



Anarion

Dúnadan Warrior, King of Gondor, with Isidur..

Source - Lords of Middle Earth II

Anárion was the youngest son of Elendil, the High King of Arnor and Gondor. He and his brother Isildur jointly ruled Gondor, while their father dwelt in the North. Following his father's death during the Siege of Barad-dûr, and Isildur's death at the Disaster of the Gladden Fields, the kingship of Gondor was committed to the line of Anárion beginning with his son, Meneldil.

Anárion was born in the year 3219 of the Second Age in Númenor. He and Isildur lived at the haven of Rómenna on the east coast of the island of Númenor. Their father was Elendil son of Amandil, the Lord of Andúnië.

In SA 3262, Ar-Pharazôn took Sauron captive and brought him to Númenor. Sauron allowed himself to be taken because he wanted to corrupt the Númenóreans. He used their desire for power to convince them to renounce Eru and worship Morgoth. As Sauron's influence increased, the Faithful began to prepare to leave Númenor. They filled nine ships (two for Anárion) with many of their prized possessions, including the palantíri.

Anarion

Level

45

Rolemaster Stats

Co	SD	Ag	Me	Re	St	Qu	Pr	In	Em
102	99	102	94	97	103	103	101	100	94

Merp Stats

Ag	Co	Ig	In	Pr	St	App
102	102	94	100	101	103	102

Hits	AT	DB	Shield	Greves	Melle OB	Missile OB	Movement
173	Plate 20	55	Yes 20	Arm & Leg	185 Broadsword	175 Comp Bow	10

Items



Crown Helm - (Helm of Anarion)

+40 gold and ivory inlaid black ithilnaur (mithril alloy) helmet of a Karma design, shaped like a stylized fish with a prominent ridge of whitish scales. It also adds +40 to all wearers RRs. A x6 (Channeling) PP multiplier. It serves as one of the two Crowns of Gondor.

Mace - (Mace of Anarion)

+40 mithril inlaid eog Holy Mace topped with an inset aquamarine. The gem glows upon wielders mental command and, depending on the level of concentration, can emit a bright beam that shines as far as 1000x wielders level. The mace is a slaying-weapon when used against Sea-drakes, Kraken, or Fell-turtles.

Shield - (Shield of Anarion)

+40 gold and silver inlaid black ithilnaur shield. Set atop the black metal field, the silvery inlay forms the symbol of Gondor, the White Tree and Seven Stars. The shield can be faced in the direction of an attacking spell, in which case the attacking spell caster must make a RR versus the shield-bearer's level. RR failure means that the spell reverses direction, affecting the caster. This works on spells which the shield-bearer would not otherwise be able to resist, (e.g., fireballs, illusions, etc.).



Additional Notes

Spells - 135pp. Directed Spell OB is +35.

Anarion knows all the Open Channeling lists to 10th level (MERP). And all the Base Cleric lists to 5th level (RM)

