

Fëanor's amulet is formed in the shape of a round shield of mithril, with a violet garnet set in the middle for a boss.

Powers: Completely analyze any material up to range of 50'.

MERP/RM: Constant RM Spell defense *Resistance True* or MERP Spell Defense *Protection III*; stores 5 spells, of any level.

LoR: *Shield*, at will.

See *ICE's LOME I 72*.

THE SILMARILLI

(Q. "*Brilliance or Jewels of Silima*")

Forged by Fëanor, the Silmarils constitute the most beautiful curse ever to be visited upon Middle-earth. Made to trap and then shine with the light of the Two Trees, these three gems were the greatest work of art ever created in Arda by the Children of Ilúvatar. Fëanor, the mightiest smith among the Firstborn, invented Silima (Q. "Shining Substance Made by Craft") simply to craft the gems. The substance was crystalline, unbreakable, and could magically trap and hold light. After the destruction of the Two Trees, the Silmarilli could not be duplicated, and their manufacture was such that reproducing them would be impossible.

Fëanor grew increasingly possessive of and arrogant concerning the Silmarilli, and refused to allow their use to restore the Trees after their destruction. He and his sons swore a great and terrible Oath that no one but they should hold or keep a Silmaril, and that they would take up arms to keep them. The jewels were stolen by Melkor, though their pure light agonized his flesh when he held them, and they led to one betrayal after another, the first being Melkor's destruction of his ally Ungoliant when they quarreled over the gems. They were taken to Angband and set into the Iron Crown. There they remained until Beren cut one out as his bride price for Lúthien. The great wolf Carcharoth bit off Beren's hand and thus swallowed the Silmaril, and the agony of its burning within his stomach drove him mad. The Silmaril was recovered when Huan, Beren, and others set off in the Hunting of the Wolf, leading to Beren's death. The results were catastrophic: Thingol would not give up the gem when the sons of Fëanor demanded it; it was set into the Nauglamír, but the Dwarves slew him for it.





Consequently, Doriath was sacked when Melian left the land and broke the Girdle of Melian. After the fall of Menegroth, Beren avenged Thingol's death by punishing the Dwarves of Nogrod and recovering the Silmaril. The jewel and its necklace he gave to the son Lúthien had borne him, Eärendil. While possessed by Eärendil, the Silmaril was absolved of its injurious qualities by the grace of Varda. The Jewel burned away the mists which guarded the Undying Lands, allowing Eärendil to find Aman.

With the completion of the Doom of the Noldo the Silmarilli returned to Eä. The one worn by Eärendil lit the night sky, while a second returned to the bowels of Endor when the Noldo Maedros cast himself into a fiery chasm. Maglor, Maedros' 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.

MERP/RM: Allows free use of RM Channeling *Light's Way*, *Brilliance*, *Starlights*, and *Light Law* or **MERP** *Light Law*, *Sound/Light Ways*, *Protections*, and *Spell Defense*.

LoR: *Shield*, *Fire Bolt*, *Protection from magic*, *Healing*, at will.

Read *UT* 52, 55, 146, 171, 192, 199, 218, 249, 251; *Sil* 72, 122, 177, 298-300, 302, 304-9, 312, 315, 319-22, 325, 334, 341, 345, 348, 354, 456; *LotRI* 308-12; *LotRIII* 389. See *ICE's LOME I* 65, 71, 110-11.

SILVER ROD OF ANDÚNI

(*Scepter of Annúminas*)

The sceptre is fashioned of plain, unadorned silver, but carved with a spiral of Tengwar letters depicting the history of Tuor and Indris and the Prophecy of Huor. Although only 49" long, it was the symbol of the Lords of Andúni and Andustar. It survived the Downfall to become the oldest Dúnadan heirloom in Endor, brought there by Elendil. It served as the Sceptre of Arnor until its destruction: thereafter, the sceptre was kept at Rivendell. Elrond gave it to Aragorn at his wedding, and it then became the most exalted possession of the Reunited Kingdom, the mark of royal authority.

Powers: A Holy weapon that strikes as a flail.

MERP/RM: +50 OB; victims struck by the weapon must make a RR versus wielder's level; failure of 01-50 results in victim being completely subdued and immobilized for 1-100 minutes; failure of 51-100 results in victim falling unconscious for 1-100 hours; and failure of 101+ results in victim dying instantly, his bones dissolving to dust.

LoR: +5 OB, +5 Damage; any target that receives damage must make a Magical Δ6 maneuver, or bones turn to dust.

Read *LotR III* 310, 401, 421. See *ICE's LOME II* 27.

Snake Bands

SMITH'S AMULET

Made of woven bands of mithril, iron, laen, silver, and gold, this beautiful knotted amulet graced the throat of Celebrimbor day and night.

Powers: Highly intelligent; it can analyze any material or alloy within 30'.

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

LoR: Wearer gains a +3 to forging operations.

See *ICE's LOME I* 61.

SNAKE BANDS

Fashioned like entwined snakes, this armband of bronze belonged to Amroth, the founder of Dol Amroth on the western shores of Belfalas. It is somewhat tarnished, but serviceable.

MERP/RM: Permits use of *Nature's Ways* list to 20th/10th lvl.

See *ICE's LOME I* 53.

SPARKLE

Opal earring belonging to Eldanon Sarn, the innkeeper of the Burning Stone Inn in Dol Amroth.

MERP/RM: Casts any spell from *Essence Perceptions* list to 5th lvl 3x/day.

LoR: *Clairvoyance*, at will.

See *ICE's Havens of Gondor* 54.

SPECTACLES OF LONG EYES

Made of carefully polished quartz, and thus easily cracked, these eyeglasses are rimmed with silver.

MERP/RM: Able to cast RM *True Sight* *Sight True* or **MERP** *Essence Perceptions Long Eye* 1x/day.

LoR: Wearer's eyesight is improved by 5x for 10 minutes 1x/day.

See *ICE's Lórien* 39.

STAG BEARD-RINGS

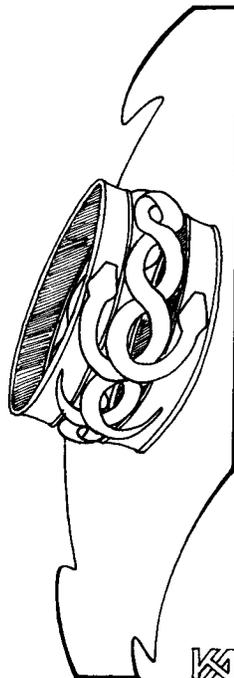
These copper and gold rings are meant to be entwined among the strands of the wearer's beard and will jingle as he walks or rides. Each ring is etched with a tiny stag, as this item was made by the Cult of the Stag. Ulno Tullwater, a Rohan Animist and the owner of the rings, is a member of the cult.

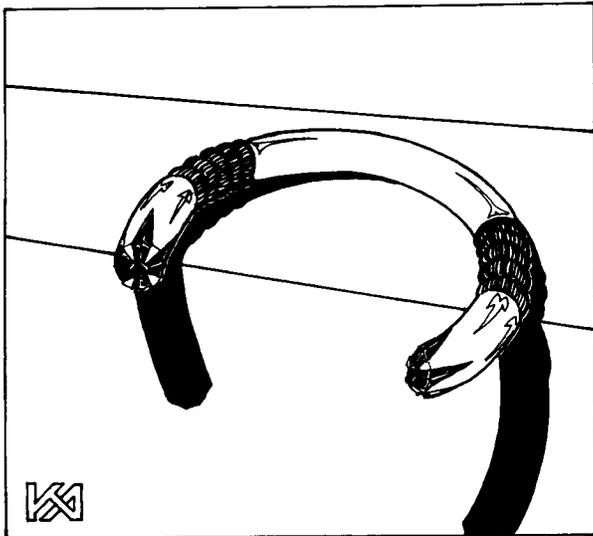
Powers: PPx3.

MERP/RM: Bring luck (in the form of a +5 to any three rolls the wearer chooses each day).

LoR: *Luck*, 3x/day.

See *ICE's Assassins of Dol Amroth* 7.





STAR OF ELENDIL

Given to Strider by Galadriel in T.A. 3019, this radiant diamond was an heirloom of the North-kingdom generally kept in its receptacle in the Crown of the Reunited Kingdoms after Aragorn's coronation. Also called Elendilmir (Q. "Elendil-jewel"), it represented Eärendil, the star that had served as a guide to the Edain when they sailed to Númenor. The gem was worn on the brow of the Kings of the North-kingdom until Elessar gave it to Sam Gamgee in Fourth Age 16. Also called the Star of the Dúnedain and the Star of the North.

Powers: PPx6.

MERP/RM: Confers continuous **MERP Spell Defense Area Protection II** spell or **RM Protections Prayer** on wearer.

LoR: *Shield*, at will.

Read *LotRIII* 150, 401, 471. See *ICE's LOME II* 18; *Rangers of the North* 35.

STAR SCEPTRE

Three feet long with an ebony handle and mithril head, this dangerous mark of authority is the property of Ardana, the Elf who loved the stars too much. It is the symbol of the power of the Court of Ardor.

Powers: Strikes as mace; Unholy weapon.

MERP/RM: +30 OB; casts *Darknes*, 500' radius at will; fires **RM Starlights/MERP Light Law Shockbolt** +20, 4x/day, with 2x concussion hits.

LoR: +3 OB, +3 Damage; *Fire Bolt*, Magical bonus 2, 2x damage, 4x/day, doing electrical damage.

See *ICE's LOME I* 55.

SUNRISE CIRCLET

Fëanor's mithril and ruby adamant ornament is a balanced composition of graceful curves and caged light.

Powers: Protects as a full helm; negates head criticals 50% of time.

MERP/RM: **RM Cloaking Displacement III** or **MERP Essence Hand Shield** 5x/day; continuous **RM True Perception/MERP Essence Perceptions Presence**.

LoR: *Shield*, 5x/day.

See *ICE's LOME I* 72.

TEMPERED COLLAR

This torque of wrought and tempered steel is set with a star sapphire at one end and a rare star ruby at the other. It is the everyday adornment of Aegnor and was a gift from his friend Celebrimbor.

MERP/RM: Continuous **RM Elemental Shields Fire/Ice Armor** or **MERP Protections Resist Elements**.

LoR: Wearer is immune to the elements.

See *ICE's LOME I* 52.

THREE LEAF AMULET

Fashioned from white gold to resemble three leaves joined at the stems, this pendant is an aid to Amras, one of the greatest hunters of the doomed House of Fëanor. The leaves are oak, mistletoe, and rowan.

Powers: PPx7 (Ranger).

MERP/RM: May also cast 50 PP/day from **RM Herb Mastery** or **MERP Plant Mastery**.

See *ICE's LOME I* 53.

TIGER BELT

A golden belt set with tigereyes and lined with tiger fur, made to fit a large Man or Dwarf. Presently it is among the grave goods of King Gotshelm, on the body of the King.

Powers: Negates torso criticals 40% of time.

See *ICE's Phantom of the Northern Marches* 28.

THE TRANQUIL GARDEN

Hanging on a wall in the Manor Ranoran, not far from Dol Amroth and the sea, is this particularly realistic painting of an elderly man working in a garden of herbs. It cannot be removed from its place on the wall without breaking the spell.

Powers: Anyone looking intently at the painting has a 66% chance of falling into a deep trance; once the picture's magic begins to act, the viewer will spend five plus 1-10 rounds studying herb lore with the old man, while seeming merely to stare into space; if allowed to learn uninterrupted during the first five rounds, the pupil gains skill in herb lore (**MERP/RM:** two skill ranks; **LoR:** +2 to maneuvers involving herb cultivation, preparation, proper use or location); he can only be shaken from his trance by a blow that actually wounds him for one or more hits; the painting's power can only be invoked once per month.

See *ICE's Assassins of Dol Amroth* 19.

TURTLE COMB

Delicately carved from tortoise shell, this beautifully mottled comb has a tiny beaked turtle's head at one end and a stubby tail at the other.

Powers: Removes tangles magically and painlessly.

See *ICE's Angmar* 12.



Tempered Collar



UIMERETH (S. "Ever-feast")

A plate and cup of pewter, well-made but otherwise not easily distinguished from average dishes.

Powers: When the name of the items is spoken in Sindarin, upon the plate appears a full, hot dinner of several different foodstuffs, and the cup fills with wine; with practice, the user will learn that he can visualize a specific meal and have it appear on the plate; the Uimereth will produce a complete meal three times a day.

See ICE's *Isengard* 42.

UNDOMĚ (S. "Twilight")

A ring of mithril, holding a faceted deep purple amethyst. Its approximate value is 10,000 gp.

Powers: PPx6 (Mentalism).

MERP/RM: Triples all RM Mentalist Presence and Mind Speech spell ranges or those of MERP Essence Perceptions spells.

See ICE's *Lórien* 50.

VALARAUKO TROPHIES

In the Demon's residence hall in Moria is heaped a stack of 66 mithril covered skulls, each worth 300 gp. They are the skulls of those lords the Balrog has personally killed since awakening in Moria.

Powers: None.

See ICE's *Moria* 63.

VARDA'S BROW

This jeweled headband was lost along with its owner when Elenwë perished during the terrible Crossing of the Helcaraxë. It was made of mithril and star-jewels.

Powers: x7 ranges on information and communication spells (Astrologer/Mage); wearer heals 3 pts/minute outside under a starlit night sky.

MERP/RM: +30 DB.

LoR: +3 DB.

See ICE's *LOME I* 66.

VARDAMÍR (Q. "Jewel of Varda")

A blue-white adamant suspended in a simple mithril pendant, this is one of Celebrimbor's triumphs of gem-creation. The jewel glows with a rainbow of colors, becoming brighter in dim lighting. Of course, it cannot compare to the living beauty of the Silmarils, but it is a radiant stone nevertheless. Celebrimbor wore it on ceremonial occasions. Its approximate value is 500,000 gp.

Powers: None.

See ICE's *Lórien* 50.

VOICE OF THE DARK TOWER

A mithril and black laen amulet belonging to the Mouth of Sauron, this circular item resembles three concentric circles of ridged black and silver, with a central boss projecting up into the cone formed by the circles.

Powers: Amplifies the wearer's voice, allowing him to be heard over great distances.

See ICE's *Teeth of Mordor* 29.

WHITE CROWN

Woven from sprigs of the White Tree, this is the crown of Gil-galad.

Powers: PPx10; maintain concentration spells without concentration for 1 rnd/lvl; protects as a full helm; negates head criticals 50% of time.

See ICE's *LOME I* 79.

WHITE TORQUE

Made of white gold with a core of iron, this heavy torque is worked in an intricate knotted pattern of interweaving curves.

Powers: Negates neck criticals (90%); melts weapon (of slaying) (10%).

See ICE's *Sea Lords of Gondor* 39.

WHITESNAKE

Hidden away on a high shelf in the Moonstone Fortress, this tiny ivory statuette is nearly buried in dust. It is yellowing and slightly cracked with age, about 6 inches long, and well-made.

Powers: When held and gently stroked, will turn into a real snake that can crawl under doors and through tiny crevices, allowing the user to see through its eyes; it can see in the dark like an Elf, but as it is on the floor, its viewpoint is rather limited; user can direct its movements while it is in motion; it can be used four more times before it crumbles to dust.

See ICE's *Pirates of Pelagor* 23.

WIND SCEPTRE

Belonging to Sauron's spy at the Court of Ardor, Taurclax, this sceptre is of mithril, with teak and ebony handle and inlays.

Powers: Strikes as a mace.

MERP/RM: +20 OB; also allows the holder free use of the RM Wind Law *Wind Mastery* spell (to 15th lvl) or the MERP Wind Law, Water Law, and Nature's Lore lists.

LoR: +2 OB, +2 Damage.

See ICE's *LOME I* 89; *Court of Ardor* 20.

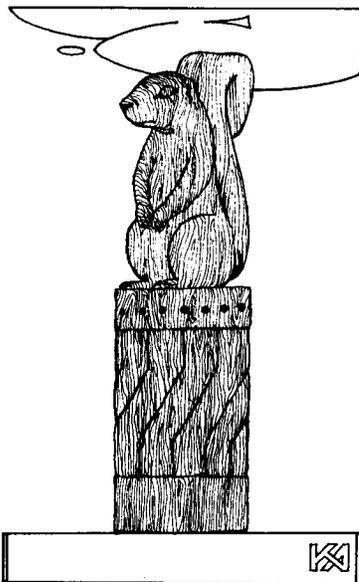
WINGED ANKLETS

This pair of gold chain anklets belonged to Balzathor, a Standard-bearer for Sauron.

MERP/RM: +5 to all running, balancing, and moving maneuvers.

LoR: Wearer gains a +1 to Agility.

See ICE's *Dagorlad* 34.



WOLF WHISTLE

This golden whistle was made for the House of Tarma, a noble Arthedan family. It was lost by a messenger slain while crossing the Misty Mountains and is presently among the debris of a Troll lair.

MERP/RM: Sound is distracting to wolves, give +5 DB or OB to those fighting them.

LoR: Sound is distracting to wolves, give +1 DB or OB to those fighting them.

See *ICE's Trolls of the Misty Mountains 11*.

WOODMAN TOTEM

Given to the Northman lad Breorh by a girl from Woodmen-town with whom he had a brief affair, this totem was carved by a wise man of the town. It is hewn from maplewood and bears the likeness of a squirrel.

MERP/RM: Animal Mastery *Animal Tongues* 1x/day.

LoR: Bearer may talk to any one animal 1x/day.

See *ICE's Mouths of the Entwash*.

WRISTLET OF BONES

This is a charm bracelet made from the delicate finger bones of Orcs. It is currently hidden on a high shelf in the Manor Ranoran near Dol Amroth with the sword Trollsdirge.

Powers: Bestows on its wearer the ability to assume the form, gear, and speech of a lesser Orc; this can be held for one hour, 2x/day; it should be noted that, should the user be unable to speak Orkish without the charm, he will know only that tongue while he is disguised.

See *ICE's Assassins of Dol Amroth 19*.

YULMITA (Q. "Sparkling Cup")

A small goblet of skillfully wrought yet undecorated pewter, the Yulmita holds one cup of liquid.

Powers: Will completely purify any water placed into it, up to 3x/day.

See *ICE's Southern Mirkwood 56*.

ZIPATOAN BROOCH

An elegant brooch of gold and green garnets, this is part of the hoard Shoglic has piled in the "Phantom Doors" where Gobha's (the Vala Aulë) Priestesses used to speak.

MERP/RM: Allows RM Cloaking *Blur* or *MERP Essence Hand Shield* upon command (10 rounds, 1x/day).

LoR: *Shield*, 1x/day.

See *ICE's Haunted Ruins of the Dunlendings 29*.

4.5 MAGE'S ITEMS

Although most items are enchanted or adorned for the use of the heroes who fight Endor's battles, the Mages who make them are often as vain and concerned with status as the Kings and Chieftains they serve. The items they craft for their own use are just as ornate and baroque as any war-sword, and just as deadly. Others are baubles, toys made for the joy of it. The most common items are wands, staves, scrying orbs and crystals, mirrors, and talismans. Any item a spell-wielder makes is certain to be well-crafted and suited to its purposes—enchantments applied to slipshod workmanship would suffer from their own imperfections, shattering while under use.

4.5.I BOOKS

Books serve one purpose: to store and convey information. They lend themselves to any sentient enterprise, from how to hunt the unicorn, trap it, and use its horn to make enchanted potions and salves to architectural drawings, travellers' descriptions of distant lands, and charts and tide tables. The rarest tomes confer magical powers on the reader.

The making of books in Endor is a long and dull process: all are written and copied by hand. They are frequently inscribed on vellum (thin calfskin), thick parchment, or even sturdy papyrus in southern regions. Covers are often of metal sheets, laen blocks, or tooled leather stretched over wood, decorated with gems, locks, protective metal corners, and gilt. Naturally, such heavy tomes are a sign of wealth and status as much as they are a sign of knowledge.

THE BLACK BOOK

In the basements of Minas Daldor rests this black leather volume of moldering parchment. It is decorated with four tarnished silver corners and a silver-braced spine.

MERP/RM: Contains a set of Lofty Bridge symbols, each usable 2x; the book must be opened and read by the caster.

LoR: Contains symbols, each symbol may be used twice; the symbols allow the reader to fly (the duration of flight varies from 1 round to 5 minutes); the book must be opened and read by the caster.

See *ICE's Sea Lords of Gondor 35*.

THE BOOK OF HOURS AND SEASONS

From the sixth century of the Third Age, this book describes the rituals of worship of the Valar in other guises among the tribes of Men in Middle-earth. It is kept in the Room of Channeling, one of the Rooms of Secret Lore in the Rynd Permaith Iaur. It is bound in red leather and illuminated on smooth vellum. The cover is embellished with knots and filigree of bronze and silver inlay.

Powers: None.

See *ICE's Minas Tirith 101*.





The Black Book

THE BOOK OF ICELORE

The object of the quests of the heirs of Lindor was discovered by Prince Randaë Linvairë in a lair of the Úlairi. After generations of failure by his ancestors, Randaë returned in triumph. This large volume is bound in sheets of clear laen and written on pages of gold-trimmed parchment.

MERP/RM: Contains permanent Runes from the Channeling list **RM** Weather Ways to 60th level (**MERP** Wind Law, Water Law, and Nature's Lore all to 10th lvl), all spells having a 600 mile radius.

LoR: Contains symbols, each symbol is permanent; the book must be opened and read by the caster; each symbol permits the casting of *Ice Bolt*, *Wind Bolt*, or *Water Bolt* (treat as *Fire Bolt*, Magical bonus 6, range: 600 milesw, cold damage or impact damage).

See *ICE's LOME II* 38.

BOOK OF KEELS

An ancient book kept in the Vault of the castle of Leördinoth, this is a waterproof volume bound in blue laen and written on sheets of gold with tarnished black silver characters. It is stitched together with slightly worn silk. The tome holds many secrets of shipbuilding handed down from the shipwrights of Númenor. To a ship-builder of Umbar or any other haven, this would be of inestimable value, but few will believe such a book exists unless shown it in person.

Powers: None.

See *ICE's Brigands of Mirkwood* 30.

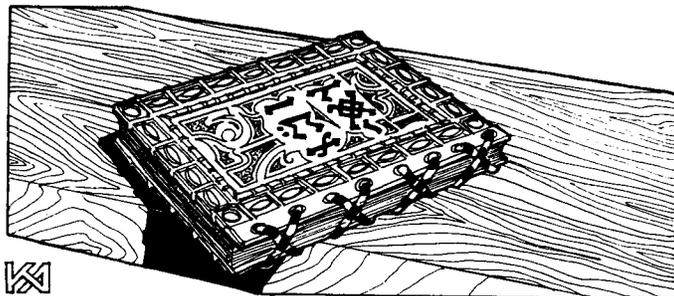
BOOK OF LORE

Bound in white oak edged in copper and stitched to a folio of yellowed parchment, this is a rather utilitarian volume. The inks used to write it, however, are black as the day they were penned.

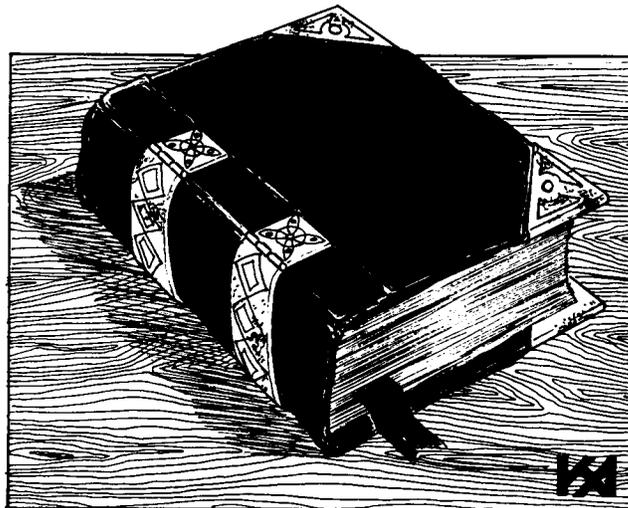
MERP/RM: When read, the book adds 2 ranks to the reader's Read Runes ability (once per person) and teaches techniques which add +5 to Base Spell and Directed Spell abilities; in addition, the text can be consulted like an Item Lore *Item Analysis I* (usable once for any item).

LoR: Reader gains +1 Magical bonus and +2 in to any maneuver to "Read" symbols or runes.

See *ICE's Minas Tirith* 86.



Book of Runes



BOOK OF THE KINGS

This chronicle of Gondor has survived into the Fourth Age and recorded the deeds, lineages, and state of the realm from the kingdom's founding to the present day.

Read *LoRI* 7.

BOOKS OF LORE

Bilbo Baggins, the renowned Burglar, translated these works of Elvish wisdom in his retirement at Rivendell during the late Third Age. They are his chief scholarly work and form the core of his Translations from the Elvish, with some supplementary oral sources. The books themselves are kept at Rivendell.

Read *LoRI* 380.

BOOK OF MAZARBUL (*Kh. "Records"*)

Balin's expedition to Khazad-dûm from T.A. 2989 to 2994 ultimately met with failure, but this book chronicled the progress of the brave Dwarves who ventured there. The book was sequestered in the Chamber of Mazarbul by the last survivors and was found there by the Fellowship of the Ring. It was claimed for the Dwarves by Gimli, and it remained in his hands in the Fourth Age.

Read *LoRI* 417-19.

BOOK OF RUNES

The book of Lady Tatharim, a mortal Half-elf, is a small volume of 27 pages, each of which is crammed with runes in a crabbed script. The covers are sturdy tooled bronze and silver over thin plates of ash, sewn to the pages by thick blue and yellow silk.

MERP/RM: The first 24 pages are 1st-3rd level spells from each Mage list (25% chance any given rune has been used); the last 3 give +30% to anyone rolling to learn the **RM** Rune Mastery or **MERP** Spell Ways lists.

LoR: First 24 pages contain one castable symbol of each spell, GM discretion on new spells; any who read last 3 pages gains *Item analysis* spell automatically. See *ICE's Mouths of the Entwash* 26.

CELEBRIMBOR'S NOTEBOOKS

A number of large books, containing Celebrimbor's notes and sketches of all the items of power he has ever made—including the Three Rings. These beautifully rendered tomes, though not magical, are worth a fortune to certain buyers in the Third Age.

Powers: None.

See *ICE's Lórien* 32.

E MERE VARDO (Q. "Vardo's Wish")

A description of the rituals of contemplation of the Elves of Harlindon, this volume also contains ceremonies for exorcism and banishment of Evil in its many guises, as well as methods once used to counter the Dark Ones from Utumno and Mordor. This blue leather volume currently rests in the Room of Channeling of the Rynd Permaith Iaur, where only the mightiest priests in the service of the King are allowed access.

Powers: None.

See *ICE's Minas Tirith* 101.

ESSENCE AND BEING

This oddly-titled set of books contains a wealth of Essence knowledge, both theoretical and applied. Each book has a silver-inlaid lebethron cover and weighs 7 pounds. Written in Quenya, the pages contain symbols which reveal the secrets of the realm of Essence.

Powers: One book of this set covers each Essence-based spell list; if the inscribed symbols are read aloud, they enable the reader to cast the spells (regardless of level).

See *ICE's Weathertop* 25.

ESSENTIAL ENCYCLOPEDIA

These 46 volumes represent the masterpiece of Antogûl Anfiri, its author. It is kept in the Room of Essence, one of the Rooms of Secret Lore in the Rynd Permaith Iaur. It is a mammoth work covering lands, creatures, geography, botany, heraldry, customs, and other topics of interest.

Powers: None, but the tomes are trapped.

MERP/RM: Unless the appropriate side of the Master's hexagonal plaque is pressed against the shelf below the book, anyone touching the book is treated to an automatic +40 *Shock Bolt* attack; if they do it again, a Wind Law *Death Cloud* is released, filling the enclosed environs of the Room of Essence; if they persist, on the third and all subsequent occasions they receive an Electricity critical (beginning with a "C" severity and adding one severity level thereafter); the correct side of the hexagon is described by a complex, coded series of symbols (or a roll of any specified number between 01 and 10, if one is trying at random).

LoR: Any who do not bypass the trap, a Subterfuge Δ II maneuver are struck by a *Fire Bolt*, Magical bonus 3; each attempt will increase the *Fire Bolt's* Magical bonus by 1.

See *ICE's Minas Tirith* 101.

FĒANOR'S SPELL BOOKS

These books were written by Fëanor and were his gift to Celebrimbor—a truly priceless collection. They are written in dark green ink on golden yellow paper, and are bound in soft, rich leather darkly stained by years of use.

Powers: Contain every list of every profession (except evil ones) of all three Realms (to 50th level); Celebrimbor alone is able to use these books to implant spells in items without burning off the enruned spells.

See *ICE's Lórien* 32.

THE GOLD BOOK OF ENLIGHTENMENT

Hidden in a library in the basements of Minas Daldor, this book has remarkably remained unharmed by time and moisture. It is entirely covered with thin sheets of gold leaf, almost luminous in its untarnished splendor. The vellum pages are cream-colored and marked with red ink and gold and black illuminations.

MERP/RM: Contains a single, complete set of symbols for Light Law spells, usable once each up to 10th level; the book must be opened and read by the caster.

LoR: Contains a single, complete set of spell symbols, usable once each, the book must be opened and read by the caster.

See *ICE's Sea Lords of Gondor* 35.

GREYBOOK

A leather-bound spell book presently in the treasury of the clan-hall of the Rogues of Strayhold, this is a fairly plain volume set with a small iron lock.

MERP/RM: Contains all spells from the Essence Hand, Unbarring Ways, Living Change, and Light Law lists.

LoR: Reader may open any nonmagical lock.

See *ICE's Brigands of Mirkwood* 23.

HERBLORE OF THE SHIRE

After he had settled down and developed expertise as a botanist, Merry Brandybuck wrote the work *Herblore of the Shire*. It details the common plants of the region and their uses, quite useful for a healer or herbalist of any stripe. It also contains a history of pipeweed and Old Toby's role in it.

Powers: None.

Read *LoRI* 28-29. See *ICE's LOME III* 19.

MARANWĒ KUNDURO (Q. "Fate of Princes")

A description of the forms of contemplation of the Valar as practiced by the Elves of Forlindon. The pine green leather bound volume also contains enumerations of the ways of the Gildain (Star-priests), the Ulmedain (Water-priests), and the Ed-belguinar (ministers to the afterlife).

Powers: None.

See *ICE's Minas Tirith* 101.





MIRENNA ARTS

Presently in the library of Tol Malbor in Dagorlad, this volume is bound in pale brown leather worked with an accurately detailed illustration of the plant for which it is named.

Powers: If the reader studies this work carefully, he can add +25 (+3 for LoR) to his chances of successfully growing or finding the valuable Mirenna (LoR: Gemberry) plant, and can relieve 11-20 hits rather than 10 when employing it as a healing herb.

See ICE's *Dagorlad* 25.

OF THE RINGS OF POWER AND THE THIRD AGE

A book of lore describing the history of the Rings of Power. The book was clearly written in the Fourth Age, probably after the death or departure of all participants in the War of the Rings. Its tone is comfortable with the Dúnedain, profoundly respectful to the Eldar and Gandalf, and distant toward Hobbits; the author was no doubt a Dúnadan scholar. *Of the Rings of Power* may have been one of the manuscripts copied for the Tookes and preserved at Great Smials.

Powers: None.

Read *LotR I* 39; *Sil* xiii, 353-78.

OLD WORDS AND NAMES IN THE SHIRE

After his adventures, Merry became a close friend to the young King Éomer and stayed in contact with Rohan for the rest of his life, visiting there often and mastering its language. Merry noted the similarities between the language of the Rohirrim and the Hobbitish dialect, and produced a learned study entitled *Old Words and Names in the Shire* which studied the relationship between the tongues.

Powers: None.

Read *LotR I* 39. See ICE's *LOME III* 19.

ORANGE BOOK

Kept in a secret vault in Lower Morthondost, this book gives a complete inventory of all the goods and furniture in that house and fortress, including the magical items. The list of magical items is five years behind. More importantly, the book also contains an earlier section that describes the evil Maiar who associated with Sauron. This information makes the book worth 200 gp to a Bard or Magician.

Powers: None.

See ICE's *Erech & the Paths of the Dead* 28.

QUENTA SILMARILLION

(Q. "History of the Silmarils")

The Quenta Silmarillion is the greatest tale of the First Age, written by the Eldar of Beleriand. It begins with the creation of the Lamps of the Valar and continues to focus on deeds of creation and destruction, including the deeds of the Edain, the death of the Two Trees, the creation of the Silmarils, the revolt of the Noldor, the War of the Great Jewels, and concluding with Morgoth's defeat. It is generally referred to simply as the Silmarillion. It was one of Bilbo's translations and thus was part of the *Red Book*. The Ainulindalë and Valaquenta were closely associated with the Silmarillion and may be considered part of a cycle concerning the First Age.

Powers: None.

Read *LotRIII* 389, *Sil* ix-xiv, 31, 35-256, 346.

THE RECKONING OF YEARS

Written by Merry Brandybuck when he had settled down and developed expertise as a scholar, this important book compares and contrasts the different calendars of the Shire, Gondor, Bree, Rivendell, and Rohan. It was compiled in Buckland early in the Fourth Age.

Powers: None.

Read *LotRI* 38. See ICE's *LOME III* 19.

RED BOOK OF WESTMARCH

This large book with its red leather covers and rich vellum pages was written by and for Hobbits as an account of their history seen from their perspective. Its primary authors are Bilbo Baggins, Frodo Baggins, and Sam Gamgee, but it also contains notes and marginalia in other hands. It relates Bilbo's account of his adventures with Gandalf, Thorin, and the Dwarves in T.A. 2941. In addition, it details the War of the Rings as seen by Hobbits who were involved, notably Frodo and Sam. During the many years that followed, Sam also contributed poems to the margins of the *Red Book*. He eventually gave it to his daughter Elanor, and it was kept by the Fairbairns in Westmarch, where it got its name. The original was lost, but enough copies were made for it to survive. Some copies also contain all of Bilbo's *Translations from the Elvish*.

One of Sam's contributions is the humorous poem Perry-the-Winkle. The imaginary Lonely Troll is one of the main characters, and there are numerous Hobbits involved that may have been based on people Sam knew. An unknown Hobbit wrote a wonderful nonsense-poem entitled Princess Mee in the margins.

Powers: None.

Read *LotRI* 19, 37; *LotRIII* 365, 379-80; *Tom Bombadil* 7, 28-30, 41-44. See ICE's *LOME III* 13.

RUNES OF GLAMOUR

Used by the Eratil, the Chamberlain of Tharbad, to make copper pieces look like gold, this is a slim volume of bleached parchment, each sheet containing the same rune.

Powers: Eight *Glamour* spells, which create an illusion of the caster's choice.

See *ICE's Lost Realms of Cardolan* 63.

SCROLL OF KINGS

The *Scroll of Kings* is a fairly thick document inscribed with the regnal names and sobriquets of the Kings and Queens of Númenor. Even after the Sea-Kings used only Adûnaic names, this volume recorded Eldarin names in keeping with ancient tradition.

Powers: None.

Read *Sil* 330.

SEVEN BOOKS OF MAZARBUL

During the period T.A. 2989-2994, Balin founded a new colony in Moria and became its King. For the last months of his reign he made the Chamber of Records on the Seventh level of the First Deep his Throne-room, for his people were under siege. After his death in 2994, he was buried in a stone sarcophagus set at the room's center, and the chests around him were bare of wealth except for these seven books. They include the *History of Balin's Folk*, the *History of Durin's Folk* in the First, Second, and Third Ages in three volumes, the *Book of Item Lore*, the *Book of Earth Law*, and the *Book of Fire Law*.

MERP/RM: The *Book of Item Lore* contains ten runes for each of the Bardic RM Item Lore spells between 1st and 10th level (100 total); the *Earth Law* is similar, but contains *Earth Law* runes; the *Fire Law* book is like the others, but for *Fire Law* spells; every tenth spell is targeted to attack the reader, however.

LoR: The *Book of Item Lore* contains ten runes of *Item Analysis* spells the *Fire Law* book contains ten runes of *Fire Bolt* spells; the *Earth Law* book contains ten runes of *Earth Bolt* spells (treat as a *Fire Bolt*, Magical bonus 3, range: 100', impact damage); every tenth spell is targeted to attack the reader, however.

See *ICE's Moria* 60.

SUIMBALMYNAS (Rb. "Everthoughts")

A large tome with inlaid wood covers, it contained a rune of every spell within the realm of Essence. It was lost just after the migration of the Withras into Rhovanion.

Powers: The runes are permanent (reusable) and can be conjured by anyone aligned to the realm of Essence.

See *ICE's Southern Mirkwood* 56.

THE TALE OF ARAGORN AND ARWEN

Barahir wrote this chronicle of Gondor in the second century of the Fourth Age. Parts were added to the Gondor copy of the Thain's Book. Certain of the copies now extant show evidence of editing by a Hobbit.

Powers: None.

Read *LotRIII* 420-428.

THE TALE OF YEARS

Subtitled *Chronology of the Westlands*, this is simply a huge Tookish record-book of the Second, Third and early Fourth Ages. Unfortunately, the record was retroactively compiled by the Tookes in the early years of the Fourth Age, and thus is subject to a number of minor errors, typically Hobbit-centrism, despite the fact that Merry Brandybuck gathered material for it at Rivendell. It is, however, more accurate than most works of this sort. It was kept at Great Smials.

Read *LotRI* 39; *LotRIII* 452-72.

THAIN'S BOOK

A copy of the original *Red Book of Westmarch*, made at the request of King Elessar and brought to Gondor by Peregrin Took in F.A. 64. The Thain's Book was heavily annotated and expanded in Gondor, and a century later a copy of it was made in Gondor and kept at the Great Smials. This copy is the most important surviving version of the *Red Book*.

Read *LotRI* 38; *LotRIII* 506.

TOMES OF THE HIGHER MIND

These books are titled in flowing script and comprise a neatly labelled set. Each book has a silver-inlaid gold cover and weighs 14 lbs. Written in Quenya, the pages contain symbols which seem to shift when viewed out of the corner of one's eye.

Powers: One book of each set is devoted to each Mentalism and Channeling-based spell list; if verbally expressed, the symbols they contain enable the reader to cast the spells (regardless of level).

See *ICE's Weathertop* 27.

WALL RUNES

This paper scroll is brittle and dusty, but perfectly serviceable. It is kept in a wooden tube capped with a copper lid.

MERP/RM: Contains the *Earth Law Earthwall* and *Wind Law Airwall* runes.

LoR: Contains runes permitting the casting of *Earth Bolt* (treat as *Fire Bolt*, Magical bonus 4, range: 100', impact damage).

See *ICE's Mouths of the Entwash* 37.

WISHES OF WOEL LAEBUR

This book is attached to a stone lectern at Setmaenen with a magic lock and chain. The 99-page tome is 3'x3'x9", weighs 27 pounds, and contains three sections: (1) Crafts; (2) Enchantments; and (3) Wishes.

Chapters on crafts cover Caving, Dance, Foraging, Herding, Meditation, Music, Signaling, Stargazing, and Weather-watching. The portion on enchantments requires four hundred hours of reading. Haedrec, the present owner, is the second reader. A group of three wishes comprises the final portion of the book. The first concerns Life, the second Living, and the third Death.





MERP/RM: When any of the crafts entries is studied for at least forty hours, the reader can increase the corresponding secondary skill by one rank; once studied, the enchantments section enables the reader to cast any spell one round faster than normal (spells that would take one round take but half a round); this magical text is only effective for three readings, and then the words disappear; each wish, which may be used only once, works instantaneously when the book is open and the proper word is spoken; the wish will affect one target within 100'; when the words "give life" are uttered, the speaker can raise one being from the dead (who died within a number of years equal to the speaker's lvl) by restoring his lost soul; should the speaker say "aid the living," the target receives a +100 bonus for his next three actions (next 3 rolls, including criticals against Large or Super Large creatures), so long as they are taken within 3 hours; if the speaker utters "take life," the target must make a RR vs. a 20th level spell or die.

LoR: When any of the crafts entries is studied for at least forty hours, the reader gains +2 to any maneuver involving that craft (in addition to the applicable stat bonus); after studying the enchantments for at least forty hours, the reader may learn 3 spells (instead of the normal 2) for every 150 experience points earned; further study of the enchantments section confers no additional benefits; each wish, which may be used only once, works instantaneously when the book is open and the proper phrase is spoken; the wish will affect one target within 100'; when the words "give life" are uttered, the speaker can raise one being from the dead (who died within 10 years) by restoring his lost soul; should the speaker say "aid the living," the target receives a +10 bonus for his next three actions (next 3 rolls), so long as they are taken within 3 hours; if the speaker utters, "take life," the target must make a successful Magical $\Delta 15$ maneuver or die.

See *ICE's Haunted Ruins of the Dumlendings* 20.

4.5.2 FOODS, ELIXIRS, AND ENT DRAUGHTS

The simplest magic affects the user through direct contact, and the hedge-wizards and village witches of the world may not be capable of much more than these sorts of potions, powders, and other cures. Their effects are usually quick and temporary, since they require no expenditure of power to use. Yet, the salves and tinctures distilled by the Wise characteristically yield greater, more far reaching results than those created by a hamlet's wisewoman.

BOX OF GREY WOOD

After the Hobbits' return to the Shire, Sam served as mayor for seven terms, and tended the land so that the flowers blossomed profusely, and the fruit trees were heavily laden with their treasures. His first son, named Frodo, took the family name Gardner in honor of his father's works. Sam's success was partly due to his devotion and skill, and partly due to the Box of Grey Wood, which he received from Galadriel. A silver rune, G, was set on the lid; within lay the seed of a mallorn tree and earth from Galadriel's orchard in Lórien.

Powers: The earth from the orchard will make any garden sprinkled with it the most fruitful in Middle-earth.

See *ICE's Rangers of the North* 35-37; *LOME III* 21.

CARNE-COIMAS (Q. "Red Life-bread")

Baked in the late Fourth Age in Eregion, some of this rich, spicy, and dangerous food now rests in a spiders' lair in Mirkwood. The carne-coimas consists of six white 1" round wafers in a white birch box inlaid with cedar and mithril. Worth 3 mp, it weighs only half a pound.

Powers: Allows ingestor to cast 3rd level word "serkemando" (Q. "Blood Prison") at one target within 10 feet, once per day; failure to resist results in target's entire circulatory system instantly hardening into a thick paste; target dies in 1-2 rounds.

See *ICE's Northern Mirkwood* 46.

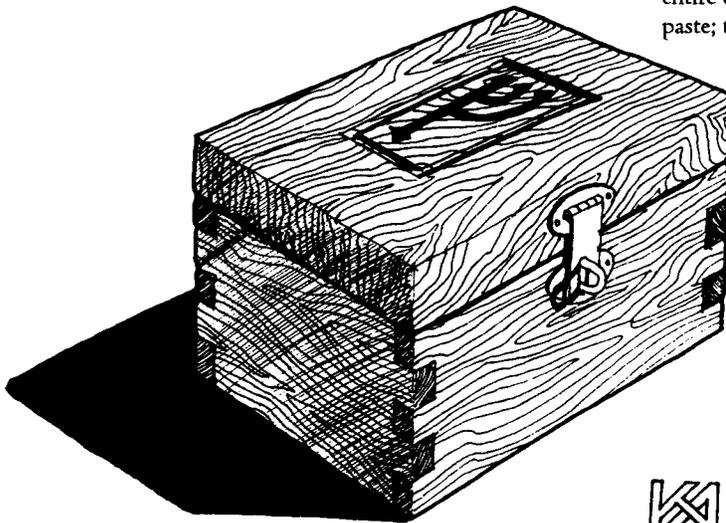
CHRYSALIS CUP

This small glass phial of murky brown liquid will turn clear if vigorously shaken. The phial contains six spoonfuls (twelve "sips") of liquid.

Powers: A spoonful reduces one's size by half for eight hours (RR versus 3rd level Essence attack); larger doses proportionally increase both the shrinkage and the duration of the effect; if shaken, it will have no effect until the fourth portion is consumed, after which the effects are doubled.

See *ICE's Sea Lords of Gondor* 37.

Box of Grey
Wood



CLEAR SIGHT

Made by the same alchemist as the brewer of the Chrysalis Cup, this small glass phial of murky brown liquid will turn blue if vigorously shaken. The phial contains six spoonfuls (twelve "sips") of liquid.

Powers: Increases the power of the senses (a spoonful will enhance sight, hearing, smell, touch and taste for eight hours; in larger doses, if shaken, it will have no effect until the fourth portion is consumed, after which the effects are doubled).

MERP/RM: Bonus of +25 to Perception rolls; the imbiber should roll a RR versus a 4th level attack (add Co bonus): with a successful RR, it will cause hallucinations (victim operates at -50 for 10-50 rounds); failure results in insanity.

LoR: Bonus of +3 to Perception rolls; the imbiber should roll a Magical Δ5 maneuver: with a success, it will cause hallucinations (victim operates at -5 for 10-50 rounds); failure results in insanity.

See *ICE's Sea Lords of Gondor* 37.

FISHBERRY WINE

This bottle of blackberry wine is fortified with Gylvir, but the strong taste of blackberry cuts through everything else and drinkers may not even notice the unusual effects if they are not watchful. The bottle is part of the burial goods of King Beregor—one of the last Lords of Rhudaur—in his crypt in the Eastwood.

Powers: Allows up to 8 adventurers to breathe underwater for one hour each.

See *ICE's Trolls of the Misty Mountains* 26.

FRUIT DRAUGHT

Ents make three magical types of draughts or broths that they use for nourishment and healing. They are designed specifically for their needs, but can be used by other races for short periods with some strange side effects. There are many different Ent Draughts with widely varying effects, but Men know only three and ignorantly call them Fruit, Nut, and Herb Draughts as though there were no other types. Far from the prying eyes of Men, the Ents make numerous, ordinary, nonmagical draughts from traditional recipes: there are hazelnut draughts, walnut draughts, and chestnut draughts; apple draughts, peach draughts, and plum draughts; cress and mallow draughts, mugwort draughts, and golden cress draughts, etc. The making of those wonderful beverages is an ancient, long, and complex art. The three described here have names in Entish only and are not differentiated in other tongues. The names are quite long and include every ingredient and most of the preparation techniques; so to Men, they are merely Ent Draughts.

It should also be noted that most of these draughts are somewhat toxic to the dark races, ranging from nauseating to fatal. The draughts have within them indeed some of the "essence," some of the "dream and design" of the Ents, the earth, and Eru's intention. This is extremely disagreeable to the wicked physiologies of the Trolls, Orcs,

Demons, and Dragons, for whom it represents a direct antithesis to their misintended design.

The secret of how to make these draughts is known to the Ents only, and they can be brewed only in Fangorn where the ingredients are fresh and the Ents can make all the proper magical alterations. Note also that the Ents do not realize that their food causes side effects. Since most people never have more than a bowl or two, the side effects are not usually seen and are by no means common knowledge. If an Ent becomes friendly with an outsider he will gladly share his food because he does not know it can be harmful. However, the Treeherd will not teach, the outsider to make the draughts himself.

Fruit Draught is a very thin beverage concocted magically from the juices of several fruits and the water from the Limlight or its tributaries. Added to that is a touch of magic, and the result is a drink that will quench the thirst of any Ent after a hard day's work, or a long journey. To an Ent, two quarts of this drink is equivalent to five gallons of pure water.

Powers: Should a non-Ent consume it, he will be instantly refreshed, motivated and capable of another entire day's labor or travel; the initial sensation will be a tingling, coupled with a feeling that the drinker's hair is standing on end; this type of refreshment, if used regularly by non-Ents, can cause some serious side effects; short term side effects include radically quickened growth of hair and nails, and a bizarre craving for freshly dug Goyan roots that can only be found in northern Fangorn, which are slightly poisonous to non-Ents but otherwise very tasty; long term side effects include weight and muscle loss due to increased metabolism and constant hunger; the person's eyes will also tend to bulge out; if use of the drink is discontinued, the person will slowly return to normal over a period of one year; if the individual continues to drink of the draught regularly he will die of starvation in 1 to 3 months depending on size and beginning weight because he cannot consume enough food to meet the body's increased metabolic demand; this drink tends to put Ents to sleep if they continue to stand after drinking, so they usually lie down if they wish to stay awake.

Read *LotRII* 92-93, 212. See *ICE's Ents of Fangorn* 12-13.

GOURMET'S CANDLE

This candle is made with Yaran (a rare spice from the West), giving its flame a slightly bluish tint. If burned in an enclosed space, a scent like fresh hay will be discernible.

Powers: Everyone who breathes the candle's scent will have enhanced senses of taste and smell for one hour.

See *ICE's Trolls of the Misty Mountains* 26.





HERB DRAUGHT

An Ent Draught (see Fruit Draught) that is used by the Ents as a healing substance. It made from a mixture of herbs and the water from the Falls of Mist. The brew is very viscous: much like very lumpy molasses. It tastes horrible to the non-Entish palate.

Powers: Allows Ents and non-Ents to cure concussion hits at ten times the normal rate; if mixed with dirt, used as a salve and bandaged with moss from the forest, it will stop bleeding instantly, even from critical hits, and will heal the wound without a scar.

Drawbacks: An unusual side effect sometimes afflicts those who have used herb draught to heal a bleeding wound: the treated individual becomes very hungry occasionally for recently fallen leaves; more rarely, the individual after satisfying his bizarre hunger develops nearly Entish strength, texture and coloring for several hours.

MERP/RM: Acts as RM Life Mastery/MERP Direct Channeling *Lifekeeping* for ten days, if given to a dying Ent in combination with a Fruit Draught.

LoR: If Herb Draught is imbibed by a dying Ent before his death, he may be returned to life simply by healing the damage that caused his demise

Read *LotRII* 92-93, 212. See *ICE's Ents of Fangorn* 12-13.

MALEITHEL (S. "Golden Well")

A golden flask of quart size stoppered by a silver cork and bearing the Elvish rune for water, the Maleithel is an unending source of liquid refreshment. Unfortunately, it is kept in Torech Ungol by Shelob.

Powers: Every time the stopper is replaced, the flask will magically refill with clear, sparkling water; to those of evil disposition, the contents of the flask will taste vile and polluted.

See *ICE's Shelob* 30.

NIGHTCAP

This small glass phial of murky brown liquid will turn pink if vigorously shaken. The phial contains six spoonfuls (twelve "sips") of liquid.

MERP/RM: 9th level sleeping potion, one spoonful of which will result in a deep, restful sleep of eight hours; if shaken, it will have no effect until the fourth portion is consumed, after which the effects are doubled.

LoR: A sleeping potion, one spoonful of which will result in a deep, restful sleep of eight hours; if shaken, it will have no effect until the fourth portion is consumed, after which the effects are doubled.

See *ICE's Sea Lords of Gondor* 37.

NUT DRAUGHT

A thick Ent Draught (see Fruit Draught) that contains chunks of various nuts, roots, and bark, Nut Draught sustained Merry and Pippin during their association with Treebeard. It is also the mainstay for Ents throughout their lives. The posset is magical in nature, and a bowlful will sustain a huge Ent for a long period of time. Nut Draught can be consumed by Hobbits, Dwarves, Men, and Elves, but like Fruit Draught, it has some side effects.

Powers: Even after drinking only 1 or 2 small bowls (the normal limit for days) of this draught, the effect can be noticed in most individuals and although some time lapse does occur, this small amount can cause it; for Hobbits and Dwarves a growth of $\frac{1}{2}$ " to 1" in height per bowlful with a comparable gain in muscle mass will begin to be noticed approximately 7 weeks after the initial drink, with the final result showing up from 5 months to a year after the final drink; for Hobbits, this translates to an increase of Strength and Constitution/Endurance of 1 point per 2 bowls to a maximum of 5 on each; Dwarves, who are naturally stronger to begin with, gain 1 point per 4 bowls to a maximum of 3 points; men that drink this draught also gain Strength and Constitution/Endurance as Dwarves do but only grow $\frac{1}{4}$ " to $\frac{1}{2}$ " per bowlful; Elves seem to be unaffected by the draught, other than being filled and refreshed.

Drawbacks: The possibility of side effects increase with the total quantity taken in the imbibers' lifetime, dependent on the individual's resistance. A check for side effects should be made once every six months (**MERP/RM:** RR modified by +25, Constitution bonus, and racial bonus versus poisons; attack level is the total number of bowls drunk, since the toxic substance does not decrease over a period of time by abstinence. **LoR:** Magical $\Delta 4$ maneuver; the difficulty level of the maneuver goes up by 1 for each bowl above 4 drunk). If the poison is not resisted, the imbibers fall into a deep coma, from which he may never awake unless puissant magic is performed to extract the toxic residue from his body. Although many learned tomes have reported that extraction of the poison reverses the beneficial side-effects of the Draught, this is only partially true. The sufferer loses any gains to Strength or Constitution/Endurance, but retains gains to height. The toxin must be removed via magic or sophisticated herbal techniques; natural processes have no effect.

Read *LotRII* 92-93, 212. See *ICE's Ents of Fangorn* 12-13.

POTION OF CHANGING

A murky white concoction of mallow roots and other root extracts, the potion is sweet and sugary, but tends to stick to the palate for an unpleasantly long time.

Powers: Imbibers can switch any two stats.

See *ICE's Shadow in the South* 48.

SCARMAKER

This potent distillation is a bright scarlet draught of bitter, spicy herbs. It acts so strongly on the user's metabolism that scars are inevitable.

MERP/RM: Blood Law *Cut Repair III*.

LoR: Can stop up to three points per round of bleeding.

See *ICE's Mouths of the Entwash* 37.

4.5.3 SCRYING DEVICES

Devices to see the events transpiring in distant lands, whether separated from the searcher by leagues or years, the orbs, crystals, and mirrors used for such purposes require specialized knowledge, training, and in some cases, lineage. The uninitiated or ignorant seeker gazing into a scrying device is easily befuddled by visions of a future that will never occur or of images from nightmares that exist nowhere outside his own head. Yet, one of the Wise can learn much from sights seen through a seeing-stone.

THE LENS

One of Celebrimbor's triumphs, the door to the room that contains this little wonder in the Master Smith's island house is of black eog and locked (Absurd to pick, -70). Only Celebrimbor has a key. Within the triangular room is a single large chair, facing what appears to be an oval mirror, about seven feet tall and mounted at the far end of the room. When one sits in the chair and stares at the mirror, the Lens is activated.

MERP/RM: Anyone under 10th level must make a RR vs. Mentalism or become nauseated and unable to operate the device; surviving this, one now has an awesome tool at one's disposal; the Lens is able to cast any spells from the Seer Base lists RM Past Visions, True Perception, and True Sight to 30th level or MERP Essence's Ways, Essence Perceptions, and Direct Channeling; the RM True Sight/MERP Essence Perceptions *Long Eye* spells have a range of 3000 miles; the only limitation on the use of the device is one's stamina; for the purposes of Lens-use, multiply Constitution by level—this number is the number of Power Points worth of spells the user may command the Lens to cast in a day before becoming exhausted.

LoR: Anyone using this item must make a Magic Δ6 maneuver or become nauseated and unable to operate the device; surviving this, one now has an awesome tool at one's disposal; the Lens allows the user to see into the past up to 100 years into the past; user is able to see in the present with a range of 3000 miles.

See ICE's *Lórien* 32.

MAGIC CRYSTAL OF REVELATIONS

A hexagonal crystal mounted in a mithril band, this item can be worn as a talisman around the user's neck or as a rather large ring.

Powers: Casts RM *Delving Ways Delving* or MERP *Item Lore Item Assessment* or LoR *Item Analysis* 2x/day and RM *Mind Mastery Observation* or MERP *Essence Perceptions Observe* LoR *Concentration* 3x/day.

See ICE's *Minas Tirith* 86.

MIRROR OF GALADRIEL

The Mirror of Galadriel is a basin on the southern slopes of the hill of Caras Galadon which, when filled with water, gives glimpses of distant places and events. It rests in a garden enclosed by a high green hedge and is open to the sky. The basin itself is of silver, wide and shallow, with a silver ewer beside it. To use the Mirror, the basin is filled with water from the nearby stream (using the ewer) and the Seer breathes on it and waits for the water to become still. The effect is destroyed if the Mirror is touched or otherwise disturbed while in use.

Sam and Frodo looked in the Mirror when Galadriel fulfilled their request to see Elf-magic. Sam saw primarily events of the Shire, while Frodo saw Gandalf, the Sea and the ships of Aragorn, and the Eye of Sauron, searching for the Ringbearer. While they were in Lothlórien, Frodo was also given the Phial of Galadriel, which contained water from the Mirror.

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

LoR: A Bard focus device, it has the power to allow the user to see events in the future, past or present, often combining them into a series of visions; manipulated with caution and skill, it is a very powerful aid, with virtually unlimited range in time and distance; however, as with all items of such power, it is perilous, especially when used by someone unfamiliar with it; in such cases, the Mirror will show swift, fleeting visions of past, present and future, frequently far away; the images often are drawn from the viewer's subconscious, and can be misleading if taken too literally.

Read *LotRI* 468-472, 488. See ICE's *LOME I* 77.

MIRROR OF MARRETH

This is a solid silver mirror in a bronze frame, currently in the vault of the Moonstone Fortress. It can only be used by intelligent individuals with strong powers of intuition to discern the powers and history of magic items reflected in its surface.

MERP/RM: As a minimum, the user's Intuition and Intelligence must both be above 75; if the total of the user's Intelligence, Intuition, and level is 190 or above, the mirror can be directed to show more specific scenes (for example, the item's creation) or to scroll through the entire history of the item at high speed; note that items of great power will not be analyzed very well by this method, as they possess enough power and "will" to resist.



Powers: If the user lays a hand upon some item and gazes into the mirror, he or she will see an image from the item's past.

See *ICE's Pirates of Pelagor* 27.

ORB OF SEEING

Kept in a high tower in Ceber Fanuin in Seer Huinen's Scrying room, this one foot diameter orb of crystal is set in a small table where it rests on an incredibly delicate nest of finely wrought mithril.

Powers: PPx6.

MERP/RM: Allows any Seer to cast any spell lists he already knows up to twenty levels above his own — this is heavily draining and may only be done a few times per week without doing permanent damage to the character's potential stats; given enough time and practice, Seers may tap the PP multiplying aids of the orb without being in its presence.

See *ICE's Southern Mirkwood* 50; *LOME I* 81.

ORB OF SEVEN STARS

The Orb of Seven Stars appears to be a clear glass sphere, practically unbreakable, with seven tiny glinting sparks set deep within it. The Orb is kept in a box of cherry wood lined with velvet the color of the night sky. It belonged to Cambal Aglarína, a member of the Blood Ring, but was stolen from him.

Powers: PPx2.

MERP/RM: The user can cast **RM** *Detecting Ways*/**MERP** *Essence's Ways Detect Essence* 1x/turn, **RM**/**MERP** *Light Law Shock Bolt* 7x/day, and **RM**/**MERP** *Essence's Perceptions Telepathy* 1x/day; only a Mage can use the device properly, although others can use it to cast *Detect Essence* 1x/day.

See *ICE's Minas Tirith* 142.

PALANTÍRI (Q. "Far-seer"; sing. "Palantír")

The palantíri are things of remarkable beauty and mystery, crystal globes wrought by Fëanor and the Noldor in Eldamar. Perfect spheres of a deep dark hue when at rest, they look very much like glass in the cradling cups of the marble tables upon which they rest. (An intent observer may notice a minute flame flickering deep in the center of an unused stone.) The smallest stone is only one foot in diameter; the two largest—that of Osgiliath in Gondor and the one at Amon Sûl—are so great that a man acting alone cannot lift them. If dropped, the stones remain undamaged—the same could probably not be said for the career of the clumsy handler—but intense enchanted heat can shatter them.

Originally there were many stones, all of them in the West. The Master-stone remained in the West, in the Tower of Avallónë, but the Eldar gave seven of the Seeing-stones to Amandil of Andúnië. At the fall of Númenor, Elendil the Tall brought these stones to Endor, the greatest heirlooms he bestowed on both Arnor and Gondor. He placed them throughout his realm: the chief palantír resided in the Dome of Stars in Osgiliath (this stone alone could view all the others at one time), and the



others went to Minas Ithil, Minas Anor, Orthanc, Annúminas, Elostirion in the Tower Hills, and the Tower of Amon Sûl. As the rightful heir of Elros, Elendil, his heirs, and his designates were the permitted users of the palantíri. They were, in a way, pre-attuned to their use. Nevertheless, after Elendil's fall, the Eldar reclaimed the palantír of the Tower Hills, which only looked to the West. Eventually, it was put aboard the white ship of the Last Riding of the Keepers of the Rings in T.A. 3021.

The stone of Amon Sûl was long coveted by Rhudaur and Cardolan, for it was the chief stone of the North-kingdom and the other two were possessed by Arthedain and the Eldar. In T.A. 1409 Angmar destroyed the Tower of Amon Sûl, but Arthedain recovered the palantír and carried it to Fornost. The palantíri of Amon Sûl and Annúminas were kept at Fornost until the fall of the kingdom of Arthedain, when they were lost in the icy shipwreck that killed King Arvedui in T.A. 1975.

The palantír of Osgiliath was lost when the city was burned during the Kin-strife between Eldacar and Castamir the Usurper. The Ringwraiths captured the palantír of Minas Ithil, better known as the Ithil-stone, when they took the city in T.A. 2002, and Sauron gained control of it. The stone had been placed soon after the founding of the city for which it was named. The stone's fate after the city's capture by Sauron in S.A. 3429 is uncertain, but in the Third Age it stayed in Minas Ithil until the city was retaken by the Dark in T.A. 2002. This made the other



Mirror of Galadriel

stones dangerous to use, especially the stone of Minas Anor, with which the Ithil-stone was most closely associated. After the Ithil-stone's capture, Sauron used it to trap those unwise enough to use the other stones, most notably Saruman and Denethor. Sauron's corruption of the Ithil-stone led to its destruction when the Dark Lord fell in the War of the Ring—his essence had permeated it, and thus it passed from the world as he did.

The Kings and Stewards of Gondor did not use the palantír of Minas Anor after the fall of Minas Ithil until late Third Age, when Denethor II, embittered by the death of his wife Finduilas, felt he needed the knowledge that the stone could give him to withstand Sauron. The Dark Lord warped and manipulated Denethor's visions and attacked his mind—the Steward went mad during the Battle of the Pelennor Fields and burned himself with the palantír in his hands. After this tragedy, the only picture that the stone showed, except to those of very strong will, was of two burning hands.

The palantír of Orthanc was unused throughout most of the Third Age. In 2759, Saruman went to Isengard in order to find the stone, but in using it he too was ensnared by Sauron. During the time of the Ringbearer's Quest, Wormtongue threw the Orthanc-stone out of the tower, and it was recovered by Aragorn, who as a descendant of Elendil and its rightful user, wrested it to his own will. With the palantír of Orthanc, Aragorn discovered many things, such as the approaching fleet of the Corsairs; with such knowledge at hand, he planned the strategies that resulted in the victory of the West in the Battle of Pelennor Fields. Afterwards, he used it to confirm the reports of his ministers on the status of the realm, or simply to enjoy what he had wrought.

Beginning with the birth of Angmar around T.A. 1300, the Stone-users of Arthedain and Gondor practiced the extraordinary thought-transference that the stones allowed more frequently. As trouble brewed and boiled over, the twin Dúnadan Kingdoms often exchanged information about enemy movements and strengths, and suggested and coordinated strategies to counter them. In a unique parting with tradition, the Istar Gandalf, an outsider, was granted access to the palantír of Amon Sûl (in Fornost), the chief stone of the North. In fact, Gandalf was the first to warn the Royal Court of Arthedain about their possible use by sinister forces, a notion discounted by many of the Seers. (Gandalf's special nature was a mystery; the conventional wisdom was that only the highest of Men could properly employ the stones.)

Of the seven palantíri, three originally lay within the bounds of Arthedain: one under the care of Círdan's Elves in the White Towers of the Tower Hills, and two in Fornost Erain. Unlike the jewels and lesser heirlooms of past Kings, the Seeing-stones were never displayed in public; few outside the highest reaches of the Royal Court even knew of their existence. Only Kings and their appointed Guardians were generally given access to the palantíri, which were locked away in guarded rooms

(often encased in steel "shrouds") high in the towers of the capital city. Only in Court were the stones cited as sources of information, and those citations were also stored far from the public eye.

At the end of the Third Age, Pippin recovered the Orthanc-stone following its ejection from the tower by Gríma Wormtongue. Later, at Dol Baran, Pippin blundered a second time by accidentally using the Isengard palantír. In doing so, Pippin exposed himself and his companions to Sauron's evil will and questioning. Yet, this actually served the cause of the War in the long run, since Sauron was misdirected.

Later, in the Fourth Age, the northern palantíri were recovered from the icy Bay of Forochel by the Lossoth and placed in the crudest of structures on a slender, rocky peninsula. The pile of boulders guarding the stones was once a natural breakwater. The Snow-men built an earthen walkway to provide access after stacking and balancing huge rocks to create the rough mound which protects the precious stones from the wind and weather of the cold north. Some of the rocks were then carved out to enlarge the irregular chamber.

Visitors to the site could not see the chamber entrance from the shore. To reach it, one had to traverse the narrow finger of land which stretched out from the coast. Half-way out, one scrambled over two rather large boulders. From there, the adventurer veered to the left to arrive at the unimposing entrance. This rough, unbarred doorway sat in a defile between the high rock wall on the left (the other side of which was a sheer drop to the water) and the great cairn-like mound on the right.

The chamber itself was narrow with deep, chiseled troughs down the right-hand wall indicating the work necessary to carve a room of the proper size. The palantíri sat at the far end upon a large slab of marble that casually rested on a pile of fist-sized rocks. Two bowls had been gouged from the marble to cradle the Seeing Stones. The three walls immediately around the globes were carved with curious pictographs punctuated by holes drilled deep into the seemingly solid rock. These form a band of illustrations beginning three feet above the chamber floor.

The two palantíri stashed here were not of the same size. The smaller (1' in diameter) could be lifted by one man. The larger of the two was twice this size and would require two or three individuals to move it. The marble stand appeared to be hastily constructed but actually concealed a clever mechanism. Each of the stones sat atop a carefully set trigger device. Lifting or jostling a palantír set off a barrage of crossbows bolts fired through the holes in the rock. These bolts were carved from bone and had serrated tips promising to horribly mangle anxious interlopers. Moving the globes simultaneously was the only sure method of removing them from the chamber without being perforated.



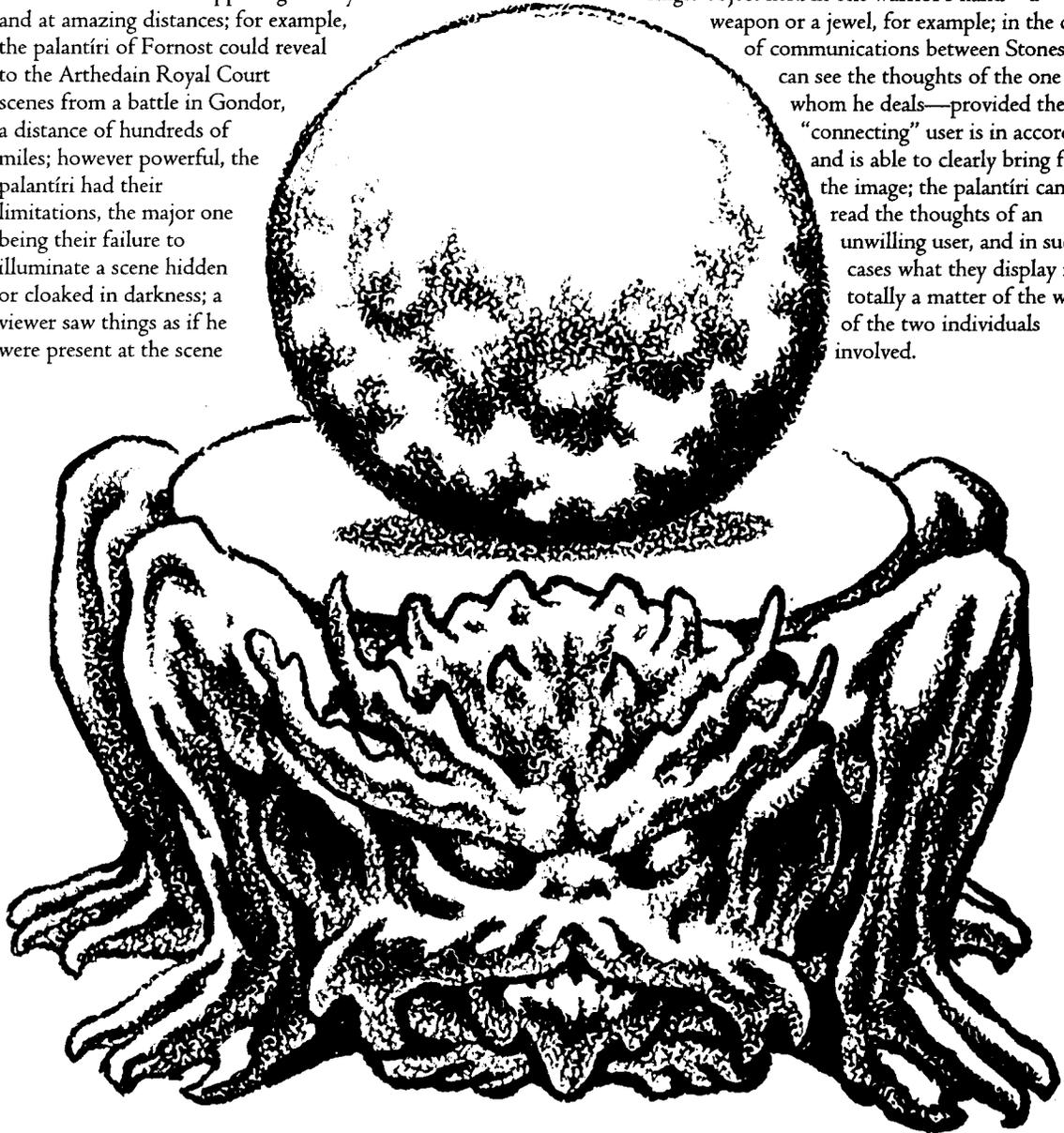


Powers: Seeing-stones are “connected”—that is, each palantír transmits to and receives “silent speech” from another in use at the time, its “answering” stone; the stones display visual images of scenes and acts that have occurred, are occurring, or might yet occur, but they cannot transmit speech or interpret the scenes shown; thus the Guardians and Seers as well as Kings must explain what the Stones have pictured; invisible to the uninitiated, unmarked poles indicate alignment, and each stone has an upright, proper position; their permanent “upper” and “nether” poles must be placed in line with the earth’s center in order for the user to see through their viewing faces; lesser Stones are even tied to a set orientation; for example the palantír of Orthanc’s west viewing surface had to be aimed westward or it would remain black; even more restricted was the Seeing Stone of the Tower of Elostirion in the Tower Hills (called the Stone of Elendil), which was tied to the original Master-stone on the undying Elven isle of Eressea and could only face west, away from Middle-earth and over the Bent Sea (thus, it could not provide information about Angmar’s movements or the Hillmen to the east); however, the major Seeing-stones could be viewed at many angles and could flash scenes of happenings in any direction and at amazing distances; for example, the palantíri of Fornost could reveal to the Arthedain Royal Court scenes from a battle in Gondor, a distance of hundreds of miles; however powerful, the palantíri had their limitations, the major one being their failure to illuminate a scene hidden or cloaked in darkness; a viewer saw things as if he were present at the scene

Palantíri

and subject to its conditions of lighting; thus, action taking place inside an unlighted cave could not be viewed by a palantír; the darkness of a cave is all but absolute and too much for a Seeing-stone to counteract; nonetheless, the lightlessness within solid objects will not obscure a view to a place beyond them, so that a user of a stone can gaze through “things” without hindrance; one could peek into a chamber through a door or even a mountainside, although the room’s details might be obscured by poor lighting; also, ungoverned visions are usually random, hazy glimpses enshrouded by a misty foreground, making the skill and knowledge of the Stones’ Guardians crucial; to use a Seeing-stone fully requires many years of practice and education, plus the gift of “seeing,” or correctly interpreting the vision; to begin, the viewer—whether Minister, Guardian, or Royalty—must focus his will and concentrate his energies upon the dark Stone, an exhausting effort in itself; standing about three feet from the palantír, facing the stone in the direction he desires to look, he brings forth visions—a battlefield scene, let us say; should the user desire, he can enlarge his field of vision to display a vast host of enemies on the march, or he can focus upon a single object held in one warrior’s hand—a

weapon or a jewel, for example; in the case of communications between Stones, he can see the thoughts of the one with whom he deals—provided the “connecting” user is in accord and is able to clearly bring forth the image; the palantíri cannot read the thoughts of an unwilling user, and in such cases what they display is totally a matter of the wills of the two individuals involved.



Read *LotRII* 241-42, 250-53, 254, 258-60, 283; *LotRIII* 62-63, 159, 161-62, 321, 393, 397, 400, 406, 412, 418-19; *Sil* 362, 454. See *ICE's LOME II* 27; *Rangers of the North* 12, 49- 50.

RHOMBUS OF SCRYING

On an ebony pedestal in a secret room in Aldarion's House in Cardolan is a large crystal rhombus, a primitive version of a palantír. It is powerful, but unfortunately has been aligned to its present location. It would take an extremely talented Alchemist the rest of his life to realign the stone. For their aesthetic value, the rhombus and its base would be worth 100-500 gp depending on the buyer.

Powers: PPx5.

MERP/RM: 5x duration and 5x range for Seer-based and other scrying spells.

See *ICE's Lost Realms of Cardolan* 42.

STONE OF THE ORACLE

Presently at the disposal of Sherl the Oracle of Eryn Vorn, this smooth marble sphere has long been passed down from one seer to the next. It is carved from excellent white marble shot through with veins of faintest grey and green.

Powers: 2x range and duration on forecasting spells; PPx2.

See *ICE's Lost Realms of Cardolan* 62.

STONE OF STORM PREDICTION

A fairly small scrying device, this irregular lump of black obsidian, four inches in diameter, has a natural hole through which to thread a thong or chain.

MERP/RM: RM Weather Ways/MERP Nature's Lore
Storm Prediction 1x/day.

LoR: User may predict the weather up to 24 hours in advance 1x/day.

See *ICE's Mouths of the Entwash* 10.

WATCHING STONE

A moss-covered stone occupies the top of a low, rounded hummock near the Micandor's Tower in the Mouths of the Entwash. The moss conceals a wealth of swirling, spiral abstract designs. (With a successful Perception roll, one will understand that these represent eyes.) The stone radiates an aura of magic quite strongly, but passively.

Powers: To anyone touching the stone and closing their eyes the magic will deliver an image of all the stone has "observed" in the last day; it has been storing up images for the last five thousand or so years and thus puts the toucher into a catatonic/convulsive state for 10 +5-50 minutes; at the end of this time (during which the victim may not be removed from contact with the stone), the toucher may attempt to recall these visions, otherwise he will simply experience a profound sense of awe at the passing ages and later recurrent dreams associated with the stone.

MERP/RM: Users may make a RR vs. Channeling at 10th level; if they fail, the stone's magic overcomes them; otherwise nothing happens; the toucher may make a static maneuver roll with cumulative Intuition and Presence bonuses to remember anything in particular about his vision.

See *ICE's Mouths of the Entwash* 22.





4.5.4 STAVES AND WANDS

As likely to be formed of glass or stone as of wood or metal, wands and staves are primarily spell caster's tools. The rare item may function as a weapon—a quarterstaff, a mace or a pole arm—but most are wielded to focus the Essence into potent attacks on an enemy, protections for an ally, or healing for the wounded.

ALDAR (Q. "Father of Staves")

Finwë's staff is formed of braided limbs of the Two Trees, much like the intertwined snakes of the caduceus. The wood is smooth and honed to a fine polish, but otherwise unadorned.

Powers: PPx12.

MERP/RM: Wielder protected by constant RM Spell Defense *Resistance True* and Protections *Protections True* or **MERP** Spell Defense *Protections III*, Spell Ways *Dispel Essence* and *Dispel Channeling*, and Essence *Hand Shield*, *Deflections*, and *Bladeturn*; +100 in melee; hits as a mounted lance, 5x damage, giving Crush, Impact, and Unbalancing Criticals; at will, the wielder may cause a target that has been struck to receive a +50 point-blank *Fireball* (only the target and his gear suffers this blast).

LoR: Provides user with continuous *Shield*; adds +5 to Magical maneuvers.

See ICE's *LOME I* 76.

BATON OF THE CHILL TOUCH

Belonging to Carnen Mek, an unpopular and war-loving Regent-councilor in the city of Bozisha-Dar in Far Harad, this rod is made of ebony and tipped with a black opal at one end, a ruby at the other.

Powers: PPx3 multiplier; drains experience (**MERP/RM:** 1 level; **LoR:** 300 EPs) when it inflicts a critical or achieves a "U" or "K" result.

See ICE's *Far Harad* 52.

BRIGHT STAFF

Elenwë's staff of white ash was destroyed with its mistress when she perished during the terrible Crossing of the Helcaraxë. Carved with various interpretations of astronomical creatures and set with tiny diamonds to show the positions of the stars in those constellations, the staff was topped by a topaz of excellent clarity.

MERP/RM: +50 OB; allows free use of RM *Light's Way* and *Repulsions* lists to 50th lvl or **MERP** *Sound/Light Ways* and *Spell Defense* lists to 10th lvl using wielder's power points.

LoR: +5; undead will not attack wielder.

Read *Sil* 90, 136. See ICE's *LOME I* 66.

CAMESTË (S. "Estë's Hand")

Finrod's beloved Amarië made and wielded this fine white oak staff. It remained with her in the Undying Lands when Finrod went into exile in Middle-earth.

Powers: PPx10.

MERP/RM: Provides wielder with continuous RM Protections *Protections True*, RM *Shield Mastery* *Bladeturn V*, and *Deflect V* or **MERP** *Essence Hand Shield*, *Deflections*, and *Bladeturn* and Protections *Prayer*, *Bless*, and *Resistance*; eliminates recovery time for all healing, lifegiving, and restoration spells.

LoR: Provides wielder with continuous *Shield*.

See ICE's *LOME II* 52.

ELROS' STAFF

Elros was the first King of Númenor, and his items became the hereditary property of his successors. This staff is a weightless, 6 foot long rod of clear laen, varying in thickness artfully near the ends. Each end is thicker than the middle, but the whole is carefully balanced.

Powers: PPx7 (Mage/Mystic); can be made invisible with a round's concentration (owner always knows where it is).

MERP/RM: Allows the wielder to cast any spell from the RM *Mystical Change* list or the **MERP** *Physical Enhancement* list without preparation or PP cost.

LoR: Wielder takes no damage when casting *Camouflage*.

See ICE's *LOME II* 27.

ELWING'S STAFF

A light, yet resilient, staff made of supple willow and inlaid with strips of gold all along its length, this magical focus served Dior's daughter well. The strips of gold are worn and their pattern is indistinct, but if examined closely they can be seen to resemble feathers.

Powers: PPx7 (Channeling); may be wielded with one hand.

MERP/RM: +45 OB; *Calm* or *Sleep* on a critical result.

LoR: +4 OB, +5 Damage.

See ICE's *LOME I* 70.

ERESTOR'S STAFF

A mallorn staff with a crystal sphere on the end, this item is shod with a cap of rusty iron.

Powers: PPx5 (Mentalism, **MERP** Essence).

MERP/RM: Allows caster to cast *Open* or *Closed Mentalist* (**MERP** Essence) spells at one third normal cost.

See ICE's *Rivendell* 15.

GANDALF'S STAFF

This staff is long, thin and smartly polished, its gnarled set wood with a small crystal globe. The globe is held tightly to the tip by gold prongs.

Powers: PPx9; globe glows any brightness or color (up to RM *Light Law Beacon* or *Utterlight 300'R* or **MERP** *Sound/Light Ways Projected Light* or *Utterlight*) on mental command.

MERP/RM: +30 DB; +30 to all spell rolls.

LoR: +3 DB; +3 to all Magical maneuvers.

See ICE's *Rangers of the North* 36.

GAURHÍR'S STAFF OF BRONZE

This enchanted hollow staff can be used as a normal quarterstaff (i.e., as a two-handed weapon), but it has a more useful magical purpose. It is tarnished almost black, has a surface texture like that of charcoal, and is always warm to the touch.

Gandalf's Staff



Powers: PPx4; 2x/day can cast *Lines of Fire*; this special spell draws a line up to 25' long (following any shape or design) upon any surface, small flames (up to 6" high) dancing along the line; at any time the small flames can be commanded to leap into a *Fire Law Wall of Fire*; the small flames last as long as the caster concentrates +1 minute/level; the *Wall* lasts for 1 round/level; when the staff is used in combat, it does a secondary Heat critical (i.e., if a "C" or better critical result is obtained, a Heat critical of two grades lower is also delivered).

See ICE's *Gates of Mordor* 23.

GHOSTBANE

Originally the symbol of authority for Beorn, first of the three enchanted chieftains of the great Cult of the Bear, this item was later passed on to his successors. Eribhen, the Dunlendings' scheming High Priestess from T.A. 1697-1699, was the first to make Ghostbane famous when she roused the tribes against Gondor. The gnarled white staff is an intricately carved length of enchanted bleached chestnut and is traditionally used by the High Priestess of Tulach Boghain (Du. "Ghost Hill").

Powers: It serves as a SpAd+7 (Channeling); enables the wielder to control any Ghosts within 100'.

MERP/RM: +25 of slaying Ghosts quarterstaff when wielded as a weapon; ghost may resist versus wielder's lvl.

LoR: Serves as a +3 of slaying Ghosts quarterstaff when wielded as a weapon.

See ICE's *LOME II* 29; *Mirkwood* 105.

HOLLENILON (S. "Closer of Paths")

To all appearances merely an unadorned staff of oak, this item's simplicity belies the power it contains.

Powers: Activated by tapping the lower end (the bottom is tapered) on the ground, thereafter the path behind the carrier of the staff (until it is struck to the earth again) is blocked for 24 hours by whatever vegetation is nearby; the effectiveness of the blocking is subject to the amount of plantlife in the vicinity; this staff is best used in the forest or where there is ample flora; the path in these cases is completely closed and hidden, even if a cleared way had existed before; the staff also will part most growth before the holder if he is moving through dense underbrush, and it deactivates *MERP/RM Touch-grass*.

See ICE's *Southern Mirkwood* 56.

HOOKEE STAFF OF WIZARDRY

Made of Dir-wood and carved in inter-woven knots and circles, this four-foot bit of magery is stained a dark brown and heavily varnished.

Powers: SpAd+7 (Essence).

MERP/RM: improves RRs against Essence magic by +30; and continually casts *RM Detecting Ways Detect Essence* or *MERP Essence's Ways Detect Essence*.

LoR: Adds +3 to any Magical maneuvers.

See ICE's *Minas Tirith* 86.

LIFEKEEPER

A rowan staff topped with a silver leaf, this potent item has been handed down from one northern healer to another over generations. Its present owner is Odelard of the town of Nothva Rhaglaw.

Powers: PPx3 (Healing spells).

MERP/RM: Gives a +25 bonus when seeking healing herbs; and can cast a three-day *RM Life Mastery/MERP Direct Channeling Lifekeeping* 1x/week.

LoR: Gives a +3 bonus when seeking healing herbs.

See ICE's *Phantom of the Northern Marches* 6.

NELDELHACH

(S. "Triad of Leaping Flames")

Once the prize possession of the evil magician Shaan Tur, the Neldelhach is a one foot long rod of gnarled wood with a three-pronged iron appendage at one end, also about a foot long. The end of each outstretched prong sports a large rough-cut ruby in a clawlike setting.

Powers: When fired a *RM Fire Law Triad of Flame*, 3 *MERP Fire Law Fire Bolts* or 3 *LoR Fire Bolts* leap from gems; bolts can be directed at up to 3 separate targets, all must be within 180 degrees of each other and in the caster's line of vision (caster only gets OB with 1 bolt, however); bolts always deliver x4 hits; in theory, rod will never run out of charges, but anytime it is not fully charged, it will seek to draw energy from any available fires within 100'; GM's discretion how severely it draws, but the lower its charge level the more "desperate" it becomes, to the point of reducing raging bonfires to embers, and consuming the fuel; wielder has no control over the recharging process.

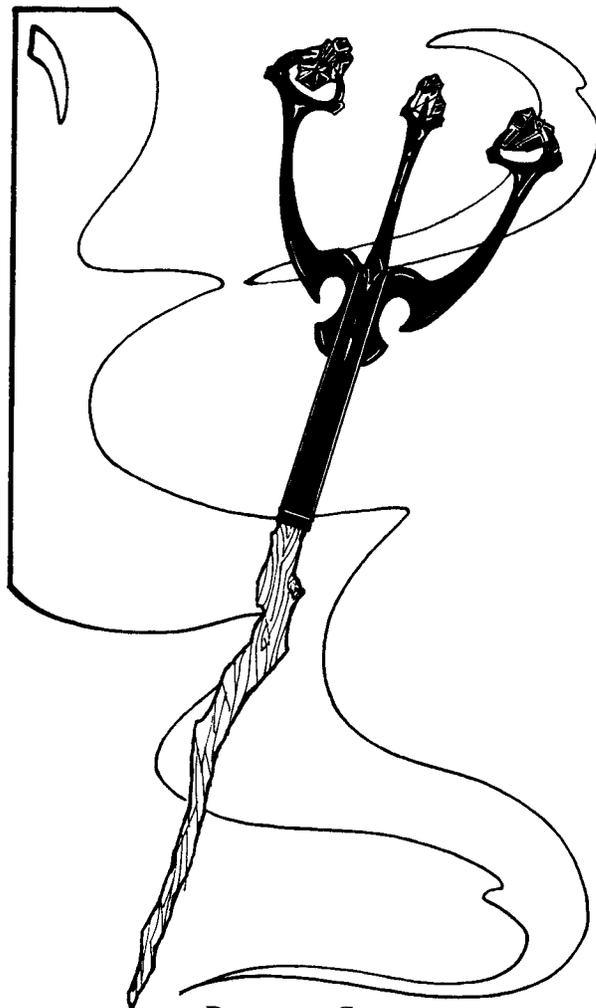
MERP/RM: Only those of Essence can wield it.

LoR: Only Mages can wield it.

See ICE's *Isengard* 42.



Gandalf's Staff



PAVILION STAVES

These are four oak staves, each shod with an iron spike and measuring about six feet long.

Powers: Can be used to construct a tent-like magical shelter which will withstand all forms of weather and cannot be detected by any non-magical means.

See *ICE's Brigands of Mirkwood 30*.

RAUZGNAGLI (B.S. "Red Nail")

A red eog staff, the Rauznagli is the weapon of Storlaga, the greatest of Orcish spell casters. Its intense red color apparently derives from a fine lacquer or glaze, and the staff seems to be more a bar of frozen ice or crystal than anything else.

Powers: x3 concussion hits; may inflict up to two additional criticals of the wielder's choice; when thrown, it strikes as a lance; the staff may be thrown up to 666' (normal range penalties), always returning to the wielder's hand (after 1-2 rounds flight); wielder may torture a helpless target by inflicting 1 hit/point per round on the victim and healing himself (or wasting the hit) at the same rate; such a process causes excruciating pain.

MERP/RM: +66 OB.

LoR: +6 OB, +7 Damage.

See *ICE's LOME III 96*.

RED REACHING POLE

Made of strange reddish wood, this pole is 4' long. It is part of the treasure hoard of the Old Man of the Mountain, Shoglic, whom the Dunlendings worship. Its wood is somewhat soft and smells faintly tannic.

Powers: Expands to two other lengths upon command: at 6' long it is a +10 (+1 for LoR) quarterstaff; at 20' it can support 300 lbs dead weight hung from center (or 200 lbs moving across it).

See *ICE's Haunted Ruins of the Dunlendings 29*.

RILIA'S STAFF

Made of grey wood, the staff is otherwise unprepossessing, even dull. Its only unusual feature is the feel of it: rough like fine sandpaper.

Powers: PPx5; absorbs all enemies' (MERP/RM: Essence) spells when held forth aflame (will flame on command, also rendering wielder immune to heat and cold).

MERP/RM: +30 to all fire attack spells; allows free use of Fire Law; becomes a +25 broadsword on command.

LoR: +3 to all fire attack spells; becomes a +3 broadsword on command.

See *ICE's LOME I 89*.

ROD OF DARK SIGHT

This rod is made of intricately carved black oak inlaid with mithril wire and ivory disks.

Powers: An intensely evil item which attempts to possess user and make him or her serve Sauron each time user casts a spell from the rod.

MERP/RM: Of Channeling, with one of the following powers 1x/day: RM Starlights *Blinding*, Calm Spirits *Calm V*, or Weather Ways *Fog Call* or MERP Sound/Light Ways *Sudden Light*, Calm Spirits *Calm V*, or Nature's Lore *Fog Call*; user must resist vs. 10th level or be possessed.

LoR: User may cast 1 of the following 1x/day, *Calm*, *Blind* (target blinded for 2-12 rounds), *Create Fog* with 100' R, or *Light* an area of 30' radius; user must make Magical Δ8 maneuver with each use or succumb to Sauron.

See *ICE's Dagorlad 31*.

ROD OF FIRE

A 3' long silver metal rod, almost weightless. One end is a carved white wood handle—the other end splits into three prongs, each of which is tipped with a ruby.

Powers: Casts MERP/RM Fire Law *Fire Bolts* or LoR *Fire Bolts*, up to 9x/day, separately or grouped 3 at a time.

See *ICE's Lorien 32*.

ROD OF GELIAD

This ivory rod, topped with a diamond, was once the pride of the Sinda magician Geliad of Lindon, Calimé's grandfather on her maternal side. It is 2 ½ feet in length, and is currently located in the Tower of Cirith Ungol.

Powers: PPx3 (Essence).

MERP/RM: +25 to all Essence Elemental attacks; the Rod will cast the spells RM Lesser Illusions *Phantasm I*, Light Law *Light* and *Sudden Light*, and Dispelling Ways *Dispel Essence* or MERP Illusions *Phantasm I*, Light Law *Light* and *Sudden Light*, and Spell Ways *Dispel Essence* as desired to a maximum of 30 PPs/day in addition to the user's enhanced PPs.

See *ICE's Shelob's Lair 30*.

SARUMAN'S STAFF

Made of wood with a head of a silvery metal, it is beautifully worked. Several stoutly wrought, spiralling tendrils hold a small sphere of crystal. This is the staff given to Saruman, as one was given to each of the Istari before they embarked for Middle-earth.

Powers: PPx10; continuous RM Protections *Protections True* or MERP Protections *Prayer, Bless, and Resistance* to the holder or LoR *Shield*.

MERP/RM: +30 DB; +20 to all spell rolls; truly an item of power, the staff aids Saruman in his Alchemical operations as well; it is keyed to Saruman and can be used by no other.

LoR: +3 DB; +2 to Magical maneuvers.

See *ICE's Isengard 27*.

SAURON'S STAFF

This evil item is made of dir-wood with a gold head and gold inlays. It served as Annatar's staff during his sojourn among the Elven Smiths.

Powers: PPx6; stores up to six spells (20th level, total of up to 120 levels).

MERP/RM: Continuous RM Detecting Ways/MERP Essence Ways *Perceive Power, 600' Radius*.

See *ICE's Lorien 20*.

STAFF OF EARTHMASTERY

A five foot long staff of gnarled dark wood, it allows the holder mastery over the earth through the tracery of runes now almost rubbed away from its surface. It is otherwise unadorned.

MERP/RM: Cast up to 60 PP/day of Earth Law spells as high as 10th level/30th level.

LoR: User gains 60 points of Endurance that are used only towards spell casting.

See *ICE's Lorien 32*.

STAFF OF FIRE

Made of cherry wood with inlays of dark walnut and lighter ash, there is no real pattern to the staff as a whole—just the broken inverted teardrops of licking flames from top to bottom.

MERP/RM: +20 OB; casts any spell below 10th level on the Fire Law list at the level of the wielder.

LoR: +2 OB; may cast *Fire Bolt* at will.

See *ICE's Dunland 63*.

STAFF OF LIGHT

Given by Finarfin to his wife Eärwen, this smoothly worked staff is of mallorn inset with golden mithril and topped with an adamant ruby.

Powers: PPx12.

MERP/RM: Acts as a +88 spear (Holy, additional Heat, Electric, and Unbalancing criticals); casts *Light Law Lightning Bolt* 8x/day (+88, 8x concussion hits).

LoR: Acts as a +9 spear (Holy, additional Heat, Electric, and Unbalancing criticals); casts *Lightning Bolt* 8x/day (as *Fire Bolt* except electrical damage, Magic bonus 8, 8x concussion hits).

See *ICE's LOME I 65*.

STAFF OF LORE

This belongs to Terieth, Court Physician of Dol Amroth. It is made of silvery driftwood strengthened by a strip of tarnished silver inlaid along each side.

Powers: PPx3.

MERP/RM: Casts any spell from Plant Mastery list to 10th level.

LoR: Wielder can summon one storm, hurricane or tornado per day.

See *ICE's Havens of Gondor 53*.

STAFF OF THE SERPENT

Carved of dark walnut and set with rich mahogany, this beautiful staff is strong but crooked. It begins with a snake's head set with emerald eyes at the top and curves down in a serpentine fashion to a sharp iron point. It is the property of Khathog, Priest of Darkness.

Powers: PPx3; transforms to large snake 1x/day.

See *ICE's Havens of Gondor 53*.

STAFF OF STORMS

A staff of soft white pine belonging to Aranwë, the renowned Mage who dedicated himself to the study of the Laws of Water. Tiny crude whales, said to have been carved by Aranwë in moments of distraction, frolic up and down its length.

MERP/RM: Wielder can cast up to 100 PP/day from the Water Law, Wind Law, or Light Law lists (up to 10th/20th lvl).

See *ICE's LOME I 54*.

STAFF OF THE WANDERER

A sturdy traveller's staff, this crutch is forked at the top to support improvised lean-tos, shod in bronze at the bottom to prevent wear, and has a simple iron hook and ring near the top to hold a lantern.

Powers: PPx5 (Essence); able to safely (RM/MERP Lofty Bridge) *Teleport* the holder 1x/day; the staff must have been to the destination and stayed for 24 hours; it is highly intelligent.

See *ICE's Lorien 39*.

STAFF OF WANDERING

An oaken staff presently in the clan-hall of the rogues of Mirkwood, this item is notched, dusty, and unremarkable in appearance.

MERP/RM: +15 OB; casts *Path Mastery Path Tale* 1x/day.

LoR: +2 OB.

See *ICE's Brigands of Mirkwood 23*.

STAFF OF WATER-RESISTANCE

This slick, smooth green wood stave is shod with mithril at the foot and otherwise unadorned.

Powers: Running, falling, or projected water will not come within 3' of this item.

See *ICE's Hillmen 35*.





STAVE-AXE

This Stave of Ice-lore was fashioned in Kael Ord in the Red Mountains during the late First Age and became the weapon of Ucaphele, one of the first two Umli or Half-dwarves. Ucaphele passed it on to her descendants, and it became an heirloom of the Umli Lati (tribe) known as the Fosír-Tasír.

Powers: SpAd+5 (Channeling).

MERP/RM: Strikes as +30 Quarterstaff or +5 Battle-axe; two spells off the Ice Law list 1x/day (each).

LoR: Strikes as +3 Quarterstaff or +1 Battle-axe.

See *ICE's LOME III* 76.

STAVE OF APPARITIONS

This gnarled staff is the crutch and power of Miffli the Undying, an Undead Petty-dwarven Lord of Cameth Brin. It is made of maple and worn a little thinner at the grip from centuries of use.

Powers: SpAd+7; enables wielder to create 1-5 identical images of himself which will move as the wielder does (100' range) or, if the wielder concentrates, any one can move independently (the others become static).

See *ICE's Hillmen 30; LOME III* 71.

TANGLER ROD

A rod about three feet long, made of reddish wood inlaid with copper wire in an ivy pattern.

Powers: Projects a net of vines 20' in diameter to entangle any living thing within its grasp.

MERP/RM: Attack is rolled as a +50 *Ball* spell with any critical indicating entanglement; no damage is inflicted; the vines are susceptible to normal fire and to cutting, the former method destroying them in rounds but delivering one C heat critical, the latter taking three minutes; a strength of IOI or better will not be restrained by the vines at all; after ten minutes, the vines wither away and fall to dust.

See *ICE's Brigands of Mirkwood* 23.

TRAITOR'S ROD

An ancient ivory rod carried by Cen Porllo, a resident of Minas Anor turned to the service of Umbar, the Traitor's Rod shows its age. The ivory is yellowed and cracking, and the spike end of the rod is stained a rusty brown color from the blood it has shed.

Powers: The rod also holds a hidden spike, which can be extended instantly and used as a dagger.

MERP/RM: Casts RM Shield Mastery/MERP Essence Hand *Shield* 1x/day, Spirit Mastery *Confusion* 1x/week and *Sleep X* 1x/month; treat spike as a +15 dagger; in addition, the rod acts as a continual half-strength Unbarring Ways *Locklore* spell.

LoR: *Shield* 1x/day; spike treated as a +2 OB dagger.

See *ICE's Minas Tirith* 139.

VIPERSTAFF

A 5' long iron staff, its head shaped in the fashion of a coiled snake, this weapon is the symbol of office of the Orcish Chief Priest in Goblin-town. Forged long centuries past by a founder of the revived cult of Sauron, it passes to each new hierophant upon instatement. Thus it is currently possessed by the Chief Priest of Goblin-gate.

Powers: PPx3 (Channeling).

MERP/RM: May cast the RM Protections/MERP

Nature's Guises *Shadow* 2x/day at no power point cost; when used as a weapon, it has a +15 enchanted bonus; and any critical hit forces the target to save against a 10th level poison attack or be paralyzed for 2-24 hours.

LoR: When used as weapon, has a +2 OB enchanted bonus; on any strike causing more than 5 Damage, victim must make Magical $\Delta 6$ maneuver or fall unconscious for a day.

See *ICE's Goblin Gate* 28.

WAND OF FEAR

A three foot long wand of black laen, cunningly made so that the surface seems to writhe in the holder's grasp, this was the weapon of Malborn, a Seer of Fornost Erain.

Powers: Casts *Images of Death* (acts as RM Confusing Ways *Fear* or MERP Controlling Songs *Fear's Song*, LoR: GM discretion) into the minds of all within a 30'R 3x/day.

See *ICE's Rangers of the North* 54.

WAND OF HERB DETECTION

Currently in the possession of the smuggler Adeyn in Dunland, this item was originally made for the use of herbalists and lay healers. It is an ordinary willow wand tipped with a leaf of hammered gold.

MERP/RM: RM Herb Mastery/MERP Plant Mastery *Herb Detection* 3x/day.

LoR: User may detect any herb desired within 100 yards.

See *ICE's Dunland* 63.

WAND OF INJURY ASSESSMENT

Tipped with two red bars, this rowan wand has been bleached and then varnished so as to stay white.

Powers: Allows determination of the exact extent of injuries, poisons, broken bones, disease (due to injury), and even internal damage.

See *ICE's Dunland* 63.



4.5.5 TALISMANS AND MISCELLANY

Beyond the elegance of wands and staves, the organic power of elixirs and salves, and the subtleties of scrying devices, Mages employ a group of baubles and gewgaws to help them wield magic. Charms to bring luck, amulets to ward off ill-fortune, and stones to control the weather are but a few of these items.

AZAE'S ENCHANTED ABODE

This device appears in the modest guise of a 2" square bronze cube. It is the possession of Herumor.

Powers: Upon uttering the word "Open" (Edro) in Sindarin, the cube instantly unfolds into a grey pavilion, completely furnished within, 15' in diameter, and surrounded by a hemisphere of magical force 30' in diameter which must be dispelled for any outsider to enter; he who possesses the cube can pass through freely; the Sindarin command "End" (Telo) will cause the pavilion to refold into the cube, when spoken by the cube's possessor; note that if one forgets to stand outside the tent, he will be shrunk as well and imprisoned in the cube in a state of suspended animation; any inorganic items left in the pavilion (not carried by a person, and not the furnishings inherent to it) will be left outside when it collapses.

See *ICE's Shelob 30*.

BALLI STONEHAND'S LAMP

Three and a half inches long and made of gold and inlaid with silver and mithril, this tiny lantern is attached to a mithril chain and is commonly worn around the neck.

Powers: SpAd+7 (Channeling); can burn any herb and release smoke which confers effects of herb on all within 5' radius; it can be used (1x/year with I-10 rounds meditation) to summon "presence of Mahal (Aulë)," enabling wearer to operate at +70 in MERP/RM, +7 in LoR for all actions for I-20 rounds.

See *ICE's LOME III 51*.

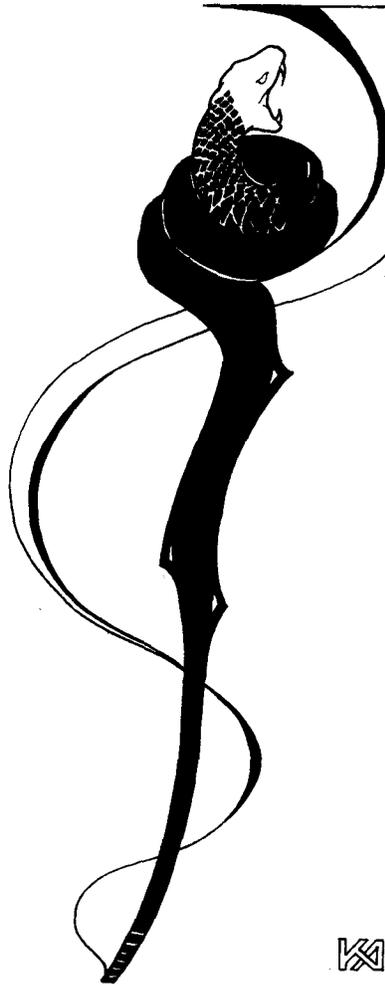
THE COLORING STONE

An ancient relic, sacred to the Drûgs, and a symbol of Wose culture. Only the Keeper of Colors (a powerful Animist) can use it. A dangerous foe, the Keeper lives in the Eilencah Glen of the Wose-wood, in a village of weird, submerged earth-houses. Essentially, the Coloring Stone is a soft, blue-green rock, shaped as a 7" long lozenge, and inscribed with the words "Wal Wel" (Each's Each). It leaves a colored mark only when it rubs against flesh, and is used to tattoo Drûg Animists when they come of age at the beginning of their eleventh year. Flowing with the feel of the chosen's soul, each spiralling tattoo is unique—both in pattern and color. Once applied, they can only be removed by reversing the Stone over the pattern. These

enchanted tattoos can give great strength to the wearer. Typically one or more variations on the listed powers are involved.

Powers: *Hardness*—toughens the flesh, making wearer's skin akin to soft leather (AT SL/3); *Wildness*—camouflaging the wearer's skin (MERP/RM, +50, LoR +5 hiding) for a particular type of environment (e.g. woods); such tattoos cover whole body but are invisible unless their use is desired; *Friendliness*—a tattoo in the stylized form of a certain animal (not beings) protects the wearer from any animal of that type, but means that the wearer cannot harm such an animal unless it truly threatens a friend of the wearer; *Power*—a tattoo can double the wearer's inherent power points or spell casting abilities.

See *ICE's Riders of Rohan 57*.



CRYSTAL OF REMEMBRANCES (S. "MIRRIN")

A multifaceted translucent spherical object some 9' in diameter, the Mirrin was a gift to Calimë Half-elven from her Elven mother, ere she departed for the Undying Lands. It is located in the Tower of Cirith Ungol.

Powers: At first sight the Crystal is always blank, but by concentrating upon it, an image of Calimë's mother will appear, taking form within 5' of the Crystal; the Crystal can absorb 100 hits of damage before shattering and is AT PI/20.

MERP/RM: Beyond sentimental value, the Crystal has considerable worth to a user of Essence, who can will the image to speak, providing instruction in any general Essence or Base Mage spells through the 10th/20th level; in effect, it is a portable magical library.

See *ICE's Shelob 30*.

ELEMENTAL SPHERE

A small clear glass sphere, this item is unremarkable even upon close examination. If viewed under moonlight or starlight, tiny ithilnaur runes on its surface glow at opposite points, each the alchemical symbol for one of the elements.

Powers: When thrown to the ground, it protects caster as RM Protections *Cold Resistance* and *Heat Resistance* or MERP Protections *Resist Elements* or LoR *Protection from Magic*, Magical bonus 4.

See *ICE's Dagorlad 31*.



Viperstaff



EYES OF THE BAT

These are two lenses of black laen clearly meant to be placed over the eyes, as an iris is painted onto each lens. They have no frame but do have leather thongs to connect them together and to tie them around the wearer's head.

Powers: Greatly heightens all the wearer's other senses while obscuring sight.

See *ICE's Trolls of the Misty Mountains* 17.

EYES OF THE WELL

Two enchanted spherical star sapphires with milky surfaces in all but one circular area, which remains clear and bright blue; thus they look like eyes. Akhôrahil the Nazgûl long ago replaced his real eyes with these astounding gems.

Powers: One of the sapphires serves as a SpAd+5 (Channeling) and the other acts as a SpAd+5 (Essence); the Eyes enable the wearer to sense both objects and presences (of a level lower than wearer or a level higher if the target fails a RR), regardless of condition or obstructions, within a range of 2000'; the wearer must concentrate as if looking, and he can only see things in the direction of his gaze; in addition, the Eyes enable the wearer to know and use any RM Mentalist or MERP Mage spell.

See *ICE's Shadow in the South* 31; *LOME II* 86.

FANUIBAUGLIR

(S. "Cloudy Constrainer")

A crystalline orb two feet in diameter (it is not easily transported), the Fanuibauglir is usable by anyone of the realm of Mentalism (MERP: Essence; LoR: Bard).

Powers: Acts as RM Gas Manipulation *Cloud Mastery* or a combination of the spells of the MERP Wind Law and Nature's Lore lists, controlling all clouds within a 10 mile radius, including altering their formation or causing rainclouds to release their moisture; clouds cannot be created, however.

See *ICE's Isengard* 42.

FLASK OF THE MASTER ALCHEMIST

Property of Tharúdan, Master of the Haven of Edhel-lond and no mean alchemist, this heavy brass flask is ornately, some would say grotesquely, carved. Its mouth resembles a fat man, with the round body of the flask itself rippling down from the neck in folds of brassy fat. The stopper forms a huge tongue and is made of ruddy copper that will not tarnish.

Powers: 1x/day transform 1 quart liquid to any other liquid.

See *ICE's Havens of Gondor* 54.



GONTRAN'S BULBS

These eleven glass bulbs are the work of Gontran the Shade, leader of the cult of assassins that plagues the citizens of Dol Amroth. The bulbs are created with the help of the charms that give the cult its strength, and as such are items of Darkness. Though the bulbs are made with the power of Channeling, the spells they contain are of Essence. They are currently kept in the tower on the Hill of Shades, though some will be found in the hands of the cult members, the Shades.

MERP/RM: 3 hold Wind Law *Stun Cloud*, two hold Unbarring Ways *Opening I*, 1 has Spirit Mastery *Sleep X*, two have Light Law *Sudden Light*, has Shade from the same list, 1 has Wind Law *Vacuum*, the last a Fire Law *Fire Ball*.

LoR: GM discretion on spells contained in the bulbs.

See *ICE's Assassins of Dol Amroth* 27.

MIRROR OF TELEPORTING

Presently in Huinen the Seer's bedroom, this full length mirror is hidden behind the false back of a wardrobe.

Powers: Short range RM/MERP Lofty Bridge *Teleport* by stepping through the mirror.

See *ICE's Southern Mirkwood* 50.

SARN FEANAUR (S. "Fire-spirit Stone")

Constructed in the mid-Second Age, this clear six inch diameter sphere was made in Haudh-en-Aiganaur and may rest there still. It is a Dark Elven construct and weighs but two pounds.

Powers: Holder of orb can capture soul of a target within 100'; user can then control the soul-less body within 300' or employ a RM/MERP Fire Law Flame Bolt (100') of same level (as soul) or LoR Fire Bolt (Magical bonus 3) which burns away soul and kills hollow body of target; if orb is separated from user's physical person, target's soul returns to own body; usable 1x/day; holds one soul.

MERP/RM: *Soul Capture*, attacks as level 20 + user's level.

See ICE's *Northern Mirkwood* 46.

STONE OF MIND TALKING

A black laen stone the size of an egg owned by Vrak Tanúk, a distant cousin of Demik Dral, this stone must be carried on one's person to be effective. It was used in reestablishing the Guild of Light and was partially responsible for Demik Dral's return to the way of the light. Several of these items are known to exist.

Powers: User may employ the silent tongue (treat as RM Mind Speech *Mind Tongue*, range: 1 mile/level), but both speakers must "know" the silent tongue; acts as a portable "mouth" of the Eye of Sotor; there is no range limit for silent tongue communication when both "speakers" are at "mouths."

MERP/RM: +10 to possessor's DB.

LoR: +1 to possessor's DB.

See ICE's *LOME II* 41.

SUNSTONE

This sphere of yellow glass is presently hidden in the refuse of a small abandoned shrine in the region near Sook Oda and the Moonstone Fortress. It is two inches in diameter and slightly slippery, as if lightly oiled.

MERP/RM: If thrown (or dropped from more than 6 feet onto a hard surface), gives off a RM Light Law/MERP Sound/Light Ways *Sudden Light* spell (as 8th level mage); every time that it is used (whether on purpose or by accident), there is a 10% chance (roll 91-100) that it will shatter as it activates, giving 5-10 (4 + 1d6) +40 composite bow attacks as the shards of glass fly through the air; this will, of course, destroy the item.

LoR: If thrown (or dropped from more than 6 feet onto a hard surface), gives off a *Sudden Light* spell (a 10' R of intense light, all within are stunned—unable to maneuver—for 2 rounds); every time that it is used (whether on purpose or by accident), there is a 10% chance (roll 91-100) that it will shatter as it activates, giving 5-10 (4 + 1d6) bow attacks as the shards of glass fly through the air; this will, of course, destroy the item.

See ICE's *Pirates of Pelagir* 15.

TABLETS OF DARK KNOWLEDGE

Hidden in the bottom of Shelob's pit, these tablets were cached there long ago by an evil Animist, a servant of Sauron fleeing from his master's defeat at the end of the Second Age. They are items of surpassing power. Each of the four Tablets is a sheet of indestructible glassy black laen (1 1/2" high, 1' wide and 1' thick), upon which is inscribed invisible runes in Black Speech. To the casual observer, the sheets appear to be blank and feel chill to the touch.

MERP/RM: Each tablet holds one of the four Animist base spell lists, except that each of the spells works in reverse (*Neutralize Disease* becomes *Cause Disease*, *Muscle Repair* becomes *Muscle Damage*, etc.); for RM, there are five tablets, each inscribed with the Evil Cleric base lists through to 30th level; through concentration (for one turn), the writing can be made to appear in fiery, writhing lines; simultaneously, the sheet concentrated upon will become extremely hot; anyone touching it who is not loyal to the Dark Lord will suffer a heat critical ("C") each round held; within an hour after concentration ceases, the lettering fades and the tablet cools; any of the spells on a tablet may be cast once a day at no expenditure of power points, straight from the item; anyone not already a servant of Sauron must make a 20th level RR every time he or she casts a spell from the tablets, or become the Dark Lord's slave, wishing to serve him forever; destructive spells cast against a tablet rebound against the caster—only volcanic fire or dragon's breath can destroy the Tablets of Dark Knowledge, which radiate a strong aura of evil.

LoR: GM discretion (use MERP/RM as basis).

See ICE's *Shelob's Lair* 28, 29.

TALISMAN OF CERTAIN HEALING

Given to Kiral, a Dorwinadan animist who left home for the south and never returned, by an old crone whom he helped in the Nindalf marshes, this talisman is made of steel etched with runes and pictograms and inlaid with tiny garnets.

Powers: Gives additional 8 spell points/day; user may cast healing spells on targets up to 10 feet away.

MERP/RM: Caster will cast spells as if three levels higher.

See ICE's *Pirates of Pelagir* 6.

TOOLS OF GARDENING

A trowel and three pouches once owned by Vilyadol, Rivendell's chief herbalist.

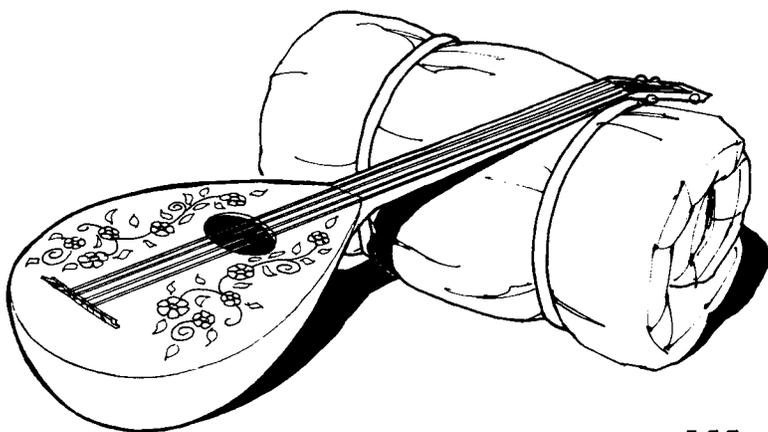
Powers: Using this item, a small plant may be removed from the ground with the trowel and placed in any of the pouches without any harm to the plant; it can be carried so for up to thirty days, requiring no care or attention, and transplanted with a 95% chance of successfully taking root (assuming suitable conditions in the new environment).

See ICE's *Rivendell* 16.



4.6 MUSICAL INSTRUMENTS

Music has always had something of magic about it, and the power of the human voice is richly expressed in the songs of bards and the chants of worshippers. Instruments also have their voices, able to call over distances, strengthen flagging hearts, and frighten wild beasts and enemy warriors. Music is complex, and the same harp that makes one laugh can make one weep shortly thereafter. In addition, the instruments of different peoples reflect their ideals: the rhythmic drums and deep horns of the Dwarves, the complex lilting tunes and ballads of the Elves, and the varied sagas and styles of Men. Thus, the enchanted instruments that are sometimes fashioned for musicians and warriors have no set form or decoration, save that it allow the instrument's own voice to sound clear and undiminished.



Cherry Mandolin

BULLROARER

Bandobras Took's heirloom is a very distinctive throaty bull's horn; on a clear day, it can be heard for over a mile.

Powers: Horn raises the morale of Hobbits and lowers the morale of Orc forces of less than 500 members.

Read LotRI 21, 25; LotRIII 402, 475; Hob 17. See ICE's LOME III 12.

BUTLER'S LUTE

Galion crafted this instrument himself and often played it for the amusement of his friends and drinking companions; King Thranduil's butler was well known for his wine-imbibing and careless merrymaking. His lute is a fine instrument of silvery wood and nut-brown strings, set with dark river green inlays in the form of swans and fishes merging into and out of one another.

Powers: PPx3 (Bard); x2 duration to spells cast with lute.

MERP/RM: +10 on Bard base attack spell rolls.

LoR: +1 to Magical bonus of Bard characters.

See ICE's LOME I 78.

CHERRY MANDOLIN

Carved with a soft pattern of cherry blossoms, this is the instrument of Thist, a Petty-dwarven Animist.

MERP/RM: Continual Calm Spirits *Calm V* while played.

LoR: Acts as continual *Calm* while played.

See ICE's LOME III 72.

CLARSACH

This harp is wrought entirely of cedar and carved in decorative leaves and curls. It currently belongs to a rural bard who wanders the region of Rohan near the confluence of the Entwash and the Anduin. Though he is little known, his ancestors have faithfully passed on the bardic traditions through generations.

MERP/RM: +10 Music; RM Sound Projection *Great Song* 1x/day, **MERP:** bard may affect any 5 individuals within 50'R with a spell from the **MERP** Controlling Songs list.

LoR: +1 to any maneuver for music usage and a Bard may affect any 5 individuals within 50'R with *Calm*.

See ICE's Mouths of the Entwash 37.

ELROND'S SILVER HARP

Made of silver for tarnish and character, mithril for grace and beauty, ithilnaur for subtle inlay, and ithildin for strength, this amazing harp seems to change character in different lights and becomes a completely different instrument under the moon and stars. Although Elrond plays it rarely, its clear strains and ringing harmonics are well remembered by all who have ever heard the harp.

Powers: Always in tune.

MERP/RM: Adds +30 to all Bardic Songs.

LoR: +3 to Magical bonus for Bard characters.

See ICE's LOME I 68; Rivendell 12.

GREAT HORN (Boromir's Horn)

This was an heirloom of the House of the Stewards of Gondor from the time of Vorondil, circa T.A. 2000, until the War of the Ring. Made from the horn of one of the Kine of Araw and inlaid with silver, the Horn was borne by the heir of the Steward. It was believed that if the Horn were blown anywhere within the ancient boundaries of Gondor, help would come. In TA 3019, Boromir blew it when attacked by Orcs near Rauros. Denethor and Faramir heard the call hundreds of miles away, but no help arrived. Boromir was slain and the Horn cloven in two. The Horn was set on Boromir's funeral barge, but the shards were recovered by Denethor.

Powers: If blown at need anywhere within the ancient boundaries of Gondor, allies to the blower cannot ignore its call and will travel until they reach him to offer their help; of course, they may not arrive in time.

Read LotRI 315; LotRII 17, 18, 22, 347, 364; LotRIII 29. See ICE's LOME II 21.

HILVAVAR'S FLUTE

A silver flute which has a tracery of gold around each of the finger-holes. It belonged to a particularly carefree Silvan Elf known for his lighthearted song and biting wit.

Powers: 2x range for all spells involving sound.

See ICE's Rivendell 15.

HORN OF DIRHAEL

This is a huge, many-curved goat's horn bound with silver and beryls. It rests on black marble stand in the Greater Vault of the Princes of Morthond.

Powers: Blown, it summons 1-5 supporters of the user from up to 5 miles away and heartens allies within earshot for 1-5 rounds, **MERP/RM:** +10, **LoR:** +1 to allies' orientation and perception maneuvers.

See *ICE's Erech & the Paths of the Dead* 29.

HORN OF FEAR

A Dragon-horn inlaid with silver, gold, and onyx. The Horn of Fear belonged to Fulla III, the descendant of Balli Stonehand.

MERP/RM: When blown it enables all Dwarves within earshot to make a RR versus any spells as if they are 20th level; attacks all others within 1000', designated by wielder, like a 20th level *Fear*; it is usable 3x/day.

LoR: All Dwarves within earshot cannot be affected by spells; all foes within 1000' flee in fear; usable 3x/day.

See *ICE's LOME III* 54.

HORN OF THE MARK (Dwarven Horn)

Small silver horn made by the Dwarves in ancient times, recovered by the Éothéod from the hoard of Scatha. After the War of the Ring, Éowyn gave the horn to Merry as a keepsake, and he used it to hearten the Hobbits during the scouring of the Shire. Afterwards, it was blown each year on the anniversary of its first use in the Shire.

MERP/RM: Blown, acts as 5th level *Fear* to all foes within 100' radius, and summons allies within 1 mile radius.

LoR: When blown, all foes within 100' must Magical Δ 7 maneuver or flee in fear; summons allies within one mile radius.

Read *LotRIII* 316, 353-54, 486. See *ICE's LOME III* 19.

LUTE OF THE GOLDEN HAND

Named for its owner, the great Bard Maglor (S. "Golden Hand"), this instrument was a gift from Fëanor to his son. It is made of cypress wood with a sheen of iridescent varnish, and inlaid with a tiny herringbone pattern of cypress and mahogany. Its strings are of golden mithril and copper. The Lute of the Golden Hand was the instrument used to compose the Noldolantë, the basis for the Quenta Silmarillion.

MERP/RM: 3x range to all Bardic Controlling Songs and Sound Control spells; allows silent casting of Bard spells.

LoR: Triples range of all spells cast by Bards; allows Bards to cast spells silently.

See *ICE's LOME I* 86.

MOTHRAS (S. "Dusk Horn")

Made in the late Second Age in Gondmaeglom from a length of Dragon horn, this 18" long instrument is wickedly curved and richly decorated with an ounce of mithril for the mouthpiece. It is a Mannish tool created by the mysterious "Middle Men," possibly Northman ancestors.

Powers: When blown, user can summon 1-20 beasts of any one type desired, their individual levels (**LoR:** EPs) not to exceed the user's; creatures arrive in a number of rounds equal to the number summoned and will stay with the user until the battle is over or 30 minutes pass, whichever is longer, but the user must concentrate to direct them.

See *ICE's Northern Mirkwood* 46.

ORB OF SONG

A small silvery sphere carried by Randae on his quest to find the Book of Icelore, the Orb is made for the use of enchantments requiring the sounding of voice or instrument. It was likely created by one of the early Kings of Luindor with skill in both enchantment and song. It may be strung on a chain about the neck or held in the palm during use.

Powers: PPx6 (Bard).

MERP/RM: Any Bard in possession of it can cast Base Bard spells up to ten levels above his own, providing he knows the list.

See *ICE's LOME II* 38.

PIPES OF RAIN

This set of two pipes is meant to be played simultaneously: one is keyed high, like the patter and dash of a shower, and the other low and bassy, like thunder or surf.

MERP/RM: Water Law *Call Rain* 1x/week.

LoR: User may cause it to rain 1x/week.

See *ICE's Mouths of the Entwash* 37.

REDWING HARP

Carved in the form of a bent and ruffled wing, this harp is made of rare redwood and otherwise unadorned. The strings are of silver and copper. Elemmirë picked out the Aldudenië, the famous lament for the destruction of the Two Trees, on this instrument.

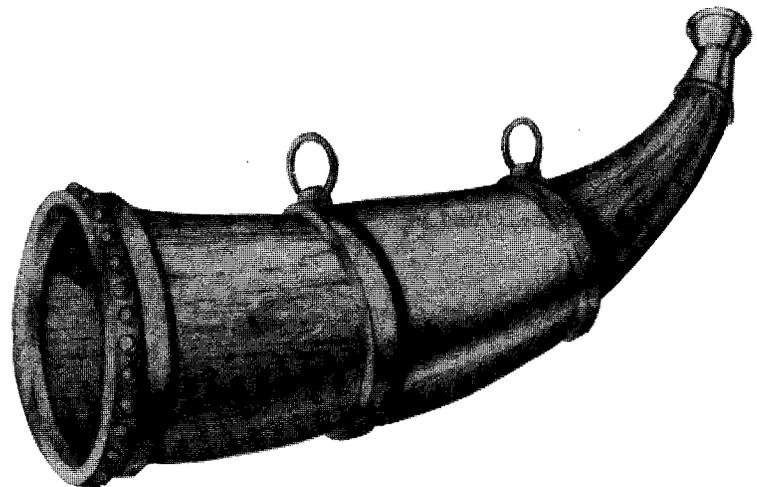
Powers: PPx12 (Mentalism, **MERP** Essence).

MERP/RM: cast RM *Confusing Ways*, *Mind's Door*, and *Moving Ways* lists to 50th level or **MERP** Spirit Mastery, *Illusions*, *Lofty Bridge*, and *Moving Ways* to 10th level using the wielder's power points.

See *ICE's LOME I* 66.



Great Horn
(Boromir's Horn)





SILENT HARP

This dark grey lap harp is actually sheathed with a mix of black and white mosaic chips, laid out as carefully as a moth's wing. The resulting grey is patterned after ripples in puddles during rain, or waves on a windy river. It is missing seven strings, removed at the whim of its owner, Linsûl of the Court of Ardor. The wood itself is dark, perhaps ebony or darkened teak, and its fittings (pegs, bridge, etc.) are of mithril.

Powers: PPx4.

MERP/RM: Allows use of RM Controlling Songs *Slaying Song* 1x/day, **MERP:** target falls into deep coma from which he will awaken only if the caster cancels it or it is dispelled—if the victim's RR failure is greater than 50, he dies instantly; allows silent casting of Bardic spells.

See ICE's *LOME I 84*; *Court of Ardor 19*.

SKY HORN

A small instrument made from a goat's horn and set with a brass mouthpiece, this item is slung on a thin leather thong. It comes with a leather bracelet which can be tied to it. The bracelet covers the wearer's entire forearm.

Powers: Summons eagles.

See ICE's *Trolls of the Misty Mountains 26*.

SUNHAMMER

This beautiful hammer dulcimer and the hammers made to go with it are carved of mallorn and tasarang with golden mithril fittings. Its tone is remarkable, as one might expect of an instrument made for Finrod, the builder of Minas Tirith.

Powers: Durations and ranges of spells are doubled.

MERP/RM: Songs lists attack at +30.

LoR: User gains a +3 to Magic bonus.

See ICE's *LOME I 75*.

TINCULIN (S. "Dream Harp" or "Dream Lute")

Daeron's unrequited love for Lûthien Tinûviel was the great bard's inspiration as he wandered Middle-earth, and this harp was the cradle for many songs of love and loss. It is made of varnished beechwood and set with mother-of-pearl and opals in an airy, cloudy design. The strings are of truesilver and gold, and the pegs are carved of dark walnut.

Powers: PPx9 (Mentalism); Bard spell ranges increased x10.

MERP/RM: +1/level to Bard base spell attack rolls, maximum of 40; Bard spells with duration of concentration last 1 round/level.

See ICE's *LOME I 64*.

TRUEWIND

This is a recent acquisition of Dulo, a pirate lieutenant and wanted murderer. The tan shell trumpet was previously owned by a merchant captain of Gondor, and was originally constructed by a sea-spirit cult. Its interior is bright pink, but its call is low and mournful.

Powers: Summons a favorable wind for 5 hours when blown; can only be used once per full moon.

See ICE's *Pirates of Pelagir 6*.

WEeping FLUTE

The flute was constructed by Khîm, the young Petty-dwarf given to visions who, in one awful and glorious tumult, heard a fragment of the divine music, the Ainulindalë. Truths were revealed to him, but even in his calmness and serenity he always longed to hear the music again and thus played the flute to attempt to recapture its strains for a moment. He never succeeded, and his gentle wisdom was finally felled by Androg's arrow. His father and brother then named the flute.

Powers: Kaptivates kelvar (animals) as *Charm* (5th level).

See ICE's *LOME III 70*.

WHISPERING CRIER

Parnelion's horn is dyed deep purple and embossed with silver bands depicting stylized running deer.

Powers: Should user so designate, the horn will—with concentration—only send sounds to particular recipients or places.

MERP/RM: Capable of sending clear sounds up to distance equal to user's level.

See ICE's *LOME II 36*.

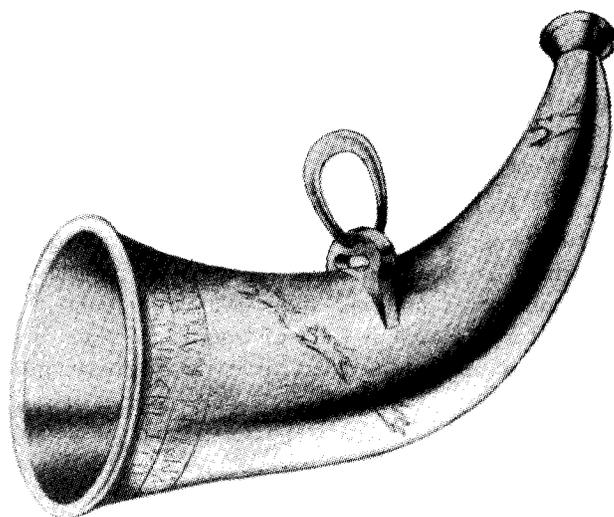
WOOING LUTE

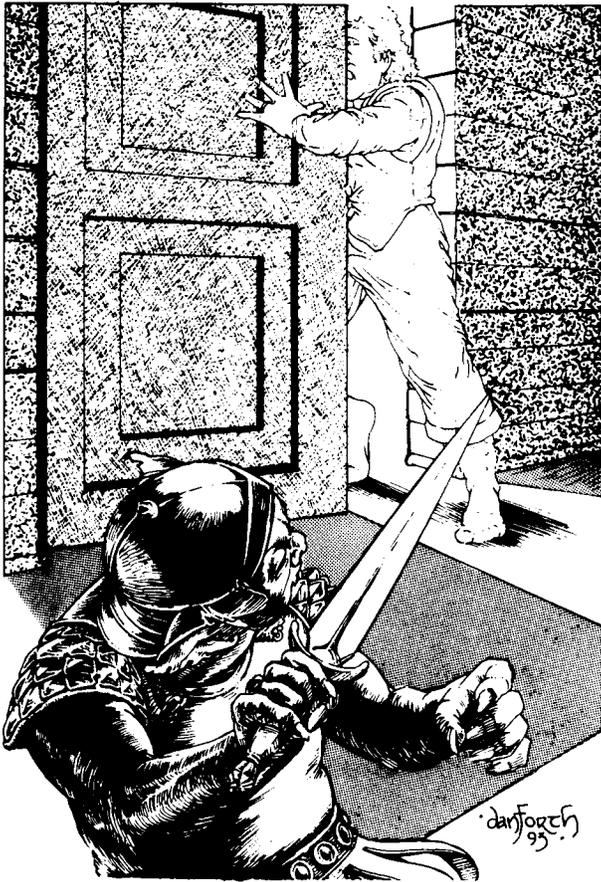
Although Amroth was a brilliant engineer and scholar, he also had a passionate emotional character, reflected in his music and his love for the Elf-maiden Nimrodel. This slim instrument of golden mallorn wood and dark blue lapis inlay was his accompaniment on his midnight serenades to her.

MERP/RM: +25 to all seduction attempts accompanied by song.

LoR: +3 to all seduction attempts accompanied by song.

See ICE's *LOME I 53*.





4.7 RINGS

Rings have always been a popular form of wealth and adornment, but the materials and magic applied to their creation in Middle-earth give them a status of their own. Compact and difficult to lose, rings are the ideal form for storing power to be used in the hostile wilderness and the chaotic field of battle. Culturally, rings are often given as symbolic gifts from lords to their vassals to show their generosity, and among friends to show love. Nobles often put their seals on signet rings and use them as a mark of authority to impress wax seals and the like. Although the tradition of wedding bands does not exist in Endor, the exchange of rings is common among lovers. To be able to give rings implies not only a certain degree of wealth and status, but also an admirable generosity of spirit. Gift rings are common among many races and classes, though only the great lords and ladies possess the power to have enchanted rings fashioned to suit their whims. Most rings are simple trinkets, but some are items of power. With the making of the Rings of Power, the vogue for rings grew even stronger, as did the symbolic equation of rings with wealth and power.

4.7.I RINGS OF POWER

The fashioning of the Rings of Power was begun soon after the arrival of Annatar (S. "the Gift-lord," Sauron), though the first rings were but trinkets to the Elven Smiths in comparison with the true artifacts which were to follow. Even the rings which became known as the Seven and the Nine were amazing creations in their adaptability and mutable powers, though of course the Dwarven Kings did not react to the seduction of the Rings the way Sauron had planned. Only mortal men fell completely under his spell. All of the Rings of Power save the One Ring had a single gem; all were beautiful in their simple yet elegant design; all were imbued with a power which could only come from the combined skill of a Noldo Lord of consummate skill and the knowledge of one of the Ainur. Keep in mind that the Seven and the Nine—like the Three—were made with good intentions. It was only after Sauron recovered them and was able to corrupt their purpose (having taken part in their forging and so possessing power over them) that they became evil in nature. Of the twenty Rings of power, only the Three Elven rings, forged by Celebrimbor, are untouched by Sauron's Hand. Even so, because they were made partly with knowledge learned from the Lord of Gifts, their fate was tied with the One. Although they granted great power, their purpose was more lofty and noble: to aid in learning, healing, and understanding, not only for the wearer but those around him. As such they served their wearers well during the Third Age, when the Free Peoples struggled to unite against the Dark Lord.

THE ONE RING

Crafted by the Dark Lord, Sauron, in S.A. 1600 in the forge of the Sammath Naur within the volcanic cone of Orodruin, the Ruling Ring is greatest of all the twenty Rings of Power, doubtless the most potent artifact extant in Middle-earth. In form, it appears as a beautiful, unadorned band of pure gold, never suffering any signs of wear. When heated in fire (e.g., an ordinary fireplace), a fine, minute inscription becomes visible running along both the interior and exterior of the band. Engraved in Tengwar characters, using the archaic Black Speech, the legend reads:

*Ash nazg durbatulúk, ash nazg gimbatul,
ash nazg thrakatulúk agh burzum-ishi krimpatul.*

Which translated, means:

*One Ring to rule them all, One Ring to find them,
One Ring to bring them all and in the darkness bind them.*

— *LotRI*, p.81.





In creating the One Ring, Sauron transferred into the object a major portion of his own evil Maia essence, so that the Ring acquired sentient will of its own. Sauron's existence is inextricably linked to the Ring's survival. Parted from it, he is still immensely powerful; rejoined, nothing in Middle-earth in the Third Age could hope to resist him. When the Ring perished, Sauron was forever crippled, an impotent, bodiless wraith. The Dark Lord never believed that anyone would deliberately seek to destroy the Ring, but realizing the peril of inadvertent injury, he so safeguarded it that nothing could harm it in the least, save only the fire of Orodruin wherein it was forged.

After the first downfall of Sauron, Isildur possessed the One Ring for nearly two years, but he rarely wore it and certainly did not test its powers. Isildur did take the One Ring to the crucible of the Master Smith and alone in the workshop read the words upon it when it did not melt. After Isildur's discovery of the Ring's nature, the Master Smith received only a sealed scroll regarding the it—he may have suspected that something was amiss, though, because later he was forced to break his crucible and dispose of it: the tainted tool ruined everything it subsequently made. It is perhaps more merciful that Isildur died, betrayed by the Ring, rather than living to endure what would surely have befallen him eventually had he lived. The Ring would have tempted him to use it, and, in the end, he would have been overcome by its evil seduction. As it was, the golden band slipped off his finger at the Battle of Gladden Fields and was lost.

The Ring was recovered by Déagol, a Stoor Hobbit who was murdered by Gollum in T.A. 2463. Gollum retained the Ring in the Misty Mountains until T.A. 2941, when he lost it and Bilbo Baggins found it. Bilbo passed it on to Frodo in 3001, and Frodo the Ring-bearer carried it into Mordor and destroyed it in T.A. 3019 in Orodruin despite all the forces that were arrayed against him.

An utterly evil and treacherous device, the Ring has a mission: to return to the hand of its creator, from which it was cut by Isildur. Thus, it plays upon whatever weaknesses its possessor may have, encouraging him to use its powers more frequently, so as to have more opportunities to wear down the possessor's will and ultimately capture his mind. When major servants of Sauron such as the Nazgûl are at hand, the Ring will seek to persuade the keeper to wear it for "safety," or even force itself to be worn outright, thereby revealing its presence. Such a possession attack is difficult to resist at best, and the Ring becomes even stronger the closer it moves to Sauron. (Treat possession attacks as Essence spells of variable level, 10th-50th depending on circumstances.) A Ringbearer invariably feels compelled to guard the artifact from supposedly envious eyes, and becomes intensely



suspicious of others' motives where the Ring is concerned. Giving the Ring away is nearly impossible, and no Ringbearer could ever simply discard it. Nonetheless, the Ring may "discard" itself, if dissatisfied with the potential of its bearer. As it can adjust its size to fit comfortably on any bearer's finger, it can also expand if desired and drop off the finger of any wearer it deems unworthy, to await a more suitable finder. The Ring has its own will and pseudo-intellect, since Sauron invested so much of his own spiritual essence into it during its creation. Like him, it is bent unchangeably on evil, megalomaniac pursuits, and an insatiable lust for power. Its will is uncontrollable unless the wearer has trained with the Ring for a period equal to 600 days minus the wearer's level and overcome the Ring's inherent 60th level resistance. Without this training, the work of the Ring will be random or entirely self-directed. Only Sauron, its maker, has absolute control. In time, anyone else will succumb to their own least noble inner feelings and whims. All told, the Ring is far from desirable, though its allure of unlimited power has corrupted many. The wise shun it, for its power exacts a terrible, irreversible toll.

Powers: As any artifact, the One Ring's primary gifts are determined by the nature and strength of the wielder; its normal practice is to enhance to the extreme the capacities of its current user; in this fashion, it would have made Samwise the greatest of all gardeners, Boromir an



irresistible leader of men, and so on; as is often true of artifacts, however, the Ring confers numerous other benefits upon its possessor, not all of which will be immediately apparent, and it also inflicts a gradual and terrible curse; the Ring is most renowned for its major powers of command and control, the full limits of which remain unexplored; the One Ring also allows the bearer to exercise the following lesser powers when it is worn:

- Invisibility, which is not broken even in combat, because the Ring draws the wielder deeply into the wraith world; this makes him invisible to all earthly eyes, but brilliantly visible to those at home in the wraith world, such as the Nazgûl; the wearer naturally also gains the ability to see those things which are invisible.
- Sense enhancement; hearing and smell become extremely acute, and sight extends into the invisible realm (e.g. one can see the true forms of Nazgûl), but vision of objects in the material world is blurred; the bearer can see powerful magical and spiritual forces from a far distance.
- Greatly lessens the effects of aging, increasing a person's life almost indefinitely; however, the wearer is also gradually transformed into a creature of darkness (e.g., Gollum), and finally will become a wraith, straddling the line between life and unlife; this power takes effect by mere possession of the Ring, whether or not it is worn; the rapidity of the transformation process is variable, depending on the owner's frequency of use of the item, his own character and innate magical resistance; this power, however, is also linked to the curse, for depending on frequency of use and innate magical resistance, the possessor will eventually fade into a creature under the Dark Lord's control; complete fading may be postponed for centuries.
- Permits the wielder to control or resist any item made with the Ring's help, such as the traps of Barad-dûr.
- The Ring may not be destroyed in any fashion except by the fires in which it was forged, those of the volcano Mount Doom; if the One Ring is destroyed, all the other Rings become powerless, and Sauron and his Nazgûl become forever impotent wraiths.

In addition, the following powers are available for one who has mastered the One Ring. These powers can only be invoked to full effect by an already strong will trained to exercise authority over others.

- PPxI8.
- May control all the wearers of the Great Rings of Power, such as the Nazgûl, (with the exception of the wearers of the three Elven Rings used by the Elf-Lords), regardless of range or other circumstances; the Ring may either enslave the wearers or reveal and twist everything that is done with the powers of the other Rings.
- May cast spells at 3x normal range, or at any target which the wearer can see, even with the aid of a device (like the palantíri).
- May exert awesome powers of command and control, especially over evil creatures who instinctively fear the Ring; evil creatures invariably display immense fear of the Ring, even without knowing what it is; Frodo gained control over this faculty just before the moment he lost his own will and Gollum caused the Ring's destruction.

Read *LotRI* 32, 43-45, 55, 80-88, 94, 154, 184-85, 188-89, 263, 276, 319-321, 330-33, 406, 472-74, 487-488; *LotRII* 300-01, 430-31; *LotRIII* 189-90, 216, 271-77, 281, 303-304, 312, 331, 373, 380-84, 394, 453, 474-476, 490; *Hob* 77, 87, 89, 94; *Sil* 287-88, 294-6, 299-304, 337, 346, 360-61, 364, 365, 366; *UT* 215, 271-83, 300, 304, 308-10, 370, 383. See *ICE's Southern Mirkwood* 35; *Goblin-gate* 28; *LOME I* 101-02; *Rangers of the North* 34.

THE THREE ELVEN RINGS

There is more lore extant on these three potent relics than on any of the other Rings of Power, excepting the One Ring. They were the only Rings unsullied by Sauron's influence, and thus they were more freely used against him. The Eldar who wielded the Elven Rings were known as the Keepers of the Three Rings. At the end of the Third Age the Last Riding of the Keepers resulted in the loss of the Rings, for they were taken over the Sea. The Three are more closely examined below.

NARYA (S. "-Red", the Ring of Fire, Narya the Great, Red Ring of Fire)

Of all the twenty Rings of power, only the Three Elven Rings, forged by Celebrimbor alone, are untouched by the evil hand of the Dark Lord. The most active of the Three is Narya, the Red Ring. As with all true artifacts, Narya's power is a function of its wielder, and certainly it could not have a more worthy bearer than Gandalf. The Istar received it from Círdan the Elven Shipwright upon his arrival in Middle-earth around T.A. 1050. Círdan had kept it in the Grey Havens through the Second Age until the Wizard's appearance. The powers Gandalf commanded from the Fire Ring in his travels are difficult to ascribe to specific spells or even lists, but in general Narya—like the other two Elven Rings—aids in learning, healing and understanding, not only for the wearer but those around him.

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

Powers: Narya seems not to have the same power as the other two, but this may be due simply to the fact that Gandalf is ever in motion, and the Red Ring is never tied to a specific place (after leaving Círdan in the Grey Havens—which was considered a place of sanctuary). Either the powers of the Ring are capable of altering to the needs of the wielder, or perhaps Narya is not even designed to perform the same functions as *Nenya* and *Vilya*, for it is clear that each ring had powers differing from—yet complimentary to—the others. Narya is also (of course) the Ring of Fire, and as such its association with fires and flame cannot be denied. The fire of Narya is the Secret Fire, the Flame of Anor, by which all the Istari swore allegiance. It is the fire of Men's hearts, the flame of passion, which Narya kindles most. Narya's powers could not be better suited to Gandalf's purpose,



which is to inspire and rally the Free People against the Dark Lord of Mordor. The Red Ring's actual power over fire is a secondary ability. Other lesser powers include:

- Continuous RM Hiding *Unpresence* and *Nondetect* and Mind Mastery *Inner Wall* or MERP Nature's Guises *Blank Thoughts*, Illusions *Unseen*, and Spell Ways *Cancel Essence* or LoR the wearer may not be detected in any way by the Dark lord's minions.
- Doubles RR level or LoR Magical bonus of wearer when resisting the Dark Lord's detection powers.
- Continuous RM Elemental Shields *Fire Armor* or MERP Physical Enhancement *Resist Heat* or LoR wearer is immune to fire and heat.
- Continuous MERP/RM Protections *Prayer* (RR and maneuver bonus): +30 DB or LoR *Shield* (2x Strength) extending to all friends within a 30' radius.
- Free use of RM Lore to 50th lvl or MERP Essence's Ways to 10th lvl or LoR *Item Analysis*.
- Free use of MERP/RM Fire Law to 50th/10th lvl or LoR *Fire Bolt*, Magical bonus 5.
- +30 to Constitution Bonus, wearer Regenerates 3 hits/round, and wearer cannot be stunned.
- +30 to wearer's DB; LoR +3 to DB.
- Should Sauron have recovered the One, Narya and all things touched by it would have been revealed—and thus vulnerable to the Dark Lord's undoing; with the destruction of the One Ring, all of the other Rings lost their powers, having been unavoidably linked to it.

Read *LotRIII* 383-4, 456; *Sil* 357, 370, 378. See *ICE's Rangers of the North* 37; *LOME I* 43.

NENYA (Q. "Water", White Ring of Water, Ring of Adamant)

Like the other Three Elven Rings, Nenyra was forged by Celebrimbor alone, and so is unmarked and uncorrupted by Darkness. Nenyra, the Ring of Adamant, of mithril set with a clear gem like diamond, was given by Celebrimbor to Galadriel and kept by her through the end of the Third Age. It was also called the Ring of Water. In appearance, Nenyra was an elegant, delicate band of mithril holding a clear, multifaceted gem of adamant, a crystalline material of great beauty and harder than diamond.

Powers: Like all true artifacts, Nenyra's power is a function of its wielder. The Elven Rings were made to aid their wearer in learning, healing and understanding, not only for him or her, but those around the bearer. They had the power to hold off the Shadow, and in fact keep at bay the decays of Time itself. Each ring was the center of an Elven haven where the passage of days was not felt, and Time flowed in strange ways. This was especially true in Lórien, where Galadriel held sway. Nenyra's other powers include the following:

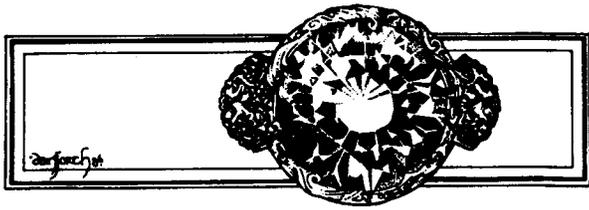
- Continuous RM Hiding *Unpresence* and *Nondetect* and RM Mind Mastery *Inner Wall* or MERP Nature's Guises *Blank Thoughts*, Illusions *Unseen*, and Spell Ways *Cancel Essence* or LoR the wearer may not be detected in any way by the Dark lord's minions; these spells can also be enacted with a radius to shield an entire area.
- Doubles RR level or LoR Magical bonus of wearer when resisting the Dark Lord's detection powers.
- Continuous Aura of RM Mind Mastery *Misfeel* and Mind Erosion *Confusion* or MERP Nature's Guises *Blank Thoughts* and any of the spells on the Illusions list; this power is most effective when the ring has been in one place for an extended period of time, and the wielder is associated with that place; radius is a function of the wearer's level and intrinsic power; in Nenyra's case, Galadriel was able to bring all of central Lórien within the protective borders.
- Continuous MERP/RM Protections *Prayer* (RR and maneuver bonus): +30 or LoR *Shield* 2x Strength to all friends within a 30' radius.
- +33 to Constitution Bonus and Defensive Bonus or LoR +3 Defensive Bonus.
- Allows wearer to freely employ all RM Brilliance, Gas Manipulation, and Liquid Manipulation spells or MERP Sound/Light Ways, Water Law, Wind Law, and Nature's Lore lists to user's level; ranges variable but usually 10-100x normal range listed.
- User regenerates 3 points of damage/round upon himself or anyone he touches.
- Wearer cannot be stunned.
- PPx9 (any profession).

Read *LotRI* 472-73; *LotRIII* 381, 456; *Sil* 357, 370. See *ICE's LOME I* 77.

VILYA (Q. "Air" or "Sky", the Elven Ring of Air, the Ring of Sapphire)

Mightiest of the Three Elven Rings of Power, Vilya was given to Elrond by Gil-galad just before his departure as co-general of the Last Alliance of Men and Elves against Sauron. As long as Sauron did not possess the One, the holders of the Elven Rings were left free to utilize them to the fullest. In appearance, Vilya is a ring of pure yellow gold set with a large, clear blue sapphire. Few are able to see it, only the Ringbearers and a few other of the Wise. Vilya was originally given by Celebrimbor to Gil-galad, who held it until he went to war at the end of the Second Age. At that time, Gil-galad bequeathed it to Elrond his herald, who wielded it until the end of the Third Age.

Vilya was also known as the Ring of Air. Despite Rivendell's location in a narrow valley with a concealed entry, it is amazing that the place remained hidden for so long. Sauron's servants were scouring the countryside and yet seemed unable to penetrate the veil about Imladris. Indeed, Rivendell and Lórien held a special, elusive status in Sauron's mind. Of Lórien, Sauron was aware, surely (and no doubt suspected who was at the heart of that realm), but without the One Ring he was unable to



penetrate it's misty veil and see Galadriel. He must have perceived the enchanted nature of the Golden Wood and the Hidden Vale, and perhaps even suspected that an Elven Ring was at work in each. Yet the Three and their wielders—while the One was lost—were so powerful that the Dark Lord was unable to act upon his suspicions.

Powers: Perhaps more than the other two rings, Vilya is an item of healing and strengthening. Narya shielded a land of complete repose—almost retreat; Narya kindled hearts to action. It was in Rivendell where Vilya abode that decisions were made and courses of action determined. Thus it was considered the mightiest of the Three Elven Rings. Vilya's other powers include the following:

- Continuous RM Hiding *Unpresence* and *Nondetect* spells and Mind Mastery *Inner Wall* or MERP Nature's Guises *Blank Thoughts*, Illusions *Unseen*, and Spell Ways *Cancel Essence* or LoR the wearer may not be detected in any way by the Dark lord's minions; these spells can also be enacted with a radius to shield an entire area.
- Doubles Resistance level or LoR Magical bonus of wearer when resisting the Dark Lord's detection powers.
- User may employ a continuous MERP/RM Protections *Prayer* (RR and maneuver bonus) adding +30 or LoR *Shield* (2x Strength) to all friends within 30' or in sight.
- +33 to Constitution Bonus and to Defensive Bonus or LoR +3 to Defensive Bonus.
- Allows wearer free use of RM Gas Manipulation, Solid Manipulation, and Liquid Manipulation to 60th level or MERP Sound/Light Ways, Water Law, Wind Law, and Nature's Lore to 10th level; ranges variable but usually 10-100x normal range listed; for example, Elrond could control the Bruinen and was able to influence the weather in the entire valley at need.
- All healing done by wearer has one third normal recovery time, and recovery is always complete (with a few exceptions).
- Wearer (or whomever the wearer touches) regenerates at the rate of 10 hits/rnd.
- Wearer cannot be stunned.
- Vilya acts as a PPx9 (any profession).

Read *LotRIII* 381, 456; *Sil* 357, 370. See *ICE's Rivendell 13*; *LOME I* 68.

THE NINE RINGS FOR MORTAL MEN

The Nine Rings were Sauron's gifts to the greatest of Mannish Kings in hopes of their corruption, and his ploy was successful. The Nazgûl first showed themselves in their new immortal form about S.A. 2250—though they had been granted great power and were undying, they were also invisible and totally dependent on the One Ring. After the end of the Second Age, the Nazgûl no longer bore the Rings of Power that seduced them into the Dark Lord's service. Instead, Sauron retained them until the recovery of the Ruling Ring.

These rings are each made of enchanted and virtually weightless gold *ithilnaur* and are inscribed in Quenya using the Tengwar. A unique jewel adorns each one, and each shines with its own particular aura, but all of the Rings are invisible to anyone except another Ring-wearer or the Lord of the Rings himself. Originally forged with good intent, they became corrupted by Sauron and hence inextricably tied to the One Ring. The Nine Rings of Men were destroyed when the Ruling Ring perished, though the greatest of the Nine (worn by the Witch-king and thus lying on the Pelennor Fields at his death) may have survived in a powerless form.

Powers: Although each ring possessed some unique powers, all nine demonstrated those listed below:

- Free use of any one MERP/RM spell list (to 50th level) or LoR spell which is known (to any level) by the wearer at the time the Ring is initially worn.
- Continuous use of RM Hiding *Unpresence* and *Nondetect* and Spirit Mastery *Spirit Mastery* or MERP Nature's Guises *Blank Thoughts* and Illusions *Unseen* and all spells from the MERP Spirit Mastery list, or LoR the wearer may not be detected in any way by the Dark lord's minions.
- If the wearer is "stunned and unable to parry," treat wearer as merely "stunned."
- PPx9.
- MERP/RM +15 to wearer's DB, RRs, directed spell OBs, and Constitution bonus or LoR +2 to DB and Magical bonus.
- Wearer's form is immortal, though his flesh is consumed and he is transformed into an undead under the domination of Sauron.
- So long as Sauron holds his Ring, the Nazgûl's form remains immortal; only with the destruction of the Rings or the gift of the Ring to another wearer will the Ringwraith lose this magical benefit.

The Witch-king's ring, like each of the Nine rings, possessed some unique powers. Since the Morgul-lord was the greatest of the Ringwraiths, his ring conferred more extraordinary abilities. These additional powers are listed below:

- MERP/RM Adds thirty levels to the Chief of Nazgûl's resistance roll versus any kind of spell; this is a reflection of the Sauronic power that forged the ring; LoR: +13 to Magical bonus.



Narya



- Wearer cannot be harmed by most normal and magical weapons; any such weapons that come in contact with his flesh (or the remnants thereof) will automatically shatter; magic weapons may do some damage, but will shatter unless they are quite extraordinary.

Read *LotRI* 82, 330; *LotRIII* 276; *Sil* 330, 357, 358. See *ICE's LOME II* 81; *Angmar* 15-16.

THE SEVEN DWARVEN RINGS

Sauron was furious when he first put on the Ruling Ring and discovered that he was unable to control Durin III, the Dwarf-king who still wore one of the Seven given to him by the Elf-lord Celebrimbor. Durin III, like all Naugrim, was difficult to comprehend and did not submit to domination. Some legends say that he was somehow affected by his Ring of Power when he rejected Celebrimbor's pleas for aid for the defense of Eregion and, later, refuge within the West Gate for the Noldo's beleaguered people. Unreal fears of having to divide the wealth of Khazad-dûm may have surfaced, with or without Sauron's prodding.

Dwarven tales, however, hold that the Dwarf-king acted out of concern for his own people, knowing that the defense of Eregion was fruitless and that the Dwarven city was too gravely endangered to risk opening the gates. A chaotic migration of fleeing Elves might have brought doom. In any case, Durin III withheld aid when it was sorely needed, and the Elves never forgave him or his kindred. From that day forth, the many of the Elven peoples sustained an enduring hate for Durin's Folk, and the Ring might bear much of the blame for this. (Only the Elves of Lórien, Galadriel's followers, maintained friendship with the Dwarves.) The others now called Khazad-dûm "Moria, the Black Chasm."

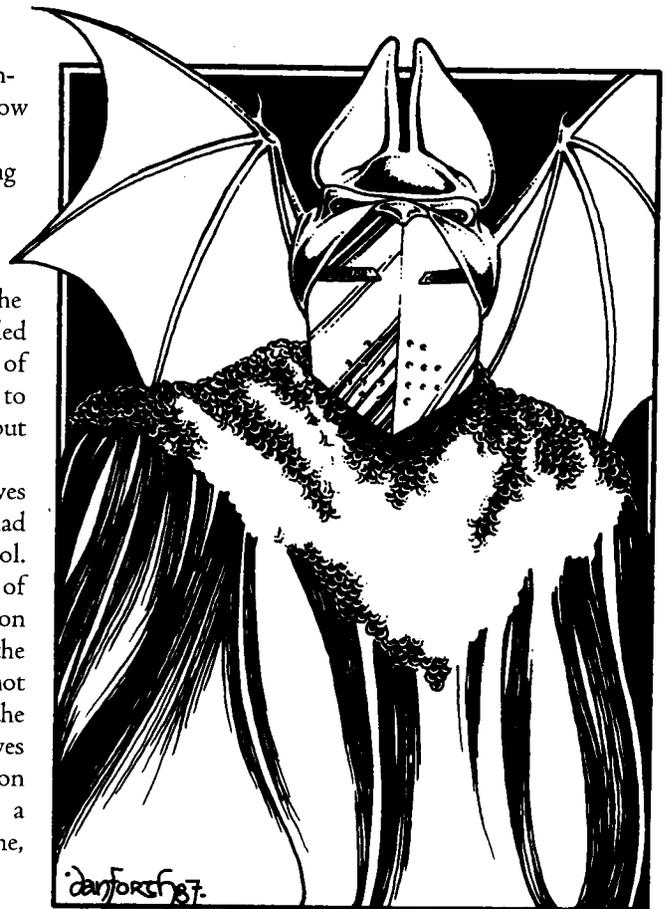
The greatest of the Dwarven Rings was thereafter long kept hidden, but other Dwarves believed that Sauron had discovered its location and persecuted the Kings of Durin's Folk for that reason. (Sauron recovered it from Thrain in Dol Guldur in T.A. 2845.) Although the end of the War Between the Elves and Sauron concluded an era of turmoil, the Dwarves counted the remainder of the Second Age as "Accursed Years." Sauron retired to Mordor and slowly nursed his wounds. Quiet ruled, but the Dark Lord's malice still lurked.

Despite his repose, the Evil One touched the Dwarves soon after his retreat from Eriador. Direct force had failed, so he decided to apply other means of control. Minions bearing the remaining six of the Seven Rings of Power approached Durin's fellow Dwarf-kings. Sauron hoped that the Rings would enable him to sway the Dwarves, but the Dwarven Lords, like Durin III, did not submit to the Abhorred One's will. Once again, the Khazad foiled the Black Servant's plans. So did all Dwarves earn the undying hatred of the Lord of the Rings. Sauron fumed and cursed all Dwarvenkind, resolving that a special fate would befall the Naugrim. At the same time, he attempted to recover the Rings.

Sauron's curse proved slow, insidious, and effective. Dwarven resolve prevented Sauron from taming the Seven Tribes, but the Rings of Power still inflamed the worst desires of the Dwarf-kings. Over time, their fascination with crafts and precious things became an unquenchable obsession that grew into a greed for gold, silver, and jewels. Items of wealth and power became the focus of Dwarven life, and those that denied the Naugrim such riches became their enemies. Some Kindreds delved deeper into the earth, while others abandoned their homes in search of grander treasure. Increasingly, the Dwarves warred with their neighbors and feuded among themselves. During these times, the Dwarf-lords held the Rings until death, wanting them above all things, for without them all seemed pale and valueless.

The Dwarves remained preoccupied throughout the remaining Accursed Years and, in this, Sauron's purpose was served. While the Elves and Men struggled against Sauron's Darkness, Dwarven armies marched into remote lands in quest of new hoards. The events of the world passed them by. Númenor colonized and conquered vast lands in Middle-earth, only to fall prey to the Dark One's machinations. The High Men's continent perished, betrayed by pride and swallowed by Eru's Great Sea. Yet her Faithful sons survived and built the Kingdoms of Arnor and Gondor in Middle-earth. In turn, they allied with the Elves and crushed the Lord of the Rings, thus ending the Second Age. Great numbers of Free Peoples lost their

Uvatha



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homes and lives, but through it all the proud, fierce Dwarves accumulated wealth and remained secluded in shielded halls.

With the dawn of the Third Age, Endor was again at peace. Unfortunately, however, Dwarven fortunes reversed, and a wave of calamities struck the rich Naugrim. Wild beasts, particularly Dragons, stirred and raided many of the Dwarf-hoards. Greed led to further kin-strife, and the Tribes turned against one another frequently. One by one, the Dwarves of the Seven Houses were robbed and battered until they took leave of their refuges and began wandering. Even the Rings of Power came to misfortune for, by the middle of the Third Age, many were lost. Dragon-flame consumed some; others simply disappeared, presumably retaken by Sauron.

Powers: As with any artifact, the full extent of the powers bestowed by the Dwarven Rings are determined by the nature and strength of their bearers. A predisposition towards the discovery, appropriation, and admiring preservation of treasures and artifacts was demonstrated by all of the bearers, but these qualities, while innate in most Dwarves, were exacerbated far beyond their normal character in the Kings who wore each of the Seven. Each ring possessed some unique powers, but all shared those listed below.

- If wearer is "stunned and unable to parry," treat wearer as merely "stunned."
- PPx7.
- **MERP/RM** +77 DB, RR, and maneuver bonus or **LoR** +8 DB, Magical bonus and Movement.
- Continuous **MERP/RM** Protections *Prayer* or **LoR** *Shield* 70'R affecting all allies within the radius of the spell or within sight of the wearer.
- Continuous **RM** Mind Mastery *Unpresence* and Hiding *Nondetect* or **MERP** Nature's Guises *Blank Thoughts* and Illusions *Unseen* or **LoR** wearer will be overlooked unless the wearer does something to bring attention to himself.
- All lodes of precious metal ores and all volcanic pipes of minerals and gemstones within 7777' of wearer can be detected by him and analyzed at will.
- Wearer may use at will **RM** Detecting Ways and Delving Ways to 50th level or **MERP** Detection Mastery and Essence's ways to 10th level or **LoR** *Clairvoyance*.
- Wearer may use at will **MERP/RM** Lore and Item Lore to 50th/10th level or **LoR** *Item Analysis*.
- Wearer may cast spells from all six **RM** Alchemist base lists to his own level using his own PPs.
- Wearer and all within 7 miles of him are inspired with extreme loyalty to members of their own race; a Dwarf will support another Dwarf, even in an unjust cause, against an Elf, Man, etc.
- Wearer subject to increasing wanderlust over time for as long as he owns his ring; each year, he must resist the prompting of the ring (**MERP/RM**: make a RR vs. a Channeling spell that starts at 5th level and increases by 1 level each year); if he fails (**MERP/RM**: by 50 or more), he will uproot the people under his sovereignty in a search for grander and more commodious living quarters with access to richer veins of ores and minerals.

- Wearer subject to increasing desire to create and possess artifacts; he will create at least one Item of Power every seven years and will become more and more possessive of these treasures over time.

Read *LoRI* 82, 330, 351; *LoRIII* 445-47; *Sil* 357-58, 375.

4.7.2 LESSER RINGS

The Rings of Power, the twenty forged by Celebrimbor and Annatar, are not the only rings bestowing awesome capabilities upon their wearers. Although not so prominent in the accounts of scholars and the ballads of minstrels, many so-called "lesser rings" played less dramatic, but equally important parts, in the lives of Endor's peoples. Whether artifacts of unimaginable might or trinkets providing convenience and comfort, these lesser rings add color and flair to the tapestry of Arda's unfolding history.

ANNATAR'S RING

Ostentatious despite its plain working, this ring places a huge diamond in a large band of twisted mithril. It is made for a finger fully an inch and a half in diameter.

MERP/RM: +30 DB; continuous **RM** Mystical Change *Misfeel* (Power, Calling, "alignment").

LoR: +3 DB.

See *ICE's Lórien* 20.

BEAST RING

Made of wood and bone held together by cunning slots and carving (and a little glue), this ring resembles nothing quite so much as a jumbled circle of fur, bone, and tiny skulls.

Powers: Allows wearer to speak with animals.

See *ICE's Angmar* 12.

BLUE RING

A simple band of strange blue alloy, it is invisible when worn, like the rings of the Nazgûl. It may well have been an early experiment in making the Nine Rings. It fell into the hands of the Undead Petty-dwarven Lord Miffli of Cameth Brin, who used it to extend his life in Arda. Thus it is sometimes referred to as Miffli's Ring. Though the Petty-Dwarf gained immortality, it was at a price. One by one his kinsfolk died around him in the halls they had excavated, which they called Armoq-al-Wanu.

Tales and legends suggest different origins for Miffli's ring: one recounts his heroic efforts at a forge long forgotten by the Khazâd, another tells of his challenge to the Dragon Angurth, and yet a third suggests that Sauron may have hidden beneath Cameth Brin during the centuries after the War of Wrath which ended the Elder Days. Whatever the truth, Miffli's Ring preserved the Petty-Dwarf through the ages and gave him the power to command the undead spirits of his former companions, renamed the Ta-Fa-Lish by the Dunlendings.





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Carlhach

Powers: PPx6; imbues wearer with immortality by preserving body in semi-decayed state and allowing wearer's spirit to remain in Wraith form.

MERP/RM: Allows +40 RM Mind Domination *Spirit Mastery* attacks (range 200') or the casting of +40 MERP *Spirit Mastery* spells.

See *ICE's Hillmen 30*; *LOME III 71*.

BONE RING

Before Aragorn was given the Star of Elendil, he wore a simple bone ring as a charm.

Powers: PPx4 (Channeling).

See *ICE's Rangers of the North 31, 35*; *LOME II 19*.

CARLHACH

(S. "Leaping Red Flame")

This item is actually a set of rings: five fire opals, each embedded in a gold ring, each ring made for a different finger of a hand. The rings are all connected by a network of tiny gold chains and are designed to be worn as a set on the left hand. If the rings are separated or the chains broken, the Carlhach's magic is destroyed. Their value is approximately 30,000 gp.

Powers: Wearer of the ring-set is immune to all magical fires and suffers only $\frac{1}{3}$ damage and criticals divisible by 3 of natural flame.

MERP/RM: Cast a *Fire Law Fire Bolt 300'*, 3x damage, 3x/day and a *RM Fire Law Triad of Flame 1x/day* (three *MERP Fire Law Fire Bolts* thrown simultaneously);

LoR: *Fire Bolt*, Magical bonus 3, 3x damage.

See *ICE's Lórien 50*.

CELEBORN'S RING

Made of gold and set with an emerald, this is a simple item intended more for adornment and utility than for flashy displays of magic.

MERP/RM: +30 to DB.

LoR: +3 to DB.

See *ICE's Lórien 28*; *LOME I 60*.

CURUFIN'S RING

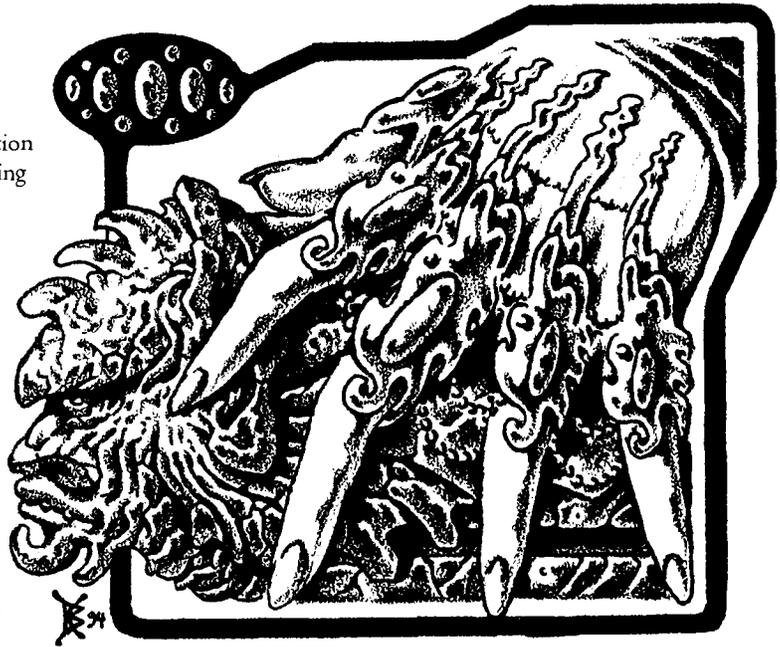
This lesser Elven ring is a practice piece: it was given to Curufin as a gift and is an earlier and slightly weaker ring than Celebrimbor's Ring of Wind.

Powers: PPx9.

MERP/RM: +33 DB; RM *Invisible Ways*/MERP *Illusions Invisibility 1x/rnd*; +33 levels to RR's vs all realms of power.

LoR: +3 DB; *Invisibility 1x/rnd*; +3 Magical bonus.

See *ICE's LOME I 63*.



DENETHOR'S RING

The ring of the Stewards of Gondor is a mithril band with a white gem. There were once thin runes scratched inside the band, but they have been worn away. The ring was heavily tarnished when Denethor burned himself while holding the palantír.

Powers: PPx5 (Channeling/Mentalism); can be used by any profession employing Mentalism-related spells.

See *ICE's LOME II 24*.

DIOR'S RING

A superb fusion of emerald adamant and gold laen, this beautiful item was created at the same time as Dior's Daggers and Shield and is magically linked to them.

Powers: PPx8; point of return for Dior's Daggers; gives control of Dior's Shield; stores 3 spells/day simultaneously (of any level).

See *ICE's LOME I 64*.

ELENDIL'S RING

Elendil, the noblest of the Dúnedain to survive the Fall, founded the kingdom of Arnor and led the Last Alliance with Gil-galad. Like all his other items, his ring became an heirloom of both Arnor and the United Kingdoms. It is a heavy piece intended as a thumb ring, carved of gold and used as a signet ring by the monarch.

MERP/RM: +30 to DB.

LoR: +3 to DB.

See *ICE's LOME II 27*.

ELENYA ("Ring of Stars")

A lesser Elven Ring of Power made by Finculin with aid from Annatar and Celebrimbor, it is a pale shadow in might compared to the Three, but is still an item of considerable power. The Ring of Stars is fashioned of mithril and set with an amethyst.

Powers: PPx3 and SpAd+3; ring can be invisible and undetectable to all but other Ringbearers if desired; wearer, if mortal, ages at about a tenth the normal rate—but he loses one permanent Constitution/Endurance point per ten years, and will not die. Instead, when his Con/Endurance reaches 0, he becomes a Wraith; if this ring is worn during the Second Age, the wearer is in great danger of being tracked down and slain by servants of the Dark Lord; the ring is not evil, but it is tied to the One by nature, and so is very dangerous.

MERP/RM: +30 to wearer's DB; RM Invisible Ways/MERP Illusions *Invisibility* upon the wearer as often as every round (the wearer is free to cast other spells if he wishes); wearer, if a RM Mentalism-related spell user, has knowledge of all Seer Base lists to 30th level, which he may cast (if he has the PPs) as if he were 30th level; if a MERP Essence spell user, he has knowledge of all Mage base lists to 10th level, which he may cast (if he has the PPs) as if he were 10th level; once put on, the wearer must make a RR vs. a 10th level RM Mentalism/MERP Essence attack to take it off; every time it is worn (or every day it is worn) after that the attack level rises by 1.

LoR: +3 to wearer's DB; Invisibility upon the wearer as often as every round (the wearer is free to cast other spells if he wishes); once put on, the wearer must make a Magical Δ3 maneuver to take it off; every time it is worn (or every day worn) after that the maneuver difficulty rises by 1 level.

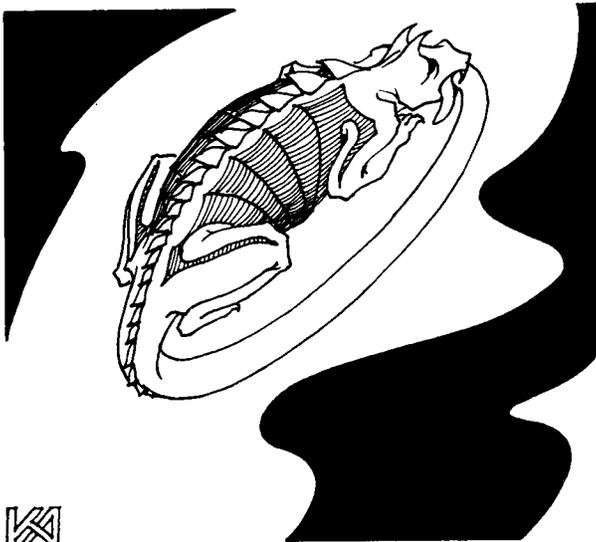
See ICE's *Lórien* 39.

FĒATUR'S RING

Made by Aulë, this ring is invisible while worn. The ring is forged of mithril set with amethyst. It was given to Fëatur to help him undo the evil he had done, and his twin sister continued to wreak on the world.

Powers: Protects wearer's mind; allows him to manipulate the Enchanted Ardan Cards.

See ICE's *LOME I* 72; *Court of Ardor* 30.



FOUR DARK STEPS

This magic ring serves Morchaint, a thoroughly tainted criminal, just as it served her many forbearers. It is generally passed on by being pried or cut from its previous owner's fingers. The ring itself is of cold (unforged) iron, pitted with rust and set with nine dark brownish-purple garnets clustered around a lighter red ruby. Four tiny silver spikes (suited for poison) project from the ruby's setting.

MERP/RM: Light Law *Shade* 4x/day and *Dark* 10' 3x/day; RM Invisible Ways/MERP Illusions *Unseen* 2x/day; and MERP/RM Nature's Guises *Silent Moves* 1x/day.

LoR: *Camouflage*, 3x/day.

See ICE's *Minas Tirith* 145.

GIFT OF ESTĒ

A ring of mithril and multicolored laen jewels which belongs to Ingwë, the High King of the Eldar and most favored of the Elves. As befits Ingwë's special status, the Gift of Estë is an usually potent item reflecting the might of its Vala making.

MERP/RM: Instant RM Life Mastery/MERP Direct Channeling *Lifekeeping* and return to Aman at the feet of Varda on any fatal injury.

LoR: instant *Healing* and return to Aman at the feet of Varda on any fatal injury.

See ICE's *LOME I* 82.

GIMILKHOR

A gold ring set with a single huge sapphire, this item was named by its maker. Spidery Tengwar runes spell out the ring's name on the inside of the band.

Powers: SpAd+2 (Essence).

MERP/RM: +10 bonus when using or resisting spells of ice or cold (including those from wands, etc.).

LoR: +1 Magical bonus when using or resisting spells of ice or cold (including those from wands, etc.).

See ICE's *Dagorlad* 34.

ICE-RING

Made from the bone of an Ice-drake, this ring was a token of Ucin the Half-dwarf's victory over the Cold-drake Lamthanc (Q. "Forked-tongue"). It is carved in the form of a drake biting its own tail.

Powers: SpAd+5 (Channeling).

See ICE's *LOME III* 75.

KLAEN'S RING

Made for the member of the Guild of Elements for whom it is named, this ring is of iron wrought in the form of an eagle, its wings forming the bulk of the band.

Powers: PPx5 (Bardic).

MERP/RM: casts RM Speed *Haste X* or MERP Living Change *Haste III* 1x/day; allows access to Closed Mentalist lists by Bards.

LoR: *Speed*, 1x/day.

See ICE's *LOME I* 83.



Ice-ring



KNIGHT-CAPTAIN'S RING

Originally the ring of the Lord-captain of the Fleet and the Lord of Lebennin, upon the death of his father it passed to Castamir the Usurper, who eventually wore it as his signet as King of Gondor. Upon his death, it was passed on to his son Castaher during the siege in Pelargir and then across the waves to Umbar, where it is said to remain. It is a band of platinum set with a flat plate of lapis lazuli carved into a compass rose.

Powers: SpAd+3.

See *ICE's Havens of Gondor* 6, 8, 10; *Sea-lords of Gondor* 10, 60; *LOME II* 22.

LORGLIN ("Gold-gleam")

A lesser Elven ring made by Celebrimbór before the great Rings were made with Annatar's "help," it is gold with a yellow topaz.

Powers: Regenerates injuries at the rate of 3 hits/rnd; PPx6 (Mentalism).

MERP/RM: +30 to wearer's DB; RM Invisible Ways/MERP Illusions *Invisibility* 6x/day.

LoR: +3 to wearer's DB; *Invisibility* 6x/day.

See *ICE's Rivendell* 13.

NAZGAUGA (B.S. "Ring of the Eye")

A gold mithril band, this ancient ring is shaped like an Orc-skull, with ruby eyes and diamond tusks. Storlaga the Orc-demon wore it on the little finger of his left hand. It is a lesser Ring of Power, but its fate after Storlaga fled Angband (due to Morgoth's ire at the loss of a Silmaril) is unknown.

Powers: PPx6; allows wearer to watch anywhere in his domain except where forbidden specifically by Morgoth, thus enabling the wearer to keep an iron grip on his underlings; likewise, the ring has something of its own will and intelligence, driving its wearer further along Morgoth's path; the ring unnaturally prolongs life, eventually transforming the wearer into a Wraith.

MERP/RM: Allows the wearer to cast evil spells at $\frac{1}{6}$ th the normal PP cost and it may store up to six spells of up to 13th level; highly intelligent, the ring enables the wielder to cast spells from the **MERP/RM** Fire Law and Wind Law lists up to his own level.

LoR: Allows the wearer to cast evil spells at $\frac{1}{6}$ th the normal Damage cost and it may store up to six spells; highly intelligent, the ring enables the wielder to cast *Fire Bolt* at will.

See *ICE's LOME III* 96.

PAURNEN (S. "Water Fist")

A ring of blue laen unadorned except for a delicate inscription on the inside which reads, in Sindarin: "The wrath of water." The ring belonged to the mysterious Seer Huinen, who held back the Shadow in Southern Mirkwood for a time.

Powers: Allows the wearer to walk on water and mists as if on dry land; ring can create a mist about the wearer,

MERP/RM: Fires **MERP/RM** Water Law *Water Bolt*, 100' range, as often as 3x/day, +30 DB.

LoR: Fires *Water Bolt*, as *Fire Bolt*, 100' range, 3x/day, impact damage.

See *ICE's LOME I* 81.

PEARL RING

The ring of Telkurhåd, a traitorous half-blood Dúnadan from Umbar, is a carved bit of bright pink shell with a setting of gold for the three large pearls it displays. Two of the pearls are white and one is black.

MERP/RM: Casts *Calm Spirits Hold Kind* 1x/day (12th level).

LoR: Casts *Calm* 1x/day.

See *ICE's Minas Tirith* 139.

RANDAE'S RING

An Elven ring of significant power, designed of mithril with an amethyst setting, this is possibly one of the early rings made by Celebrimbór in Hollin. It found its way to the Far Northeast on the shores of the Bay of Illuin and there served Randae Linvairë in his quest to free his kingdom from the yoke of the Urdar.

Powers: Allows wearer to resist the Presence of Great Demons—even a Valarauko; provides protection vs. all spells (as if the wearer were 30 levels higher than actual or possessed a Magical bonus of 10).

See *ICE's LOME II* 38.

RING OF THE ALCHEMIST

A carved red laen ring set with a deep red ruby, this is the toy of Tarminion Spá, Master Alchemist of the City of Dol Amroth.

Powers: PPx2.

MERP/RM: Permanent RM Detecting Ways/MERP Essence's Ways *Detect Essence* spell.

LoR: Permanent *Item Analysis*.

See *ICE's Havens of Gondor* 54.

RING OF ANGRENOST

Worn by Saruman the White in his later, fallen form and as Sharkey, this iron ring is inlaid with gold and silver in twisting knot patterns. Although made in the Istari's decline, it still shows the extent of the power a Maia could wield if willing to tie himself to the physical world.

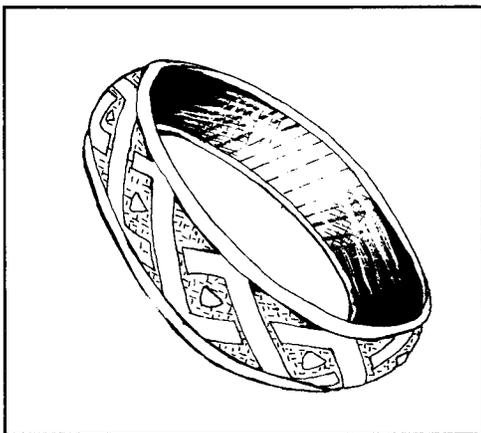
Powers: SpAd+5 (Alchemist).

MERP/RM: Wearer produces results from Base Alchemist spells in 10% of normally required time; items forged with aid of the Ring have an inherent +10 bonus.

LoR: Items forged with aid of Ring have inherent +1 bonus.

See *ICE's LOME I* 47.

Ring of Angrenost



RING OF ARVARIEN

This is part of the treasure of Imrazôr, the insane King of Mirëdor. Imrazôr hid it and all his other great treasures in a Maze below the Watch at Unulló to deny his heirs the wealth he had accumulated and that he had been bequeathed. Childless, he committed suicide. The ring is made of ivory and is set with a golden flower of a thousand tiny leaves.

MERP/RM: +20 to outdoor skills; wearer may cast a +30 Light Law *Lightning Bolt* 3x/day; casts either a Lofty Bridge *Fly 300'* or a Wind Law *Death Cloud 10 R, 1x/day*.

LoR: +2 to General maneuvers; wearer may cast a *Lightning Bolt*, as *Fire Bolt* doing electrical damage, Magical bonus 3.

See *ICE's Shadow in the South* 62.

RING OF AXARDIL

The greatest family heirloom of the noble Dúnadan House of Axardil, the Ring of Axardil is a mithril band set with a single deep blue sapphire. An inscription in Quenya on the inside of the band reads: "Man's true glory lies not in power over the world material but in the mastery of one's own deepest thought, for to him who rules his own mind naught else shall be denied." The ring and its case were lost in the taking of the Tower of Cirith Ungol in T.A. 2000 when the aged Veantur was slain. With the Ring comes a velvet-lined silver case.

Powers: PPx3 (Bard); the ring will store up to 3 spells (Essence, each 10th level or lower); the rightful owner of the ring can at any time will that the ring return to its case, thus enabling it to be retrieved if captured or stolen—if the case has been retained.

MERP/RM: Adds +20 to all Bardic attacks; constantly generates a circle of protection around its wearer, -10 to all elemental attacks, +10 to all RRs vs spells; wearer can cast Lore *Study* 3x/day and RM *Mind's Door*/MERP Lofty Bridge *Long Door* 1x/day at no power point cost.

LoR: +2 to Magical bonus of all Bards; continual *Circle of protection* around wearer (+1 DB; +1 to Magical bonus); wearer can cast *Concentration* 3x/day no Damage cost.

See *ICE's Shelob* 29.

RING OF BARAHIR

Given Aragorn as his birthright by Elrond, this ring is fashioned like two serpents with emerald eyes, one devouring and one supporting a crown of golden flowers, the badge of Finarfin and his house. The Ring of Barahir has a long and tortured history. It is an ancient Elven ring, made by the Noldor in Valinor long ago. Felagund gave it to Barahir during the Dagor Bragollach as a pledge and oath of honor to him and his kin to aid them in time of need, for Barahir had saved him from certain death in the battle. When Barahir was slain in Dorthonion, his ring-hand was cut off to provide proof of his death, but Barahir's son Beren recovered both hand and ring. He bore the ring aloft as a sign of his noble lineage when he met Thingol and declared his love for Lúthien. Later, at Nargothrond, Finrod Felagund needed no ring to recall the deeds of the kin of Bëor and of Barahir, and he fulfilled his pledge, though few of his people stood by him. As a

result, King Finrod died with ten loyal Elves in the dungeons of Minas Tirith, slain by Werewolves, though Beren and the Ring escaped.

Thereafter the ring was passed on through Dior and Elwing and came to the hands of the Faithful in Númenor in the Second Age. In the Third Age, it was one of the heirlooms of the North-kingdom, perhaps brought there by Elendil and his followers. When Arthedain fell, the Last King Arvedui gave it to the chief of the Lossoth before departing for his watery death. It was eventually ransomed from the chief and kept at Rivendell by Elrond, who gave it to Aragorn when he felt the time was right.

Powers: PPx6.

MERP/RM: 70th level Ring of Dragon-warding; if held before a Dragon, those Drakes who fail an RR return home for an indefinite period (e.g., 1-100 months or years), fearing the place where the ring is so used;

LoR: Ring of Dragon-warding; if held before a Dragon, those Drakes who fail a Magical $\Delta 8$ maneuver return home for an indefinite period (e.g., 1-100 months or years), fearing the place where the ring is so used.

Read *LotRI* 399-400, 401, 421; *Sil* 183, 198, 202, 204. See *ICE's Rangers of the North* 35; *LOME II* 19.

RING OF BLOOD MASTERY

A gold ring set with a deep red garnet, this item found its way to a locked chest in a pirate's fortress in the usual way—it was torn off the finger of a hapless sea captain. Although it is the possession of the drunken lieutenant Ingar, he most certainly does not know the powers of the ring; he just thinks that it looks valuable and plans to sell it some day, or trade it to another captain for some item he wants more.

MERP/RM: Allows up to 10 power points of Blood Ways to be thrown per day; for example, one 9th level spell and one 1st, or two 3rds and a 4th, etc.

LoR: Allows wearer to cast up to 10 Endurance points of spells per day without taking damage.

See *ICE's Pirates of Pelagir* 23.

RING OF BOLTS

An onyx ring wielded by the evil enchantress Ethudil, this appears to be nothing more than a nicely carved ring of stone.

Powers: Doubles range of all "Bolt" spells.

MERP/RM: +20 to Bolt OBs.

LoR: +2 to Magical bonus with Bolts.

See *ICE's Minas Tirith* 146.

RING OF CLEAVING

Kept in a silver ring case in the basements of the city of Minas Daldor, this is a cursed item. It is made of faintly etched gold and inlaid with steel.

Powers: When one puts it on, the ring shrinks instantly, cutting off the wearer's ring finger and giving the victim a dose of Asp venom (**MERP/RM:** lvl 5 attack; **LoR:** Magical Δ maneuver failure = permanent loss of the use of the adjoining arm).

See *ICE's Sea Lords of Gondor* 35.





RING OF DOOM

A terrifying device owned by Malbeth, the Dúnadan Lord Seer, this ring is a band of clear laen set with chips of obsidian.

Powers: SpAd +7.

MERP/RM: Allows wearer to cast *Dark Bolts of Doom* 100', a ball of the Light Law *Dark* spell that delivers a RM Mind Control *Fear* 25'R or a MERP Controlling Songs *Fear Song* 20'R while shattering the skull of the target 3x/day.

See ICE's *Rangers of the North* 54.

RING OF ESSENCE

Mithril and topaz, this is the work of Finculin the Elven Smith. He enjoyed the beauty of the final product so much that he decided to keep it for his own use and protection.

Powers: PPx5; heals wearer 3 points of damage/rnd.

MERP/RM: Casts RM *Light's Way Alkar* or MERP Protections *Bless* and Sound/Light Ways *Sudden Light* 3x/day; ; adds +30 to all RRs vs. Essence.

LoR: *Shield* 3x/day.

See ICE's *LOME I* 74.

RING OF FAIR PLAY

A silver signet ring with a design of two faces fused together and staring in opposite directions, this ring belongs to Lalaith, a Sinda bard of Amon Lind.

MERP/RM: RM Spell *Reins Reverse Spells* or MERP Spell Ways *Dispel Essence* and *Dispel Channeling* 2x/day.

LoR: GM's discretion.

See ICE's *Dunland* 61.

RING OF FIRE

Fëanor's ring is sculpted of gold mithril and clear laen and fused with a large adamant ruby.

Powers: PPx12; all fire spells cast by the wielder are x5 hits, x5 range, and 5x area or volume, for area effect spells only.

MERP/RM: Caster may use any spell on the RM Self Healing list or the MERP Surface Ways list using his own power points (this trait causes the caster to glow with a deep orange aura when it is used).

LoR: Wearer may cast *Healing* without having to have learned the spell.

See ICE's *LOME I* 72.

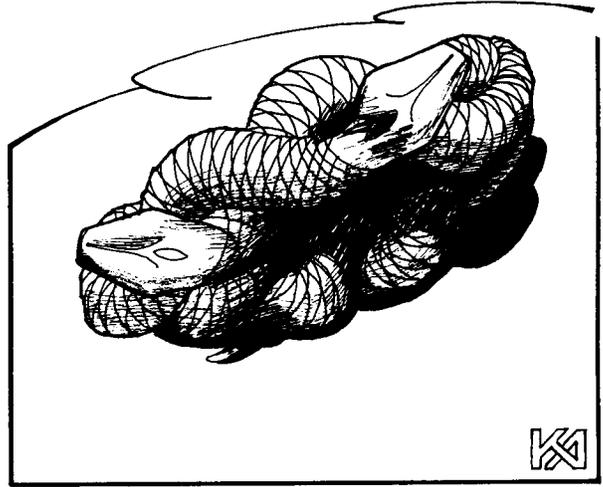
RING OF FLAME

In the Greater Vault of the Princes of Morthond, a small 3"x4"x3" ebony box sits on a black marble stand. The box is lined with blue velvet and contains this ring—gold with red rubies and orange padmarashah.

MERP/RM: Allows the wearer to throw up to 15 PP/day of Magician/Mage fire spells.

LoR: The wearer gains 15 Endurance for casting of spells only per day.

See ICE's *Erech & the Paths of the Dead* 29.



RING OF THE HERBALIST

Yellow sapphire set in gold, Camring's ring was given to him when he (reluctantly) joined the Court of Ardor.

Powers: PPx5; allows wearer to administer any herb without the usual preparation; also serves as locator, allowing other Ardan Court members to *Teleport* to Camring in an emergency.

See ICE's *LOME II* 59; *Court of Ardor* 20.

RING OF IMPERSONATION

This ring is a worn silver band without adornment, but it alters its appearance through illusion to aid in its task. Thus it may appear as a shining new betrothal ring, an ostentatious gem-encrusted monster, or a simple signet ring. It belongs to Marahil, a banneret at the Court of Dol Amroth.

Powers: Allows wearer to impersonate 1 person for 8 hours/day; must study person for 1 minute (-50 to detect impersonation).

See ICE's *Havens of Gondor* 53.

RING OF IRON MAGIC

Fashioned of black steel, the Mouth of Sauron's ring resembles nothing quite so much as a twisted, broken serpent with two heads. Even this guess, however, may be incorrect, for the ring is heavily scarred and battered.

Powers: PPx6 (Mages and Sorcerers); can store as many as six spells (each up to 30th level) at a given time.

See ICE's *LOME II* 34; *Teeth of Mordor* 29.

RING OF THE MELDAIN

The ring is a gold band set with Alcamiren (Q. "Glorious Jewels") and was forged in the Second Age by the Elven smiths of Ost-in-Edhil. A powerful talisman made in the later days of the settlement, its maker suspected that there was a hand of Evil at work among the Jewelsmiths and sought to protect all good things against him.

Powers: PPx2.

MERP/RM: +33 Essence RRs; RM Spell Enhancement *Permanent* 1x/day, a spell which changes any spell with a time duration (i.e., not instant or requiring concentration) to a permanent duration, although sometimes with limitations; RM Dispelling Ways/MERP Spell Ways *Dispel Evil Essence* at 33rd level 2x/day; *Repel Evil* 3x/day at 33rd level, this spell will make all evil beings wish to leave the immediate vicinity of the wearer by making all their activity at -5 per round spent within 20' R; RM Detecting Ways/MERP Essence's Ways *Perceive Power* 4x/day at 33rd level; ring is sentient and will act of its own accord even if wearer is unaware of a danger, using power points available through its x2 multiplier capacity (i.e., the ring has as many PP as the wearer has, unless the wearer is aware of the effect and uses them himself).

LoR: +3 Magical bonus.

See *ICE's Mouths of the Entwash* 33.

RING OF MERGING

Black opal set in mithril, this item reflects the disturbing, almost tortured beauty displayed by the later work of Orrer the Smith, one of the Elven Jewel-smiths who was influenced by Sauron when he posed as Annatar.

MERP/RM: Allows wearer to RM Movement *Merge True* or MERP Nature's Movement *Merging Organic* 3x/day.

LoR: Wearer may merge his or her body into any organic material up to 3x/day.

See *ICE's LOME I* 88.

RING OF MIND MASTERY

Part of the lost treasure of mad King Imrazôr, this gold and jade ring is large and chunky. It was bequeathed to the suicidal King by his mother.

Powers: Concentration spells cost only 25% normal activity; wearer can concentrate on 2 spells simultaneously

MERP/RM: +25 to RRs vs. mental attacks.

LoR: +3 Magical bonus.

See *ICE's Shadow in the South* 62.

RING OF NIGHT-STARS

The favorite bauble of the retired privateer Shakhôr, this black agate ring is flecked with bits of ithilnaur that only shine under the light of the moon and stars.

Powers: SpAd+4; on clear, starry nights, wearer can see as if it were daylight.

MERP/RM: Adds +20 to Star-gazing maneuvers

LoR: Adds +2 to maneuvers at night.

See *ICE's Sea Lords of Gondor* 61.

RING OF RENEWAL

This ring of copper and green lacquer and enamel belongs to Faleriod, Councillor of the Haven of Edhellond.

Powers: PPx3; doubles rate of healing of wearer.

See *ICE's Havens of Gondor* 54.

RING OF SHAPE-CHANGING

This ring belongs to Korekalwen, a Silvan Bard in the employ of the Witch-king. Korekalwen uses it to pose as Wilda the Shieldmaid, a Northman woman. It is an unadorned platinum band.

Powers: Wearer can change shape (within 10% of size).

MERP/RM: +10 DB.

LoR: +1 DB.

See *ICE's Hillmen* 32.

RING OF STARGAZING

Fashioned of grey silver with a single white stone, this is the ring of Krûsnak, the Black Númenórean astrologer who serves Sauron alongside the Mouth.

Powers: PPx6 (Astrologers); can store as many as five spells (up to 30th level).

See *ICE's Teeth of Mordor* 29.

RING OF STONES

Kept in a small beech box in the Vault of the Seers, the gold Ring of Stones is set with a large black opal.

Powers: permits wearer (3x/day; 3 rounds/use) to touch a stone and see as if viewing from a point exactly on the other side (regardless of the stone's size).

MERP/RM: provides RM Physical Enhancement *Darkvision* or MERP Physical Enhancement *Night Vision* for 20 minutes 1x/day (enabling the wearer to see as if it were daylight), as long as the wearer is traveling "within stone" (e.g., in a cavern or stone building).

LoR: Provides wearer with the ability to see in the dark for 20 minutes 1x/day (enabling the wearer to see as if it were daylight), as long as the wearer is traveling "within stone" (e.g., in a cavern or stone building).

See *ICE's Haunted Ruins of the Dunlendings* 13.

RING OF SUMMONING

This fine ring belongs to Naug the Dwarven Lord; it is made from mithril and inlaid with red ivory.

Powers: SpAd+3 (Channeling); can summon one Dwarven "Hero" (21st level) each day; this enchanted illusionary warrior will fight alongside the ringbearer for 2-20 rounds, ignoring stunning or bleeding wounds.

See *ICE's LOME III* 56.

RING OF VAIRË

Presently lying invisible and abandoned at Barad Perras, a tower in the northern Ephel Dúath, this ring once belonged to an ancient Dúnadan nobleman who became obsessed with death. His tower is now inhabited by Orcs, but he still haunts the room where the ring lies. The Ring of Vairë is of gold with lapis lazuli inlaid flush with the surface.

MERP/RM: Casts MERP/RM Protections *Prayer* 4x/day.

LoR: *Shield*, 4x/day

See *ICE's Gates of Mordor* 20.





Ring of Winds
(Amondil's Ring)



RING OF WARDING

The Ring of Warding, a chunky, silver signet ring carved with an intertwined quill, scroll and lamp, belongs to Verylen, Master of the Sages' Fellowship.

MERP/RM: +25 DB; +25 RRs; confers an added 50 PP for the casting of all RM Detections and Dispelling Ways or MERP Essence's Ways and Spell Ways spells (to 10th level).

LoR: +3 DB; +3 Magical bonus; confers an added 50 Endurance for the casting of all spells.

See ICE's *Minas Tirith* 100.

RING OF WIND

Celebrimbor's lesser Elven Ring was a practice piece the Smith created before forging the Elven Rings. It is of mithril with a clear gem.

Powers: PPx9.

MERP/RM: +33 DB; RM Invisible Ways/MERP Illusions *Invisibility* 1x/round; +33 to RRs against all realms of Power; acts as a x9 PP enhancer (both may be used); will RM Rapid Ways/MERP Living Change *Haste* the wearer at will.

LoR: +3 DB; *Invisibility* 1x/round; +3 to Magical bonus; *Speed*, at will.

See ICE's *LOME I* 61; *Lórien* 22.

RING OF WINDS (Amondil's Ring)

This ring of glass and chrome belongs to Amondil, a Squire of Dol Amroth. It is hollow and filled with mercury, quicksilver which constantly shifts its shape within the ring.

Powers: PPx2.

MERP/RM: Casts any spell from Nature's Lore to 10th level.

LoR: *Camouflage*, 5x/day.

See ICE's *Havens of Gondor* 53.

RING OF WINDS (King's Ring)

Commissioned for the use of Hyarmendacil I, King of Gondor T.A. 1015-1141 and High-Captain of the Royal Fleet, this ring is a rare example of worked platinum. The band itself is fairly wide and is carved in a weblike lattice. It is set with a sprinkling of diamonds. The ring was passed on through the generations to Hyarmendacil II, King from 1540-1621, and then to the Kings after him.

Powers: Enables wearer to control wind direction and increase or decrease wind velocity by 10 mph within a range of 700 feet.

See ICE's *Sea Lords of Gondor* 60.

RING OF THE YEM-RUKHA

Presently hidden in a small box under a stack of mink skins in the Moonstone Fortress of the Laughing Reaver and his crew, this is a band of gold encrusted with tiny pearls. The Yem-Rukhim are said (by the Haradrim) to be a race of undersea humanoids. Gedron, better known as the Laughing Reaver and the ring's present owner, suspects it is magical, but does not know what the ring does.

Powers: Wearer operates underwater as if it were his natural environment: breathing, seeing, and moving freely; usable 1x per full moon; allows said actions for 12 hours, during which time the wearer can breathe, see, and move only with difficulty out of water.

See ICE's *Pirates of Pelagir* 25.

RIVER RING

At first glance a fairly unimpressive gold ring (worth 5 gp), this find can be discovered to sport a magic star sapphire if closely examined. The stone may be reset and still retain its properties.

Powers: PPx5 (Essence)

MERP/RM: Wearer may cast any spell (level 1-5) off the Water Law list 1x/day.

See ICE's *Sea Lords of Gondor* 39.

SARUMAN'S RING

Forged by Saruman using skills learned from Elven Ring-lore, the ring is made of mithril with a single clear stone set in it. The stone sparkles with many colors.

Powers: Able to store ten spells a day; doubles the damage delivered by any of Saruman's fire attacks; makes him virtually immune to fire and cold; it possesses other, more subtle powers of illusion and misdirection (allowing the wearer a RR or maneuver to detect illusions, and +20 RR versus detection spells).

MERP/RM: +20 DB.

LoR: +2 DB.

See ICE's *Isengard* 27; *Lords of Middle-earth* I 47.

SILENT RING

This gold ring is inlaid with shimmering iridescent bits of beetle chitin to form a shining scarab beetle rolling along a black globe.

Powers: PPx4; allows the wearer to move continuously without leaving footprints or making sounds.

See *ICE's Rivendell 14*.

SMITH'S RING

Eöl's ring is as grim and gloomy as its owner: it is carved of poor quality grey jade in an hourglass signet seal.

Powers: PPx10 (Essence); wearer's skin is as leather; wearer may work in heat, cold, or electric forges without bodily protection.

MERP/RM: constant RM Elemental Shields *True Armor* (lvl 50) or *MERP Protections Resist Elements*; DB +44.

LoR: DB +4.

See *ICE's LOME I 70*.

STYPTIC RING

This ring of gold set with flakes of garnet, carnelian, and bloodstone is the pride of Thalion Aranrod, the Lieutenant at Imdorad.

Powers: Stops up to 3 pts of bleeding from a single wound 5x/day.

See *ICE's Mouths of the Entwash 8*.

SULROSENDIL

(S. "Friend of Sea and Foam")

Aldarion's ring eventually became a hereditary possession of the Kings of Númenor. Note that the item originally belonged Elros. This is a sister-ring to that worn by Círdan of Lindon.

Powers: Permits the wearer to independently control the "wind in the sails" up to 1 mph/lvl for up to 1 ship/lvl or 300 EPs; all ships must be in sight.

See *ICE's LOME II 15*.

SÛLROSTUR (S. "Master of Wind and Foam")

A mithril ring with a large star sapphire, Círdan's ring is the mate to Aldarion's and has the same effects.

Powers: May independently control the "wind in the sails" of up to 1 mph/lvl for up to 1 ship/lvl or 300 EPs; ships must be visibly seen.

See *ICE's LOME I 62*.

THREE TONGUED RING

Made of burnished bronze, this ring is one long miniature scroll engraved with alphabetical runes.

Powers: Translates Breffraen and Druadan tongues into Dunael.

See *ICE's Dunland 63*.

TREE RING

This ring of treeform belongs to Taurclax of the Court of Ardor. It is made of fire-hardened oak.

Powers: Allows wearer to become a large tree instantly, and live off the soil for an indefinite period; wearer remains fully aware of events around him as if he still possessed his human senses.

See *ICE's LOME I 89*.

WOLOR PRIEST RING

Although it is not one of the Nine, this ring was worn by Dwar the Nazgûl and was known to the Loremasters of the West. Made of gold-inlaid steel, it was inset with petrified wood.

Powers: PPx4 (Essence/Mentalism); glows with a blue-green aura whenever it is consciously pointed toward running surface water (within 1000').

See *ICE's Teeth of Mordor 28*.

WORMTONGUE'S RING

A simple band of gold, this ring was a gift and token of vassaldom from Saruman to Grima.

Powers: PPx3 (Bards).

See *ICE's Riders of Rohan 7, 38, 61; LOME II 30*.



Eöl



4.8 TOOLS AND TRAPPINGS

Just as enchanted armor protects its wearer more completely and magical weapons damage their wielder's foe more severely, ordinary tools also perform their functions with greater efficacy when spells do the job. Whether a mortar and pestle that imparts curative powers to herbs ground against its porcelain surfaces or an architect's drafting board that aids the designer with engineering problems, any piece of equipment can be crafted to focus magic on the task.

ALFRIC'S PICKS

These lockpicks are not magical but are the best ever crafted by Alfric, a smith of Mirkwood. They are very strong yet still somewhat flexible.

Powers: Twice as hard to break as a normal set (50% chance to hold strong whenever a normal pick would break).

MERP/RM: +20 to any lockpicking attempt.

LoR: +2 to any picking attempt in which they are used.

See *ICE's Brigands of Mirkwood 25*.

ANGAMAITË'S LOCKPICKS AND TRAP DISARMING KIT

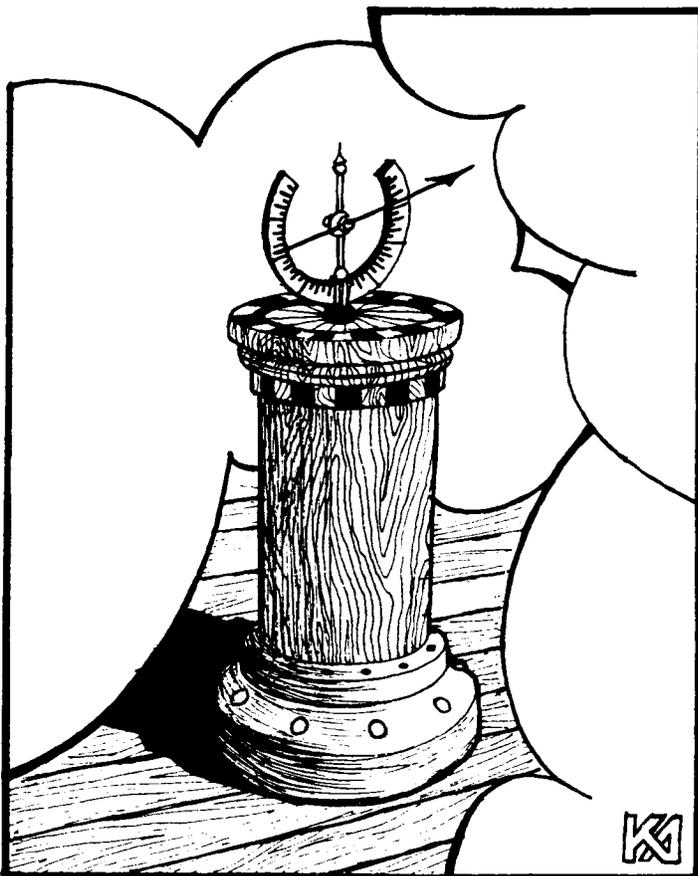
These many little tools all fit in a rod which looks like a scroll-holder. They belong to the great-grandson of Castamir the Usurper, and thus have a discreet design.

MERP/RM: +20 to all lockpicking and trap disarming maneuvers.

LoR: +2 to all lock picking and trap disarming maneuvers.

Read *LotRIII 407*; *Sil 457*. See *ICE's Sea-lords of Gondor 10*; *LOME II 18*.

Compass True



AXE OF CRAFT

This ordinary tool is more useful than its somewhat worn, even dulled, appearance might suggest. It is always on the belt of Amarthion, Master Shipwright of Dol Amroth.

MERP/RM: +20 hand axe; +30 to woodworking; casts any spell from RM/MERP Water Law list to 10th level 3x/day.

LoR: +2 OB hand axe; +3 to woodworking.

See *ICE's Havens of Gondor 53*.

BRIDAL WARE

These six copper plates and six silver mugs were long ago captured from the wedding party of Sil Angham and have been used by a group of Trolls ever since. They are battered from the experience. The plates are worth 15 gp each, the mugs 25 gp.

Powers: Enhance the flavor of any food eaten off them.

See *ICE's Trolls of the Misty Mountains 11*.

CALDRON OF CRAFT

Belonging to the wealthy widow Fanariel of Dol Amroth, this large iron caldron is rather messy: rust from the quantities of hot water and dye salts it has contained and murky stains of the colors themselves make it a rather unattractive piece.

Powers: Cloth dyed within will be of excellent quality.

See *ICE's Havens of Gondor 53*.

COMPASS TRUE

This large nautical compass is kept mounted on the personal ship of Amarthion, Master Shipwright of Dol Amroth. It is made of checkered teak and oak tiles with brass fittings.

Powers: PPx2 PP.

MERP/RM: +25 to navigation.

LoR: +3 to navigation.

See *ICE's Havens of Gondor 53*.

CRUCIBLES OF CHANGES

Curufin's set of alchemical tools includes alembics, beakers, crucibles, tongs, forge, bellows, and the like, all of superior construction and pleasing design.

MERP/RM: +50 to forging and alchemical spells.

LoR: +5 to forging and alchemical maneuvers.

See *ICE's LOME I 63*.

CRYSTAL TABLE

This clear, glassy drawing table was a diversion for Amroth, the ruler of the Kingdom of Lórien until the Balrog's appearance in T.A. 1981. It can be lit from below to show details of floorplans or illustrations.

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

LoR: +5 bonus when drawing or designing.

See *ICE's LOME I 53*.

DECK OF TRICKS

The elaborately marked deck belongs to Nimrilien, a bandit leader near Dol Amroth. The trickster must be familiar with it before use, or it will have no effect.

MERP/RM: +25 to trickery bonus 3x/day.

LoR: +3 to any maneuver in trickery or sleight of hand 3x/day.

See *ICE's Havens of Gondor 54*.

EÖL'S SMITHY

This complete smithy and its tools are all made of galvorn, laen, mithril, eog, or tipped with adamant, as befits the greatest and most skilled of all the Sinda smiths.

MERP/RM: +50 to all smithing or crafting maneuvers.

LoR: +5 to all smithing or crafting maneuvers.

See *ICE's LOME I 70*.

FORKED PEN

A long and unusual shimmering green goosequill, the pen is the property of Dagobert, the Chamberlain of Dol Calantir.

MERP/RM: +15 to forgery maneuvers.

LoR: +2 to forgery maneuvers.

See *ICE's Lost Realms of Cardolan 62*.

GOOGOL TRINKETS

These ordinary baubles were made to help pacify unruly children. They are worth two coppers each.

Powers: Occasionally pacify children (temporary).

See *ICE's Trolls of the Misty Mountains 11*.

GORGON WEAVE

This specially woven fabric is very tough and waterproof. A tailor would pay handsomely for it, because of the superior garments he could fashion from the cloth. The material is heavily patterned, almost textured, in knots of green, black, and tan.

Powers: Six square yards of it will increase the DB of the wearer if made into a garment which provides majority coverage (such as robes or a cloak).

See *ICE's Trolls of the Misty Mountains 11*.

MASTER LOCKPICK KIT

An extensive collection of well-made tools, with special pieces for exotic locks, the kit belongs to Uldros, the Thieves' Guildmaster in the Town of Linhir.

MERP/RM: +30 to open locks.

LoR: +3 to open locks.

See *ICE's Havens of Gondor 54*.

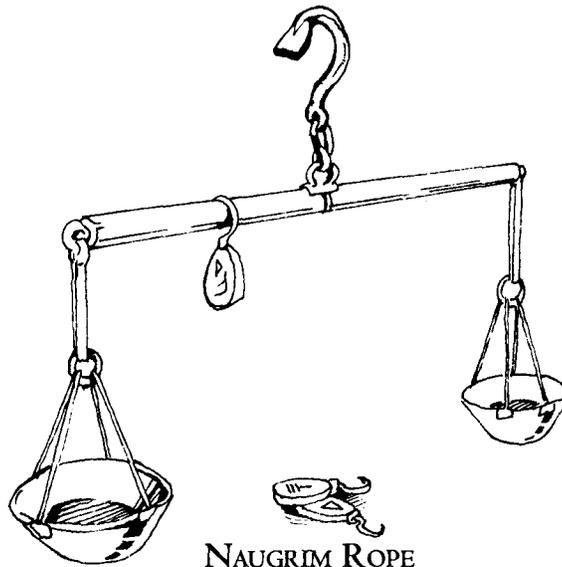
MORTAR & PESTLE OF SKILL

Made of thick white ceramic, this sturdy equipment belongs to Tarminion Spá, Master Alchemist of Dol Amroth.

MERP/RM: Casts any spell from RM/MERP Plant Mastery to 6th level 3x/day.

LoR: User knows the history and use of any plant or herb placed in the bowl.

See *ICE's Havens of Gondor 54*.



NAUGRIM ROPE

Fine, high quality twine in 100' lengths and embedded with enchantments, the rope is kept in the treasuries of Angmar. It is said to have been made by the Dwarves of Erebor, but they do not acknowledge it as theirs, perhaps because it is not metal or stonework. The rope was probably taken by the Witch-king as spoils of war from some trader's caravan.

Powers: RM/MERP Earth Law *Enchanted Rope* 3x/day; the user can cause the rope to move up to its length in any direction and tie itself in knots; it cannot attack or tie up living beings, however.

See *ICE's Angmar 20*.

PEERLESS SATCHEL

A bag of sophisticated surgical tools to aid Yavëkamba, the lay healer at the Court of Ardor. The tools are of steel, flint, and ebony. The kit includes vials, lancets, needles, thread, and a variety of simple anesthetics.

Powers: Halves recovery time and guarantees complete recovery (in the hands of a skilled Lay Healer).

See *ICE's LOME I 91*.

PILOT'S FRIEND

Currently in a locker in the sunroom of the abandoned Manor Ranoran near Dol Amroth, this set of pilot's instruments is beautifully crafted of steel and brass. They would be worth as much as 50 gold pieces to any merchant-captain who could afford them.

MERP/RM: +40 bonus to navigation at sea.

LoR: +4 bonus to navigation at sea.

See *ICE's Assassins of Dol Amroth 20*.



Scale of Assaying

PETTY-DWARVEN HANDS

Hidden inside a hollow steel ingot at Cameth Brin lies a clear laen (volcanic glass) case which contains these exquisite magic forging tools. They are primarily meant for crafting weapons and armor, but there are some smaller implements useful for gold and silver work.

MERP/RM: +25 to all alchemy spell maneuvers; with these the user can, once a year, reforge any one item in any fire; the result is an increased bonus of +10 to the item.

LoR: +3 to all alchemy rolls; with these the user can, once a year, reforge any one item in any fire; the result is an increased bonus of +1 OB or +1 damage, user choice, to the item.

See *ICE's Hillmen of the Trollshaws* 30.

SCALE OF ASSAYING

Made of pewter and brass with iron-encased lead weights, the Scale of Assaying belongs to Arcambion, Coinmaster of the Town of Linhir.

MERP/RM: Subjects items placed in it to the appropriate RM/MERP Item Lore spell to 5th level 3x/day.

LoR: Subjects items placed in it to *Item Analysis* spell.

See *ICE's Havens of Gondor* 54.

SILVER TABLE

Finrod's drawing table, a beautiful slanted surface of silver laen with niches and wells for tools that go with it.

MERP/RM: +50 math and architecture maneuvers.

LoR: +5 math and architecture maneuvers.

See *ICE's LOME I* 75.

SKELETON KEY

The property of Dagobert, the Chamberlain of Dol Calantir, this is only one of many keys he wears on his key ring. It is of iron, with silver chasing.

Powers: Will open any non-magic lock 1x/day.

See *ICE's Lost Realms of Cardolan* 62.

SPIDER ROPE

A slender, one hundred foot long rope which was braided around a thread of mithril, this coil weighs a fifth of the equivalent normal rope.

Powers: Can support 1000 lbs.

See *ICE's Trolls of the Misty Mountains* 11.

TRUE-SILVER TROWEL

This intelligent mithril trowel actually teaches and instructs the user in the ways of earth and stone. It is the tool of Amroth, the great seaman and architect.

MERP/RM: Permits wielder to use the RM/MERP Earth Law list to 20th/10th level.

LoR: Wielder may build walls and structures in half the normal time.

See *ICE's LOME I* 53.

Eonwë



5.0 CREATORS

Treasures and magic do not exist in a vacuum—they are the creations of tool-using creatures. What different cultures choose to make, how they choose to make it, what materials are available, and the religious or traditional symbols or patterns used can all affect the type and number of goods produced by individuals of a given race. These factors are all discussed below in varying levels of detail for the Ainur, the Free Peoples, the Great Enemies, and the Servants of Evil.

5.1 ERU AND THE AINUR

The first and greatest act of creation was that of Eru, who created the Ainur using the substance of his spirit, the Flame Imperishable, and revealed to them a portion of his thought so that they might better understand his creation. He also revealed to them the Great Music, the Ainulindalë, and he called upon them to sing. At first they could not sing as one, but as the countless ages passed, the music became refined and the voices joined in glorious harmony. This was the Great Music that gave birth to Eä. Each Vala had his own part in this Song, each his own purposeful melody, and together the Valar forged Menel (the Heavens) and Arda (the Earth). At the heart of this wondrous marvel called Existence was the Flame Imperishable, that which gave life.

Eru's act of the creation of the world was only one of many. His creation of Men, apart from the Valar at the first rising of the Sun, was another shaping that changed everything that had gone before. Although this making seemed weak, Eru's gift of Death created a mystery that shrouded the most fundamental aspect of the nature of Men: their eternal destiny. The ultimate fate of a Man's spirit was unknown, even to the Valar (save Námo). Men did not, at the end of their brief life spans, come to dwell in the Undying Lands of Aman. Instead, their souls passed beyond Arda, finding eternity cradled in the welcoming arms of the One. The Secondborn resided with and in Eru, rather than walking in the lesser glory of the Valar. Such is the great Gift of Death, Eru's bequest to His Younger Children.

Since each of the Ainur understood only a portion of Eru's plan, each had certain aspects which he or she sought to promote. Within their realms, the Ainur are more powerful than even the most gifted of the Children of Eru. As creations of Eru, the Ainur are beings of pure spirit, and they constitute the Greater and Lesser spirits in Eä. Since they sang the song of creation that brought forth the world according to the Eru's vision, they are, in a sense, responsible for the world and all things in it. Their creation of the world has tied them to it, and thus they do not work in pure spirit but both in spirit and matter, halfway between the works of the One and his children.



The Maiar are the lesser of the spirits of the Ainur in Eä. Though their powers are less than those of the Valar, they are nevertheless immense, and the form their actions and creations take are strictly dictated by their attitudes and intent. The faithful Maiar are dealt with here, as are the special messengers called the Istari. The Fallen Maiar are dealt with in Section 5.4.I.

Estë

5.1.1 THE VALAR

The Valar are the mightiest of the Ainur in Eä, and their works affect the world and its inhabitants. Their power in Endor waned over time however: after the First Age, with the struggle against Morgoth complete, the Valar reflected upon their guardianship and looked forward to the Second Age. Seeing the Doom of the Noldor fulfilled and the threat of Morgoth eliminated, the Valar decided to create 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 and ever after they only worked through their servants, the Maiar.

Nevertheless, the achievements of the Valar in carrying out the design of Eru in the First Age alone are colossal. Chief among them in fashioning things is the Smith Aulë: he forged the incomparable adornment, weapons, and trapping required by his fellow Ainur. The greatest works of his forges include the Two Lamps, Illuin and Ormal, which illuminated the World in the early Elder Days. Aulë made the peaks to hold the lamps, and the Lamps held the enchanted aura that Varda devised. Following their destruction, his wife Yavanna gave the World the Two Trees. When these were also destroyed, the Valar again called on Aulë to fashion vessels for the Great Light,



so he produced the vessels that would hold the last flower of Telperion and the last fruit of Laurelin, becoming the Sun and the Moon. His crowning achievement, however, was the race of Dwarves. Although burdened by his conscience, Aulë secretly molded the Seven Fathers of the Dwarves beneath the mountains of Middle-earth, hoping that they might instill special life into Arda. This conception was his own and was against Eru's thought, but it was not the work of malice and did not lead to his downfall. Confronted by his Lord, Aulë submitted and almost destroyed his seven offspring, but Eru permitted them to sleep until an appointed time for their birth (after the awakening of Elves and Men). The One pardoned the Lord of the Earth, who remained loyal to the Balance of Things. The transgression that led to the creation of the Dwarven race was in keeping with Aulë's character. Like Morgoth, the Smith enjoyed making physical objects and longed to create life. His greatest joy was in the fruition of his heartfelt labor. Unlike the Black Enemy, though, Aulë's works embodied love and their intended purpose was to augment creation—not to replace or be apart from it.

Varda's works were also many and great, for she created the stars, kindled the Two Lamps, illuminated the Two Trees, blessed the Silmarilli, and filled the vessels which became the Sun and the Moon. Obviously, few if any of the creations of the Valar made their way into the hands of beings of Endor. One exception to this was the granting of gifts to Ingwë, greatest of the Elves. Even though he received the Gifts of Manwë, Varda, Yavanna, Námo, Estë, and Tulkas, these were only seen in Endor when Ingwë first led the Eldar to Aman and thereafter when he commanded the army of the Vanyar, who along with the Valar themselves, drove Morgoth out.

Again using Ingwë as an example, many spirits' gifts and creations are not physical but mental or spiritual, such as the Gift of Nienna, which permitted Ingwë to touch the minds of other Elves to cure them of mind-affecting spells, diseases, or simply great sorrow. Gifts of this nature are perhaps less tangible, but certainly appreciated by those fortunate enough to receive them. Indeed, among some Mannish races where the true nature of the Valar has been confused, they are seen as gifts from the gods.

5.1.2 THE MAIAR

At the beginning of the Second Age, after the Black Enemy was cast into the Void and the Valar subsequently withdrew from the affairs of Arda, it fell to the Maiar to act as stewards. Though not as powerful as the Greater Ainur, their power was

still considerable and their deeds tended to influence the world profoundly. Even as their greater brethren, however, they preferred to act indirectly.

In return for the Edain's loyalty to the Elves and the cause of Freedom, the Lords of Aman called upon the Maia Ossë to raise a great island continent which would serve as the new home of High Men. Ossë cleared the waters of the central Belegaer and summoned the land from beneath the surface, thus creating Númenor, the single greatest act of creation ever fulfilled by one of the Maiar. Sadly, with Ar-Pharazôn's defiance of the Ban of the Valar, came the Change of the World, and Númenor was swept beneath the waves, ending Ossë's creation a mere thirty-three centuries after its birth. With the end of the Second Age, the Maiar became further removed from the affairs of the world, for Middle-earth was forever sundered from the Undying Lands as Arda was reformed. From this time onward, Aman could only be reached by traveling the elusive Straight Way across the Bent Sea. The reasons for Maia self-restraint in their acts of gifting and creation were well-founded. 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 restraint was also exemplified in their selective 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 unintended and adverse effects.

Nowhere was the Balance as precarious as it was in Endor. Thus, when the Maiar did extend help to the Elves and others, the items they gave were simply loans for a specific purpose, or, more frequently, their aid was advice and enlightenment. In this manner the Elves learned much of smithwork, for example, and the Maiar sometimes labored for a time at Elven forges. More often, however, they worked for themselves or for the Valar. Salmar, for instance, created many enchanted musical instruments, the greatest of which were the Ulumúri, the Horns of Ulmo. Those fortunate enough to hear them never forgot the sound. Of course, there were exceptions. Melian fell in love with Thingol and married him, and thus she gave to the realm of Doriath the protection of her Girdle of enchantments to hide her people from the dangers all around them. More often, however, the gifts of the Maiar were less than this. Melian, for example, also taught Nightingales to sing. Eönwë gave his skill as a general to the combined armies of Men, Elves and Maiar at the attack on Morgoth's citadel of Thangorodrim. Furthermore, some Maiar were limited by their very nature. For example, the elemental Maiar who incarnated fire, water, earth, light, and air often could only create within the limits of their sphere. Arien, the Fire Spirit, became the guide for Anar, the Sun, when the Two Trees were destroyed.

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. But the Maiar could no longer justify direct interference against a single fallen Maiar, and so withdrew further from the affairs of Endor.

5.1.3 THE ISTARI

Since the Istari are Maiar tied to the physical world of Middle-earth, their preferences and means are similar to those of their brethren, but are constrained by their physical forms; they fit the indirect means that Manwë chose to combat the threat posed by the Evil One in the Third Age. The gifts of the Maiar in the Third Age were correspondingly quite subtle and indirect. 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.

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. The nature of the Istari's work was such that changing the physical world around them would do little to advance their mission, and thus they were instructed to use wisdom and magic to create change and protect the West, rather than forging weapons or building fortresses.

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. Despite the fact that Maiar, like all beings, could succumb to the frailties of the flesh, Gandalf the Grey remained purposeful even as the other Istari fell away and became tied to Endor in their adopted bodies. He helped to insure the Balance of Things was maintained without intervening beyond the point of employing his power only to combat an equal or

Saruman



5.2 THE FREE PEOPLES

Beyond the initial creation of Arda, Eru and the Ainur forged in the media of the Flame Imperishable, the souls and spirits of Arda's inhabitants, more often than they manipulated the physical materials of the world. Yet, the beings they created—the Elves, Dwarves, Men, Ents, and Hobbits—worked with metals, wood, stone, and cloth out of necessity and inclination of ability. As craftsmen, smiths, and artists, the Free Peoples created implements to improve their surroundings and secure their safety. Each race developed its own unique focus derived from the differing needs and preferences displayed by its members. The following sections detail the materials, methods, and types of items characteristic of each.

5.2.1 DWARVES

Dwarves are sober, quiet, possessive, suspicious, pugnacious, introspective, and greedy. This character has led them to seclude themselves in strongholds centered around rich veins of iron and precious metals. There they mine and create works of superb craftsmanship, which they guard with a wariness that approaches paranoia. Like their Maker, Dwarves are fabulous smiths and unsurpassed workers of stone. Dwarven items are often stunningly beautiful, but practicality underlies all their artifice. This attitude also affects their views on magic: Dwarves know of spells and enchantments, but scoff at the ways of Elves or other conjurers, preferring instead to use such power in the making of permanent physical items. Dwarven mages are unheard of.

The Khazâd are also known for their military prowess, and thus much of their production is naturally geared toward future conflicts. Superbly equipped and unyielding in purpose, they favor overpowering weapons as rugged and brutal as the Dwarves themselves: heavy crossbows, axes, hammers, and war mattocks. Their smiths make heavy armor and cruel-looking helms with cowls (face visors or masks) resembling terrifying horned beasts, so a force of Dwarven warriors presents a formidable and disturbing profile.

All Dwarves are descendants of the Seven Fathers, the original lords crafted from the earth by the Vala Aulë. Born of Aulë's thoughts, they forever carry much of the Smith's own loves and hates. Elves and Men attribute their nature to Eru's grand scheme and are shaped to conform with the "Balance of Things." Dwarves, on the other hand, only liken their ways to the Smith of the Valar, for Eru let the thoughts of his servant stand when he allowed them a life and a will. Thus, the Naugrim call Aulë Mahal (Kh. "Maker"): the giver of life, sculptor of mountains, and master of crafts, and they strive to imitate his works, though on a smaller scale.

The Dwarven devotion to work and creation has their origin and their deepest religious beliefs at its base, and is reflected throughout their culture. Dwarves turn to Mahal when troubled or in need. Every fundamental belief they hold revolves around his character and his creation of the

Dunlendings

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. Thus, Gandalf achieved the goal set out for him, though his role was always one of counsellor and wizard rather than warrior or smith.

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 the 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 their origin. Their fate explains much about the Maiar's desire to remain apart from Eru's Mortal Children. As they ceased to work with magic and enchantment and began to affect the physical world, they were locked into it and in time could no longer escape it.

Seven Fathers. Accordingly, Dwarves revere the number "7" as essential and even sacrosanct. Any use of the number seven thus holds a deeper meaning for them, and this symbolism is not placed in any work of architecture or craft frivolously.

The Khazâd enjoy a universal reputation for ruggedness, practicality, brutal frankness, and honor. Outwardly cold, they love things and devices crafted by hand much more than things that breathe with life. Their build enables them to work long hours at a hot forge, withstanding tremendous hardships and punishment.

Because of their myriad enemies and constant exposure to the elements, Dwarves weave heavy cloths and tailor thick clothing; likewise, they make use of stout metal armor. When traveling, Dwarves wear hooded cloaks, often with scarves or masks, thereby creating confusion among other races. Even on the road, however, each House has a subtly unique look. Their colorful garb varies considerably from tribe to tribe, and even the hoods they make are carefully tinted to indicate an individual's origin and allegiance. These hoods are made by female Dwarves in each House and are given as gifts to young Dwarves when they reach adulthood. Fewer than one in three Dwarf-men marry, for the Naugrim mate for life and will not join with one they do not desire above all others. Like most rare jewels, female Dwarves are coveted and obsessively protected in ways unlike those of other races. Fortunately, the Naugrim are enamored of crafts. Many never crave to love another, so they need no marital union. This introspective fascination with the arts and creation encourages stability in a race that would otherwise be easily torn by envy.

The Naugrim inscribe their works using the Angerthas Moria, an unsystematic variant of the angular runic script Cirth. The runes used are of several types: protective or enchanted magical runes, maker's marks which vary between workers and workshops, and names for axes and other weapons. Because runes persevere and are by nature public, the Dwarves adopt written influences much more frequently than spoken alterations. Khuzdul changes little with time, being a sacred, spoken language of lore and not a cradle-speech. Thus the smith-marks of centuries ago are still perfectly legible to their descendants.

No House of the Khazâd stands above that of Durin's Folk. They are the oldest and noblest lineage, for they trace their line back to the first of the Seven Fathers. Their ancient spirit, coupled with the Kindred's role in history, makes Durin's House the most experienced tribe, the first among jealous equals. Durin's Folk employ a distinctive colored hood, in lieu of a cowled cloak. Most lack adornment; rather, they rely on bright, solid hues to embellish otherwise graceless lines. Flaps or a mask are often sewn into the hood, so that the face can be covered or protected. (Dwarf-women make widespread use of

these coverings.) Durin's Dwarves wear their hoods over traditional Dwarven garb: a leather jerkin or wool tunic, a wool or linen shirt, tight-fitting trousers, and one piece shoes or inner-boots. For active use or travel in the world, the Naugrim cut and sew heavy leather boots and a cloak or shawl which they fasten with a decorated brooch. Given their fondness for crafts, all of their clothing is well made and generously accented with refined borders and crenelated trimwork. Dwarf-lords wear even finer garments, and often add gold or silver tassels to the peaks of their hoods.

Durin's Line is also famous for vibrant music. While all Dwarves love a tune and relate their secret stories only through lyrical abandon, Durin's Folk embrace their songs with unusual fervor. This emphasis comes from long exposure to the Elves, particularly the Sindar of Beleriand, the Noldor of Eregion, and the varied inhabitants of Lórien. Rarely do Durin's Folk work or march without spilling a yarn set to tune. Since the words are often in Westron or an Elvish tongue, their music frequently carries a cadence that is peculiar to others, but the message is almost always Dwarvish. Given their love of music, it is scarcely surprising that the Naugrim of the



Durin





First House are also makers of fine musical instruments. They favor flutes and horns, for their short fingers do not adapt well to stringed contrivances. Drums and other percussion pieces provide some variety, but the Khazâd are not concerned with such diversity. Instead, they rejoice in variations of simple, economical tones, be they voices or crystal notes wafting from heart of a noble musical device.

Just as they are quick to take to song, Durin's Folk are always active in other ways. When they are not crafting objects, they play with them. It is this passion that gave birth to the awesome reaches of Moria, the same impatient drive that makes the Naugrim wander when they have no more halls to hew. They delight in contests of skill, riddling, and making, especially with their rivals, the Elves. With the aid of the Valar, the Elven society of the Undying Lands (Aman) created the greatest works ever achieved by the Children of Eru. Within Middle-earth, however, only the Dwarves can claim supremacy as pure builders. Dwarven construction, particularly underground, is unrivalled in its strength and scale; and of all the legacies of the Naugrim, none surpass Moria. The Dwarven fascination for inanimate things born of craft-work permeates every level of their thought and their society. Ever active, they are always laboring, either improving or repairing an old work, or building something new. Their unique devotion to toil traditionally channels most of their physical and mental energies into material tasks, thus creating the Dwarves' utter preoccupation with technology.

THE SMITHS

Dwarf culture embraces its engineers, masons, smiths, scientists, workers, and warriors with a vigor found nowhere else. It is hardly surprising, then, that the Naugrim are the most technologically advanced race in Middle-earth. Dwarf-smiths are the most prominent Dwarven craftsmen, for the products of their labor are circulated throughout Middle-earth. Dwarven tools, armor, and weaponry command high value and are prized by artisans, warriors, and noblemen alike. Implements produced in Moria bring the highest prices, for the Dwarf-smiths of Khazad-dûm are considered the best of their race. The legacy of those descended from the Line of Nogrod, combined with long years of cultural exchange with the Noldor Elves of Eregion, provide the smiths of Moria with a wealth of experience and knowledge concerning both metallurgy and magic. Continuously secure dwellings add an important atmosphere of stability and continuity, since the Naugrim require protected confines for their painstaking yield.

Among the Dwarves, time and temperament are critical ingredients, as important as ore and fire. Oddly enough, Dwarves refrain from the production of certain alloys made with gold. The reason the Dwarves don't use this noble metal more extensively in alloy is that they value it so much as coinage. It isn't that they are incapable of

making the stronger, gold-based metals the Elves use; they are simply unwilling. With this exception, Dwarven craftwork is always logical, practical, and extremely well-made.

MACHINES

Elaborate and extensive Smith-halls churn out tools and parts required for the production of clever machines. With a host of high-quality steels and specialty metals, and a fondness for mechanical things, Dwarven engineers assemble phenomenal devices which lessen toil and accomplish feats undreamed of elsewhere. Simple machines like pulleys, levers, counterbalances, coiled tension-springs, wheeled carts, sledges, gears, and screws are commonplace. Combinations of these mechanisms, often very complex and sophisticated engines, are deployed where required. Most are located in the Mines, Smithies, Craft-halls, and Lords-halls, or in areas critical to military defense.

WORKS OF POWER

Even without the wealth of mechanical marvels, Dwarf-holds are graced with a legion of enchanted or magical works, things of Power. The Naugrim produce few pure Mages, but many are endowed with a command of spells and incantations. Masters of Alchemy or the Power of manipulating inanimate things, these Dwarves are often engineers or smiths who are capable of crafting prized objects with peculiar or mystical properties. Such items perform miraculous chores or have exalted qualities. They are therefore revered, and their makers are accorded high status in Dwarven craft-oriented society. Some of the most prevalent or preeminent works follow.

Light-stones are magical, transparent jewels which have an enchanted inner "fire." This "burning glow" lies in the core the gem and is colored by the hue of its receptacle. By choosing the proper light-stone combinations and arranging them carefully, the Dwarves can achieve virtually any color effect desired. In addition, larger jewels generally give off stronger light and can offset or dominate smaller ones. The life of a light-stone is keyed to the skills and power of its maker. Some Craft-lords are able to enchant gems that glow for decades, even lifetimes, but most dim and gradually expire after a few years.

A smaller collection of magic rocks is affixed in select sites throughout most Dwarf-holds, particularly at special entryways or stairways, or within restricted tunnels. Called "Watchers-in-stone" (or simply "Watchers"), these are beautifully carved statues with inlaid glassine eyes. Each is an individualized creation based on a terrible or hideous beast drawn from history or lore. As such, they possess a startling, and often frightening, countenance, yet they remain pieces of exquisite artistry, legacies of deft and gentle Dwarf-chisels. Most Watchers are sculpted of alabaster, marble, porphyry, or onyx, but a few are cut from heavier stone, such as granite or basalt. Sometimes their size or shape determines the medium used by the

stone-carver, since they vary between a handful of pounds and a number of tons and may involve very delicate protrusions. Generally, all are of a uniform material; only their eyes are the exception. Laen, or smooth, polished gems, compose the eye inlays. Of course, it is the eyes that perceive things, and those set in the Watchers have exactly that purpose. Wherever they sit, they heed all who cross their gaze. Some have eyes that glow brightly to warn Moria's garrison or blind transgressors; others gather air and emit sounds like deep horns or wicked flute-calls; still others move to bar passage or ward away the unwary. Even the movable Watchers, however, are limited to a precise function. They are not truly animate stone like the Pûkelmen of the Woses.

Rune-keys are almost always metal slabs made of mithril alloys or fine steel. Key-makers usually design them as flat-faced finger rings or plates fitted with knobs or handles, but a few resemble branding irons. Magic symbols—spell-laden runes from the Angerthas Moria—grace the face of the Rune-key, as a bas relief or sculpted brand. The symbol is a reverse version of its counterpart, which is a carving in some wall or Dwarf-gate. When the Rune relief or brand fits snugly into the carved cut, it unmakes or unravels the magical lock that holds the Dwarf-gate against intrusion.

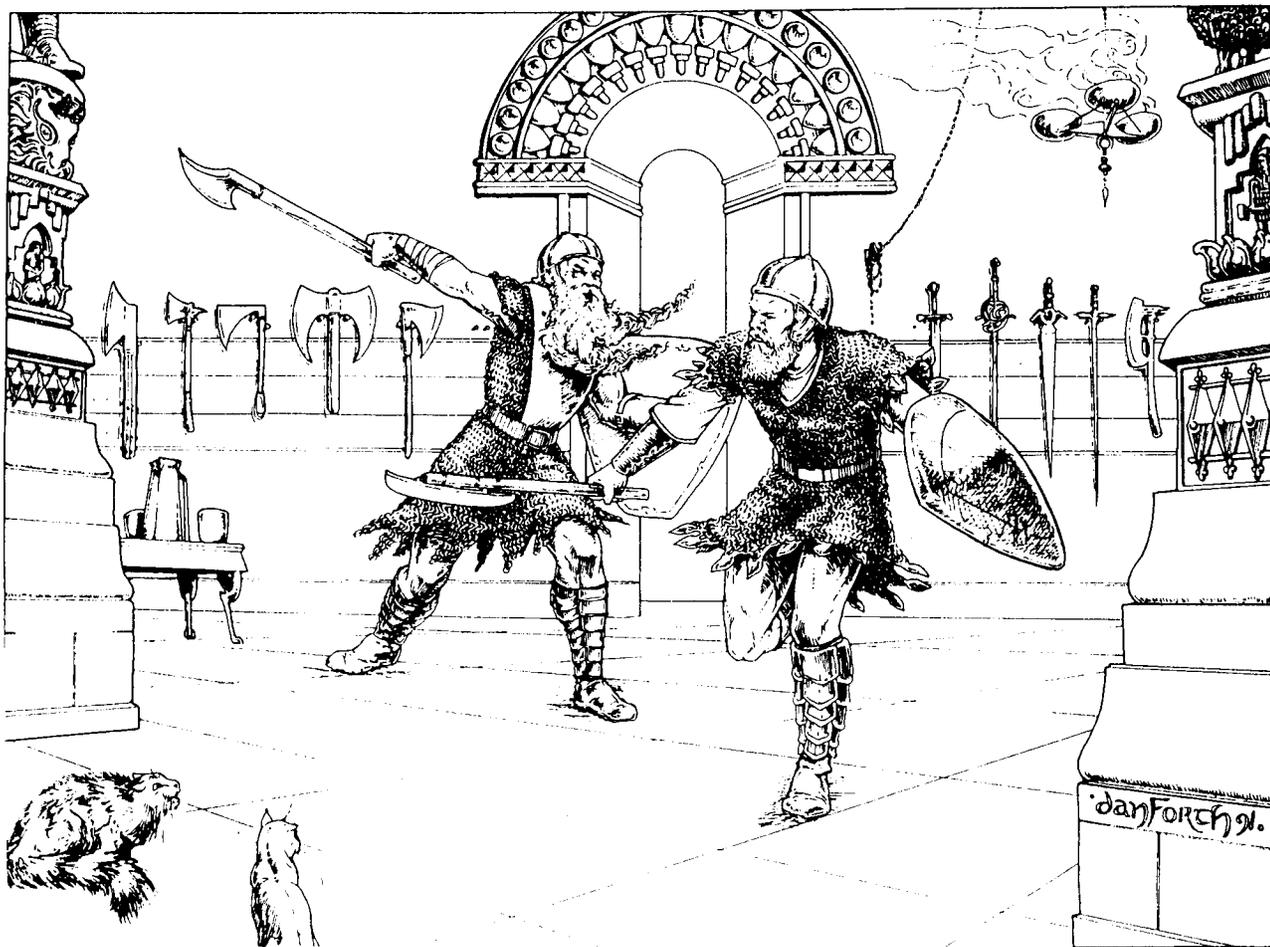
ARMOR

The Naugrim's fondness for physical things is deeper than a simple predisposition for machines and enchanted objects. Dwarves like activity, which is root of their commitment to toil, and of all their pastimes, fighting is one of their favorites. While a Dwarf often prepares himself rigorously mentally and physically for combat, the smiths labor to assure he is well-equipped. In this they excel, for the Dwarven armories are usually superbly stocked, and trade in the tools of war adds considerable wealth to the coffers of the Dwarf-kings. More importantly, the smiths produce high-grade steel and mithril alloy armaments, fitted to the warrior's size and needs.

Dwarven smiths make three principal forms of armor. Mail, scale, and lamellar varieties predominate in Moria. Each of these types is used to make loose corselets, hauberks, fitted shirts, and leggings. What a warrior chooses or receives is often a matter of preference; however his accouterment depends on his status and responsibility. This is particularly true when availability becomes a function of commercial need, a common occurrence in Moria. The Dwarven propensity for extensive battle-dress translates into a love for full helms and strong greaves. They hardly have a choice; in light of their love for close combat, these trappings are an absolute necessity. Nearly every warrior makes or buys a true helm, and most use some form of greaves.



*Dwarves sparring
on the practice
floor*





The unbroken armor and protection that obscures the individual Dwarf presents a problem for the fiercely independent and prideful Naugrim. In order to identify themselves, they must rely on meaningful decor, particularly on the prominent surfaces of their shields, greaves, and helms. In response to this need, Dwarves make frequent use of brightly-colored leather dyes and crest plumes and adorn their greave-plates with engravings. The Khazâd also make sculpted helmets shaped like the heads of cruel and fantastic beasts. With coiled horns and exaggerated features, these helms present a disturbing, almost frightening presence.

To supplement their armor, Dwarves frequently make and carry shields. A few involve square, rectangular, septangular, oval, or kite shapes, but the vast majority are round. Whatever their shape, they are sturdy and comparatively large. Moria's shields perform well in the hands of an Elf or Man because they are two and a half to three feet in diameter. A four to five foot Dwarf bears one like a mobile wall. As a means of providing beauty and reinforcement, metal plates or designs are placed on the shield face. Weird animal depictions and runic friezes are Dwarven favorites, again to help identify the bearer. Regardless of the pattern, though, the work surrounds or intersects a traditional metal shield boss, which juts from the center and covers a hole for the principal handle. The circular boss is sometimes sculpted into an animate form, but most are simply spikes or enruned domes, and are a standard feature of Dwarven shieldwork.

Due to their fine armor and overall lack of subtlety, Dwarves utilize "belligerent" rather than defensive weaponry. In a melee, Naugrim rely on heavy coverings and shields to deflect strikes or allay the impact of blows. Their assortment of heavy crossbows and shafted weapons—axes, mattocks, hammers, and maces—emphasizes their aggressive battle philosophy. Many of these arms are two-handers which betray the Dwarven boldness and suggest the dual-purpose and the mining origins of their war-tools.

Despite their pugnacity, the Naugrim prefer to show their goods to the world on more civil terms. Dwarven envoys from Moria travel to the courts of Fornost in Arthedain and Minas Anor in Gondor, and couriers frequently pass between the East-gate and Lórien, while emissaries to the other Dwarf-halls assert the needs of the First House. Most of their diplomacy revolves around trade, for Dwarves sign no treaties and war only on behalf of their tribe or their race. With their hunger for still-greater wealth and their many unique resources, however, the Khazâd enjoy healthy exchange. They are hard bargainers who revel in any debate that involves money or precious goods, and their steady flow of craftwork requires strong markets.

Celebrimbor

5.2.2 ELVES

The craft-skill and mechanical design of the Elves reached its highest point in the Noldor of Eregion under the care of Celebrimbor. Although the Elves of the Undying Lands (with the aid of the Valar) achieved perhaps the greatest feats, and the Dwarves are the most industrious engineers, it is the Gwaith-i-Mirdain who excelled in wedding beauty to function. They created items magical and mechanical of unequalled subtlety and precision. And, with the help of Annatar, they rose to the pinnacle of accomplishment only to fall into utter ruin.

Examining their achievements and practices gives a clear impression of the ideals Elven craftsmen of all kinds strive for, be they woodworkers, weavers, or artists. To compare the Elven Smiths of Eregion to the Dwarves of Moria is an analysis filled with contrasts and unlikely similarities. It is clear, though, that each group learned a great deal from the other, and the quality of both crafts was enhanced.

THE SMITHS

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

One major advantage the Elves have over any other Smiths in Middle-earth is their ability to concentrate on a single task for seemingly endless periods. They do not need sleep, and hunger can be staved off for days if necessary. While many of the facets of Smithing (forging, smelting, etc.) require unpleasant environments, the Elves take steps for their own comfort. To complement their natural resistance to extremes of temperature, the Mirdain have installed ventilation systems, and enchantments which maintain a livable—if not ideal—climate in even the hottest smelter-chambers. Several days of virtually unbroken toil are invariably interspersed with periods of leisure; though the Noldor are capable of feats of unparalleled strength and endurance, they also have a seemingly infinite tolerance for inactivity.

TOOLS AND TECHNIQUES

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

"21 Iavas, 750

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

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

"40 Iavas, 750

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

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

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

SMELTING

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

For the former, the Eldarin smiths utilize both natural vents located nearby and ducts of gas gathered from other locations. It burns hot and cleanly, and can be controlled with relative ease, fulfilling all requirements. It is somewhat dangerous, of course, and volumes are not unlimited. The latter, the enchanted fires, are used frequently on the largest and smallest jobs: the Smelters and High Forges.





In the Smelter Hall, a Master Smith supervises the loading of ore into one of the several lean crucibles. Each is of the clear, ultrahard volcanic glass, the outside bottom third covered with an enchanted metal. Once loaded the Master touches the metal, speaks the proper Words, and activates the spell. Immediately the metal begins to heat to the commanded temperature. The laen (which only grows harder with increased heat) uniformly distributes the heat, and the ore is soon liquid and ready to be separated as desired. Laen is perfect for use as receptacles not only because of its heat resistance, but the transparent nature allows easy observation of the contents. The crucibles, hung from great hooks, are moved about on ceiling tracks via chains and pulleys. The slag is separated from the pure metal, which is poured into ingots or sheets for later use.

JEWEL-SMITHING

Another art the Elves have perfected is the making of jewels. The Dwarves also know that extreme heat and pressure over time create natural gemstones from less noble elements, but the Elves know how to duplicate this process and accelerate it with the aid of powerful Essence. This is the art and science of the High Jewel-smiths. Other methods were also mastered: the pouring of liquids which later harden, the crystallization of chemical mixtures, and other enchanted means. In addition, Elven smiths are expert in the Coldforging of laen, that is, its softening and forming. Although the Silmarilli could never be made again, the enchanted presses of Mirdaithround have produced a number of beautiful gems. Of course, the Elves are also adept at working glass, crystal, and ordinary metals such as iron, steel, and so forth.

METAL-SMITHING

Although the Noldor have little use for gold for wealth's sake, they value it as a beautiful metal, and are able to make from it some very strong alloys unknown to Durin's folk. The metalsmiths use molds as well as hammer and tongs, and they produce some marvelously beautiful items from common materials: iron candleholders that could grace the tables of Mannish nobles, tin rings for the delight of children, and copper banding for barrels that is both secure and decorative enough to captivate the eye. Elvish crystal work is prized by Mannish settlements, and the Naugrim snatch up all they can for their decorative lamps.



5.2.3 ENTS

Founded in a reclusive nature that dwelt apart from the bustle of Mannish concerns and the passions of Elvish pursuits, the Ents' preoccupation was ever with the olvar. The creation of weapons, the building of magnificent cities, and a greed for knowledge are not among their preoccupations. Rather the tending of primeval forests, the nurture of individual trees, the reverent observation of the seasons, and the protection of plantlife from depredation by Orcs or Dwarves occupy their creative abilities. Nurseries for young saplings, sanctuaries for rare species, decomposition mounds for the fallen, and healing draughts for blighted trees are among Entish works.

Implements and shelter made and used by an Ent in his daily life tend to be simple, in harmony with the natural world. A double row of trees surrounding a basin on the forest floor where water bubbles to the surface; a niche in a cliff planted with vines, sheltered by heather, and splashed by a waterfall; a cave where a stream echoes musically, the banks cushioned by moss, its vaulting roof breached by well-placed crevices to admit air and sunlight; such are the structures of the Onodrim. Too rustic to be recognized by the casual observer as the work of sentience, their undeniable beauty and comfort pierce even the oblivion of the ignorant.

The Ents possess few tools, because their hands are sufficiently strong to complete most tasks alone. Nor do they create and use weapons—the rage of the Onodrim combined with the rootlike powers of their appendages is justly feared by any who have experienced it. Swords and maces wielded from behind shields could not be more lethal, indeed, could never have achieved the wrecking of Isengard. A few possessions, primarily for the storage of food, cordials, and potions, are necessary. Bowls carved of walnut or granite, urns, jars, and crocks shaped of maple or marble, and casks of applewood or quartz, comprise the majority of an Ent’s treasure hoard.

The contents of these containers is of more interest. Salves and teas brewed of bark, fruits, nuts, and herbs for the nourishment and healing of both Ents and trees brim within the vessels. Called Ent Draughts, some of these concoctions effectively feed or cure members of other races as well, but the results of a specific draught is often unknown. Few individuals have had occasion to subsist on Entish fare.



5.2.4 HOBBITS

“They do not and did not understand or like machines more complicated than a forge-bellows, a water-mill, or a handloom, though they were skillful with tools.”

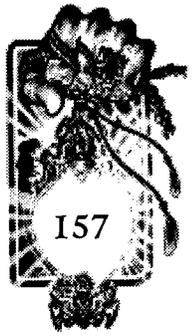
— *LotR I*, p. 20.

Histories entirely overlook the smallish folk until the records of the Third Age: there are no great Hobbitish tales of the Elder Days. No artifacts of renown have been crafted by their clever hands. Nevertheless, their goods are durable, dependable, and well suited to their tasks. This is all the conservative Halflings require of their possessions: the forging of great and potent treasures they leave to the Elves and Dwarves. This innate modesty is reflected in their choice of materials—Hobbits prefer to use cloth, wood and leather in their goods rather than metal or stone, though they will make metal implements on occasion to serve as tableware, farm equipment, and workshop gadgets.

Despite their dislike of the showy or complex, Hobbits, especially Harfoots and Stoors, excel in the crafts common among rural peoples. Their skillful slender fingers produce high quality products in wood and leather: barrels, shoes, spindles, toys, garments, plows, wheelbarrows, and many more items of necessity and comfort. Their designs are pragmatic and light and benefit from centuries of undistracted experience. Harfoots frequently specialize in making archery equipment. Stoors produce remarkable fishing lines, poles and nets, lures and small, light boats. The Fallohides excel in the Elvish skills, such as language and song, more than in common handicrafts, such as weaving or woodworking, but their work is still more lovingly made than that of many Mannish workers.

Should a rare Hobbitish craftsman apprentice in a more urban area, he can produce exceptional ivory and metal work of decorative, practical, or even military nature. Occasionally Hobbitish craftsmen are employed to do filigree and other engraving on items of great value, such as weaponry, armor, and jewelry for noble families. Such workmanship frequently commands prices up to ten times normal (although it is often not the Hobbits who primarily benefit from the increase).

For all their stoutness (eating is something all Hobbits excel at), Hobbits are remarkably dextrous in body and hand. They are quick, subtle, and agile. This makes them excellent sneaks, fine archers (although their bows by necessity are quite small), and admirable craftsmen. Hobbitish hands sport surprisingly long, slender and nimble fingers, which are gifted in performing almost any non-magical or nontechnical craft. Thus their homey art, decor, implements, toys, gardens, clothing, and adornments are usually





of very fine quality. The greatest power of the Hobbits is their changeless, childlike innocence and simplicity. Seldom duplicitous or mean, Hobbits usually aspire only to relax, eat, smoke pipeweed, and produce lovely, homey little communities.

Since Hobbits are uninterested in sophisticated knowledge or power and happily ignorant of most evil or cunning, their knowledge of enchantments, politics, mechanisms, and other such subject is scanty indeed. They have perfected the simple arts needed to enjoy life, but they have no interest in anything more adventurous. In size, of course, Hobbits give way to all other speaking races and can challenge only the smallest Goblins or Orcs face-to-face. Since Hobbits can almost never adequately confront other peoples in melee, they have done very little in the area of shield or armor work, or with weapons that depend on mass for effectiveness. Short swords, daggers, slings and short bows are by far the most common Hobbitish implements made for war, forged in tiny smithies with simple forges, anvils, and bellows often worked by mule-power (to avoid discomfort on the part of the smith's apprentices!). However, many rural and farming Hobbits are fond of axes in combat. The only shield or armor they make or use must be light or fine enough to not interfere much with Hobbit agility, which is their only advantage. Occasionally a very large and aggressive Hobbit will wield a broad sword, javelin, club or handaxe with two hands

Meriadoc



(since for him it is like any other races' two-handed weapons), but these are generally of Mannish make, since few Hobbit smiths would devote the time to making such oversized and (in peaceful times) useless items. The smithies among the Hobbits turn out far more plowshares, penknives, and horseshoes than swords or axes.

5.2.5 MEN

In form and face, Men lack the great beauty of the Eldar and enjoy nothing of the glory of the Calaquendi. Compared to the great magics, cultures, skills, and refinements of the Elves and Dwarves, the works of Men seem pitiable and primitive, temporary solutions to problems that outlive the fleeting generations of the Secondborn. Indeed, Dwarves and Elves take a sometimes disdainful attitude to the patchwork and ramshackle aspects of Mannish towns and goods. Yet Men are driven by their brief lives to strive for greatness with an urgency and strength of will that the Firstborn cannot understand.

Death is Eru's blessing, for it leaves Men unshackled by fate and destiny—as are the Elves, who often suffer from the burden of a preordained doom, such as the Doom of the Noldor. The Firstborn, while immortal of body, weary in spirit over the course of ages, but the spirits of the Secondborn burn with a passion for life and a need to savor each precious moment. No undying Elf can understand the desperate but energetic nature of mortal Men.

The restless energy of Men is directed for both good and ill through the ages, but in every case Men tackle tasks with a sense of urgency that often brings success in the least likely of circumstances. Their materials and methods are largely taken from the ancient Eldar and the naturally adept Dwarves—Men use stone or metal, wood or brick as the occasion demands and resources allows. Aesthetics matter less to them, and most Men lack the love of making for its own sake that Dwarves are born with. This makes many Mannish goods seem shoddy, but the pinnacle of Mannish craftsmanship combines the best of Elvish beauty with Dwarven functionality.

One of the highest points of civilized building and forging was in the time of Númenor, when the valor and faithfulness of the Edain to the Elves was rewarded with the rich bounty and flourishing culture of that island. In addition to the fair land itself, the Dúnedain were taught many of the arts of the Eldar, including smithwork and shipbuilding that has rarely been rivalled among Men since. The greatest Dúnan achievement in the arts of magic may have been the use of the Palantíri, but they though they belonged to Elendil and his heirs, they were creations of the Noldor and not of the Númenóreans. The Men of ancient Númenor disliked the use of sorcery and made few great enchanted works; instead, they loved things carved of wood, for daily use or for the beauty of carving, and they perfected this skill among themselves, though few examples of their work survived the Downfall. Of course, they were skilled with stone and metal as well, but their skill as shipbuilders was never surpassed.



5.3 THE GREAT ENEMIES

MORGOTH

Morgoth's passions were many and mighty, and they conjured all that would be Evil. The fallen Vala Melkor was the soul of Darkness, and his unending and insatiable want was never stayed while he remained in Arda. With each triumph, each acquisition, he strived for more. Eventually, however, he became tied to the World, weakening with each creation as he labored over the course of time. His Iron Crown embodied much of this might—and it would have enabled him to stay in Eä despite the destruction of his body—but after his rebellion, Morgoth never gained any inherent power.

The Black Enemy's most fundamental desire, of course, was to create life. Yet, he never could, for the Imperishable Flame burns only within Eru, and life abides only with the leave of the One. Even the birth of Aulë's Dwarves can be traced to Eru's forgiving thought. Morgoth was always frustrated in his endeavor to find and wield the fire that kindles the spirit and sparks life. The Vala settled instead for perverting that which was, and his breeding pits produced the races of Orcs, Trolls, Wargs, and Dragons, as well as a host of denizens which still haunt the depths of the Earth. He seduced the Fire Spirits and twisted their souls, yielding the awful Demons of Might—the Balrogs.

On a still grander scale, he implanted the seeds of pride and despair in the Free Peoples and with these vanities changed

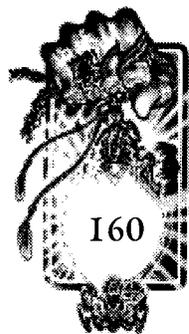
In general, Men of all ages and places seem to place a greater value on symbols than other races, though Elves are also fond of them. Well-known emblems of the various kingdoms and peoples include the many-pointed silver star of the Dúnedain of the North, the White Tree of Gondor surrounded by Seven Stars, the white horse on the green field of Rohan, the white field of the stewards of Gondor, Isildur's rising moon and Anárion's setting sun. These serve both decoratively and functionally, since they are most common on shields, banners, and badges used to identify the wearer. In this sense they reflect the Mannish passion for social distinctions and classes.

the very outlook of life. Morgoth was a master of many aspects of Eä, but above all he enjoyed a command of crafts and material things. He was, after all, closest in mind and character to Aulë. Like the Lord of the Earth, he understood and manipulated Arda's substances. He erected the Iron Mountains to guard his Kingdom, and he raised the Misty Mountains in hope of stopping Oromë's attempt to rescue the Elves of Cuiviénen. Morgoth delved the endless Halls of Utumno and Angband and carved the hideous citadel of Thangorodrim. And, just as Aulë molded the surface of Arda according to Eru's vision, Morgoth remade it to suit his own desires.

These works, twisted though they were, were at least creations of a sort, the making of something new. How-



Morgoth



*Sauron as the
Lord of
the Rings*

These works, twisted though they were, were at least creations of a sort, the making of something new. However, Morgoth's greatest skill lay in destruction. Morgoth's transgressions are too many to list them all, but a few deserve special mention. His wars cost countless lives and incalculable damage and twice ended in utter cataclysm. He hated Light and thus brought down Illuin and Ormal, the Two Lamps that lit the World in the early First Age. Toppling the peaks that supported them, he felled the greatest mountains ever to grace Endor. Later, he smote the Two Trees and contrived, along with Ungoliant, the draining of the Wells of Varda. He even assailed the Moon, failing only because his strength betrayed him as he rose into the Heavens. His most heinous crime, however, was the legacy of Evil.

Morgoth's incarnation left a bequest that included a legion of wars, numerous twisted races, and a host of monsters. All the ills borne by such figures as the Balrog of Moria and Sauron of Mordor can be traced to his ire. Worst of all, though, he left the World with the painful sin of Evil and the love of Darkness among Men and Orcs (and, less often, other races) that shall vex Eä until the end of the Count of Time.



SAURON

In many ways, Sauron simply followed in the footsteps of his former master, Morgoth. Since Sauron was not a Vala as Morgoth was, but a Maia, his power was less. Yet, the Valar withdrew from the World after the overthrow of Morgoth, and thus 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 making of the One Ring in the fires of Orodruin, for example, embodied a tremendous part of the Dark Lord's soul. While it preserved and accentuated the Evil One's strength, he was crippled without it; the further the Ring and its master were apart, the weaker the Lord of Mordor became.

Sauron's focus remained primarily on the creation of nations and races who worshipped him and served Darkness. The artifacts he forged, such as the Ruling Ring, were made for their utility in this greater cause rather than for their own sake. The lure of beauty and knowledge never swayed the Dark Lord, and all his actions were bent toward the acquisition of power and the acknowledgment by all of his sovereignty over the world. Strategies of war, political intrigue, and schemes to overturn kingdoms: these were Sauron's greatest works, forged in the crucible of Elvish, Dwarvish, and Mannish passions.

The Abhorrent One remained a servant of the Darkness that is the gift of his master Morgoth. Although he worshipped himself, Sauron was the embodiment of the Black Enemy's legacy. Morgoth was always the Dark Lord's mentor and master, for Morgoth was Evil incarnate. Even imprisoned in the Void outside Eä, the Black Enemy survived in the Evil he invented. Sauron and his followers, and those they dominated, worshipped this Evil in myriad ways. Fear of the power of Darkness, of course, stood as the ultimate incentive, spawning a reverence of Evil and its incarnations. Sauron promulgated overwhelming terror, and his thralls saw no other choice.

Sheer strength and cunning deception enabled the Lord of the Rings to prey on the souls of Free Peoples and remold whole societies. In building his kingdom of awful ire, Sauron carefully selected capable instruments of terror. His armies included countless Men, Orcs, and Trolls. However, just as Morgoth once molded peoples into mockeries of Eru's children, Sauron sought to develop new warrior stock. Like his master the Black Enemy, he could not create life; but through breeding, the

manipulation of minds and souls, and selective spawning the Dark Lord forged three new subject races: the Uruk-hai (B.S. "Orc-people"), the Olog-hai (B.S. "Troll-people"), and the Furolog-hai (B.S. "Half-troll People"). These creatures could reason and operate in daylight, overcoming the principal flaws of their precursors. In addition, though Sauron's plot to rule the Rings of Power through the use of the One may have failed in the case of the Dwarven Rings, the human rulers who fell prey to this ruse became able leaders of Sauron's horrible new warriors. The prideful kings were transformed into the immortal Nazgûl, the greatest of the servants of Sauron.

The Evil One fed on misery and the unbridled anticipations of pain and suffering which gripped his countless victims. His agents used sheer force and silvery ploys to achieve Sauron's goals in many ways; although the ends are one and the same, the overseer was rarely revealed. Through his minions, he strangled nations and crippled cultures all over Middle-earth: in the East and South his whip was greatest, but the Dark Lord plagued the West as well. There, the legacy of his most-hated foes remained intact, and there he planned his final, climactic gesture.

In purely physical, inanimate terms, aside from the Rings of Power, the only other great creation Sauron brought about was the construction of the terrible fortress of Barad-dûr. Its making was intimately connected with the Ring, for its foundations were laid with the Ring's help between S.A. 1000-1600. Although it was razed at the end of the Second Age, its foundations could not be destroyed while the Ring still existed. The tower was built at the southern end of a spur of the Ered Lithui, the Ashen Mountains on the northern border of Mordor.

In addition to his creation of the Orcs, the Nazgûl, the One Ring, and Barad-Dûr, Sauron constructed schemes to bring about the downfall of nations that opposed him and to justify his claim to the title of King of Men. He was largely successful in the East, where he ruled large domains by terror and force. In the West, Sauron focused his ire upon Arnor, the legacy of Númenor, the Dark Lord's chief rival in the Second Age. His influence sundered the Dúnadan North Kingdom into three successor states (Arthedain, Cardolan, and Rhudaur) in T.A. 861, making it 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. Although the Gondorians joined with the remnants of the Arthadan army and decimated the Angmarim at the Battle of Fornost, both Angmar and Arthedain passed into history as lost kingdoms.

Sauron's success in his quest to destroy the North Kingdom enabled 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. 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.



*Sauron as the
Lord of Gifts*



A Fallen Maia

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 upon its immutable foundations in T.A. 2951 and renewed his search for the One Ring upon returning to the Black Land, but he hastened the course of armament. Knowing of its recovery by some member of the Free Peoples, 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 utterly Evil and unsuited to the nature of many of his foes. The greatest threat was the fallen White Wizard Saruman, who was then lord of Isengard. Like Sauron, he knew of the Ring's reappearance. Saruman's servants scoured the land far and wide for its location, but to no avail. Frustrated, the White Wizard turned to Isengard's Seeing-stone in T.A. 3000 in hopes that he could wrest precious knowledge from the Dark Lord. Sauron proved too great a match for Saruman, however, and ensnared the Wizard's probing mind. Thus, the Evil One's principal rival fell under the spell of Darkness.

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. Having tied himself to Eä with his many acts of warped creation through the use of the Ring, 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 was left in his work, and this was true of the Ruling Ring as well; thus the downfall of the Lord of the Rings.



5.4 SERVANTS OF DARKNESS

Many under the yoke of Darkness have been so stripped of virtue—intelligence, organization, and patience—that their creative abilities demonstrate a stunting equal to the brutality and power-lust shown by their character. Yet, under the Dark Lord's lash, the tools of war needed by his army are forged. Mighty rams like Grond, the fell artifact that broke the gates of Minas Tirith, awesome blades wielded by his captains, and dread items of power brandished by his High Priests along with the scimitars and short bows carried by his footsoldiers pour from the forges of the Dark Lord's servants.

5.4.1 DEMONS

Demons—Fallen Maiar such as the Balrogs—are by their very nature creators, though of a twisted and evil sort. They act independently of Eru's scheme and the Valar's guidance and thus gradually diminish in spirit. Just as they slowly become tied to their adopted form, their creative acts sap their inner strength. This process is accelerated in areas outside Aman, where no Light of the Valar lends power to all around them. In every physical act of creation outside the scheme conceived by Eru, a part of the creator is tied to the physical world; 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 that 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. 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.

Unlike the faithful, of course, the Fallen Maiar 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.

Saruman's tale, as one of the Fallen, although not numbered among the Demons, illustrates the decline suffered by those who sought to impose their own inappropriate will upon Eru's scheme for the way of things. As Saruman deviated from his given mission, he enjoyed less help from above and he became tied to his body, a form which declined as his essence was debased. When he utterly abandoned the quest and decided to create his own host of Orcish warriors, his might dwindled to little more than that possessed by ordinary mortals. The more effort he expended, the weaker his spirit became. 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, but the time of his body's death, was too weak to reassume form. Saruman, like Sauron, passed from Arda as the price for imposing his lesser creations on Eru's vision of the world.

Other fallen Maiar were even less subtle in their rebellion against the Order of Things. The Balrogs drew first on the power of the Vala Melkor and later Sauron to turn regions they dominated into the fiery hells they enjoyed. Thus Moria became a sterile home of foul gasses and flaming, sulphurous pits. In this sense, Demons resembled the Maia Tom Bombadil, who also grew very closely enmeshed with the land he inhabited. Unfortunately, the Fire Spirits' visions and works were less benign. Less is known of the other Maia who followed Melkor into Darkness, but those few who did so must inevitably have become tied to their fiefdoms over time. Volcanoes in Mordor and elsewhere may have served as homes to others among the Fire Spirits, sargasso seas and shipwrecking reefs harboring monstrosities of the deep were the creations of fallen Water Spirits, and dark forests such as that around Dol Guldur may have been cultivated by Nature Spirits who served Sauron.

5.4.2 NAZGÛL

The Nazgûl are among the most powerful servants of Darkness, and their own wealth and power as kings and chieftains brought them many powerful magical items even before their seduction by the Rings. As potent as these items were, it was the nature of the Ringwraiths to want more power, and this urge moved each to create further powerful and evil tools to further the ambitions of their dark lord. The nine Nazgûl acted as extensions of Sauron's vile will; they served as his "hands." The Nine did the Dark Lord's bidding, fearing only him, for it was Sauron who enslaved them with the Nine Rings of Power, and it was he who gave them "life" immortal. Without Sauron, the Ringwraiths had no focus, and without the power born by the Nine Rings Sauron held, they could not live. Thus, their creations were merely sub-creations for their master, and their schemes followed his will and pattern, since their spirit and free will were given to the Evil One.

The Nazgûl's power, even before their corruption, was considerable. With their enslavement it grew. Their roots reached back to the Second Age, when they reigned as mighty Kings of Men, enabling them to draw on experience beyond the reach of other Men. With their submission to the Dark Lord, they became immortal, acquiring their skills over centuries. Yet, like Sauron, they existed in both this world and the realm of the shadows, but wholly in neither. Thus, their creations were partly of matter and partly of spirit.





Chief among their deeds was the creation of terror among both their minions and enemies. As the hands of Sauron, the Nazgûl aided him in all his campaigns as his generals and leaders. They turned their own kingdoms into part of Sauron's far-flung hegemony, and then pursued the subjugation of other lands. The Witch-king, notably, founded and ruled the kingdom of Angmar, but all of the Nine labored at recreating the Kingdom of Darkness which had fallen at the end of the Second Age. To this end, three of the Nine flew to the north and reopened the hold of Dol Guldur and prepared armies to crush the Elves of Lórien and Mirkwood. Of course, the Úlairi's ties to the One Ring proved their greatest vulnerability. All the Rings of Power lost strength when the One was destroyed at the end of the Third Age, making the Nine Rings of Men mere jewels. This change removed the enchantment that gave continuing life to the Ringwraiths; and so, as the One had made them, with Sauron's fall, the remaining eight were unmade and passed into oblivion.

5.4.3 ORCS

Orcs are the living breathing examples of cruelty, brutality, pitilessness, indulgence, ambition, and evil. There are basically three principles of advice for Orcish behavior within Orcish society, given here in order: 1) if it is bigger and smarter than you, do as it says; 2) do whatever feels good; 3) if you can hurt something while you pleasure yourself, so much the better. Among themselves, Orcs are cannibalistic, greedy, grasping, and brutal.

None of this gives the Orcs much inclination to produce artisans, and those that do arise are invariably bullied by those they work for. This reduces the quality of work produced. The only exception lies in the making of war goods, because the one thing Orcs admire is power.

Generally, Orcs hate the masters whom they follow and fear. "Might makes right" is the purest and most devotedly followed of all Orcish axioms. There are no other laws. The only kind of acknowledged inheritance is that of an item, such as a tribal totem weapon, coming down to the next succeeding biggest Orc. Having no sense of beauty, Orcs are equally miserable wherever they live, whether in caves, pits, catacombs, ruins, lairs of monsters or unhaunted marshes. They sometimes dwell in the vacated residences of other beings whom they have driven out. They do not understand architecture in terms of aesthetics but only in terms of cold military necessity.

As stated by the Quendi, distilling and distorting the tortured Orc-race from the Elves may have been Melkor's most abominable act. The supreme Orcish craft is pain, but they are excellent smiths for war as well. Whether it be weapons or implements of torture, Orcs develop items with great utility, if no beauty. Their swords and maces are said to rival those of the Elves and Dwarves in function. Only the differences in racial proportions cause Orcish tools to be of little use to other races. Without long, apish arms, Orcish weaponry feels clumsy and ineffective (-5 to -25). But those same items, crafted often of steel, can be wielded viciously by Melkor's children. Orcs care little about the style of their axes or spears. Being born and raised in violence, most can wield any weapon that falls into their hands, with the exception of bows, which are used more proficiently by some tribes than by others.

Orcs produce more curved blades, similar to scimitars, than any other weapon. The larger curved swords resemble falchions. Nearly as frequently can be found the familiar Orcish short-bow and black feathered short arrows. Heavy Orc infantry often use handaxes and spears which sport barbs or rakish edges. Rarely, great Orcs may wield warhammers or a deadly device very similar to a morningstar and chain. The Uruk-hai take for their own use the finest weaponry the Orcs make or plunder. Their swords are straight and resemble Mannish short swords or broadswords. Frequently, fine Uruk blades are hammered hot and run through a living prisoner for the correct temper (+5 to +15). Uruk weaponry can often be used by other races without penalty. The Uruks also are capable of making and using great yew longbows. Some tribes have their own

*Golfimbul,
Orc Chieftain*





traditional weaponry, such as the clawed club or mace of the peculiar Scara-hai and the or-bukar which can be used as a weapon or acrobatic tool for vaulting and swinging.

Defensively, most Orcs are stuck with poor leather armor, because most are low in status and cannot badger the smiths into giving them anything better. Chainmail is well understood by Orcish smiths, however, and leaders and many legions of regular Orcish soldiery can coerce smiths into spending a great deal of time equipping them well, while others suffer from a lack of any armor, and sometimes even decent weapons. The smiths do produce superior work, given time: standard command level armor, and that among elites and guards, is a chainmail shirt with plate greaves for both the arms and legs (AT Ch/14). Shields are easier to make and thus more common, but they are only carried by Orcs who can be bothered with them—many Orcs think of them as slightly effete. Rather than being solid, the shields are generally rather poor affairs, made of toughened hides stretched over wooden frames, after the manner of primitive humans. Naturally, Orcs are delighted to use the weaponry of fallen opponents. Such items are usually better made and serve well as a trophy. Armor stolen from dead Dwarvish victims is considered a real prize and features greater defensive value (AT Ch/15 to AT Pl/20) than anything made by the Orcs themselves.

hood may be assumed to be the work of one of these races. However, both Melkor and Sauron had Orcs among their high priests at different times. Infrequently an Orc or Half-orc may succeed in becoming a spell-caster capable of causing some fear. Generally, characters such as these are Uruk-hai, or Half-orcs (either from Saruman's breeding or racial mixture), since common Orcs are ineffective mentally.

Orcish medicines cause as much pain as the cuts they seal, and produce more obvious and grievous scars than would the wound if left untreated. In keeping with Orcish pragmatism, their healing methods bring the victim back to readiness quickly. Orcs are much more proficient with poisons (especially Ashgurash: 3rd lvl nerve poison causing pain and upper body paralysis) than medicines.

Enchanted items of Orcish manufacture are very rare, perhaps because the term "Orcish Magic" is nearly a contradiction in terms. Since Magic requires some true intellect it is practiced with exceptional rarity among Orcs. Their spell casters serve the priesthood of the Dark Lord, first Melkor, then Sauron, both of whom the Orcs worshipped as gods for their ability to inspire utter terror. Therefore, priesthood over Orcs is not as it is in most other races, an intercessory office administered on behalf of the supplicants. Rather, priesthood is the visible arm of theocratic tyranny. Priests focus Orcish attention and fear on their sovereign through demonstrations designed to inculcate unquestioning obedience. Therefore, priests may come from many professions and spell casting realms (most often Clerics, Sorcerers, Magicians, Mentalists, etc), although Channeling remains most predominant. Spells of fire, pain, cursing, submission, demonic invocation, and genetic alteration are most prominent, and the rare wand or staff found in Orcish hands is almost invariably from one of these disciplines, sometimes as a reward for faithful service but more often wrested from another, weaker priest. Because of the Orcs' natural racial limitations, priesthood is generally exercised by evil humans: Variags, Dunlendings, Easterlings, and Black Númenóreans. The majority of enchanted and otherwise superior items relating to the priest-



*Karagat,
Orc Priest
of Darkness*



Trolls

5.4.4 TROLLS

If there is any race with less skill at creating well-crafted items than the Orcs, it is Trolls. Their concerns are strictly with weapons of war, since their thick hides are usually strong enough to deflect the blows of most weaponry.

There are two exceptions to this general rule: Olog-hai and Half-trolls. The Olog-hai or Black Trolls are intelligent enough to realize the value complex and well-designed tools as well as that of wealth and treasures. They both loot and make simple trade goods such as cloth and foodstuffs, and they accord their smiths a good deal of status. As a result, the smiths work hard enough to allow most Olog-hai, under the Dark Lord's orders or not, to always wear armor and use weapons.

Half-trolls wear garments and armor like Men and are considerably shorter so they often appear less frightening than the larger Olog-hai. Their clothing is often fairly simple, made in rough field conditions from looted (but very fine) material. Since, aside from comprising Mordor's elite shock troops, the Half-trolls also serve as lieutenants for Sauron's Nazgûl and lead groups of Orc armies, their possessions reflect their status. They forge or plunder the best of weaponry as appropriate for their superior standing. These arms are generally at least as good as those of Mannish manufacture and sometimes approach Dwarven work. Weapons they make themselves can generally be told apart from the spoils of war by the fact that their own work tends toward a heavy preponderance of red, white, and black—few Half-trolls would make a green or yellow weapon, though they might pick one up if it were sufficiently powerful.

6.0 MATERIALS

The materials available to craftsmen determine the kinds and types of items they can create. Stone is fine for building, but less ideal for weaponry. Metals have different uses: iron and mithril give good sharp edges, but are not as easy to work into tiny chains or baubles. Gold can be beaten into almost infinitely thin sheets for use as leaf on roofs, boxes, or just about anything else. Likewise, stones can be decorative or functional, easily carved or able to withstand siege engines. Materials can be adapted to different uses, but most often the nature of the substance itself dictates what sort of items can be produced from it.

Enchanted items present an entirely new range of problems and solutions. The powers they provide are often invaluable, but the materials needed to make them are often very difficult to obtain.

6.1 GEMS

Although Men and Dwarves appreciate the beauty flashing in the facets of rubies, diamonds, and emeralds, they use gemstones more frequently as adornment for an item of power, rather than as the sole focus of the Essence. Only the Jewel-smiths of the Eldar forged with crystalline materials regularly. A few of their favored gemstones are detailed below.

ADAMANT

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



DIAMOND

Although this gem is most prized by many cloutures, many of the Mírdain find the pure white stones “dull.” Dwarves and Men would not agree. Elves do, however, covet the very scarce colored varieties, especially blues and pale violets.

EMERALD

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

LAEN (“Long Thread”)

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

OPAL

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

RUBY

Another favorite stone (used in Narya), the Noldorin smiths prefer the richest dark reds. Men generally prefer the brighter shades, though servants of Morgoth and Sauron have a bent for the dark blood reds or even slightly cloudy varieties.

SAPPHIRE

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

VIOLET GARNET

The only garnet which the Noldor take seriously, it is a clear pale violet in hue, very delicate and beautiful in appearance. Again, the Noldor are fussier than most jewelers—Dwarves enjoy the common dark red varieties, and Men will employ most any variety in some setting, though they also prefer the violet shades. The brown-green varieties are favored in the south. Garnets are often found in large clumps of interlocking crystals.





Herb Preparation

6.2 HERBS, PLANTS, PANACEAS, AND POISONS

Medicine owes a great debt to the plants and other substances that provide it with drugs and treatments. Many of the effects of herbs have long been known, and plants have been used for not only healing purposes but also as poisons, aphrodisiacs, spices, foodstuffs, and intoxicants. The wilds of Middle-earth contain many treasures of their own, growing things that Men and others apply to these ends or to magical ones. All of the many peoples of Endor have some knowledge of which plants serve what purpose, but this knowledge is often specific to a given region or climate.

An example of herbalism at its finest exists in the herblore of the Dúnedain. The Númenóreans were some of the finest healers and physicians in all of the world. Their mariners brought healing plants from many lands. And the lore of the Teleri, brought by the Eldar when they marched to the Great Battle, was carefully studied and cultivated. The men of Númenor did not have to look far to find the cure for many injuries and illnesses—only to their gardens. When Elendil filled his ships with the treasures of Númenor, he did not neglect these marvelous healing plants.

The gardens of Arthedain and other modern nations cannot equal those of Númenor, but the Dúnedain of the North are skilled with plants and herbs. Most everyone has some knowledge of the healing plants that are used for the scrapes and mishaps that occur daily. Arthadan healers, clerics and animists combine herbs into wonderfully healing salves, unguents, lotions or other admixtures.

The text does not include all of the herbs and drugs of Middle-earth, but it is a useful selection. Specific cures for diseases and poisons are left off of the list since it would be impossible to detail all that exist. The people of Endor can deal efficiently with most cases of disease and poison, often including the Great Plague.

Drugs and herbs are available in a variety of forms. The Gamemaster should note the form taken by the herbs and drugs that adventurers use. Carrying batches of dried leaves and roots in a backpack is a difficult enterprise, since they tend to crumble. Doses also take up room, and herbs that have been preserved are only half as effective as fresh varieties. In addition, avid do-it-yourselfers, even clerics, healers and animists will find that the proper preparation of herbs other than those fresh is not only time-consuming, but requires the proper facilities. The codes accompanying the herb and drug descriptions will give an idea as to the price, availability and ease of preparation of the herbs and drugs. There are good herbalists and healers in Arthedain who will help adventurers in choosing herbs by showing them what is available and how a given remedy works. Those visiting a healer, cleric, animist or herbalist might be shown these descriptions. The Gamemaster is, of course, free to add any herbs or drugs to the list as he or she feels appropriate.

HERB AND POISON CODES

There are several codes at the end of each listing to summarize information about each herb. The following information lists the meaning of these codes.

Climate codes:

arid	a	cool temperate	t
semi-arid	s	cold	c
hot and humid	h	severe cold (frigid)	f
mild temperate	m	everlasting cold	e

Locale codes:

glacier/snowfield	G	tall grass	T
alpine	A	breaks/wadis	B
mountain	M	waste	W
heath/scrub	H	desert	D
coniferous forest	C	f.water coasts & banks	F
deciduous/mxd for.	D	ocean/saltwtr shores	O
jungle/rain forest	J	volcanic	V
short grass	S	underground	U

Difficulty of finding:

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

Compass code (which shows the general area of Middle-earth where an herb is indigenous, or most common):

U	universal	N	northern Endor
NW	north-western Endor	M	central Endor
SW	south-western Endor	S	southern Endor
NE	north-eastern Endor	W	western-most Endor
SE	south-eastern Endor	E	eastern-most Endor

Effects are based on a dose weighing $\frac{1}{2}$ ounce. For poisons, the effect is normally the same regardless of the potency level of the dose, although the attack level will affect the victim's ability to resist. See **MERP** ST-5, p. 256-257 for more definitions and details.

AKBUTEGE

Akbutege is a hardy shrub that grows in the Eldornan Wetlands of the Western Dominions in the distant south. A member of the laurel family, it averages four feet in height and is known for its twisting, gnarled, black trunk. During winter, its dark green leaves are bright pink on their undersides. This hue is a signal to herbalists of the region, who then gather the leaves for use in healing. When eaten, a "ripe" Akbutege leaf heals 1-10 concussion hits.

(hS6S-leaf/eat-25gp)

ALAMBAS

Alambas grows on the Talath Mallen in Mirëdor. Actually a succulent, it is a short, bright gold grass found in very sunny spots. Healers crush the grass in order to extract its thick juices, which they use to treat burns. A single 3' long stalk produces enough lotion to heal four square feet of even third degree burns.

(mS3SW-grass/crush-10gp)

ALOE

This spiky green plant does not grow wild in Angmar or in Arthedain, but is cultivated in both lands in sheltered gardens, carefully tended by the Dúnadan healers. Aloe grows wild in southern lands. It is applied through the juice of its broken or crushed leaves, and each use heals 1-4 hits, 5 hits/dose that are the result of burns. It is only 20% as effective on major injuries. It doubles the rate of healing on minor cuts and burns. It is also a mild anesthetic. It can be used fresh from the succulent leaves or in a salve, though the salve is difficult to prepare.

(tH5U-leaf/salve-5bp)



ARFANDAS

A common wild and garden flower with pale yellow blossoms, it grows along shady stream banks. Its stems are set in a poultice or cast with other plants such as comfrey in the case of a fracture. Arfandas encourages the proper healing of bone, doubling the rate of healing for fractures. Used fresh, since it is commonly available, its juice cannot be preserved.

(tH5U-leaf/eat-10gp)

ARKASU

This drug is a favorite of travellers. It is a salve prepared from three or four different herbs, imported from the distant east. It is not only antiseptic, but also heals 2-12 hits and heals large open wounds at 1.5x speed. It is also a surface anesthetic and an analgesic.

(mT20M-mix/salve-12gp)

ARLAN

A small, commonly cultivated plant with blue flowers that grows in rich, shady soil. Its leaves are applied in a poultice for bruise and concussion relief. Wild cures 1-6 hits, domestic 4-9 hits. Its root (25 cp) is a decongestant which adds +20 to RRs vs. colds and speeds respiratory recovery fivefold.

(tT2W-leaf/apply-9sp)

ARLIAN'S SLIPPER

Also called Arlan's Slipper, this is a white wildflower that grows in woodlands and on mountain slopes. The dried roots are boiled and the vapor is inhaled as a decongestant. It aids resistance to the common cold (+20 RR) and speeds recovery from respiratory illness fivefold.

(cM70U-root/boil, inhale-1bp)

ARNUMINAS

Tall, with long leaves, a common garden plant, but somewhat rarer in the wild, where it grows in warm, sunny glades. Leaves are crushed or applied in a poultice; it can also be dried or made into a salve that is less effective (01-25). It is good for bruises, sprains, and pulled tendons and ligaments, and doubles the normal rate of healing for these types of injuries. The herb reduces swelling.

(mS2NW-leaf/apply-6bp)



Arfandas

Aloe



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ARUNYA

A fiery red flower, cultivated for beauty as well as its healing properties, Arunya grows wild on warm hills. The juice from the roots, when drunk, causes deep sleep or unconsciousness, and one hour's sleep under the influence of the herb equals four normal hours of rest. The juice is used in surgery and administered by the drop. It is difficult to extract and obtain and cannot be homemade since it is an arduous, tricky process. It is also addictive if used more than two consecutive days.

(mS45U-root/boil, drink-2bp)

ASP GLANDS

Taken in very small quantities, dried asp poison glands are valued as an aphrodisiac by many tribes south of Far Harad and by some Easterlings; ingested in large doses (2-3 glands), this substance can be a powerful organ restorer. One side effect of taking such a large doses, however, recurs as a fit of peculiar, ungovernable madness; it should be guarded against by restraining the treated individual with ropes or straps. The first fit passes quickly, generally within an hour, but the madness can reoccur unexpectedly, with diminished intensity, at least once during the next two or three days. The dried glands, which resemble yellow peas, will bring 50 gold pieces each. Green asp skins are valued as a proof that the dried glands are genuine.

(mDT2M-gland/eat-100gp)

ATHELAS

Also known as "Kingsfoil," this plant grows only where the Dúnedain live. It is treasured and commonly cultivated. These small flowers make fine gifts for those who are ill. Their pleasant scent and peculiar healing qualities contribute to the flower's association with good luck. Its leaves are crushed and placed in boiling water, the wound is bathed and the vapor inhaled. Athelas eases pain and mental suffering. It cures many diseases, neutralizes minor poisons, defeats the black breath, slows major poisons, and triples the healing rate on any wound. Athelas was planted here and there along the Great West Road, but its valuable healing and restoring properties were gradually ignored after the Plague. It is more common in Calenardhon (Rohan) and the other regions of northern Gondor, but it can be found in Lebennin's highlands, particularly in the upper valleys of the White Mountains. It also nestles in dry and fertile regions of the eastern Anduin vales, marking spots where long ago Númenórean travellers camped for a season. In the hands of a skilled and rightful King, its power is seemingly unbounded. In the hands of Aragorn, it brought the Hobbit Meriadoc back from death.

(tC5W-leaf/brew-180gp to 300gp)

Aragorn brings
athelas for
Frodo

ATTANAR

A moss that grows on the shady banks of streams, it is applied in a poultice to reduce fever.

(tF10U-moss/poultice-8gp)

AVHAIL

A hardy bush found commonly in Saralainn and rarely in the rest of Cardolan. The sweet yellow fruits, which resemble a small cherry, are nutritious and tasty. This fruit is the primary ingredient of the popular and potent brandy called biotaille.

(mS2M-fruit/eat-3 bp)

BALAAK

Found in the tidal marshes along the Elornan shore of the Western Dominions in the Far South, Balaak is a reed bearing a brilliant blue, spearpoint-shaped crown. Locals harvest and brew the stalk, making a medicinal herbal tea that works wonders on broken bones. A four ounce dose of Ballak will heal the most badly shattered bone.

(bO5S-stalk/brew-45gp)

BARANI

This is a tiny, wild ground plant, very common and generally found in shady spots. A tea of its leaves reduces nausea and vomiting.

(tHC1N-leaves/drink tea-2bp)



BLACK CLOVER

A rare and potentially deadly variety of clover found only in the higher valleys of Lebennin, Black Clover is best avoided. If inhaled, the pollen of the black variety causes a severe burning sensation in the lungs, followed by acute coughing, sneezing and vomiting. This condition lasts as long as the victim remains among or downwind from the plants, and often continues for an hour or so afterward. Continual exposure to the source may even bring death. It is said that the ancient Drûgs of the mountains used the pollen of the Black Clover to produce a deadly poison for their darts, and this legend is likely true in light of the fact that the Drúedain still refine a thick clover paste which is used on hunts.

(*mL7M-pollen/paste-25gp*)

BLACK VINES

Black Vines are useless and dangerous weeds. Found deep within the Yfelwyd, its rarity is its only virtue. The Black Vine has a very thin stem and only a few tiny black leaves, and grows among the exposed roots of the great trees. Prolonged contact with the leaves, such as sitting or sleeping on them, causes a brief euphoria so intense that it borders on the visionary. While the victim dreams and sighs, the Black Vine grows with amazing speed around him and puts down roots, intending to smother its delirious victim. A victim is very much aware of this process but lacks the will to do anything about it. Unless aided, the poor sot will expire shortly thereafter (2-20 rounds).

(*cC9NW-leaf/liquid-205 gp*)

BLUE PINE

The Blue Pine is the most common of the evergreen trees of the Rhudaur and, aside from its needles' bluish hue, is notable for its large cones, which carry especially large seeds. These are called pine nuts and comprise an important supplement to the diet of the Hillmen. Pine nuts are acidic in taste, although this is much abated by careful roasting; few besides Hillmen would eat them raw. They do provide protein and vitamins, however, and 5 seeds make up one meal. Pine nuts keep very well (due to their acid content), and may be stored dry for years.

(*cC2NW-seed/ingest-1cp*)



BODEZLIST

Thorns are common with many plants, but no other bush rivals the Bodezlist or "Daggerleaf" of the Brij Mijesec in Far Harad. In daylight, these shrubs are no more than a nuisance. Their blade-like leaves are plain to see; only a fool would try to pass through a thicket. At night, however, or to a man who is running or falling, this small bush can be deadly. The leaves grow up to eighteen inches in length and are stiff and fibrous. The tips and edges are surprisingly sharp and cut like the weapon for which they are named. Anyone walking into such a bush will suffer some unpleasantly deep cuts (I-6 unmodified dagger attacks). If running or falling, the possibility of serious wounds increases (I-10 +20 attacks). To those wise in the ways of the desert, though, the daggerleaf can be more of a boon than a danger. Hidden within the fortress of blades, the plant's heart is a mass of sweet, succulent tissue which provides water. Each bush holds moisture

equivalent to one day's water ration. Getting this out without injury requires some ingenuity, but is not impossible (a normal maneuver roll, modified by foraging skill).

(*sH3S-heart tissue/eat-4gp*)

BOG-LAND GRASS

One pernicious weed has recently begun to invade the Plains of Wilderland. It originates in the swamp-like bowls set between the ridges of the Wold and Brown lands, along Anduin within the area of the Undeeps. Since T.A. 1000, these marshy plants have migrated eastward, bringing with them miring bogs and their accompanying ills; thus, the label "Bog-land Grass." This species seems to need less standing water than other marshy Undeep plants, so already it has overtaken the Anduin Valley pools in and around the Brown-lands and threatens to blot out all diversity remaining in the Plains as well. It grows thick and matted, creating a groundcover easy to walk and sleep on, but useless for food or sustenance. Even the wispy leaves of Touch-grass or Bright Blue Eyes can be chewed on for a thirst-quenching nibble, but the Bog-land Grass grows dry and hollow. Its only value has been discovered by the Northmen of the Plains, who have passed on this knowledge to other neighboring tribes and races. After a considerable struggle necessary to pull the bog-land up by its roots, the tough fibers can be woven together to make waterproof ropes and baskets.

(*mS1W-fibers, weave-1bp*)





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Ent Herbalist

BONESET

Found only in the Fief of Morthond, this is a low-growing, bushy plant of the mountains, usually found among rocky scree. If the root, either fresh or dried, is eaten, the rate of healing of fractures increases threefold. (The broken bones must be in the proper position, of course.) Multiple doses do not increase the rate of healing. (tM4W-root/eat-14gp)

BOSKONE

Boskone is a tiny blue orchid that grows among the leaves of the tallest trees of the Old Forest and Eryn Vorn of Cardolan. These flowers can be dried and ground to make a blue powder which, when inhaled, so stimulates the user's senses that he functions as though using RM Presence Awareness or MERP Nature's Ways Nature's Awareness and Essence Perceptions. Boskone is highly addictive and has particularly unpleasant withdrawal symptoms. It gives the user Awareness for 10-20 rounds, then a severe headache (-30) for 1-8 hours.

(tH8-Powder/inhale-78gp-AF18)

BRIGHT BLUE EYES

Early springtime is a beautiful season in the plains of Talath Harroch, thanks to the little wildflower called Bright Blue Eyes. The tiny plant sprouts and blooms ahead of the grasses, sometimes making its way up out of the last of the snow. It transforms the steppes into a sea of blue under the first full moon of Gwaeron. For those who have the patience, great good can come of a bouquet of the flower of Bright Blue Eyes. Gather twenty-five of these flowers under the full moon and brew a cup of tea with them. They will ensure enhanced vision, as sharp as that of the most observant Hobbit or farsighted Elf, for a period of three hours once in a given day. Unfortunately, like the Lichen Gloriosa, the tea cannot be stored without losing its potency. (mS8W-flower/boil, drink-15gp)

CAJ

Caj is one of the toughest of the shrubs found in the dry wood of the Gaj in the distant south. It grows low to the ground, with clumps of tiny red leaves adorning it year round. Its branches are spiny and stiff, but wrapped within them can be found a reward for those diligent enough to pierce their hedge. Around the short trunk of the bush grow small nodules of brown resin said to brew into the best tea known to man. Beyond its excellent taste, though, the drink made from this resin has a beneficial effect on spell casters of the Essence, allowing them to recoup their normal Power Points in half their usual recovery period. This is achieved through a temporary (two day) elevation of the drinker's attunement to the forces of nature. Of course, this is not an undertaking that is without risk. Each time the tea is swallowed within the course of a month, there is a 5% chance (cumulative) of embarking on what the Southrons call "The Long Path." In such cases, the user reaches a state of perfect community with the Essence; as the enlightened soul perceives that all is one, the urge to live is lost and replaced by a desire to



return to the earth. The death by starvation that invariably follows is perfectly pleasant to the victim, so there is an additional market for the tea among those who wish to die, but fear death. (sH5S-nodules/brew-10gp)

CAREFREE MUSTARD

Since the fields of Gladden, Thorlórien, and the Undeeps were once cultivated, many plants still thriving there are offshoots from vegetable crops of years gone by. Perhaps most prominent is Carefree Mustard. Its blue-green leaves branch from a stalk standing two feet tall, and they have a sweet taste like broccoli until they flower in late summer. In autumn, they produce purple seeds the size of pinheads, small and difficult to collect, but valuable as a mustard plaster. Place a cup full of Carefree Mustard seeds in a mortar, pound with a pestle, adding a few drops of water, and you have created a plaster that will heal superficial wounds within an hour's time and soothe, if not heal, more serious pains. The seeds can be harvested and stored for later use, but the plaster must be used immediately upon preparation. (mC8W-seed/poultice-10gp)

CICINO

This low leafy plant is used by the Ents to cure blights and is found exclusively in Fangorn Forest. It increases the natural resistance of Ents, Huorns, and Trees to all the diseases they are subject to (resistance rolls +75). In humans the same effect is present, but to a lesser degree (+40). To use the herb's benefit it must be soaked in mineral spring water for a period of 10 days before it is ready to use. The Ents drink this substance when they need it and pour it around the base of trees and Huorns that need treatment. (mD3M-herb/soak-7gp)

CORACO

One of many useful herbs in the Forest of Tears is found in the waxy, brown berries of the Coraco. Tall stalks of tiny berries sprout from clumps of thick leaves that make up these small bushes. The berries are harvested by those who come gathering in the forest and made into a juice which will heal any common wound (2-20 hits of damage, given an eight ounce dose). The bushes are relatively easy to find and not too uncommon, but the quantity of berries required to produce one dose of the cordial fills two good-sized buckets. The time required for picking, carrying, and processing so many of the tiny fruits keeps the price of such potions relatively high. For purposes of using the herb in the field, as it is found, one must either have the stomach to eat two gallons of sweet berries or take the time, about an hour, to squeeze them into some sort of container. Anyone who has ever tried the former method will attest that the latter is by far preferable; the berries would be sure to spoil one's dinner for many nights to come. (sD25-berries/juice-85gp)

CRAEG-CERFLUN

Craeg-cerflun is a laurel-like bush that grows in nooks and cracks on the steep rocky inclines scattered across the upper Morthond valley and the White Mountains. Its silvery bark and blue-green leaves shine year-round, while in spring and fall it bears beautiful golden flowers. The plant's comely appearances conceal evil ways. Its poisonous juices can be extracted by boiling the roots or leaves, although the flowers spray the juice as a (5'R) mist whenever squeezed. Craeg-cerflun poison has accounted for many a climbing accident, since the plant peeks from cliffs all over the region. Naturally, this makes finding and gathering it somewhat difficult. The effects vary: a resistant victim (RR failure of 01-25) falls into an unwaking sleep briefly (1-10 rds), while a weaker individual (failure 26-50) suffers a coma (1-10 minutes). Those unfortunate enough to be resistant but badly exposed (RR failure 51-100) lose legs and arms (1-4) as they turn to a bluish stone (1-10 rds after exposure). Weak and badly exposed victims (RR failure of 100+) turn entirely to stone, although most such statuary is shattered after a long fall.

(tM8W-roots/leaves, extract-600gp)



CULAN

This imported drug comes in two forms: both a powder and in a measured form mixed with water. It is a foul tasting brew that is an effective antispasmodic, and it reduces the effect of certain poisons.

(sA7S-powder/tincture, swallow-50gp)

CURFALAKA

A relatively rare fruit-bearing bush, Curfalaka grows in the swamper parts of the highland jungles and in the woods along the Pel coast. When ingested, its soft, round, purplish fruit heals muscle injuries. (bDJ6S-fruit/eat-5gp)

DARSURION

A common wild and garden bush, the silver leaves of which are rubbed in the skin for concussion relief (of 1-6 hits). It can be found on rocky slopes in Angmar and Arthedain. (cM5U-leaf/rub-35bp)

DEADLY MILK-WHITE TRUMPET

No plant thrives more perniciously in southern Mirkwood than the milk-white trumpet, or "Datura." A shrub that reaches up to twelve feet tall, its every growing part exudes a sickening odor when bruised. Huge, pale trumpet flowers, some a foot in length, bloom in late summer. The traveller visiting during pollination season risks being overwhelmed by this odor, multiplied many times over, for the flowers eject their silky white pollen forcefully. Contact with milk-white trumpet pollen has been known to produce blindness and nausea lasting a week and, in extreme cases, madness. Cruel Northman assassins have employed a paste derivative as a means of securing information, since the delirium acts to release one's innermost thoughts.

The flowers aren't the worst of the milk-white trumpet. By mid-autumn, it produces a prickly seed pod quite as big as a Hobbit hand. Inside grow black and bitter seeds the size of a raisin. One seed, when dried over three days and pulverized, gives a sense of euphoria and false firmness (-25) in battle. More than one seed will kill a man or Hobbit swiftly; three seeds will kill a Dwarf. It takes ten seeds to kill an Orc. Only Elves are immune to the deadly Datura poison.

No one knows how the Milk-white trumpet made its way into Mirkwood, but it is a botanical latecomer. Some surmise that the seeds came in Mirkwood via the exodus from the South during the Plague. While the Datura plant grows to only ten inches tall on the banks of the river, in the shadows of Dol Guldur it finds its element, growing to its full twelve-foot height.

(mD3W-seed powder, eat-1sp)



Craeg-cerflun



Fleabane

DELREAN

The leaves of this tree are rubbed on the skin in the summer to make an insect repellent. Attacking insects are strongly deterred (must make RR vs. 7th lvl shroud, 10' radius). The delrian tree is common throughout the North. The leaves can be made into lotion. The bark makes a pleasant tasting drink. (*tC4NW-bark/apply-9sp*)

DIN FUINEN

Many rocks and forest slopes of Mirkwood seem carpeted by a thick and temptingly restful moss called Din Fuinen (S. "Night's Silences"). Any passerby would gladly take a moment's rest on such a cool and comfortable bed. But beware: when this moss is at its ripest, the pressure of a human body causes it to exude a volatile oil known to cause amnesia that lasts anywhere from overnight to a week, depending on a victim's intellectual strength. This amnesia lasts for 1-100 days and is rarely permanent.

(*mD6W-moss oil, inhale-2gp*)

DRAGUL

One of the most commonly sought herbs of distant southern Suza Sumar, the Forest of Tears, is the root of the Dragul. The name translates as "gem" and refers to the brightness of the leafy shrub's blooms. But the value of the plant is beneath the soil. When brewed into tea, the root induces a state of heightened awareness (+10 to all maneuvers that require observation, i.e., combat, tumbling, perception, but usually not such things as fletching, dance, or hiding). The effect will last about one hour after drinking a cupful, but quaffing more before the first dose has faded will only bring on a headache that overpowers any other effects. This drug is not without danger. It is addictive if it is used more than rarely (more than three times in a two week period, or ten times in a year), and withdrawal pangs are quite severe, usually leaving the victim impaired in all of the activities it once enhanced, (-11 to 20 points for seven to twelve months). Regular use will also force the addict to require more and more of the brew to stave off withdrawal symptoms. Such a condition will eventually call for such quantities of the tea as to reduce all but the wealthiest to poverty within a year.

(*hD4S-root/brew-25gp*)

DWARVES' EYEBRIGHT

Growing in mountain meadows in Morthond, both above and below the treeline, this small plant with its white-and-violet, trumpet-shaped flowers is valued by all the Free Peoples. When brewed into a tea and imbibed, Dwarves' Eyebright improves vision in dim and dark conditions (+50 sighting bonus; up to 50' infravision for Men). It will not help in total darkness, but miners and others who work in dim light find any improvement invaluable. Habitual users develop a distinct violet cast to the white of their eyes.

(*tA6W-flower, brew-3gp*)

ELBIN'S BASKET

Also spelled as Elben's Basket, this is a common meadow flower with a pink, basket-shaped blossom. An extract from the roots yields a heart stimulant. The substance is difficult to extract. It doubles the speed of the drinker's actions for 10 seconds (1 rnd).

(*tS8NW-root/boil, drink-10gp*)

ELENDIL'S BASKET

A very rare, tall, red spiky flower that grows on the tundra of the North in the summer thaws. The root can be ground, or boiled in small pieces, the resulting liquid will slow poison tenfold when it is drunk and will also purify foul water. Its effects last for twelve hours after use. Sometimes called Elendil's Spear. (*fH7N-Root/brew-8gp*)

EREDENA

This small bush-like tree forms the hedges that border the meeting places of the Ents, such as the dingles. These evergreen trees branch out almost immediately after their root, giving them an almost spherical structure with many branches rather than the conical shape typical of most evergreens. Their largish leaves shine dark green and polished. Their fruits rise as buds from the trees' lower limbs on tall spikes that flower, in late winter or early spring, into a large white blossom. Buds from this tree are the active ingredient of many Ent Draughts. If chewed or swallowed by a normal human, the bud will cause a sudden increase in heart rate, respiration, muscle strength, quickness and speed of thought. In this undiluted form, the effect is so great that a RR must be made versus a twentieth level poison to determine its effects. If the resistance roll is made then the person taking the herb will be dizzy for 5 minutes

after which time he will be able to perform amazing feats of coordination, strength and deduction for 5 minutes after which time he must sleep for 48 hours. If the person fails, however, by less than 20, he will faint and remain unconscious for 72 hours. If he fails by 20-40, then he will suffer a mild heart attack which will require a 6 month recovery period. If he fails by greater than 40, then he will die immediately of a massive cerebral hemorrhage. The Ents do not use the plant in this form and do not know its effect on humans although they have seen an occasional animal eat one and not fare well.

(*mD5M-bud/chew-1 sp*)



FAGHIU

The Faghiu is a tiny blue-white flower of surpassing beauty found only on the highest granite hills of eastern Rhudaur. It is said that the juice of the full-blooming petals makes a very effective love potion. These tales are true: those smitten will not harm the one that give them the gift of the drink for a season (1-100 days). Instead, victims tend to faithfully serve their beloved in any way short of endangering their own lives. Those enamored of one of the opposite sex may go so far as to lust after their new love.
(fM9NW-flower/brew-330gp)

FEDUILAS

Feduilas is an intoxicant found in the area of the Dunlanders and is sometimes abused, though less so than other herbs. The flower is known for its relaxant effects, which allow the user to resist versus Mentalism and Essence attacks at +20 for 1-5 hours. However, Agility and Quickness are reduced by 10 each during this time.
(mD5NW-flower, dry/smoke-11sp)

FLEABANE

This tall, hairy plant with arrowhead-shaped leaves is found in the mountains near Morthond at relatively modest elevations, never above the treeline. When crushed, it has a pungent but not altogether unpleasant scent. It may be used in two ways: either by squeezing and applying the juice, or by drying and powdering the plant and applying the powder. In either case, it repels any blood-sucking insects and related pests, including fleas, lice and ticks. The fresh juice is somewhat more effective (95% vs. 80% for the powdered form).
(tM4W-juice/powder, apply-3bp)

FROSTHEAL

Also called by the ancient name Jojojopo, for the faraway, semi-mythical tribe of the same name, this herb thrives in the White Mountains at higher elevations than any other plant. Its grey leaves can be found at the base of glaciers in the high peaks region. Travellers climbing into the mountains (especially during winter) should purchase some of this herb because it cures frostbite. The Calenardhrons value it highly. Legends speak of Frostheal as an ancient gift from a travelling tribal king who was once stranded in the high snows of the Ered Nimrais before being saved by one of the Daen Coentis, although such tales are scoffed at by educated folk.
(fG6W-leaves, poultice-27gp)

GOLDEN CRESS

This fernlike stream or riverside dweller turns a bright reddish gold when it dries. It is found almost exclusively in the Vale of Erech and the Fief of Morthond. When made into an ointment by heating the fresh or dried herb in purified tallow for an hour, it closes and heals bleeding flesh wounds (from 1-5 hits in 1 to 5 rounds). The wound, once closed, will not reopen.
(mF4W-herb, dry/ointment-4gp)

GOFANG

(pl. "Gyrfaing"; Kh. "Adisakheg")

"Dread-beard" is a red or purple moss which nests in dimly lit crannies throughout Moria. Usually it is found in high byplaces, out of reach, although it emits a reddish mist which often betrays its niche. This telltale spray also causes sleep, so one must take care when approaching the moss. Even if the adventurer evades the mist's effects, however, a more loathsome fate may seize him, for the Dread-beard's juices can be fatal.

(mU5W-juice, inhale-150gp)

GUMUMITI (P. "Teak")

A tall, tropical hardwood, the Gumumiti is known for its resinous, yellow-brown wood. Gumumitivi grow to heights of 120' and are common throughout Tathom, Taur Galen, and in the rainforest called Thunderwood. Shorter trees of the same species grow in the Yellow Mountains, as well as Valagalen. The Gumumiti's small, dark green leaves are ingested as an herb. Called Witav, they relieve or reduce the effect of being stunned by twenty seconds (2 rnds).
(hDJ3S-leaf/eat-1gp)

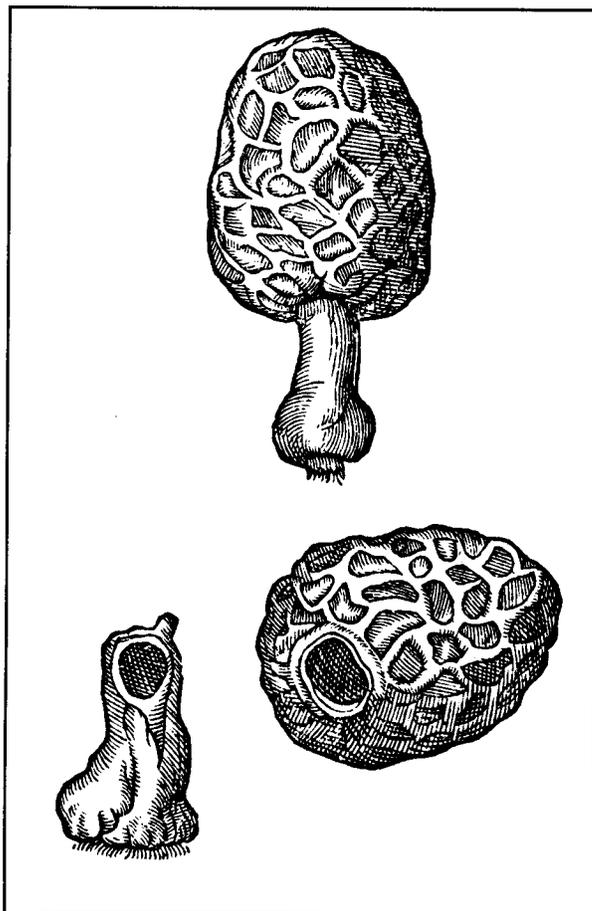


Dunnish Animist





Hopper Mushrooms



HARUELLA

Haruella is a concoction of the Eriadorans of Pinnath Ceren. The formula is a deep secret, but is thought to include the lichens and aphids from certain tree roots. The Shamans of the ancient Eriadorans used Haruella in their infrequent dealings with the Undead. Haruella is highly prized at present in Cardolan as a resource against the invasion of the Barrow-downs by wights.

(mD7NW-potion, drink-250gp)

HARWITE

This medicinal agent is found in a moss that forms the ground cover throughout the central parts of Fangorn Forest, but fades in frequency toward the eaves. It is used by the Ents in making their draughts and also as a bandage because it is plentiful and holds together well. Moreover, the Ents do not make cloth bandages. It has healing properties in and of itself that will heal 10-50 concussion hits when chewed. It has a sour but pleasant taste, disproving the theory that all medicine must taste bad to work. Harwite also will enhance the healing abilities of the paste that the Ents make. In the processing of Ent Draughts, Harwite is used as a filter and an ingredient. The steaming mixture is poured through several layers of the moss purifying and adding some of the plants' healing properties to the mixture.

(mD2M-moss/chew or bandage-1sp)

HEALER'S CHAMOMILE

This meadow plant has lacy leaves and clusters of small, daisy-like flowers, each with a large center and very few, small petals. It is found in the Morthond region. When brewed in hot water and swallowed, it causes a deep sleep for 2 to 12 hours. During this sleep, all healing is tripled in rate. The patient awakens ravenously hungry and often very irritable. More than two doses in 3 days will result in blurred vision, trembling, and violent mood changes, a condition which will last for 1 to 4 days (resulting in -50 to all actions). This impaired status runs a chance (01-25) of becoming permanent each time another dose is ingested during the same three day period.

(mS4W-flowers, brew-7gp)

HIAM MOSS

This is a fungus that afflicts the many beech trees of Rhudaaur. When prepared by knowledgeable herbalists, it acts as a mood elevator and can sustain one individual an entire day without other nourishment. The Ful Hiams, or Hillmen Berserkers, regularly use the moss to keep themselves alert and vigorous. Those that rely upon it, however, cannot use it for more than four consecutive days, and then they must rest (-75) for a period equal to twice the time they were sustained. Many folk are allergic to Hiam Moss, and there is a chance (01-05) that the first-time user will suffer convulsions and death when ingesting this magical herb. Few Hillmen are allergic; those that were have been weeded out. (cC6NW-fungus/brew-9gp)

HOPPER MUSHROOMS

Hopper mushrooms are a relatively rare, benign fungus that attacks Lainimit trees. Sometimes called Tarnas and confused with True Tarnas for that reason, it forms small, grey nodules on exposed areas of the Lainimit tree trunks. These nodules produce a strong tea, a dose of which will repair any organ damage. When imbibed, the tea also produces 1-10 hours of nausea (leaving the imbiber at -50).

(hJ6M-nodule/brew-220gp)

HRAST

Of the three types of trees found in the Gaj (Har. "The Grove") of Far Harad, the Hrast is the most useful. The Greddon and the Tordi that it is found among have no special features besides their strong, sinuous wood. They shade the earth with dry leaves and act as home to the local bird population. But the Hrast is praised throughout the region for the quality of its fruit. About the size of a clenched fist when ripe, the fruits are sold fresh in the markets of Tresti and the Dar for a high price. Dried, they can be bought as Southern delicacies throughout the Kingdom of Gondor.

In addition to their excellent flavor, the fruits are quite nourishing and are taken by those who are familiar with the ways of the desert on journeys across the wastes. One fruit will sustain a man for nearly a day of travel under a hot sun, if he also has water. The fruits keep quite well;

a tough grey skin seals in the juices and preserves the meat for up to three weeks after picking. Once the skin is punctured, though, the fruit must be eaten or set out to dry (a three day process); otherwise it will go bad in just a few hours. The Hrast trees are, as luck would have it, the least common of the Gaj varieties; even so, they are found about one in fifty trees. Since the fruit is always in season, each tree is likely (01-40) to hold 1-6 fruits at any given time.

(sD6S-fruit/eat-3gp)

KARFAR

Healing herbs and drugs are not the only source of profit to be gained by harvesting the Suza Sumar, as the Forest of Tears is known in the distant south. Many visit the southern herbalists to purchase one of the many poisons found in the forest. Most popular and common among these is Karfar. Produced from the leaves of the Juha tree, a great tower of the forest, this pasty poison is quite lethal and relatively easy to use. It can be applied to a weapon or put into food or drink with almost no danger to the user. The Juha trees are not uncommon, but their great height poses a problem for those who seek their leaves. The tree grows for years as a nonpoisonous shoot. The first leaves sprout from branches already many feet above the ground. By the time the trunk is sturdy enough to climb, the lowest branches are about one hundred feet above the forest floor. The men who harvest the Huha demand a high price for their efforts.

(sD7S-leaves/paste-150gp)

KELVENTARI

This is a rare plant with silver-white flowers. It grows in temperate meadows, though it flowers and bears fruit over a very short period. The juice from the berry heals third degree burns, no matter how severe, and heals lesser burns and heat damage as well (1-10 hits). Its use eliminates scar tissue.

(tI7U-berry/rub-10gp)

KIRTIR

Kirtir is found as the bud of a spiny plant that branches out at the ground and has thick, juicy leaves. It grows in the sandy areas near the Gwathló. When ingested, the buds act as a powerful stimulant. The user's speed is increased considerably, but fine control is lost due to hyperactive shakes (Quickness is +10 for 1 hour, but Agility is decreased by 5. Treat stats over 102 as 102 with and additional +1 stat bonus for each point over 102). After the hour is over, the user's Constitution bonus will be modified by -30 for 1-10 hours and the user will be completely exhausted. This drug can also cause weight loss without the drastic side effects if used in smaller doses and is used by some of the more chubby of the Dunlanders to avoid being ridiculed by their clansmen. This practice has led to harm in some individuals by overdose, which can cause hallucinations, mental disturbances, seizures and death.

(cC3NW-buds/dry, crush, inhale-5gp)

KISEOBOBA

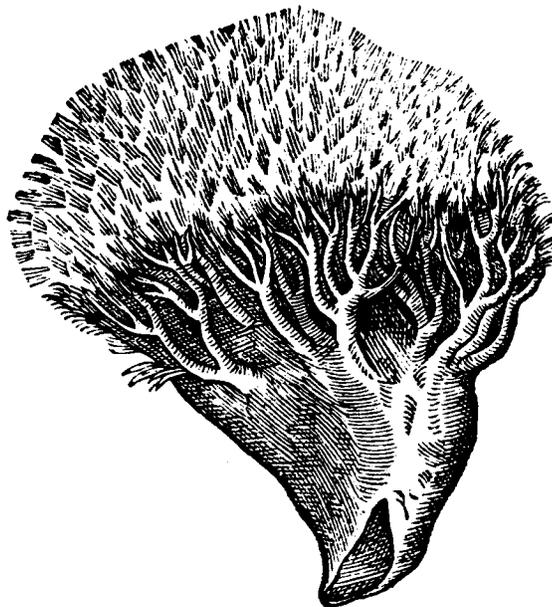
One of the shrubs native to the Brij-Mijesec of Far Harad, the kiseoboba (Har. "Sourberry") is thorny and has no flowers. Throughout the year it bears clusters of bluish berries which have little or no nutritional value and are not medicinal. Still, they are highly prized by men of the desert caravans. When eaten, the berry's sour juice acts upon the saliva glands to regulate their secretions. This action and a slight numbing effect that accompanies it allow a man to avoid the sensation of thirst almost completely. Of course, his body still requires water, but without thirst, the desert traveller is better able to conserve the water he has. The berries also pose a threat to the uninformed. It is easy for one who does not understand the effect of the Sourberry to believe that he is no longer in need of water, a dangerous delusion. One who is not familiar with the workings of the berries may avoid being fooled if he is wise. (Use a 5th level RR, modified by Intuition bonuses. The GM may wish to modify further in the case of PCs who are known for gullibility.) The locals harvest the berries for sale at the city market, where they bring one silver piece for a bunch, enough to last a man for one week.

(sH1S-berries/eat-1sp)

KLYTUN

One of the most unassuming plants of the Brij of Far Harad is the limp, green Klytun. It grows among the grasses on the leeward side of hills. Each plant appears to be dying, from the pale and washed out color of its leaves. The Klytun is also the only plant of the region, aside from the grass itself, that has no outward defenses. In fact, however, it needs none; it is potentially poisonous. Animals pass it by, but men harvest it, for its tuberous roots are sold in the market with other herbs. The paste produced from the roots is a fairly potent poison (5th level) which will induce a catatonic trance lasting from one to ten days.

(sH2S-root/paste-27gp)





LAINIMIT (*P. "Mahogany"*)

Reddish-brown or tan, hard Lainimit lumber is both beautiful and highly useful. The tree also produces medicinal leaves called Welwal. When ingested, they reduce the effects of being stunned by thirty seconds (3 rds). Lainimitivi are common and quite tall (up to 90' in height), and serve as a major source of revenue in the Eastern Dominions where they grow. (*hDJ2S-leaf/eat 1gp*)

LATHA

This powder is mixed with water and boiled for use as a mild analgesic. It comes from the crushed stem of reeds that grow by cool lake shores. It is good for headaches, toothaches, and colds (a RR bonus of +10 vs. disease and heals 12 hits). (*cF4N-stem/ingest-10sp*)

LAWRIM

The Lawrim is a lichen often found on exposed pieces of granite, especially in the Ettenmoors. It is dull orange in color, a rare shade which ought to serve as a warning of its dangerous nature. When in contact with bare skin, Lawrim will within two days cause a very hot and itchy rash that, if left untreated, will rapidly spread and cause numbness (activity -25) in the afflicted area (for 1-5 days if a RR is failed). One cure is to bathe in water in which pine needles have been boiled. Hillmen learned that Lawrim when squeezed and boiled also makes an effective if oily poison (lvl 2). It causes shock when absorbed through the skin, bringing on brief agony (activity -20) and then paralysis (activity -01 to -100) which wears off in a few (1-10) hours. The Hillmen use this as poison for hunting in uttermost need, although they do not consider its use honorable. (*fM7NW-lichen/liquid-10gp*)

Madarch

LEMSANG

(*pl "Limseng"; Kh. "Atastor"*)

Found in dark, shady forests as well as the cool depths of Moria, any moist spot may be home to the elusive "Great-meal" mushroom. The Elves call it "Way-throne," for it grows to heights of two feet and sports a crown one to three feet in diameter. Although most of its surface is hard, its top is covered with a soft purple "fur" which is renowned for its food value: a pound of Lemsang can feed a man for a week. Given its nourishing nature, tales associate it with the enchanted Lembas, or "Way-bread." It is cultivated by the Dwarves of the Blue Mountains.

(*tU5NW-mushroom/ingest-4gp*)

LICHEN GLORIOSA

The forest of Mirkwood is famous for these lichens, which the Elves call "Loth-nu-Fuin," or "Flowers-under-the-Night." Growing out of rocks and stumps like underwater coral, these fingerlike clusters of bright orange and green literally glow with life and are used to illuminate dark places. The glow of one ounce is sufficient to illuminate a 30 cu. ft. area. In the moonlight, they often move and sway. They are becoming more and more rare, since invaders from the South have discovered their fine flavor at the dinner table.

The hidden value of the Lichen Gloriosa is not in its edibility. They taste good, but they do not provide enough sustenance for someone with a difficult path to follow. They do contain secret magical constituents, however, which serve to sharpen any blade, enabling it to even cut through stout rock without need of subsequent sharpening. For this purpose, the Lichen Gloriosa must be used immediately upon gathering. It cannot be picked and stored for later use as a blade-sharpener.

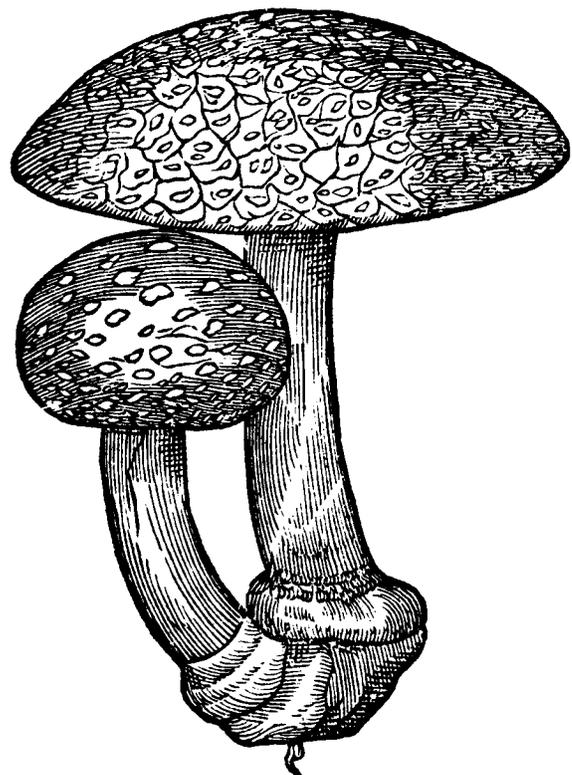
(*mD7W-lichen, pick/sharpen-10gp*)

LOTHFELAG

(*pl. "Lythfilaig"; Kh. "Bulmadubur"*)

The "Cave-flower" is a small white plant which blooms year round. It can be found wherever there is light in Dwarven delvings, even torch or moonlight, and can live for centuries in dormancy. Whenever there is darkness, its seven 3" long petals curl up to form a false "bud"; the petals' brown undersides, like the stem, are coated with a resin which protects the flower and preserves it indefinitely.

Cave-flowers grow to a height of about seven inches and are found in groups of three or seven. They are exceptionally rare. This is unfortunate, since they have remarkable healing qualities. Once the resin is cleaned off, the flower can be eaten or ingested with startling results, for the precious Lythfilaig preserves living tissue and absolves pain. They can even give back a lost life. Often called "Durin's Tears," the Cave-flowers are exalted by Dwarves and form the heart of many legends. The most notable tale is told in verse:



*Fears were not his Bane; he walked defiantly into the Mists,
And brought Light and Life to the Shadows.
Still, there were Times in the Long Years that brought Sorrow,
But even his Tears gave birth to the Land,
For where They fell,
Flowers bloomed and now lay as saving Gifts,
To stir the Spirits of his Folk.*

(mU9NW-flower, eat-1000gp)

LOTHGALEN OR LOTH NENOND

(pl. "Lythgelin"; Kb. "Barag-bulûm")

The "Green-flower" or "Flower of the Water-stone" is ideally suited for the caves of Moria where it is found. Although diminutive and scarce, it is rugged and, because it grows on glowing limestone, is easy to locate. Lythgelin are small grey vines which rarely exceed 3 feet in length and flower every four months. Their roots are long, thin and twisting, enabling them to sprout from the cracks in a wet limestone ceiling. Remarkably, they secrete a peculiar substance which combines with the rock's minerals to form Nen Calgalen (S. "Green-lamp Water") and give off a faint green aura; in turn, the light periodically brightens, whenever the lime-colored flowers bloom. Vines reside in lots of 1-100, while their flowers grow in groups of three, each with three petals.

The beautiful Nen Clagalen is a thick, pasty and deadly liquid. Once it enters the bloodstream, it spreads a searing fire and disabling torment. The victim glows green and is often unable to move; some simply die, as their minds are torn apart by pain. Because of the hideous nature of its effect, Dwarves usually scorn its use, even in battle.

Although its fluids are baleful, the Lothgalen has less sinister uses. The vines can be pulled down intact and used to form tremendously strong ropes (twice the norm). Their pliable roots can be twisted around one another with ease to produce assuring lines. The roots can also be woven to form links for rope-chains or ladders.

(mU3NW-liquid, inject-240gp)

LUS

A low gorse-like shrub found mainly in Saralainn. Its mauve flowers appear in the early spring and can be distilled into a potent poison. It acts quickly, and the first symptom is always blindness. In especially weak characters, death may result. (Takes effect in 1-12 rounds. A victim failing RR by 51+ is killed, by 21-50 is in coma and is blinded, by 11-20 is blind in 1-2 eyes, and by 1-10 is temporarily blinded.) (tI3-Flower/Paste-3gp-lvl 4)

MADARCH

(pl. "Mederech"; Kb. "Zûrumul")

Purple, with white undersides and orange speckling, this gaudy mushroom cannot be mistaken. It grows only deep underground, where the Dwarves often harvest the fungus. It also reaches a considerable size; most mature madarch stand 4-5 feet high and have crowns which are 3-4 feet across. Their hard fibrous trunks are only about a foot in diameter, but they provide tremendous support. Indeed, a stout axeman might have trouble felling one within ten minutes time. The Madarach grows in dark, damp nooks, usually in large clusters (51-100).

Thin, succulent ridges run outward from the trunk, on the underside of the Madarach's crown. The juice within them is called Pelenaur (S. "Encircling Fire") and serves as a powerful healing agent. Each mushroom yields a

pint of juice, which is equal to one precious dose. When mixed with an equal part of water, it forms a purplish potion which warms the body and, within less than two hours, heals all the imbiber's cuts and damaged blood vessels, restoring normal blood flow. If one drinks undiluted Pelenaur, however, his blood will churn within its channels and swell with frightening fury. Unhealed wounds reopen and cuts widen. In some cases, a victim's veins simply explode. Greed can breed a rather disagreeable fate.

(mU6NW-juice, mix/drink-100gp)

MADWORT

An ugly, spiky plant with yellowish flowers, Madwort is found low in the White Mountains, often on broken, stony ground. The juice of its leaves can be boiled down into a sticky, poisonous paste that causes its victims to go mad (for 11-20 rounds): running about aimlessly, babbling, attacking friend and foe alike (at -30), attempting to literally climb the walls, etc. Additional effects are not uncommon. (Should one fail their RR by 26-50, the poison inflicts 1-10 rounds of sensory disturbance, leaving the victim at -50). If the victim proves especially susceptible to the poison (RR failure of 51+), the resulting brain damage will produce much more severe effects (10 to 20 points lost from the victim's potential Reasoning stat).

(tW6W-leaves, paste-26gp)



LMS



MELEM LOZA

Wrapped about the bases of the low trees of the Gaj in the far south grow many flowering vines. Among these, the most remarkable is the Melem Loza, or "Balm Vine." With small leaves of dull green and tiny blossoms of orange, it is not particularly different in appearance from other species found here. However, the vine itself is abnormally thick, and within it flows the sap for which the plant is named. Used straight from the vine, this salve will halve the effects of any burn, second degree or less. Furthermore, when used in conjunction with any form of healing magic, the balm displays still greater virtue, doubling the effects of any such spell. The vine is, however, relatively rare and hard to distinguish from other and less useful breeds that grow throughout the Gaj; the salve commands quite a high price. (*sH6S-sap/salve-150gp*)

MIRENNA

A low-lying shrub that grows on mountain slopes just above the treeline everywhere in Endor. The shrub flowers in early spring when snow still lies deep on the ground, and its berry forms at the summer's start. The berry must be plucked within one week of its maturation, since it falls to the ground and germinates a new plant soon after. Bursting the taut green skin of the fruit with a swift bite and swallowing its juices heals 10 hit points instantly. Some warriors fight with a berry wedged between their teeth and the side of the mouth, ready to be crushed and swallowed in the event of a wound. (*cM8U-berry, eat-10gp*)

MIRETAR'S CROWN

Rare, snow-white flowers that bloom only in the spring in cool, high meadows. The blossoms are laid across an open wound to stop bleeding. (*tA8U-flower, apply-24gp*)

NELTHANDON

Any part of this plant, whether boiled first or eaten raw, is a powerful emetic. It grows in rolling hills.

(*tS4NW-plant, eat-1gp*)

NUMENELOS

A moss that grows on the base of the white tree of Fornost. It has the power of nerve regeneration and repair.

(*tD9NW-moss, eat-300gp*)

PHACALUS

Another plant found in Dunland, Phacalus was originally used by the Breffraen in their ceremonies. This root is found only in the swampy regions on the south banks of the Gwathló. To catalyze the drug's active elements, the root must be dried in the sun for at least a week and swallowed whole—if not the root has no effect at all. The original use of this herb was to stop bleeding when applied topically to the wound (which it does effectively).

Later it was discovered that the root had different effects when eaten. The drug will permanently increase the user's character and abilities (Presence, Intuition, and Intelligence—Presence, Reasoning, Intuition, Empathy, and Memory in RM—by 1 point each, not to exceed 102). However, with each dose there is a chance that the user will have one of two negative reactions to the herb. (35% of reaction, with a 50-50 chance of either type occurring).

The first type of negative reaction is the herb's toxic effect, which is completely independent of how much herb the user ingested. This toxic effect is severe and immediate—the user falls into a coma and awakens much weaker from the ravages of the toxin. (4 days coma, the user will have a Presence, Intuition, and Intelligence—Presence, Reasoning, Intuition, Empathy, and Memory in RM—15 points below what they had before the dose. Up to half of these lost points (round up) can be regained through magic and healing but no more than half).

The second typed of negative reaction to the drug is an allergic reaction, because the drug is very irritating to the body. Like all allergic reactions, it can come in several forms, from mild to deadly. In all such cases there is no stat increase, RR versus a 17th level poison is required; if the roll is successful then the user receives only a minor rash. If the user fails his roll by 1-24, then multiple blisters form on the elbow, knees and in the groin, which cause the user to be immobilized for at least 10 days. If the user fails by 25-49, he will immediately go into anaphylactic shock and if not treated will die within 30 minutes. If the user survives, he will be debilitated for 2 months. If the user fails by 50 or more, then over the next 1-4 days the user's skin will completely slough off leaving only the bare muscles and bone. The user dies in terrible pain. The victim's only hope at this point is a high level Channeling user with *Lifekeeping* or *Lifegiving* (the body will start to respond after 15 days of treatment). All the effects of this drug are not known to most users, and it has been responsible for many deaths, not only in Dunland by everywhere it has been exported by unscrupulous merchants. (*mF3M-root, dry/swallow-35gp*)

PIPEWEED

Originally brought to Endor from Númenor, Pipeweed grew abundantly in Gondor but only with great care in the North—Longbottom and Bree were among the few centers of tobacco production in the region. In Gondor, pipeweed was esteemed for its fragrant flowers, but Hobbits, probably in Bree, were the first to cure and smoke it. Dwarves, Rangers, Gandalf, and other wanderers picked up the habit at the Prancing Pony, and about T.A. 2670 Tobold Hornblower grew pipeweed for the first time in the Shire. Tobold's involvement was to have beautiful repercussions for smokers throughout the West. Of the Companions of the Ring, Gandalf, Aragorn,

Merry, Pippin, and Gimli were avid smokers. Elves in general and Legolas in particular disapproved of the habit, perhaps subconsciously aware of its addictive and destructive qualities.

Tobold Hornblower, endearingly known as Old Toby, will always be fondly remembered as the one who gave Hobbits the only recreation they enjoy as much as eating: smoking pipeweed. Tobold cultivated Galenas in his gardens (ca. T.A. 2700), perfecting its flavor and hardihood. This single work has probably earned him more love from the Little People than all the epic labors of the heroes involved in the War of the Ring. For, every day, after each of several meals, Hobbits all over the Shire prop up their hairy feet and have a smoke of "Old Toby," a strain of extra fine pipeweed named for Mr. Hornblower. And they offer up their smoke rings, thankfully, in his honor. The revered Toby actually got his boost in plant work from the Istar Radagast, who is also fond of pipeweed.

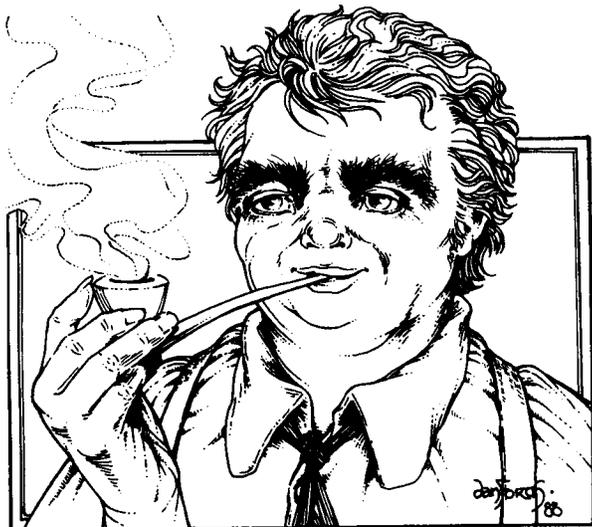
The variety known as "Old Toby" is also sometimes referred to as Longbottom Leaf or Southern Star, but these are distinct (though related) varieties. The famous strains of Pipeweed from the South Farthing included Longbottom Leaf, Old Toby, and Southern Star. Bree was known for growing a strain called Southlinch. Pipeweed is called Leaf in the Shire, Galenas or Sweet Galenas in Gondorian Sindarin, and Westmansweed in Westron. The term tobacco is not used.

(mS3U-leaves, dry/ferment/smoke-4sp)

Read *LotRI* 29; *LotRII* 208; *LotRIII* 459.

RIVERTRAVELLER

Rivertraveller is an herb that grows in or around marshy areas in the Dunlands. It is found in the form of the leaf of a small waterside bush. Also called Gort, it is a euphoric stimulant/hallucinogen which causes an increase in the user's Presence for 2 hours, after which time he is at -50 for 1-10 hours. To use the drug, the leaves must be crushed and inhaled. This drug also exists in a purified



form appearing as a yellowish powder that can be sniffed, much like snuff, and is as easy to carry and conceal. The Breffraen are the originators of the use of this herb. It is used in the ceremonies during which they pick their chieftains.

(mS3M-leaf, crush/inhale-12gp)

ROSE TREES

Mirkwood is known for two characteristic shrubs, the very beautiful Rose Trees and the insidious Deadly Milk-White Trumpet. The famous Rose Trees of southern Mirkwood grow dense and tall like a hedge of lilacs. They are sometimes called the Mirkwood Rose. Their flowers, burgundy, and pure white blossoms, cluster together over almost every inch of these trees as they bloom. As beautiful as the roses are, blooming from Lothron to Ivanneth (May to September), the hedges themselves puncture any skin with needle-sharp thorns, making a Rose Tree hedge-row impervious to all intruders except the wild goats, which eat right through them, thorns and all.

Legend has it that an ancient Elf-maiden concocted the nectar of these beautiful trees, and that whosoever succeeds in extracting a vial of their nectar, called "Mirmellessen," has a potion of great value in enchantment (+25 to spells on object so covered). Such tales have merit, for the Rose Trees were planted by Elves long ago in an effort to mark the boundaries of their realms; and even today, the healers of Lórien use the trees' precious gift to cleanse the body of any foul poison. The highest concentration of Rose Trees still grows in the deeps of Angálaladh, near the Great Elven Circle (Cor Angálaladh), but chance hedges thrive throughout the wood.

(mD7W-nectar, drink-50gp)

SAILCHAS

A small violet orchid that blooms throughout the spring. Sailchas is very, and increasingly, rare and the people of Cardolan believe that its blossoms are a potent harbinger of good luck. This superstition is very ancient and is said to predate the Eriadorans. Its psychological benefits are potent (+10 morale, +10 to RRs, and +5 DB for 3-7 days, until bloom withers).

(tS8NW-flower/wear-50gp-AFO)

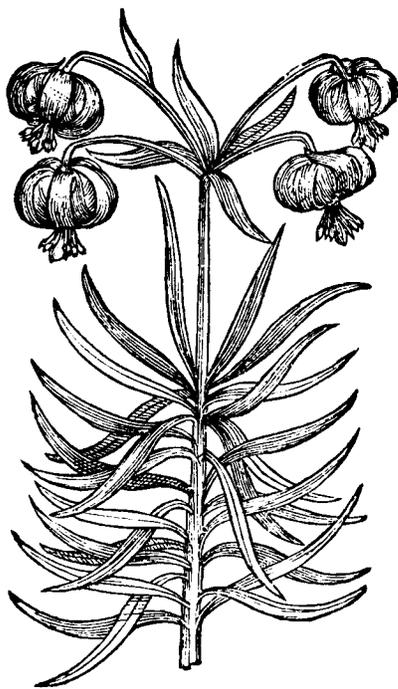
SARAH-POKES-HER-HEAD

A common wildflower found in Mirkwood and elsewhere is the so-called Sarah-Pokes-Her-Head, distantly related to the Jack-in-the-pulpit. Dramatic in its bloom, this foot-tall plant holds a purple-colored sheath around its bright red flower. It can bloom even in the darkest of places; its usefulness as a food occurs only before and after flowering, however. When it blooms, its egg-shaped root would prickle and burn on the tongue. If gathered and carried with one for the cycle of one moon, the root becomes sweet and tender. A single root can sustain three people for one week, as it is both nutritious and concentrated.

(mD7NW-root/age, eat-12gp)



A Hobbit smoking
Pipeweed



Sha

SHA

The Sha is a water lily found in the bogs of the Ettendales. Sha flowers are quite useful. When dried and powdered, Sha will give the user several (1-5) rounds of powerful infravision, though at a high cost (1-5 days of severe diarrhea will follow within 11-20 hours after use). While the user can see in all but utter darkness (up to 300' for 10-50 rounds), he pays with an affliction which reduces him to an ineffective state at best until he recovers (-25).

(cH7NW-flower/powder-10gp)

SILRAEN

From a simple weed growing in sunny soils, this plant is made into a powder which is then diluted with water and drunk. This liquid drug is a powerful analgesic; its side effect is drowsiness.

(mS4NW-elixir/drink-35sp)

SINDOLUIN

A small blue flower which grows in fine, sunny soils; through a complicated process, the healers manufacture an anticoagulant from the flower of this plant, which is imbued for its effect. (mS6NW-tincture/swallow-45sp)

SLIRD

A short citrus tree, the Slird produces a bright red fruit that resembles a lemon. Paste derived from the fruit is used by elite Pel in combat, since it is a fast-acting (lvl 2) circulatory poison. It strikes victims in 10-20 seconds, paralyzing 1-6 extremities (head, genitals, hands, feet) for 1-100 days.

(sD3S-paste/inject-34gp)

SPLAYFOOT GOODWORT

Wild reeds and irises crowd into the marshy Anduin riverbanks, not only at Gladden Fields but also in the rare bogs nestled within the arid Undeeps. If a seeker discovers the abandoned causeways of earlier days, or maneuvers a river boat through the reeds, he may also discover the beneficent marsh plant called Splayfoot Goodwort, one of the only blessings anyone could claim for the development of wetlands where farmlands once held sway.

The Splayfoot Goodwort is a tall, water-dwelling plant. Its slender upright stalks are anchored in the water by roots that emerge as high as one foot above water level. The plant itself can stand five to seven feet tall, branching into delicate stalks with paper-thin, scalloped leaves and dangling, delicate, lavender-colored flowers. When the

seed pods ripen in mid-autumn, they take the shape of curved pea pods, like little green crescent moons hanging over the marshes. Each pod carries three or four shiny black seeds. When mashed and mingled into any drink, these seeds instill confidence and singleness of purpose into the hearts of the good and honest. If fed to evil Men or creatures of Darkness, the seeds bring on dizziness and confusion (-50), lasting one to four hours.

(mF6W-seeds, dilute/drink-23gp)

SURANIE

Taken from a berry that grows in stream beds, these are the equivalent of smelling salts, and relieve fainting (equivalent to 1 round stun relief).

(tF3SW-berry/ingest-2gp)

SWEET SORREL

An attractive little woodland plant with trefoil leaves and white, bell-like flowers, Sweet Sorrel is a specific cure for all distresses of the lungs, throat, and connective air passages. It is most commonly found in the Fenwood and Bogwood of Morthond and in the forested slopes of the White Mountains. It is used by heating the leaves in boiling water for a few moments and then inhaling the steam. Sweet Sorrel acts as an antidote to most poisonous gases and will relieve lung-spasms brought on by other causes (for example, by the poison Kennesank).

(tC5W-leaves, boil/inhale-3gp)

TARTEC

In the last century, a purified form of Tartella has been made by herbalists that has the same effect in one quarter the normal dose. If the same dose of the purer form of Tartella is taken, a deeper euphoria can be induced. In this altered state, the user will be farther removed from reality (stats will drop by 20 for 2-15 hours), and permanent damage to the reasoning centers of the brain can result. Addiction to this drug occurs more rapidly and withdrawal is worse. After using the purer form of the drug, the user's mind will invariably be affected (RM Reason or **MERP** Intelligence will permanently decrease by 1 point for every dose taken). Of course, the user will not be in a state to consciously realize this. The herb in this distilled form is rarely used by Dunlendings, but it is shipped to the larger cities for illegal sale. (mF3W-leaf/dry, smoke-4sp)

TARTELLA

This much abused herb grows in the swamps along the Gwathló in great concentrations. It is a powerful euphoric-relaxant drug which will induce euphoria (for 1-10 hours). The user of the drug, however, will become resistant to its effect after 2-5 doses such a that an ever-increasing dose will be needed to produce the same effect. The drug is also extremely addictive. More than 2 doses in a three day period will precipitate withdrawal symptoms if another dose is not ingested within the next 72 hours. Withdrawal symptoms include severe nausea, headaches, chills and seizures if the addiction is long term. While under the effect of the drug, the user is weakened and out of touch with reality (stats all drop by 10 and most activity requiring concentration (e.g., fighting or casting spells) will be impossible or, at best, clumsy). Dunlendings rarely use this drug, but it is gathered and shipped to the larger cities for illegal sale just as Tartec is.

(mF3W-leaf/dry, smoke-4sp)

TELDALION

A poultice of the bark of this uncommon tree reduces inflammation. The tree is only found in deep forests.

(mD7NW-bark, apply-5gp)

TOUCH-GRASS

Although its numerous growing patterns make it seem to the uninitiated many different plants, one single grass dominates the prairies of southern Rhovanion. It is called "Touch-grass," because a touch from any passing creature makes it change its shape. Curiously enough, this plant has the uncanny ability to distinguish races and breeds, so that the shape it takes can be used by an informed scout to discover what sorts of travellers have come before him. Since the Touch-grass retains its shape for one hour after being touched, it offers quite up-to-date information.

For example, the Touch-grass shrivels to nothing when touched by an Orc. It flattens to the ground when touched by humans. It stands straight as a tree when touched by Dwarves. It tangles into curlicues when touched by a Wizard. Only when touched by Elves does it regain its naturally graceful, simple draping shape. It is inedible.

(mE2W-grass, touch-1bp)



TRUE TARNAS

Another commonly sought plant of the Suza Sumar of the Far South is the bulb of the Tarnas flower. When boiled in water, the bulb will produce a drink capable of healing any organ damage. Though the plants of this wood are not afflicted by the seasonal rigors with which the flora of most regions live, many species follow annual cycles. The Tarnas is one such plant, but because each plant attends to its own internal clock, any time of year will reveal specimens in every stage of development. When flowering, the plant is lovely, with a tall green stem surrounded by fernlike fronds and topped by a single white bloom like a large orchid. Yet only the dormant bulb of the Tarnas is of an medicinal value. The difficulty that herbsellers experience in finding the bulbs comes from this fact. Though there are sometimes bulbs to be found near the blooming flowers, this is not always so. Therefore, a day of searching for the herbs is often filled with nothing but frustration, and in a region as hazardous as the Weeping Wood, most folk deem time spent looking for Tarnas to be a poor investment. Sometimes confused with Hopper Mushrooms, which are also called Tarnas (or False Tarnas).

(sD7S-bulb/boil-95gp)

TULAXAR

A healer's herb (found in their gardens of rich, cool soil), its leaves act as a styptic, which stops bleeding by contracting the blood vessels. It stops all bleeding soon (1-10 rds) after ingestion.

(sS4N-leaf/brew-75gp)

TYR-FIRA

At one time, men of Gondor collected these silvery blossoms at the base of one glacier high in the White Mountains; whether any specimens of this life-giving herb still grow there is purely a matter of conjecture and discovery. It is said to be lifegiving if administered within 56 days of death.

(fA9U-leaf/place in mouth-1200gp)

WHITE LILY

White lilies grow well in the cooler climes, abounding by Lebennin's lakes and streams, and are used by the Dunnish people in brewing Meathran, their hearty "national drink." Dunmen also used the flower to create the curious substance known as Cranor, or "tree-gold." See the listing for Cranor in Section 6.3.

(tF2NW-flower, brew-2sp)





WHITE MOUNTAIN POPPY

Found exclusively in the Ered Nimrais, this handsome mountain plant makes a lovely show in high meadows in the spring. The juice of the unripe seed pods is dried and powdered to make an unusual drug, which when it is burned and the fumes inhaled, causes a light trance. During the trance, the subject is physically disabled but greatly aided in magic (-100 for all actions, but detection spells and information-gathering spells are doubled in range and effectiveness for 5 to 50 rounds. Attempts to cast a second spell while under the influence will be subject to the -100 penalty; i.e., spells should be cast during the 3 to 9 rounds that it takes for the drug to take effect). A doubled dose will cause a deeper trance, like a light sleep, during which the subject is aware of all intrusive events (loud noises, pain, sharp temperature changes, being moved, etc.) but cannot move and cannot be awakened except by prolonged shaking and shouting (1-4 minutes). He is then still groggy (at -50) for 16-35 (15 +1D20) minutes. A triple dose causes a deep sleep for 6-12 hours. The subject cannot be awakened before the drug wears off.

Sweet sorrel will break any of these trances or sleeps in 4 to 10 rounds. Unfortunately, this drug is also highly addictive (with each use, one must make a RR versus a 1st lvl attack or become addicted: the RR modified by the Self Discipline stat; the Presence stat for MERP). An addict is irrationally irritable and has blinding headaches (-60) whenever he does not have the drug at least once a week.

(1A7W-powder, burn/inhale-75gp)

WHITE-BERRIED YEW

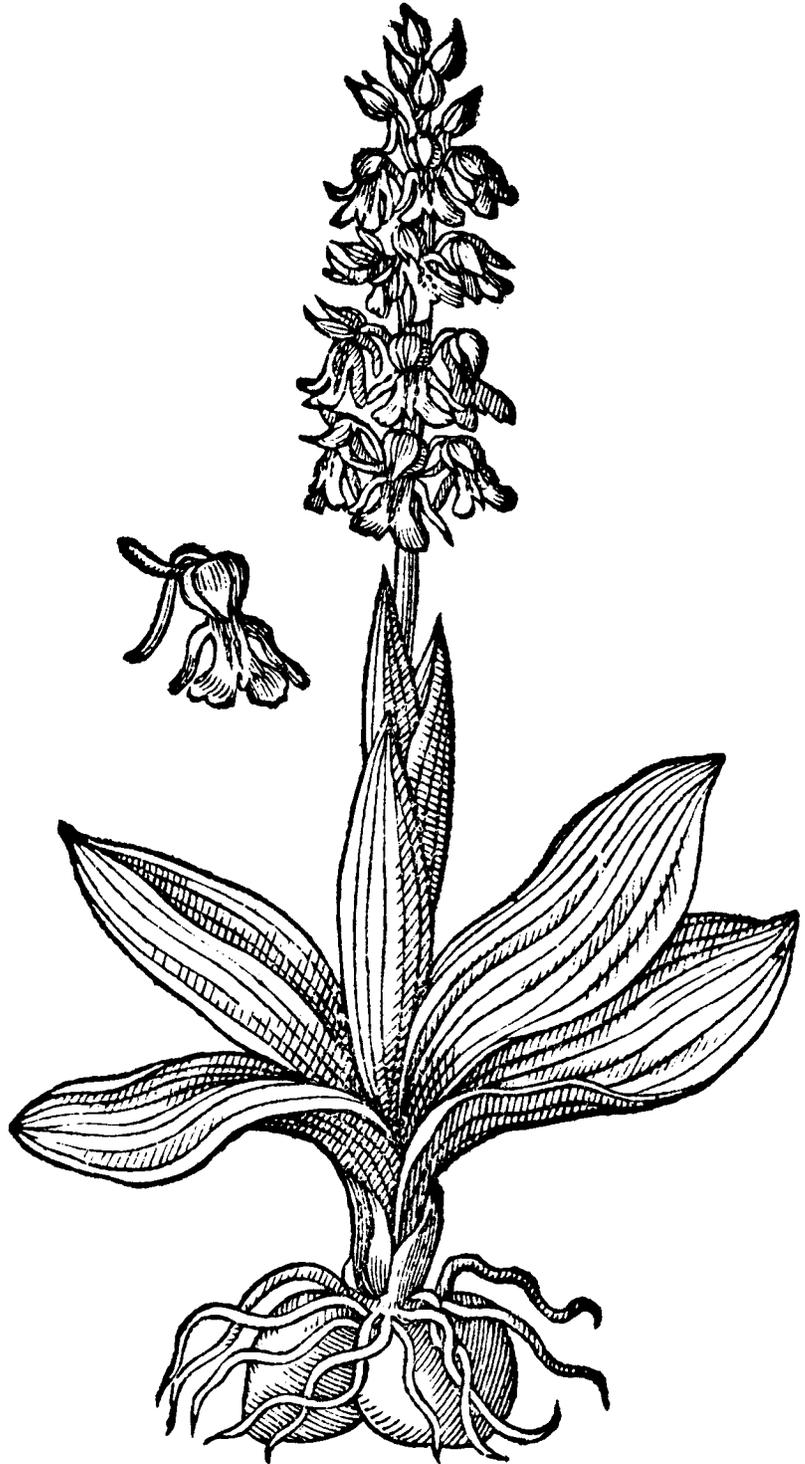
The White-Berried Yew is a common shrub in the woods of Rhudaur. When ripe, eating its berries can cause a swift (1-10 rounds) and painless death (lvl 2 poison). In past days it was so used by those dishonored to commit suicide. If not ripe, the ingested berries merely induce vomiting.

(1C8NW-berry/ingest-103gp)

WINCLAMIT

The spruce forests on the slopes of the White Mountains support these vines, whose green sloe-like fruit is a powerful healer. It heals even grievous wounds (3-300 hits) when the fruit is boiled and eaten. However, the vines do not thrive where the timber stands have been heavily cut.

(1C9N-fruit/boil,eat-100gp)



WIGHT ORCHID

This rare, useful, and yet potentially dangerous herb is found in the high meadows of the White Mountains. The Wight Orchid is an innocent-looking stalk of small white blossoms which is sought after for its weird and mystical properties. It was instrumental in certain Daen Coentis rituals and is rumored to be used by the primitive Drúedain (Woses) of the neighboring regions.

When the Wight Orchid root is eaten, the subject falls into a trance. His mind and soul can then "leave" his body (which appears to be in a coma) and journey where he wills (range 10 miles/lvl). The "spirit" can pass non-magical physical barriers such as walls and doors and has its full range of senses, although it cannot affect or be affected by anything physically (e.g., it could see or feel a fur rug but could not pick it up). While in this form, the spirit is subject to any spells that would detect a presence but not to those that detect invisible things.

As the spirit travels away from the body, it must make a RR (add any intuition bonus) versus a 1st lvl attack with the passage of each mile. With a RR failure of 01-25, the spirit can go no further. A failure of 26-50 results in the spirit returning immediately to its body, while a failure of 51+ means that the spirit becomes "lost" and possibly dissipated. (A body whose spirit is lost will die in 2 to 12 days). The spirit may be found, contacted and recovered by various Mentalist spells, but restoration can occur only so long as the body still lives. If the body dies while the spirit is still separated, the spirit will pass away.

(tA8W-root, eat-300gp)

WILD PERSIMMONS

A tree of note that mingles among groves of the Anduin Valley region running westward from the Mirkwood forest is the Wild Persimmon tree. In Endor, the persimmons grow as large as a tomato. They stay green until the first of the new year, when ripeness comes upon them, and they glow a coral red. Those persimmons that grow at the edge of the riverside have always been counted by the Hobbits of Stoorharbor to be a special feast. The fruits are tasty, but not nutritious: one hundred of them make a meal. The trees bend down to the river, so they must be harvested either by someone good at climbing trees or from a boat on the river.

(mF4W-fruit, eat-3sp)

WITAN

The bright red leaves of the Witan plant are known to the fighters of the Bozishnarod in the deep south as *Drugo-sreca*, or "second chance." When swallowed, they relieve the effects of two rounds of stun from a blow or spell. Many fighters in that part of the world carry a wad into battle between cheek and gum, to be swallowed quickly should the need arise. This practice tends to fill one's mouth with a sticky juice, and those who follow it are prone to spitting more often than many would deem polite. Among the flora of the Forest of Tears, the Witan is rather rare, though its coloring stands out. It is difficult to find because it clings low to the ground, beneath the leaves of other growth.

(hJ5S-leaves/ingest-15gp)



Wolfstooth

WOLFSTOOTH

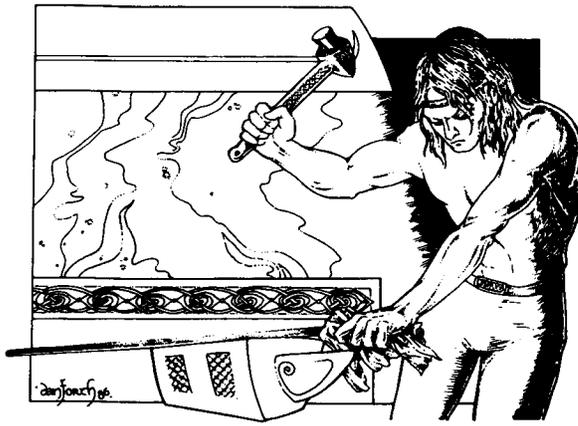
A sinister-looking plant with limp greenish-white blossoms, thorns and large, crinkled tooth-shaped leaves, Wolfstooth is found in deciduous woodlands. The root, when pounded into a pulp, produces a pasty poison. It causes the heart to beat irregularly, incapacitating the victim for 10 to 20 rounds. Even if only moderately affected by the poison (RR failure of 26-50), the heart is damaged (drop of 15-20 points from the (temporary) Constitution). In some cases (RR failure of 51+), death will result from heart failure.

(tD5W-root, eat-5gp)

YELLOW HEMLOCK

A graceful pyramidal evergreen, the Yellow Hemlock reaches heights of 75'. It produces a yellowish cone, thus its name. Harfy, its seemingly-enchanted resin can be used as a powerful coagulant. It immediately stops bleeding when applied directly to a wound (regardless of how severe). It grows in the Western Dominions on the Metharn and in the region around Far Harad.

(sD3S-resin, smear-3sp)



6.3 METALS

Stout steel and ithilnaur are found composing the finest arms born by Men, but the Elves and Dwarves have access to metals with more amazing capabilities. Veins of ore within Endor's mountains yield many of these substances, but some are created only by the combination of minerals under the special conditions made possible by manipulating the Essence.

ADARCER

This is a white alloy, a fusion of ang (iron), glôin ("True-coal"), and durang ("Dark-iron" or titanium). It's extremely strong, but somewhat rigid and difficult to work once forged. It can cleave iron without dulling.

ALCAM (S. "Tin")

This soft, silvery metal is normally used to make the alloy evyth, although the Dwarves use it to line water-basins and for much of their decorative filigree. It is clear that there is less alcam in Moria than there is among the Dwarves in the Blue Mountains, but this may be due to the abundance of better metal. Like copper (paer) below, the Elves seem to have more uses for this metal than the Dwarves, employing it as facings and roofs, and combining with paer to make bronze.

ANG (S. "Iron")

Pure ang is silver-white and both malleable and ductile. Even in Moria, though, it is rare. The more common variety is dark grey and stronger. The Dwarven rule of classification is that anything which is virtually pure ang is ang. Common ang is dark grey and hard, yet bendable. Ang is found throughout the mines of the northern Deeps, at every level, and as far as the central Redhorn. The Noldor use it principally in the making of borang.

BORANG (S. "Steadfast-iron" or "Steel")

This silvery alloy is a favorite of the Naugrim. Fused of ang, morasarn (carbon), and a smattering of one or more odd metals, it is strong and durable. Borang supports more than ang, and is cheaper and more pliable than adarcerc. Although the Mirdain consider it unattractive and flawed, they use it extensively.

CELEB (S. "Silver")

Dwarves often hoard their celeb, but there's enough of it around Moria to allow other uses and even export to the Elves. The Dwarves use it for decorative inlays, chalices, plates, cups, mugs, horns, and virtually anywhere where they could use mal (gold), but are too mean. Still, despite its malleability, celeb is stronger than mal. The Noldor prize it and use it for utensils, cups and plates, and other more "common" purposes.

CELEBUR ("Burning Silver")

This is a form of weak uranium ore, somewhat like radium in its effects. It is known to the Dwarves who avoid it. It is required for the making of mithrarian. It was never forged in any reputable smithy, but was used for a time at Amon Lind.

CRANOR ("Tree-gold")

This unique substance is an invention of the ancient Daen folk of the White Mountains. Manufactured from the sap of the Sorglasora ("Gold-pine") and the nectar of the White Lily, Cranor is a golden translucent resin. The substance is nearly as hard as a diamond, and highly resistant to fracturing. Hard slicing blows to the edged surfaces remove chips up to six square inches, but strikes to flat areas do little but dent or incise the surface. An amber material, Cranor also stores static electricity, so energy applied to its surface builds into a stored charge (at 50 volts per strike). This energy accumulates up to a level of 1000 volts, although it is normally released whenever an ungrounded object touches the resin.

Note: Treat any electrical attack as a Lightning Bolt attack with an OB + # of volts minus 200 (e.g., 250 volts yields a +50 OB). This material was often used to encase and entomb Dúnnish Chieftains and their followers.

EOG (Du. "Eöl's Iron" or "Ang Eöl")

Eog is undoubtedly among the rarest of metals. It is a fusion of mithril, durang, and some unknown materials, apparently from an Elven recipe handed down from the House of Eöl. This formula is one the Elves will not trade with the Naugrim, even as the Dwarves will not divulge certain of their own recipes. It requires both hot and cold forging, and so the cooperation of two of the Halls of the Elven Smiths. Both the hottest and coldest of Khazad-dûm's forges would be required to produce it. The finished material is awfully hard, tougher than Dwarven adarcerc, and even stronger than ithilnaur. It also has a strange appearance. Both white and red varieties commonly exist; neither has any lustre. Eog also has other properties as a damper against certain enchantments, preventing the manipulation of the Essence within a certain radius depending on the nature of the spell caster. The color is the key to this, and it can be made black, white, red, blue, or grey.

EVYTH (S. "Bronze")

Evyth is a red-gold or golden metal formed of alcam and paer. Dwarves use it for decoration, or trade it to the Men of Rhovanion who use it extensively as a cheap substitute for ang. The Men of Far Harad use evyth to make scabbards, which they then decorate with hammered patterns. Some Easterlings also use it to cast bells with, from giant temple gongs and prayer bells to tiny tinkling chimes. The Elves also love this alloy, sheathing columns and doors in it, covering roofs and casting sculpture. Of the common metals it is their favorite.

GALNIN (S. "Shining-white" or "Aluminium")

There are rarely more than rumors of galnin; it is only infrequently available. Silvery-white, seemingly like alcam or celeb, it is lighter and will neither tarnish nor corrode. The galnin only comes mixed in an ore found high in the southwestern part of the mines of the Seventh Deep of Moria, although there have been reports of traces being found elsewhere, and a huge load of the ore is said to exist in the jungles of the South. Only intense fires can wrest the pure metal from its ore, and this must account for its rarity. Dwarves think it insubstantial and not worth the trouble of smelting. Since it's not as strong as ang, and Dwarves like stout material, they have few uses for it and what little galnin the Naugrim mine in their halls, they give nearly all to the Noldor. The Elves frequently use it as a building material. It also found application at Amon Lind as an undercoat for the application of mithrarian.

GALVORN ("Shining Black")

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

ITHILDIN (S. "Moon-star")

Moon-star is a soft, silvery Elven metal invented by Celebrimbor, fused from mithril and other substances. It is used almost exclusively for inlay. Commonly used at the court of Arveleg I at Fornost and in the glorious buildings of Annûminas (now in ruins), it has fallen from common use elsewhere. Rare and strange, ithildin is used for secret inscriptions and other magical purposes. During the day it appears dull and lusterless, and is often invisible against the surrounding metal. Under the moon and stars, however, it regains its silvery brilliance and more: it shimmers with a fine white luminosity. Naturally, the Elves and Dwarves usually employ it outside or beneath windows.

Ithildin may be the material used by the Dwarves for writing Moon-letters. These runes could only be read under the light of the moon if it were of the same phase and on the same day of the year as they were written. They were written with silver pens and may have required enchantments to complete.

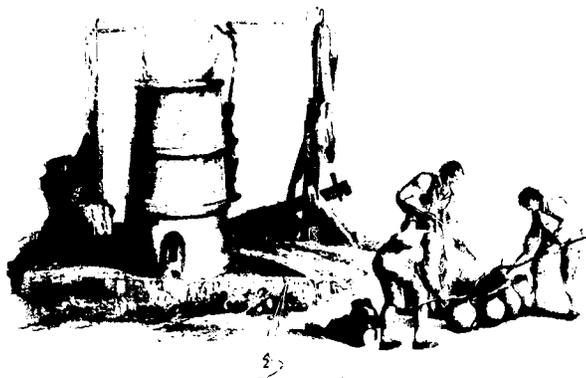
ITHILNAUR (S. "Moon-fire")

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

Ithilnaur is surprisingly common in Moria, where it is used for prized coin and grand armaments. Elsewhere it is rarer. Like ithildin, since the alloy contains mithril, it looks like beautifully pure celeb. It is a fabulously strong substance, combining titanium and other metals with the mithril, which is very hard, maintains a superbly keen edge, and yet is somewhat flexible, perfect for weapons and armor.

KREGORA

An extremely ductile metal, so malleable as to be useless as a material for weapons, and oxidizing so quickly, forming a dull yellow patina on its surface, as to be equally worthless for jewelry. Kregora's true utility lies in its ability to prevent Mentalism, Channeling, and Essence spells from passing through surfaces lined with wires, threads, or netting forged of the substance.





MAL (S. "Gold")

Moria and other Dwarven holds are often founded on the site of rich veins of mal, which the Dwarves value above all other metals, save mithril. Its golden color seduces the Stunted-folk and often raises their unhealthy passions. It is too soft for heavy tasks, but it has its merits. Mal doesn't tarnish and is recognized by all peoples as valuable. When they aren't hoarding the noble metal, Dwarves use it for coinage and all sorts of ornamental or formal metalwork.

Although the Noldor have little use for gold for wealth's sake, they value it as a beautiful metal, and are able to make from it some very strong alloys unknown to Durin's folk. It is quite possible that the reason the Dwarves don't use gold extensively in alloys is that they value it so much as coinage. It isn't that they are incapable of making the stronger metals the Elves use; they are simply unwilling. Mal is a staple of the Elven Smiths, who know every way of forming and cutting it. Mixed with mithglín it becomes white-gold; other elements strengthen it for use as armor or tools. One of its great advantages is its resistance to corrosion, and when combined with lesser metals, it confers this advantage to them.

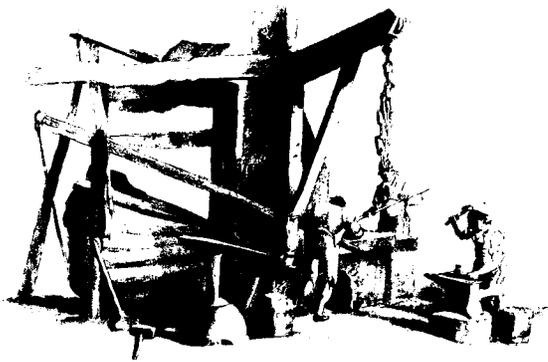
MITHGLÍN

(S. "Gleaming Grey"; W. "Platinum")

Also rare, it is prized for its shining hue—although it does not compare to mithril. It is difficult to work, requiring high temperatures and hard labor to forge properly, but the resulting jewelry is more durable than work made of mal or celeb. It can be mixed with mal to make it more workable, resulting in white-gold, strong and resistant to corrosion.

MITHIN (S. "Pale Grey"; W. "Beryllium")

Used mostly in jewelry, it is a rare, strong, yet light material. Few smiths, even among the Elves, know how to work it. Dwarves enjoy its strength, and delight in creating seemingly fragile baubles from it for their amusement.



MITHRARIAN ("Abyss of High Silver")

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

MITHRIL (S. "Grey Brilliance" or "True-silver")

Pure mithril is in many ways like normal silver: shining white and very malleable—but it does not tarnish and alloys with other metals to produce unique enchanted metals of incomparable quality. It always appears polished. There are many tales of the mithril from Númenor, but that Isle is no more, and Moria may now be the only source of true-silver. It no doubt contributes to the vast wealth held by Durin's Folk. Wherever one travels to lands where it is known, it is considered the richest of metals. Mithril is loved above all materials by the Dwarves and is also treasured by the Elves, the Dúnedain, and the dark forces of Morgoth. Very little true-silver made its way westward to Nargothrond, and the samples which did were highly prized. Celebrimbor's recommendations that the Noldor journey toward Eregion when he left Beleriand, in hope making contact with the Dwarves of Durin, and gaining access to true-silver, gives some idea of how highly the Eldar regarded the metal. Their eventual alliance brought more mithril into the hands of the Noldor than they imagined could have existed. From this true-silver many wondrous alloys emerged.

The famed mithril lode is but a single vein. Running northward from the Seventh Deep of Moria, it extends well under the mighty Redhorn. The Dwarves dug so deeply after mithril that they released the Balrog imprisoned under Barazinbar. After the release of the Balrog, even Orcs refused to mine the Deeps for mithril, and so no more silver-steel came from Moria after T.A. 1980.

OGAMUR

(S. "From Gamur")

Dwarves use ogamur for items requiring extreme flexibility and elasticity (an unusual quality in a metal). Few fabrics, much less metals, can stretch like this black substance. Its properties make it ideal for springing devices and works designed to absorb impact. It is difficult to make, however, which accounts for its sparing use. It is an enchanted mix, derived from an eastern Dwarf-house in the late Second Age. The Noldor also have many uses for it in their mechanical devices. It is an endless frustration for them that they must purchase it from Durin's people, who refuse to relinquish the recipe.

PAER (S. "Copper")

This reddish-gold metal is found throughout Eriador, especially in the highlands of Rhudaur, so it is not very valuable, and there is little trade in the commodity. Before the wars with the Witch-king, the Dwarves occasionally sent some to Tharbad for use as coin, but the production in Moria has never been unusually significant. Most of Moria's paer is used for watertroughs and basins, or in the production of the more durable evyth. Men use it for pots and pans, gutters, statues, wires, and roofing. It is too soft and malleable for Dwarven tastes, and Dwarves see little beauty or use in the metal. Unlike the Dwarves, the Noldor regard the metal more highly and like to use it as roofing for certain buildings and for pipes to carry water, as well as to make evyth.



TASARANG

(S. "Willow-iron"; W. "Shalk")

At first sight, tasarang looks like white ogamur, but one quickly realizes one's error when first handling the stuff. Although it bends easily and has tremendous spring, it doesn't stretch. Tasarang is also extremely light, even lighter than galnin, like wood or pumice. Because its ore is as white as chalk, weighs little, and is found below limestone intrusions, it is called "shalk" in the Common Tongue. The tremendous heat and cold used make the metal change its texture, yet it only enhances the white hue. Actually, more than one metalworker will swear that it glows. The Mírdain have a vast number of applications for it, but the lack of material limits them. It has been used with some success to make powerful bows, but the value of the material makes this impractical in most situations.

Aulë

6.4 STONES

Endor is a repository for abundant forms of natural wealth, including stones such as limestone, quartz, granite, shales, sandstones, marble, and basalt as well as the minerals described above. Quarried and used for building, statuary, and trinkets, stone is frequently embedded with magic. The Drúadan Púkel-men, the Dwarven Watchers-in-stone, and the Daen Coentis Holy Tree are but a few examples of Items of Power forged in stone.

DIRIELONG (S. "Gazing-rock")

Gazing-rock is a broad Dwarvish category that refers to softer forms of stone, primarily metamorphic and sedimentary. The Stunted-folk use Gazing-rock for decorative uses, or in places where Fire-rock is unwieldy. They yield ceremonial columns, wall-facings, floor composites, stairs, and a number of elaborate chamber furnishings.

Of Gazing-rocks, the Dwarves count on two types above all, and of these, there are hard and soft forms. Those called "Block-stones" include beautiful colored marbles, and the softer "Wet-rocks," or limestone. Many of the compressed marbles throughout Middle-earth were sliced from the walls of Moria. The cool-damp limestones surround many natural cave-chambers, especially near riverbeds and lakes. Some may think the marble more spectacular, but the underworld's multitude of limestone "roof-spikes" (stalactites) and "floor-spikes" (stalagmites) retain a unique grace and charm. The Dwarves preserve the better of these formations whenever delving. Many are specially carved, and a substantial lot are given solemn respect. Dwarf-legends dub them "*Aulë's Tears*."

"Slab-stones" make up the rest of the Gazing-rocks. Schist, flint, and slate are the best known and most commonly employed. When cut and polished, they make ideal floor-stones, stairs, and flat table surfaces. But many excellent examples remain in a pristine state. All throughout the inhabited areas beneath the earth, there are waterfalls careening over natural slate staircases, their waters collecting in unaffected pools lined with sparkling mica and alternating layers of multi-hued schist.

NAUROND (S. "Fire-rock")

Naurond is a general Dwarvish term used to describe rock of volcanic origin (igneous rock), and nowhere is there more Fire-rock than in Khazad-dûm. Naurond is the stone that binds Moria. Behind every facade, beneath every floor, there is Fire-rock of some kind. Coarse granite encases the chambers near the surface, in far eastern, western, northern, or southern reaches. Shimmering grains cover this grey stone, just like the granite that runs all through the Ettenmoors of Rhudaur or on the North Downs of Arthedain.

Further into the mountain home, smooth black, basalt replaces granite as the foundation stone. Here the Dwarves use polished basalt blocks for unfaced walls and structural columns, and all along the floors. This makes the rooms and halls remarkably solid, for basalt is harder and heavier than granite.

Warriors clean their weapons with ground Fire-rock of a light and delicate variety. A type of pumice, it comes from the famous "Domes" of the Fifth Deep. There, the Stunted-folk cut light Fire-rocks from the sides of gigantic domelike chambers which are connected by hundreds of small tunnels, gas-passages bored and cooled before the Elder Days. Dwarves quarry these abrasive pumices for use as polishing or gentle grinding materials. It is rarely sold to non-Dwarves.

MIROND (S. "Jewel-rock")

In Cardolan, the gems from the Pinnath Ceren (S. "Red Hills") are considered impressive, but this measure of true wealth is relative. Moria produces countless numbers of an endless assortment of gems and fine glasses, including many rarely seen outside the Dwarf-halls. The Dwarves call them Jewel-rocks and classify them according to a perplexing system based on strength, hardness, and color. Still, all Jewel-rocks fall into one of two principal categories: Fenen (S. "Veils"), "*Hidden Crystals*" or what some call "Glasses"; or Maegelenath (S. "*Sharp-stars*"), "*Bold Crystals*" or common "Gemstones."

Of the glasses, laen is without doubt the most intriguing. It is as hard as a diamond, but smooth and without cleavage-points or flaws. Better yet, it can be molded when cooled beyond cold, for it is enchanted, like mithril. Natural laen is black, like the Tower of Angrenost (Isengard); however, when worked it can be colored or made clear to the eye. It is a popular material among the Elves, who use it for armor, weapons, and decorations. Quartzes and obsidians provide most of Moria's glasses,



although there are considerable numbers of topazes and clear-glasses. On the other hand, no one Dwarven gemstone is spoken of as preeminent. Equal numbers of diamonds, emeralds, rubies, amethysts, aquamarines, and the like are used for decoration. Since the Dwarves seem to mine it all in Moria, visitors are often stunned and convinced that Khazad-dûm is either the focus of Endor, or blessed by the Valar.

ULGOND

An Elven liquid stone which can be poured into wood molds, and, after hardening for a few days, is harder than any natural rock. It was used extensively by the Smiths of the Gwaith-i-Mírdain.

6.5 WOODS

Bows and arrows, polearms, clubs, ships, cabinetry, and residences are but a few of the items crafted from wood. Whether carved or whittled with knife or chisel, hewn by axe, or cut by saw, creations of dírwood, teak, or oak can be imbued with magic as easily as those of steel, granite, or diamond.



BLACK CYPRESS

Aside from the Goldwood, the Black Cypress is the largest evergreen in southeastern Endor. It has a black trunk and dark green, overlapping, scalelike leaves. They grow throughout the Western Dominions of the Metharn. Standing up to 200' in height, these huge trees produce some of the finest shipbuilding lumber in Middle-earth. The wood is hard to work, but anything fashioned from it will be exceptionally strong (e.g., the equivalent of -5 iron).

BLUE PINE

The Blue Pine is the most common of evergreen tree of the Rhudaur, and its wood has a bluish-silver hue. Wood from the Blue Pine is valued because its high tannic acid content acts as a natural preservative: structures of Blue Pine boards can last twice as long as those of other woods. It is also notable for its large cones, which carry especially large, edible seeds.

CHAP-BEECH

The Chap-beech, though at first glance beautiful, is considered by many to be a haunted tree. Its bark gleams an unearthly white color, particularly under the phase of the new moon. Its papery leaves grow so close together that the slightest ruffle of wind causes a chain reaction of endless hissing, produced by leaf rubbing against leaf. In midsummer, Chap-beechnuts tumble down. Numerous and nutritious, they mature in spiky seed pods, and when touched by bare skin, they produce a stinging venom which can immobilize the victim. "Walls" of these trees guard the path to Dol Guldur.

If one finds a way to remove the stinging husks, a traveller can enjoy the pleasant flavor of Chap-beechnuts. Only the Beijabar (and Radagast) make use of this harvest, sending out their raccoons, creatures whose leathery paws are immune to the Chap-beech venom. The raccoons bring home sacks full of nuts, which the Beijabar roast by the side of their great fires. Fire cracks open the stinging husks, and the toasted kernels inside are easy to pick out without danger. The nuts are small but nutritious: twenty-five nuts make up a meal.





DİRWOOD

A conifer growing in the extreme northern latitudes of Endor, the tree's wood is darkest black in color and, when cured properly, as hard as the toughest steel, holding an edge as well or better than this metal. A different curing process yields a springy material suitable for creating bows from its laminated strips that possess a range far outstripping those made of any other material. Dirwood focuses the Essence while growing in the wild and thus is particularly suited to Alchemical use.

FURRY OAK

Despite the dampening effect it has on a forest, the Furry Oak is a benign and valuable tree. Related to the White Oak, its round-lobed leaves, deep red throughout the summer, have a quarter-inch of soft fuzz on their undersides. A bed of these leaves is comforting and warm. Furry Oaks grow very large acorns, fat and round and big as plums, their caps growing fuzz as the leaves do. They ripen in late autumn and often all fall on the very same day. Squirrels and the Woodman-wives scramble to gather the harvest each year. The Elves of Lórien frequently send sorties across the river to gather acorns sweet enough to eat, even raw. Baked into bread or dumplings, they taste even better. If harvested quickly, they can be stored for excellent food value lasting indefinitely. Occasionally hollows and burrows of furry acorns can be found throughout southern Mirkwood, and as long as they stayed dry after burial, they offer sustenance equal to a fresh harvest.

GOLDWOOD

Goldwood trees reach heights of 300' and are up to 60' in girth. Ancient, rare, and exceedingly tough, they are used by the Fuinar of Valagalen as homesites. The Elves carefully carve rooms inside the larger trees without endangering the trunk. They grow in the southwest of Endor, around the Bay of Drel.

GRAPE-LEAF MAGNOLIA

The most abundant of the broadleaf evergreens growing in Mirkwood is called the Grape-leaf Magnolia. Its bark is soft and pitted, its growing shape slender, but not as tall as the oak and beech. It does not compete with the larger trees, but forms its own pockets in the forest. Its leaves grow dark green and leathery, almost as if a holly leaf had been expanded five times in size. Its flowers open up in summertime with blood-red petals, blooms hanging downwards. At the peak of their blooming—through the month of July—groves of Grape-leaf Magnolia are unapproachable, so swarming are they with the bees raised by the Beijabar.

Honey made from Grape-leaf Magnolia nectar is colored dark red. Not only is it sweet and nutritious; it can also have an intoxicating effect if eaten to excess. The Beijabar make Magnolia Mead from this honey and drink it only at the most solemn or most festive of their feasts.

GREDDON

This is one of the three types of trees found in the Gaj (Har. "The Grove") of Far Harad, and serves the Men of the distant south with its strong, sinuous wood.

GUMUMITI (P. "Teak")

A tall, tropical hardwood, the Gumumiti is known for its resinous, yellow-brown wood. Gumumitivi grow to heights of 120' and are common throughout Tathom, Taur Galen, and in the rainforest called Thunderwood. Shorter trees of the same species grow in the Yellow Mountains, as well as Valagalen. The Gumumiti's small, dark green leaves are ingested as an herb (q.v.), but the wood itself is used for rich inlays and for the manufacture of furniture, saddles, even shields. Gumumiti requires fairly frequent reoiling, however, or it loses its luster and cracks.

Fangorn Forest



JUHA

The Juha tree is a great tower of the forests of the south, and its trunk provides the masts of the tallest ships of Umbar and other regions. They are not uncommon, and their great, straight height results from their growth pattern. The tree grows for years as a tiny shoot, and the first leaves sprout from branches already many feet above the ground. By the time the trunk is sturdy enough to climb, the lowest branches are about one hundred feet above the forest floor. Soon after this, the tree can be harvested to make spars, and given a few more years it is suitable for masts. In addition, the pasty poison known as Karfar is produced from its leaves.

LAINIMIT (P. "Mahogany")

Reddish-brown or tan, hard Lainimit lumber is both beautiful and highly useful. Lainimitivi are common and quite tall (up to 90' in height), and serve as a major source of revenue in the Eastern Dominions where they grow. The tree also produces medicinal leaves called Welwal.

LEBETHRON

Many consider Lebethron to be Lebinnin's most noble tree. Common in Gondor and growing in the Ered Nimrais, it produces a dark hardwood valued by carpenters, wheelwrights, and particularly shipwrights. Renowned for its beauty and durability, the black wood is used to make the masts of Gondor's finest vessels. (In fact, a Lebethron box houses the Silver Crown of the realm.) High Knights often wield Lebethron lances and Gondorian Rangers use Lebethron staffs. (Faramir gave Sam and Frodo two such staves.)

MALLORN (S. "Gold-tree"; pl. Mellyrn)

The most outstanding—and unique—feature of Lórien is, of course, the mallorn trees. Hardy and strong, able to grow to great heights and with branches seemingly bred to accommodate the platforms and structures of the Silvan Elves, the mellyrn have no equal in beauty in Middle-earth. Their trunks and branches are covered by a smooth silver-white or grey bark. In the summer, the trees grow



PROPERTIES OF SPECIAL MINERALS CHART

Material	Bonus	Value	Custom Work Cost/Time	Description
Adarcer	+15	3	.7/5	Alloy (iron/carbon/titanium)
Alcam	-20	.0004	.002/.3	Tin
Ang	0	.00004	.002/.5	Iron
Arborang	+10	.05	.15/1.5	Alloy (iron/carbon/varies), high steel
Arheled	+10	1	.2/.5	High glass (high tensile strength and heat resistance)
Borang	+5	.005	.05/1	Alloy (iron/carbon), low steel
Celeb	-20	.5	.01/.5	Silver
Celebur	-20	30	1000/800	Uranium
Cranor	+15	90	5/20	Resin (nearly as hard as diamond when cured)
Eog	+30	10,000	50/100	Enchanted alloy (mithril/titanium/special)
Evyth	-10	.04	.01/.5	Alloy (tin/copper), bronze
Galnin	-15	2	.05/1	Aluminum
Galvorn	+40	90,000	300/300	Enchanted alloy (meteoric iron/special)
Heled	-50	.00005	.001/.1	Glass
Ithildin	-20	500	20/36	Enchanted alloy (mithril/special)
Ithilnaur	+20	300	20/36	Enchanted alloy (mithril/special)
Kregora	-20	66,000	600/60	Enchanted alloy (mithril/gold/uranium/special)
Laen	+25	1000	10/20	Enchanted Glass
Mal	-25	5	.01/.5	Gold
Mithglin	+20	30	10/15	Titanium (usually alloyed with other metals)
Mithin	+15	10	.1/1	Beryllium
Mithrarian	-20	150,000	1000/900	Enchanted alloy (mithril/uranium/special)
Mithril	+20	200	5/10	Enchanted metal; True-silver
Ogamur	-20	150	5/20	Enchanted alloy, 2oz = +5 bowstring
Paer	-20	.004	.001/.3	Copper
Tasarang	-5	50	.15/8	Enchanted metal, Shalk; makes +15 bows

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

Value: This is the price of one ounce of the material in standard Eregeion gold pieces. Custom Work

Cost: For items not on a standard price list, custom work is naturally required. To obtain an estimate for the cost of such an item (in addition to the material cost), just determine the amount of material required in ounces and multiply by the factor give in this table. For galvorn and mithrarian, money is not enough—the material may be completely unavailable. Eog and Kregora are also often unavailable.

Time: This figure is the time required to make the item in hours per ounce. Cost and time are higher for unusual, fancy or ornamental work.



long leaves, pale green on top and silver underneath. In late autumn, these leaves turn pure gold, and remain on the trees until spring, when pale gold blossoms sprout. Thus, in the spring Lórien is roofed and carpeted with gold.

Mellyrn do not die of old age and are immune to all forms of disease and plague which other trees might suffer. They grow quickly in their early life, and their main branches grow perpendicular to the trunk, providing ideal foundations for the flets (or telain), arboreal platforms which are the preferred lodging-place of the Golden Wood's inhabitants (thus their name Galadrim or "Tree-dwellers"). The trunk of the mallorn also divides into a crown near the top, and here the Galadrim build.

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

OIOLAIRÉ

A glossy, sweet-scented evergreen that once grew around Fornost Erain, this cherished tree was lost forever when the invaders from Angmar put the torch to the lands of Arthedain.

SHADAMABO (*P.* "Rosewood")

Heavy, hard and reddish, Shadmabo is used to produce sturdy furniture and durable spears. The tree itself is a tropical hardwood that reaches up to 100' in height.

SLIRD

A short citrus tree, the Slird produces a fine orange-yellow wood that always retains a fresh scent. For this reason, it is used in southern Middle-earth for chests and wardrobes to leave clothes smelling pleasant each morning and to discourage moths and other insects. The Slird is also known for the poisonous properties of its bright red fruit (see Section 6.2).

SORGLASORA

(*Du.* "Gold-pine"; *S.* "Carlorthôn")

The tall Sorglasora is considered less valuable than Lebethron, although Dunmen prize it as part of their heritage. A rare, red-leaved conifer, it is now found only in a few isolated mountain valleys in Lebennin, hidden among stands of common pine. Sorglasora is the principal ingredient in the manufacture of Cranorcran but, despite the Dunning love for the tree, these conifers were once cut and girdled to the point of extinction.

TORDI

The Tordi is common among the Gaj (H. "The Grove") of Far Harad and yields a strong, flexible wood. The tree itself is fairly short (up to 80') with broad, faintly reddish leaves spreading out more horizontally than vertically. Its wood bends easily when steamed and holds its shape well. It is used for ribs in shipbuilding and other purposes where both strength and give are valued.

USAMITI (*P.* "Ebony")

Hard, dense, and often jet black in color, the Usamiti produces wood which is often as prized as jade or gold. It is tropical and rather rare, even in the Eastern Dominions where it is most commonly found.

YELLOW HEMLOCK

A graceful pyramidal evergreen, the Yellow Hemlock reaches heights of 75'. It produces a yellowish cone, thus its name. Its wood is fairly soft for an evergreen, making it useful for carvings, amulets, grills, necklace beads and other decorative uses. In addition, the wood can be glued together to form layers, and huge statues and totems are carved from these laminates among some southern tribes of Men. Its resin finds uses among healers and herbalists (q.v.). The Yellow Hemlock grows in the Western Dominions on the Metharn and in the region around Far Harad.





Ancalagon the Black

6.6 ENCHANTED MATERIALS

Enchanted gemstone such as laen, metals such as eog and kregora, and stone such as Ulgond may be formed in the forges of the mightiest Alchemists, but there exist other sources of magical materials. Some are legend—the horn of a unicorn, the spine of a manticores—and can be found nowhere save between the covers of a book or within the notes of a minstrel's song. Yet others, although legendary, can be obtained from among Endor's natural riches. The conifer of the Farthest North, the Dirwood, was described above. Another, the carcasses of Dragons, appears below.

DRAGONS

Bred by Morgoth to help break the siege of Angband and thus created to excel at destruction both physical and magical, Drakes are not dextrous, patient, or curious enough to invest time in making weapons, goods or other items they have little use for. However, they themselves are highly prized for their skin, horns, and blood in the manufacture of potent items.

Dragons' horns are special tools used for boring and duelling. Their size and rib pattern symbolizes a Drake's power and enotes his stature in the hierarchy of the species. These horns are essentially unbreakable. Prized for their value as musical instruments and bow-making material, they can be ground to produce a host of enchanted potions. In a strange way, they embody the strength and magic of these exceptionally special creatures.

Dragonskin is also highly valued, though it varies in strength, the overlapping plates growing thicker with age. In order to make a suit of armor out of Dragonskin, an adventurer must first cut the scales and the underlying hide from the Drake's body, all the while contending with the beast's toxic blood. This is a considerable feat. Even then, however, sewing and molding a suit of armor made from such an enchanted material will require the work of both an armorer and an alchemist.

The blood of Dragons is both caustic and enchanted, reflecting the awesome magics they wield. This material can be made into powerful potions granting the imbiber the ability to temporarily use various mind-manipulating spells, but it is also caustic and corrosive, making it difficult to store, transport, and utilize. Drakes' enchanted blood grows more powerful but also more dangerously acidic as they age.



7.0 GENERATING TREASURES

Most of the time a gamemaster will choose a treasure that is appropriate for a particular adventure site. However, it is often useful to be able to quickly generate a random treasure or part of a treasure.

This section provides guidelines and tables which can be used to create and generate treasures for a variety of FRP situations. Section 7.1 describes the basic classifications for treasure. Section 7.2 provides a set of tables for generating random treasures keyed to certain "richness" ratings.

These tables can be used for a variety of other purposes in a FRP game. The gamemaster can use them to determine what magic items are for sale in a particular shop or town. He or she can use them to determine the magic items possessed by non-player characters or to stock a variety of adventure sites ranging from the vaults and treasuries of kingdoms to the contents of buried hoards to the stash in a bandit lair.

7.1 TREASURE CLASSIFICATIONS

The basic types of treasure are described in this section.

Gems and Jewelry—Gems and jewelry are forms of wealth that are more portable than most money. They are also more easily identifiable and more difficult to assess.

Money—The gamemaster should keep in mind that most money in the world at large is in the form of tin pieces (tp) and copper pieces (cp), followed in decreasing frequency by: bronze pieces (bp), silver pieces (sp), gold pieces (gp), and mithril pieces (mp). Often the sheer weight of the money in a treasure will limit the amount which can be carried away.

Normal Equipment—Many treasures will include lots of normal equipment (i.e., weapons, rope, tools, clothing, books, and manuscripts, etc.).

Light Equipment—The weight of equipment (e.g. weapons, armor, shields, food, etc.) is often a big hindrance to an adventurer. A piece of equipment which is lighter than normal can be very valuable.

Bonus Spell Items—There are two types of magic items, called bonus spell items, which enable a character to cast more spells than he would be able to normally: spell adders and spell multipliers. Each bonus spell item is keyed either to *RM* hybrid spell-user spells or to spells from one of the three *RM* realms; or two *MERP* realms of power: Essence, Channeling; or *LoR*'s indivisible Song of the Valar. Such an item can only be used to cast spells to which it is keyed. A few rare items are useable by any profession or realm.

A +1 *spell adder* (SpAd+1) allows a character to cast one extra spell between 8 hour periods of rest in addition to those which he can normally cast by using his power points; a +2 *spell adder* allows 2 additional spells; a +3 *spell adder* allows 3 additional spells; etc.

A $\times 2$ *spell multiplier* (PP $\times 2$) doubles the number of power points available to a character between 8 hour periods of rest; a $\times 3$ *spell multiplier* triples his power points; etc.

Items with Non-magic Bonuses—Superior items (special material or construction) add their bonus to the total skill bonus of any skill that normally utilizes an item of that type (e.g., a +10 mace, a +5 lock pick, a set of +15 chain, etc.). For example, the use of a +10 mace (*LoR* +2) would increase a character's Offensive Bonus by 10 (*LoR* by +2), a +5 lock pick would increase his Pick Lock skill bonus by 5, and a set of +15 chain would increase his Defensive Bonus by 15. Their bonuses apply to any appropriate rolls by any character using them.

Items with Magic Bonuses—Items with magic bonuses are treated like items with non-magic bonuses for the purposes outlined above. However, they also have special properties due to their magical nature (e.g., weapons with magic bonuses use the "Magic" columns on the Large and Super Large Critical Strike tables). Certain very powerful creatures can not be harmed at all by non-magic weapons.

ITEMS CHARACTERISTICS CHART

Item	Size	Maximum Charges	Maximum Spell Level	Composition	Requirements to Use
Rune Paper	varies	1/100%	10	organic	touch/look at
Potion	4 oz.	1/100%	10	liquid	ingested
Single Use Item	varies	1/100%	10	varies	held in hand
Daily Item	varies	Daily #	10	varies	touch/look at
Wand	1'	10/10%	2	organic	held in hand
Rod	2.5'	30/4%	5	organic	held in hand
Staff	5'	100/1%	10	organic	held in hand
Constant Item	varies	Constant	10	varies	worn

Max. Charges: There are two methods for keeping track of the number of spells castable by an item: keep track of the number of "charges", or roll after each use to determine if the item is used up. The first number given is the maximum number of charges that such an item can contain, while the second number is the chance of exhausting the item whenever it is used.



WEALTH TREASURE SIZE CHART			
Merp/RM Roll	LoR		# Composition Rolls
	Ist Roll	2nd Roll	
01-30	1-3	1-2	1
31-55		3-4	2
56-75		5-6	3
76-90	4-5	1-3	4
91-97		4-6	5
98-99	6	1-4	7
00		5-6	9

Magic Items Containing Spells—Certain magic items contain spells which a character may cast. Such spells do not require power points, and the caster needn't have learned the list from which they come. The various types of spell items include: rune paper, potions, single use items, daily items, wands, rods, staves, and constant items. These are the usual restrictions. Certain extraordinary items may have unique properties. The characteristics of these items are summarized in the *Item Characteristics Chart*.

Tomes—These are books which usually contain all or part of a given spell list. Depending upon how a gamemaster handles learning spells, tomes can be used in two ways. If the gamemaster requires that texts be used to "learn" spell lists, tomes can fulfill this requirement. In any case, each spell in a tome can be cast once as if it were a rune. Such use

of a spell in a tome destroys that spell description and it can not be used again to "learn" the spell or cast it. The pages of tomes are not "reusable" like rune paper. Tomes usually have a special protective cover and weigh between 5 and 50 pounds.

Special Items—These items do not always fall completely into the categories above. To determine the exact nature of a "special" item, the gamemaster may simply create (make up) any magic item that he wants or he may use one of the treasures described in Section 4.0 or he may use the following charts while varying the guidelines for their use sufficiently to yield an item with unusual properties.

Artifacts—Artifacts are special items that are very powerful and often contain multiple powers and abilities. The One True Ring and the Three Elven Rings of Power are examples of very powerful artifacts. Usually these items have a history and a cultural or political significance, and should be placed by the gamemaster in specific locations (i.e., not generated randomly).

WEALTH TREASURE COMPOSITION CHART							
MERP/RM Roll	LoR		RELATIVE RICHNESS				
	Ist Roll	2nd Roll	Very Poor	Poor	Normal	Rich	Very Rich
01-10		1-2	50 tp	500 tp	1000 tp	5000 tp	10000 tp
11-20	1	3-4	100 tp	1500 tp	3000 tp	7500 tp	5000 cp
21-30		5-6	500 tp	2500 tp	5000 tp	1000 cp	10000 cp
31-35		1-2	1000 tp	500 cp	1000 cp	1750 cp	1500 bp
36-40	2	3-4	2000 tp	750 cp	1500 cp	2500 cp	2000 bp
41-45		5-6	300 cp	1000 cp	2000 cp	400 bp	250 sp
46-50		1-2	400 cp	1250 cp	250 bp	500 bp	300 sp
51-55	3	3-4	500 cp	150 bp	300 bp	600 bp	400 sp
56-60		5-6	600 cp	200 bp	350 bp	70 sp	60 gp
61-65		1-2	70 bp	250 bp	40 sp	90 sp	80 gp
66-70	4	3-4	80 bp	30 sp	50 sp	110 sp	100 gp
71-75		5-6	90 bp	35 sp	60 sp	15 gp	125 gp
76-80		1-2	100 bp	40 sp	70 sp	25 gp	150 gp
81-85	5	3-4	12 sp	50 sp	8 gp	35 gp	2 mp
86-90		5-6	15 sp	60 sp	10 gp	45 gp	Gem(250)
91-94		1-2	20 sp	7 gp	15 gp	Gem(60)	Gem(300)
95-97	6	3-4	3 gp	8 gp	Gem(20)	Gem(80)	Jw.(400)
98-99		5	5 gp	Gem(10)	Gem(50)	1 mp	Jw.(600)
00		6	Gem(10)	Jw.(25)	Jw.(100)	Jw.(500)	Jw.(1000)

Note: Jw. = Jewelry. Numbers in parentheses indicate the value of the gem or jewelry in gold pieces.



7.2 GENERATING RANDOM TREASURES

The charts below are included to help the gamemaster generate random treasures. The gamemaster must assign a relative richness (very poor, poor, normal, rich or very rich) to the treasure's wealth (money, gems, and jewelry) and to the treasure's magic item content. The richness of these factors may differ; for example, a treasure might be very rich in terms of wealth, but poor in terms of magic items.

The richnesses for treasures associated with a particular creature may be assigned by the gamemaster or extrapolated from the information given by the creature's description in *Creatures of Middle-earth*.

Each chart also has a section for determining the size of the treasure; alternatively the gamemaster may decide on the size. The size of the treasure is reflected in the number of rolls allowed on the composition section of each chart. These charts are only included to provide aid to the gamemaster; use them as you see fit.

MAGIC ITEM TREASURE SIZE CHART

Roll	LOR 4D6 Roll	RELATIVE RICHNESS				
		Very Poor	Poor	Normal	Rich	Very Rich
01-20	4-11	0	0	0	0	2
21-40	12-13	0	0	0	1	2
41-55	14	0	0	1	2	2
56-70	15	0	1	1	2	3
71-80	16	0	1	2	2	3
81-90	17-18	1	1	2	3	4
91-94	19	1	2	3	3	4
95-97	20	2	3	4	4	6
98-99	21-23	3	4	5	6	8
00	24	4	5	6	8	10

7.2.1 MONEY, GEMS, AND JEWELRY

First roll to determine the size of the treasure (the number of rolls allowed) on the *Wealth Treasure Size Chart*, then make the indicated number of rolls to determine the actual composition on the *Wealth Treasure Composition Chart*.

7.2.2 MAGIC ITEMS

Next roll to determine the size of the hoard of magic items (the number of rolls allowed) on the *Magic Item Treasure Size Chart*. Then make the indicated number of rolls on the *Magic Item Treasure Composition Chart* to determine the actual composition. If certain results are obtained, further rolls are required (on the *Magic Item Capabilities Chart* and the appropriate *Spell Chart*) to determine the type of item and its special properties. The gamemaster may choose the type of item based on the location of the treasure, or he or she may roll on the appropriate charts. Suggested items include: weapons, armor, helmets, greaves, shields, tools, saddles, cloaks, boots, gloves, spyglasses, etc.

Key to the Treasure Charts

Realm Code: Under the "Sp.Bonus" column, the code following the number indicates what realm(s) of magic the item is keyed to (see Section 7.1): "Ess" = Essence, "Chan" = Channeling, "Ment" = Mentalism, and "Hybrid" = hybrid spell user spells. For a "Hybrid" result, roll again for specific type: Sorcerer(01-40), Astrologer(41-70), Mystic(71-00). For MERP treat Mentalism as Essence; treat Sorcerer as Animist or Mage, Astrologer as Mage or Ranger, Mystic as Mage or Bard. For LoR, use the realm specification to determine what professions may use the item: Chan = Ranger, Ment and Hybrid = Bard, Ess = any profession.

MAGIC ITEM TREASURE COMPOSITION TABLE

MERP/RM Roll	LoR		RELATIVE RICHNESS				
	1st Roll	2nd Roll	Very Poor	Poor	Normal	Rich	Very Rich
01-05		1-2	Normal	Normal	Normal	Normal	Normal
06-10	1	3-4	Normal	Normal	Normal	Light	Light
11-20		5-6	Normal	Normal	Light	Light	Light
21-30	2	1-2	Normal	Light	Light	Light	Spell
31-40		3-4	Light	Light	Light	Bonus	Spell
41-50		5-6	Light	Light	Bonus	Bonus	Spell
51-55	3	1-2	Light	Bonus	Bonus	Bonus	Bonus
56-60		3-4	Light	Bonus	Bonus	Bonus	Bonus
61-65		5-6	Bonus	Bonus	Bonus	Bonus	Bonus
66-70	4	1-2	Bonus	Bonus	Bonus	Spell	Bonus
71-75		3-4	Bonus	Bonus	Bonus	Spell	Bonus
76-80		5-6	Bonus	Bonus	Spell	Spell	Sp.Bonus
81-85	5	1-2	Bonus	Bonus	Spell	Spell	Sp.Bonus
86-90		3-4	Bonus	Spell	Spell	Sp.Bonus	Sp.Bonus
91-94		5-6	Spell	Spell	Sp.Bonus	Sp.Bonus	Tome
95-97	6	1-3	Spell	Sp.Bonus	Sp.Bonus	Tome	Special
98-99		4-5	Sp.Bonus	Sp.Bonus	Tome	Special	Special
00		6	Special	Special	Special	Special	Artifact

Normal = A normal non-magic item, roll on column "Type B" of the Capabilities Chart.

Spell = An item containing a spell, roll on Spell List Chart.

Tome = A tome, roll on the Spell List Chart.

Special = A special magic item, see Section 7.1.

Artifact = An artifact may be present.

Light = These are items which weigh less than normal. Roll on the Capabilities Chart, column "Type B" for item's type. Then roll on the 'Light' column of the Capabilities Chart to determine the actual % of normal weight. Finally, roll to see if the item has "additional capabilities".

Bonus = These are items which have a "Bonus" for certain activities. Roll on the Capabilities Chart, column "Type B" for item's type. Then roll on 'Bonus' column of the Capabilities Chart to determine the actual bonus for the item (a bonus followed by (M) is magic). Finally, roll to see if the item has "additional capabilities".

Sp.Bonus = These are Bonus Spell items. Roll on the Capabilities Chart, column "Type A" for item's type. Then roll on the 'Sp.Bonus' column of the Capabilities Chart to determine the actual spell bonus for the item ("x #" indicates a spell multiplier, while "+ #" indicates a spell adder). Finally, roll to see if the item has "additional capabilities".

MAGIC ITEMS CAPABILITIES CHART (use when indicated by Magic Item Treasure Composition Chart)

Roll	LoR		ORIGINAL RESULT FROM MAGIC ITEMS COMPOSITION TABLE				
	MERP/RM 1st Roll	2nd Roll	Light	Bonus	Sp. Bonus	TYPE A	TYPE B
01-07	1	1-2	80%	+5	+1 Ess	Staff	Weapon, 1-H Slashing
08-11		3	80%	+5	+1 Ess	Staff	Weapon, 1-H Concussion
12-15		4	80%	+5	+1 Ess	Staff	Weapon, 2-Handed
16-19		5	80%	+5	+1 Chan	Staff	Weapon, Pole Arm
20-22		6	80%	+5	+1 Chan	Staff	Weapon, 10 Arrows
23-25	2	1-2	80%	+5	+1 Chan	Staff	Weapon, 10 Quarrels
26-30		3	70%	+10	+1 Ment	Staff	Weapon, Bow & Thrown
31-35		4	70%	+10	+1 Hybrid	Rod	Weapon, Special
36-44		5	70%	+10	+2 Ess	Rod	Shield
45-50		6	60%	+15	+2 Chan	Rod	Rigid Leather Armor
51-53	3	1	60%	+15	+2 Ment	Rod	Soft Leather Armor I
54-56		2	60%	+15	+2 Hybrid	Rod	Helmet
57-62		3	60%	+20	+3 Ess	Wand	Chain Armor
63-68		4	50%	+5(M)	x2 Ess	Wand	Plate Armor
69-72		5	50%	+5(M)	+3 Chan	Wand	Lockpick Kit
73-76		6	50%	+5(M)	x2 Chan	Wand	Disarm Trap Kit
77-78	4	1	50%	+10(M)	+3 Ment	Robes	Gloves (Martial Arts)
79-80		2	50%	+10(M)	x2 Ment	Robes	Glasses (Perception)
81-82		3	40%	+10(M)	+3 Hybrid	Robes	Cloak (Hiding)
83-84		4	40%	+10(M)	x2 Hybrid	Robes	Boots (Stalking)
85		5	40%	+10(M)	+4 Ess	Robes	Bridle (Riding)
86-87		6	40%	+15(M)	+4 Ess	Robes	Robes (DB if no armor)
88-89	5	1	40%	+15(M)	x3 Ess	Headband	Bracers (Adrenal Def.)
90		2	40%	+15(M)	x3 Ess	Headband	Bracers (Adrenal Def.)
91		3	30%	+20(M)	+4 Chan	Armband	Belt (DB)
92		4	30%	+20(M)	x3 Chan	Armband	Lockpick Kit
93		5	20%	+25(M)	+4 Ment	Necklace	Disarm Trap Kit
94		6	20%	Special	x3 Ment	Necklace	30 Pitons (Climbing)
95	6	1	Special	Special	+4 Hybrid	Ring	Saddle (Riding)
96		2	Special	Special	x3 Hybrid	Ring	Ring (DB)
97		3	Special	Special	+5 Ess	Ring	Special
98		4	Special	Special	x4 Ess	Special	Special
99		5	Special	Special	Special	Special	Special
00		6	Special	Special	Special	Special	Special

ADDITIONAL MAGIC ITEM CAPABILITIES CHART

MERP/RM Roll	LoR		ORIGINAL RESULT FROM MAGIC ITEM TREASURE COMPOSITION CHART		
	1st Roll	2nd Roll	Light	Bonus	Sp.Bonus
01-40	1-2	1-3	Nothing	Nothing	Nothing
41-50		4-6	Bonus	Light	Nothing
51-75	3-4	1-3	Bonus	Light	Light
76-88		4-6	Spell	Spell	Spell
89-92	5	1-2	Sp.Bonus	Sp.Bonus	Bonus
91-93		3-4	Bonus & Spell	Light & Spell	Light & Spell
95-96		5-6	Sp.Bonus & Spell	Light & Sp.Bonus	Light & Bonus
97-98	6	1-2	Bonus & Sp.Bonus	Sp.Bonus & Spell	Bonus & Spell
99		3-4	Bonus & Sp.Bonus & Spell	Light & Sp.Bonus & Spell	Light & Bonus & Spell
00		5-6	Special	Special	Special

Note: Use this chart as indicated by the Magic Item Treasure Composition Chart. "Nothing" indicates no additional capabilities. If any other result is obtained, roll as indicated on the appropriate column(s) on the Magic Items Capabilities Chart and/or the Spell List Chart.



Special: An item which has special properties along the lines of the category rolled. For example, a "special" suit of armor under the Lightweight category might float or have no encumbrance, under the Bonus category it might be +10(M) but +30(M) against Orcs, and under the Sp. Bonus category it might be x3Ess and +1Ess. Special properties might also include "Slaying" weapons, "Holy" weapons, "Throw and Return" weapons, etc.

Type A: Most of these types of items are self-explanatory. The sizes for Wands, Rods, and Staves are given in Section 7.I. Most items must be worn or held to be effective. This column is most often used for "Bonus Spell" items.

Type B: Most of these types of items are self-explanatory. Weapons affect Offensive Bonuses; Armor, Shields, and Helmets affect Defensive Bonuses; the other types are self-explanatory or they have the activity they affect in parentheses. This column is most often used for "Bonus" items and "Light" items.

Weapons, shields, and armor: These items are listed under categories below. To determine the specific item type the gamemaster may choose an item which is used by the local inhabitants or he or she may choose to roll (*MERP/RM* D100; *LoR* 4D6) and use the result to indicate the specific item type. The following lists give a result number range in parentheses after each weapon, shield, or armor type. The gamemaster may want to make up his or her own weapons for his or her world and add them to these lists.

I-H Slashing Weapons: Bastard Sword(01-05; 4-8), Broadsword(06-21; 8-9), Cutlass(22-23; 10), Dagger(24-43; 11-12), Dirk(44-45; 13), Falchion(46-49; 14), Foil(50; 15), Handaxe(51-57; 16), Long Sword(58-69; 17), Main Gauche(70-73; 18), Rapier(74-77; 19), Sabre(78-79; 20), Scimitar(80-86; 21), Short Sword(87-98; 22-23), Tomahawk(99-00; 24).

MERP SPELL LIST CHART

(First Roll Determines Column for Spell List Type)

Ist Roll	01-40 CHANNELING	41-100 ESSENCE
2nd Roll	Open Lists	Open Lists
01-05	Detection Mastery	Physical Enhancement
06-10	Sound/Light Ways	Essence Hand
11-15	Calm Spirits	Illusions
16-20	Surface Ways	Unbarring Ways
21-25	Protections	Spell Ways
26-30	Spell Defense	Essence's Ways
31-35	Nature's Movement	Spirit Mastery
36-40	Nature's Lore	Essence Perceptions
	Animist Only Lists	Mage Only Lists
41-45	Plant Mastery	Earth Law
46-50	Direct Channeling	Ice Law
51-55	Animal Mastery	Light Law
56-60	Bone/Muscle Ways	Fire Law
61-65	Blood Ways	Lofty Bridge
66-70	Organ Ways	Water Law
71-75	Purifications	Living Change
76-80	Creations	Wind Law
	Ranger Only Lists	Bard Only Lists
81-82	Path Mastery	Controlling Songs
83-84	Moving Ways	Item Lore
85-86	Nature's Guises	Lore
87-88	Nature's Ways	Sound Control
89-95	Special	Special
96-100	Curse	Curse
<p>Curse: The spell is somehow cursed; it may attack a character or affect him in some other negative fashion (e.g. a disease, a poison, a drop in stats, a phobia, etc.). The Gamemaster has great flexibility in this matter.</p> <p>Special: The Gamemaster may make up a spell.</p>		

LOR SPELL LIST CHART

Ist Roll	2nd Roll	LoR Spell
1-2	1	Strength
	2	Shield
	3	Speed
	4	Balance
	5-6	Camouflage
3-4	1-2	Concentration
	3	Item Analysis
	4	Clairvoyance
	5	Healing
5-6	6	Luck
	1	Protection From Magic
	2	Sustenance
	3-4	Calm
5	5	Charm Animal
	6	Fire Bolt

ROLEMASTER SPELL LIST TABLE

(First Roll Determines Column for Spell List Type)

1st Roll	01-25 CHANNELING	26-74 ESSENCE	75-90 MENTALISM	91-100 EVIL/SEMI/HYBRID
2nd Roll 01-03 04-06 07-09 10-12 13-15	Open Lists Spell Defense Barrier Law Detection Mastery Lofty Movements Weather Ways	Open Lists Spell Wall Essence's Perception Rune Mastery Essence Hand Unbarring Ways	Open Lists Delving Cloaking Damage Resistance Anticipations Attack Avoidance	Evil Magician Base Lists Physical Erosion Matter Disruption Dark Contacts Dark Summons Darkness
16-18 19-21 22-24 25-27 28-30	Sound's Way Light's Way Purifications Concussion's Ways Nature's Law	Physical Enhancement Lesser Illusions Detecting Ways Elemental Shields Delving Ways	Brilliance Self Healing Detections Illusions Spell Resistance	Monk Base Lists Monk's Bridge Evasions Body Reins Monk's Sense Body Renewal
31-33 34-36 35-39 40-42 43-45	Closed Lists Blood Law Bone Law Organ Law Muscle Law Nerve Law	Closed Lists Invisible Ways Living Change Spirit Mastery Spell Reins Lofty Bridge	Closed Lists Sense Mastery Gas Manipulation Shifting Liquid Manipulation Speed	Evil Cleric Base Lists Disease Dark Channels Dark Lore Curses Necromancy
46-48 49-51 52-54 55-57 58-60	Locating Ways Calm Spirits Creations Symbolic Ways Lore	Spell Enhancement Dispelling Ways Shield Mastery Rapid Ways Gate Mastery	Mind Mastery Solid Manipulation Telekinesis Mind's Door Movement	Ranger Base Lists Path Mastery Moving Ways Nature's Guises Inner Walls Nature's Ways
61-63 64-66 67-69 70-72 73-75 76-78	Cleric Base Lists Channels Summons Communal Ways Life Mastery Protections Repulsions	Magician Base Lists Fire Law Ice Law Earth Law Light Law Wind Law Water Law	Mentalist Base Lists Presence Mind Merge Mind Control Sense Control Mind Attack Mind Speech	Sorcerer Base Lists Soul Destruction Gas Destruction Solid Destruction Fluid Destruction Mind Destruction Flesh Destruction
79 80 81 82 83 84	Healer Base Lists Surface Ways Bone Ways Muscle Ways Organ Ways Blood Ways Transferring Ways	Illusionist Base Lists Illusion Mastery Mind Sense Molding Guises Sound Molding Light Molding Feel-Taste-Smell	Seer Base Lists Past Visions Mind Visions True Perception Future Visions Sense Through Others True Sight	Mystic Base Lists Confusing Ways Hiding Mystical Change Liquid Alteration Solid Alteration Gas Alteration
85 86 87 88 89 90	Animist Base Lists Nature's Movement Plant Mastery Animal Mastery Herb Mastery Nature's Lore Nature's Protection	Alchemist Base Lists Enchanting Ways Essence Imbedding Ment.-Chan. Imbedding Organic Skills Liquid-Gas Skills Inorganic Skills	Lay Healer Base Lists Muscle Mastery Concussion Mastery Bone Mastery Blood Mastery Prosthetics Nerve & Organ Mastery	Astrologer Base Lists Time's Bridge Way of the Voice Holy Vision Far Voice Starlights Starsense
91 92 93 94 95	special special special special special	special special special special special	special special special special special	Evil Mentalist Base Lists Mind Erosion Mind Subversion Mind Death Mind Disease Mind Domination
96 97 98 99 00	cursed cursed cursed cursed cursed	cursed cursed cursed cursed cursed	cursed cursed cursed cursed cursed	Bard Base Lists Lore Controlling Songs Sound Control Sound Projection Item Lore

Curse: The spell is somehow cursed; it may attack a character or affect him in some other negative fashion (e.g. a disease, a poison, a drop in stats, a phobia, etc.). The Gamemaster has great flexibility in this matter.

Special: The Gamemaster may make up a spell or use a higher level spell (e.g., a spell above 10th level).



I-H Concussion Weapons: Armored Glove(01-04; 4-7), Blackjack(05-08; 8-9), Cat of Nine Tails(09-10; 10), Club(11-15; 11-12), Mace(16-50; 13), Morning Star(51-65; 14), War Hammer(66-90; 15-18), Whip(91-00; 19-24).

2-Handed Weapons: Battle Axe(01-25; 4-8), Claymore(26-29; 9), Cudgel(30- 33; 10), Flail(34-42; 11), War Mattock(43-50; 12), Quarterstaff(51-70; 13-15), Two-Handed Sword(71-00; 16-24).

Pole Arm Weapons: Boar Spear(01-05; 4-8), Harpoon(06-10; 9), Javelin(11-20; 10-11), Medieval Lance(21-30; 12), Mounted Lance(31-40; 13), Pilum(41-45; 14), Pole Arm(46-70; 15), Spear(71-95; 16-19), Trident(96-00; 20-24).

Bow & Thrown Weapons: Blow Gun(01-02; 4-6), Bola(03-07; 7), Boomerang(08-09; 8), Composite Bow(10-23; 9-11), 6 Darts(24-27; 12), Heavy Crossbow(28-38; 13), Lasso(39-42; 14), Light Crossbow(43-54; 15), Long Bow(55-68; 16), Net(69-72; 17), Short Bow(73-90; 18-19), Sling(91-00; 20-24).

Special Weapons: Baw(01-05; 4-6), Cabis(06-10; 7-8), Dag(11-15; 9), Gé(16-20; 10), Irgaak(21-25; 11), Jo(26-32; 12), Katana(33-39; 13), Kynac(40-44; 14), Long Kynac(45-49; 15), No-Dachi(50-56; 16), Nunchaku(57-63; 17), Sai(64-70), Shang(71-75; 18), Shuriken(76-83; 19-20), Tonfa(84-90; 21), Typh(91-95; 22), Yarkbalka(96-00; 23-24).

Shields: Target Shield(01-15; 4-10), Normal Shield(16-55; 11-14), Full Shield(56-85; 15-17), Wall Shield(86-00; 18-24).

ITEM AND SPELL LEVEL CHART

First Roll (if necessary) Determines the Type of Item

	01-30	31-50	51-65	66-70	71-75	76-80	81-85	86-94	95-98	99	00	—
2nd Roll	Rune Paper	Potion	Single Use Item	Daily I	Daily II	Daily III	Daily IV	Wand	Rod	Staff	Constant Item (Ring)	Tome
01-20	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st-5th
21-25	2nd	1st	2nd	1st	1st	1st	1st	1st	1st	2nd	2nd	1st-5th
26-30	2nd	1st	2nd	1st	1st	1st	1st	1st	1st	3rd	2nd	6th-10th
31-35	2nd	2nd	3rd	1st	1st	1st	1st	1st	2nd	3rd	3rd	6th-10th
36-40	2nd	2nd	3rd	2nd	1st	1st	1st	1st	2nd	4th	3rd	6th-10th
41-45	3rd	2nd	4th	2nd	2nd	1st	1st	1st	2nd	4th	4th	6th-10th
46-50	3rd	2nd	4th	2nd	2nd	2nd	1st	1st	2nd	5th	4th	1st-10th
51-55	3rd	2nd	5th	3rd	2nd	2nd	1st	1st	2nd	5th	5th	1st-10th
56-60	4th	3rd	5th	3rd	2nd	2nd	2nd	2nd	3rd	6th	5th	1st-10th
61-65	4th	3rd	6th	4rd	3rd	2nd	2nd	2nd	3rd	6th	6th	1st-10th
66-70	5th	4th	6th	4th	3rd	2nd	2nd	2nd	3rd	7th	6th	1st-10th
71-75	5th	4th	7th	5th	3rd	3rd	2nd	2nd	3rd	7th	7th	11th-20th
76-80	6th	5th	7th	5th	4th	3rd	2nd	2nd	4th	8th	7th	11th-20th
81-85	7th	6th	8th	6th	4th	3rd	2nd	2nd	4th	8th	8th	11th-20th
86-90	8th	7th	9th	7th	5th	4rd	3rd	2nd	4th	9th	8th	1st-20th
91-94	9th	8th	10th	8th	5th	4th	3rd	2nd	5th	9th	9th	1st-20th
95-97	10th	9th	HL	9th	6th	5th	3rd	2nd	5th	10th	10th	1st-25th
98-99	HL	10th	HL	10th	7th	5th	3rd	2nd	5th	10th	10th	1st-30th
00	HL	HL	HL	HL	HL	HL	HL	2nd	5th	HL	HL	1st-50th

HL — Higher than normal level spell. The Gamemaster may either choose a spell level himself, or he can roll I-20 (i.e., 1-100 divided by 5) until he gets a result above the highest normal spell level for that type of item.

Note: The Gamemaster can determine the number of charges (if charges are used) left in a wand, a rod, or a staff by using a 1-100 die roll; low rolls indicating few charges and high rolls indicating lots of charges. He may also want to include multiple charges (or doses) on special scrolls and potions. A Daily # item may be used to cast a spell a number (#) of times each day (e.g. a Daily III item could be used 3 times a day), and may take any form that the Gamemaster wishes (e.g. a ring, a weapon, a bracelet, an earring, a rod, etc.).



Helmets: Leather Helm(01-15; 4-10), Superior Leather Helm(16-35; 11-12), Plate Helm(36-50; 13-14), Pot Helm(51-65; 15), Full Helm(66-85; 16), Visored Helm(86-00; 17-24).

Soft Leather Armor: *RM* AT-5(01-15), AT-6(16-30), AT-7(31-65), AT-8(66-00) or *MERP* SL or *LoR* Leather.

Rigid Leather Armor: *RM* AT-9(01-35), AT-10(36-70), AT-11(71-85), AT-12(86-00) or *MERP* RL or *LoR* Leather.

Chain Armor: *RM* AT-13(01-25), AT-14(26-50), AT-15(51-75), AT-16(76-00) or *MERP* Ch or *LoR* Chain.

Plate Armor: *RM* AT-17(01-30), AT-18(31-60), AT-19(61-80), AT-20(81-00) or *MERP* Pl or *LoR* Plate.

7.2.3 CHOOSING SPELLS AND SPELL ITEMS

The *Magic Item Charts* may indicate that a spell item is included in a treasure, or a gamemaster may want to randomly choose a spell for an item. The charts in this section provide a mechanism for choosing a spell and a spell item. Using the appropriate spell list chart (*MERP* or *Rolemaster* or *LoR*), roll to determine which realm the spell is from (*MERP* and *RM*), and then roll to determine the specific spell list (*MERP* and *RM*) or spell (*LoR*). Then the *Item and Spell Level Chart* can be used to determine the type of item and the level of the spell. If the spell obtained is inappropriate, just repeat the process, or part of the process, as necessary.

ROLEMASTER STANDARD SYSTEM™

The *Rolemaster Standard System*™ (RMSS) is ICE's advanced fantasy role playing game (FRPG) system. Four modular core titles make up the RMSS: *Arms Law*, *Spell Law*, *Gamemaster Law* and *Rolemaster Standard Rules*. Experienced FRPG players can use *Arms Law* for their combat system of choice while using other "core" rules. *Spell Law* is a proven favorite in fantasy gaming. Though many have asked us to put the core *Rolemaster* material in one book, the sales records of *Arms Law* and *Spell Law* on their own argue strongly for the modular approach. The new material in *Gamemaster Law* is sure to be crucial for *Rolemaster* GMs, and it will undoubtedly prove to be a popular resource for GMs of other FRPG systems as well. The *Rolemaster Standard Rules* tie it all together, refining the fine 15 year old *Rolemaster* tradition.

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Arms Law now features one weapon (with corresponding criticals) per page to accommodate easy integration of future Companion material or optional rules. The new critical tables are Brawling Critical Strike, Subdual Critical Strike and the Non-Weapon Fumble. The new Brawling Attack Table is added. Also included are new weapon breakage rules that are fun and easy to implement. *Arms Law* details a fantasy/medieval melee and missile combat system adaptable to any FRP system and fully compatible with older versions of *Rolemaster*.

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ROLEMASTER™ THE STANDARD SYSTEM

Appendix
A-3.2
DWARVES

A-3.2 DWARVES

Although Dwarves are spread across the world, they are close to one another and have spanned a universal reputation for ruggedness, practicality, and unwavering loyalty. Most groups favor the rocky highlands and deep caverns of the mountains. They are superior craftsmen and they love to mine the earth for precious gems and metals to forge into weapons of strength and artifacts of beauty and power.

PHYSICAL CHARACTER

Build: Short, stocky, strong, with exceptionally strong limbs. Males average 150 pounds, females, 135 pounds.
Coloring: Black, red, or dark brown hair. Fair to ruddy complexion.

Endurance: Tremendous. -21 to exhaustion points (see Section 22.3).
Height: Males average 4'9"; females, 4'3".
Lifespan: 200-400 years.
Resistance: Resistance against flame and ice: +30 DR and KR bonuses versus heat and cold attacks.

Special Abilities: Dwarves see well in extreme darkness. In the dimmest light, they can see 50' perfectly, and fairly well up to 100'. They can see 10' in total darkness (non-magical).

CULTURE

Clothing & Decoration: Beards, sometimes braided. Long hair. Heavy garb with colorful hooded cloaks.

Fears & Inabilities: Open water; they do not normally swim (30 to 50 swimming maneuvers).

Lifestyle: Dwarves are superb miners and craftsmen, and unsurpassed stoneworkers. They live in tightly knit groups and favor underground cities which are usually cut into rugged hills or mountains.

Marriage Pattern: Monogamous. Only a third of the race is female. The line is traced through the male.

Religion: Dwarves believe that each lineage has a common spirit which permeates them all and that to use together. They revere their ancestors above all other things but their maker, and believe that in each Dwarfven King exists a part of his predecessors.

OTHER FACTORS

Demeanor: Subtle, quiet, possessive, suspicious, judicious, introspective, and often very grumpy. Tenacious warriors, they fight without quarter and never retreat. Each Dwarfven has his kind of brethren and non-Dwarves as lesser beings. They enter into agreements with extreme care and honor them to the letter.

Language: **Speaking Languages:** Among themselves, Dwarves speak Dwarfvenish (S/W6), a guttural tongue. They also speak Common-speech (S/W5) and Elvish (S/W4). **Altered Intelligence Development:** Dwarfvenish (S/W10), Common-speech (S/W10), Hill-speech (S/W2), Plains-speech (Rank S/W6), and Wood-speech (Rank S/W6).

Prejudices: Orcs and Dragons are sworn enemies. In addition, they are extremely suspicious of magics and Elves.

Professions: Dwarves do not make good Essence or Meridian spell users. They generally scowf at the ways of Elves or other conjurers, preferring instead to use such power in the making of permanent physical items.

Special Skills: **Everyman:** Carving, Leather-crafts, Metal-crafts, Mining, Smithing, Stone-crafts, Survival (underground); **Restricted:** Swimming.

Standard Hobby Skills: Appraisal, any Armor skills, Attainment, Body Development, Carving, Climbing, Contortions, Disarming Traps, First Aid, Leather-crafts, Metal-crafts, Picking Locks, Public Speaking, Region Lore (any cavernous region), Riding (swoles and bears), Smithing, Tactics, Trap-building, any Weapon skills.

OUTFITTING OPTIONS

Weapons: Dagger, handaxe, short sword, club, war hammer, mace, crossbow, battle-axe, spear, heavy crossbow, light crossbow, war maul, pole arm.

Armor: Any. Dwarves favor chain mail. Lamellar (treat as Chain with a -5 vs. missile, -5 vs. missile and scale (treat as Fine) are also available. Target shields and wall shields are popular.

Money: 2 gold pieces or a gem (aquamarine, topaz, garnet, peridot, sapphire) of comparable value.

BACKGROUND OPTIONS

Dwarves get five background options.

Retra 1 languages: In addition to the tongues listed above: High-speech (S/W5), South-speech (S/W4), and North-speech (S/W3).

Extra Money: Gold pieces or a gem (emerald, amethyst, ruby, sapphire, diamond) of comparable value.

Special Items: Spell items may only contain Channeling spells. Any weapons will be of superior workmanship and forged of steel.

Talents: Re-roll all "spell user" results. For one background option a Dwarf may select one of the following talents (both for 2 options): (1) the ability to sense the presence of mechanical traps 50% of the time (GM should roll); (2) superior orienting abilities underground, the character always knows the direction of true north and the approximate elevation of his location.



Appendix
A-4.6
MAGICIAN

A-4.6 MAGICIAN

Magicians are pure spell users of Essence who have concentrated on elemental spells. Their base spells deal with the elements of earth, water, air, heat, cold, and light.

Tasha began chanting. The door in front of her began to crack under the pressure of the creature on the other side. Just a few more seconds and the beast would be through. She began to sweat, her spell had to be completed before the door gave way...

Prime Stats: Empathy and Reasoning



MAGICIAN SPELL LISTS

The Magician has six base lists. The full descriptions of all the spells on these lists can be found in *Spell Law* (pages 99-104). For a slightly higher development point cost, he may also develop Open and Closed Essence spell lists. Full descriptions of these lists can be found in *Spell Law* (pages 73-92). Other spell lists may be developed, but will cost a larger number of development points.

Earth Law: Manipulating earth, stone, and other inorganic materials.
Fire Law: Manipulating fire and heat manipulation (including elemental attacks).
Ice Law: Manipulating ice and cold (including elemental attacks).
Light Law: Manipulating light and electricity (including elemental attacks).
Water Law: Manipulating water and other fluids (including elemental attacks).
Wind Law: Manipulating wind and air.

PROFESSION BONUSES

Directed Spells	+10	Power Manipulation	+10
Lore + Magical	+10	Power Point Dev.	+5
Power Awareness	+10	Spell Group	+5

SKILLS AND SKILL CATEGORIES

Armor + Heavy	11	Outdoor + Animal	3
Armor + Light	9	Outdoor + Environment	3
Armor + Medium	10	Power Awareness	14
Artistic + Active	2/5	Power Manipulation	4/10
Artistic + Passive	2/5	Power Point Development	4
Athletic + Brawn	6	Science + Basic	14
Athletic + Endurance	3	Science + Specialized	6/14
Athletic + Dynamic	3	Self Control	6
Awareness + Perception	6	Special Attacks	15
Awareness + Searching	3	Special Defenses	40
Awareness + Sense	3/7	Subterfuge + Attack	15
Body Development	13	Subterfuge + Stealth	5
Combat Maneuvers	18	Subterfuge + Mechanics	7
Communications	2/2/2	Technical + General	3/7
Crafts	4/10	Technical + Professional	8
Directed Spells	2/5	Technical + Vocational	3/12
Influence	2/6	Urban	3
Lore + General	1/3	Weapon + Category 1	9
Lore + Magical	1/4	Weapon + Category 2	20
Lore + Obscure	3/7	Weapon + Category 3	20
Lore + Technical	2/6	Weapon + Category 4	20
Martial Arts + Strikes	9	Weapon + Category 5	20
Martial Arts + Sweeps	9	Weapon + Category 6	20
		Weapon + Category 7	20

The weapon categories are: 1-H Concussion, 1-H Fisted, 2-Handed, Melee, Missile, Artillery, Pole Arm, and Throw.

Everyman Skills: Time, Sense, Magic Ritual, Spell Mastery, Meditation

Occupational Skills: none

Restricted Skills: Channeling

SPELL DEVELOPMENT

Base list (all)	3/2/3	Closed list (1-5)	4/4
Open list (1-10)	4/4/4	Closed list (6-10)	4/4/4
Open list (11-15)	4/4/4	Closed list (11-15)	4/4/4
Open list (16-20)	4/4/4	Closed list (16-20)	4/4/4
Open list (21+)	4/4/4	Closed list (21+)	4/4/4

For 5 lists developed in a given level: +1 cost
For 6-10 lists developed in a given level: +2 cost
For 11+ lists developed in a given level: +4 cost
For spell lists, see the Spell List DP Cost Tables T-2, 4.

TRAINING PACKAGES

Adventure	34	Highwayman	30
Amateur Mage	24	Hunter	36
Animal Friend	33	Knight	46
Assassin	40	Loremaster	19
Berserker	45	Martial Artist	40
Burglar	31	Mercenary	44
City Guard	31	Merchant	20
Con Man	27	Performer	26
Classroom Academic	23	Philosopher	29
Cook	24	Sailor	23
Crafter	30	Scout	31
Crossing Academic	30	Shaman Priest	29
Cut Purse	32	Soldier	37
Detective	30	Spymaster	33
Diplomat	26	Traveler	20
Doctor	23	Wanderer	30
Explorer	31	Weapon Master	34
Guardian	40	Znail	28
Hebald	26		

† Typical ‡ Not normally allowed

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2019 Mirkwood™ (Realm of Middle-earth) \$25.00

Once named Greenwood the Great, the forest east of the Misty Mountains harbored trees as old as the Sun and the Moon. Elves feasted and sang in the dappled light beneath their ancient boughs. The brooks were clear, and the breezes sweet. The coming of the Necromancer changed the character of the woodland. Shadows emanated from his stronghold in the south of the forest. The trees became twisted and veiled in sinister hanging mosses. Foul creatures crept the night. Innocent birds and beasts fled. Adventurers who enter Mirkwood risk either the snares of the Necromancer's minions or the confusing magicks of the Silvan Elves grown periously wary in their slow retreat north. *Mirkwood* is a reprint of the 1988 release. This printing features many more illustrations and stats for *The Lord of the Rings Adventure Game*™ in addition to those for *MERP*™ and *Rolemaster*™.

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NOTES

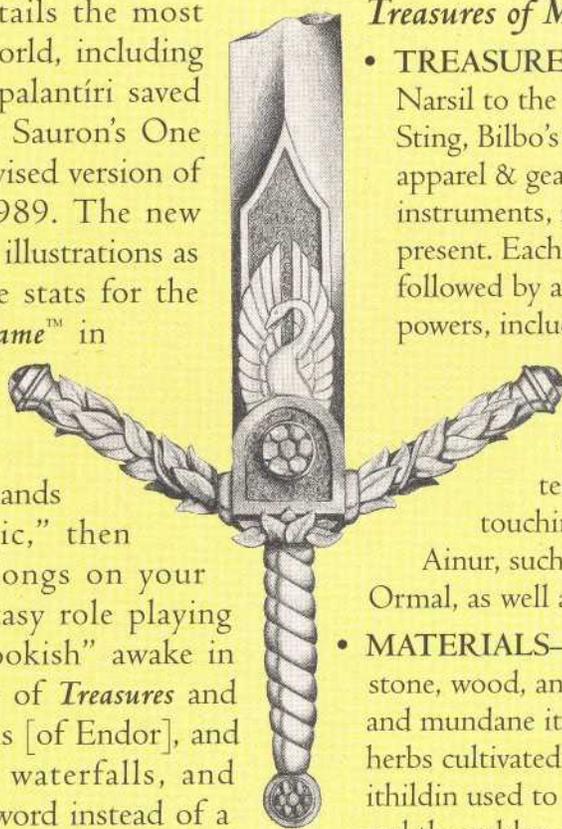


TREASURES of™ MIDDLE-EARTH

"The Sword of Elendil was forged anew by elvish smiths, and on its blade was traced a device of seven stars set between the crescent Moon and the rayed Sun, and about them were written many runes; for Aragorn son of Arathorn was going to war upon the marches of Mordor. Very bright was that sword when it was made whole again; the light of the sun shone redly in it, and the light of the moon shone cold, and its edge was hard and keen. And Aragorn gave it a new name and called it Andúril, Flame of the West."

*—The Fellowship of the Ring**

Treasures of Middle-earth details the most potent artifacts of Tolkien's world, including Aragorn's sword Andúril, the palantíri saved from drowned Númenor, and Sauron's One Ring. This compendium is a revised version of the sourcebook released in 1989. The new *Treasures* features twice as many illustrations as the old and includes complete stats for the *Lord of the Rings Adventure Game™* in addition to *MERP™* and *Rolemaster™* stats. If, like Bilbo, you've ever felt "the love of beautiful things, made by hands and by cunning and by magic," then *Treasures of Middle-earth* belongs on your bookshelves and in your fantasy role playing campaign. Let something "Tookish" awake in your heart: pick up your copy of *Treasures* and "go and see the great mountains [of Endor], and hear the pine-trees and the waterfalls, and explore the caves, and wear a sword instead of a walking-stick."



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