



## Tar-Ancalime

*Dúnadan Animist / Astrologer, Queen of Numenor.*

*Source - Lords of Middle Earth II*

*Tar-Ancalimë (Quenya: "The Most Bright") was the seventh monarch of Númenor and its first Ruling Queen. She was only child of King Tar-Aldarion and his wife Erendis.*

*She moved to the Númenórean sheep-lands of Emerië where her mother had a house to escape from the many suitors who sought her hand in marriage. There she dwelt for a time, tending sheep, and assuming the name Emerwen Aranel. She received the name after she said that she could not sleep without hearing the sounds of the sheep.*

*She married the nobleman Hallacar, son of Hallatan of Hyarastorni in SA 1000. Both Tar-Ancalimë and Hallacar were fifth-generation descendants of King Vardamir Nólimon, and the marriage was more one of politics than of love. The Queen aimed to produce an heir in order to secure her throne from her first cousin Soronto. Following the birth of their son, Hallacar and Tar-Ancalimë lived separately.*

# Tar-Ancalime

Level

30

## Rolemaster Stats

Co	SD	Ag	Me	Re	St	Qu	Pr	In	Em
85	90	96	103	101	77	92	102	103	99

## Merp Stats

Ag	Co	Ig	In	Pr	St	App
96	85	99	103	102	77	103

Hits	AT	DB	Shield	Greves	Melle OB	Missile OB	Movement
115	None 2	45	None	None	115 Quarterstaff	45 Comp Bow	20

## Items



### **Tiara (Hirilgalad) - (Ladys Light)**

A beautiful +35 magic tiara, the symbol of Ancalime's sovereignty, worn instead of the more masculine hereditary crown. The tiara is made of braided gold, silver mithrils and blue laens. It bears adamants, diamonds, and sapphires. Weightless, it in now way impedes wearer's spell casting ability. Stunning, wearer can concentrate and make it glow with a brilliant aura which adds +70 to any of the wearer's attempts (eg., attack or maneuver rolls) to persuade or control targets (within 100 ft).



### **Rod Sceptre - Gebirelda) - (Stake of the Stars)**

+40 three and one half long foot rod made of enchanted black oak surrounded by braided branches from a mallorn tree. The rod is a x7pp, and strikes as either a quarterstaff, a mace, or a flail (depending on the 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 per day) be held up and, with concentration the wielder, used to stun (for 1d10 rnds) all viewers within 100 feet who fail a RR verses the wielders' level.

## Additional Notes

**Spells** - 128pp. Tar-Ancalime posses all Animist and Open Channeling lists to 20th level (Merp). And all astrolofer base lists ro 20th level (except for Holy Vision and Far Voice to 25th level. (RM)

